



1. *Apprentice Spell*

Fountain of Youth

<i>CV</i>	<i>Type</i>	<i>Duration</i>
5	Augment Replicable Range 18	Instant

Effect

Choose one of the following effects for the target:
itemize
One Health Pool in the target Recovers 1~HP.
A Rank-and-File Health Pool of the target, Raises 2~HP. The Rank-and-File Health Pool cannot have a Single model unit limitation.

itemize Each Health Pool can only be chosen once per Magic~Phase.



2. *Adept Spell*

Entwining Roots

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Hex Range 24	One Turn

Effect

The target halves its Charge Speed and Mobility (rounding fractions up), and suffers 2~Agi, to a minimum of ~1.



3. *Adept Spell*

Veil of Mist

<i>CV</i>	<i>Type</i>	<i>Duration</i>
8	Hex Range 24	One Turn

Effect

All units within~12 of the target when the spell is cast suffer a 2 modifier to their Casting Rolls except spells with Augment and a~1 to hit with Shooting Attacks.



4. *Adept Spell*

Stone Skin

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10	Augment Range 18	One Turn

Effect

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



5. *Master Spell*

Shield of Thorns

<i>CV</i>	<i>Type</i>	<i>Duration</i>
9	Augment Range 18	One Turn

Effect

The target gains Parry.
For each Standard Melee Attack allocated against the model that rolls a 6 to hit, the attacking model's Health Pool suffers one hit at the same Agility Step, with Str~5, AP~2, and Unmodifiable.



6. *Master Spell*

Mud Slide

<i>CV</i>	<i>Type</i>	<i>Duration</i>
10	Hex Range 24	One Turn

Effect

The target must immediately take a Dangerous Terrain (6+) Test, and treats Open Terrain as Dangerous Terrain (6+). In addition, the target suffers 1 to-hit with its Melee Attacks.



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