1. Apprentice Spell

Fountain of Youth

CV	*Type*	*Duration*
5	Augment Replicable Range 18	Instant

Effect

Choose one of the following effects for the target:itemize[leftmargin=*] 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

CV	*Type*	*Duration*
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

CV	*Type*	*Duration*
8	Hex Range 24	One Turn

Effect

All enemy units within~12 of the target suffer a~1 to hit with Shooting Attacks and a~2 modifier to Casting Rolls. Casting Rolls that target friendly units, from the perspective of Caster are unaffected.The affected units are determined when the spell is cast.

4. Adept Spell

Shield of Thorns

CV	*Type*	*Duration*
10	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.

5. Master Spell

Stone Skin

CV	*Type*	*Duration*
9	Augment Range 18	One Turn

Effect

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

6. Master Spell

Mud Slide

CV	*Type*	*Duration*
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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