




	Taumaturgia		
1	Mano del cielo		
5+ [9+]	Hex Missile Damage Gamma 24"	Instant	
<p>The target suffers D6 [D6+1] hits with Strength D6[D6+1].</p>			

	Taumaturgia		
2	Fiamme purificatrici		
6+ [10+]	[Augment] Focused Gamma Caster [24"]	One Turn	
<p>The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]</p>			

	Taumaturgia		
3	Prova di fede		
7+ [11+]	Hex Damage Focused Direct Gamma 12" [24"]	Instant	
<p>Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.</p>			

	Taumaturgia		
4	Lingua ignota		
8+	Hex Gamma 24"	One Turn	
<p>The target cannot benefit from Inspiring Presence.</p>			

	Taumaturgia		
5	Punire i miscredenti		
11+	Hex Gamma 24"	One Turn	
<p>Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.</p>			

	Taumaturgia		
6	Ira di dio		
13+	Ground Gamma 96"	Permanent	
<p>Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.</p>			

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CROWN OF THE



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