

# Druidismo

0 Trono di quercia

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4+ 

- Caster
- Gamma 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).

# Druidismo

1 Acque curative

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7+ {6+} 

- Augment
- Gamma 12"

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+)}.

# Druidismo

2 Dominare la terra

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6+ {5+}

- Hex
- Damage
- Direct
- Gamma 18"

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 D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.

## Druidismo

3

Radici avvinghianti

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6+ {5+}

- Hex
- Gamma 12"

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.

## Druidismo

4

Crescita estiva

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11+ {10+}

- Augment
- Gamma 24"

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.

## Druidismo

5

Pelle di pietra

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9+ {8+}

- Augment
- Gamma 12"

One Turn

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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.

## Druidismo

6

Spiriti del bosco

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7+ {6+}

- Augment
- {Universal}
- Gamma 12"

One Turn

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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).}

## Druidismo

UN

Fonte della giovinezza

- Augment
- Focused
- Gamma 12"

Instant

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.



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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