1. Apprentice Spell

Dominare la terra

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

Effect

The Range of this spell can be measured from the caster, or from any Impassable Terrain Feature on the table. The target suffers D6 Strength 4span style="color: #006000;">{5}/span> hits.

2. Adept Spell

Acque curative

CV	*Type*	*Duration*
[color=#ff0000]8+[/color] [color=#006000]{7+}[/color]	Benedizione Range 12"	Un Turno

Effect

The Range of this spell can be measured from the caster or from any Water Terrain Feature on the table. The target gains Regeneration (5+)span style="color: #006000;">{(4+)}/span>.

3. Adept Spell

Radici avvinghianti

CV	*Type*	*Duration*
[color=#ff0000]8+[/color] [color=#006000]{7+}[/color]	Maledizione Range 12"	Un Turno

Effect

The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1span style="color: #006000;">{-2}/span> Weapon Skill and Ballistic Skill, both to a minimum of 1.

4. Adept Spell

Spiriti del bosco

CV	*Type*	*Duration*
[color=#ff0000]9+[/color] [color=#006000]{8+}[/color]	Benedizione {Universal} Range 12"	Un Turno

Effect

All models in the target unit are considered to be within a Forest. span style="color: #006000;">{If the target is a friendly unit, it gains Strider (Forest).}/span>

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 table. The target gains +2span style="color: #006000;">{+3}/span> Toughness.

6. Master Spell

Crescita estiva

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

Effect

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 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.

Trono di quercia

CV	*Type*	*Duration*
4+	Range Caster	Remains in Play

Effect

If the caster has The Oaken Throne in play when certain spells are cast by the caster, the span style="color: #006000;">{augmented}/span> version is used. In that case, use any text marked with span style="color: #006000;">{ }/span> and ignore anoy span style="color: #ff0000;">red/span> text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

This spell has different effects depending on the Height of the largest fraction of the target unit's models (use the largest Height in case of a tie). Standard: Raise span style="color: #ff0000;">5/span>span style="color: #006000;">{7}/span> Wounds. Large: Raise span style="color: #ff0000;">2/span>span style="color: #006000;">{3}/span> Wounds. Gigantic: Raise 1 span style="color: #006000;">{1}/span> Wound.