

Invocation of Nehek

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Necromancy Spell

VC

18". Target Undead unit or character re-gains D6 W. Vampires, non-infantry, Ethereal re-gains 1W. Resurrected models don't gain charge bonuses.

Illus. Baron Wolf

4

Raise Dead

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Necromancy Spell

VC

12". Raise D3+4 Zombies at least 1" from enemy units.

Illus. Baron Wolf

5

Vanhel's Danse Macabre

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Necromancy Spell

VC

12". Friendly Undead unit not in CC moves 8" max. Can charge unit w/in 8" (normal charge reactions/tests). Unit can move only once per Magic phase. In HtH unit gains ASF and re-roll to hit in the next CC phase.

Illus. Baron Wolf

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Gaze of Nagash

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Magic Missile

VC

24". 2D6 S4 hits.

Illus. Baron Wolf

8

Curse of Years

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Remains in Play

VC

18". HtH. Roll a die for each model in unit. Models suffer a Wo on 6+. At the end of every magic phase thereafter to Wo roll reduces by 1. No AS.

Illus. Baron Wolf

8

Wind of Undeath

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Spell

VC

HtH. Roll D6 for every enemy unit. On 4+ Unit suffers a Wound no AS. Create new Spirit Hosts unit w/i 12" of the Vampire with number of Wounds inflicted by the spell.

Illus. Baron Wolf

12

Summon Undead Hord

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Spell

VC

12", Raise 5D6 Zombies OR Replenish 3D6 W across any number of friendly unit or characters as Invocation of Nehek.

Illus. Baron Wolf

12