

ff][8+][/colo

1. Apprentice Spell

## Reinigendes Feuer

CV Type Duration

[color=#ff00 Hex One Turn
00]5+[/color Missile
] Damage
[color=#0000 Range 24"

Effect

r



2. Adept Spell

# Zerschmetterung der Ungläubigen

CV Type Duration

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

Effect



3. Adept Spell

## Sprachengewirr

7+ Hex Range 18" Duration

One Turn

Effect

If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.



4. Adept Spell

### Hand des Himmels

CVТуре Duration [color=#ff00 [Augment] Instant 00]5+[/color Focused Range [color=#0000 [color=#ff00 00]Caster[/c ff][8+][/colo olor r [color=#0000 ff][18"][/col or

Effect



5. Master Spell

## **Der Zorn Gottes**

CV Type Duration

12+ Ground Permanent
Range 96"

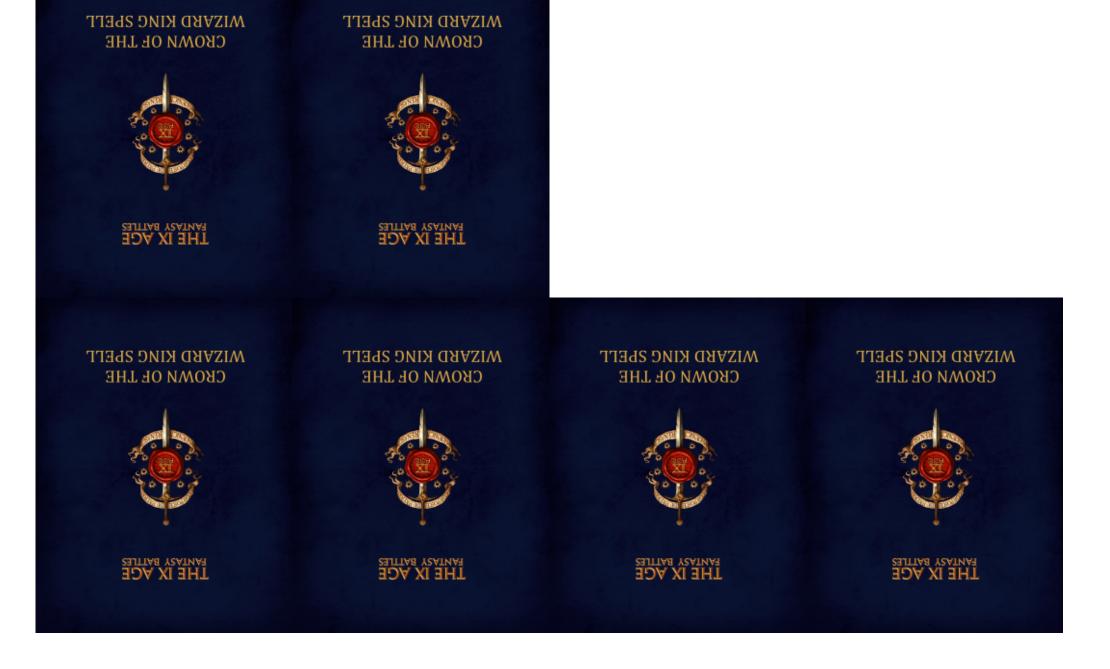
Effect



6. Master Spell

## Glaubensprüfung

CV	Type	Duration
color=#ff00	Hex	Instant
00]7+[/color	Missile	
]	Damage	
[color=#0000	Focused	
ff][10+][/col or]	Direct	
	Range	
	[color=#ff00	
	00]12"[/colo	
	r]	
	[color=#0000	
	ff][18"][/col	
	or]	



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>