

Yelenalka Mishkadoch Rybkin: Special Rules

Channeling: You need access to Ice Magic to cast your spells. In Kislev, this is never a problem because even in summer, the leylines are flooded with chill power, and your spells can be cast normally. The same applies when you are surrounded by freezing conditions (harsh winters, tundra, ice houses, etc.). However, in other situations, all spells first need a Channeling Test (which requires a Use a Skill half action) to draw the Ice Magic to you. This Channeling Test does not provide a bonus to your Casting Roll (nor will any other); instead, it simply allows you to cast a spell. If your Channeling Test fails, you cannot cast a spell this round.

Ingredients: You use ingredients as normal. However, when surrounded by freezing conditions (e.g. the depths of winter, near a glacier, in a snowstorm), you fill with power, and all spells count as if an ingredient has been used in the casting. If an ingredient is used on top of this, it provides no further bonus.

Automatic Failure: Like other spellcasters, rolling all ones on your Casting Roll results in automatic spell failure. However, when in Kislev (including the Troll Country), instead of gaining a potential Insanity Point, you must roll on the Glacial Surge table as the powerful magic moves beyond your control. Outside Kislev, you gain an Insanity Point as normal and do not roll on this table.

Glacial Surge: In Kislev, you channel magic already "cleansed" by the Ancient Widow's cold heart, so you are less susceptible to Tzeentch's Curse; however, Ice Magic is a harsh mistress, and sometimes the flows are too strong for you to control.

When in Kislev (including the Troll Country), if you roll doubles, triples, or quadruples on your Casting Roll, or when you roll all ones, a huge flood of Ice Magic rises, and you must roll on the Glacial surge table to determine what happens. Unless the table says otherwise, spells are still cast successfully if the Casting Number was achieved.

Outside Kislev, you use the Tzeentch's Curse rules as normal. The effects of Glacial Surge always cause damage, even if a target is normally immune to cold attacks.

01-15 Chilled: Freezing magic stabs through you, stunning you for 1 round.

16-30 Slippery: The cold flow is too strong to channel effectively. Your spell takes twice as long to cast. You must take this time even if you failed to cast the spell.

31-45 Flood: Uncontrolled Ice Magic floods from you. The surrounding area suffers from the permafrost spell (page 120) for the next 1d5 days.

46-60 Uncontrolled: Bitter cold overwhelms you. You take 1d10 damage that ignores armour and Toughness Bonus. Your spell fails.

61-80 Ice Storm: A torrent of Ice Magic gushes upwards. Everyone within 24 yards (including you) suffers the effects of hailstorm (page 120) for 1d10 rounds.

81-90 Frozen: The cold flows threaten to freeze you. You suffer from the effects of Ice Maiden's Kiss (page 120), and your spell fails.

91-99 Tzeentch Comes: The uncontrolled Ice Magic pierces through to the Aethyr. You suffer from Tzeentch's Curse as normal.

00 Frostfiend: A great spirit manifest from the uncontrolled Ice Magic. A Frostfiend (page 136 of the Realm of the Ice Queen book) appears within 6 yards of you and attacks.

Variable Flows: The flows of Ice Magic vary in strength. By Kislev's sites of power, along her leylines, and in the depths of winter, Ice Magic is very strong. But in warmer climes, it is far weaker and wanes the closer to the equator and the further from Kislev one travels. This variation is determined by the GM and uses the same modifiers as Variable Winds.

From WFRP, page 145: GMs can reflect these variable winds in two ways. First, the GM can give a bonus or penalty to each d10 used for a casting Roll (+t-1, +l-2, etc.). second, the GM can provide extra d10s to roll, or take them away. Spellcasters can detect such areas with a successful Magical Sense Test

Spells:

Glowing Light

Casting Number: 3

Spell list Petty Magic (Ice)

Casting Time: Half action

ingredient: A drop of lamp oil (+1)

Description: you can cause any item in your grasp to glow with the light of a lantern for one hour or until you let it go.

Protection from Rain

Casting Number: 3

Spell list: Petty Magic (Ice)

Casting Time: Full action

Ingredient: A freshly picked leaf (+1)

Description: This spell protects you from the rain and other types of precipitation. Even in the heaviest downpour, you and your belongings remain perfectly dry. The spell lasts for 1 hour, though you may dismiss it any before that at your option'

Move

Casting Number: 4

Spell list: Lesser Magic

Casting Time: Half action

Range: You

Ingredient: A small fan (+1)

Description: You use magical force to move and manipulate light objects. You can move any unsecured light item (Encumbrance of 10 or less) up to 12 yards (6 squares). You can also open or close any unlocked door or knock over items with an Encumbrance of 50 or less if they are within 24 yards (12 squares) of you.

Drop

Casting Number: 4

Spell list: Petty Magic (Ice)

Casting Time: Half action

Ingredient: A dab of butter (+1)

Description: you compel a target character within 24 yards (12 squares) to drop whatever he is holding. The subject of this spell can resist it with a successful Will Power Test.

Chill

Casting Number: 6

Spell list Petty Magic (Ice)

Casting Time: Full action

Duration: 1 day

Range: Touch

Ingredient: An ice ball (+1)

Description: Your touch leaves a gleaming frost behind. Use the small template. The air within the template drops to freezing for the duration'

Magic Dart

Casting Number: 6

Spell list: Petty Magic (Ice)

Casting Time: Half action

Ingredient: A small dart (+1)

Description. you throw a dart of magical force at an opponent within 16 yards (B squares). Although small, the magic dart strikes with considerable force. A magic dart is a magic missile with Damage 3.

Shock

Casting Number: 6

Spell list: Petty Magic (Ice)

Casting Time: Half action

Ingredient: A small pin (+1)

Description: Your touch stuns one opponent for a number of rounds equal to your Magic Characteristic unless a successful Will Power Test is made. Shock is a touch spell.

Winter Walk

Casting Number: 7

Spell list Petty Magic (Ice)

Casting Time: Full action

Duration: t hour

Range: You

Ingredient: A snow shoe (+1)

Description: You demand the winter spirits grant you passage. You take no penalties to movement from blizzards, snow drifts, icy surfaces, and similar.

Silence

Casting Number: 10

Spell list: Lesser Magic

Casting Time: Half action

Range: You

Ingredient: A gag (+1)

Description: You magically silence one character within 24 yards (12 squares) of you. The target can resist the spell with a successful Will Power Test. Otherwise, he cannot talk or even grunt for a number of rounds equal to your Magic Characteristic.

Skywalk

Casting Number: 11

Spell list: Lesser Magic

Casting Time: Full action

Range: You

Ingredient: An eagle's feather (+2)

Description: You briefly walk on air, moving up to triple your Movement Characteristic and then returning to the ground. You can reach a height of up to 6 yards, allowing you to easily walk over ground obstacles. Skywalk is in effect while casting.

Chill Voice

Casting Number: 9

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Half action

Duration: 1 minute (6 rounds)/ Magic point

Range: Caster

Ingredient: A tongue carved of ice (+1)

Description: You speak with the pitiless chill of the Khan-Queens of old. Gain a +10 bonus on all Command, Haggle, Intimidate, and Torture Tests, but take a -10 penalty to all Blather and Charm Tests.

Ice Sheet

Casting Number: 12

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Half action

Duration: 1 minute (6 rounds)/ Magic point

Range: 24yards (12 inches)

Ingredient: One-foot-square sheet of ice (+2)

Description: You glaze an area with a thin layer of slippery ice. Use the large template. Those in the area must succeed on a Challenging (-10) Agility Test every time they attempt an action involvtnng movement, ortheyslip and fall, taking 1d10 damage, and lose the restof theirturn. A success means the character can act normally but at half movement.

Wall of Ice

Casting Number: 12

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Full action

Duration: 1 minute (6 rounds)/ Magic point

Range: 12yards (6 inches)

Ingredient: One-foot-square sheet of ice (+2)

Description: You form a wall of snowy ice from the ground. You may create a straight wall up to 10 yards long and 6 yards high, all of which must be within the spell's range and may not pass through an area emanating anywarmth (liMng bodies, fire, and similar, as dictated bythe GM). The wall blocks line of sight and has TB 5 and 10 Wounds per point of your Magic Characteristic. Fire deals double damage to the wall.

Hailstorm

Casting Number: 14

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: Half action

Duration: 1 minute (6 rounds)/ Magic point

Range: 18 yards (9 inches)

Ingredient: A hailstone (+2)

Description: You channel Ice Magic upwards, forming large chunks of ice that fallto the ground with horrifying speed. Use the large template. All creatures beneath the template take 1 d10+2 damage each round they remain in the area. Also, they reduce their range of sight to just 4 yards, take a -20 penalty to Ballistic Skill and Agility Tests, and halve their movement. As a full action and with a successful Challenging (-10)Will Power Test, you can move the hailstorm 2 yards per point of your Magic Characteristic.

Shoika's Call

Casting Number: 15

Spell List Witch Lore of Ice, "North Wind"

Casting Time: Full action

Duration: 1 minute (6 rounds) / Magic point

Range: 36 yards (18 inches)

Ingredient: A handful of icicles (+2)

Description. You call out to the Ancient Widow, reminding her of her promises to Khan-Queen Shoika, first Tzarina of Kislev, and cause 20-foot tendrils of ice erupt from the ground. Use the large template. Movement through this area is halved. Any creature in the area must succeed on an Agility Test each round, or the tendrils wrap around it and deal 1d10+4 damage that ignores armour. In addition, the character is considered grappled * to break free, he must win an opposed Strength Test. The tendril counts as having a Strength equal to your Intelligence Characteristic.

Walk the Endless Steppe

Casting Number: 15

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: 2 full actions

Duration: 1 day/ Magic point

Range: Caster

Ingredient: A ball of frozen bear fat (+2)

Description: You lower the temperature of your body. You are immune to exposure caused by freezing conditions and are immune to damage from cold-based attacks.

Permafrost

Casting Number: 20

Spell List: Witch Lore of Ice, "North Wind"

Casting Time: 2 full actions

Duration: 1 day/ Magic point

Range: 48 yards (24 inches)

Ingredient: A frozen chunk of tundra (+2)

Description: You channel mighty flows of cold into the land. A heavy frost immediately crusts over every affected surface, halving all movement for those in or moving through the area. On the round of casting (and that round only), anyone affected also takes 1d10 damage that ignores armour and must succeed on a Strength Test or lose their next half action. After one minute, all water in the area freezes.

Biting Wind

Casting Number: 23

Spell List Witch Lore of Ice, "North Wind"

Casting Time: Full action

Duration: Instant

Range: 36 yards (18 inches)

Ingredient: A white dragon's fang (+3)

Description: You channel mighty flows of magic into a howling gale of cold. Anyone between you and your target is slashed by wind-whipped ice shards dealing 1d10+4 damage. In addition, creatures that lost at least 1 Wound from this spell must pass a Strength Test or fall to the ground, prone. Biting wind is a magic missile.