



### 1. Apprentice Spell

## Pentagrama de Dolor

CV	Type	Duration
[color=#ff0000]5+[/color][color=#0000ff][6+][[/color]	[Hex] [Direct] [Universal] [Damage] Range [color=#ff0000]24"[/color] [color=#0000ff][12" Aura] [/color]	Instant
<i>Effect</i>		



### 2. Adept Spell

## Mano de Gloria

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range [color=#0000ff][8+][[/color]	One Turn
<i>Effect</i>		



### 3. Adept Spell

## Podredumbre Interior

CV	Type	Duration
6+	Hex Range 18"	Permanent
<i>Effect</i>		
The target suffers -1 Offensive Skill and -1 Defensive Skill. span style="color: #006000;">{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}/span>		



### 4. Adept Spell

## Aliento de Corrupción

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range [color=#0000ff][9+][[/color]	One Turn
<i>Effect</i>		



### 5. Master Spell

## Marca de Fatalidad

CV	Type	Duration
9+	Hex Damage Direct Range 24"	Instant
<i>Effect</i>		
The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. span style="color: #006000;">{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}/span>		



### 6. Master Spell

## La Llamada del Sepulcro

CV	Type	Duration
11+	Hex Damage Direct Range 12"	Instant
<i>Effect</i>		



THE IX AGE  
FANTASY BATTLES

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The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.  
>[The Caster's unit is unaffected.]/span>  
>{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}/span>

>[This spell may only target Characters, Champions, and single model units.]/span>  
The target >{and all models in its unit}/span>  
gain Aegis (6+) and Aegis (+1, max 3+).

The target gains Breath Attack (Magical Attacks, Toxic Attacks).  
>[This spell may only target Characters, Champions, and single model units.]/span>  
{If the Breath Attack is used as a Shooting Attack, its range is increased to 180.}

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.

>{The hits gain +1 Strength and +1 Armour Penetration.}/span>