The Dwellers Below (Signature Spell)

CV	*Type*	*Duration*
7+	Range Combat	Inst.

Effect

Place a small (3") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95) and suffering a single Strength 3 hit with an AP of -.

1. Apprentice Spell

Deathly Cabal

CV	*Type*	*Duration*
10+	Range Self	Inst.

Effect

Until your next Start of Turn sub-phase, the caster and any unit they have joined gain a 6+ Ward save against any wounds suffered that were caused by a non-magical enemy attack. In addition, whilst this spell is in play, the affected models gain the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

2. Adept Spell

Unquiet Spirits

CV	*Type*	*Duration*
8+	Range 15"	Inst.

Effect

The target enemy unit suffers 3D6 Strength 2 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

3. Adept Spell

Spiritual Vortex

CV	*Type*	*Duration*
11+	Range 12"	Inst.

Effect

Remains in Play. Place a large (5") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 8" of the template, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule.

4. Adept Spell

Curse Of Years

CV	*Type*	*Duration*
10+	Range 15"	Inst.

Effect

Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Movement, Weapon Skill and Toughness characteristics (to a minimum of 1). If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

5. Master Spell

Spectral Steed

CV	*Type*	*Duration*
9+	Range 12"	Inst.

Effect

Remains in Play. This spell can only target friendly characters whose troop type is 'infantry'. Whilst this spell is in play, the target friendly character gains the Ethereal and Fly (10) special rules.

6. Master Spell

Spirit Leech

CV	*Type*	*Duration*
8+	Range 18"	Inst.

Effect

Until the end of this turn, the target enemy unit suffers a -2 modifier to its Leadership characteristic (to a minimum of 2) and cannot use their General's Inspiring Presence special rule. This spell may target an enemy unit engaged in combat.

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CROWN OF THE
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