

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 \textbf{Magical 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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