

# New Orc Spells

## **Blade Hand**

**Spell Level:** First- Waaagh

**Magic Points:** 3

**Range:** Personal

**Duration:** 1D6+2 rounds

**Ingredients:** Dagger

This spell enables the shaman to attack with his hands as if his extremities were forged into a blade. The shaman's attacks are at **S8** for the duration of the spell.

## **Cut 'Em Off**

**Spell Level:** Second- Waaagh

**Magic Points:** 5

**Range:** 10 yards

**Duration:** 1D6+2 rounds

**Ingredients:** Dried hand, foot, or paw of any creature

This spell channels the will of the Orc deity, Zarkan (decapitation, dismemberment and gruesome deaths). While it is in effect, the spell enables all greenskins within range to add +1 **W** to the damage caused by any successful hit (one which causes at least 1 **W** after taking into consideration the target's **T** and armour) to the head or limbs of their opponent. The caster cannot cast any other offensive spell while this spell is in effect.

## **'Ead Attacks**

**Spell Level:** Second- Waaagh

**Magic Points:** 6

**Range:** 10 yards

**Duration:** 1D6+3 rounds

**Ingredients:** Skull of any creature

This spell also channels the power of Zarkan into all Orc and Goblin fighters within range of the shaman. For the duration of the spell, all attacks are directed to the head of opponents, thus overriding the location as determined by reversing the **WS** roll. In addition, the spell effects increase any damage caused by +1 **W**. The caster cannot cast any other offensive spell while this spell is in effect.