

Occultism


1 Breath of Corruption

6+ [9+]

Caster [12"]
[Augment],
Focused

Last 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


2 Hand of Glory

6+ [8+]

Caster [12"]
[Augment],
Focused

Last one
Turn

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+

24"
Hex

Permanent

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+]

24"[12"Aura]
[Hex], [Direct],
[Universal],
[Damage]

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


5 Marked for Doom

9+

24"
Hex, Damage,
Direct

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

11+

18"
Hex, Damage,
Direct

Instant

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.}

