## Lore of Life

**0    Earth Blood**

| 8+ | Instant |
|---|---|

Earth Blood is an augment spell that is cast upon the Wizard and his unit (if any). They have the Regeneration (5+) special rule until the start of the caster's next Magic phase.

## Lore of Life

**1    Awakening of the Wood**

| 6+ | Instant |
|---|---|

Awakening of the Wood is a direct damage spell with a range of 18" and causes D6 Strength 4 hits. If the target is even partially within a forest, the number of hits is increased to 2D6.

## Lore of Life

**2    Flesh to Stone**

| 8+ | Instant |
|---|---|

Flesh to Stone is an augment spell with a range of 24". The target unit has +2 to its Toughness value until the start of the caster's next Magic phase.

## Lore of Life

**3    Throne of Vines**

| 8+ | Instant |
|---|---|

Remains in play. Throne of Vines is an augment spell cast upon the Wizard. Whilst the spell is in effect, every time the Wizard miscasts, roll a dice. On a 2+, the miscast is ignored.

Furthermore, the Wizard's castings of the following spells have the additional benefits given below (it does not change the effects of spells that have already been cast):
• Earth Blood grants Regeneration (4+) rather than Regeneration (5+). • Awakening of the Wood instead inflicts hits at Strength 6.
• Flesh to Stone instead adds +4 Toughness.
• Regrowth instead restores D6+1 Wounds' worth of models.
• Shield of Thorns instead hits at Strength 4.

## Lore of Life

**4    Shield of Thorns**

| 9+ | Instant |
|---|---|

Remains in play. Shield of Thorns is an augment spell with a range of 24". At the end of each Magic phase, any enemy unit in base contact with the target suffers 2D6 Strength 3 hits.

## Lore of Life

**5    Regrowth**

| 12+ | Instant |
|---|---|

## Lore of Life

**6    The Dwellers Below**

| 18+ | Gamma 12" | Instant |
|---|---|---|

The Dwellers Below is a direct damage spell with a range of 12". Every model in the target unit must pass a Strength test or be slain, with no saves of any kind allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 21+.

Regrowth is an augment spell with a range of 24". The