

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+}	12" 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 D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.</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 -1 {-2} Offensive Skill, -1 {-2} Defensive Skill, and -1 {-2} to hit with Shooting Attacks.</p>		

Druidism		
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	
9+ {8+}	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>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. 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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