



1. *Apprentice Spell*

Evil Eye

CV	Type	Duration
7+	Hex	One Turn
Range 18"		

Effect

The target suffers -1 Cou and loses Devastating Charge and/or First Strike (if it has them). If the target rolls for the number of Impact Hits, this roll is Minimised.

No model or unit can be affected by more than one instance of this spell simultaneously.



2. *Adept Spell*

Soured Luck

CV	Type	Duration
7+	Hex	One Turn
Range 24"		

Effect

Melee Attacks against the target are set to hit on 2+



3. *Adept Spell*

Illusory Paths

CV	Type	Duration
10+	Universal	One Turn
Range 18"		

Effect

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6).
- The target gains Random Movement (3D6).

The target must perform a move in the movement phase if able to.



4. *Adept Spell*

Cauldron's Curse

CV	Type	Duration
9+	Hex	One Turn
Range 24"		

Effect

The target gains Weakness (Ranged Attacks).



5. *Master Spell*

Mists of Invisibility

CV	Type	Duration
11+	Damage Augment	Instant
Range 12"		

Effect

Mark the ground under the center of the target. The target gains Ambush (within 12" of the marked point). Then remove the target from the Battlefield. It automatically passes the roll to return to the Battlefield in your next Player Turn.

*Cannot target Shaken units



6. *Master Spell*

Clouded Sight

CV	Type	Duration
11+	Hex	One Turn
Range 24"		

Effect

The target cannot draw Line of Sight to a target more than 12" from it.

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