

Occultism		
0	Pentagram of Pain	
8+	12" Aura Universal	Instant
<p>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.}</p>		

Occultism		
1	Hand of Glory	
6+	Caster	Last one Turn
<p>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+).</p>		

Occultism		
2	Breath of Corruption	
6+	Caster Focused	Last one Turn
<p>The target gains Breath Weapon (Toxic Attacks). {If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18".}</p>		

Occultism		
3	Forbidden Knowledge	
7+	Caster	Remains in play
<p>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}</p>		

Occultism		
4	The Rot Within	
8+	24" Hex	Permanent
<p>The target suffers -1 Weapon Skill, to a minimum of 1. {The Caster gains +1 Weapon Skill.}</p>		

Occultism		
5	Marked for Doom	
10+	18" Hex, Damage, Direct	Instant
<p>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.}</p>		

Occultism		
6	The Grave Calls	
12+	12" Hex, Damage, Direct	Instant
<p>The target suffers 2D6 Strength 5 {6} hits.</p>		

WIZARD KING SPELL
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