



1. Apprentice Spell

Fountain of Youth

CV	Type	Duration
6+	Augment Focused Range 12"	Instant

Effect

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.



2. Adept Spell

Entwining Roots

CV	Type	Duration
[color=#ff0000](5+)[/color]r[color=#0000ff](8+)[/color]	Hex Range 18"	One Turn

Effect



3. Adept Spell

Healing Waters

CV	Type	Duration
8+	Augment Range 18"	One Turn

Effect

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



4. Adept Spell

Master of Earth

CV	Type	Duration
[color=#f00](7+)[/color]r[color=#00f](8+)[/color]	Hex Damage Range [color=#f00](6")[/color]lor[color=#00f](18")[/color]	Instant

Effect

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



5. Master Spell

Stone Skin

CV	Type	Duration
9+	Augment Range 18"	One Turn

Effect

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



6. Master Spell

Summer Growth

CV	Type	Duration
12"	Ground Range 11+	Instant

Effect

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



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FANTASY BATTLES

CROWN OF THE
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The target suffers >(-1)/span>>{-2}/span> Offensive Skill, >(-1)/span>>{-2}/span> Defensive Skill, and >(-1)/span>>{-2}/span> to hit with Shooting Attacks.