Lore of Beasts	Lore of Beasts	Lore of Beasts
0 Viletide 8+ Gamma 15" Instant	0 Devolve 8+ Gamma 15" Instant	0 Mantle of Ghorok 8+ Gamma Self Instant
The target enemy unit suffers 5D6 Strength 1 hits, with no armour save permitted (Ward and Regeneration saves can be attempted as normal).	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.	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.

