

### Mistress of the Marsh



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Spell

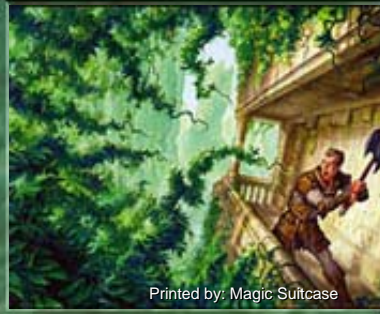
LF

HtH. Enemy unit within 12" of water feature or caster moves, flees, pursues at half speed until end of it's own next turn. No effect on flyers and ethereals.

Illus. Baron Wolf

4

### Master of the Woods



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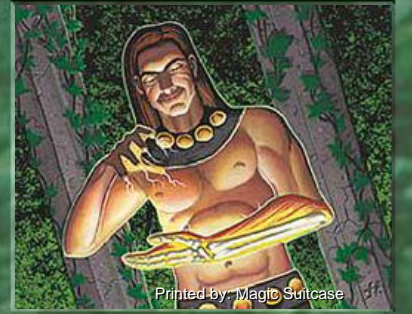
LF

LOS. Enemy unit within 12" of caster or any wooded feature suffers D6 S4 hits, S5 if partially within the feature.

Illus. Baron Wolf

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### Gift of Life



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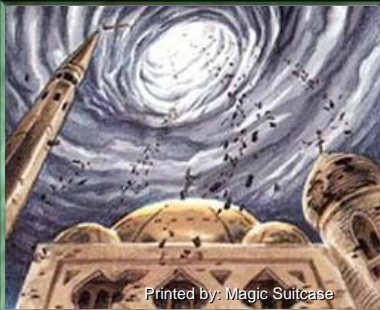
LF

12", HtH. One friendly model regains all lost Wo. No effect on Daemons, Undead, chariots and war machines.

Illus. Baron Wolf

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### The howler Wind



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Remains in Play

LF

Shooting with S4 or less can't be targeted at units with models in 12" of caster. No effect on war machines.

Illus. Baron Wolf

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### The Rain Lord



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LF

24", LOS. Enemy unit suffers a non-cumulative penalty of -1 (-2 on Armour Piercing weapons) to hit when shooting until end of battle. Non-BS-using shooters require a D6 roll of 4+ to shoot each turn.

Illus. Baron Wolf

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### Master of Stone



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Spell

LF

LOS, One enemy unit within 12" of caster or any hill, rocky ground suffers D6 S5 hits, S6 if even partially on feature.

Illus. Baron Wolf

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