

| Thaumaturgy   |                                       |         |
|---|---------------------------------------|---------|
| 1   | Hand of Heaven                        |         |
| 5+ [9+]   | Hex<br>Missile<br>Damage<br>Range 24" | Instant |
| <p>The target suffers  D6 [D6+1] hits with Strength D6[D6+1].</p> |                                       |         |

| Thaumaturgy   |  |          |
|---|--|----------|
| 2   | Cleansing Fire                             |          |
| 6+ [10+]  | [Augment]<br>Focused<br>Range Caster [24"] | One Turn |
| <p>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.]</p> |  |          |

| Thaumaturgy   |   |         |
|---|---|---------|
| 3   | Trial of Faith  |         |
| 7+ [11+]  | Hex<br>Damage<br>Focused<br>Direct<br>Range 12" [24"] | Instant |
| <p>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.</p> |   |         |

| Thaumaturgy   |                     |          |
|---|---------------------|----------|
| 4   | Speaking in Tongues |          |
| 8+  | Hex<br>Range 24"    | One Turn |
| <p>The target cannot benefit from Inspiring Presence.</p> |                     |          |

| Thaumaturgy   |                      |          |
|---|----------------------|----------|
| 5   | Smite the Unbeliever |          |
| 11+   | Hex<br>Range 24"     | One Turn |
| <p>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.</p> |                      |          |

| Thaumaturgy  |                     |           |
|--|---------------------|-----------|
| 6  | Wrath of God        |           |
| 13+  | Ground<br>Range 96" | Permanent |
| <p>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.</p> |                     |           |

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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