

<div>Bretonnia</div> <div>Radiant Light</div> <div>5+12"Instant</div> <div>Affects all enemy units within range. Until the start of your next turn, the targets suffer -1 to their WS and BS.</div>	<div>Bretonnia</div> <div>Renewed Valour</div> <div>5+12"Instant</div> <div>Affects all friendly units with Blessing of the Lady within range. All fleeing friendly Knights within range will rally automatically (if they were fleeing) and regain the Blessing of the Lady (if they have lost it).</div>	<div>Bretonnia</div> <div>Shield of Faith</div> <div>5+12"Instant</div> <div>Affects all friendly units with Blessing of the Lady within range. Until the start of your next turn, the targets have their Ward save from the Blessing of the Lady increased by +1.</div>	<div>Bretonnia</div> <div>Beguilement of Blondel</div> <div>8+/12+12"/18"Instant</div> <div>Remains in play. The target becomes subject to Stupidity. Boosted version halves the LD when taking the Stupidity test.</div>
<div>Bretonnia</div> <div>Doom of Dol</div> <div>7+/9+24"/48"Instant</div> <div>Remains in play. Name one enemy model to be "doomed" and one friendly character or champion within that range to slay him. While the spell is active, the chosen Knight will wound that model on a 2+ with no armour saves allowed.</div>	<div>Bretonnia</div> <div>Favour of the Lady</div> <div>-Instant</div> <div>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 until the start of the next Bretonnian Magic phase.</div>	<div>Bretonnia</div> <div>Mist of Chalons</div> <div>6+/12+0"/6"Instant</div> <div>Reamins in play. Targets the Wizard and any unit they are with. Until the start of the caster's next Magic phase, all enemy missile attacks targeting them suffer a -1 To Hit penalty. Boosted version affects all friendly units in range.</div>	<div>Bretonnia</div> <div>Steed of the Lady</div> <div>5+/8+18"/36"Instant</div> <div>The target unit will have M 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.</div>

Brettonnia	Brettonnia	Brettonnia
Spiteful Glance	The Lady's Virtue of Valour	Wrath of Righteousness
11+12"Instant	12+/18+12"Instant	10+/15+12"/18"Instant
Targets a single model (even a character in a unit). If the spell is successfully cast, the enemy must take an I test in order to avoid being turned into a frog. If it fails, they are transformed and cannot do anything except croak and hop around for the rest of the game. Remove the model as casualty with no saves allowed except Magic Resistance.	Roll a D6/2D6; 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 effects lasts until the start of the next Bretonnian Magic phase.	Affects all enemy units within range of the caster. All enemy units within range take D6 S 4 hits with with Lightning Attacks.

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