

Lore of Beasts

Range: 15"

Casting On: 9+

1. Viletide

Magic Missile

Your Shooting phase

The target enemy unit suffers 5D6 Strength 1 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).

Signature Spell

Lore of Beasts

Range: 18"

Casting On: 7+

2. Devolve

Magic Missile

Your Shooting phase

The target enemy unit must immediately make a Leadership test. If this test is failed, it loses a number of Wounds equal to the amount by which it failed the test.

Signature Spell

Lore of Beasts

Range: Self

Casting On: 8+

3. Mantle of Ghorok

Enchantment

Any Fight Combat sub-phase

Until the end of this turn, the caster gains a +D6 modifier to their Strength and Attacks characteristics (to a maximum of 10). However, if a 6 is rolled, this modifier is lost and the caster instead loses a single Wound.

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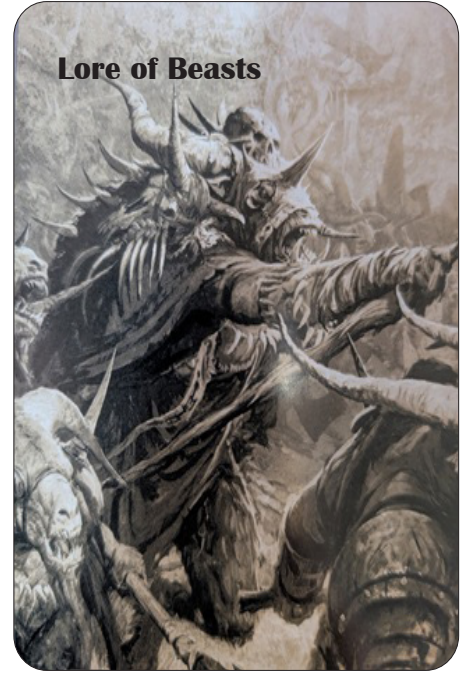
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