Big Smartz (signature Spell)

CV	*Type*	*Duration*
8+	Range self	Remains in Play

Effect

Remains in play. Whilst this spell is in play, friendly units within the Command range of this model may re-roll any failed Stupidity tests. Additionally, if a friendly unit within the Command range of this model when this spell is cast failed its Stupidity test during the Start of Turn sub-phase of the same turn, it may immediately make this test again.

1. Apprentice Spell

Acidic Bile

CV	*Type*	*Duration*
8+	Proiettile Range 18"	Istantaneo

Effect

Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit.
Once placed, the template will scatter D3+1". Any enemy model whose base lies underneath the template's final position risks being hit (as described on page 95 of the Warhammer: the Old World rulebook) and suffering a Strength 3 hit with an AP of -2.

2. Adept Spell

Troll Brainz

CV	*Type*	*Duration*
9+	Range 15"	Remains in Play

Effect

Remains in Play. Whilst this spell is in play, the target enemy unit becomes subject to the Stupidity special rule and reduces their Leadership characteristic by 1.

3. Adept Spell

Ravenous Recourse

CV	*Type*	*Duration*
8+	Range self	Remains in Play

Effect

Until the end of this turn, all friendly units that have the Stupidity special rule and are within 12" of the caster gain a +2 modifier to their Movement characteristic.

4. Adept Spell

Foetid Whirlpool

CV	*Type*	*Duration*
9+	Range 18"	Remains in Play

Effect

Remains in Play. Place a small (3") blast template so that its central hole is within 18" 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 enemy unit the moving template touches or moves over suffers D3+3 Strength 4 hits, each with an AP of -2.

5. Master Spell

Torrent Of Filth

CV	*Type*	*Duration*
8+	Range Combat	Istantaneo

Effect

Place a flame template so that the narrow end touches the caster's base edge and the broad end is over a unit they are engaged in combat with. Any model (friend or foe) whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -2.

6. Master Spell

Rapid Regeneration

CV	*Type*	*Duration*
9+	Range 12"	Un Turno

Effect

Until the end of your next Start of Turn sub-phase, the target friendly unit gains the Flammable and Regeneration (5+) special rules.

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL

THE IX AGE
FANTASY BATTLES



CROWN OF THE
WIZARD KING SPELL