

Biomancy	Endurance	Blessing	6	If manifested, select one other friendly unit within 24" of the Psyker. Until the end of this Psychic phase, models in that unit gain the Eternal Warrior, Feel no Pain (4+) and Relentless special rules.
	Iron Arm	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker has +3 to his Sand Toughness and he gains the Smash special rule.
	Warp Speed	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker has +3 to his Initiative and Attacks characteristics and he gains the Fleet special rule.
	Haemorrhage	Focused Witchfire	7	If manifested, choose an ennemy unit within 18" and visible to the Psyker. The unit must pass two Toughness tests or suffer a Mortal Wound for each failed test. If a model is removed, select another within 2" and test its Toughness until there are no suitable targets or one survives.
	Enfeeble	Malediction	6	If manifested, select one ennemy unit within 24" of the Psyker. Until the start of your next Psychic phase, models in that unit suffer a -1 penalty to both Sand Toughness and treat all terrain (even open ground) as difficult terrain.
	Life Leech	Witchfire	8	If manifested, select an ennemy unit that is within 18" of and visible to the Psyker. Roll one D6 for each model in that unit; for each 6 that unit suffers 1 Mortal Wound. For each Mortal Wounds inflicted, the Psyker, or one friendly model within 6" of the Psyker, immediately regains a Wound lost earlier in the battle (up to their starting number of Wounds).
	Smite	Witchfire	5	If manifested, the closest ennemy unit within 18" of and visible to the Psyker suffers D3 Mortal Wounds. If the result of the Psychic test was 11 or more, that unit suffers D6 Mortal Wounds instead.
Divination	Foreboding	Blessing	7	If manifested, then until the start of your next Psychic phase the Psyker and his unit is have the Counter attack special rule and fire Overwatch using their full WS. Note that this does not allow weapons that could not normally fire Overwatch to do so.
	Forewarning	Blessing	6	If manifested, select one other friendly unit within 12" of the Psyker. Until the end of this Psychic phase, models in that unit gain a 4+ invulnerable save.
	Perfect Timing	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker and his unit is weapons have the Ignores Cover special rule.
	Precognition	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker has a 5+ invulnerable save and, when resolving an attack made against the Psyker, subtract 1 from the hit roll.
	Prescience	Blessing	7	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.
	Scrier's Gaze	Blessing	5	If manifested, then until the start of your next Psychic phase you can re roll the dice when rolling for Reserves, Outflank and when any of your units identifies a Mysterious Objective. In addition, if the mission has the Tactical Objectives special rule, you can immediately choose to discard one of your active Tactical Objectives and generate a new one.
	Misfortune	Malediction	6	If manifested, select one ennemy unit within 24" of the Psyker. Until the start of your next Psychic phase, all attacks that hit the target unit have the Rending special rule.

Pyromancy	Molten Beam	Beam Witchfire	6	If manifested, all units affected within 12" suffer 1 Wound with the Melta special rule.
	Fiery Form	Blessing	5	If manifested, select a friendly unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from hit rolls for ranged attacks against that unit, and subtract 1 from charge rolls targeting it.
	Fire Shield	Blessing	6	If manifested, choose a friendly unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from hit rolls when resolving ranged attacks against that unit, and subtract 1 from charge rolls made against it.
	Spontaneous Combustion	Focused Witchfire	7	If manifested, choose an ennemy unit within 18" and in line of sight of the Psyker. A target model takes a S6 AP3 Damage 3 hit with Soul Blaze. If this hit kills the model, place a small blast marker over it before removing it. All other models under the marker suffer a S5 AP4 hit with Ignores Cover and Soul Blaze.
	Sunburst	Nova Witchfire	7	If manifested, all units within 9" suffer 2D6 Wounds with the Ignores Cover and Soul Blaze special rules.
	Flame Breath	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker. That unit suffers one Template hit with the Soul Blaze and Ignores Cover special rules, inflicting Mortal Wounds.
	Inferno	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker. That unit suffers one Hit using the Large Blast, Soul Blaze and Ignores Cover special rules, inflicting Mortal Wounds.
Telekinesis	Assail	Beam Witchfire	6	If manifested, all units affected within 18" suffer 1 Wound with the Strike down special rule.
	Levitation	Blessing	5	If manifested, the Psyker and his unit move up to 12", ignoring intervening units and terrain. They can't end the move on top of other units or impassable terrain but must take a Dangerous Terrain test if they start or end in difficult terrain. They can't charge in the same turn and count as having moved for shooting.
	Telekine Dome	Blessing	6	If manifested, then until the start of your next Psychic phase the Psyker, and all friendly models within 12" of the Psyker, have a 5+ invulnerable save against any shooting attack.
	Crush	Focused Witchfire	7	If manifested, choose an ennemy unit within 18". Roll 2D6. The target suffers a hit with a Sequel to the result (11 or 12 wounds automatically, or a penetrating hit for vehicles), AP equal to the result of a separate D6 roll, and Damage 1.
	Objuration Mechanicum	Malediction	7	If manifested, choose a unit within 24" of the Psyker. Until your next Psychic phase, all ranged weapons of the target unit have the Gets Hot rule, and if it's a vehicle, each vehicle in the unit suffers a S1 hit with Haywire.
	Shockwave	Nova Witchfire	7	If manifested, all units in 9" suffer 2D6 Wounds with the Pinning special rule.
	Psychic Maelstrom	Witchfire	6	If manifested, select one ennemy unit within 12" of and visible to the Psyker. That unit suffers one Hit using the Large Blast, Barrage special rules, inflicting Mortal Wounds.

Telepathy	Invisibility	Blessing	6	If manifested, then until the start of your next Psychic phase a single friendly unit within 24" of the Psyker, can only be fired by Snap Shots and in close combat will only hit models in it on To Hit rolls of a 6.
	Mental Fortitude	Blessing	6	If manifested, then until the start of your next Psychic phase a single friendly unit within 24" of the Psyker, immediately Regroups if it was falling back. In addition, whilst the power is in effect, the target gains the Fearless special rule.
	Shrouding	Blessing	6	If manifested, then until the start of your next Psychic phase the Psyker, and all friendly models within 6" of the Psyker, have the Shrouded special rule.
	Dominate	Malediction	7	If manifested, choose a unit within 24". Until your next Psychic phase, that unit must pass a Leadership test to move, manifest psychic powers, shoot, Run, or declare a charge. If failed, the action is forfeit, and the unit can do nothing else that phase.
	Hallucination	Malediction	7	If manifested, choose a unit within 24". Roll to determine the hallucinations suffered by the unit. 1-2 Bugs! I Hate Bugs! The unit must take a Pinning test. 3-4 it is So Beautiful! Whilst the power is in effect, all models in the unit suffer a -1 penalty to their WS, Initiative and Attacks (to a minimum of 1). 5-6 You! You're a Traitor! Randomly select one model in the target unit. That model suffers a single Melee Attack for every other model in the target unit. Cover saves cannot be taken against these hits, and they can never be allocated to another model.
	Terrify	Malediction	7	If manifested, choose a unit within 24". Until your next Psychic phase, the target suffers -1 Leadership and treats all ennemy units as having the Fear special rule. Additionally, the target must take a Morale check at the end of the Psychic phase.
	Psychic Shriek	Witchfire	7	If manifested, choose an ennemy unit within 18". Roll 3D6 and subtract the target's Leadership. The target unit suffers a number of Wounds equal to the result. No armor or cover saves can be taken against these Wounds.
Librarius	Fury of the Ancients	Beam Witchfire	6	If manifested, all units affected within 20" suffers 1 Wound.
	Might of Heroes	Blessing	6	If manifested, select one friendly model (excluding Vehicle models) within 12" of the Psyker. Until the start of your next Psychic phase, add 1 to that models Toughness characteristic and to that models Weapons Strength, and Attacks characteristics.
	Null Zone	Blessing	7	Aura: If manifested, until your next Psychic phase, ennemy units within 6" of the Psyker cannot make invulnerable saving throws against attacks targeting them. Additionally, ennemy Psyker units within 6" of the Psyker have their total Psychic tests halved until your next Psychic phase.
	Psychic Fortress	Blessing	6	Aura: If manifested, then until the start of your next Psychic phase, while a friendly unit is within 6" of the Psyker, models in that unit have a 5+ invulnerable save.
	Veil of Time	Blessing	6	If manifested, choose a friendly unit within 18" of the Psyker. Until your next Psychic phase, you can re roll Run and charge rolls for that unit. Additionally, if the unit starts the Fight phase within Engagement Range of an ennemy unit, it fights first that phase until your next Psychic phase.
	Psychic Scourge	Witchfire	6	If manifested, choose an ennemy unit within 18" and visible to the Psyker. Roll a D6 and add the Psyker's Leadership characteristic. Your opponent does the same, adding their unit is Leadership characteristic. If your total is higher, the selected unit suffers D3 Mortal Wounds; if equal, 1 Mortal Wound; if lower, no effect.

