



### Pentagram of Pain

CV	Type	Duration
8+	Universal Range 12" Aura	Instant

#### Effect

The target suffers D6 Strength 4 hits. The Caster's unit is unaffected. >{If one or more successful Wounds are caused with this spell, the Caster Recovers 1 Wound.}/span>



#### 1. Apprentice Spell

### Hand of Glory

CV	Type	Duration
6+	Range Caster	One Turn

#### Effect

The target >{and all other models in the same unit}/span> gains a Ward Save (5+). Affected models with already existing Ward Saves have them increased by 1, to a maximum of Ward Save (3+).



#### 2. Adept Spell

### Breath of Corruption

CV	Type	Duration
6+	Focused Range Caster	One Turn

#### Effect

The target gains Breath Weapon (Toxic Attacks). >{If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18"}/span>



#### 3. Adept Spell

### Forbidden Knowledge

CV	Type	Duration
7+	Range Caster	Remains in Play

#### Effect

The target may reroll Casting Rolls when casting non-Bound Spells from this Path. >{The target may reroll a single Dispel Roll each Magic Phase}/span>



#### 4. Adept Spell

### The Rot Within

CV	Type	Duration
8+	Hex Range 24"	Permanent

#### Effect

The target suffers -1 Weapon Skill, to a minimum of 1. >{The Caster gains +1 Weapon Skill.}/span>



#### 5. Master Spell

### Marked for Doom

CV	Type	Duration
10+	Hex Damage Direct Range 18"	Instant

#### Effect

The target suffers 1 hit with Strength 10 and Multiple Wounds (D3). >{The Caster may choose to target a Single Character joined to target unit.}/span>



#### 6. Master Spell

### The Grave Calls

CV	Type	Duration
12+	Hex Damage Direct Range 12"	Instant

#### Effect

The target suffers 2D6 Strength >5/ >{6}/span> hits.



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