




 Druidismo
0 Hidden Paths
12" Aumentare Ultimo giro
The target gains Strider.


 Druidismo
1 Fountain of Youth
12" Aumentare, focalizzata Immediato
(5+){7+} 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" Hex Ultimo giro
(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" Aumentare Ultimo giro
8+ The target gains Fortitude (6+) and Fortitude (+1, max 3+).

 Druidismo
4 Master of Earth
6" Hex, Danno Immediato
7+ The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

 Druidismo
5 Stone Skin
18" Aumentare Ultimo giro
9+ Melee Attacks against the target can never wound on better than 5+.

 Druidismo
6 Summer Growth
11+ Terra Immediato
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



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FANTASY BATTLES

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