



1. *Apprentice Spell*

### Mind Fog

CV	Type	Duration
8	Hex Replicable Range 24	One Turn

*Effect*

Each Range Attack made by the target that fails its to-hit roll is instead allocated towards the attacking model's Health Pool with Automatic Hits.

Each Standard Melee Attack made by the target that results in a to-hit roll of 1 to hit, is instead allocated towards the attacking model's Health Pool with Automatic Hits.



2. *Adept Spell*

### Mirror Image

CV	Type	Duration
5	Range 24	One Turn

*Effect*

The next two hits the target would suffer are ignored. If the target is hit by several simultaneous hits, the owner of the unit chooses which hits to ignore; hits that are multiplied into several hits (e.g. due to Fury or Area Attack) are ignored after multiplication.



3. *Adept Spell*

### Illusory Paths

CV	Type	Duration
10	Universal Range 18	One Turn

*Effect*

Choose which effect to apply when casting the spell:  
itemize  
The target gains Random Movement (#1D6 (2)).  
The target gains Random Movement (#1D6 (3)).  
itemize%



4. *Adept Spell*

### Shrouded Steps

CV	Type	Duration
8	Augment Range 18	One Turn

*Effect*

The target gains Hard Target (1). In addition, it may immediately perform a  $\text{Move}(\#1)$  (6).



5. *Master Spell*

### Clouded Sight

CV	Type	Duration
11	Hex Range 24	One Turn

*Effect*

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



6. *Master Spell*

### Cauldron's Curse

CV	Type	Duration
11	Hex Range 24	One Turn

*Effect*

The target gains Weakness.

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