

SPELL LORES

You can choose or roll for one spell from one of the following tables for each **SLAANESH WIZARD** in a Slaanesh army. In addition, any number of **SLAANESH WIZARDS** in a Slaanesh army that have the Acquiescence spell on their warscroll can use it in the same turn, but the same **WIZARD** cannot attempt to cast it more than once per turn.



LORE OF SLAANESH

SLAANESH DAEMON WIZARD only.

D6 Spell

- 1 **Lash of Slaanesh:** *A long, tongue-like flare of energy erupts from the caster's forehead and lashes the ranks of the enemy.*

Lash of Slaanesh has a casting value of 5. If successfully cast, pick 1 point on the battlefield within 12" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Roll a dice for each enemy model passed across by this line. On a 4+, that model's unit suffers 1 mortal wound. **SLAANESH** units are unaffected by this spell.

- 2 **Pavane of Slaanesh:** *The caster whistles the tune to one of the darkling dances of Slaanesh, causing their foe to jerk spasmodically until their bones break.*

Pavane of Slaanesh has a casting value of 7. If successfully cast, pick 1 enemy **HERO** within 6" of the caster that is visible to them and roll a number of dice equal to that **HERO**'s Move characteristic. For each 5+, that **HERO** suffers 1 mortal wound.

- 3 **Hysterical Frenzy:** *The caster's victims are engulfed by a torrent of unreasoning emotion, causing them to claw at themselves in blissful rapture.*

Hysterical Frenzy has a casting value of 7. If successfully cast, pick 1 enemy unit wholly within 18" of the caster that is visible to them and roll 1 dice for each model in that unit. For each 6, that unit suffers D3 mortal wounds.

- 4 **Soulslice Shards:** *The caster flicks their wrist and a cloud of ethereal darts bursts from their hand, flensing the minds and souls of their foes.*

Soulslice Shards has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 2D6. If the roll is higher than that unit's Bravery characteristic, that unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the roll.

- 5 **Phantasmagoria:** *The sorcerer summons illusory creatures that flit across the battlefield, seducing and bewildering the sorcerer's foes.*

Phantasmagoria has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 6 dice. For each 5+, subtract 1 from that unit's Bravery characteristic (to a minimum of 1) until your next hero phase.

- 6 **Born of Damnation:** *The sorcerer creates a small portal through which the raw power of Slaanesh can flow.*

Born of Damnation has a casting value of 4. If successfully cast, pick 1 friendly **HEDONITE HERO** within 6" of the caster that is visible to them. You can heal up to D3 wounds allocated to that **HERO**.