Daemonology (Malefic)	Cursed Earth	Blessing	5	If manifested, Daemon models within 12" of the Psyker gain +1 to their invulnerable save. Daemon units will not scatter from Deep Strike Reserve if the first model is placed within 12" of the Psyker until your next Psychic phase.
	Incursion	Conjuration	11	If manifested, that creates 3 Bloodcrushers of Khorne, 3 Screammers of Tzeentch, 3 Plague Drones of Nurgle or 3 Fiends of Slaanesh.
	Sacrifice	Conjuration	9	Successfully manifested, summon either 1 Herald of Khorne, 1 Herald of Tzeentch, 1 Herald of Nurgle, or 1 Herald of Slaanesh. However, one friendly model within 6" of the Psyker (or the Psyker himself) immediately suffers D3+3 Mortal
	Summoning	Conjuration	10	If manifested, summon either 10 Bloodletters of Khorne, 10 Pink Horrors of Tzeentch, 10 Plaguebearers of Nurgle, 10 Daemonettes of Slaanesh, 5 Flesh Hounds of Khorne, 3 Flamers of Tzeentch, 3 Nurgling swarms, or 5 Seekers of Slaanesh.
	Suprem Possession	Conjuration	12	If manifested, summon one of the following: a Bloodthirster, a Lord of Change, a Great Unclean One, or a Keeper of Secrets. If successfully manifested, the Psyker is immediately removed as a casualty (along with the unit if they have the Brotherhood of Psykers/Sorcerers special rule). If the Psychic test fails, the Psyker suffers Perils of the Warp automatically.
	Dark Flame	Witchfire	6	If manifested, choose an ennemy unit within 18" of the Psyker. The unit suffers a Template hit with the Soul Blaze and Ignores Cover rules, causing Mortal Wounds.
Daemonology (Sanctic)	Infernal Gaze	Witchfire	5	If manifested, select an ennemy unit within 18" of the Psyker. Roll three D6, causing 1 Mortal Wound for each roll of 4+. Roll six D6 instead if the Psychic test is an unmodified 10+.
	Gate of Infinity	Blessing	7	If manifested, choose a friendly unit within 12" of the Psyker. Remove the unit from the board, then Deep Strike it anywhere on the board.
	Hammerhand	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker and his unit have +2 Strength.
	Sanctuary	Blessing	7	If manifested, the Psyker and his unit gain a +1 bonus to their invulnerable save until the start of your next Psychic phase. Units with the Daemon special rule treat all terrain within 12" of the Psyker as dangerous terrain.
	Purge Soul	Focused Witchfire	7	If manifested, choose an ennemy unit within 24" of the Psyker. Both the Psyker and the target model roll a D6 and add their Leadership values. If the targets total exceeds the Psykers, nothing happens. If the Psykers total equals or exceeds the targets, the target suffers D3+1 Mortal Wounds. This power has no effect on vehicles.
	Banishment	Malediction	7	If manifested, choose a Daemon unit within 24" of the Psyker. Until your next Psychic phase, models in the unit suffer a 1 penalty to their invulnerable save, to a minimum of 6+.
	Cleansing Flame	Nova Witchfire	7	If manifested, all units in 9" suffers D6 Wounds with the Ignores Cover and Soul Blaze special rules.
	Vortex of Doom	Witchfire	9	If manifested, select an ennemy unit that is within 12" of and visible to the Psyker. That unit suffer one suffers a hit with the Blast and Vortex special rules, inflicting Mortal Wounds. If, when using this power, the Psyker fails his Psychic test, he auto matically suffers Perils of the Warp.

Ectomancy	Empyric Shield	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker has a 3+ invulnerable save.
	Ghost Storm	Blessing	7	If manifested, choose a friendly unit within 18". It can immediately move up to 18", ignoring models and terrain, but not ending on top of them. Models in difficult terrain must take a Dangerous Terrain test. The unit cannot charge this turn, and all models count as having moved for shooting purposes.
	Infernal Claws	Blessing	7	If manifested, until the start of your next Psychic phase, the Psyker gains +1 Sand Melee Attacks. Additionally, each hit in close combat inflicts two extra S5 AP D1 hits on the ennemy unit.
	Soulswitch	Blessing	7	If manifested, select a friendly non vehicle unit within 24". Swap a model, keeping one, with the Psyker. Then, place the Psykers unit within 6" and unit coherency of him, and the others within 6" and unit coherency of their original model. If the unit was in combat, it remains. If Swooping, it becomes Gliding. They can charge if not in combat.
	Daemon Shriek	Nova Witchfire	7	If manifested, all units in 9" suffers 2D6 Wounds with the Haywire special rule.
	Coruscating Blaze	Witchfire	7	If manifested, choose an ennemy unit within 18". It takes D6 S5 AP 2 D1 Hits. Then, roll a dice for each other ennemy unit within 6" of the target. On a 4+, they suffer D6 S5 AP 2 D1 hits, randomly allocated.
	Warps shock	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker. The targeted unit suffer 6 S5 AP 2 D1 Hits
Fulmination	Electrodisplacement	Blessing	7	If manifested, choose a friendly unit within 24". Swap all models except one with the Psyker. Then, position the Psykers unit within 6" and unit coherency of him, and the rest within 6" and unit coherency of their original spot. If either unit was fighting, they stay. If either unit was Swooping, it becomes Gliding. They can charge if not fighting.
	Electroshield	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker has a 3+ invulnerable save.
	Fists of Lightning	Blessing	7	If manifested, then until the start of your next Psychic phase the Psyker adds 1 to both his Sand Attacks characteristics. In addition, each time the Psyker hits an ennemy unit in close combat, that unit suffers two additional S5 AP D1 hits.
	Magnetokinesis	Blessing	7	If manifested, select a friendly unit within 18". Unless the target is Zooming, Swooping, or in combat, it can immediately move up to 18". It can move over models and terrain as if they were open ground but cannot end its move on top of other models or impassable terrain. Models in difficult terrain must take a Dangerous Terrain test. The unit cannot charge or shoot this turn.
	Electropulse	Nova Witchfire	7	If manifested, all units in 9" suffers 2D6 Wounds with the Haywire special rule.
	Electrosurge	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker. The targeted unit suffer 6 S5 AP 2 D1 Hits
	Lightning Arc	Witchfire	7	If manifested, choose an ennemy unit within 18". It suffers D6 S5 AP 2 D1 hits. Then, roll a dice for each other ennemy unit within 6" of the target. On a roll of 4 or more, that unit suffers D6 S5 AP 2 D1 hits, allocated randomly.

Obscuration	Shrouding	Blessing	6	If manifested, select one friendly unit with the Stealth special rule within 18" of the Psyker. Until the start of your next Psychic phase, unless that unit is the closest eligible target, enemy models cannot target that unit with ranged attacks.
	Soul Sight	Blessing	6	If manifested, select one friendly unit with the Stealth special rule within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a ranged attack, you can re-roll the hit roll and the target does not receive the benefits of cover against that attack.
	Temporal Corridor	Blessing	5	If manifested, choose a friendly unit with the Stealth special rule within 6" of the Psyker. The unit cannot shoot or fight this turn. If not in Engagement Range, it can either make a Normal Move or an Run, adding 6" to its Move characteristic.
	Hallucination	Malediction	6	If manifested, choose an enemy unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from the unit's Leadership characteristic and from the hit rolls of its attacks.
	Tenebrous Curse	Malediction	7	If manifested, choose an enemy unit within 18". It suffers 1 Mortal Wound and has its Move halved until your next Psychic phase, also subtracting 2 from its Run and charge rolls.
	Mind Raid	Witchfire	6	If manifested, choose an enemy model within 18". Its unit takes 1 Mortal Wound. If the model is a Character, roll 3D6; score equal to or greater than its Leadership, gain 1 Command point.
Vengeance	Temporal Surge	Blessing	7	If manifested, select one friendly unit with the same type as this model within 6" of the Psyker. That unit can make a Normal Move.
	Empyric Guidance	Blessing	4	If manifested, boost the range of Rapid Fire and Heavy weapons in a friendly unit within 12" of the Psyker by 6" until your next Psychic phase.
	Presage	Blessing	7	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.
	Swelled by the Warp	Blessing	6	If manifested, choose a friendly model within 12" of the Psyker. Until your next Psychic phase, increase the model's Characteristic by 2 and its Attacks characteristic by 1.
	Desecration of Worlds	Malediction	7	If manifested, choose an enemy unit within 24". Until your next Psychic phase, roll a D6 for each model in that unit when it makes a Normal Move, Runs, Falls Back, or charges. On a roll of 6, the model suffers 1 Mortal Wound.
	Twist of Fate	Malediction	8	If manifested, select one enemy unit within 12" of the Psyker. Until the start of your next Psychic phase, models in that unit cannot use any invulnerable saves.
	Dark Blessing	Witchfire	6	If manifested, select one enemy model within 6" of and visible to the Psyker and roll one D6: if the result is greater than the target's Toughness characteristic, its unit suffers D3+3 Mortal Wounds.
	Gaze of Hate	Witchfire	5	If manifested, select one enemy unit within 18" of and visible to the Psyker and roll three D6: for each roll of 4+, that enemy unit suffers 1 Mortal Wound.
	Psychic Stalk	Witchfire	5	If manifested, select one enemy Infantry or Artillery within 18" of and visible to the Psyker. Roll 2D6: if the result is greater than the unmodified Leadership characteristic of that unit, one model in that unit selected by your opponent is slain.

