1. Apprentice Spell

Rune of Revocation

CV	*Type*	*Duration*
3	Universel Range 18"	Un tour

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

CV	*Type*	*Duration*
3	Universel Range 18"	Un tour

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

CV	*Type*	*Duration*
3	Universel Range 18"	Un tour

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

CV	*Type*	*Duration*
3	Amélioration Range 18"	Un tour

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

CV	*Type*	*Duration*
4	Amélioration Range 18"	Un tour

Effect

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

6. Master Spell

Rune of Resilience

CV	*Type*	*Duration*
4	Amélioration Range 18"	Un tour

Effect

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

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