

# Thaumaturgy

1 Hand of Heaven

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5+ [8+]

- Hex
- Missile
- Damage
- Range 24"

One Turn

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

Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits

# Thaumaturgy

2 Smite the Unbeliever

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6+ [9+]

- Hex
- Range 24"

One Turn

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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.

# Thaumaturgy

### 3 Speaking in Tongues

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5+      • Hex                      One Turn  
         • Range 24"

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The target must take a Discipline Test:

- If the test is passed, the target gains Fearless.
- If the test is failed, the target becomes Shaken.

## Thaumaturgy

4                      Cleansing Fire

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5+ [8+]                      • [Augment]                      Instant  
                                 • Focused  
                                 • Range Caster [18"]

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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.]

## Thaumaturgy

5                      Wrath of God

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12+

- Ground
- Range 96"

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, nothing happens.
- If 4–6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker).

The spell then ends.

## Thaumaturgy

6

Trial of Faith

7+ [10+]

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

Instant

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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.

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CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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