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| Taumaturgia | Taumaturgia | Taumaturgia | Taumaturgia |
| 1 Mano del cielo | 2 Fiamme purificatrici | 3 Prova di fede | 4 Lingua ignota |
| 5+ [9+] Hex Missile Damage Gamma 24" Instant | [Augment] 6+ [10+] Focused Gamma Caster [24"] One Turn | 7+ [11+] Hex Damage Focused Direct Gamma 12" [24"] Instant | 8+ Hex Gamma 24" One Turn |
| 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. |

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| 5 Punire i miscredenti | 6 Ira di dio |
| 11+ Hex Gamma 24" One Turn | 13+ Ground Gamma 96" Permanent |
| 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



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