

Primal Magic

Range: 12" **Casting On: 8+**

1. Call of the Wild Conveyance

Your Remaining Moves sub-phase

This spell can only target friendly models whose troop type is "infantry" or "cavalry." Until the end of this turn, the target unit gains the **Reserve Move** special rule.

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Range: 4D6" **Casting On: 8+**

5. Strangleroot Magic Missile

(Your Shooting phase)

Draw a straight line, 4D6" in length, from the caster's base edge. Any enemy model whose base falls under this line suffers D3 Strength 3 hits, each with an AP of -2.

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Range: 15" **Casting On: 10+**

2. In the Gloaming Wildwood Hex

Your (Strategy) Conjunction sub-phase

Remains in Play. Whilst this spell is in play, the target enemy unit Fears all models in the caster's army (not including allies or mercenaries). Models in the caster's army that already have the Fear special rule cause Terror in the target unit instead. If this spell is cast, the effects of any other Hex previously cast on the target unit immediately expire.

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Range: 15" **Casting On: 10+**

6. 'Neath the Shaden Wodespan Magical Vortex

(Your Shooting phase)

Remains in Play. Place a 5" blast template so its center hole is within 15" of the caster. The template does not move and is treated as dangerous terrain over which no line of sight can be drawn. While within 6" of the template, enemy units suffer a -2 modifier to their Ballistic Skill characteristic (to a minimum of 1). Any enemy unit that ends its movement within 3" of the template must immediately make a Panic test. If it's failed, the unit will flee directly away from the nearest enemy unit which is not itself fleeing.

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Range: Combat **Casting On: 8+**

3. Flock of Doom Assailment

Any Fight Combat sub-phase

Place a small (3") blast template so that its central hole is directly over the centre of a unit the caster is engaged in combat with. Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit and suffering a single Strength 3 hit with an AP of -. These hits have the Multiple Wounds (2) special rule.

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Range: 12" **Casting On: 9+**

Primordial Gloom Magical Vortex

(Your Shooting phase)

Remains in Play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template does not move and is treated as dangerous terrain. Whilst within 6" of the template, enemy units suffer a -1 modifier to their Leadership characteristic (to a minimum of 2) and treat open ground as difficult terrain.

Signature Spell

Primal Magic

Range: Self **Casting On: 9+**

4. Fury of the Beast Enchantment

Your (Strategy) Conjunction sub-phase

Until the end of this turn, the caster and any unit they have joined gains the **Fight in Extra Rank** special rule.

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