

Druidismo		
0	Trono di quercia	
4+	Caster Gamma Caster	Permanent
<p>If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with {} and ignore any red text. The Oaken Throne must already be in play when a spell is cast in order to use the {amplified} Attribute.</p> <p>This spell is ended if any friendly Caster attempts to cast The Oaken Throne again, or if the opponent removes a dice from their Magic Dice pool at the end of step 3 of any Magic Phase sequence (after Siphon the Veil).</p>		

Druidismo		
1	Acque curative	
7+ {6+}	Augment Gamma 12"	One Turn
<p>The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.</p>		

Druidismo		
2	Dominare la terra	
6+ {5+}	Hex Damage Direct Gamma 18"	Instant
<p>The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.</p>		

Druidismo		
3	Radici avvinghianti	
6+ {5+}	Hex Gamma 12"	One Turn
<p>The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.</p>		

Druidismo		
4	Crescita estiva	
11+ {10+}	Augment Gamma 24"	Instant
<p>This spell has different effects depending on the target:</p> <p><b>Standard Infantry/Beast**</b>: Raise 4 {6} Health Points.</p> <p><b>Towering Presence**</b>: Raise 1 {1} Health Point.</p> <p><b>Anything else***</b>: Raise 2 {3} Health Points.</p> <p>* More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type.</p> <p>** More than half of the models in the unit have Towering Presence.</p> <p>*** Use this if neither of the above is applies.</p>		

Druidismo		
5	Pelle di pietra	
9+ {8+}	Augment Gamma 12"	One Turn
<p>The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.</p>		

Druidismo		
6	Spiriti del bosco	
7+ {6+}	Augment {Universal} Gamma 12"	One Turn
<p>Place a Forest Terrain Feature underneath the target (this can be substituted by placing a marker or the spell card next to the unit). This Forest always extends to the edges of the target's Unit Boundary (even if the unit moves or changes formation). {If the target is a friendly unit, it gains Strider (Forest).}</p>		

Druidismo		
UN	Fonte della giovinezza	
	Augment Focused Gamma 12"	Instant
<p>The target or its unit <b>Recovers</b> {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.</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

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES