



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 18"	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]10+[/color]	Augment Range 12"	One Turn
[color=#006000]9+>>[/color]		

Effect



6. Master Spell

Spiriti del bosco

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

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.



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 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.

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.

><If the target is an enemy unit Engaged in Combat, the spell has no effect. Otherwise,>/span> 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).