

<b>Lore of Troll Magic</b>		
0	Big Smartz (signature Spell)	
8+	Gamma self	Remains in Play
<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>		

<b>Lore of Troll Magic</b>		
1	Acidic Bile	
8+	Missile Gamma 18"	Instant
<p>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.</p>		

<b>Lore of Troll Magic</b>		
2	Troll Brainz	
9+	Gamma 15"	Remains in Play
<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>		

<b>Lore of Troll Magic</b>		
3	Ravenous Recourse	
8+	Gamma self	Remains in Play
<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>		

<b>Lore of Troll Magic</b>		
4	Foetid Whirlpool	
9+	Gamma 18"	Remains in Play
<p>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.</p>		

<b>Lore of Troll Magic</b>		
5	Torrent Of Filth	
8+	Gamma Combat	Instant
<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>		

<b>Lore of Troll Magic</b>		
6	Rapid Regeneration	
9+	Gamma 12"	One Turn
<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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