

# Thaumaturgie

1           Reinigendes Feuer

---

5+ [8+]

- Hex
- Missile
- Damage
- Angebot 24"

One Turn

---

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

# Thaumaturgie

2           Zerschmetterung der Ungläubigen

---

6+ [9+]

- Hex
- Angebot 24"

One Turn

---

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.

# Thaumaturgie

3           Sprachengewirr

---

7+

- Hex
- Angebot 18"

One Turn

---

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.

## Thaumaturgie

4

Hand des Himmels

---

5+ [8+]

- [Augment]
- Focused
- Angebot Caster [18"]

Instant

---

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.]

## Thaumaturgie

5

Der Zorn Gottes

---

12+

- Ground
- Angebot 96"

Permanent

---

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.

## Thaumaturgie

6

Glaubensprüfung

---

7+ [10+]

- Hex
- Missile
- Damage
- Focused
- Direct
- Angebot 12" [18"]

Instant

---

The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES



WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES