

---

# 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)

---

# 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)

---

# 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



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## TEMPORAL ESSENCE

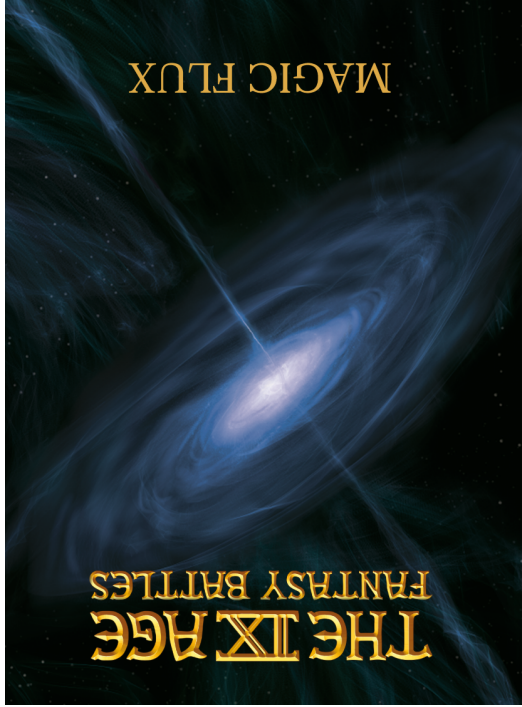
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**5 Magic Dice**  
(Both players)

**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.



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(Both players)

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THE IX AGE  
FANTASY BATTLES

MAGIC FLUX

THE IX AGE  
FANTASY BATTLES

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FANTASY BATTLES

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THE IX AGE  
FANTASY BATTLES

MAGIC FLUX

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## TEMPORAL ESSENCE

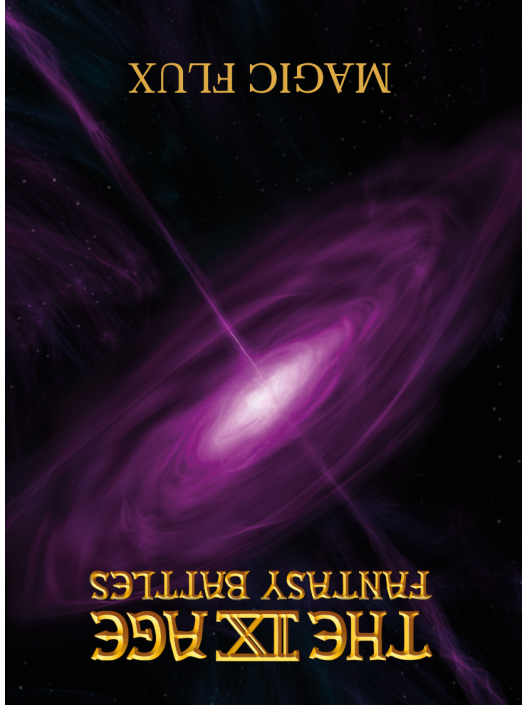
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THE IX AGE  
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