

<div>Druidismo</div> <div>0 Trono di quercia</div> <div>4+ Caster Permanente Caster</div> <div><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></div>	<div>Druidismo</div> <div>1 Acque curative</div> <div>7+ {6+} 12" Ultimo giro Aumentare</div> <div><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></div>	<div>Druidismo</div> <div>2 Dominare la terra</div> <div>6+ {5+} 18" Immediato Hex, Danno, Diretto</div> <div><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></div>	<div>Druidismo</div> <div>3 Radici avvinghianti</div> <div>6+ {5+} 12" Ultimo giro Hex</div> <div><p>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.</p></div>
<div>Druidismo</div> <div>4 Crescita estiva</div> <div>11+ {10+} 24" Immediato Aumentare</div> <div><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></div>	<div>Druidismo</div> <div>5 Pelle di pietra</div> <div>9+ {8+} 12" Ultimo giro Aumentare</div> <div><p>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.</p></div>	<div>Druidismo</div> <div>6 Spiriti del bosco</div> <div>7+ {6+} 12" Ultimo giro Aumentare, {Universal}</div> <div><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></div>	<div>Druidismo</div> <div>UN Fonte della giovinezza</div> <div>12" Immediato Aumentare, focalizzata</div> <div><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></div>

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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