



Trono di quercia

| CV | Type | Duration |
|----|---------------------------|-----------|
| 4+ | Caster Range Caster | Permanent |

Effect



1. Apprentice Spell

Acque curative

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

Effect



2. Adept Spell

Dominare la terra

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

Effect



3. Adept Spell

Radici avvinghianti

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

Effect



4. Adept Spell

Crescita estiva

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

Effect



5. Master Spell

Pelle di pietra

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

Effect



6. Master Spell

Spiriti del bosco

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

Effect



Fonte della giovinezza

| 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).

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 D6 hits with Strength >4/span> >{5}/span>, Armour Penetration >1/span> >{2}/span> and Magical Attacks.

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>

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.