Machinamantia	Fury of Mars	Beam Witchfire	6	If manifested, all units affected within 18" suffers 1 Wound with the Haywire special rule.
	Blessing of the Machine	Blessing	6	If manifested, choose a friendly vehicle within 24". It ignores Crew Shaken and/or Crew Stunned and gains Power of the Machine Spirit. If it already has this, its CT increases by 1. If the Psyker is on a Transport, he can only target it.
	Reforge	Blessing	7	If manifested, choose a friendly vehicle within 24". It can regain a lost Hull Point, repair a Weapon Destroyed or Immobilized result, and gains the It Will Not Die rule. If the Psyker is in a Transport, he can only target it.
	Warpmetal Armour	Blessing	7	If manifested, choose a friendly unit within 24". If it is a vehicle, its Armor Values increase by 1. If it is not a vehicle, its Toughness increases by 1. If the Psyker is in a Transport, he can only target it.
	Machine Curse	Focused Witchfire	7	If manifested, choose an ennemy Vehicle unit within 18". It suffers D3 hits with S1 AP D1 and the Haywire special rule.
	Machine Flense	Focused Witchfire	8	If manifested, choose an ennemy vehicle unit within 18". It immediately loses D3 Hull Points. For each lost Hull Point, inflict D6 S4 AP D1 Rending hits on a single ennemy unit within 12" of the target vehicle.
	Subvert Machine	Malediction	6	If manifested, choose an ennemy vehicle within 18". Randomly select one of its weapons (excluding certain types). Both players roll a dice. If your opponent rolls higher, nothing happens. If tied, the weapon can only fire Snap Shots. If you roll higher, immediately shoot with that weapon at another ennemy unit, using the vehicles CT unless it is Crew Stunned or Shaken.
Geomortis	Earthly Anathema	Blessing	6	If manifested, choose a friendly unit within 24". The unit gains Move Through Cover and Ignores Cover for its weapons. It can shoot at targets in range without line of sight during the Shooting phase.
	Ley Leach	Blessing	7	If manifested, choose a friendly non vehicle Character within 18". The target regains D3 lost wounds. While active, the target and their unit gain the It Will Not Die rule.
	Rupture	Malediction	6	If manifested, choose a point within 24" of the Psyker. Units within 6" of that point take a S5 AP 2 D1 hit (hits are Randomly Allocated). Also, terrain within 6" of the chosen point is treated as dangerous terrain.
	Torturer of Worlds	Malediction	7	If manifested, ennemy units within 18" treat their movement as difficult terrain and cannot Run, Turbo boost, or move Flat Out, except Swooping or Zooming units.
	Profane Ruination	Witchfire	6	If manifested, choose a Ruins terrain within 24". Roll for each unit partially within: 4+ inflicts D6 S6 AP0 D2 hits from debris, randomly allocated.
	Rockmaw	Witchfire	6	If manifested, choose an ennemy unit within 18". It takes D6 S5 AP 2 D1 Hits. Then, roll a dice for each other ennemy unit within 6" of the target. On a 4+, they suffer D6 S5 AP 2 D1 hits, randomly allocated.
	Worldwrith	Witchfire	6	If manifested, choose a terrain feature within 24" and in line of sight. Move it to open ground within 24", ensuring it is 1" away from models or terrain. Units wholly on it move with it; partially on it, models disembark as from a vehicle, ending within 6" and in coherency, then take a Dangerous Terrain test.

Terramancie	Earth Blood	Blessing	7	If manifested, select one friendly non vehicle Character within 18". The target immediately regains D3 wounds lost earlier during the battle. In addition, whilst the power is in effect, the target and all models in their unit have the It Will Not Die special rule.
	Phase Form	Blessing	6	If manifested, choose a friendly unit within 24". While active, the unit gains Move Through Cover, Ignores Cover for its weapons, and can shoot at ennemy units without line of sight if they are in range.
	Landquake	Malediction	7	If manifested, enemies within 18" move as if in difficult terrain and cannot Run, Turbo boost, or move Flat Out, but it does not affect Swooping or Zooming units.
	Scorched Earth	Malediction	6	If manifested, select a point on the battlefield within 24" of the Psyker. Choose the point when the power is manifested. Each unit within 6" of that point immediately suffers a single S5 AP 2 D1 hit with the Ignores Cover special rule (hits are Randomly Allocated). In addition, whilst the power is in effect, all terrain (including open ground) within 6" of the point chosen is treated as being dangerous terrain.
	Chasm	Witchfire	6	If manifested, select one ennemy unit within 18" of the Psyker that is not locked in combat. All models in the ennemy unit must immediately take a Dangerous Terrain test with no armor saves allowed (invulnerable saves can be taken normally). This psychic power has no effect on Swooping or Zooming units.
	Shifting Worldscape	Witchfire	6	If manifested, choose a terrain feature within 24" and in line of sight. Move it to open ground within 24", ensuring it is 1" from other models or terrain. Units wholly on it move with it. If only partially on, they disembark like from a vehicle, ending within 6", and take a Dangerous Terrain test.
	Warp Quake	Witchfire	6	If manifested, choose a Ruins terrain within 24". Roll for each unit partially within: 4+ inflicts D6 S6 AP0 D2 hits from debris, randomly allocated.
Scriptumantia	Rage of the Elders	Beam Witchfire	6	If manifested, all units affected within 20" suffers 1 Wound with the Pinning special rule.
	Valor of Legends	Blessing	6	Aura: If manifested, until the start of your next Psychic phase, add 2 to the Psyker's Strength, Toughness, Initiative and Attacks characteristics.
	Mind Stronghold	Blessing	6	Aura: If manifested, until your next Psychic phase, friendly units within 12" of the Psyker gain Fearless, Adamantium Will, and a 4+ invulnerable save against Psychic Attacks.
	Temporal Shroud	Blessing	6	Aura: If manifested, until the start of your next Psychic phase, the Psyker and his unit can re roll all failed saving throws.
	Aetheric Blank	Malediction	8	If manifested, select one ennemy unit within 24". Whilst the power is in effect, all models in the target unit suffer a 2 penalty to any invulnerable saves they have. This is cumulative with any other modifiers to a model's invulnerable save but cannot make it worse than 6+.
	Mindbane	Malediction	6	If manifested, target an ennemy Psyker within 24". Both roll dice, adding their Mastery Level. If the ennemys roll is higher, no effect. If tied or your roll is higher, they suffer a Mortal Wound, -1 to Psychic Tests, and might lose a random psychic power if your roll is 3 points higher.
	The Emperor's Wrath	Witchfire	7	If manifested, select an ennemy unit within 18" of and visible to the Psyker. Any models in that unit suffers 1 S5 AP 3 D1 Hits.

Telethesia	Psychic Fortitude	Blessing	4	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, when a Morale test is taken for that unit, do not roll the dice; it is automatically passed.
	Psychic Pursuit	Blessing	7	If manifested, pick an ennemy Character unit within 18" of the Psyker. Then, select a nearby friendly unit with the same type than this model. Until your next Shooting phase, you can shoot at the chosen ennemy Character unit from the friendly selected unit without adhering to the Look Out, Sir rule.
	Psychic Veil	Ordo Xenos Blessing	5	Aura: If manifested, until the start of your next Psychic phase, friendly units within 6" of the Psyker can only be selected as the target of attacks if they are the closest visible ennemy unit and can only be selected as the target of charges if they are within 6" of the charging unit.
	Warding Incantation	Ordo Malleus Blessing	6	If manifested, choose one friendly unit within 12" of the Psyker. Until your next Psychic phase, models in that unit gain a 5+ invulnerable save.
	Scourging	Ordo Hereticus Malediction	6	If manifested, select an ennemy unit within 12" of the Psyker. Until your next Psychic phase, reduce the units Attacks characteristic by 1 (to a minimum of 1). Roll 2D6; if the total equals or exceeds the units highest Leadership characteristic, subtract 1 from hit rolls for attacks made by that unit until your next Psychic phase.
	Dominate	Malediction	6	If manifested, choose one ennemy non Vehicle model within 12" of the Psyker. Roll 3D6. If the total equals or exceeds the model's Leadership characteristic, it can immediately shoot with one weapon or make one melee attack, acting as if it is part of your army.
	Mental Interrogation	Malediction	6	If manifested, select an ennemy Character within 12" of the Psyker. Until your next Psychic phase, subtract 1 from the models hit rolls. If your army is Battle forged, roll 3D6; if the total is equal to or greater than the ennemy model's Leadership characteristic, gain 1 Command point.
	Terrify	Malediction	6	If manifested, choose one ennemy unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit, and that unit cannot fire Overwatch.
Promethean	Castigation	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker and roll 3D6: if the total exceeds the lowest Leadership characteristic in that ennemy unit, that ennemy unit suffers D3 Mortal Wounds.
	Burning Hands	Blessing	6	If manifested, then until the start of your next Psychic phase, each time the Psyker makes a melee attack, the target suffers 1 Mortal Wound in addition to the Wounds inflicted.
	Draconic Aspect	Blessing	6	If manifested, until your next Psychic phase, subtract 2 from the Leadership characteristic of ennemy models within 12" of the Psyker.
	Drakeskin	Blessing	6	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, add 1 to the Toughness characteristic of models in that unit.
	Fire Shield	Blessing	6	If manifested, choose a friendly unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from hit rolls when resolving ranged attacks against that unit. Also, subtract 1 from charge rolls targeting that unit.
	Flaming Blast	Witchfire	6	If manifested, pick a point within 24" of the Psyker. Roll one D6 for each ennemy unit within 3" of that point; on a 4+, the unit takes 1 Mortal Wound.
	Fury of Nocturne	Witchfire	6	If manifested, target an ennemy unit within 18". Roll 2D6; if the total exceeds the highest Toughness characteristic in that unit, it suffers D3 Mortal Wounds.

