

1. Apprentice Spell

Fuego Purificador

CV Type Duration

[color=#ff00 Hex One Turn
00]5+[/color Missile
] Damage
[color=#0000 Range 24"
ff][8+][/colo
r]

2. Adept Spell

Castigo al Incrédulo

CV Type Duration

[color=#ff00 Hex One Turn
00]6+[/color Range 24"
]
[color=#0000
ff][9+][/colo
r]



3. Adept Spell

Lenguas Extrañas

Type Duration
 Universal Range 18"

Effect

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.



4. Adept Spell

Mano del Cielo

CVТуре Duration [color=#ff00 [Augment] Instant 00]5+[/color Focused Range [color=#ff00 [color=#0000 00]Caster[/c ff][8+][/colo r olor [color=#0000 ff][18"][/col or]

Effect



Effect

5. Master Spell

Ira de Dios

CV Type Duration

12+ Ground Permanent
Range 96"

Effect

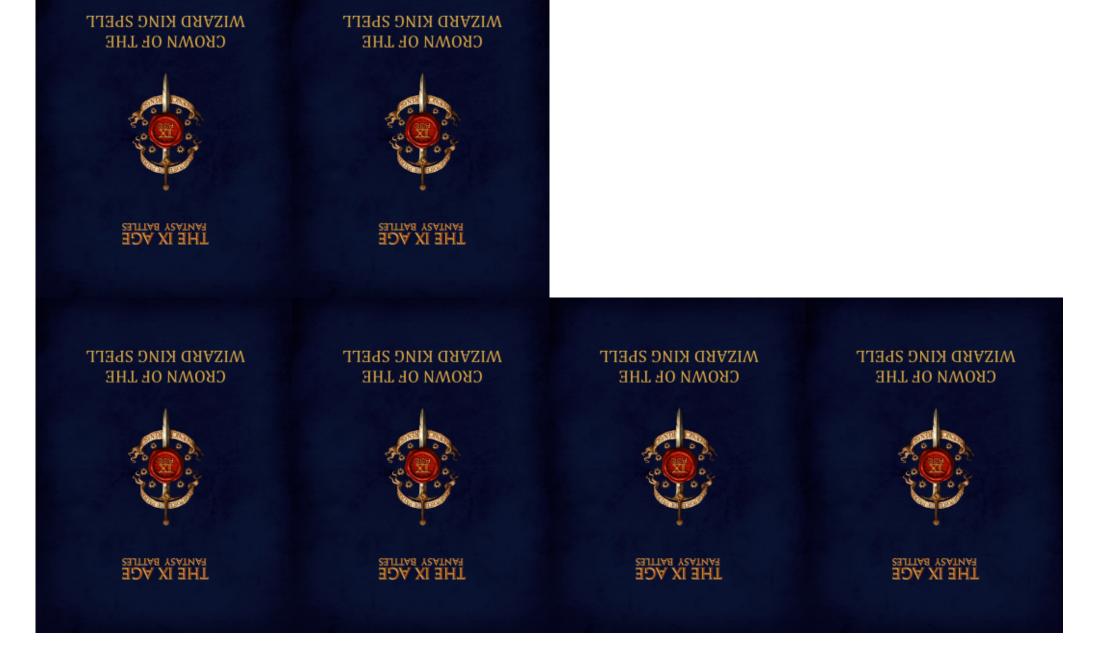


Effect

6. Master Spell

Prueba de Fe

CV	Type	Duration
[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]	Instant



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: #ff0000;">2/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.

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)M, 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.

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.

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>