



Druidism

1 Fountain of Youth

6+

- Augment
- Focused
- Range 12"

 Instant

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.



Druidism

2 Entwining Roots

(5+){8+}

- Hex
- Range 18"

 One Turn

The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.



Druidism

3 Healing Waters

8+

- Augment
- Range 18"

One Turn

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



Druidism

4

Master of Earth

(7+)(8+)

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

Instant

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



Druidism

5

Stone Skin

9+

- Augment
- Range 18"

One Turn

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



Druidism

6

Summer Growth

12"

- Ground
- Range 11+

Instant

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
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FANTASY BATTLES

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