A Company	Sorcellerie		Sorce	llerie		Sorcel	lerie		Sorcel	lerie
1 Evil Eye			2 Soured Luck		3 Illusory Paths			4 Cauldron's Curse		
7+	Hex One T Portée 18"	urn	7+ Hex Portée 24"	One Turn	10+	Universal Portée 18"	One Turn	9+	Hex Portée 24"	One Turn
The target suffers –1 Cou and loses Devastating Charge and/or First Strike (if it has them). If the target rolls for the number of Impact Hits, this roll is Minimised. No model or unit can be affected by more than one instance of this spell simultaneously.		target is Mele	Melee Attacks against the target are set to hit on 2+		Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6"). • The target gains Random Movement (3D6"). The target must perform a move in the movement phase if able to.			The target gains Weakness (Ranged Attacks).		

5 Min	Sorcelle to of Invisibility	erie	Sorcellerie				
5 Mis	ts of Invisibility Damage		6	Clouded Sight			
11+	Augment Portée 12"	Instant	11+	Portée 24"	One Turn		
target gains Amb Then remove automatically pas in	d under the center of bush (within 12" of the e the target from the l ses the roll to return your next Player Tur nnot target Shaken u	e marked point). Battlefield. It to the Battlefield n.	The target cannot draw Line of Sight to a target more than 12" from it.				

