

# Taumaturgia

1 Mano del cielo

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5+ [9+]

- Hex
- Missile
- Damage
- Gamma 24"

Instant

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The target suffers |D6|[D6+1] hits with Strength D6[D6+1]

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# Taumaturgia

2 Fiamme purificatrici

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6+ [10+]

- [Augment]
- Focused
- Gamma Caster [24"]

One Turn

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The target gains Breath Weapon (Strength D3+2). (Roll this D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions and single model units.]

# Taumaturgia

3 Prova di fede

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7+ [11+]

- Hex
- Damage
- Focused
- Direct
- Gamma 12" [24"]

Instant

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Both the Caster and target roll a D6. If the Caster's roll is higher, the target suffers a number of Wounds with Armour Piercing (6) equal to the difference between their respective rolls.

## Taumaturgia

4 Lingua ignota

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8+

- Hex
- Gamma 24"

One Turn

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The target cannot benefit from Inspiring Presence.

## Taumaturgia

5 Punire i miscredenti

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11+

- Hex
- Gamma 24"

One Turn

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Immediately after successfully casting this spell, roll a D6.

If 4-6 is rolled, the target suffers -1 Strength.

If 1-3 is rolled, the target suffers -1 Toughness.

## Taumaturgia

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Ira di dio

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13+

- Ground
- Gamma 96"

Permanent

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Choose a point within range on the table and place a counter there. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same spot. If 4-6 is rolled, each unit within  $(2D6+X)$ " suffers  $2D6$  Strength  $(4+X)$  hits, where  $X$  is equal to the number of counters. The spell then ends, remove all counters.

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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