

Spell Name	Vision of Torment		
Casting #	7	Casting Time	1 HA
Ingredient	A small mask +1		
Description	Effect: Target stunned for 1 round and gains 1 IP		
	Target: 1 creature within 24y		
	Duration: Instant		
	Resist: WP (no stun), WP (no IP)		
Lore of Chaos			

Spell Name	Boon of Chaos		
Casting #	9	Casting Time	1 FA
Ingredient	An amulet of one of the Chaos Gods +1		
Description	Effect: Target +10% WS, T, WP or FEL		
	Target: Self		
	Duration: 1 minute		
	Resist: NA		
Lore of Chaos			

Spell Name	Summon Lesser Daemon		
Casting #	12	Casting Time	2 FA
Ingredient	The fresh heart of a humanoid +2		
Description	Effect: Summon 1 Lesser Daemon		
	Target: Daemon appears within 12y		
	Duration: 1d10 min		
	Resist: No		
Lore of Chaos			

Spell Name	Burning Blood		
Casting #	13	Casting Time	1 HA
Ingredient	A vial of Daemon blood +2		
Description	Effect: Mag dam 4 hits		
	Target: One creature within 24y		
	Duration: Instant		
	Resist: NA		
Lore of Chaos			

Spell Name	Lure of Chaos		
Casting #	16	Casting Time	1 FA
Ingredient	A defiled holy symbol +2		
Description	Effect: decide action of target		
	Target: One creature within 24y		
	Duration: Next target's turn		
	Resist: WP (no effect)		
Lore of Chaos			

Spell Name	Dark Hand of Destruction		
Casting #	17	Casting Time	1 FA
Ingredient	The hand of a hanged man +2		
Description	Effect: Unarmed attack: +10% WS, Dam 7 armour piercing, Magical		
	Target: Self		
	Duration: Mag+ rounds		
	Resist: WP/round after Mag to maintain		
Lore of Chaos			

Spell Name	Touch of Chaos		
Casting #	20	Casting Time	1 HA
Ingredient	The horn of a Beastman +2		
Description	Effect: Target mutates. Roll p.229 (11-1) Possibly stunned for 1 round.		
	Target: One living creature touched		
	Duration: Instant		
	Resist: WP (no mutation) WP (no stun)		
Lore of Chaos			

Spell Name	Veil of Corruption		
Casting #	24	Casting Time	1 FA
Ingredient	The blade of a Chaos Champion +3		
Description	Effect: Target suffers 1W/round. Possibly mutates if wounded (T-test)		
	Target: All under Large template within 36y		
	Duration: Instant		
	Resist: WP/round (stop damage)		
Lore of Chaos			

Spell Name	Summon Daemon Pack		
Casting #	25	Casting Time	2 FA
Ingredient	The fresh hearts of 6 humanoids +3		
Description	Effect: summon Mag Lesser Daemons		
	Target: Daemons appear within 12y		
	Duration: 1d10 minutes		
	Resist: No		
Lore of Chaos			

Spell Name	Word of Pain		
Casting #	27	Casting Time	1 HA
Ingredient	The blood of a Daemon +3		
Description	Effect: Targets (but not you) take a Dam 8 hit and are Helpless for 1 round		
	Target: All under Large Template within 0y		
	Duration: Instant		
	Resist: WP (not helpless)		
Lore of Chaos			

Spell Name	Face of Death		
Casting #	6	Casting Time	1 FA
Ingredient	A skull +1		
Description	Effect: Target causes fear Target: Self Duration: 1 minute Resist: NA		
Lore of Necromancy			

Spell Name	Re-Animate		
Casting #	8	Casting Time	1 HA/Corpse
Ingredient	Dust from a grave +1		
Description	Effect: Create Mag Skeletons or zombies Target: Fresh corpses within 12y Duration: Instant Resist: NA		
Lore of Necromancy			

Spell Name	Invigorating Vitae		
Casting #	11	Casting Time	1 FA + 1 HA
Ingredient	The teeth of a vampire bat +2		
Description	Effect: Target heals 1d10 W / corpse Target: Self Duration: Instant Resist: NA		
Lore of Necromancy			

Spell Name	Hand of Dust		
Casting #	13	Casting Time	1 HA
Ingredient	The hand of a murderer +2		
Description	Effect: Touch causes 1d10 W against living opponents Target: You Duration: Instant Resist: NA		
Lore of Necromancy			

Spell Name	Call of Vanhel		
Casting #	15	Casting Time	1 FA
Ingredient	A small silver trumpet +2		
Description	Effect: Target immediately takes 1 move or standard attack action Target: 1d10 controlled Undead Duration: Instant Resist: NA		
Lore of Necromancy			

Spell Name	Control Undead		
Casting #	17	Casting Time	1 HA
Ingredient	A piece of wood from desecrated coffin +1		
Description	Effect: target controlled by you Target: One ethereal Undead within 12y Duration: 24 hours Resist: WP (no effect)		
Lore of Necromancy			

Spell Name	Corpse Flesh		
Casting #	19	Casting Time	1 FA
Ingredient	A piece of flesh from a Wight +2		
Description	Effect: Attacks against target have Crit Value - Mag Target: Self Duration: 1 minute Resist: No		
Lore of Necromancy			

Spell Name	Raise the Dead		
Casting #	22	Casting Time	2 FA
Ingredient	Dust from a mummy +3		
Description	Effect: Create 2d10 Skeletons of Zombies Target: Fresh corpses within 12y Duration: Instant Resist: NA		
Lore of Necromancy			

Spell Name	Spell of Awakening		
Casting #	24	Casting Time	2 FA
Ingredient	Circlet or iron quenched in human blood +3		
Description	Effect: As Re-Animate but creates Wights Target: Fresh corpses of advanced careers within 12y only Duration: Instant Resist: NA		
Lore of Necromancy			

Spell Name	Banish Undead		
Casting #	26	Casting Time	1 FA
Ingredient	A vial of blessed water +3		
Description	Effect: targets suffer a Dam 5 hit or are destroyed (Skeleton, Zombie) Target: Undead under Large Template within 48y Duration: Instant Resist: No		
Lore of Necromancy			