The Oaken Throne

CV	Type	Duration
4+	Caster Range Caster	Permanent

Effect

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1. Apprentice Spell

Healing Waters

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

Effect

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2. Adept Spell

Master of Earth

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

Effect

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3. Adept Spell

Entwining Roots

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

Effect

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4. Adept Spell

Summer Growth

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

Effect

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5. Master Spell

Stone Skin

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

Effect

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6. Master Spell

Spirits of the Wood

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

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.
This spell can only be cast once per phase.

CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES

If any friendly Caster is affected by The Oaken Throne, certain spells are cast with an amplified version. Use any text marked with span style="color: #006000;">{}/span> and ignore any span style="color: #ff0000;">red text/span>. The Oaken Throne must already be in play when a spell is cast in order to use the span style="color: #006000;">{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 span style="color: #ff0000;">(5+)/span> span style="color: #006000;">{(4+)}/span>.

The range of this spell can be measured from the Caster or from any Impassable Terrain Terrain Feature on the board.
The target suffers 1D6 hits with Strength span style="color: #ff0000;"><4/span> span style="color: #006000;"><<5>>/span>, Armour Penetration span style="color: #ff0000;"><1/span> span style="color: #006000;"><<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 span style="color: #ff0000;"><-1/span> span style="color: #006000;"><<-2>>/span> Offensive Skill, span style="color: #ff0000;"><-1/span> span style="color: #006000;"><<-2>>/span> Defensive Skill, and span style="color: #ff0000;"><-1/span> span style="color: #006000;"><<-2>>/span> to hit with Shooting Attacks.

This spell has different effects depending on the target:
Standard Infantry/Beast*: Raise span style="color: #ff0000;">4/span> span style="color: #006000;">{6}/span> Health Points.
Towering Presence**: Raise span style="color: #ff0000;">1/span> span style="color: #006000;">{1}/span> Health Point.
Anything else***: Raise span style="color: #ff0000;">2/span> span style="color: #006000;">{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 span style="color: #ff0000;">+2/span> span style="color: #006000;">{+3}/span> Resilience.

span style="color: #ff0000;"><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).