

| Lore of Troll Magic | | |
|---|------------------------------|-----------------|
| 0 | Big Smartz (signature Spell) | |
| 8+ | self | Bleibt im Spiel |
| <p>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.</p> | | |

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|---|----------------|----------|
| 1 | Acidic Bile | |
| 8+ | 18" Missile | Sofortig |
| <p>Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit.</p> <p>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.</p> | | |

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|---|--------------|-----------------|
| 2 | Troll Brainz | |
| 9+ | 15" | Bleibt im Spiel |
| <p>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.</p> | | |

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|--|-------------------|-----------------|
| 3 | Ravenous Recourse | |
| 8+ | self | Bleibt im Spiel |
| <p>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.</p> | | |

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| 4 | Foetid Whirlpool | |
| 9+ | 18" | Bleibt im Spiel |
| <p>Remains in Play. Place a small (3") blast template so that its central hole is within 18" of the caster.</p> <p>Whilst in play, the template is treated as dangerous terrain.</p> <p>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.</p> | | |

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|---|------------------|----------|
| 5 | Torrent Of Filth | |
| 8+ | Combat | Sofortig |
| <p>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.</p> | | |

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|--|--------------------|-------------|
| 6 | Rapid Regeneration | |
| 9+ | 12" | Letzter Zug |
| <p>Until the end of your next Start of Turn sub-phase, the target friendly unit gains the Flammable and Regeneration (5+) special rules.</p> | | |

WIZARD KING SPELL
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FANTASY BATTLES

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