

<div>Druidism</div> <div>0The Oaken Throne</div> <div>4+CasterCasterPermanent</div> <div>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. 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).</div>	<div>Druidism</div> <div>1Healing Waters</div> <div>7+ {6+}12"AugmentLast one Turn</div> <div>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+)}.</div>	<div>Druidism</div> <div>2Master of Earth</div> <div>6+ {5+}18"Hex, Damage, DirectInstant</div> <div>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.</div>	<div>Druidism</div> <div>3Entwining Roots</div> <div>6+ {5+}12"HexLast one Turn</div> <div>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.</div>
<div>Druidism</div> <div>4Summer Growth</div> <div>11+ {10+}24"AugmentInstant</div> <div>This spell has different effects depending on the target: <b>Standard Infantry/Beast*</b>: Raise 4 {6} Health Points. <b>Towering Presence**</b>: Raise 1 {1} Health Point. <b>Anything else***</b>: Raise 2 {3} Health Points. * More than half of the models in the unit are both Standard Height and either Type Infantry or Beast Type. ** More than half of the models in the unit have Towering Presence. *** Use this if neither of the above is applies.</div>	<div>Druidism</div> <div>5Stone Skin</div> <div>9+ {8+}12"AugmentLast one Turn</div> <div>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.</div>	<div>Druidism</div> <div>6Spirits of the Wood</div> <div>7+ {6+}12"Augment, {Universal}Last one Turn</div> <div>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).}</div>	<div>Druidism</div> <div>A Fountain of Youth</div> <div>Augment, Focused12"Instant</div> <div>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.</div>

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

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