

| Thaumaturgy | | |
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| 1 | Hand of Heaven | |
| 5+ [8+] | 24" Hex, Missile, Damage | Last one Turn |
| <p>The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits</p> | | |

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| 2 | Smite the Unbeliever | |
| 6+ [9+] | 24" Hex | Last one Turn |
| <p>Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.]</p> <ul style="list-style-type: none"> - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration. | | |

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| 3 | Speaking in Tongues | |
| 5+ | 24" Hex | Last one Turn |
| <p>The target must take a Discipline Test:</p> <ul style="list-style-type: none"> • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken. | | |

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| 4 | Cleansing Fire | |
| 5+ [8+] | Caster [18"] [Augment], Focused | Instant |
| <p>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.]</p> | | |

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| 5 | Wrath of God | |
| 12+ | 96" Ground | Permanent |
| <p>Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6:</p> <ul style="list-style-type: none"> • If 1-3 is rolled, nothing happens. • If 4-6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends. | | |

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| 6 | Trial of Faith | |
| 7+ [10+] | 12" [18"] Hex, Missile, Damage, Focused, Direct | Instant |
| <p>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.</p> | | |

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FANTASY BATTLES

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