Thaumaturgie 1 Reinigendes Feuer	Thaumaturgie 2 Zerschmetterung der Ungläubigen	Thaumaturgie 3 Sprachengewirr	Thaumaturgie 4 Hand des Himmels
Hex 5+ [8+] Missile One Turn Damage	6+ [9+] Hex One Turn Angebot 24"	7+ [7+] Hex One Turn Angebot 18"	[Augment] 5+ [8+] Focused Instant Angebot Caster [18"]
Angebot 24" The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]

Thaumaturgie

Der Zorn Gottes

12+ Ground Angebot 96" Permanent

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.

Thaumaturgie

6 Glaubensprüfung

Hex
Missile
7+ [10+]
Damage
Focused
Direct
Angebot 12" [18"]

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.

