

Sanctic

Primaris: Banishment: Unchanged

1 Gate of Infinity, WC 2, otherwise unchanged

2 Hammerhand, unchanged

3 Sanctuary, cannot increase invulnerable save to better than a 3+. otherwise unchanged

4 Purge Soul, unchanged

5 Cleansing Flame, unchanged

6, Vortex of Doom, unchanged

Malefic:

Primaris: *Summoning* WC 2*: Conjuraton: Immediately deepstrike a unit with the Daemon special rule from your reserves onto the battlefield within 12 inches of the psyker. This unit may assault this turn if it does not fire any weapons in the shooting phase and if the casting psyker began the turn on the board, but they will count as having made a disordered charge and roll one fewer die for charge distance. If you have a psyker with this power, you may keep any number of models with the Daemon special rule in reserve even if it would normally be disallowed, however they may only enter play through this ability and count as destroyed if not deployed by the end of the game. If summoning a model that is a unit type other than Infantry or has the Bulky, Very Bulky, or Extremely Bulky rule increase the warp charge of this power by 1. Superheavy Vehicles and Gargantuan Creatures of any type cannot be summoned.

1: *Cursed Earth* WC 1: Blessing: This is a blessing targeting the Psyker. Whilst this power is in effect, all models with the daemon rule within 12 inches of the Psyker improve any Invulnerable save they already have by 1 to a max of 3+. If the psychic test to cast this ability is failed, they all have their invulnerable save worsened by 1. Additionally any model with the Daemon rule rolls one fewer dice for scatter when attempting to arrive from deepstrike within 12" of the Psyker.

2: *Dark Flame* WC 1: Witchfire: Unchanged

3: *Infernal Gaze* WC 1: Witchfire, Beam: Unchanged

4: *Souleater* WC1: Focussed Witchfire: 24" Range, Assault 1d3 Str 6 AP-, For each unsaved wound you deal with this power, increase your Warp Charge Points by 1.

5: *Possession* WC3: Blessing:

The sorcerer arches back screaming into the sky with a bloodcurdling crunch. Their body quickly warps and grows as a daemonic entity fills their material form. Their ultimate fate is best left unthought of, but their enemies will certainly not be focused on it.

Whilst this power is in effect, the Psyker gains the Daemon, Smash, Hammer of Wrath, Relentless, and Fearless rules and gains +2 STR and +2 Attacks. They may also fire up to two of their weapons each Shooting phase whilst this power is in effect.

6: *Hounds of Hell* WC3: Malediction:

The psyker weakens the barrier between the warp and reality near the target and calls down spiteful spirits upon them. The screams of the dead and the malfeasance of even worse creatures hounds the target at every turn, turning all of their efforts to ash and ruin. Weapons malfunction, armour fails, and shadows flicker at the edge of sight all whilst the howls of daemons fill the air.

The target unit must reroll all successful rolls until your next psychic phase. If the psyker fails

this test or if the target successfully dispels it, then the psyker suffers this effect instead until the psyker's next psychic phase.