



WITCHCRAFT

A EVIL EYE

Range 24"	One Turn
Universal	

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.

*Her glare was unbending, gaze piercing, like a cat eyeing a mouse, pinning my Lord with it, and I knew there would be no escaping the vampire's machinations.*



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1 RAVEN'S WING

7+	Range 18"	Instant
9+	Augment	

The target may perform an 8"/12" Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.

*The Oracles have found a way to bind their familiars, and through its eyes find the hidden ways, the spaces between. Dread Prince, with these spells our forces can cross great spans with a single set, and catch our enemies unaware.*



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2 DECEPTIVE GLAMOUR

4+	Range 24"	One Turn
6+	Hex	

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

*The spells you will weave around you will lie to them, and ensnare them. Captivated by greed or fear, moved to distraction or doubt, they will not be able to touch you, this is how the swarm endures, young one.*



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3 TWISTED EFFIGY

6+	Range 36"	One Turn
8+	Hex	

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

*It was the damndest thing, one moment I was aiming at the capering goblin, the very next, all I could see is my daughter playing in that field. I knew it was a trick somehow, but I couldn't pull the trigger all the same.*



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4 THE WHEEL TURNS

8+	Range 24"	One Turn
10+	Hex	

Melee Attacks made by [and distributed towards](#) R&F models in the target unit are **set** to wound on a 4+, and Close Combat Attacks made by [and allocated against](#) R&F models in the target unit additionally are **set** to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

*The teachings of Madghab tell us that chance favours no one. The swift can lose the run, the strong can lose the battle, and the charming can be spurned. The great wheel can be spun in your favour, or at least, for favour to turn its sight away from your enemies, Magus.*



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5 WILL-O'-THE-WISP

8+	Range 18" Universal	One Turn
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Choose which effect to apply when casting the spell:

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

*Enchanted lights or spirits that beguile the unwary, a clever witch can use them to vex and prod, but must be careful in their use, for they are capricious. Learn well these secrets my young apprentice.*



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6 BEWITCHING GLARE

8+	Range 18"	One Turn
12+	Hex	

Melee and Shooting Attacks against the target **must** reroll failed to-wound rolls.

*Just as daemons can pin a man with their fears, so too can they pull them with their desires. Lust for gold or flesh, need of hunger or thirst, they will make you come to them, believing the lies in your eyes. Not because they are true, but because you want them to be true.*

