

Occultism

0 Pentagram of Pain

8+

- Universal
- Range 12"Aura

Instant

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.}

Occultism

1 Hand of Glory

6+

- Range Caster

One Turn

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+).

Occultism

2 Breath of Corruption

6+

- Focused
- Range Caster

One Turn

The target gains Breath Weapon (Toxic Attacks). {If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18".}

Occultism

3 Forbidden Knowledge

7+ • Range Caster

Remains in Play

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}

Occultism

4 The Rot Within

8+ • Hex
• Range 24"

Permanent

The target suffers -1 Weapon Skill, to a minimum of 1. {The Caster gains +1 Weapon Skill.}

Occultism

5 Marked for Doom

10+

- Hex
- Damage
- Direct
- Range 18"

Instant

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.}

Occultism

6 The Grave Calls

12+

- Hex
- Damage
- Direct
- Range 12"

Instant

The target suffers 2D6 Strength 5 {6} hits.

WIZARD KING SPELL
CROWN OF THE



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FANTASY BATTLES

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