



 <h2 style="margin: 0;">Taumaturgia</h2>		
1	Fuego Purificador	
5+ [8+]	Hex Missile Damage Alcance 24"	One Turn
<p>The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.</p>		

 <h2 style="margin: 0;">Taumaturgia</h2>		
2	Castigo al Incrédulo	
6+ [9+]	Hex Alcance 24"	One Turn
<p>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.</p>		

 <h2 style="margin: 0;">Taumaturgia</h2>		
3	Lenguas Extrañas	
7+	Hex Alcance 18"	One Turn
<p>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.</p>		

 <h2 style="margin: 0;">Taumaturgia</h2>		
4	Mano del Cielo	
5+ [8+]	[Augment] Focused Alcance Caster [18"]	Instant
<p>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.]</p>		

 <h2 style="margin: 0;">Taumaturgia</h2>		
5	Ira de Dios	
12+	Ground Alcance 96"	Permanent
<p>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.</p>		

 <h2 style="margin: 0;">Taumaturgia</h2>		
6	Prueba de Fe	
7+ [10+]	Hex Missile Damage Focused Direct Alcance 12" [18"]	Instant
<p>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.</p>		

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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