Geokinesis	Iron Inferno	Beam Witchfire	6	If manifested, roll one D6 for each ennemy unit affected within 24"; on a 4+ that unit suffers 1 Mortal Wound.
	Aspect of Stone	Blessing	5	If manifested, then until the start of your next Psychic phase, add 2 to the Psyker's Sand Toughness characteristics.
	Fortify	Blessing	4	If manifested, select one friendly Infantry model within 12" of the Psyker; that model regains up to D3 lost wounds.
	Tectonic Purge	Blessing	6	If manifested, then until the start of your next Psychic phase, when a charge roll is made for an ennemy unit within 12" of the Psyker, subtract 2 from the result.
	Chasm	Witchfire	6	If manifested, select one ennemy unit without the Jump or Jet Pack Type and is within 18" of and visible to the Psyker. Roll 2D6: if the result is less than the lowest Move characteristic in that unit it suffers 1 Mortal Wound; if the result equals the lowest Move characteristic in that unit it suffers D3 Mortal Wounds; if the result is greater than the lowest Move characteristic in that unit it suffers 3 Mortal Wounds.
	Wrack and Ruin	Witchfire	6	If manifested, select one ennemy unit that is wholly on or within an area Terrain feature and is within 18" of and visible to the Psyker. Roll nine D6; for each roll of 5+ that unit suffers 1 Mortal Wound.
Indomitus	Empyric Channelling	Blessing	5	If manifested, select one other friendly Psyker model within 12" of the Psyker. Until the end of this Psychic phase, when a Psychic test is taken for that model, add 2 to the total, and that model does not suffer Perils of the Warp on a roll of double 1 or double 6.
	Precognition	Blessing	5	If manifested, then until the start of your next Psychic phase the Psyker has a 5+ invulnerable save and, when resolving an attack made against the Psyker, subtract 1 from the hit roll.
	Scryer's Gaze	Blessing	7	If manifested, if your army is Battle forged you can choose to immediately gain 1 Command Point. If you choose not to then, once this turn, when resolving an attack made by a model from a friendly unit whilst its unit is within 18" of the Psyker, you can reroll the hit roll, wound roll or damage roll.
	Psychic Shackles	Malediction	6	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, halve the Move characteristic (rounding up) of models in that unit, and when a charge roll or Run roll is made for that unit, subtract 1 from that roll. A unit cannot be affected by both this psychic power and the Tenebrous Curse psychic power at the same time.
	Storm of the Emperor's Wrath	Witchfire	6	If manifested, select the nearest ennemy unit that is within 18" of and visible to the Psyker. Roll one D6 for each model in that unit; for each 6 that unit suffers 1 Mortal Wound.
	Telepathic Assault	Witchfire	7	If manifested, select one ennemy unit within 24" of and visible to the Psyker. Roll 2D6 and add 2 to the result; that unit suffers 1 Mortal Wound for each point by which the total exceeds the highest Leadership characteristic of models in that unit.

Sanguinary	Quickening	Blessing	6	Successfully manifested, the Psyker gains the ability to reroll Run and charge rolls and adds D3 to their Attacks characteristic until the start of your next Psychic phase.
	Shield of Sanguinius	Blessing	6	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, models in that unit have a 5+ invulnerable save.
	Unleash Rage	Blessing	6	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.
	Wings of Sanguinius	Blessing	6	If manifested, the Psyker can make a Normal Move or Fall Back as if it were your Movement phase. In addition, until the end of the phase, the Psyker has a Move characteristic of 12" and the Jump keyword.
	Blood Boil	Witchfire	6	If manifested, choose an ennemy unit within 18" of the Psyker. Roll 2D6: if the total exceeds the units highest Toughness characteristic, it suffers D3 Mortal Wounds; if it is double, it suffers 3 Mortal Wounds instead.
	Blood Lance	Witchfire	6	If manifested, select one ennemy model that is within 18" of and visible to the Psyker. Draw the shortest possible line between the Psyker's base and the selected ennemy model's base (or hull), then roll one D6 for each model the centre of the line passes over: on a 5+, that model's unit suffers 1 Mortal Wound.
Interromancy	Righteous Repugnance	Blessing	7	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, you can reroll the hit roll and you can reroll the wound roll.
	Aversion	Malediction	6	If manifested, an ennemy unit within 24" of the Psyker has its Attacks characteristic reduced by 1 while within 6" of the Psyker. Additionally, subtract 1 from the hit rolls of attacks made by models in that unit until the start of your next Psychic phase.
	Engulfing Fear	Malediction	7	If manifested, reduce the Leadership characteristic of models in the targeted ennemy unit by 1 and their Objective Control characteristic by 2 until your next psychic phase.
	Mind Wipe	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker, then select one aura ability that unit has. Until the start of your next psychic phase, that unit loses that aura ability.
	Mind Worm	Malediction	6	If manifested, deal 1 Mortal Wound to a chosen ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, in the Fight phase, delay this units eligibility to fight until all other eligible units from your army have fought.
	Trephination	Witchfire	5	If manifested, the closest ennemy unit within 18" of and visible to the Psyker suffers D3 Mortal Wounds. If the result of the Psychic test was greater than the Leadership characteristic of the ennemy unit, that ennemy unit suffers 3 Mortal Wounds instead.

Stormspeaking	Ride the Winds	Blessing	6	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, when an Run roll or charge roll is made for that unit, add 2 to the result.
	Storm-wreathed	Blessing	6	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, ennemy units cannot fire Overwatch at that unit, and after that unit finishes a charge move, for each model in that unit, you can select one ennemy unit within 1" of that model and roll one D6; on a 6, that ennemy unit suffers 1 Mortal Wound.
	Blasting Gale	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, that unit cannot Run, and when a charge roll is made for it, roll one fewer D6, to a minimum of one D6 (typically, this will mean one D6 is rolled instead of 2D6).
	Spirits of Chogoris	Malediction	6	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, subtract 1 from the Leadership characteristic of models in that unit, and when resolving an attack made by a model in that unit, subtract 1 from the hit roll.
	Eye of the Storm	Witchfire	6	If manifested, roll one D6 for each ennemy unit within 12" of the Psyker, adding 1 to the result if that unit can Jump; on a 4+ that unit suffers 1 Mortal Wound.
	Lightning Call	Witchfire	7	If manifested, the closest ennemy unit within 18" of the Psyker suffers D3 Mortal Wounds. If that unit is not destroyed, roll one D6; on a 4+ that unit suffers 1 Mortal Wound. Then, if that unit is still not destroyed, roll one D6; on a 5+ that unit suffers 1 Mortal Wound. Then, if that unit is still not destroyed, roll one D6; on a 6 that unit suffers 1 Mortal Wound.
Technomancy	Blessing of the Machine God	Blessing	5	If manifested, select one friendly Vehicle model within 12" of the Psyker (you can only select a Titanic model if the result of the Psychic test to manifest this power was 8 or more). Until the start of your next Psychic phase, when resolving an attack made by that model, add 1 to the hit roll.
	Psysteel Armour	Blessing	6	If manifested, select one friendly unit within 12" of the Psyker. Until the start of your next Psychic phase, when resolving an attack made against that unit, add 1 to the saving throw. Invulnerable saves are not affected.
	Reforge	Blessing	5	If manifested, select one friendly Vehicle model within 3" of that Psyker (you cannot select a model that has already regained lost wounds this turn). That model regains up to D3 lost wounds.
	Objuration Mechanicum	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, when resolving an attack made with a ranged weapon by a model in that unit, on an unmodified hit roll of 1 that unit suffers 1 Mortal Wound after resolving that attack.
	Fury of Medusa	Witchfire	6	If manifested, select one ennemy model within 18" of and visible to the Psyker. Draw the shortest possible imaginary straight line, 1mm wide, between the Psyker's base and that model's base. Roll one D6 for the selected model's unit and each other ennemy unit that this line passes across, adding 2 to the result if the unit being rolled for is a Vehicle. On a 4-5 the unit being rolled for suffers 1 Mortal Wound; on a 6+ the unit being rolled for suffers D3 Mortal Wounds.
	Machine Flense	Witchfire	6	If manifested, select one ennemy Vehicle unit that is within 18" of and visible to the Psyker. That unit suffers D3 Mortal Wounds. You can then select one other ennemy unit that was within 6" of and visible to that Vehicle unit when this power was manifested. Roll one D6 for each Mortal Wound that Vehicle unit suffered; for each 3+ the other selected unit suffers 1 Mortal Wound.

Tempestas	Instincts Awoken	Blessing	6	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes an attack, on an unmodified wound roll of 6 improve the AP characteristic of that attack by 1.
	Storm Caller	Blessing	6	Aura: If manifested, until the start of your next Psychic phase, while their unit is within 6" of the Psyker, friendly models receive the benefits of light cover.
	Murderous Hurricane	Malediction	6	If manifested, choose an ennemy unit within 18" of the Psyker. Until your next Psychic phase, if it iss not entirely on or within terrain, it can not fire Overwatch, and in the Fight phase, it fights after all army eligible units.
	Tempst's Wrath	Malediction	6	If manifested, select one ennemy unit within 24" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attacks hit roll.
	Living Lightning	Witchfire	6	If manifested, the closest ennemy unit within 18" of and visible to the Psyker suffers D3 Mortal Wounds. Then roll one D6: on a 2-4, the closest other ennemy unit within 6" of and visible to that unit suffers 1 Mortal Wound; on a 5+, it suffers D3 Mortal Wounds.
Umbramancy	Jaws of the World Wolf	Witchfire	7	If manifested, select one ennemy unit within 18" of and visible to the Psyker. Roll one D6 for each model in that unit, adding 1 to the result if the result of the Psychic test was 9 or more. For each roll of a 6+, that unit suffers 1 Mortal Wound.
	Shadowstep	Blessing	7	If manifested, select one friendly Character unit from your army within 18" of the Psyker. Remove that unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any ennemy models.
	Spectral Blade	Blessing	5	If manifested, until the start of your next Psychic phase add 3 to the Psyker's Scharacteristic. In addition, until the start of your next Psychic phase, when resolving an attack made with a Melee Weapons by the Psyker against a unit whose highest Leadership characteristic is higher than the Psyker's, that weapon has an AP characteristic of -4 for that attack.
	Umbral Form	Blessing	5	If manifested, until the start of your next Psychic phase the Psyker has a 4+ invulnerable save.
	Enveloping Darkness	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, that unit cannot fire Overwatch, and when resolving an attack made by that unit, subtract 1 from the hit roll.
	The Abyss	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker. Roll three D6; for each roll of 4+ that unit suffers 1 Mortal Wound. If any models in that unit are destroyed because of this psychic power, subtract 1 from the Leadership characteristic of models in that unit until the end of this turn.
Umbramancy	The Darkness Within	Witchfire	6	If manifested, select up to three ennemy units within 18" of the Psyker. Roll one D6 for each of those units, adding 1 to the result if the result of the Psychic test was more than 10; on a 4+ that unit suffers 1 Mortal Wound.

Xenopurge	Fortified With Contempt	Blessing	6	If manifested, select one friendly Infantry or Bike unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.
	Mantle of Shadow	Blessing	6	If manifested, select one friendly unit with the same type than this model within 12" of the Psyker. Until the start of your next Psychic phase, if that unit does not shoot or declare a charge, ennemy models cannot target that unit with ranged attacks unless they are within 12" of it or it is the closest eligible unit.
	Premorphic Resonance	Blessing	6	If manifested, choose a friendly unit within 18" of the Psyker. Until your next Psychic phase, that units Overwatch hits on 5+, fights first if within Engagement Range, and adds 1 to hit rolls in melee.
	Neural Void	Malediction	7	If manifested, pick an ennemy unit within 18" of the Psyker. Until your next Psychic phase, reduce its Attacks characteristic by 1 and limit charge targets to the closest unit from your army.
	Severance	Malediction	7	If manifested, choose an ennemy Character unit within 18" of the Psyker. It suffers 1 Mortal Wound and has its aura abilities range reduced by 3". If the Psychic test result exceeds the units Leadership, ennemy units can not benefit from its auras until your next Psychic phase.
	Psychic Cleanse	Witchfire	6	If manifested, roll one D6 for each ennemy model within 9" of the Psyker: on a 6, that model's unit suffers 1 Mortal Wound.
Dark Hereticus	Delightful Agonies	Blessing	6	If manifested, select one friendly Slaanesh unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.
	Diabolic Strength	Blessing	6	If manifested, select one friendly model with the same type than this model within 12" of the Psyker. Until the start of your next Psychic phase, add 2 to the Scharacteristics of that model and to its Attacks characteristics.
	Prescience	Blessing	7	If manifested, choose a friendly unit within 18" of the Psyker. Until your next Psychic phase, add 1 to the hit roll for each attack made by models in that unit.
	Putrid Miasma	Nurgle Blessing	6	If manifested, choose a friendly Nurgle unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from the hit rolls of attacks made against that unit.
	Skins of Fate	Tzeentch Blessing	7	If manifested, select one friendly Tzeentch unit within 18" of the Psyker. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.
	Warptime	Blessing	6	If manifested, choose a friendly unit with the same type than this model within 6" of the Psyker. It can make a Normal Move but cannot charge until the end of the turn. If the unit Run previously, it still counts as having done so this turn.
	Death Hex	Malediction	8	If manifested, select one ennemy unit within 12" of the Psyker. Until the start of your next Psychic phase, models in that unit cannot use any invulnerable saves.
	Infernal Gaze	Witchfire	5	If manifested, choose an ennemy unit within 18" and visible to the Psyker. Roll three D6, causing 1 Mortal Wound for each roll of 4+. If the Psychic test result was an unmodified 10+, roll six D6 instead.
	Gift of Chaos	Witchfire	7	If manifested, the closest ennemy unit within 18" of and visible to the Psyker suffers D3 Mortal Wounds, and you must roll one D6 for every other ennemy unit within 6" of that unit: on a 4+, the unit being rolled for suffers 1 Mortal Wound.

Heretech	Electromortis	Beam Witchfire	6	If manifested, all units affected within 18" suffers 1 Wound with the Haywire special rule.
	Boon of the Iron Beast	Blessing	6	If manifested, choose a friendly vehicle within 24". While active, the target vehicle is unaffected by Crew Shaken and/or Crew Stunned results and gains the Power of the Machine Spirit special rule. If it already has this rule, its CT increases by 1. If the Psyker is embarked on a Transport, he can still manifest the power but only on the vehicle he is embarked upon.
	Dark Invigoration	Blessing	7	If manifested, choose a friendly vehicle within 24". The player can opt for the vehicle to regain a lost Hull Point or repair a previous Weapon Destroyed or Immobilized result. Additionally, while active, the vehicle gains the It Will Not Die special rule. If the Psyker is in a Transport vehicle, he can still use this power, but only on the vehicle he is in.
	Fleshmetal Hide	Blessing	7	If manifested, choose a friendly unit within 24". If it is a vehicle unit, increase all Armor Values by 1. If it is non-vehicle, boost Toughness by 1. The Psyker in a Transport can still use this, but only on the vehicle he is in.
	Flayerstorm	Focused Witchfire	8	If manifested, select a single ennemy vehicle unit within 18". The target immediately loses D3 Hull Points. For each Hull Point that the vehicle loses, the Psyker inflicts D6 S4 AP D1 hits with the Rending special rule on a single ennemy unit within 12" of the target vehicle. You can choose a different target for each Hull Point lost in this way if you wish.
	Scrapcode Curse	Focused Witchfire	7	If manifested, choose an ennemy Vehicle unit within 18". The target model takes D3 hits with S1 AP and the Haywire special rule.
	Corrupt Machine	Malediction	6	If manifested, choose an ennemy vehicle within 18". Randomly select one of its weapons. Both players roll a dice. If your roll is higher, immediately shoot with that weapon at another ennemy unit using the vehicles CT, unless it is Crew Stunned or Shaken, in which case it only fires Snap Shots.
Malefic	Cursed Earth	Blessing	7	If manifested, until your next Psychic phase, Daemon models in a nearby unit gain a 4+ invulnerable save. Also, when an ennemy unit completes a charge nearby, roll one D6: on a 2 4, it suffers 1 Mortal Wound; on a 5+, it suffers D3 Mortal Wounds.
	Infernal Power	Blessing	6	If manifested, choose one friendly Daemon unit within 18" of the Psyker. Until the start of your next Psychic phase, any unmodified hit roll of 6 made by a Daemon model in that unit automatically wounds the target.
	Mutated Invigoration	Blessing	6	If manifested, select a friendly unit within 18" of the Psyker. Until your next Psychic phase, increase either the Sor Toughness characteristic of models in that unit by 1 (or by 1 each if you rolled 10 on the Psychic test and selected a Daemon unit).
	Pact of Flesh	Blessing	5	If manifested, choose one friendly Daemon or Character unit within 18" of the Psyker. One model in that unit regains up to D3 lost wounds, or if it is a Daemon unit and not at Starting Strength, one destroyed model is restored with full wounds.
	Warp Marked	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a friendly Daemon model makes an attack against that unit, add 1 to that attack's wound roll.
	Possession	Witchfire	6	If manifested, choose an ennemy unit within 9" of and visible to the Psyker. Roll one D6, adding 1 to the result if the Psychic test was an unmodified 10+. If the result exceeds that unit is Toughness characteristic, one model (selected by your opponent) in the unit is destroyed. Then, if the unit remains, it suffers D3 Mortal Wounds.

Sinistrum	Empyragheist	Beam Witchfire	6	If manifested, all units affected within 20" suffers 1 Wound with the Pinning special rule.
	Armour of Hatred	Blessing	6	Aura: If manifested, until the start of your next Psychic phase, all friendly units within 12" of the Psyker have the Fearless and Adamantium Will special rules and have a 4+ invulnerable save against Psychic Attacks.
	Diabolic Strength	Blessing	6	Aura: If manifested, until the start of your next Psychic phase, add 2 to the Psyker's Strength, Toughness, Initiative, and Attacks characteristics.
	Warp Fate	Blessing	6	Aura: If manifested, until the start of your next Psychic phase, the Psyker and his unit can re roll all failed saving throws.
	Death Hex	Malediction	8	If manifested, select one ennemy unit within 24". Whilst the power is in effect, all models in the target unit suffer a 2 penalty to any invulnerable saves they have. This is cumulative with any other modifiers to a model's invulnerable save but cannot make it worse than 6+.
	Warp Lure	Malediction	6	If manifested, select an ennemy Psyker within 24". Both Psykers roll dice, adding their Mastery Level. If the ennemys result is higher or tied, nothing happens. If your result is higher, the target suffers a Mortal Wound and gets a 1 penalty to Psychic Tests while this power is in effect. If your result is at least 3 points higher, the ennemy Psyker loses a randomly chosen psychic power for the rest of the battle.
	Fury of the Gods	Witchfire	9	If manifested, select an ennemy unit that is within 18" of and visible to the Psyker. That unit suffer one suffers a hit with the Blast special rule, inflicting Mortal Wounds.
Noctic	Shrouded Step	Blessing	6	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Remove that unit from the battlefield and set it up anywhere on the battlefield that is more than 9" from any ennemy models.
	Wreathed	Blessing	7	If manifested, select one friendly unit with the same type than this model (excluding Character units) within 12" of the Psyker. Until the start of your next Psychic phase, ennemy models cannot target that unit with ranged weapons unless that unit is the closest eligible target to the firing model, or it is within 12" of the firing models.
	Pall of Despair	Malediction	7	If manifested, select an ennemy unit within 18" of the Psyker, then roll 3D6. If the total exceeds the units Leadership characteristic, choose one of the following effects to apply until the start of your next Psychic phase: Either the unit loses one of it s aura abilities, or its Initiative characteristic is reduced by 1.
	Penumbral Curse	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, subtract 1 from that attack's wound roll and worsen the AP characteristic of that attack by 1.
	Betraying Shades	Witchfire	6	If manifested, choose an ennemy unit within 18" of and visible to the Psyker. Add up the unmodified Attacks characteristics of up to 6 models in that unit. Roll a number of D6 equal to the total, adding 1 to each dice result if the Psychic test was 11 or more. Inflict 1 Mortal Wound for each roll of 6+, up to a maximum of 6 Mortal Wounds.
	Voidslivers	Witchfire	5	If manifested, choose an ennemy model within 12" of and visible to the Psyker. Draw a line between the Psykers and the selected models base: The selected models unit suffers 1 Mortal Wound (or D3 if it has 11 or more models). Every other ennemy unit the line passes over or through suffers 1 Mortal Wound (or D3 if they have 11 or more models).

