

Elemental Power

0



Spell

EM

Rng 18", Heal 1 Fenbeast D3
Wos (up to max of 4)

Illus. Baron Wolf

6

Bolt of Dark Light

1



Magic Missile

EM

Rng 18", D6 S5 hits.

Illus. Baron Wolf

7

Betrayal in Death

2



Spell

EM

Rng 18", HtH, Lasts until caster's
next turn, models killed by enemy in
combat do 1 A at base S against
other models, mounted models -
only riders strike, comrades killed
count towards CR.

Illus. Baron Wolf

7

Nightmare

3



Spell

EM

LOS, Enemy unit takes Panic
test.

Illus. Baron Wolf

7

Curse of the Dark Master

3



Remains in Play

EM

Target: any enemy unit, unit
suffers -1 to hit.

Illus. Baron Wolf

8

Fog of Death

4



Spell

EM

Every enemy unit take D6 S3
hits, Every Friendly unit takes
D6 S3 hits on roll of 1-3.

Illus. Baron Wolf

10

Coils of the Serpent

5



Spell

EM

Rng 12", Target: single enemy
model not in CC, victim takes T
test, if Failed, victim
immediately dies, no saves

Illus. Baron Wolf

12