Occultism

1 Pentagram of Pain

5+[6+]

- |Hex|
- |Direct|
- [Universal]
- |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

2 Hand of Glory

6+ [8+]

- [Augment]
- Focused

One Turn

Instant

• Range Caster [12"]

[This spellmay 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

• Range 18"

The Rot Within

Hex 6+

Permanent

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

Occultism

Breath of Corruption 4

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

Marked for Doom 5

Hex
 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

The Grave Calls
Hex
Damage
Direct
Range 12"

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.

{The hits gain +1 Strength and +1 Armour Penetration.}











