

Thaumaturgy		
1	Hand of Heaven	
5+ [8+]	24" Hex, Missile, Damage	Last one Turn
<p>The target suffers <b>D6 [D6+1]</b> hits with Strength <b>D6 [D6+1]</b>, Armour Penetration <b>2 [3]</b>, and Magical Attacks.</p>		

Thaumaturgy		
2	Smite the Unbeliever	
6+ [9+]	24" Hex	Last one Turn
<p>Immediately after successfully casting this spell, roll a D6.          [Choose which effect to apply when casting the spell.]</p> <ul style="list-style-type: none"> <li>- If 1-3 is rolled, the target suffers -1 Resilience.</li> <li>- If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.</li> </ul>		

Thaumaturgy		
3	Speaking in Tongues	
7+	18" Universal	Last 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>		

Thaumaturgy		
4	Cleansing Fire	
5+ [8+]	Caster [18"] [Augment], Focused	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>		

Thaumaturgy		
5	Wrath of God	
12+	96" Ground	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>		

Thaumaturgy		
6	Trial of Faith	
7+ [10+]	12" [18"] Hex, Missile, Damage, Focused, Direct	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  
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THE IX AGE  
FANTASY BATTLES

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