

## Lore of Troll Magic

0 Big Smartz (signature Spell)

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8+ 

- Gamma self

 Remains in Play

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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.

## Lore of Troll Magic

1 Acidic Bile

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8+ 

- Missile
- Gamma 18"

 Instant

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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.

## Lore of Troll Magic

2 Troll Brainz

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9+ 

- Gamma 15"

 Remains in Play

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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.

## Lore of Troll Magic

3 Ravenous Recourse

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8+      • Gamma self      Remains in Play

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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.

## Lore of Troll Magic

4 Foetid Whirlpool

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9+      • Gamma 18"      Remains in Play

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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.

## Lore of Troll Magic

5 Torrent Of Filth

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8+

- Gamma Combat

Instant

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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.

## Lore of Troll Magic

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Rapid Regeneration

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9+

- Gamma 12"

One Turn

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

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

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