



## Altered Sight

CV	Type	Duration
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7+	Augment	One
[color=#006000]{5+}	Range 24"	Turn

### Effect

The target gains +1 Weapon Skill and +1 Ballistic Skill.



### 1. Apprentice Spell

## Touch the Heart

CV	Type	Duration
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7+	Augment	Instant
[color=#006000]{5+}	Focused Range 18"	

### Effect

The target Recovers 1 Wound.



### 2. Adept Spell

## Mind Games

CV	Type	Duration
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7+	Augment	Remains in Play
[color=#006000]{5+}	Range 18"	

### Effect

The target gains +1 Leadership.



### 3. Adept Spell

## Truth of Time

CV	Type	Duration
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9+	Augment	One Turn
[color=#006000]{7+}	Range 18"	

### Effect

When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.



### 4. Adept Spell

## Ice and Fire

CV	Type	Duration
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9+	Hex	Instant
[color=#006000]{7+}	Missile Damage Range 18"	

### Effect

The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.



### 5. Master Spell

## Perception of Strength

CV	Type	Duration
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10+	Augment	One Turn
[color=#006000]{8+}	Range 18"	

### Effect

The target gains +1 Strength.



### 6. Master Spell

## Unity in Divergence

CV	Type	Duration
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11+	Augment	One Turn
[color=#006000]{9+}	Range 18"	

### Effect

All models in the target unit gain a Ward Save (5+).



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