

[color=#ff00

00]5+[/color

[color=#0000

ff][8+][/colo

Туре

Hex

Missile

Damage Range 24"

CV

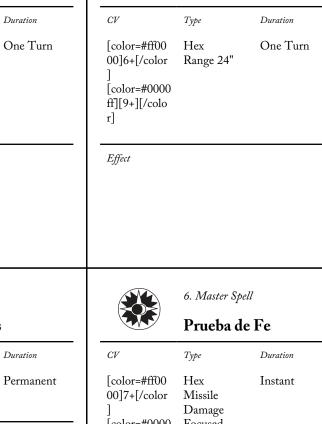
r]

Effect

## 1. Apprentice Spell **Fuego Purificador**



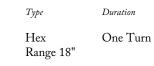
2. Adept Spell Castigo al Incrédulo





# 3. Adept Spell

#### Lenguas Extrañas



#### Effect

CV

7+

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.

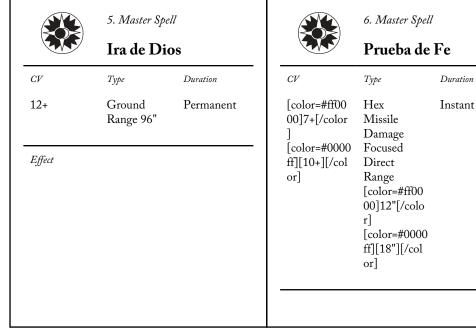


4. Adept Spell

Mano del Cielo

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

Effect





MIZ¥BD KINC SEEFF CBOMN OF THE



THE IX AGE

### MIZ¥BD KINC SЬЕГГ CBOMN OL LHE



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#### MIZ¥BD KINC SEEFF CBOMN OE LHE



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### MIZARD KING SPELL CROWN OF THE



THE IX AGE

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.