

# Grendel Storm Born

## Destructive wizards, powerful ritualists

- Combined magic mainstay unit
- Used on the attack or defence
- Wall shield the mages
- Mages disrupt the enemy

**Rough 1:2:1 mix of Wall,  
Breakers and Surge**

**Maistir has +1 hit and +1  
hero point or mana**

*“Merge magic and arms; Deliver confusion and discord; Cohesion, cohesion, cohesion”*

### Storm Wall

- Ideally Heavy Armour
- Sword and Shield
- 4 hits
- 3 hero points
- Stay with Me
- Get it Together

### Storm Breakers

- Ideally Mage Armour
- Rod and Shield
- 2 hits
- 8 personal mana
- Repel
- Paralysis

### Storm Surge

- Spring Lore 4
- Wand or Rod
- 2 hits
- 4 personal mana
- SEE BATTLE BRIEF

# Sea Lore Rituals

## Spring Lore of the Storm Surge

- Tactical support for Grendel soldiers
- Strategic destructive magic
  
- Blood of the Hydra (2) - Restores limbs
- The Hands of Sacred Life (2) - Heals hits
- Chirurgeon's Healing Touch (8) - 2x Stay With Me
- Call Down Lightning's Wrath (8) - Strikedown with staff
- Fountain of Life (10) - Can cast Heal, Restore, Purify
- Charge of the Rushing Wind (10) - Coven-wide free Repel
- Fetid Breath of Teeming Plague (50) - MASS Venom
- Rising Roots that Rend Stone (50) - Destroy a fortification

To aid in casting the coven might be given potions, magical items and coven stones