



Trono de Roble

CV	Type	Duration
4+	Caster Range Caster	Permanent

Effect



1. Apprentice Spell

Aguas Sanadoras

CV	Type	Duration
[color=#ff0000]7+[/color]	Augment Range 18"	One Turn
[color=#006000]6+>>[/color]		

Effect



2. Adept Spell

Señor de la Tierra

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

Effect



3. Adept Spell

Raíces Entrelazadas

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

Effect



4. Adept Spell

Brote Estival

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

Effect



5. Master Spell

Piel de Piedra

CV	Type	Duration
[color=#ff0000]10+[/color]	Augment Range 12"	One Turn
[color=#006000]9+>>[/color]		

Effect



6. Master Spell

Espíritus del Bosque

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

Effect

Todas las miniaturas objetivo se consideran que están dentro de un Bosque.
span style="color: #006000;">{Si el objetivo es una unidad amiga, obtiene Cruzar (Bosques)}/span>



Fuente de la Juventud

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.



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).

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 **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 **Hill Terrain** Feature on the board.

The target gains >+2/span> >{+3}/span> Resilience.

The range of this spell can be measured from the Caster or from any Impassable Terrain Feature on the board.

The target suffers 1D6 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.