

Thaumaturgy	
1	Hand of Heaven
5+ [9+]	24" Hex, Missile, Instant Damage
The target suffers  D6 [D6+1] hits with Strength D6[D6+1].	

Thaumaturgy	
2	Cleansing Fire
6+ [10+]	Caster [24"] [Augment], Last one Focused Turn
The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]	

Thaumaturgy	
3	Trial of Faith
7+ [11+]	12" [24"] Hex, Damage, Instant Focused, Direct
Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.	

Thaumaturgy	
4	Speaking in Tongues
8+	24" Hex Last one Turn
The target cannot benefit from Inspiring Presence.	

Thaumaturgy	
5	Smite the Unbeliever
11+	24" Hex Last one Turn
Immediately after successfully casting this spell, roll a D6. If 4-6 is rolled, the target suffers -1 Strength. If 1-3 is rolled, the target suffers -1 Toughness.	

Thaumaturgy	
6	Wrath of God
13+	96" Ground Permanent
Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within (2D6+X)" suffers 2D6 Strength (4+X) hits, where X is equal to the number of counters. The spell then ends, remove all counters.	

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