

1. Apprentice Spell

#### Fountain of Youth

CV

Type

Duration

[color=#0000 ff]6[/color]

One Turn Augment Focused Replicable

Range 24"

[color=#0000ff][i]\*Alternatively, the range can be set to 6\squared and be measured from a Forest, Hill, Water, Impassable, or Field Terrain Feature.[/i][/color]

**Effect** 



2. Adept Spell

# **Entwining Roots**

CV

Type

Duration

Hex Range 24" One Turn

[color=#0000ff][i]\*Alternatively, the range can be set to 6\sup and be measured from a Forest Terrain Feature.[/i][/color]

**Effect** 

The target suffers -2\omega Cha and -2\omega Mob, both to a minimum of 2\omega.

In addition the target suffers -2 Agi to a minimum of 1.



3. Adept Spell

#### Veil of Mist

CV

Type

Duration

[color=#0000 Hex Range 24" ff]9[/color]

One Turn

[color=#0000ff][i]\*Alternatively, the range can be set to 6\squad and be measured from a Water Terrain Feature.[/i][/color]

Effect

span style="color: #0000ff;">All units within 12⊠ of the target suffer - 1 to hit with Shooting Attacks and a - 1 modifier to their Casting Rolls./span>



4. Adept Spell

[color=#0000ff][colo r=#0000ff|Shower of Rocks[/color][/color

CV

Type

Duration

One Turn

[color=#0000 Hex ff]9[/color]

Damage

Range 24"

[color=#0000ff][i]\*Alternatively, the range can be set to 6\( and be measured from a Hill Terrain Feature.[/i][/color]

Effect



5. Master Spell

### Stone Skin

CV

Type

Duration

11

Augment One Turn Range 24"

[color=#0000ff][i]\*Alternatively, the range can be set to 6\in and be measured from a Impassable Terrain Feature.[/i][/color]

Effect

The target gains +1 Res. In addition, Melee Attacks allocated towards it never wound on better than 4+.



6. Master Spell

## [color=#0000ff]Quic ksand[/color]

CV

Type

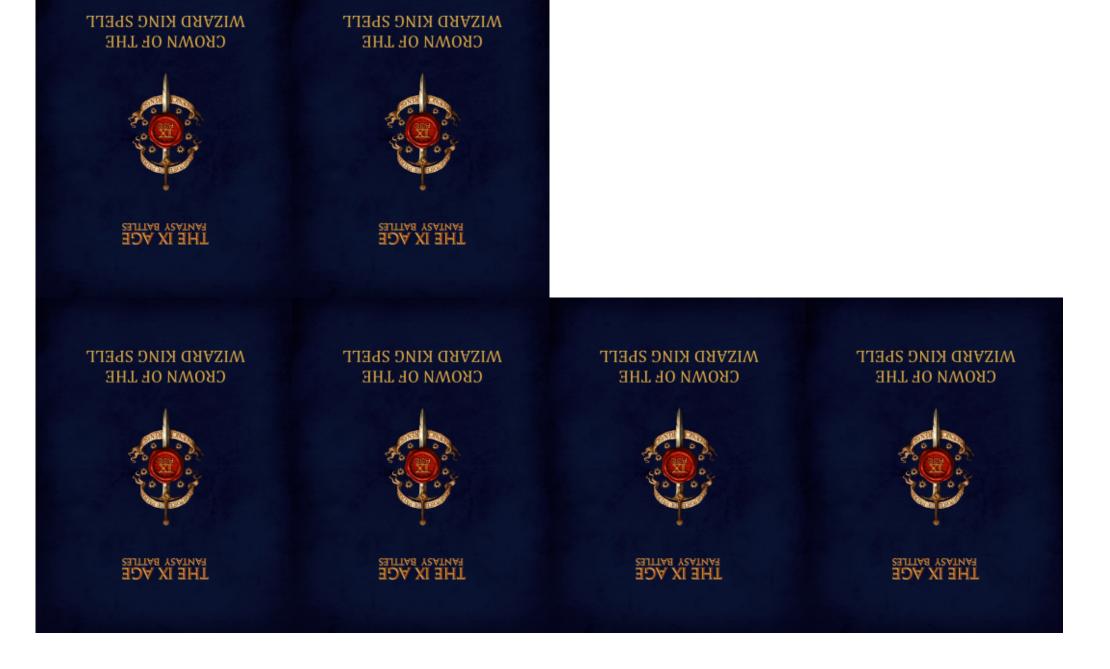
Duration

[color=#0000 Range 24" ff]11[/color]

One Turn

[color=#0000ff][i]\*Alternatively, the range can be set to 6\square and be measured from a Field Terrain Feature.[/i][/color]

Effect



Raise 1 HP in the target's Health Pool.

No model can **Raise** more than 1 HP per turn from this spell.

span style="color: #0000ff;">The target suffers - 1 to-hit with its Melee Attacks. The first time in each Player Turn that it performs a Move (See Definitions and Terminology Chapter), each of its Health Pools must take a Dangerous Terrain(6+) Test./span>

span style="color: #0000ff;">The target suffers 2D3+1 hits with Str 3, AP 1, and Magical Attacks. If the target contains a Rank-and-File model with Light Troops, these hits are instead resolved with Str 4, AP 2, and Magical Attacks./span>