# Druidism

| 1 | Master of Earth | |
|---|---|---|

| 6+ {5+} | <ul><li>Hex</li><li>Damage</li><li>Direct</li><li>Range 18"</li></ul> | Instant |
|---|---|---|

The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the table. The target suffers D6 Strength 4{5} hits.

# Druidism

| 2 | Healing Waters | |
|---|---|---|

| 8+ {7+} | <ul><li>Augment</li><li>Range 12"</li></ul> | One Turn |
|---|---|---|

The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+){(4+)}.

# Druidism

| 3 | Entwining Roots | |
|---|---|---|

| 8+ {7+} | • Hex<br>• Range 12" | One Turn |
|---|---|---|

The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1{-2} Weapon Skill and Ballistic Skill, both to a minimum of 1.

# Druidism

| 4 | Spirits of the Wood |  |
|---|---|---|

| 9+ {8+} | • Augment<br>• {Universal}<br>• Range 12" | One Turn |
|---|---|---|

All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).}

# Druidism

| 5 | Stone Skin |  |
|---|---|---|

| 10+ {9+} | • Augment<br>• Range 12" | One Turn |
|---|---|---|

The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2{+3} Toughness.

# Druidism

| 6 | Summer Growth | |
|---|---|---|

| 11+ {10+} | • Augment<br>• Range 24" | Instant |
|---|---|---|

This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie).
Standard: Raise 5{7} Wounds. Large: Raise 2{3} Wounds. Gigantic: Raise 1 {1} Wound.

## Druidism

| A | Fountain of Youth | |
|---|---|---|

| | • Augment<br>• Focused<br>• Range 12" | Instant |
|---|---|---|

The target or its unit Recovers {Raises} 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.

## Druidism

| T | The Oaken Throne | |
|---|---|---|

If the caster has The Oaken Throne in play when certain spells are cast by the caster, the {augmented} version is used. In that case, use any text marked with { } and ignore anoy red text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES

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### FANTASY BATTLES