Stregoneria 1 Raven's Wing	Stregoneria 2 Fascino ingannevole	Stregoneria 3 Effige contorta	Stregoneria 4 La ruota gira
7+ [9+] 18" Immediato	4+ [6+] 24" Ultimo giro	5+ [7+] 36" Ultimo giro	8+ [10+] 24" Ultimo giro
The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other tohit and to-wound modifiers.
Stregoneria	Stregoneria	Stregoneria	
5 Will-o'-the-Wisp 8+ [8+] 18" Ultimo giro	6 Sguardo ammaliante 8+ [12+] 18" Ultimo giro	UN Malocchio 24" universale Ultimo giro	

Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.

The target gains Random Movement (2D6 [3D6])

If this spell targets a friendly unit, the target

gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.

