



### 1. Apprentice Spell

## Raven's Wing

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

*Effect*



### 2. Adept Spell

## Deceptive Glamour

CV	Type	Duration
[color=#ff0000]5+[/color]	Hex Range 24"	One Turn
[color=#0000ff]8+[/color]		

*Effect*



### 3. Adept Spell

## Twisted Effigy

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

*Effect*

The target cannot use Shooting Attacks and suffers a -2 modifier to its casting rolls.



### 4. Adept Spell

## The Wheel Turns

CV	Type	Duration
[color=#ff0000]6+[/color]	Universal Range 18"	One Turn
[color=#0000ff]8+[/color]		

*Effect*

Melee Attacks against the target always span (hit) and wound the target on 4+.



### 5. Master Spell

## Will-o'-the-Wisp

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

*Effect*



### 6. Master Spell

## Bewitching Glare

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

*Effect*

Melee 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.



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WIZARD KING SPELL



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The target may perform a 8 Magical Move and gains Fly and Light Troops until the end of the Player Turn.  
In addition, the target loses Scoring until the start of the next friendly Magic Phase.

The target suffers 1 2 Offensive Skill, 1 2 Defensive Skill and 1 2 Agility.

Choose which effect to apply when casting the spell:

- The target gains Random Movement (2D6)
- The target gains Random Movement (3D6)