

1. Apprentice Spell

### Pentagram of Pain

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

 ${\it Effect}$ 



2. Adept Spell

## Hand of Glory

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

Effect



3. Adept Spell

### The Rot Within

CV Type Duration

6+ Hex Permanent
Range 18"

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

# Breath of Corruption

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

Effect



5. Master Spell

#### Marked for Doom

CV Type Duration

9+ Hex Instant
Damage
Direct
Range 24"

Effect

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 1 hit with Strength 10,



6. Master Spell

### The Grave Calls

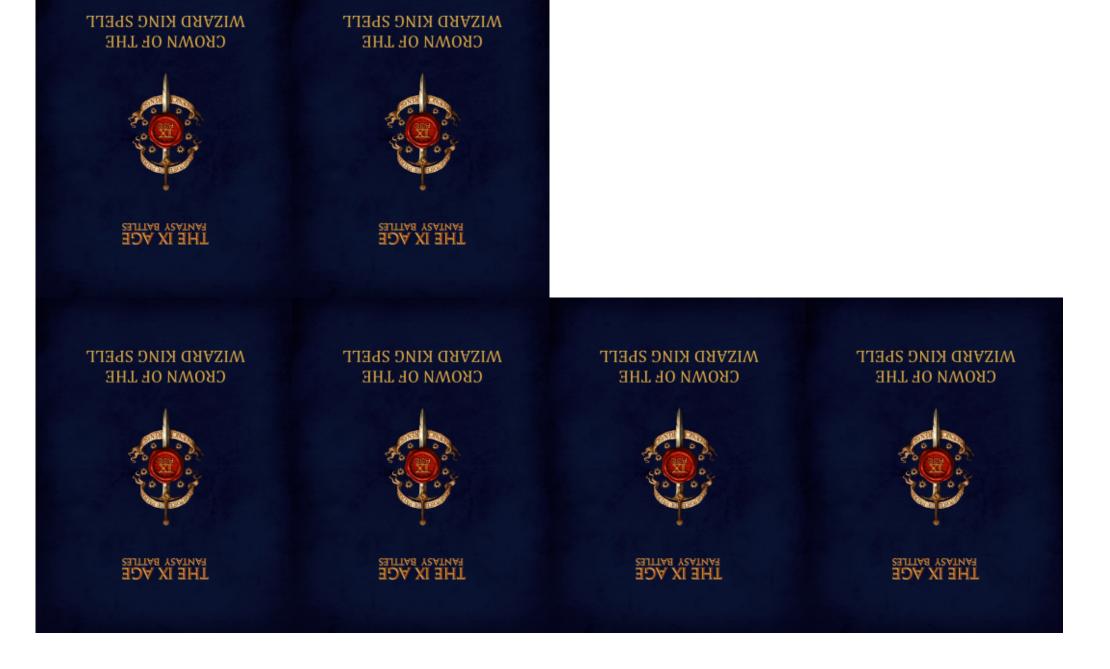
CV Type Duration

11+ Hex Instant
Damage
Direct
Range 12"

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 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>

span style="color: #0000ff;">[This spellmay only target Characters, Champions, and single model units.]/span>
The target span style="color: #006000;">{and all models in its unit}/span> gain Aegis (6+) and Aegis (+1, max 3+).

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\mathbb{M}.}