Plague Wind (daemons Of Nurgle)

CV	*Type*	*Duration*
7+	Range 12"	Inst.

Effect

Remains in play. Place a small (3") blast template so that its central hole is within 12" of the caster. Whilst in play, the template is treated as dangerous terrain. The template moves D6" in a random direction during every Start of Turn sub-phase. Any unit (friend or foe, but not including Daemons of Nurgle) the moving template touches or moves over suffers a -1 modifier to its Toughness characteristic for the remainder of the turn.

Cacophonic Hymn (daemons Of Slaanesh)

CV	*Type*	*Duration*
10+	Range 12"	Inst.

Effect

Remains in play. If this spell is cast, the effects of any enchantment spell previously cast on the target unit immediately expire. In addition, whilst this spell is in play, the target unit becomes subject to the Stupidity special rule.

Pink Fire (Daemons Of Tzeentch)

CV	*Type*	*Duration*
8+	Range 18"	Inst.

Effect

The target enemy unit suffers D3+3 Strength 3 hits, each with an AP of - and with the Flaming Attacks special rule.

Gift Of Mutation (Daemons Of Tzeentch)

CV	*Type*	*Duration*
8+/12+	Range 12"	Inst.

Effect

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

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If this spell is cast with a casting result of 8 or more, the target enemy unit suffers a -D3 modifier to one of the following characteristics (to a minimum of 1, chosen by the casting player). If this spell is cast with a casting result of 12 or more, the target enemy unit suffers a -D3 modifier to two of the following characteristics (to a minimum of 1, chosen by the casting player). This spell lasts until your next Start of Turn sub-phase:

- Weapon Skill
- Strength
- Toughness