1. Apprentice Spell
Raven's Wing

CV	Type	Duration
[color=#ff0000]7+[/color] [color=#0000ff][9+][/color]	Augment Range 18"	Instant

Effect

2. Adept Spell
Deceptive Glamour

CV	Type	Duration
[color=#ff0000]4+[/color] [color=#0000ff][6+][/color]	Hex Range 24"	One Turn

Effect

3. Adept Spell
Twisted Effigy

CV	Type	Duration
[color=#ff0000]5+[/color] [color=#0000ff][7+][/color]	Hex Range 36"	One Turn

Effect

The target cannot use Shooting Attacks span style="color: #0000ff;">[and suffers a -2 modifier to its casting rolls]/span>.

4. Adept Spell
The Wheel Turns

CV	Type	Duration
[color=#ff0000]8+[/color] [color=#0000ff][10+][/color]	Hex Range 24"	One Turn

Effect

5. Master Spell
Will-o'-the-Wisp

CV	Type	Duration
[color=#ff0000]8+[/color] [color=#0000ff][8+][/color]	Universal Range 18"	One Turn

Effect

6. Master Spell
Bewitching Glare

CV	Type	Duration
[color=#ff0000]8+[/color] [color=#0000ff][12+][/color]	Hex Range 18"	One Turn

Effect

Melee span style="color: #0000ff;">{and Shooting}/span> Attacks against the target must reroll failed to-wound rolls.

Evil Eye

CV	Type	Duration
	Universal Range 24"	One Turn

Effect

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.

The target may perform a span style="color: #ff0000;">8"/span> span style="color: #0000ff;">[12"]/span> 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.

Choose which effect to apply when casting the spell:
• The target gains Random Movement (2D6⬡)
• The target gains Random Movement (3D6⬡)

The target suffers span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Offensive Skill, span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Defensive Skill and span style="color: #ff0000;">-1/span> span style="color: #0000ff;">[-2]/span> Agility.

Melee Attacks made by span style="color: #0000ff;">{and distributed towards}/span> R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by span style="color: #0000ff;">{and allocated against}/span> 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 to-hit and to-wound modifiers.