

## THE OXEN STANDS

This spell can be cast on any friendly fleeing unit on the tabletop. If successful, the unit is rallied immediately.

Cast on 5+

## THE LORE OF BEASTS



## THE EAGLE'S CRY

This spell can be cast on an enemy cavalry unit, swarm, chariot or a single ridden or unriden monster which is within 24" of the caster and not engaged in close combat. The affected unit takes a Leadership test. If passed, the unit suffers a -1 Movement penalty during their next Movement phase. The Movement of flyers is reduced to 12". If failed, the unit/monster immediately makes a compulsory move of 2D6" directly towards its own side's table edge, but halts if this move brings it into contact with a friendly unit, impassable terrain, or within 1" of any enemy. If the unit moves off the tabletop, it counts as having fled the battle.

See the Warhammer rulebook for more details.

Cast on 6+

## THE LORE OF BEASTS



## THE BEAR'S ANGER

This spell can be cast by the Wizard on himself while he is in close combat. He becomes as wild and powerful as a mighty bear. He adds +3 Attacks, +2 Strength, and +1 Toughness to his characteristics. He cannot wield a weapon whilst using this spell.

Once cast, the spell lasts until the end of the next combat engagement which the Wizard takes part in, until it is dispelled, until the Wizard chooses to end it (which he can do at any time), attempts to cast another spell or is slain.

Cast on 6+

**Remains in play**

## THE LORE OF BEASTS



## THE CROW'S FEAST

Corvos the Crow's Feast is a magic missile with a range of up to 24". If successfully cast, a flock of crows mobs the spell's target and causes 2D6 Strength 3 hits.

Cast on 7+  
**Magic Missile**

## THE LORE OF BEASTS



## THE BEAST COWERS

This spell can be cast on any enemy unit of cavalry, a chariot, a ridden monster, a lone monster such as a Great Eagle, or a swarm. The target of the spell must be on the tabletop and must be engaged in close combat.

If successfully cast, any creatures in the unit (but not their riders) will cower and therefore require 6s to hit in that turn's Close Combat phase. If 6s are required anyway, the creatures may not attack.

Cast on 8+

## THE LORE OF BEASTS



## THE WOLF HUNTS

This spell can be cast on any friendly unit of cavalry, a chariot, a ridden monster, a monster on its own, or a swarm. The target must be within 24" of the caster and must not be engaged in close combat.

If the spell is cast successfully, the unit moves 2D6" towards the nearest enemy that it can see. If no enemy are visible then it will not move. If in doubt as to which enemy unit is nearest, the caster may choose but must do so before rolling the distance. If the distance is sufficient to reach the enemy, the unit is deemed to have charged and all the normal charging rules apply, except that the enemy can only stand their ground - no other charge response is possible due to the speed of the spell.

Cast on 9+

## THE LORE OF BEASTS

