

Druidism		
0	The Oaken Throne	
4+	Caster 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>		

Druidism		
1	Healing Waters	
7+ <<6+>>	18" Augment	Last one Turn
<p>The Range of this spell can be measured from the Caster or from any <b>Water Terrain</b> Feature on the board. The target gains Fortitude (5+) {(4+)}.</p>		

Druidism		
2	Master of Earth	
6+ <<5+>>	18" Hex, Damage, Direct	Instant
<p>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 &lt;4&gt; &lt;&lt;5&gt;&gt;, Armour Penetration &lt;1&gt; &lt;&lt;2&gt;&gt; and <b>Magical Attacks</b>.</p>		

Druidism		
3	Entwining Roots	
<6+> <<5+>>	12" Hex	Last one Turn
<p>The Range of this spell can be measured from the Caster or from any <b>Forest</b> Terrain Feature on the board. The target suffers &lt;-1&gt; &lt;&lt;-2&gt;&gt; Offensive Skill, &lt;-1&gt; &lt;&lt;-2&gt;&gt; Defensive Skill, and &lt;-1&gt; &lt;&lt;-2&gt;&gt; to hit with Shooting Attacks.</p>		

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

Druidism		
5	Stone Skin	
10+ <<9+>>	12" Augment	Last one Turn
<p>The Range of this spell can be measured from the Caster or from any <b>Hill</b> Terrain Feature on the board. The target gains +2 {+3} Resilience.</p>		

Druidism		
6	Spirits of the Wood	
7+ {6+}	12" Augment, {Universal}	Last one Turn
<p>&lt;If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,&gt; 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>		

Druidism		
A	Fountain of Youth	
	12" Augment, Focused	Instant
<p>The target or its unit <b>Recovers</b> {Raises} 1 Health Point. This spell can only be cast once per phase.</p>		

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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