

Thaumaturgy	
1	Hand of Heaven
5+ [9+]	24" Hex, Missile, Instant Damage
The target suffers D6 [D6+1] hits with Strength D6[D6+1].	

Thaumaturgy	
2	Cleansing Fire
6+ [10+]	Caster [24"] [Augment], Last one Focused Turn
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.]	

Thaumaturgy	
3	Trial of Faith
7+ [11+]	12" [24"] Hex, Damage, Instant Focused, Direct
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.	

Thaumaturgy	
4	Speaking in Tongues
8+	24" Hex Last one Turn
The target cannot benefit from Inspiring Presence.	

Thaumaturgy	
5	Smite the Unbeliever
11+	24" Hex Last one Turn
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.	

Thaumaturgy	
6	Wrath of God
13+	96" Ground Permanent
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

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES