

Demicus, the Great Wizard

Cost to Hire:	2 Weirdstone
Rating:	85

Demicus was once a well-respected leader of a great wizards' college. He began experimenting with Weirdstone, and it tainted his soul. While the Weirdstone taint made Demicus grow in size and strength, it drove him to madness. He now travels the world in search of Weirdstone, and will join any party, no matter their motives, if it means he has access to Weirdstone. Weirdstone sustains his corrupted being, and without it, he would surely die.

Special Rules

Wizard – use Lesser Rituals. Demicus knows all six spells.

Wanderer – Demicus will leave the party following the skirmish, and cannot be looked for again until another skirmish has been fought.

Skills

Sorcery

Fearsome

Special Equipment

This equipment is unique to Demicus and cannot be used by any other model.

Demicus' Staff

Range	Strength
Close combat	As user

Special Rules

Demicus can wield the staff as either a club and buckler, or as a club, freeing up his other hand if he casts Flaming Sword.

Equipment

Demicus' Staff

Warrior Profile

Demicus, the Great Wizard

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	2	3	1	8

Lesser Rituals

1. Supernatural Fire
2. Magical Flight
3. Dread
4. Silver Arrows
5. Luck
6. Flaming Sword

Supernatural Fire – Difficulty 7

Range 18". Cast on a single enemy model. The model takes one S4 hit with the Flaming Attacks special rule.

Magical Flight – Difficulty 7

The caster may immediately make a 12" move anywhere, including into base contact with an enemy, and will count charging.

Dread – Difficulty 7

Range 12". Cast on a single enemy model. The model must take a Fear test. Cannot be cast on a model that is Immune to Fear.

Silver Arrows – Difficulty 7

Range 24". The caster may fire D6+2 S3 arrows against a single enemy model using their BS, but with no penalties.

Luck – Difficulty 6

The caster may re-roll all dice rolls they make until the beginning of their next turn.

Flaming Sword – Difficulty 8

The caster is armed with a Sword that grants +1 A, +2 S, and +2 WS, but cannot Parry. Take a Ld test at the beginning of each of the caster's turns. If failed, the sword disappears.