

1. Apprentice Spell

# Atem der Versetzung

CV	Туре	Duration
[color=#ff00 00]6+[/color ] [color=#0000 ff][9+][/colo r]	[Augment] Focused Range [color=#ff00 00]Caster[/c olor] [color=#0000 ff][12"][/col or]	One Turn

 $\it Effect$ 



2. Adept Spell

### Hand des Ruhms

CV	Туре	Duration
[color=#ff00 00]6+[/color ] [color=#0000 ff][8+][/colo r]	[Augment] Focused Range [color=#ff00 00]Caster[/c olor] [color=#0000 ff][12"][/col or]	One Turn

Effect



3. Adept Spell

#### Innere Fäulnis

CV	Type	Duration
6+	Hex Range 24"	Permanent

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill.
span style="color: #006000;">{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}/span>



4. Adept Spell

### Pentagramm der Schmerzen

CV	Туре	Duration
[color=#ff00 00]5+[/color ][color=#000 0ff][6+][/col or]	Hex   Direct  [Universal]  Damage  Range [color=#ff00 00]24"[/colo r][color=#00 00ff][12"Aur a][/color]	Instant

Effect



5. Master Spell

# Zeichen des Verderbens

CV Type Duration

9+ Hex Instant
Damage
Direct
Range 24"

Effect



6. Master Spell

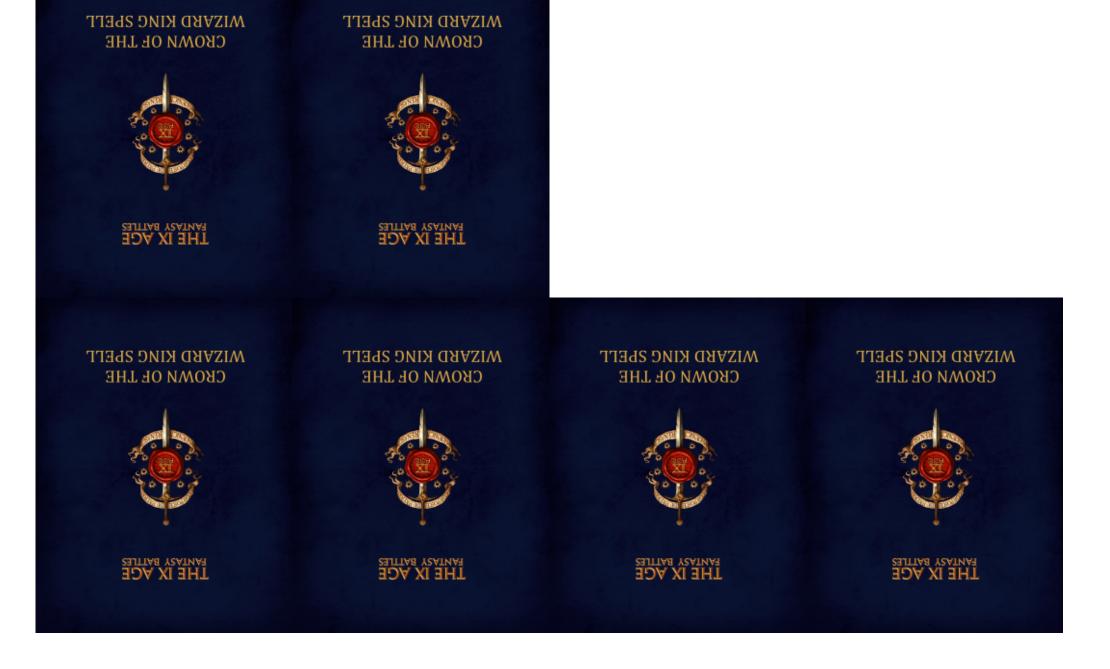
## Grabesruf

CV	Туре	Duration
11+	Hex Damage Direct Range 12"	Instant

Effect

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.

span style="color: #006000;">{The hits gain +1 Strength and +1 Armour Penetration.}/span>



The target gains Breath Attack (Magical Attacks, Toxic Attacks).
span style="color: #0000ff;">[This spell may only target Characters, Champions, and single model units.]/span>
{If the Breath Attack is used as a Shooting Attack, its range is increased to 18\overline{\Omega}.}

The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). span style="color: #0000ff;">{This spell may only target Characters, Champions, and single model units.}/span>

The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. span style="color: #006000;">{If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}/span>

The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. span style="color: #0000ff;">[The Caster's unit is unaffected.]/span> span style="color: #006000;">{If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}/span>