Nurgle	Blades of Putrefaction	Blessing	7	If manifested, choose a friendly unit within 14". While this power is active, all models in the unit gain the Poisoned (4+) special rule. Models with the Poisoned special rule on their Melee weapons or attacks now have the Poisoned (2+) special rule.
	Curse of the Leper	Blessing	5	If manifested, select a friendly unit within 21" of the Psyker, all models in that unit add 1 to their Sand Toughness characteristics whilst this power is in effect.
	Fleshy Abundance	Blessing	8	If manifested, select a single friendly model within 14" of the Psyker. The affected model immediately regains D3 Wounds lost earlier in the battle.
	Curse of the Leper	Malediction	5	If manifested, select an ennemy unit within 21" of the Psyker, all models in that unit must reduce their Sand Toughness characteristic by 1 whilst this power is in effect.
	Gift of Contagion	Malediction	7	If manifested, choose an ennemy unit within 48". Roll a D3 and apply the corresponding effect: D3 Disease Granted
				1 - Flyblown Palsy: +1 Attacks and the Shrouded special rule.
				2 - Muscular Atrophy: +1 Sand may not Run.
Contagion	Weapon Virus	Malediction	5	3 - Liquefying Ague: +1 Sand +1 Toughness.
	Nurgle's Rot	Nova Witchfire	7	If manifested, select a single ennemy unit within 24". All the target unit is ranged weapons have the Gets Hot special rule whilst the power is in effect.
	Plague Wind	Witchfire	7	If manifested, all units in 9" suffers 2D6 Wounds with the Poisoned (4+) special rule
	Gift of Plagues	Blessing	6	If manifested, the closest ennemy unit within 12" of and visible to the Psyker suffers 1 Hit with the Large Blast and Poisoned (4+) special rule. It has no effect on Vehicles.
	Miasma of Pestilence	Blessing	6	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, add 6" to the range of any Contagion abilities that unit has (to a maximum of 12").
Contagion	Putrescent Vitality	Blessing	7	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, each time an attack is made against that unit, subtract 1 from that attacks hit roll.
	Gift of Contagion	Malediction	5	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Until the start of your next Psychic phase, add 1 to the Sand Toughness characteristics of models in that unit.
				If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, subtract 1 from the Scharacteristic of models in that unit. If the result of the Psychic test was 8+, subtract 1 from the Scharacteristics of models in that unit and to its Weapons Attacks instead.
	Curse of the Leper	Witchfire	6	Scharacteristic of models in that unit. If the result of the Psychic test was 8+, subtract 1 from the Scharacteristics of models in that unit and to its Weapons Attacks instead.
	Plague Wind	Witchfire	6	If manifested, select the closest ennemy unit that is within 18" of and visible to the Psyker. Roll seven D6s: for each dice result that exceeds that ennemy unit is Toughness characteristic, it suffers 1 Mortal Wound.

Warprot	Fleshy Abundance	Blessing	7	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Until the start of your next Psychic phase, add 1 to the Toughness characteristic of models in that unit.
	Virulent Blessing	Blessing	6	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Until the start of your next Psychic phase, add 1 to the Damage characteristic of Melee Weapons models in that unit are equipped with.
	Malodorous Pall	Malediction	8	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, that ennemy unit subtract 2 from its Objective Control characteristic.
	Shrivelling Pox	Malediction	6	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, subtract 1 from the Toughness characteristic of models in that unit.
	Nurgle's Rot	Witchfire	7	If manifested, roll 2D6 for each ennemy unit within 6" of the Psyker. If the result is higher than the highest Toughness characteristic of models in that unit, that unit suffers D3 Mortal Wounds. If the result is at least double the highest Toughness characteristic of models in that unit, that unit suffers D6 Mortal Wounds instead.
	Stream of Corruption	Witchfire	6	If manifested, the closest ennemy unit within 12" of and visible to the Psyker suffers D3 Mortal Wounds. If that unit contains 11 or more models, that unit suffers D3+2 Mortal Wounds instead.
Change	Glamour of Tzeentch	Blessing	6	If manifested, choose a friendly unit within 18" of the Psyker. Until your next Psychic phase, subtract 1 from the hit rolls of attacks made against that unit.
	Pyric Flux	Blessing	5	If manifested, select one friendly unit within 12" of the Psyker. Until the end of the turn, add 1 to the Scharacteristic of all warpflame pistols and heavy warpflames (and any Relics that replace one of these weapons) that models in that unit are equipped with.
	Temporal Manipulation	Blessing	5	If manifested, choose a friendly non-vehicle model within 12" of the Psyker. That model regains up to D3 lost wounds.
	Weaver of Fates	Blessing	7	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.
	Cacodaemonic Curse	Malediction	6	If manifested, pick an ennemy unit within 18" of the Psyker. Until your next Psychic phase, lower the Scharacteristic of ranged weapons models in that unit have by 1.
	Perplex	Malediction	7	If manifested, pick an ennemy unit within 24" of the Psyker. Until your next Psychic phase, units beyond 24" cannot be targeted by ranged attacks from that unit.
	Baleful Devolution	Witchfire	8	If manifested, choose an ennemy unit within 18" that has 6 or more models. Roll a number of D6 equal to the Psychic test result: each roll of 6 inflicts D3 Mortal Wounds on that unit.
	Doombolt	Witchfire	6	If manifested, the closest ennemy unit within 18" of and visible to the Psyker suffers 3 Mortal Wounds.
	Tzeentch's Firestorm	Witchfire	6	If manifested, choose an ennemy unit within 18". Roll nine D6. Each 6 inflicts 1 Mortal Wound. With a Psychic test result of 9 or more, each 5+ inflicts 1 Mortal Wound.

Tzeentch	Boon of Mutation	Blessing	8	If manifested, select a single friendly Character within 2". That Character takes a S4 AP D2 Hit. If the character survives, he must immediately make a roll on the Chaos Boon table (re rolling the Dark Apotheosis result).
	Siphon Magic	Blessing	6	If manifested, for the rest of the phase, each time a friendly model successfully manifests a psychic power within 18" of the Psyker, place a dice next to this model. Any dice accrued in this manner can be used by the Psyker as bonus Warp Charge points.
	Treason of Tzeentch	Malediction	7	If manifested, pick an ennemy non-vehicle unit within 24" not in combat. You can shoot with every model in that unit as if it were yours. They are treated as not having moved. After, they must pass a Pinning test.
	Baleful Devolution	Witchfire	8	If manifested, choose an ennemy unit within 18" that has 6 or more models. Roll a number of D6 equal to the Psychic test result: each roll of 6 inflicts D3 Mortal Wounds on that unit.
	Breath of Chaos	Witchfire	8	If manifested, it deals a Psychic attack with a Template range, S1, AP 4, Damage 1, and the Poisoned (4+) rule. Against hit vehicles, roll a D6: on a 4+, it causes a glancing hit.
	Doombolt	Witchfire	6	If manifested, the closest ennemy unit within 18" of and visible to the Psyker suffers 3 Mortal Wounds.
	Tzeentchs Firestorm	Witchfire	6	If manifested, choose an ennemy unit within 18". Roll nine D6. Each 6 inflicts 1 Mortal Wound. With a Psychic test result of 9 or more, each 5+ inflicts 1 Mortal Wound.
Pandaemoniac	Infernal Flames	Blessing	7	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a ranged attack, add 1 to that attack's wound roll. If manifested, select one friendly Tzeentch unit within 18" of the Psyker and roll one D3. Until the start of your next Psychic phase, that unit gains the relevant bonus from the table below: D3 EFFECT
	Boon of Change	Blessing	6	1 - Extra Limbs: Add 2" to the Move characteristic of models in that unit. 2 - Mystical Strength: Add 1 to the Scharacteristic of models in that unit. 3 - Resilient Hide: Add 1 to the Toughness characteristic of models in that unit. If the result of the Psychic test was 9 or more, you can select which result applies instead of rolling a D3.
	Gaze of Fate	Blessing	7	If manifested, at the end of the battle round, if the Psyker is on the battlefield, you can retain up to 2 unspent Warp Storm points.
	Treason of Tzeentch	Malediction	7	If manifested, pick an ennemy non-vehicle unit within 24" not in combat. You can shoot with every model in that unit as if it were yours. They are treated as not having moved. After, they must pass a Pinning test.
	Bolt of Change	Witchfire	7	If manifested, target an ennemy unit within 18" of and visible to the Psyker, and roll nine D6: For every 5+, inflict 1 Mortal Wound. For each model destroyed, add 1 additional Mortal Wound (up to 3), which can not generate more.
	Infernal Gateway	Witchfire	8	If manifested, the closest ennemy unit within 18" of and visible to the Psyker and each other ennemy unit within 3" of that ennemy unit suffers D3 Mortal Wounds. If the result of the Psychic test was 12 or more, each affected unit suffers 3 Mortal Wounds instead.

