

[color=#ff00

00]5+[/color

[color=#0000

ff][8+][/colo

Type

Hex

Missile

CV

r]

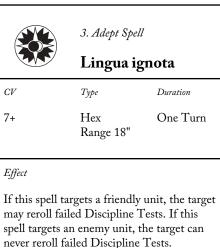
Effect

1. Apprentice Spell Fiamme purificatrici



2. Adept Spell Punire i miscredenti

Duration CVType Duration One Turn [color=#ff00 Hex One Turn Range 24" 00]6+[/color Damage Range 24" [color=#0000 ff][9+][/colo r Effect 6. Master Spell Prova di fede Duration CVТуре Duration [color=#ff00 Hex Permanent Instant 00]7+[/color Missile Damage



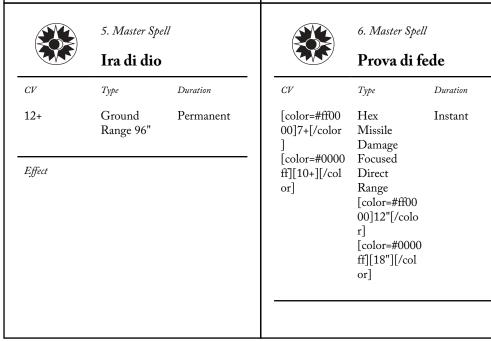


4. Adept Spell

Mano del cielo

CV	Туре	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





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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.