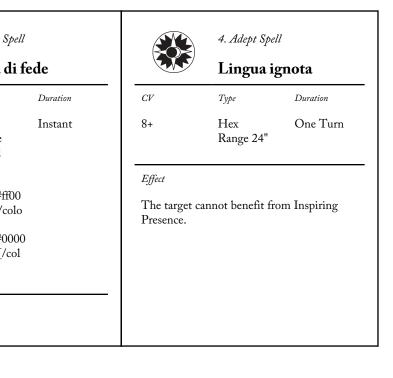
	1. Apprentice Mano del			2. Adept Spell Fiamme p	urificatrici		3. Adept Spell Prova di fed
CV	Type	Duration	CV	Туре	Duration	CV	Туре
[color=#ff00 00]5+[/color] [color=#0000 ff][9+][/colo r]	Hex Missile Damage Range 24"	Instant	[color=#ff00 00]6+[/color] [color=#0000 ff][10+][/col or]	[Augment] Focused Range [color=#ff00 00]Caster[/c olor] [color=#0000	One Turn	[color=#ff00 00]7+[/color] [color=#0000 ff][11+][/col or]	Hex Damage Focused Direct Range [color=#ff00 00]12"[/colo
Effect				ff][24"][/col or]			r] [color=#0000 ff][24"][/col
The target suffers D6 span style="color: #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span>span style="color: #0000ff;">[D6+1]/span>.		Effect 6. Master Shell		Effect	or]		
	5 Master Ste	.11		6 Master Shall			
	5. Master Spe			6. Master Spell	,		
	-	niscredenti		6. Master Spell Ira di dio			
CV	-		CV	-	Duration		
сv 11+	Punire i n	niscredenti	<i>CV</i> 13+	Ira di dio			
	Punire i n <i>Type</i> Hex	niscredenti Duration		Ira di dio <i>Type</i> Ground	Duration		





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THE IX AGE

The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) span style="color: #0000ff;">[This spell may only target Characters, Champions and single model units.]/span>

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.