




	Druidenkult
1	Fountain of Youth
6+	Augment Focused Angebot 12"
Instant	
<p>When resolving the spell, choose one of the following effects:</p> <ul style="list-style-type: none"> • 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. 	

	Druidenkult
2	Entwining Roots
(5+){8+}	Hex Angebot 18"
One Turn	
<p>The target suffers (-1){-2} Offensive Skill, (-1){-2} Defensive Skill, and (-1){-2} to hit with Shooting Attacks.</p>	

	Druidenkult
3	Healing Waters
8+	Augment Angebot 18"
One Turn	
<p>The target gains Fortitude (6+) and Fortitude (+1, max 3+).</p>	

	Druidenkult
4	Master of Earth
(7+){8+}	Hex Damage Angebot (6"){18"}"
Instant	
<p>The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.</p>	

	Druidenkult
5	Stone Skin
9+	Augment Angebot 18"
One Turn	
<p>Melee Attacks against the target can never wound on better than 5+.</p>	

	Druidenkult
6	Summer Growth
12"	Ground Angebot 11+
Instant	
<p>Friendly units within 6" of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.</p>	

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES