

1. Apprentice Spell

# The Devouring Dark

CV

Туре

Duration

7

Hex One Turn Damage Replicable Range 18"

 $\it Effect$ 

The target suffers a hit with Area Attack (2×2), Str 5, AP 2, and Magical Attacks.



2. Adept Spell

## Hand of Glory

Туре

Duration

3

CV

Augment One Turn Range 12"

Effect

The target gains **Aegis (6+)** and **Aegis (+1,** max. 3+).

The Sacrifice may be performed for this spell.



3. Adept Spell

#### **Blood Curse**

CV

Туре

Duration

Hex One Turn Range 12"

Effect

The target suffers -1 Str and -1 AP.

The Sacrifice may be performed for this spell.



4. Adept Spell

## Pentagram of Pain

CV

Туре

Duration

9

Universal Range 12" One Turn

\*The Caster's unit is not targeted.

Effect



5. Master Spell

#### **Umbral Majesty**

CV

Туре

Duration

[color=#0000 ff]10[/color] Augment

One Turn

Range 12"

Effect

span style="color: #0000ff;">Choose a single model part in the target unit when casting the spell. This model part gains (Grind Attack (6 hit(s), Str 5, AP 2))/span>.

span style="color: #0000ff;">The Sacrifice may be performed for this spell./span>



6. Master Spell

Type

#### The Grave Calls

*CV* 11

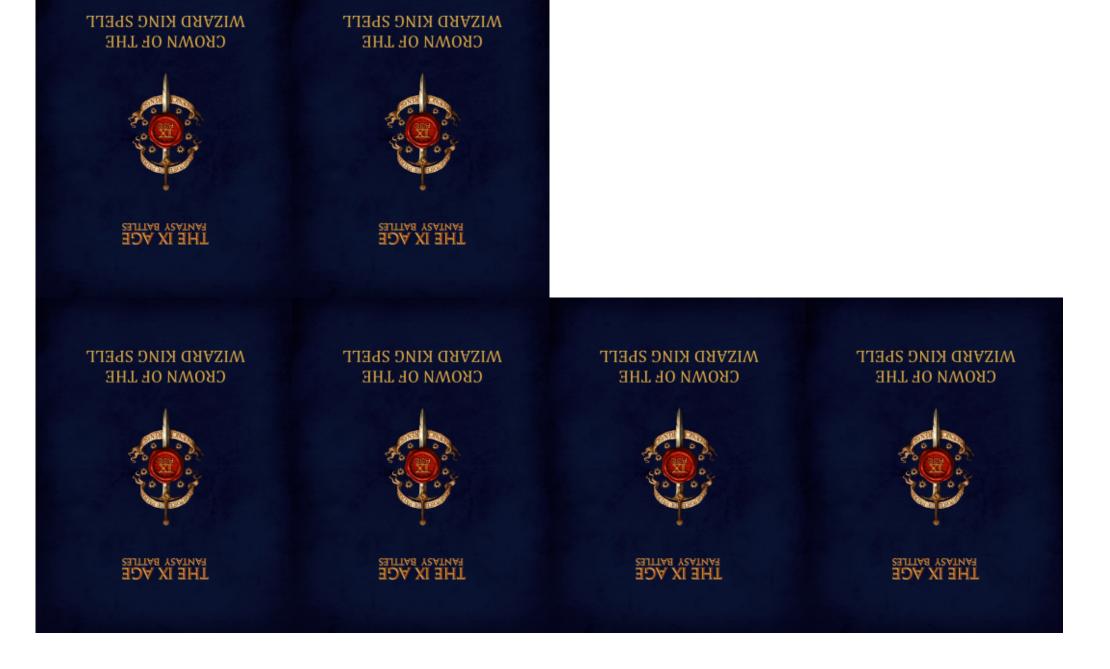
Hex One Turn Damage Range 12"

Duration

Effect

The target suffers 8 hits with Str 5, AP 2, and **Magical Attacks**.

The Sacrifice may be performed for this spell.



The target suffers 3 hits with Str 5, AP 2, and **Magical Attacks**.

If one or more unsaved wounds are caused by this spell, the Caster of the spell **Recovers** 1 HP.

The Sacrifice may be performed for this spell.