

WARHAMMER



LORE OF THE LADY

FAVOUR OF THE LADY (Lore Attribute)

The Lore of the Lady draws upon the power of Bretonnia itself, granting courage and protection to those faithful to her, and smiting those who would seek to defile her blessed realm.

If a spell from the *Lore of the Lady* is successfully cast on a friendly unit, it may re-roll 1's for Ward saves from the Blessing of the Lady until the start of the next Bretonnian Magic phase.



WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

STEED OF THE LADY (Signature Spell - Cast on 5+)

The Damsel calls forth translucent white horses that will bear her Knights noiselessly and with speed so swift it seems unnatural.

Steed of the Lady is an **augment** spell with a range of 18".

The target unit will have Movement 10 and counts as Ethereal for the purposes of movement until the start of the next Bretonnian Magic phase. This spell only has an effect on mounted Knights.

The caster can choose to increase the range of this spell to 36". If she does so, the casting value is increased to 8+.

WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

1. MIST OF CHALONS Cast on 6+

White mist, like that which rises from the places sacred to the Lady of the Lake, is summoned from the mysterious Otherworld and gathers around the Damsel, enshrouding anyone close so that they can barely be seen.

Mist of Chalons is an **augment** spell that affects all friendly units within 8" of the caster.

Enemy units targeting any units within the mist suffer -1 to Hit with missile weapons.

The caster can choose to target all friendly units within 12" by increasing the casting value to 9+.

Remains in Play

WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

2. DOOM OF DOL Cast on 7+

The Damsel announces a champion who must slay a 'doomed enemy' in the name of the Lady, inspiring the named Knight to do everything they can to accomplish this deed of valour and fulfil the prophecy.

Doom of Dol is a **hex** spell with a range of 18".

Name one enemy model to be 'doomed' and on friendly character, also within range, as the nominated champion. While the spell is active, the chosen Knight will wound the target on a 2+ with no armour saves allowed.

The caster can choose to increase the range of this spell to 36" by increasing the casting value to 10+.

Remains in Play

WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

3. BEGUILEMENT OF BLONDEL

Cast on 9+

The Damsel entrances the enemies around her with visions of whatever paradise exists in their imagination. They may even believe they have already been slain in battle and gone to heaven.

Beguilement of Blondel is a **hex** spell that affects all enemy units within 12" of the caster. The units affected must take a Leadership test which, if failed, counts as having failed a Stupidity test. If they are in close combat, they will have their Weapon Skill lowered to 1 instead. For as long as this spell is active, all enemy units in range must keep taking this Leadership test at the start of each player turn. The caster can choose to target all enemy units within 18" by increasing the casting value to 14+

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WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

4. WRATH OF RIGHTEOUSNESS

Cast on 10+

The Damsel prays to the Lady and arcing bolts of lightning leap from her hand, surging around her to strike all unfaithful in her name.

Wrath of Righteousness is a **direct damage** spell that affects all enemy units within 12" of the caster.

All affected units take D6 Strength 4 hits with the Lightning Attacks special rule.

The caster can choose to increase the number of hits caused to 2D6. If she does so, the casting value is increased to 20+.

WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

5. SPITEFUL GLANCE

Cast on 11+

It is unwise to annoy the Damsels of Bretonnia, for they may turn you into a frog!

Spiteful Glance is a **hex** spell with a range of 12".

The Damsel can attempt to turn an enemy character within line of sight into a frog. If the spell is successfully cast, the enemy must take an Initiative test in order to avoid being turned. If they fail, they are transformed and cannot do anything except croak and hop around for the rest of the game. Remove the model as a casualty.

The caster can choose to increase the range of this spell to 18" by increasing the casting value to 16+.

WAP9E_25/10/19_v1.10

WARHAMMER



LORE OF THE LADY

6. THE LADY'S VIRTUE OF VALOUR

Cast on 12+

The Damsel calls upon the full might of the Lady's magic, empowering all Knights around her to become an unstoppable tidal wave of iron-shod horses and sharp steel.

The Lady's Virtue of Valour is an **augment** spell with a range of 12".

Roll a D6; the result rolled is the number of characteristics that may be increased by 1, with the following order; WS, I, S, T, A, Ld. The effect lasts until the start of the next Bretonnian Magic phase.

