Occultism

1 Breath of Corruption

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

2 Hand of Glory

6+ [8+]

- [Augment]
- Focused
- Range Caster [12"]

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

The Rot Within

6+ Hex
• Range 24"
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+]

• |Hex|

• |Direct|

• [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

5 Marked for Doom

• 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"

Instant

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

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











