

1. Apprentice Spell

#### Hand of Heaven

Duration

Instant

CVТуре [color=#ff00 00]5+[/color

Hex Missile Damage

Range 24"

[color=#0000 ff][9+][/colo r

Effect

The target suffers |D6|span style="color: #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span>span style="color: #0000ff;">[D6+1]/span>.



CV

or

2. Adept Spell

# **Cleansing Fire**

Duration

One Turn

[color=#ff00 00]6+[/color

[Augment] Focused Range [color=#ff00 [color=#0000 00]Caster[/c ff][10+][/col olor [color=#0000

Type

ff][24"][/col or]

Effect



3. Adept Spell

#### Trial of Faith

CV[color=#ff00

00]7+[/color [color=#0000 ff][11+][/col or]

Hex Instant Damage Focused

Duration

Range [color=#ff00 00]12"[/colo

Direct

Type

[color=#0000 ff][24"][/col or

**Effect** 



4. Adept Spell

# Speaking in Tongues

Duration

One Turn

CVТуре

> Hex Range 24"

Effect

8+

The target cannot benefit from Inspiring Presence.



5. Master Spell

### Smite the Unbeliever

CV

Type

Duration

11+

Hex Range 24"

One Turn

Effect

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.



6. Master Spell

### Wrath of God

CV

Type

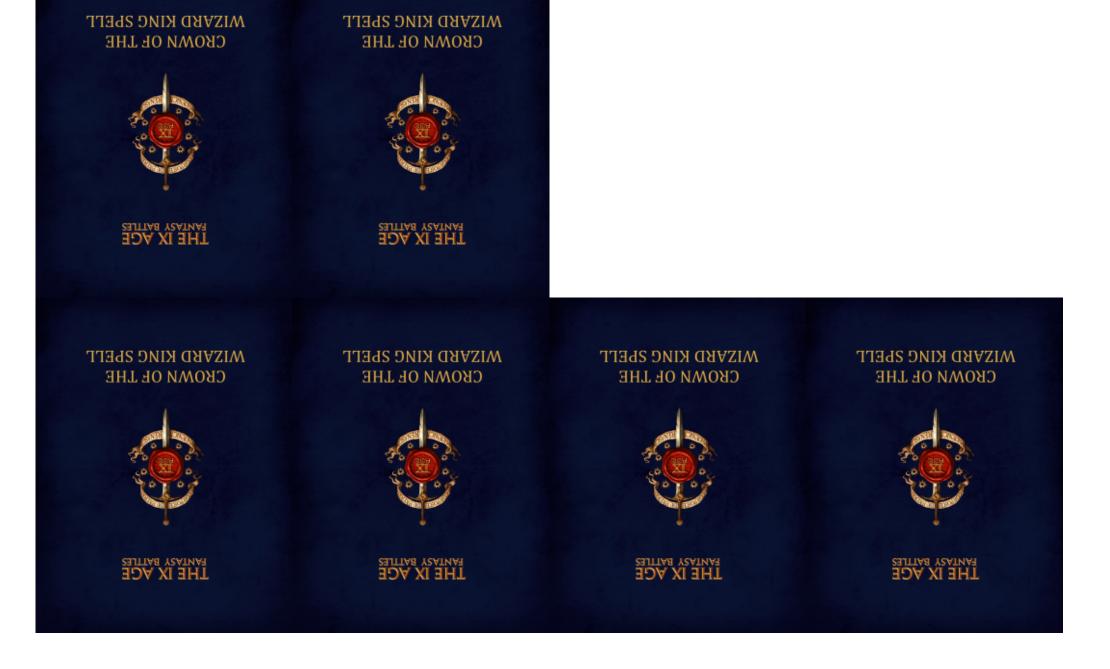
Duration

13+

Ground Permanent Range 96"

Effect

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.



The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) span style="color: #0000ff;">[This spell may only target Characters, Champions and single model units.]/span>

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.