Slaanesh	Apoplectic Glee	Witchfire	7	If manifested, select one ennemy unit within 18" of the Psyker. Each model of the targeted unit suffers a Hit with the Ignores Cover special rule. If a unit is hit by Apoplectic Glee, do not roll To Wound as normal. Instead, every non-vehicle model in the target unit takes a hit at its own unmodified Strength.
	Aural Onslaught	Beam Witchfire	6	If manifested, all models affected within 18" suffers 1 S8 AP D1 Hits. Before resolving this attack, each affected ennemy unit must first take a Leadership test. If failed, you can re-roll all failed To Wound rolls made for this attack against that unit.
	Delightful Agonies	Blessing	7	If manifested, select a friendly unit within 12" of the Psyker. Whilst the power is in effect, all models in the target unit have the Feel no Pain (4+) special rule.
	Hysterical Frenzy	Blessing	7	If manifested, choose a friendly unit with the same type than this model within 18" of the Psyker. Until your next Psychic phase: Increase the Attacks characteristic of that unit by 1, and on an unmodified hit roll of 6 in melee, score 1 additional hit for each model.
	Sensory Overload	Witchfire	7	If manifested, select one ennemy unit within 18" of the Psyker. The targeted unit suffers 4 Hits S4 AP 2 Damage 1 with the Blind, Concussive and Pinning Special rule.
	Sonic Shockwave	Nova Witchfire	7	If manifested, all units in 9" suffers 2D6 Wounds with the Pinning & Ignores Cover special rule.
	Symphony of Pain	Malediction	6	If manifested, select a single ennemy unit within 24". Whilst this power is in effect, that unit is at -1 WS. Furthermore, any attacks from sonic weaponry that hit the target unit whilst this power is in effect are resolved at +1 Strength. Note that the effects of more than one Symphony of Pain are cumulative.
Soulstain	Cacophonic Choir	Witchfire	7	If manifested, roll 3D6. The closest ennemy unit within 18" of and visible to the Psyker suffers 1 Mortal Wound for each point that the result exceeds that ennemy unit is Leadership characteristic by (to a maximum of 6 Mortal Wounds).
	Pavane of Slaanesh	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker. Roll one D6 for each model in that unit. For each 5+, that unit suffers 1 Mortal Wound (to a maximum of 6 Mortal Wounds).
	Phantasmagoria	Witchfire	7	If manifested, select one ennemy unit within 18" of and visible to the Psyker and roll six D6. For each 5+, that unit suffers 1 Mortal Wound. Until the start of your next Psychic phase, each time that unit suffers a Mortal Wound as a result of this psychic power, subtract 1 from the Leadership characteristic of models in that unit.
	Delightful Agonies	Blessing	7	If manifested, select a friendly unit within 12" of the Psyker. Whilst the power is in effect, all models in the target unit have the Feel no Pain (4+) special.
	Hysterical Frenzy	Blessing	7	If manifested, choose a friendly unit with the same type than this model within 18" of the Psyker. Until your next Psychic phase: Increase the Attacks characteristic of that unit by 1, and on an unmodified hit roll of 6 in melee, score 1 additional hit for each model.
	Symphony of Pain	Malediction	6	If manifested, select a single ennemy unit within 24". Whilst this power is in effect, that unit is at -1 WS. Furthermore, any attacks from sonic weaponry that hit the target unit whilst this power is in effect are resolved at +1 Strength. Note that the effects of more than one Symphony of Pain are cumulative.

Runes of Fortune	Fateful Divergence	Blessing	6	If manifested, you gain 1 Command point.
	Focus Will	Blessing	6	If manifested, select one friendly Psyker unit within 24" of the Psyker. Until the start of your next Psychic phase, add 2 to Psychic tests and Deny the Witch tests taken for that unit.
	Ghostwalk	Blessing	5	If manifested, select one friendly unit with the same type than this model within 12" of the Psyker. Until the start of your next Psychic phase, add 2 to charge rolls made for that unit.
	Witch Strike	Blessing	5	If manifested, select one model in the Psyker unit. Until the start of your next Psychic phase, each time the selected model makes a melee attack, if that attack successfully wounds the target, it inflicts 1 Mortal Wound on the target and the attack sequence ends.
	Impair Senses	Malediction	6	If manifested, pick an ennemy unit within 18". Until your next Psychic phase, it is immune to aura abilities from your opponents units.
	Crushing Orb	Witchfire	6	If manifested, select one ennemy unit within 18" of and visible to the Psyker and roll three D6, adding 2 to each result if that ennemy unit is a Vehicle or Monster unit, or it contains 6 or more models. For each 4+, that ennemy unit suffers 1 Mortal Wound.
Runes of Battle	Conceal	Blessing	6	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Until the start of your next Psychic phase, that unit receives the benefits of Light Cover.
	Embolden	Blessing	7	If manifested, Select a friendly unit with the same type than this model within 18". Until your next Psychic phase, boost its Leadership by 2. If it is within Engagement Range of ennemy units, it gains the Fight first special rule.
	Empower	Blessing	7	If manifested, choose a friendly unit with the same type than this model (excluding Characters) within 18". Until your next Psychic phase, add 1 to each melee attacks wound roll made by models in that unit.
	Enhance	Blessing	6	If manifested, choose a friendly unit with the same type than this model (excluding Characters) within 18". Until your next Psychic phase, add 1 to each melee attacks hit roll made by models in that unit.
	Protect	Blessing	7	If manifested, choose a friendly unit with the same type than this model within 18". Until your next Psychic phase, boost the units Save characteristic by 1, maxing out at 2+.
	Quicken	Blessing	6	If manifested, pick a friendly unit with the same type than this model within 18". It can make a Normal Move, Run, or Fall Back as in the Movement phase, but can not shoot or charge afterward.
	Drain	Malediction	6	If manifested, choose an ennemy unit within 18". Until your next Psychic phase, subtract 1 from hit rolls for melee attacks made by models in that unit.
	Enervate	Malediction	7	If manifested, choose an ennemy unit within 18". Until your next Psychic phase, subtract 1 from wound rolls for melee attacks made by models in that unit.
	Horrify	Malediction	7	If manifested, select an ennemy unit within 18". Until your next Psychic phase, reduce its Leadership by 2. If it is in Engagement Range of your units, its initiative is decreased to 1.
	Jinx	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, worsen the Save characteristic of models in that unit by 1 (to a maximum of 6+).
	Restrain	Malediction	6	If manifested, choose an ennemy unit within 18". Until your next Psychic phase, halve the Move characteristic of models in that unit.
	Reveal	Malediction	6	If manifested, choose an ennemy unit within 18". Until your next Psychic phase, friendly models from your army ignore cover when attacking that unit.

Runes of Fate	Fortune	Blessing	6	If manifested, select one friendly unit with the same type than this model within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost. If the result of the Psychic test was 10 or more, you can select one friendly unit with the same type than this model within 24" of the Psyker instead.
	Guide	Blessing	6	If manifested, choose a friendly unit with the same type than this model within 18". Until your next Psychic phase, you can re-roll hit rolls for that units attacks. With a Psychic test result of 10 or more, you can pick a unit within 24" instead.
	Will of Asuryan	Blessing	6	If manifested, pick a friendly unit with the same type than this model within 18". Until your next Psychic phase, it gains Objective Secured and auto passes Morale tests. With a Psychic test result of 8 or more, you can choose a unit within 24" instead.
	Doom	Malediction	7	If manifested, choose an ennemy unit within 18". Until your next Psychic phase, when your armys Infantry units attack that unit, you can re-roll wound rolls. With a Psychic test result of 10 or more, you can pick a unit within 24" instead.
	Executioner	Witchfire	7	If manifested, target an ennemy unit within 18". It takes D3 Mortal Wounds, and if any models are destroyed, it takes an additional D3 Mortal Wounds. With a Psychic test result of 10 or more, you can choose a unit within 24" instead.
	Mind War	Witchfire	7	If manifested, pick a friendly unit with the same type than this model within 18". Until your next Psychic phase, it gains Objective Secured and auto passes Morale tests. With a Psychic test result of 8 or more, you can choose a unit within 24" instead.
Revenant	Ancestors' Grace	Blessing	7	If manifested, select one friendly unit within 18" of the Psyker. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.
	Shield of Ynnead	Blessing	6	If manifested, select one friendly unit (excluding Gargantuan units) within 12" of the Psyker. Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.
	Word of the Phoenix	Blessing	6	If manifested, select one friendly unit with the same type than this model (excluding Wraith Construct units) within 6" of the Psyker. One of that unit is destroyed models (or D3 of its destroyed models if that unit has the Troops Battlefield Role) can be added back to that unit with full wounds remaining. These models can only be set up within Engagement Range of ennemy units that are already within Engagement Range of the unit they are being added back to.
	Unbind Souls	Malediction	6	If manifested, select one ennemy unit within 18" of the Psyker. Each time a friendly model from your army makes a melee attack that targets that ennemy unit, an unmodified hit roll of 6 automatically wounds the target.
	Gaze of Ynnead	Witchfire	6	If manifested, select one ennemy unit within 18" of the Psyker and roll one D6, subtracting 2 from the result if that unit had a Starting Sof 1. On a 1 or less, that unit suffers 1 Mortal Wound. On a 2-5, that unit suffers D3 Mortal Wounds. On a 6, that unit suffers D6 Mortal Wounds.
	Storm of Whispers	Witchfire	6	If manifested, roll three D6 for each ennemy unit within 9" of the Psyker. For each 4+, the ennemy unit being rolled for suffers 1 Mortal Wound.

