
 **Druidismo**

0 Hidden Paths

12" Potenciación Dura un Turno

The target gains Strider.


 **Druidismo**

1 Fountain of Youth

12" Potenciación, Instantáneo

(5+){7+} Enfocado

The target or its unit Raises (1) {D3} Health Points. Models with Towering Presence and Characters cannot Raise more than 1 Health Point per phase from this spell.


 **Druidismo**

2 Entwining Roots

18" Maldición Dura un Turno

(5+){8+}

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


 **Druidismo**

3 Healing Waters

18" Potenciación Dura un Turno

8+

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


 **Druidismo**

4 Master of Earth

6" Maldición, Daño Instantáneo

7+

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


 **Druidismo**

5 Stone Skin

18" Potenciación Dura un Turno

9+

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

 **Druidismo**

6 Summer Growth

11+ Terreno Instantáneo

12"

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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