The caster can choose to target all friendly units within 12". If she does so, the casting value is increased to 24+.

WAP9E_25/10/19_v1.10

WARHAMMER



BLESSING OF SHALLYA

SHALLYA'S ENDURANCE

Cast on 3+

The Priestess invokes the power of Shallya to temporarily boost her warrior's vitality, allowing them to endure their trouble and bringing relief from their suffering.

Shallya's Endurance is an innate bound **augment** spell that affects the Priestess herself and any unit she is with.

Until the start of the caster's next Magic phase, the target gets +1 to its Toughness characteristic.

WAP9E_25/10/19_v1.10

WARHAMMER



BLESSING OF SHALLYA

MARTYRDOM

Cast on 3+

The Priestess creates a sympathetic connection between her and a special champion.

Martyrdom is an innate bound **augment** spell that targets a friendly character within 12".

All wounds caused on this chosen character are ignored, and the Priestess suffers a Strength 3 hit with no saves allowed for each wound suffered instead.

Remains in Play

WAP9E_25/10/19_v1.10

WARHAMMER



BLESSING OF SHALLYA

PURIFY

Cast on 3+

This blessing, granted by Shallya, allows the Priestess to heal the troubles of the world.

Purify is an innate bound **augment** spell that targets all friendly units within 12".

All Hex spells effecting the targets are automatically dispelled. In addition, any Undead or Daemonic units in base contact with the Priestess takes D6 Strength 5 hits.

WAP9E_25/10/19_v1.10

WARHAMMER



BLESSING OF THE SACROSANCTUM

SHIELD OF FAITH

Cast on 5+

Reading from her abbey's holy book, the Damsel strengthens the protection offered to those who are blessed by the Lady.

Shield of Faith is an innate bound **augment** spell that affects all friendly units within 12" that have the Blessing of the Lady special rule.

Until the start of the caster's next turn, the targets have their Ward save from the Blessing of the Lady increased by +1.

WAP9E_25/10/19_v1.10

WARHAMMER



BLESSING OF THE SACROSANCTUM

RADIANT LIGHT

Cast on 5+

The Damsel holds aloft a holy artefact of considerable power, creating a radiant light that smites any heretics seeking to defile her sacred shrine.

Radiant Light is an innate bound **hex** spell that affects all enemy units within 12".

Until the start of the caster's next turn, the targets suffer -1 to their Weapon Skill and Ballistic Skill.

WAP9E_25/10/19_v1.10

WARHAMMER



BLESSING OF THE SACROSANCTUM

RENEWED VALOUR

Cast on 5+

Standing atop her Sacrosanctum, the Damsel focusses the power of the Lady, blessing her faithful Knights and reminding them of their duty.

Renewed Valour is an innate bound **augment** spell that affects all friendly units with the Blessing of the Lady special rule within 12".

All fleeing targets will rally automatically and regain the Blessing of the Lady (if they have lost it).

WAP9E_25/10/19_v1.10

WARHAMMER



BALLAD OF TRISTAN LE TROUBADOUR

BATTLE-HYMN OF QUENNELLES

This song recounts the great victories of Bretonnia, a powerful and driving ballad that can inspire all who hear it to attempt to match the courage and steel of those who came before them.

While singing the *Battle-Hymn of Quenelles*, Tristan adds +D3 combat resolution to any fight he is in.

WAP9E_25/10/19_v1.10

WARHAMMER



BALLAD OF TRISTAN LE TROUBADOUR

THE GRAIL CHORALE

This slow and measured melody speaks of the most holy Lady of the Lake and her sacred Grail – all who hear this song are filled with faith in the protection of the lady.

While Tristan sings *The Grail Chorale*, the Ward save from the Blessing of the Lady of the unit accompanying him is increased by +1.

WAP9E_25/10/19_v1.10

WARHAMMER



BALLAD OF TRISTAN LE TROUBADOUR

ANTHEM OF THE UNITER

*A rousing chorus of this song, written
in celebration of the kingdom's
founder, can steady quavering hearts
and put fire into eyes.*

While Tristan sings the *Anthem of the
Uniter*, he, and any unit he has joined,
are Stubborn.



WAP9E_25/10/19_v1.10