

Thaumaturgy

1 Hand of Heaven

5+ [9+]

Missile
Damage
Range 24"

Instant

The target suffers |D6|[D6+1] hits with Strength D6[D6+1].



Thaumaturgy

2 Cleansing Fire

[Augment]
6+ [10+] Focused One Turn
Range Caster [24"]

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

Hex
Damage
7+ [11+] Focused Instant
Direct
Range 12" [24"]

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+ Hex One Turn Range 24"

The target cannot benefit from Inspiring Presence.



Thaumaturgy

5 Smite the Unbeliever

11+ Hex One Turn Range 24"

Wrath of God

13+ Ground Permanent Range 96"

Thaumaturgy

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.

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.

