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|  | thaumaturgy |
| 1 | Smite the Unbeliever |
| 7 | Hex Missile Damage Replicable Range 24" One Turn |
| <p>The target suffers D6 hits with Str 5, AP 2, and Magical Attacks.</p> <ul style="list-style-type: none"> ☒: These hits are instead resolved with Str 7, AP 2, and Magical Attacks. x: These hits are instead resolved with Str 3, AP 2, and Magical Attacks. | |

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|  | thaumaturgy |
| 2 | Light of Faith |
| 7 | Hex Range 24" One Turn |
| <p>The target counts as having one fewer Proper Ranks when Engaged.</p> <ul style="list-style-type: none"> ☒: Two fewer Proper Ranks instead x: Spell has no effect | |

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|  | thaumaturgy |
| 3 | Weight of Judgement |
| 8 | Hex Range 24" One Turn |
| <p>The target suffers +0 -2 Agi to a minimum of 1.</p> <ul style="list-style-type: none"> ☒: \newrule{\minus}{3} Agi instead x: \newrule{\minus}{1} Agi instead | |

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|  | thaumaturgy |
| 4 | Holy Affliction |
| 10 | Hex Range 24" One Turn |
| <p>The target suffers -1 to wound.</p> <ul style="list-style-type: none"> ☒: The target suffers -1 AP. x: The target gains +1 AP. | |

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|  | thaumaturgy |
| 5 | Wrath of God |
| 10 | Ground Range 48" One Turn |
| <p>Place a marker on the target point. You must roll for Divine Intervention at the start of each subsequent Magic Phase.</p> <ul style="list-style-type: none"> ☒: Each unit within 2D6" of the centre of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker. x: The opponent may move the marker up to 3" in any direction. | |

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|  | thaumaturgy |
| 6 | Rain of Fire |
| 11 | Damage Universal Range 24" One Turn |
| <p>The target suffers D3+1 hits. All other units within 3" of the target suffer 1 hit.</p> <p>All hits are resolved with Str 9, AP 4, Flaming Attacks, Magical Attacks.</p> <ul style="list-style-type: none"> ☒: Increase the number of hits each unit suffers by 1. x: Decrease the number of hits each unit suffers by 1. | |

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES

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