

[color=#ff00

00]5+[/color

[color=#0000

ff][8+][/colo

Type

Hex

Missile

Damage

Range 24"

CV

r]

Effect

# 1. Apprentice Spell **Fuego Purificador**

Duration

One Turn



[color=#ff00

00]6+[/color

[color=#0000

ff][9+][/colo

CV

r

Effect

2. Adept Spell Castigo al Incrédulo

Duration

One Turn

Type

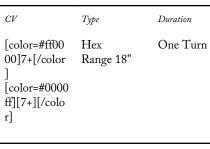
Hex

Range 24"



## 3. Adept Spell

### Lenguas Extrañas



Effect

r]

Units with at least one model affected by the spell cannot benefit from span style="color: #ff0000;">Commanding Presence/span> span style="color: #0000ff;">[Rally around the Flag]/span>.

4. Adept Spell Mano del Cielo CVТуре Duration [color=#ff00 [Augment] Instant 00]5+[/color Focused Range [color=#0000 [color=#ff00 00]Caster[/c ff][8+][/colo r olor [color=#0000 ff][18"][/col or] Effect

	5. Master Spell Ira de Dios			6. Master Spell Prueba de Fe	
CV	Туре	Duration	CV	Туре	Duration
12+ Effect	Ground Range 96"	Permanent	[color=#ff00 00]7+[/color ] [color=#0000 ff][10+][/col or]	Hex Missile Damage Focused Direct Range [color=#ff00 00]12"[/colo r] [color=#0000 ff][18"][/col or]	Instan



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#### MIZARD KING SPELL CROWN OF THE



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The target suffers span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span>, Armour Penetration span style="color: #ff0000;">2/span> span style="color: #0000ff;">[3]/span>, and Magical Attacks. span style="color: #ff0000;">Immediately after successfully casting this spell, roll a D6./span> span style="color: #0000ff;">[Choose which effect to apply when casting the spell.]/span> - span style="color: #ff0000;">If 1-3 is rolled,/span> the target suffers -1 Resilience. - span style="color: #ff0000;">If 4-6 is rolled,/span> the target suffers -1 Strength and -1 Armour Penetration. The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) span style="color: #0000ff;">[This spell may only target Characters, Champions, and single model units.]/span>

#### Effect

The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X), where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.