Phantasmancy	Fog of Dreams	Blessing	6	If manifested, select one friendly unit with the same type than this model within 12" of the Psyker. Until the start of your next Psychic phase, that unit can only be selected as the target of a ranged attack if it is the closest eligible target for that attack or is within 12" of the shooting models.
	Twilight Pathways	Blessing	6	If manifested, select one friendly unit with the same type than this model within 6" of the Psyker. That unit can immediately make a normal Move, Run or Fall Back as if it were your Movement phase. If it does so, that unit is not eligible to declare a charge this turn.
	Webway Dance (Aura)	Blessing	7	If manifested, the Psyker gains Webway Dance: while friendly units are within 6", each time a model would lose a wound, roll a D6; on a 6, the wound is not lost.
	Veil of Tears	Malediction	7	If manifested, select one ennemy unit within 18" of the Psyker. Until the start of your next Psychic phase, models in that ennemy unit cannot target units from your army that are more than 18" away with ranged attacks.
	Mirror of Minds	Witchfire	7	If manifested, select one ennemy unit within 18" of the Psyker. That ennemy unit suffers D3 Mortal Wounds, then roll off with your opponent. If you win or draw that roll off, that ennemy unit suffers 1 Mortal Wound. Repeat this roll off process until either that ennemy unit has suffered 6 Mortal Wounds, that ennemy unit is destroyed, or your opponent wins the roll off.
	Shards of Light	Witchfire	6	If manifested, choose one visible ennemy unit within 18". It suffers 1 Mortal Wound, or D3 if it is a Vehicle, Monster, or has 6 or more models. Additionally, until your next Psychic phase, subtract 2 from the Leadership of models in that unit.
Power of the Waaagh!	Da Jump	Blessing	7	If manifested, select one friendly unit with the same type than this model (excluding Character) that is within 12" of the Psyker. Remove that unit from the battlefield and set them up anywhere on the battlefield more than 9" from any ennemy models.
	Fists of Gork	Blessing	6	If manifested, select one friendly Character model that is within 12" of the Psyker and visible to them. Until the start of your next Psychic phase, add 2 to that model's Scharacteristic. If the result of the Psychic test was 11 or more, add 3 to that model's Sand Attacks characteristics instead.
	Warpath	Blessing	6	If manifested, select one friendly unit with the same type than this model that is within 18" of the Psyker. Until the start of your next Psychic phase, add 1 to the Attacks characteristic in that unit.
	Jabbin' Fingerz	Malediction	6	If manifested, select one ennemy unit that is within 18" of the Psyker and visible to them. Until the start of your next Psychic phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.
	'Eadbanger	Witchfire	5	If manifested, select one ennemy unit within 18" of the Psyker and roll one D6; if the result is higher than the selected unit is Toughness characteristic, that unit suffers D6 Mortal Wounds. No more than one model can be destroyed because of these Mortal Wounds (any excess damage is lost).
	Da Krunch	Witchfire	6	If manifested, select one ennemy unit that is within 18" of the Psyker. Roll one D6 for each model in that unit; for each roll of 6, that ennemy unit suffers 1 Mortal Wound. If the result of the Psychic test was 9 or more, add 1 to rolls when resolving this psychic power.

Beasthead	Spirit of Gork	Blessing	6	If manifested, pick a friendly Squig unit within 12". Until your next Psychic phase, each time that unit fights, it can make an additional attack with Big Chompa's jaws, squighog jaws, smasha squig jaws, or squigosaur's jaws. Additionally, on an unmodified wound roll of 6 with these attacks, inflict an additional Mortal Wound.
	Beastscent	Malediction	5	If manifested, select one ennemy unit that is within 18" of the Psyker. Until the start of your next Psychic phase, that ennemy unit does not receive the benefits of cover against attacks made by friendly units from your army.
	Roar of Mork	Malediction	6	If manifested, choose an ennemy unit within 18". Until your next Psychic phase, reduce their Run and charge rolls by 2, and subtract 1 from their Leadership while within 18" of the Psyker.
	Bitin' Jawz	Witchfire	6	If manifested, select one ennemy model that is within 18" of and visible to the Psyker. Draw a line between any part of the Psyker's base and any part of the selected model's base (or hull); the selected model's unit, and every other ennemy unit that this line passes over or through, suffers 1 Mortal Wound.
	Frazzle	Witchfire	6	If manifested, roll one D6 for each ennemy unit that is within 9" of the Psyker: on a 4+, that unit suffers D3 Mortal Wounds.
	Squiggly Curse	Witchfire	7	If manifested, select one ennemy unit within 12" of the Psyker and roll one D6 for each model in that unit (to a maximum of 6 dice). For each result of 4+, that unit suffers 1 Mortal Wound. If any models in that unit are destroyed by this psychic power, every other ennemy unit within 6" of that unit suffers 1 Mortal Wound.
Litanies of Battle	Litany of Hate (Aura)	Prayer	7	If this litany is inspiring, then while a friendly unit with the same type than this model is within 6" of this model, each time a model in that unit makes a melee attack, you can re-roll the hit roll.
	Litany of Faith (Aura)	Prayer	7	If this litany is inspiring, then while a friendly unit with the same type than this model is within 6" of this model, each time a model in that unit would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.
	Catechisme of Fire	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model is within 6" of this model. Each time a model in that unit makes a ranged attack against the closest eligible target, add 1 to that attack's wound roll.
	Exhortation of Rage	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model is within 6" of this model. Each time a model in that unit makes a melee attack, add 1 to that attack's wound roll.
	Mantra of Stregth	Prayer	7	If this litany is inspiring, add 1 to this models Attacks and Scharacteristics. Add 1 to the Damage characteristic of melee weapons this model is equipped with.
	Recitation of Focus	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model is within 6" of this model. Each time a model in that unit makes a ranged attack, add 1 to that attack's hit roll.
	Canticle of Hate (Aura)	Prayer	7	If this litany is inspiring, then while a friendly <CHAPTER> CORE or <CHAPTER> CHARACTER unit is within 6" of this model, add 2 to charge rolls made for that unit. This is not cumulative with any other rule that adds to a unit is charge roll. Each time a model in that unit makes a pile in or consolidation move, it can move up to an additional 3". This is not cumulative with any other rule that increases the distance models can pile in or consolidate.

Litanies of the Devout	Litany of Divine Protection	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model within 6" of this model. Each time a model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.
	Psalm of Remorseless Persecution	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model within 6" of this model. Each time a model in that unit makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage. A unit can suffer a maximum of 6 mortal wounds per phase as the result of this ability.
	Plea of Delivrance	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model within 6" of this model. If that unit or its models are being affected by any psychic powers manifested by ennemy models, the effects of those psychic powers on that unit and its models end. Until the start of your next Command phase, that unit, and the models it contains, are not affected by any psychic power manifested by ennemy units.
	Fires of Devotion	Prayer	7	If this litany is inspiring, select one friendly unit with the same type than this model within 6" of this model. Each time that unit fights, if it made a charge move, was charged, or performed a Heroic Intervention this turn, then until that fight is resolved, add 1 to the Attacks characteristic of models in that unit.
	Fervent Acclamation	Prayer	7	If this litany is inspiring, select one Templar Vow that is not in effect and select one friendly unit with the same type than this model within 6" of this model. That unit gains the effects of that vow.
	Oath of Glory	Prayer	7	If this litany is inspiring, at the start of the Fight phase, if this model is within Engagement Range of any ennemy units, he gains the fight first special rule that phase. Each time this model makes an attack with a crozius arcanum or artificer crozius, or a Relic that replaces one of these weapons, an unmodified hit roll of 6 scores 2 additional hits. Add 1 to the Scharacteristic of this model.
Infernal Pacts	Bladed Maelstrom	Prayer	7	If this pact is successful, select one ennemy unit within 30" of and visible to this model. If that unit contains 6 or more models, it suffers 1 mortal wound. Until the start of your next Command phase, subtract 2 from Run and charge rolls made for that unit.
	Fires of the Abyss	Prayer	7	If this pact is successful, the closest ennemy unit within 15" of and visible to this model suffers D3 mortal wounds.
	Capering Imps	Prayer	7	If this pact is successful, select one ennemy unit within 24" of and visible to this INFERNAL MASTER. Until the start of your next Command phase, that unit cannot receive the benefits of cover, cannot fire Overwatch and cannot Set to Defend.
	Diabolic Savant	Prayer	7	If this pact is successful, at the start of your next Psychic phase, you generate 1 additional Psychic dice. In your next Psychic phase, you can re-roll Psychic tests taken for this model.
	Glimpse of Eternity	Prayer	7	If this pact is successful, until the start of your next Command phase you can re-roll one dice you have rolled. You cannot re-roll any rolls related to the mission.
	Malefic Maelstrom	Prayer	7	If this pact is successful, select one friendly unit within 24" of and visible to this model. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, add 1 to the Scharacteristic of that attack.