

1. Apprentice Spell

Hand of Heaven

CV[color=#ff00 00]5+[/color

Type

Range 24"

Hex One Turn Missile Damage

Duration

[color=#0000 ff][8+][/colo r

Effect



2. Adept Spell

Smite the Unbeliever

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

[color=#0000

ff][9+][/colo

CV

Hex Range 24"

Туре

One Turn

Duration

Effect

r



5+

Effect

3. Adept Spell

Speaking in **Tongues**

CVТуре

Duration

Hex One Turn Range 24"

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.



CV

4. Adept Spell

Cleansing Fire

Duration

Instant

[color=#ff00 00]5+[/color

Focused Range [color=#0000 [color=#ff00

Туре

00]Caster[/c ff][8+][/colo olor

[color=#0000 ff][18"][/col

[Augment]

or

Effect

r



5. Master Spell

Wrath of God

CV

Type

Ground

Range 96"

12+

Permanent

Duration

Effect



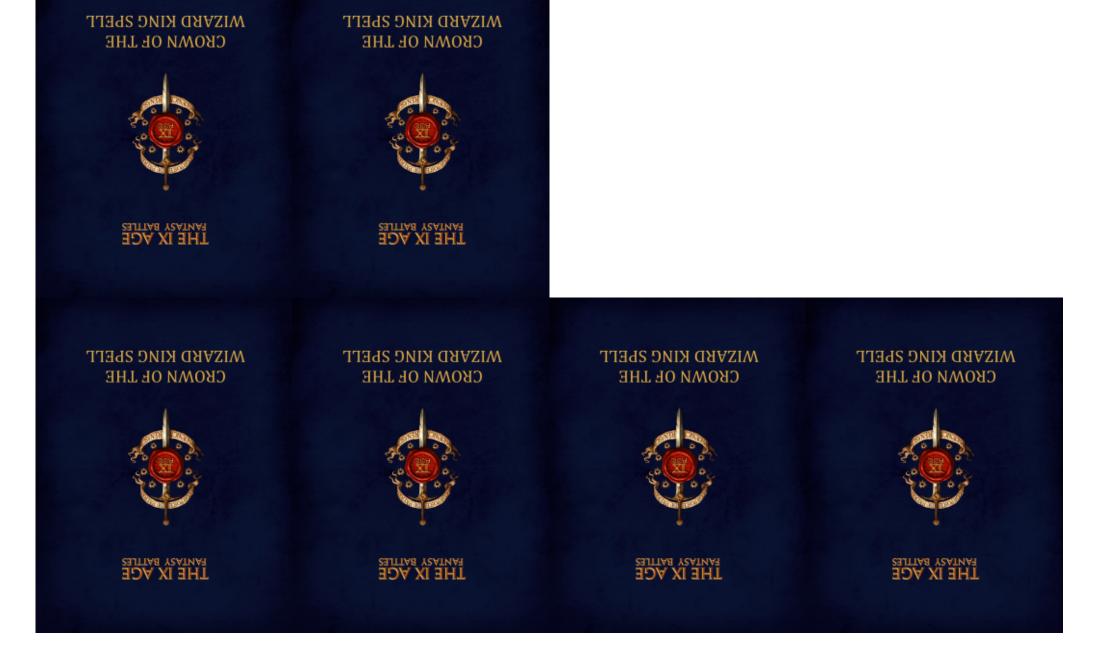
6. Master Spell

Trial of Faith

CV[color=#ff00 00]7+[/color [color=#0000 ff][10+][/col or

TypeDuration Hex Instant Missile Damage Focused Direct Range [color=#ff00

00]12"[/colo [color=#0000 ff][18"][/col or]



The target suffers span style="color: #ff0000;">D6/span> span style="color: #0000ff;">[D6+1]/span> hits with Strength span style="color: #ff0000;">D6/span> span style="color: #ff0000ff;">[D6+1]/span>, Armour Penetration span style="color: #ff0000;">2/span> span style="color: #0000ff;">[3]/span>, and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits

span style="color: #ff0000;">Immediately after successfully casting this spell, roll a D6./span> span style="color: #0000ff;">[Choose which effect to apply when casting the spell.]/span> - span style="color: #ff0000;">If 1-3 is rolled,/span> the target suffers -1 Resilience. - span style="color: #ff0000;">If 4-6 is rolled,/span> the target suffers -1 Strength and -1 Armour Penetration.

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.

The spell then ends.

• If 4–6 is rolled, each unit within 2D6\(\times\) 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).

Effect

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.

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) span style="color: #0000ff;">[This spell may only target Characters, Champions, and single model units.]/span>