Trono di quercia

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

Effect

1. Apprentice Spell

Acque curative

CV	*Type*	*Duration*
[color=#ff0000]7+[/color] [color=#006000]6+>>[/color]	Benedizione 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

Dominare la terra

CV	*Type*	*Duration*
[color=#ff0000]6+[/color] [color=#006000]5+>>[/color]	Maledizione Danni Direct Range 18"	Istantaneo

Effect

3. Adept Spell

Radici avvinghianti

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

Effect

4. Adept Spell

Crescita estiva

CV	*Type*	*Duration*
[color=#ff0000]11+[/color] [color=#006000]10+>>[/color]	Benedizione Range 24"	Istantaneo

Effect

5. Master Spell

Pelle di pietra

CV	*Type*	*Duration*
[color=#ff0000]10+[/color] [color=#006000]9+>>[/color]	Benedizione 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

Spiriti del bosco

CV	*Type*	*Duration*
7+ [color=#006000]{6+}[/color]	Benedizione {Universal} Range 12"	Un Turno

Effect

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).

Fonte della giovinezza

CV	*Type*	*Duration*
	Benedizione Focused Range 12"	Istantaneo

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.