1. Apprentice Spell

Altered Sight

CV	*Type*	*Duration*
8	Universal Replicable Range 18	One Turn

Effect

The target's Offensive Skill is modified by~[]%. No model can be affected by more than one instance of each version of this spell simultaneously.
+3{3}

2. Adept Spell

Truth of Time

CV	*Type*	*Duration*
6	Universal Range 18	One Turn

Effect

The target's Charge Speed and Mobility are set to~[]%.
8{4}

3. Adept Spell

Weal and Woe

CV	*Type*	*Duration*
8	Universal Range 18	One Turn

Effect

The target's Melee Attacks to-wound rolls are modified by~[]% and gain Magical Attacks.
+1{1}

4. Adept Spell

Ice and Fire

CV	*Type*	*Duration*
9	Hex Missile Damage Range 24	Instant

Effect

The target suffers #1D6 (2)~hits with \StrengthInitials~4, \ArmourPenetrationInitials~0, and Magical Attacks. Successful []% against wounds caused by this spell must be rerolled.
Regeneration and Aegis saves{Armour Saves}

5. Master Spell

Cosmic Scales

CV	*Type*	*Duration*
11	Universal Range 18	One Turn

Effect

Melee Attacks ~[]% the target can never hit nor wound on better than~4+.
allocated against{allocated by}

6. Master Spell

Thunder and Lightning

CV	*Type*	*Duration*
10	Hex Missile Damage Range 24	Instant

Effect

THE IX AGE
FANTASY BATTLES

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The target suffers 3~hits. All those hits are resolved with \StrengthInitials~6, \ArmourPenetrationInitials~2, Lightning Attacks, Magical Attacks. Before removing casualties, apply []%.
The target suffers 1~additional hit{Select a new Unengaged enemy unit within~6 of the target: it suffers 2~hits. Before removing casualties, select a 3rd~Unengaged enemy unit within~6 of the 2nd~unit: it suffers 1~hit.\vspace*{-10pt}}
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