Bewitching Glare

CV	*Type*	*Duration*
9+	Range	Inst.

Effect

Choose an enemy unit within 18" of the caster. Melee and Shooting Attacks against the chosen unit must re-roll failed To-Wound rolls.

Twisted Effigy

CV	*Type*	*Duration*
4+	Range	Inst.

Effect

Choose an enemy unit within 24" of the caster. The chosen unit cannot use Shooting Attacks and suffers a -1 modifier to its spell casting rolls. The effects last until the start of your next Magic Phase.

Raven's Wing

CV	*Type*	*Duration*
4+	Range	Inst.

Effect

Choose a friendly unit within 18" of the caster that is not fleeing and that has not failed a charge, rallied or already performed a magical move during this turn. The chosen unit may instantly perform an 8" Advance Move.


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