

Occultism		
1	Pentagram of Pain	
5+ [6+]	24" [12" Aura] Hex , Direct , Universal , Damage	Instant
<p>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.}</p>		

Occultism		
2	Hand of Glory	
6+ [8+]	Caster [12"] [Augment], Focused	Last one Turn
<p>[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).</p>		

Occultism		
3	The Rot Within	
6+	18" Hex	Permanent
<p>The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}</p>		

Occultism		
4	Breath of Corruption	
6+ [9+]	Caster [12"] [Augment], Focused	Last one Turn
<p>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".}</p>		

Occultism		
5	Marked for Doom	
9+	24" Hex, Damage, Direct	Instant
<p>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.}</p>		

Occultism		
6	The Grave Calls	
11+	12" Hex, Damage, Direct	Instant
<p>The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}</p>		

WIZARD KING SPELL
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