

Occultism 1 Pentagram of Pain Hex Direct 5+ [6+] [Universal] [Damage] Range 24" [12" Aura] Instant 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 2 Hand of Glory [Augment] 6+ [8+] Focused Range Caster [12"] One Turn [This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).	Occultism 3 The Rot Within Hex 6+ Range 18" Permanent The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}	Occultism 4 Breath of Corruption [Augment] 6+ [9+] Focused Range Caster [12"] One Turn 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 5 Marked for Doom Hex 9+ Damage Direct Range 24" Instant 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 Hex 11+ Damage Direct Range 12" Instant The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}		

