

Thaumaturgy		
1	Hand of Heaven	
5+ [8+]	Hex Missile Damage Range 24"	One Turn
<p>The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.</p> <p>Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits</p>		

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

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

Thaumaturgy		
4	Cleansing Fire	
5+ [8+]	[Augment] Focused Range 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.)</p> <p>[This spell may only target Characters, Champions, and single model units.]</p>		

Thaumaturgy		
5	Wrath of God	
12+	Ground Range 96"	Permanent
<p>Place a counter on the target point.</p> <p>At the end of each subsequent Magic Phase roll a D6:</p> <ul style="list-style-type: none"> • If 1-3 is rolled, nothing happens. • If 4-6 is rolled, each unit within 2D6" suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. <p>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).</p> <p>The spell then ends.</p>		

Thaumaturgy		
6	Trial of Faith	
7+ [10+]	Hex Missile Damage Focused Direct Range 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>		

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