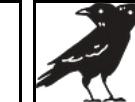


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|  <h3>Brujería</h3> <p>1 Evil Eye 7+ Hex Alcance 18" One Turn</p> |  <h3>Brujería</h3> <p>2 Soured Luck 7+ Hex Alcance 24" One Turn</p> |  <h3>Brujería</h3> <p>3 Illusory Paths 10+ Universal Alcance 18" One Turn</p> |  <h3>Brujería</h3> <p>4 Cauldron's Curse 9+ Hex Alcance 24" One Turn</p> |
| <p>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.</p> <p>No model or unit can be affected by more than one instance of this spell simultaneously.</p> | <p>Melee Attacks against the target are set to hit on 2+</p> | <p>Choose which effect to apply when casting the spell:</p> <ul style="list-style-type: none"> • The target gains Random Movement (2D6"). • The target gains Random Movement (3D6"). <p>The target must perform a move in the movement phase if able to.</p> | <p>The target gains Weakness (Ranged Attacks).</p> |
|  <h3>Brujería</h3> <p>5 Mists of Invisibility 11+ Damage Augment Instant Alcance 12"</p> <p>Mark the ground under the center of the target. The target gains Ambush (within 12" of the marked point). Then remove the target from the Battlefield. It automatically passes the roll to return to the Battlefield in your next Player Turn.</p> <p>*Cannot target Shaken units</p> |  <h3>Brujería</h3> <p>6 Clouded Sight 11+ Hex Alcance 24" One Turn</p> <p>The target cannot draw Line of Sight to a target more than 12" from it.</p> | | |

CROWN OF THE
WIZARD KING SPELL



THE IX AGE
FANTASY BATTLES

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