



## 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 12"	One Turn
[color=#006000]{6+}[color]		

*Effect*

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>.



### 2. Adept Spell

## Señor de la Tierra

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

*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]9+[color]	Augment Range 12"	One Turn
[color=#006000]{8+}[color]		

*Effect*

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.



### 6. Master Spell

## Espíritus del Bosque

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

*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. No single model can Recover (or Raise) more than 1 Health Point per phase from this spell.



CROWN OF THE  
WIZARD KING SPELL

THE IX AGE  
FANTASY BATTLES



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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 >{} and ignore any >red text. The Oaken Throne must already be in play when a spell is cast in order to use the >{amplified} 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 >{6} Health Points.

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

**Anything else\*\*\***: Raise >2 >{3} 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 applies.

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

The target suffers D6 hits with Strength >4 >{5}, Armour Penetration >1 >{2} 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 >{-2} Offensive Skill, >-1 >{-2} Defensive Skill, and >-1 >{-2} to hit with Shooting Attacks.