CV
[color=#00 ff]6[/color

1. Apprentice Spell

Evil Eye

Type

Duration

One Turn 000 Hex Replicable Range 36"

Effect



2. Adept Spell

Soured Luck

Type

Duration

Hex Range 24" One Turn

Effect

CV

Melee Attacks against the target are **set** to hit on span style="color: #0000ff;">at least 3+/span> del>2+/del>.



CV

10

Effect

3. Adept Spell

Illusory Paths

TypeUniversal

One Turn Range 18"

Duration

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

Duration

9

One Turn

Range 24"

Type

Hex

Effect

The target gains Weakness (Ranged Attacks).



5. Master Spell

Clouded Sight

CV

TypeHex Duration

11

One Turn

Effect

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

Range 24"



6. Master Spell

Mists of Invisibility

CV

Туре

Duration

11

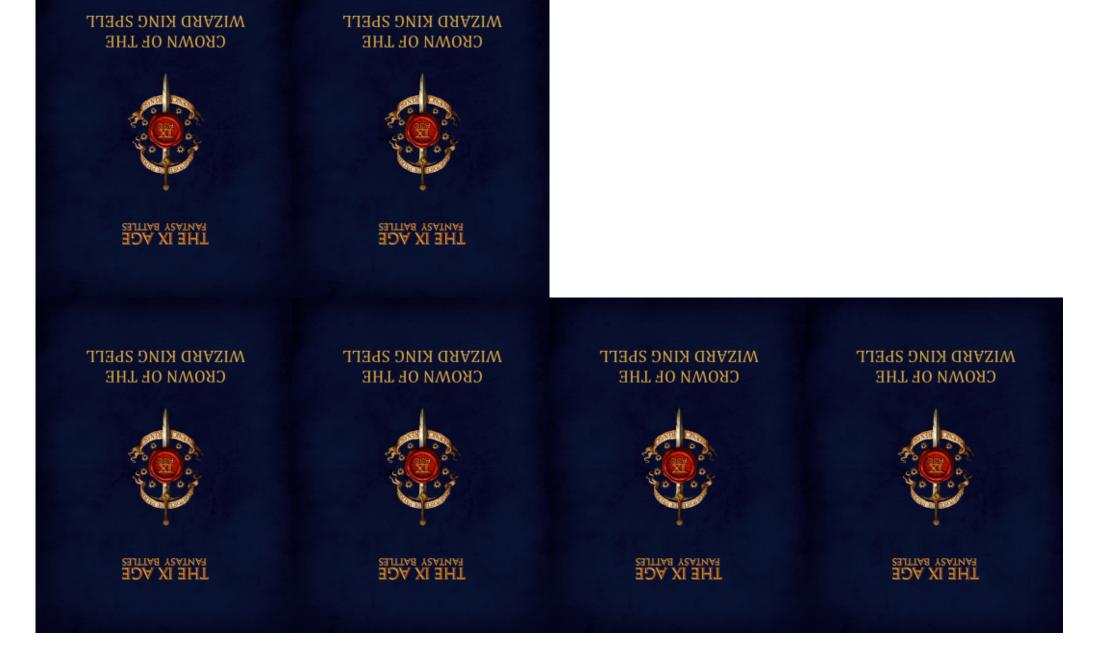
Damage Range 12"

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



The target suffers span style="color: #0000ff;">-1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1/span> del>-1 Cou and loses **Devastating Charge** and/or.../del>.

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