Occultism	Occultism	Occultism	Occultism		
1 Breath of Corruption	2 Hand of Glory	3 The Rot Within	4 Pentagram of Pain		
[Augment] 6+ [9+] Focused One Turn Range Caster [12"]	[Augment] 6+ [8+] Focused One Turn Range Caster [12"]	6+ Hex Permanent Range 24"	Hex Direct 5+[6+] [Universal] Instant Damage Range 24"[12"Aura]		
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".}	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.}	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}	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		Occultism				
	5 Ma	arked for Doom		6	The	Grave Calls	
	9+	Hex Damage Direct Range 24"	Instant	11-	+	Hex Damage Direct Range 12"	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.}		Armou	r pene	uffers 2D6 hits wi tration 2, and Ma in +1 Strength ar Penetration.}	igical Attacks.		

