

<div>Occultism</div> <div>1Breath of Corruption</div> <div>6+[9+]Caster [12"] [Augment], FocusedLast one Turn</div> <div>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".}</div>	<div>Occultism</div> <div>2Hand of Glory</div> <div>6+[8+]Caster [12"] [Augment], FocusedLast one Turn</div> <div>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.]</div>	<div>Occultism</div> <div>3The Rot Within</div> <div>6+24" HexPermanent</div> <div>The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}</div>	<div>Occultism</div> <div>4Pentagram of Pain</div> <div>5+[6+]24"[12"Aura] [Hex], [Direct], [Universal], [Damage]Instant</div> <div>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.}</div>
<div>Occultism</div> <div>5Marked for Doom</div> <div>9+24" Hex, Damage, DirectInstant</div> <div>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.}</div>	<div>Occultism</div> <div>6The Grave Calls</div> <div>11+18" Hex, Damage, DirectInstant</div> <div>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.}</div>		

