

<b>Taumaturgia</b>	<b>Taumaturgia</b>	<b>Taumaturgia</b>	<b>Taumaturgia</b>
1 Mano del cielo	2 Fiamme purificatrici	3 Prova di fede	4 Lingua ignota
24" 5+ [9+] Hex, Missile, Immediato Danno	Caster [24"] 6+ [10+] Aumentare, Ultimo giro focalizzata	12" [24"] 7+ [11+] Hex, Danno, Immediato focalizzata, Diretto	24" 8+ Hex Ultimo giro
The target suffers  D6 [D6+1] hits with Strength D6[D6+1].	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.]	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.	The target cannot benefit from Inspiring Presence.

<b>Taumaturgia</b>	<b>Taumaturgia</b>
5 Punire i miscredenti	6 Ira di dio
11+ 24" Ultimo giro Hex	13+ 96" Permanente Terra
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.	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