



1. *Apprentice Spell*

**Evil Eye**

CV	Type	Duration
[color=#0000ff]6[/color]	Hex Replicable	One Turn Range 36"

*Effect*

The target suffers -1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1/-1 Cou and loses **Devastating Charge** and/or.../del>.

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



2. *Adept Spell*

**Soured Luck**

CV	Type	Duration
7	Hex Range 24"	One Turn

*Effect*

Melee Attacks against the target are **set** to hit on at least 3+/span> del>2+ /del>.



3. *Adept Spell*

**Illusory Paths**

CV	Type	Duration
10	Universal Range 18"	One Turn

*Effect*

Choose which effect to apply when casting the spell:  
ul>li>The target gains **Random Movement (2D6)**./li>li>The target gains **Random Movement (3D6)**./li>/ul>



4. *Adept Spell*

**Cauldron's Curse**

CV	Type	Duration
9	Hex Range 24"	One Turn

*Effect*

The target gains **Weakness (Ranged Attacks)**.



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*

**Mists of Invisibility**

CV	Type	Duration
11	Damage Range 12"	One Turn

*Effect*

Mark the ground under the centre of the target. The target gains **Ambush (within 12 of the marked point)** then it is immediatly removed from the Battlefield. It automatically passes the roll to return to the Battlefield in the next friendly Player Turn.

*\*Cannot target Shaken units*

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FANTASY BATTLES

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