

Druidismo

1 Fountain of Youth

6+

- Augment
- Focused
- Alcance 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.

Druidismo

2 Entwining Roots

(5+){8+}

- Hex
- Alcance 18"

 One Turn

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

Druidismo

3 Healing Waters

8+

- Augment
- Alcance 18"

One Turn

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

Druidismo

4

Master of Earth

(7+)(8+)

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

Instant

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

Druidismo

5 Stone Skin

9+

- Augment
- Alcance 18"

One Turn

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

Druidismo

6

Summer Growth

12"

- Ground
- Alcance 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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