



1. Apprentice Spell

Breath of Corruption

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff][9+][[/color]	[color=#ff0000]Caster[/color]	
	[color=#0000ff][12"][/color]	

Effect



2. Adept Spell

Hand of Glory

CV	Type	Duration
[color=#ff0000]6+[/color]	[Augment] Focused Range	One Turn
[color=#0000ff][8+][[/color]	[color=#ff0000]Caster[/color]	
	[color=#0000ff][12"][/color]	

Effect



3. Adept Spell

The Rot Within

CV	Type	Duration
6+	Hex	Permanent
	Range 24"	

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill.
>{The Caster gains +1 Offensive Skill and +1 Defensive Skill.}/span>



4. Adept Spell

Pentagram of Pain

CV	Type	Duration
[color=#ff0000]5+[/color]	[Hex] [Direct]	Instant
[color=#0000ff][6+][[/color]	[Universal] [Damage]	
	Range	
	[color=#ff0000]24"[/color]	
	[color=#0000ff][12" Aura]	

Effect



5. Master Spell

Marked for Doom

CV	Type	Duration
9+	Hex	Instant
	Damage	
	Direct	
	Range 24"	

Effect

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



6. Master Spell

The Grave Calls

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

Effect

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.
>{If the target is within 12" of the Caster, the hits gain +1 Strength and +1 Armour Penetration.}/span>



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FANTASY BATTLES

CROWN OF THE
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The target gains Breath Attack (Magical Attacks, Toxic Attacks).
>[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 180.}

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+).
>{This spell may only target Characters, Champions, and single model units.}/span>

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