

1. Apprentice Spell

Evil Eye

CV	*Type*	*Duration*
[color=#0000ff]6[/color]	Malédiction Rép. Range 36"	Un tour

Effect

The target suffers span style="color: #0000ff;">-1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1/span> del>-1 Cou and loses **Devastating Charge** and/or.../del>.

No model can be affected by more than one instance of this spell simultaneously.



2. Adept Spell

Soured Luck

CV	*Type*	*Duration*
7	Malédiction Range 24"	Un tour

Effect

Melee Attacks against the target are **set** to hit on span style="color: #0000ff;">**at least** 3+/span> del>2+/del>.



3. Adept Spell

Illusory Paths

CV	*Type*	*Duration*
10	Universel Range 18"	Un tour

Effect

Choose which effect to apply when casting the spell:
ul>li>The target gains **Random Movement (2D6)**./li>li>The target gains **Random Movement (3D6)**./li>/ul>



4. Adept Spell

Cauldron's Curse

CV	*Type*	*Duration*
9	Malédiction Range 24"	Un tour

Effect

The target gains **Weakness (Ranged Attacks)**.



5. Master Spell

Clouded Sight

CV	*Type*	*Duration*
11	Malédiction Range 24"	Un tour

Effect

The target cannot draw Line of Sight to a target more than 12 away from it.



6. Master Spell

Mists of Invisibility

CV	*Type*	*Duration*
11	Dégât Range 12"	Un tour

Effect

Mark the ground under the centre of the target. The target gains **Ambush (within 12 of the marked point)** then it is immediatly removed from the Battlefield. It automatically passes the roll to return to the Battlefield in the next friendly Player Turn.

**Cannot target Shaken units*

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FANTASY BATTLES



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