
 **Thaumaturgy**

1 Hand of Heaven

Hex
Missile
Damage
Range 24"

5+ [8+] 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**

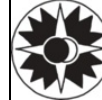
2 Smite the Unbeliever

Hex
Range 24"

6+ [9+] 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

Hex
Range 24"

5+ 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

[Augment]
Focused Instant
Range Caster [18"]

5+ [8+]

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

Ground
Range 96"

12+ 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

Hex
Missile
Damage
Focused
Direct
Range 12" [18"]

7+ [10+] Instant

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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