



### Altered Sight

CV	Type	Duration
7+ [color=#006000]{5+}/color]	Augment Range 24"	One Turn

*Effect*

The target gains +1 Weapon Skill and +1 Ballistic Skill.



1. *Apprentice Spell*

### Touch the Heart

CV	Type	Duration
7+ [color=#006000]{5+}/color]	Augment Focused Range 18"	Instant

*Effect*

The target Recovers 1 Wound.



2. *Adept Spell*

### Mind Games

CV	Type	Duration
7+ [color=#006000]{5+}/color]	Augment Range 18"	Remains in Play

*Effect*

The target gains +1 Leadership.



3. *Adept Spell*

### Truth of Time

CV	Type	Duration
9+ [color=#006000]{7+}/color]	Augment Range 18"	One Turn

*Effect*

When the target rolls a Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 and discards the lowest D6.



4. *Adept Spell*

### Ice and Fire

CV	Type	Duration
9+ [color=#006000]{7+}/color]	Hex Missile Damage Range 18"	Instant

*Effect*

The target suffers 2D6 Strength 3 hits with Flaming Attacks and Divine Attacks.



5. *Master Spell*

### Perception of Strength

CV	Type	Duration
10+ [color=#006000]{8+}/color]	Augment Range 18"	One Turn

*Effect*

The target gains +1 Strength.



6. *Master Spell*

### Unity in Divergence

CV	Type	Duration
11+ [color=#006000]{9+}/color]	Augment Range 18"	One Turn

*Effect*

All models in the target unit gain a Ward Save (5+).

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THE IX AGE  
FANTASY BATTLES

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