

Druidismo

0 Trono di quercia

4+

- Caster
- Gamma Caster

Permanent

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

7+ <<6+>>

- Augment
- Gamma 18"

One Turn

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

6+ <<5+>>

- Hex
- Damage
- Direct
- Gamma 18"

Instant

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**.

Druidismo

3

Radici avvinghianti

<6+> <<5+>>

- Hex
- Gamma 12"

One Turn

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

11+ <<10+>>

- Augment
- Gamma 24"

Instant

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

10+ <<9+>>

- Augment
- Gamma 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.

Druidismo

6

Spiriti del bosco

7+ {6+}

- Augment
- {Universal}
- Gamma 12"

One Turn

<If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,>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.



WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES