

## FROSTBEAM

Cast On 6+

*A needle-thin ray of blue light erupts from the Wizard's pointed index finger and chills the unfortunate victims to death.*

This spell is a magic missile with a range of 18" that causes 2D6 armour-piercing hits with a Strength of 2.

## ICE ARMOUR

Cast On 7+

*The Wizard and his allies are instantly covered by a translucent layer of luminous ice that moulds around their bodies and protects them from the blows of the enemy.*

This spell can be cast on a single friendly unit within 12" of the Wizard, including units engaged in combat. The unit gets +3 Toughness until the beginning of the next caster's Magic phase. If the unit is hit by a Flaming Attack while Ice Armour is in effect, the spell will still work against this attack, but will then immediately be dispelled.

## COLD BREATH

Cast On 7+

*A white cloud of freezing-cold air emerges from the Wizard's lungs and envelopes the enemy.*

The wizard can immediately make a Breath Weapon attack. All models hit by the template suffer a Strength 1 hit with a -3 armour save modifier.

## PIERCING ICICLE

Cast On 7+

*A sharp icicle of crystal-clear ice forms out of the moisture in front of the Wizard and then is propelled at uncanny speed against the unfortunate enemies, skewering several in turn.*

This is a magic missile with a range of 24" that inflicts a single Strength 5 hit on the target unit that multiplies each unsaved wound into D3 wounds. If the model is slain, the icicle then goes through the ranks of the unit in the same way as a shot from a bolt thrower, losing one point of Strength for every model slain.

## BLIZZARD

Cast On 8+

*The Wizard summons a small but very powerful storm, which lowers the temperature in the affected area to the point of freezing the enemies' blood in their veins.*

Place the large round template over an enemy unit within 36" that can be seen by the caster, then roll the scatter dice and, if an arrow is rolled, move the template 2D6 inches in the direction indicated by the arrow. Any model hit by the template takes a Strength 3 armour piercing hit.

## GIFT OF THE WINTER WIND

Cast On 12+

*With a whisper, the dread spirit of the Winter Wind lures the wizard's enemies to fall into a deep slumber, one that is impossible to awake from.*

This spell can be cast on a single enemy unit within 18", including units engaged in combat. Every model in the unit must pass a Toughness test or be removed as a casualty, with no save of any kind allowed.

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