

Earth Blood

CV	*Type*	*Duration*
8+	Range	Istantaneo

Effect

Earth Blood is an augment spell that is cast upon the Wizard and his unit (if any). They have the Regeneration (5+) special rule until the start of the caster's next Magic phase.



1. Apprentice Spell

Awakening of the Wood

CV	*Type*	*Duration*
6+	Range	Istantaneo

Effect

Awakening of the Wood is a direct damage spell with a range of 18" and causes D6 Strength 4 hits. If the target is even partially within a forest, the number of hits is increased to 2D6.



2. Adept Spell

Flesh to Stone

CV	*Type*	*Duration*
8+	Range	Istantaneo

Effect

Flesh to Stone is an augment spell with a range of 24". The target unit has +2 to its Toughness value until the start of the caster's next Magic phase.



3. Adept Spell

Throne of Vines

CV	*Type*	*Duration*
8+	Range	Istantaneo

Effect



4. Adept Spell

Shield of Thorns

CV	*Type*	*Duration*
9+	Range	Istantaneo

Effect

Remains in play. Shield of Thorns is an augment spell with a range of 24". At the end of each Magic phase, any enemy unit in base contact with the target suffers 2D6 Strength 3 hits.



5. Master Spell

Regrowth

CV	*Type*	*Duration*
12+	Range	Istantaneo

Effect



6. Master Spell

The Dwellers Below

CV	*Type*	*Duration*
18+	Range 12"	Istantaneo

Effect

The Dwellers Below is a direct damage spell with a range of 12". Every model in the target unit must pass a Strength test or be slain, with no saves of any kind allowed. The Wizard can choose to extend the range of this spell to 24". If he does so, the casting value is increased to 21+.


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Regrowth is an augment spell with a range of 24". The target unit instantly recovers D3+1 Wounds' worth of models slain earlier in the battle (cavalry count as 2 models).
The wounds in the unit are regained in a strict order. First, the champion is resurrected, and then the musician (standard bearers are never resurrected – if the bearer's been slain, the banner is gone for good), displacing rank-and-file models as required. Then rank-and-file models with multiple Wounds (including command figures) are healed to their starting value. Finally, any remaining wounds resurrect rank and file models (in the case of multiple wound rank and file models, the first resurrected models must be fully healed before another can be resurrected, and so on). These models are added to the front rank until it reaches at least five models – additional models can then be added to the front or rear rank. If the unit already has more than one rank, models can only be added to the rear rank. Regrowth cannot take a unit beyond its starting size, and cannot be used to heal characters or their mounts. The Wizard can choose to extend the range of this spell to 48". If he does so, the casting value
of Regrowth is increased to 15+.

Remains in play. Throne of Vines is an augment spell cast upon the Wizard. Whilst the spell is in effect, every time the Wizard miscasts, roll a dice. On a 2+, the miscast is ignored.
Furthermore, the Wizard's castings of the following spells have the additional benefits given below (it does not change the effects of spells that have already been cast):
• Earth Blood grants Regeneration (4+) rather than Regeneration (5+). • Awakening of the Wood instead inflicts hits at Strength 6.
• Flesh to Stone instead adds +4 Toughness.
• Regrowth instead restores D6+1 Wounds' worth of models.
• Shield of Thorns instead hits at Strength 4.