

RITUAL

ENHANCEMENTS

Curse of Life

20 pts

When this model heals as a result of the Sorcerous Invigoration detachment rule, you can add 3 to the number of wounds healed.

Eruption of Vitality

35 pts

(Once per battle, per army) When this model is destroyed, at the end of the phase, roll one D6:

- On a 2+, set up this model on the battlefield, unengaged and as close as possible to where it was destroyed. This model is not part of an attached unit and its unit has a starting strength of 1. This model has 3 wounds remaining.
