1. Apprentice Spell

Fountain of Youth

CV	*Type*	*Duration*
6+	Poten. Focused Range 12"	Inst.

Effect

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.

2. Adept Spell

Entwining Roots

CV	*Type*	*Duration*
[color=#ff0000](5+)[/color][color=#0000ff]{8+}[/color]	Maldición Range 18"	Un Turno

Effect

3. Adept Spell

Healing Waters

CV	*Type*	*Duration*
8+	Poten. Range 18"	Un Turno

Effect

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

4. Adept Spell

Master of Earth

CV	*Type*	*Duration*
[color=#f00](7+)[/color][color=#00f](8+)[/color]	Maldición Dañ Range [color=#f00](6")[/color][color=#00f](18")[/color]	Inst.

Effect

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

5. Master Spell

Stone Skin

CV	*Type*	*Duration*
9+	Poten. Range 18"	Un Turno

Effect

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

6. Master Spell

Summer Growth

CV	*Type*	*Duration*
12"	Ter Range 11+	Inst.

Effect

Friendly units within 6⊠ of the target point Raise D3 Health Points. Models with Towering Presence and Characters Raise 1 Health Point instead.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

The target suffers span style="color: #ff0000;">(-1)/span>span style="color: #0000ff;">{-2}/span> Offensive Skill, span style="color: #ff0000;">(-1)/span>span style="color: #0000ff;">{-2}/span> Defensive Skill, and span style="color: #ff0000;">(-1)/span>span style="color: #0000ff;">{-2}/span> to hit with Shooting Attacks.