
 **Thaumaturgy**

1 Hand of Heaven

5+ [8+] Hex
Missile
Damage
Range 24" One Turn


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

 **Thaumaturgy**

2 Smite the Unbeliever

6+ [9+] Hex
Range 24" One Turn


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.

 **Thaumaturgy**

3 Speaking in Tongues

5+ Hex
Range 24" One Turn


The target must take a Discipline Test:
• If the test is passed, the target gains Fearless.
• If the test is failed, the target becomes Shaken.

 **Thaumaturgy**

4 Cleansing Fire

5+ [8+] [Augment]
Focused Instant
Range Caster [18"]


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.]

 **Thaumaturgy**

5 Wrath of God

12+ Ground
Range 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, 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.

 **Thaumaturgy**

6 Trial of Faith

7+ [10+] Hex
Missile
Damage
Focused Instant
Direct
Range 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.

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