




 Lore of Beasts	
0	Wyssan's Wildform
10+	Instant
<p>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+.</p>	


 Lore of Beasts	
1	The Flock of Doom
5+	Instant
<p>The Flock of Doom is a magic missile with a range of 24" and causes 2D6 Strength 2 hits. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value is increased to 8+.</p>	

 Lore of Beasts	
2	Pann's Impenetrable Pelt
8+	Instant
<p>Pann's Impenetrable Pelt is an augment spell that is cast upon the Wizard or another friendly character within 12". The target gains +3 Toughness until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 16+.</p>	

 Lore of Beasts	
3	The Amber Spear
9+	Instant
<p>The Amber Spear is a magic missile with a range of 24". It inflicts a single Strength 6 hit that causes Multiple Wounds (D3) and then penetrates ranks in the same manner as a shot from a bolt thrower if the first model is slain – the Strength of the hit is reduced by 1 for each subsequent rank. Armour saves are not permitted against wounds caused by the Amber Spear. The Wizard can attempt to call forth a larger, deadlier spear that inflicts a Strength 10 hit, causing Multiple Wounds (D6). If he does so, the casting value is increased to 15+.</p>	

 Lore of Beasts	
4	The Curse of Anraheir
10+	Instant
<p>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+.</p>	

 Lore of Beasts	
5	The Savage Beast of Horros
10+	Instant
<p>The Savage Beast of Horros is an augment spell with a range of 12" and is cast on a friendly character, which can be the Wizard himself. The model gains +3 Strength and +3 Attacks until the start of the caster's next Magic phase. The Wizard can choose to instead have his spell target all friendly characters within 12" (including himself). If he does so, the casting value is increased to 20+.</p>	

 Lore of Beasts	
6	Transformation of Kadon
16+	Instant
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