

Taumaturgia	Taumaturgia	Taumaturgia	Taumaturgia
1 Mano del cielo	2 Fiamme purificatrici	3 Prova di fede	4 Lingua ignota
24" 5+ [9+] Hex, Missile, Immediato Danno	Caster [24"] 6+ [10+] Aumentare, Ultimo giro focalizzata	12" [24"] 7+ [11+] Hex, Danno, Immediato focalizzata, Diretto	24" 8+ Hex Ultimo giro
The target suffers D6 [D6+1] hits with Strength D6[D6+1].	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.]	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.	The target cannot benefit from Inspiring Presence.

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5 Punire i miscredenti	6 Ira di dio
11+ 24" Ultimo giro Hex	13+ 96" Permanente Terra
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.	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.

WIZARD KING SPELL
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