

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

Thaumaturgy		
2	Cleansing Fire	
6+ [10+]	[Augment] Focused Range Caster [24"]	One Turn
<p>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.]</p>		

Thaumaturgy		
3	Trial of Faith	
7+ [11+]	Hex Damage Focused Direct Range 12" [24"]	Instant
<p>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.</p>		

Thaumaturgy		
4	Speaking in Tongues	
8+	Hex Range 24"	One Turn
<p>The target cannot benefit from Inspiring Presence.</p>		

Thaumaturgy		
5	Smite the Unbeliever	
11+	Hex Range 24"	One Turn
<p>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.</p>		

Thaumaturgy		
6	Wrath of God	
13+	Ground Range 96"	Permanent
<p>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.</p>		

WIZARD KING SPELL
CROWN OF THE



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