1. Apprentice Spell

Fountain of Youth

CV	*Type*	*Duration*
7+	Amélioration Focused Rép. Range 36"	Immédiat

Effect

Raise 1 HP in the target's Health Pool.

No model can Raise more than 1 HP per turn from this spell.

2. Adept Spell

Entwining Roots

CV	*Type*	*Duration*
7+	Malédiction Range 24"	Un tour

Effect

The target suffers -2⊠ Cha and -2⊠ Mob, both to a minimum of 2⊠.
If the target or the caster is in contact with a Forest when the spell is cast:
The target suffers an D6 hits with Str 4, AP1, and Magical Attacks.
These hits are resolved immediately when the spell is cast. .

3. Adept Spell

Healing Waters

CV	*Type*	*Duration*
9+	Amélioration Range 18"	Un tour

Effect

The target gains Fortitude (6+) and Fortitude (+1).
If the target or the caster is in contact with a Water Terrain when the spell is cast:
The target also gains Immune (Flaming Attacks).

4. Adept Spell

Nature's Venom

CV	*Type*	*Duration*
10+	Amélioration Range 18"	Un tour

Effect

The target gains Poison Attacks (Melee).
If the target or the caster is in contact with a Field when the spell is cast:
The target also gains Poison Attacks (Shooting).

5. Master Spell

Stone Skin

CV	*Type*	*Duration*
11+	Amélioration Range 18"	Un tour

Effect

The target gains +1 Res, and Melee Attacks allocated towards it never wound on better than 4+.

6. Master Spell

Earth's Blessing

CV	*Type*	*Duration*
11+	Marqueur Range 24"	Permanent

Effect

Place a round Forest, Field or Water Terrain feature (declare which when casting the spell) with a 6⊠ diameter on the target.
This Terrain Feature has Dangerous Terrain. If the chosen Terrain Feature has already been created by the caster using this spell, first remove the Terrain Feature from the Battlefield before placing it again on the target.

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CROWN OF THE
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