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|  | Druidismo | |
| 0 | Trono di quercia | |
| 4+ | Caster Gamma 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 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> | | |


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|  | Druidismo | |
| 1 | Acque curative | |
| 7+ {6+} | Augment Gamma 12" | One Turn |
| <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> | | |


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|  | Druidismo | |
| 2 | Dominare la terra | |
| 6+ {5+} | Hex Damage Direct Gamma 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> | | |

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|  | Druidismo | |
| 3 | Radici avvinghianti | |
| 6+ {5+} | Hex Gamma 12" | One Turn |
| <p>The Range of this spell can be measured from the Caster or from any Forest 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> | | |

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|  | Druidismo | |
| 4 | Crescita estiva | |
| 11+ {10+} | Augment Gamma 24" | Instant |
| <p>This spell has different effects depending on the target:</p> <p>Standard Infantry/Beast*: Raise 4 {6} Health Points.</p> <p>Towering Presence**: Raise 1 {1} Health Point.</p> <p>Anything else***: 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> | | |

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|  | Druidismo | |
| 5 | Pelle di pietra | |
| 9+ {8+} | Augment Gamma 12" | One Turn |
| <p>The Range of this spell can be measured from the Caster or from any Hill Terrain Feature on the board.</p> <p>The target gains +2 {+3} Resilience.</p> | | |

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|  | Druidismo | |
| 6 | Spiriti del bosco | |
| 7+ {6+} | Augment {Universal} Gamma 12" | One Turn |
| <p>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).}</p> | | |

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|  | Druidismo | |
| UN | Fonte della giovinezza | |
| | Augment Focused Gamma 12" | Instant |
| <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> | | |

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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