

# Druidenkult

## 1 Fountain of Youth

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- 6+
- Augment
  - Focused
  - Angebot 12"
- Instant
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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.

# Druidenkult

## 2 Entwining Roots

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- (5+){8+}
- Hex
  - Angebot 18"
- One Turn
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The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.

# Druidenkult

## 3 Healing Waters

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8+

- Augment
- Angebot 18"

One Turn

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

## Druidenkult

4

Master of Earth

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(7+)(8+)

- Hex
- Damage
- Angebot (6")(18")

Instant

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

## Druidenkult

5 Stone Skin

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9+

- Augment
- Angebot 18"

One Turn

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

# Druidenkult

6

Summer Growth

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12"

- Ground
- Angebot 11+

Instant

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



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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