



1. Apprentice Spell

Breath of Corruption

CV	Type	Duration
6+	[Augment] Focused Range	One Turn

Effect



2. Adept Spell

Hand of Glory

CV	Type	Duration
6+	[Augment] Focused Range	One Turn

Effect



3. Adept Spell

The Rot Within

CV	Type	Duration
6+	Hex Range 24"	Permanent

Effect

The target suffers -1 Offensive Skill and -1 Defensive Skill.
The Caster gains +1 Offensive Skill and +1 Defensive Skill.



4. Adept Spell

Pentagram of Pain

CV	Type	Duration
5+	[Hex] [Direct] [Universal] [Damage] Range	Instant

Effect



5. Master Spell

Marked for Doom

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

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.



6. Master Spell

The Grave Calls

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

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.

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THE IX AGE
FANTASY BATTLES

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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 18℧.}

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>