*Hereditary Spell*

## Numbing Cold

| *CV* | *Type* | *Duration* |
|---|---|---|
| - | Range | Inst. |

*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.

*Hereditary Spell*

## Hag's Curse

| *CV* | *Type* | *Duration* |
|---|---|---|
| 12+/15+ | Range 18"/36" | Inst. |

*Effect*

Remains in play. The first turn this spell is active, the target unit suffer -1 to their WS, BS and I, the second they suffer –1 to their S and T, the third -2 to their M and LD. On the fourth turn, they may not attack or move voluntarily for the rest of the game. Each effect is permanent even after the spell has been dispelled, and any further times the spell is cast it starts off where it was when dispelled.

*Hereditary Spell*

## Curse of Sickness

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11+/14+ | Range 18"/18" | Inst. |

*Effect*

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.

*Hereditary Spell*

## Cursed Pledge

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+/12+ | Range 24"/48" | Inst. |

*Effect*

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.

*Hereditary Spell*

## Summon Spirits

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+/13+ | Range 24"/36" | Inst. |

*Effect*

Causes 3D6 Strength 2/3 Armour Piercing (1) hits.

*Hereditary Spell*

## Form of the Ancient Widow

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+ | Range | Inst. |

*Effect*

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*

## Fortune Told

| *CV* | *Type* | *Duration* |
|---|---|---|
| 5+ | Range | Inst. |

*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+).

*Hereditary Spell*

## Curse of Misfortune

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+/18+ | Range 18"/36" | Inst. |

*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.

*Hereditary Spell*

## Curse

| *CV* | *Type* | *Duration* |
|---|---|---|
| - | Range | Inst. |

*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.

*Hereditary Spell*

## Shardstorm

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+/12+ | Range 24"/36" | Inst. |

*Effect*

Causes 2D6 S 3/4 hits.

*Hereditary Spell*

## Unyielding Ursun

| *CV* | *Type* | *Duration* |
|---|---|---|
| 3+ | Range | Inst. |

*Effect*

The Priest and his unit is Stubborn until the start of the next friendly magic phase.

*Hereditary Spell*

## Midwinter's Kiss

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10+ | Range | Inst. |

*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.

*Hereditary Spell*

## Gift of the Winter Wind

| *CV* | *Type* | *Duration* |
|---|---|---|
| 13+/16+ | Range 18"/36" | Inst. |

*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.

*Hereditary Spell*

## Invocation of the Ice Storm

| *CV* | *Type* | *Duration* |
|---|---|---|
| 15+ | Range 24" | Inst. |

*Effect*

*Hereditary Spell*

## Ice Armour

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+/12+ | Range 12"/12" | Inst. |

*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.

*Hereditary Spell*

## Freezing Blast

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+ | Range 24" | Inst. |

*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.

*Hereditary Spell*

## Form of the Frostfiend

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+ | Range | Inst. |

*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.

*Hereditary Spell*

## Ursine Strength

| *CV* | *Type* | *Duration* |
|---|---|---|
| 3+ | Range | Inst. |

*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.

*Hereditary Spell*

## Winter's Sleep

| *CV* | *Type* | *Duration* |
|---|---|---|
| 3+ | Range | Inst. |

*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.

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.


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