

<div>Occultism</div> <div>0 Pentagram of Pain</div> <div>8+ Universal Instant Range 12"Aura</div> <div>The target suffers D6 Strength 4 hits. The Caster's unit is unaffected. {If one or more successful Wounds are caused with this spell, the Caster Recovers 1 Wound.}</div>	<div>Occultism</div> <div>1 Hand of Glory</div> <div>6+ Range Caster One Turn</div> <div>The target {and all other models in the same unit} gains a Ward Save (5+). Affected models with already existing Ward Saves have them increased by 1, to a maximum of Ward Save (3+).</div>	<div>Occultism</div> <div>2 Breath of Corruption</div> <div>6+ Focused One Turn Range Caster</div> <div>The target gains Breath Weapon (Toxic Attacks). {If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18".}</div>	<div>Occultism</div> <div>3 Forbidden Knowledge</div> <div>7+ Range Caster Remains in Play</div> <div>The target may reroll Casting Rolls when casting non-Bound Spells from this Path. {The target may reroll a single Dispel Roll each Magic Phase}</div>
<div>Occultism</div> <div>4 The Rot Within</div> <div>8+ Hex Permanent Range 24"</div> <div>The target suffers -1 Weapon Skill, to a minimum of 1. {The Caster gains +1 Weapon Skill.}</div>	<div>Occultism</div> <div>5 Marked for Doom</div> <div>10+ Hex Instant Damage Direct Range 18"</div> <div>The target suffers 1 hit with Strength 10 and Multiple Wounds (D3). {The Caster may choose to target a Single Character joined to target unit.}</div>	<div>Occultism</div> <div>6 The Grave Calls</div> <div>12+ Hex Instant Damage Direct Range 12"</div> <div>The target suffers 2D6 Strength 5 {6} hits.</div>	

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