



1. Apprentice Spell

Master of Earth

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

*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 hits.



2. Adept Spell

Healing Waters

CV	Type	Duration
[color=#ff0000]8+	Augment Range 12"	One Turn

*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+) hits.



3. Adept Spell

Entwining Roots

CV	Type	Duration
[color=#ff0000]8+	Hex Range 12"	One Turn

*Effect*

The Range of this spell can be measured from the caster or from any Forest Terrain Feature on the table. The target suffers -1 Weapon Skill and Ballistic Skill, both to a minimum of 1.



4. Adept Spell

Spirits of the Wood

CV	Type	Duration
[color=#ff0000]9+	Augment {Universal} Range 12"	One Turn

*Effect*

All models in the target unit are considered to be within a Forest. If the target is a friendly unit, it gains Strider (Forest).



5. Master Spell

Stone Skin

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

*Effect*

The Range of this spell can be measured from the caster or from any Hill Terrain Feature on the table. The target gains +2 Toughness.



6. Master Spell

Summer Growth

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

*Effect*



Fountain of Youth

CV	Type	Duration
	Augment Focused Range 12"	Instant

*Effect*

The target or its unit Recovers 1 Wound. No single model can Recover (or Raise) more than 1 Wound per Phase from this spell.



The Oaken Throne

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 augmented version is used. In that case, use any text marked with and ignore any text marked with text. For the Attribute Spell, The Oaken Throne must be in play when the Spell triggering the Attribute was cast.



CROWN OF THE  
WIZARD KING SPELL

THE IX AGE  
FANTASY BATTLES



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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  $\frac{5}{}$  Wounds. Large: Raise  $\frac{7}{}$  Wounds. Large: Raise  $\frac{2}{}$  Wounds. Gigantic: Raise 1 Wound.