

 <b>Druidisme</b>	 <b>Druidisme</b>	 <b>Druidisme</b>	 <b>Druidisme</b>
1 Fountain of Youth  12" 6+ Amélioration, Immédiat Focalisé	2 Entwining Roots  (5+)(8+) 18" Malédiction Dernier tour	3 Healing Waters  18" 8+ Amélioration Dernier tour	4 Master of Earth  (6")(18") (7+)(8+) Malédiction, Immédiat Dégâts
When resolving the spell, choose one of the following effects: <ul style="list-style-type: none"> <li>Recover 1 Health Point of a Character in the target unit.</li> <li>Raise 4 Health Points of Standard Height R&amp;F models without Tall in the unit.</li> <li>Raise 2 Health Points of any other models in the unit.</li> </ul>	The target suffers $(-1)(-2)$ Offensive Skill, $(-1)(-2)$ Defensive Skill, and $(-1)(-2)$ to hit with Shooting Attacks.	The target gains Fortitude (6+) and Fortitude (+1, max 3+).	The target suffers 2D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

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5 Stone Skin  18" 9+ Amélioration Dernier tour	6 Summer Growth  11+ 12" Marqueur Immédiat

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

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

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WIZARD KING SPELL



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