

1. Apprentice Spell

#### Master of Earth

CV

Duration

Instant

color=#ff00 Hex 00]6+[/color Damage [color=#0060

00[5+][/col]

Direct Range 18"

Type

Effect

or

The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the table. The target suffers D6 Strength 4span style="color: #006000;">{5}/span> hits.



color=#ff00

00]8+[/color

2. Adept Spell

Type

# **Healing Waters**

One Turn Augment Range 12"

Duration

[color=#0060 00]{7+}[/col or

CV

Effect

The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+)span style="color: #006000;">{(4+)}/span>.



3. Adept Spell

# **Entwining Roots**

CV[color=#ff00

00]8+[/color [color=#0060 00]{7+}[/col

or]

Effect

Range 12"

Type

Hex

Duration One Turn

Effect

CV

or

[color=#ff00

00]9+[/color

[color=#0060

00]{8+}[/col

All models in the target unit are considered to be within a Forest. span style="color: #006000;">{If the target is a friendly unit, it gains Strider (Forest).}/span>

Type

Range

Caster

4. Adept Spell

Type

Augment

{Universal}

Range 12"

Spirits of the Wood

Duration

One Turn



5. Master Spell

#### Stone Skin

CV

Type

Duration

One Turn

[color=#ff00 Augment 00]10+[/colo Range 12"

[color=#0060 00]{9+}[/col or]

Effect

The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2 span style="color: #006000;">{+3}/span> Toughness.



6. Master Spell

Type

#### **Summer Growth**

Duration

CV

[color=#ff00

00]11+[/colo

[color=#0060 00]{10+}[/co lor

Augment Instant Range 24"

Effect



## Fountain of Youth

CV

Type

Duration

Augment Instant Focused Range 12"

Effect

The target or its unit span style="color: #ff0000;">Recovers/span> span style="color: #006000;">{Raises}/span> 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.



## The Oaken Throne

CV

Duration

4+

Remains in Play

Effect

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The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1 span style="color: #006000;">{-2}/span> Weapon Skill and Ballistic Skill, both to a minimum of 1.

This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise span style="color: #ff0000;">5/span>span style="color: #006000;">{7}/span> Wounds. Large: Raise span style="color: #ff0000;">2/span>span style="color: #ff0000;">2/span>span style="color: #006000;">{3}/span> Wounds. Gigantic: Raise 1 span style="color: #006000;">{1}/span> Wound.

If the caster has The Oaken Throne in play when certain spells are cast by the caster, the span style="color:

#006000;">{augmented}/span> version is used. In that case, use any text marked with span style="color: #006000;">{}/span> and ignore anoy span style="color: #ff0000;">red/span> text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.