

## Druidenkult

0      Der Eichene Thron

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4+      • Caster  
          • Angebot Caster      Permanent

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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).

## Druidenkult

1      Heilendes Wasser

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7+ <<6+>>      • Augment  
                        • Angebot 18"      One Turn

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The Range of this spell can be measured from the Caster or from any **Water Terrain** Feature on the board. The target gains Fortitude(5+) {(4+)}.

## Druidenkult

2      Meister der Erde

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<b>6+ &lt;&lt;5+&gt;&gt;</b>	<ul style="list-style-type: none"> <li>• Hex</li> <li>• Damage</li> <li>• Direct</li> <li>• Angebot 18"</li> </ul>	Instant
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The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board.

The target suffers 1D6 hits with Strength **<4> <<5+>>**, Armour Penetration **<1> <<2+>>** and **Magical Attacks**.

## Druidenkult

3	Rankende Wurzeln
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<b>&lt;6+&gt; &lt;&lt;5+&gt;&gt;</b>	<ul style="list-style-type: none"> <li>• Hex</li> <li>• Angebot 12"</li> </ul>	One Turn
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The Range of this spell can be measured from the Caster or from any **Forest** Terrain Feature on the board.  
The target suffers **<-1> <<-2+>>** Offensive Skill, **<-1> <<-2+>>** Defensive Skill, and **<-1> <<-2+>>** to hit with Shooting Attacks.

## Druidenkult

4	Sommerliches Wachstum
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<b>11+ &lt;&lt;10+&gt;&gt;</b>	<ul style="list-style-type: none"> <li>• Augment</li> <li>• Angebot 24"</li> </ul>	Instant
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This spell has different effects depending on the target:

**Standard Infantry/Beast**\*: Raise **4 {6}** Health Points.

**Towering Presence**\*\*: Raise **1 {1}** Health Point.

**Anything else**\*\*\*: 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.

## Druidenkult

5

Steinhaut

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10+ <<9+>>

- Augment
- Angebot 12"

One Turn

The Range of this spell can be measured from the Caster or from any **Hill** Terrain Feature on the board.

The target gains **+2 {+3}** Resilience.

## Druidenkult

6

Geister des Waldes

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7+ {6+}

- Augment
- {Universal}
- Angebot 12"

One Turn

Alle Modelle der Zieleinheit werden behandelt, als befänden sie sich in einem Wald.

{Wenn das Ziel eine befreundete Einheit ist, erhält sie Geländeerfahren (Wald).}

## Druidenkult

EIN Quelle der Jugend

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- Augment
  - Focused
  - Angebot 12"
- Instant

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The target or its unit Recovers {Raises} 1 Health Point.



WIZARD KING SPELL  
CROWN OF THE



FANTASY BATTLES  
THE IX AGE

WIZARD KING SPELL  
CROWN OF THE



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