




	<b>Druidenkult</b>	
0	Der Eichene Thron	
4+	Caster Angebot 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 <b>red text</b>. The Oaken Throne must already be in play when a spell is cast in order to use the {<b>amplified</b>} 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>		


	<b>Druidenkult</b>	
1	Heilendes Wasser	
7+ {6+}	Augment Angebot 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>		


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

	<b>Druidenkult</b>	
3	Rankende Wurzeln	
6+ {5+}	Hex Angebot 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.</p> <p>The target suffers -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.</p>		

	<b>Druidenkult</b>	
4	Sommerliches Wachstum	
11+ {10+}	Augment Angebot 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>		

	<b>Druidenkult</b>	
5	Steinhaut	
9+ {8+}	Augment Angebot 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.</p> <p>The target gains +2 {+3} Resilience.</p>		

	<b>Druidenkult</b>	
6	Geister des Waldes	
7+ {6+}	Augment {Universal} Angebot 12"	One Turn
<p>Alle Modell der Zieleinheit werden behandelt, als befänden sie sich in einem Wald.</p> <p>{Wenn das Ziel eine befreundete Einheit ist, erhält sie Geländeerfahren (Wald).}</p>		

	<b>Druidenkult</b>	
EIN	Quelle der Jugend	
	Augment Focused Angebot 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

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