

1. Apprentice Spell

Fountain of Youth

6+ Augment Instant
Focused
Range 12"

When resolving the spell, choose one of the following effects:

- Recover 1 Health Point of a Character in the target unit.
- Raise 4 Health Points of Standard Height R&F models without Tall in the unit.
- Raise 2 Health Points of any other models in the unit.



2. Adept Spell

Entwining Roots

CV Type Duration

[color=#ff00 Hex One Turn
00](5+)[/colo Range 18"
r][color=#00
00ff][8+][/co
lor]

Effect



3. Adept Spell

Healing Waters

CV Type Duration

8+ Augment One Turn
Range 18"

Effect

The target gains Fortitude (6+) and Fortitude (+1, max 3+).



4. Adept Spell

Master of Earth

CV Type Dura tion

Effect

The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

5. Master Spell

Stone Skin

CV Type Duration

9+ Augment Range 18"

Effect

Melee Attacks against the target can never wound on better than 5+.



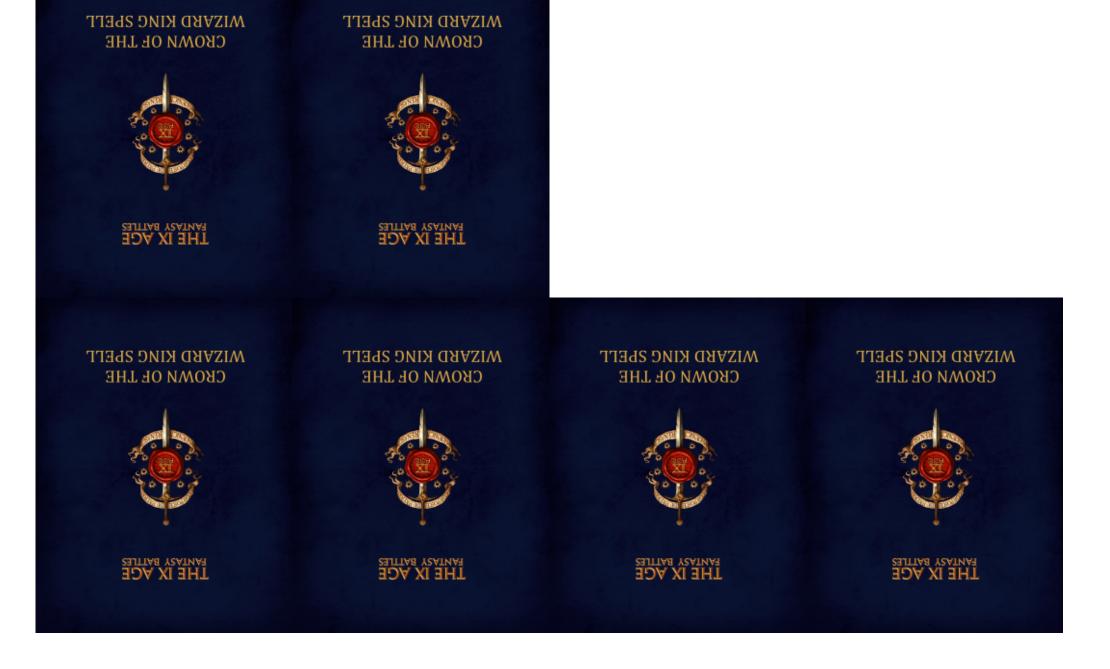
6. Master Spell

Summer Growth

CV	Туре	Duration
12"	Ground Range 11+	Instant

Effect

Friendly units within 6\in of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.



The target suffers span style="color: #ff0000;">(-1)/span>span style="color: #0000ff;">{-2}/span> Offensive Skill, span style="color: #ff0000;">(-1)/span>span style="color: #0000ff;">{-2}/span> Defensive Skill, and span style="color: #ff0000;">(-1)/span>span style="color: #ff0000;">(-1)/span>span style="color: #0000ff;">{-2}/span> to hit with Shooting Attacks.