Healing Waters

CV	*Type*	*Duration*
6+	Range	Inst.

Effect

Choose a friendly unit within 18" of the caster. The chosen unit gains Aegis (5+). The effects last until the start of your next Magic Phase.

Master of Earth

CV	*Type*	*Duration*
6+	Range	Inst.

Effect

Choose an enemy unit within 18" of the caster and within the caster's Front Arc. Neither the caster nor the target may be Engaged in Combat. The chosen unit suffers D3+1 hits with Strength 4 and AP 1.

Stone Skin

CV	*Type*	*Duration*
9+	Range	Inst.

Effect

Choose a friendly unit within 12" of the caster. The chosen unit gains +2 Resilience. The effects last until the start of your next Magic Phase.


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