Lore of Beasts	Lore of	of Beasts	F	Lore of Beasts	No.	Lore of Beasts
0 Wyssan's Wildform	1 The Flock of Doom		2 Pann's Impenetrable Pelt		3 The Amber Spear	
10+ Instant	5+	Instant	8+	Instant	9+	Instant
Wyssan's Wildform is an augment spell with a range of 12". The target unit gains +1 Strength and +1 Toughness until the start of the caster's next Magic phase. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 13+.	The Flock of Doom is a magic 24" and causes 2D6 Strength choose to extend the range does so, the casting value	c missile with a range of n 2 hits. The Wizard can of this spell to 48". If he	cast upon the W within 12". The ta art of the caster's choose to instea naracters within 1	ble Pelt is an augment spell that is zard or another friendly character urget gains +3 Toughness until the next Magic phase. The Wizard cand have his spell target all friendly 2" (including himself). If he does so, givalue is increased to 16+.	24". It inflicts a Multiple Wounds (I same manner as a model is slain – the for each subseq permitted again Spear. The Wizar deadlier spear tha Multiple Wounds (I	is a magic missile with a range of single Strength 6 hit that causes 33) and then penetrates ranks in the a shot from a bolt thrower if the first e Strength of the hit is reduced by 1 uent rank. Armour saves are not st wounds caused by the Amber d can attempt to call forth a larger, it inflicts a Strength 10 hit, causing 26). If he does so, the casting value increased to 15+.
Lore of Beasts 4 The Curse of Anraheir	Lore of the Savage Beas	of Beasts	6 Transfe	Lore of Beasts		
10+ Instant	10+	Instant	16+	Instant		
The Curse of Anraheir is a hex with a range of 36". The target unit suffers a -1 penalty to its To Hit rolls (to both its shooting and close combat attacks) until the start of the caster's next Magic phase. In addition, the unit treats all terrain (other than impassable terrain) as dangerous terrain and will fail Dangerous Terrain tests on a 1 or 2, rather than a 1. The Wizard can choose to extend the range of this spell to 72". If he does so, the casting value is increased to 13+.	The Savage Beast of Horros a range of 12" and is cast of which can be the Wizard hims Strength and +3 Attacks until next Magic phase. The Wizar have his spell target all frience (including himself). If he does increased to	on a friendly character, self. The model gains +3 I the start of the caster's or can choose to instead dly characters within 12" is so, the casting value is				

MARHAMMER BATTLE MARHAMMER BATTLE MARHAMMER BATTLE WARHAMMER BATTLE

MARHAMMER BATTLE MARHAMMER BATTLE MARHAMMER BATTLE