



THAUMATURGY

1 HAND OF HEAVEN

	Range 24"	
5+	Hex	Instant
8+	Missile	
	Damage	

The target suffers **D6/D6+1** hits with Strength **D6/D6+1**, Armour Penetration **2/3**, and Magical Attacks.

The voice of the spellcaster was deep and powerful: as he raised his hand against the enemy, the will of his god manifested as a powerful lightning strike against our ranks.

Judgement on High
When casting any Bound Spell from this Path, all Magic Dice that result in '1' must be rerolled. This casting a Miracle cannot be rerolled. If a Greater Miracle when casting a spell from this Path, add a +1 Miracle Modifier.
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THAUMATURGY

2 SMITE THE UNBELIEVER

6+	Range 24"	One Turn
9+	Hex	

Immediately after successfully casting this spell, roll a D6.
Choose which effect to apply when casting the spell.

- If 1-3 is rolled, the target suffers -1 Resilience.
- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.

The ogre was repeating the same sound dozens of times, I heard him, like a low pitched grunt: the more he repeated that sound, the more our soldiers seemed to become weaker and weaker.

Judgment on High
When casting non-Bound Spells from this Path, all Magic Dice that result in "1" must be rerolled. This casting a Minor cannot be rerolled. If a Greater Manifests when casting a spell from this Path, add a +1 Minor Modifier.

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THAUMATURGY

3 SPEAKING IN TONGUES

7+	Range 18" Universal	One Turn
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If this spell targets a friendly unit, the target may reroll failed Discipline Tests.
If this spell targets an enemy unit, the target can **never** reroll failed Discipline Tests.

It was a nightmare, impossible to explain: we were not only fighting against abominations, we were even rendered unable to understand each other. Madness waits for men in the Wasteland.

Judgment on High
When casting any Bound Spell from this Path, all Magic Dice that result in "1" must be rerolled. This casting a Misant cannot be rerolled. If a Castor Misants when casting a spell from this Path, add a +1 Misant Modifier.
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THAUMATURGY

4 CLEANSING FIRE

5+	Focused	
8+	Caster	One Turn
	Range 18"	
	Augment	

The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.)
This spell may only target Characters, Champions, and single model units.

When you witness a little greenhide dancing frantically it's hard not to stop fighting and laugh: it's like looking at a jester. But that jester killed my comrades with his foul breath!

Judgement on High
When casting non-Bound Spells from this Path, all Magic Dice that result in "1" must be rerolled. Dice casting a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.
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THAUMATURGY

5 WRATH OF GOD

12+	Range 96" Ground	Permanent
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Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, 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. The spell then ends, remove all counters.

An unspeakable horror, like an invisible, gargantuan foot stomping an entire unit of our marksmen at the order of the orc sorcerer, leaving a footprint of blood and mashed human flesh and entrails. We were lost then, but for the comet Sunna sent crashing on our foes in our hour of need.

Judgment on High
When casting any Blessed Spell from this Path, all Magic Tests that result in "1" must be rerolled. Once casting a Misant cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Misant Modifier.
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THAUMATURGY

6 TRIAL OF FAITH

	Hex	
	Direct	
7+	Damage	
10+	Range 24"	Instant
	Range 18"	
	Focused	
	Missile	

The Caster rolls D3+1 and the target 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.

I felt her touch on my soul. I perceived the power of her murderous gods clashing against my faith and my will. I felt them carving my essence, leaving me clinging to life and faith by a thread.

Judgment on High
When casting any Bound Spell from this Path, all Magic Dice that result in "1" must be rerolled. Dice casting a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

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