

Hereditary Spell Unyielding Ursun <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range</td><td>Inst.</td></tr></table> Effect The Priest and his unit is Stubborn until the start of the next friendly magic phase.	CV	Type	Duration	3+	Range	Inst.	Hereditary Spell Winter's Sleep <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range</td><td>Inst.</td></tr></table> Effect All enemy units in base contact with the Priest suffer -1 to their WS and I, and an additional -1 for each turn that this spell lasts (Minimum of 1). Remains in Play.	CV	Type	Duration	3+	Range	Inst.	Hereditary Spell Ursine Strength <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>3+</td><td>Range</td><td>Inst.</td></tr></table> Effect The Priest and his unit may re-roll failed rolls To Wound in close combat until the start of the next friendly magic phase.	CV	Type	Duration	3+	Range	Inst.	Hereditary Spell Form of the Frostfiend <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+</td><td>Range</td><td>Inst.</td></tr></table> Effect Remains in play. May be cast on the wizard herself as long as she is on foot. While active, she gains Fly and Terror, +2 S, +2 T and +3 A. The effects of all magic items are ignored for the duration of this spell, as they are transmogrified along with the caster. While in this form, she follows all the rules for Monstrous Beasts.	CV	Type	Duration	6+	Range	Inst.
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Hereditary Spell Freezing Blast <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+</td><td>Range 24"</td><td>Inst.</td></tr></table> Effect Until the start of the caster’s next turn, the target counts as moving through Dangerous Terrain, regardless of they move or not. If the unit is standing in a water feature at the time, they are frozen solid and cannot move for the rest of the game unless they have – or are attacked by – Flaming Attacks.	CV	Type	Duration	7+	Range 24"	Inst.	Hereditary Spell Ice Armour <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 12"/12"</td><td>Inst.</td></tr></table> Effect The unit adds +2 to their armour saves until the beginning of the next caster’s Magic phase. However, it has no effect against Flaming Attacks. Boosted version affects all friendly units within range.	CV	Type	Duration	6+/12+	Range 12"/12"	Inst.	Hereditary Spell Invocation of the Ice Storm <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>15+</td><td>Range 24"</td><td>Inst.</td></tr></table> Effect	CV	Type	Duration	15+	Range 24"	Inst.	Hereditary Spell Gift of the Winter Wind <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>13+/16+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect The targeted unit must pass a LD test using 3D6 and using the two highest dice. If failed, each model in the unit must take a S test or be removed as a casualty, with no saves allowed.	CV	Type	Duration	13+/16+	Range 18"/36"	Inst.
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7+	Range 24"	Inst.																									
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Hereditary Spell Midwinter's Kiss <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+</td><td>Range</td><td>Inst.</td></tr></table> Effect Place the Flame template with the point touching the base of the caster. Models touched by the template takes a S 5 hit which Ignores Armour saves. The spell can be cast in close combat as well, in which case it causes 2D6 hits.	CV	Type	Duration	10+	Range	Inst.	Hereditary Spell Numbing Cold <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect If a spell from the Lore of Ice is successfully cast on an enemy unit, that unit suffers -1 to their WS and BS until the start of the casters next Magic phase.	CV	Type	Duration	-	Range	Inst.	Hereditary Spell Shardstorm <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/12+</td><td>Range 24"/36"</td><td>Inst.</td></tr></table> Effect Causes 2D6 S 3/4 hits.	CV	Type	Duration	7+/12+	Range 24"/36"	Inst.	Hereditary Spell Curse <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> Effect If a spell from the Lore of the Hags is successfully cast on an enemy unit, that unit must re-roll 6's when rolling to Hit until the start of the casters next Magic phase.	CV	Type	Duration	-	Range	Inst.
CV	Type	Duration																									
10+	Range	Inst.																									
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Hereditary Spell Curse of Misfortune <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+/18+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> Effect The target fails all Dangerous Terrain tests on a 1-2 instead of just 1, suffer -1 to Hit in close combat and with missile weapons, and in the case of Characters, no unit may use their LD.	CV	Type	Duration	9+/18+	Range 18"/36"	Inst.	Hereditary Spell Fortune Told <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+</td><td>Range</td><td>Inst.</td></tr></table> Effect May be cast on the wizard herself. Until the start of the caster's next magic phase, all models in the same unit as the Hag may re-roll failed rolls To Hit in close combat and with missile weapons and gain Ward save (6+).	CV	Type	Duration	5+	Range	Inst.	Hereditary Spell Form of the Ancient Widow The caster nominates a point on the battlefield. Roll an Artillery dice and double the result - this is the distance in inches (measured from the nominated point) that the Ice Storm affects. If a Misfire is rolled, it affects the entire battlefield. Until the start of the caster's next magic phase, all units caught in the Ice Storm suffer -2 to hit with missile weapons, and units that do not fire using BS can only fire by rolling a 4+ on a D6. In addition, all units inside the radius of the Ice Storm suffer 2D6 S 2 hits. Remains in play. May be cast on the wizard herself. While active, she gains Terror and Armour Piercing (1), +3 S, +2 T and +3 A. The effects of all magic items are ignored for the duration of this spell. While in this form, she follows all the rules for Monstrous Beasts.	Hereditary Spell Summon Spirits <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/13+</td><td>Range 24"/36"</td><td>Inst.</td></tr></table> Effect Causes 3D6 Strength 2/3 Armour Piercing (1) hits.	CV	Type	Duration	7+/13+	Range 24"/36"	Inst.						
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9+/18+	Range 18"/36"	Inst.																									
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<i>Hereditary Spell</i>			<i>Hereditary Spell</i>			<i>Hereditary Spell</i>		
Cursed Pledge			Curse of Sickness			Hag's Curse		
<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>	<i>CV</i>	<i>Type</i>	<i>Duration</i>
9+/12+	Range 24"/48"	Inst.	11+/14+	Range 18"/18"	Inst.	12+/15+	Range 18"/36"	Inst.
<i>Effect</i>			<i>Effect</i>			<i>Effect</i>		
You may force the unit to do one of the following; make a normal move (including marching and reforming), or shoot with their missile weapons at a friendly target. If the unit refuses do to either of these things, each model in it suffers a S 4 hit.			Place the small/large template anywhere within range – it scatters D6"/2D6". Models touched by the template must take a T test or suffer one wound, which Ignores Armour saves.					

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