Occultism

1   Breath of Corruption

6+ [9+]	[Augment]	
	Focused	One Turn
	Range Caster [12"]	

The target gains Breath Attack (Magical Attacks, Toxic Attacks).
[This spell may only target Characters, Champions, and single model units.]
{If the Breath Attack is used as a Shooting Attack, its range is increased to 18″.}

Occultism

2   Hand of Glory

6+ [8+]	[Augment]	
	Focused	One Turn
	Range Caster [12"]	

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.}

Occultism

3   The Rot Within

6+	Hex	Permanent
	Range 24"	

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

Occultism

4   Pentagram of Pain

5+[6+]	|Hex|	
	|Direct|	
	[Universal]	Instant
	|Damage|	
	Range 24"[12"Aura]	

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

Occultism

5   Marked for Doom

9+	Hex	Instant
	Damage	
	Direct	
	Range 24"	

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.}

Occultism

6   The Grave Calls

11+	Hex	Instant
	Damage	
	Direct	
	Range 18"	

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.}