

<div>Druidismo</div> <div>1Dominare la terra</div> <div>18" 6+ {5+} Hex, Danno, Diretto Immediato</div> <div>The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the table. The target suffers D6 Strength 4{5} hits.</div>	<div>Druidismo</div> <div>2Acque curative</div> <div>12" 8+ {7+} Aumentare Ultimo giro</div> <div>The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+){(4+)}.</div>	<div>Druidismo</div> <div>3Radici avvinghianti</div> <div>12" 8+ {7+} Hex Ultimo giro</div> <div>The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1{-2} Weapon Skill and Ballistic Skill, both to a minimum of 1.</div>	<div>Druidismo</div> <div>4Spiriti del bosco</div> <div>12" 9+ {8+} Aumentare, {Universal} Ultimo giro</div> <div>All models in the target unit are considered to be within a Forest. {If the target is a friendly unit, it gains Strider (Forest).}</div>
<div>Druidismo</div> <div>5Pelle di pietra</div> <div>12" 10+ {9+} Aumentare Ultimo giro</div> <div>The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2{+3} Toughness.</div>	<div>Druidismo</div> <div>6Crescita estiva</div> <div>24" 11+ {10+} Aumentare Immediato</div> <div>This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise 5{7} Wounds. Large: Raise 2{3} Wounds. Gigantic: Raise 1{1} Wound.</div>	<div>Druidismo</div> <div>UNFonte della giovinezza</div> <div>12" Aumentare, focalizzata Immediato</div> <div>The target or its unit Recovers {Raises} 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.</div>	<div>Druidismo</div> <div>TTrono di quercia</div> <div>4+ Caster Rimane in gioco</div> <div>If the caster has The Oaken Throne in play when certain spells are cast by the caster, the {augmented} version is used. In that case, use any text marked with { } and ignore any red text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.</div>

CROWN OF THE  
WIZARD KING SPELL



THE IX AGE  
FANTASY BATTLES

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