



1. *Apprentice Spell*

### Fountain of Youth

CV	Type	Duration
6+	Augment Focused Range 12"	Instant

*Effect*

When resolving the spell, choose one of the following effects:

- Recover 1 Health Point of a Character in the target unit.
- Raise 4 Health Points of Standard Height R&F models without Tall in the unit.
- Raise 2 Health Points of any other models in the unit.



2. *Adept Spell*

### Entwining Roots

CV	Type	Duration
[color=#ff0000](5+)[/color]	Hex Range 18"	One Turn

*Effect*



3. *Adept Spell*

### Healing Waters

CV	Type	Duration
8+	Augment Range 18"	One Turn

*Effect*

The target gains Fortitude (6+) and Fortitude (+1, max 3+).



4. *Adept Spell*

### Master of Earth

CV	Type	Duration
[color=#f00](7+)[/color]	Hex Damage Range [color=#f00](6")[/color] [color=#00f](18") [/color]	Instant

*Effect*

The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.



5. *Master Spell*

### Stone Skin

CV	Type	Duration
9+	Augment Range 18"	One Turn

*Effect*

Melee Attacks against the target can never wound on better than 5+.



6. *Master Spell*

### Summer Growth

CV	Type	Duration
12"	Ground Range 11+	Instant

*Effect*

Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

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