

WARHAMMER: BATTLE MAGIC

This reference sheet is made for use with the Battle Magic cards.

LORE OF FIRE

- S: Fireball
1: Cascading Fire-cloak
2: Flaming Sword of Rhuin
3: The Burning Head
4: Piercing Bolt of Burning
5: Fulminating Flame Cage
6: Flame Storm

LORE OF BEASTS

- S: Wyssan's Wildform
1: Flock of Doom
2: Pann's Impenetrable Pelt
3: The Amber Spear
4: The Curse of Anraheir
5: The Savage Beast of Horros
6: Transformation of Kadon

LORE OF METAL

- S: Searing Doom
1: Plague of Rust
2: Enchanted Blades of Aiban
3: Glittering Robe
4: Gehenna's Golden Hounds
5: Transmutation of Lead
6: Final Transmutation

LORE OF LIGHT

- S: Shem's Burning Gaze
1: Pha's Protection
2: The Speed of Light
3: Light of Battle
4: Net of Amyntok
5: Banishment
6: Birona's Timewarp

LORE OF LIFE

- S: Earth Blood
1: Awakening of the Wood
2: Flesh to Stone
3: Throne of Vines
4: Shield of Thorns
5: Regrowth
6: The Dwellers Below

LORE OF HEAVENS

- S: Iceshard Blizzard
1: Harmonic Convergence
2: Wind Blast
3: Curse of the Midnight Wind
4: Urannon's Thunderbolt
5: Comet of Casandora
6: Chain Lightning

LORE OF SHADOW

- S: Melkoth's Mystifying Miasma
1: Steed of Shadows
2: The Enfeebling Foe
3: The Withering
4: The Penumbral Pendulum
5: Pit of Shades
6: Okkam's Mindrazor

LORE OF DEATH

- S: Spirit Leech
1: Aspect of the Dreadknight
2: The Caress of Laniph
3: Soulblight
4: Doom and Darkness
5: The Fate of Bjuna
6: The Purple Sun of Xereus