

## MISTRESS OF THE MARSH

This spell can be cast upon an enemy unit that is within 12" of a river, stream, bog, or any other water feature on the tabletop which has been identified as such before the game. If there are no such features in range, it can be cast on any enemy unit within 6" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the ground beneath the unit is turned to swamp and the unit moves at half speed until the end of its own following turn. If forced to flee, for whatever reason, the unit flees at half speed. This spell has no effect on flyers or ethereal creatures. The swamp disappears at the end of the opposing player's Magic phase.

Cast on 6+

## THE LORE OF LIFE



## FATHER OF THE THORN

The Father of the Thorn can be cast on an enemy unit within 24" of the caster, which is not engaged in combat and which is visible to the caster. If successfully cast, thorns and briars shoot from the earth entangling limbs and tearing at flesh.

The spell causes 2D6 Strength 3 hits.

The thorns wither and disappear at the end of the Magic phase.

Cast on 7+

## THE LORE OF LIFE



## THE HOWLER WIND

This spell can be cast upon the Wizard himself. If successfully cast, no shooting with Strength 4 or less can be targeted at units within 12" of the Wizard – even if some models in the unit are more than 12" away. The howling wind engulfs the whole unit if any part of it is within 12" of the caster. This doesn't prevent units from firing through or out of the affected area at targets beyond. In addition, all enemy units within 12" of the Wizard move at half speed due to the effect of the howling wind.

See the Warhammer rulebook for more details.

Cast on 7+

**Remains in play**

## THE LORE OF LIFE



## MASTER OF THE WOOD

This spell can be cast upon an enemy unit that is within 12" of a wood, copse or any other wooded feature on the tabletop which has been identified as such before the game. If there are no such features in range, it can be cast on any enemy unit within 6" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, the unit is battered by the branches of trees if within a wood, or lashed at by roots which erupt from the ground if there is no wood nearby. This causes D6 Strength 4 hits on the unit, plus a further D6 Strength 4 hits if it is partially or wholly within the wood. This spell does not affect Dryads or Treemen. At the end of the Magic phase, the trees are still again or the roots retract back into the earth.

Cast on 7+

## THE LORE OF LIFE



## MASTER OF STONE

This spell can be cast upon an enemy unit that is within 12" of a hill, rocky outcrop, ruins or any area which has been identified as high ground, rocky or ruinous before the game. If there are no such features in range, it can be cast on any enemy unit within 6" of the caster. It cannot be used against a unit that is engaged in close combat. If successfully cast, shards of stone fly against the unit.

The spell causes D6 Strength 5 hits on the unit, plus a further D6 Strength 5 hits if the unit is partially or wholly within the feature.

Cast on 8+

## THE LORE OF LIFE



## THE RAIN LORD

This spell can be cast on an enemy unit within 24" and which is visible to the caster. If successfully cast, the target unit is enveloped in rain and gets a soaking. A soaked unit must roll a 4, 5 or 6 when attempting to shoot because bow strings become damp and useless whilst ropes stretch and don't work properly. A unit using gunpowder, including cannons, must roll a 6 in order to shoot. Dwarf Flame Cannons and any other shooting weapons powered by steam, blackpowder or flame must also roll a 6. If the roll is failed, the affected unit cannot shoot during that Shooting phase.

See the Warhammer rulebook for more details.

Cast on 9+

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