

1. *Apprentice Spell*

**Rune of Revocation**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
3	Universal Range 18"	One Turn

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*Effect*

Ignore all other spell effects on the target from spells with Duration: One Turn. The target unit gains **Magic Resistance (2)**, which is also applied to friendly spells.

2. *Adept Spell*

**Rune of Reckoning**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
3	Universal Range 18"	One Turn

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*Effect*

Friendly models in the target unit gain **Hatred (Melee)**. Melee Attacks by friendly models towards the target gain **Hatred**.

3. *Adept Spell*

**Rune of Oaths**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
3	Universal Range 18"	One Turn

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*Effect*

Friendly models in the target unit gain **Zeal (Melee)**. Melee Attacks by friendly models towards the target gain **Zeal**.

4. *Adept Spell*

**Rune of Resolve**

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

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*Effect*

The target gains **Swiftstride**, and until the end of the Player Turn it also gains **Light Troops**.

In addition, the target may perform a 4☒ Magical Move

5. *Master Spell*

**Rune of Gleaming**

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

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*Effect*

The target gains Distracting (1), Hard Target (1).

6. *Master Spell*

**Rune of Resilience**

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

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*Effect*

To-wound rolls against the target suffer a -1 modifier.

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