

WARHAMMER



LORE OF LIFE

Ghyran, Jade Magic
Druidism, Animism, Elementalism

LIFEBLOOM (Lore Attribute)

Life needs little excuse to propagate, and even the casting of the simplest of spells can bring forth the full bloom of renewal. Its wholesome energies can reinvigorate and heal, reknitting broken bones and staunching blood loss.

When a spell from the *Lore of Life* is successfully cast, the Wizard (or another friendly model within 12") instantly recovers a single Wound lost earlier in the battle.



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EARTH BLOOD (Signature Spell - Cast on 8+)

Tapping into the Winds of Magic, the Wizard creates a charm of rebirth that bestows great resilience upon themselves and their companions.

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



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1. AWAKENING OF THE WOOD Cast on 6+

Trees have long and wrathful memories, needing only a little magical encouragement to lash out with root and branch.

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.



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2. FLESH TO STONE Cast on 8+

The Wizard transmutes their allies' mortal form to unyielding rock.

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



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3. THRONE OF VINES

Cast on 8+

The Wizard fashions for themselves a walking throne of vine and bracken to renew and strengthen their connection with the living world.

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 benefits given below:

- *Earth Blood* grants Regeneration (4+).
- *Awakening of the Wood* inflicts hits at Strength 6.
- *Flesh to Stone* adds +4 Toughness.
- *Regrowth* restores D6+1 Wounds worth of models.
- *Shield of Thorns* hits at Strength 4.

Remains in Play

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4. SHIELD OF THORNS

Cast on 9+

At the Wizard's command, crawling brambles burst from the ground, forming a living barrier around their allies.

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.

Remains in Play



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5. REGROWTH

Cast on 9+

Invoking the name of Duthandor, lord of the ancient Wildshrines, the Wizard infuses their fallen friends with fresh life, closing wounds and broken bones with supernatural speed.

Regrowth is an **augment** spell with a range of 24". The target unit instantly recovers D3+1 Wounds' worth of models slain earlier in the battle (Cavalry count as 2 models). These Wounds are recovered in a strict order (see the main rulebook for details).

Regrowth cannot take a unit beyond its starting size and cannot be used to heal characters or their mounts.

By increasing the casting value to 12+, the Wizard can choose to extend the range of the spell to 48".

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6. THE DWELLERS BELOW

Cast on 18+

Gnarled creatures emerge from the ground, their steely-strong fingers tearing at the foes' flesh, clutching their limbs and dragging them down to who knows what fate.

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 except Magic Resistance allowed.

The Wizard can choose to extend the range of the spell to 24". If they do so, the casting value is increased to 21+.

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