

## Army Spell Mercenary Guilds

H The Requiem of Pomona

|   |                    |           |
|---|--------------------|-----------|
| 4 | Augment<br>Focused | Permanent |
|   | Portée 18"         |           |

This spell can only target Champions and models counting toward Characters; model parts with Harnessed cannot be chosen as the target. Choose one of the following options (before casting the spell):

- Advance Rate and Agility
- Attack Value
- Health Points
- Offensive Skill and Defensive Skill
- Resilience
- Strength and Armour Penetration

The target increases the chosen characteristic(s) by 1. Characteristics of the same model cannot be improved more than once by this spell (ignore other modifications for this maximum). Already lost Health Points cannot be healed in this way.

## Army Spell Mercenary Guilds

H The Requiem of Pomona (Boosted)

|   |            |           |
|---|------------|-----------|
| 8 | Portée 18" | Permanent |
|---|------------|-----------|

This spell can only target Champions and models counting toward Characters; model parts with Harnessed cannot be chosen as the target. Choose one of the following options (before casting the spell):

- Advance Rate and Agility
- Attack Value
- Health Points
- Offensive Skill and Defensive Skill
- Resilience
- Strength and Armour Penetration

The target increases the chosen characteristic(s) by 1. Characteristics of the same model cannot be improved more than once by this spell (ignore other modifications for this maximum). Already lost Health Points cannot be healed in this way.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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