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|  Occultism | | |
| 1 | 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> | | |

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|  Occultism | | |
| 2 | Hand of Glory | |
| 6+ [8+] | Caster [12"] [Augment], Focused | Last one Turn |
| <p>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.]</p> | | |

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|  Occultism | | |
| 3 | The Rot Within | |
| 6+ | 24" Hex | Permanent |
| <p>The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}</p> | | |

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|  Occultism | | |
| 4 | 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> | | |

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|  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> | | |

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|  Occultism | | |
| 6 | The Grave Calls | |
| 11+ | 18" Hex, Damage, Direct | Instant |
| <p>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.}</p> | | |

WIZARD KING SPELL
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