CV
[color=#ff00 00]5+[/color ] [color=#0000 ff][8+][/colo r]
Effect



2. Adept Spell

#### 2. Huept Spen

Punire i miscredenti

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



3. Adept Spell

# Lingua ignota

CV	Туре	Duration
[color=#ff00 00]7+[/color] [color=#0000 ff][7+][/colo r]	Hex Range 18"	One Turn

Effect

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

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



5. Master Spell

1. Apprentice Spell

Туре

Hex

Missile Damage Range 24"

Fiamme purificatrici

Duration

One Turn

# Ira di dio

CV	Туре	Duration
12+	Ground Range 96"	Permanent

Effect

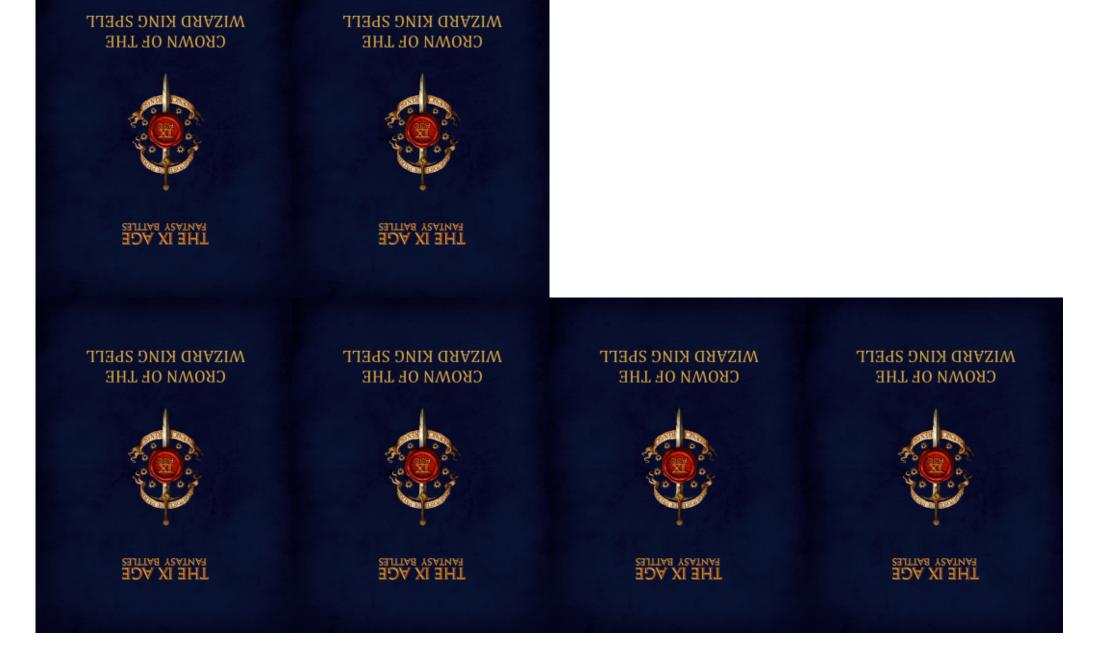


Effect

6. Master Spell

## Prova di fede

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>