

Dark Magic

Range: 18" **Casting On: 10+**

1. Word of Pain Hex

Your (Strategy) Conjunction sub-phase

Until your next Start of Turn sub-phase, the target enemy unit suffers a -1 modifier to its Strength and Toughness characteristics (to a minimum of 1). This spell may target an enemy unit engaged in combat.

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Range: 12" **Casting On: 9+**

5. Battle Lust Enchantment

Your (Strategy) Conjunction sub-phase

Until the end of this turn, the target friendly unit gains the Frenzy and Hatred (all enemies) special rules.

Dark Magic

Range: Combat **Casting On: 8+**

2. Stream of Corruption Assailment

Your (Strategy) Conjunction sub-phase

Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -1.

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Range: Combat **Casting On: 7+**

6. Soul Eater Assailment

Any Fight Combat sub-phase

A single enemy model the caster is engaged in combat with suffers a single Strength 3 hit with the Multiple Wounds (3) special rule and with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

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Range: 12" **Casting On: 9+**

3. Infernal Gateway Conveyance

Your Remaining Moves sub-phase

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This spell can only target friendly characters, but may target characters engaged in combat. If the target friendly character is not fleeing, you may immediately remove it from the battlefield and replace it anywhere within 12" of its original location, but not within 6" of any enemy models.

Note that this spell allows a character to leave combat.

Dark Magic

Range: 24" **Casting On: 8+**

Doombolt Magic Missile

Your Shooting phase

Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Any enemy model whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -2.

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Range: 12" **Casting On: 9+**

4. Phantasmagoria Magical Vortex

Your Shooting phase

Remains in Play. Place a small (3") 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. Enemy units that end their movement within 12" of the template must immediately make a Panic test. Those that fail will Fall Back in Good Order or flee directly away from the template. Those that pass (or that do not have to make the test) become subject to the Impetuous special rule whilst they remain within 12" of the template.

Signature Spell

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