Trono de Roble

CV	*Type*	*Duration*
4+	Caster Range Caster	Permanente

Effect

1. Apprentice Spell

Aguas Sanadoras

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#006000]6+>>[/color]	Poten. Range 18"	Un Turno

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] [color=#006000]5+>>[/color]	Maldición Dañ Direct Range 18"	Inst.

Effect

3. Adept Spell

Raízes Entrelazadas

CV	*Type*	*Duration*
[color=#ff0000]6+>[/color] [color=#006000]5+>>[/color]	Maldición Range 12"	Un Turno

Effect

4. Adept Spell

Brote Estival

CV	*Type*	*Duration*
[color=#ff0000]11+[/color] [color=#006000]10+>>[/color]	Poten. Range 24"	Inst.

Effect

5. Master Spell

Piel de Piedra

CV	*Type*	*Duration*
[color=#ff0000]10+[/color] [color=#006000]9+>>[/color]	Poten. Range 12"	Un Turno

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*
7+ [color=#006000]{6+}[/color]	Poten. {Universal} Range 12"	Un Turno

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*
	Poten. Focused Range 12"	Inst.

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 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).

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 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.