

<h3>Druidismo</h3> <p>0 Trono de Roble</p> <p>4+ Caster Lanzador Permanente</p> <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>	<h3>Druidismo</h3> <p>1 Aguas Sanadoras</p> <p>7+ {6+} 12" Potenciación Dura un Turno</p> <p>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+)}.</p>	<h3>Druidismo</h3> <p>2 Señor de la Tierra</p> <p>6+ {5+} 18" Maldición, Daño, Instantáneo Directo</p> <p>The range of this spell can be measured from the Caster or from any Impassable Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.</p>	<h3>Druidismo</h3> <p>3 Raízes Entrelazadas</p> <p>6+ {5+} 12" Maldición Dura un Turno</p> <p>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.</p>
<h3>Druidismo</h3> <p>4 Brote Estival</p> <p>11+ {10+} 24" Potenciación Instantáneo</p> <p>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.</p>	<h3>Druidismo</h3> <p>5 Piel de Piedra</p> <p>9+ {8+} 12" Potenciación Dura un Turno</p> <p>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.</p>	<h3>Druidismo</h3> <p>6 Espíritus del Bosque</p> <p>7+ {6+} 12" Potenciación, {Universal} Dura un Turno</p> <p>Todas las miniaturas objetivo se consideran que están dentro de un Bosque. {Si el objetivo es una unidad amiga, obtiene Cruzar (Bosques)}</p>	<h3>Druidismo</h3> <p>A Fuente de la Juventud</p> <p>12" Potenciación, Instantáneo Enfocado</p> <p>The target or its unit Recovers {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.</p>

CROWN OF THE
WIZARD KING SPELL



FANTASY BATTLES
THE IX AGE

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