




	<b>witchcraft</b>
1	Evil Eye
6	Hex Replicable Range 36" One Turn
<p>The target suffers -1 Cha and -1 Mob, both to a minimum of 3 and -1 Agi to a minimum of 1 -1 Cou and loses <del>Devastating Charge</del> and/or....</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>	

	<b>witchcraft</b>
2	Soured Luck
7	Hex Range 24" One Turn
<p>Melee Attacks against the target are <b>set</b> to hit on <b>at least 3+ 2+</b>.</p>	

	<b>witchcraft</b>
3	Illusory Paths
10	Universal Range 18" One Turn
<p>Choose which effect to apply when casting the spell:</p> <ul style="list-style-type: none"> <li>The target gains <b>Random Movement (2D6")</b>.</li> <li>The target gains <b>Random Movement (3D6")</b>.</li> </ul>	

	<b>witchcraft</b>
4	Cauldron's Curse
9	Hex Range 24" One Turn
<p>The target gains <b>Weakness (Ranged Attacks)</b>.</p>	

	<b>witchcraft</b>
5	Clouded Sight
11	Hex Range 24" One Turn
<p>The target cannot draw Line of Sight to a target more than 12" away from it.</p>	

	<b>witchcraft</b>
6	Mists of Invisibility
11	Damage Range 12" One Turn
<p>Mark the ground under the centre of the target. The target gains <b>Ambush (within 12" of the marked point)</b> then it is immediately removed from the Battlefield. It automatically passes the roll to return to the Battlefield in the next friendly Player Turn.</p> <p><i>*Cannot target Shaken units</i></p>	

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