



The Oaken Throne

CV	Type	Duration
4+	Caster Range Caster	Permanent

Effect



1. Apprentice Spell

Healing Waters

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range 12"	One Turn
[color=#006000]{6+}[/color]		

Effect



2. Adept Spell

Master of Earth

CV	Type	Duration
[color=#ff0000]6+[/color]	Hex Damage Direct Range 18"	Instant
[color=#006000]{5+}[/color]		

Effect



3. Adept Spell

Entwining Roots

CV	Type	Duration
[color=#ff0000]6+[/color]	Hex Range 12"	One Turn
[color=#006000]{5+}[/color]		

Effect



4. Adept Spell

Summer Growth

CV	Type	Duration
[color=#ff0000]11+[/color]	Augment Range 24"	Instant
[color=#006000]{10+}[/color]		

Effect



5. Master Spell

Stone Skin

CV	Type	Duration
[color=#ff0000]9+[/color]	Augment Range 12"	One Turn
[color=#006000]{8+}[/color]		

Effect



6. Master Spell

Spirits of the Wood

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment {Universal} Range 12"	One Turn
[color=#006000]{6+}[/color]		

Effect



Fountain of Youth

CV	Type	Duration
	Augment Focused Range 12"	Instant

Effect

The target or its unit span style="color: #ff0000;">Recovers/span> span style="color: #006000;">{Raises}/span> 1 Health Point. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.



THE IX AGE
FANTASY BATTLES

CROWN OF THE
WIZARD KING SPELL



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If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with >{}/span> and ignore any >red text/span>. The Oaken Throne must already be in play when a spell is cast in order to use the >{amplified}/span> 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+)/span> >{(4+)}/span>.

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/span> >{5}/span>, Armour Penetration >1/span> >{2}/span> 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/span> >{-2}/span> Offensive Skill, >-1/span> >{-2}/span> Defensive Skill, and >-1/span> >{-2}/span> to hit with Shooting Attacks.

This spell has different effects depending on the target:

Standard Infantry/Beast*: Raise >4/span> >{6}/span> Health Points.

Towering Presence**: Raise >1/span> >{1}/span> Health Point.

Anything else***: Raise >2/span> >{3}/span> 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/span> >{+3}/span> Resilience.

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).}/span>