




	<b>Thaumaturgy</b>
1	Hand of Heaven
5+ [8+]	24" Hex, Missile, Damage
	Last one Turn
<p>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</p>	

	<b>Thaumaturgy</b>
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>	

	<b>Thaumaturgy</b>
3	Speaking in Tongues
5+	24" Hex
	Last one Turn
<p>The target must take a Discipline Test:</p> <ul style="list-style-type: none"> <li>• If the test is passed, the target gains Fearless.</li> <li>• If the test is failed, the target becomes Shaken.</li> </ul>	

	<b>Thaumaturgy</b>
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>	

	<b>Thaumaturgy</b>
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:</p> <ul style="list-style-type: none"> <li>• If 1-3 is rolled, nothing happens.</li> <li>• 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.</li> </ul>	

	<b>Thaumaturgy</b>
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  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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