

Druidenkult	Druidenkult	Druidenkult	Druidenkult
0 Der Eichene Thron 4+ Caster Caster Permanent	1 Heilendes Wasser 7+ {6+} 12" Augment Letzter Zug	2 Meister der Erde 6+ {5+} 18" Hex, Damage, Sofortig Direct	3 Rankende Wurzeln 6+ {5+} 12" Hex Letzter Zug
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).	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+)}.	The range of this spell can be measured from the Caster or from any Impassable Terrain Feature on the board. The target suffers D6 hits with Strength 4 {5}, Armour Penetration 1 {2} and Magical Attacks.	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.
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4 Sommerliches Wachstum 11+ {10+} 24" Augment Sofortig	5 Steinhaut 9+ {8+} 12" Augment Letzter Zug	6 Geister des Waldes 7+ {6+} 12" Augment, Focused Letzter Zug {Universal}	EIN Quelle der Jugend 12" Augment, Focused Sofortig
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.	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.	Alle Modelle der Zieleinheit werden behandelt, als befänden sie sich in einem Wald. {Wenn das Ziel eine befreundete Einheit ist, erhält sie Geländeerfahren (Wald).}	The target or its unit Recover {Raises} 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.

CROWN OF THE
WIZARD KING SPELL



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THE IX AGE

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