

THE IX AGE
FANTASY BATTLES

MAGIC FLUX

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I



4 Magic Dice
(Both players)

3 Veil Tokens
(Active Player)

All miscasts this phase gain a +1 Miscast Modifier

II



5 Magic Dice
(Both players)

2 Veil Tokens
(Active Player)

III



5 Magic Dice
(Both players)

5 Veil Tokens
(Active Player)

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IV



5 Magic Dice
(Both players)

7 Veil Tokens
(Active Player)

V



5 Magic Dice
(Both players)

9 Veil Tokens
(Active Player)

VI



6 Magic Dice
(Both players)

5 Veil Tokens
(Active Player)

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VII



6 Magic Dice
(Both players)

7 Veil Tokens
(Active Player)

VIII



7 Magic Dice
(Both players)

7 Veil Tokens
(Active Player)

All miscasts this phase gain a -1 Miscast Modifier

TEMPORAL ESSENCE



5 Magic Dice
(Both players)

5 Veil Tokens
(Active Player)

When making a casting roll with 3 or more Magic Dice, all doubles count as triples. Note that a Caster can suffer multiple Miscast effects from a single casting roll. However no Miscast effect can be applied more than once.