

CHILLWIND

Calling upon the coldness of Nagaelthe of the Utterdark, the Dark Elf unleashes a freezing wind against their enemies. Chillwind is a magic missile with a range of up to 24". The spell causes D6 Strength 3 hits, and a unit which suffers any casualties may do nothing in the next Shooting phase due to numbing coldness.

Cast on 5+

**Magic
Missile**

DARK MAGIC



DOOMBOLT

As the invocation is spoken, the otherworldly beast known as Kharaidon unleashes a bolt of pure darkness upon the Dark Elves' adversaries. Doombolt is a magic missile with a range of up to 18". If successfully cast the Doombolt hits its target and causes D6 Strength 5 hits.

Cast on 6+

Magic Missile

DARK MAGIC



WORD OF PAIN

Upon uttering the true name of Khaine as the Serpent Lord, an unnatural and unbearable agony suffuses the body of his hated foes. This spell can be cast on an enemy unit which is within 24" and is visible to the caster. Any models in the unit have their Weapon Skill and Ballistic Skill reduced to 1. Once it is cast, the Word of Pain remains in play until the Wizard chooses to end it (which she can do at any time), it is dispelled, she attempts to cast another spell, or she is slain.

Cast on 8+

Remains in play

DARK MAGIC



SOUL STEALER

The daemon-crawler Anchan-Rogar reaches out from his domain and plucks the souls from the enemy. Nominate one enemy unit within 6", which may be in close combat. Every model in the unit takes a Strength 3 hit. For each unsaved wound caused, the Sorceress gains one extra wound. The Wizard may never have more than double their original number of Wounds, any extra are lost.

Cast on 9+

DARK MAGIC



DOMINION

Calling upon Lamehk the Slavemaster of the Third Hell, the Wizard takes control of the foe's thoughts. This spell can be cast on an enemy unit within 12". In the following enemy turn the Dark Elf player may prohibit one of the unit's following actions: the move of the unit; the shooting of the unit; any Wizards in the unit casting spells.

Note that any Wizard in the unit still adds the normal number of Power dice to the opponent's pile even if he does not cast spells himself.

Cast on 10+

DARK MAGIC



BLACK HORROR

The Wizard conjures a whirling vortex of Dark energy which drags her victims into one of the infernal regions. Place the large (5") template anywhere within line of sight and with the centre within 18" of the wizard. Any models completely under are automatically affected, models partially under are affected on a roll of 4+.

Affected models suffer a wound with no armour saves if the Dark Elf player can roll over the model's Strength on a D6 (rolls of 6 always succeed). Models without a normal Strength characteristic, such as war engines, are destroyed on a roll of a 6. Any unit that loses one or more Wounds must take an immediate Panic test.

Cast on 12+

DARK MAGIC

