Occultism	Occultism	Occultism	Occultism	
1 Pentagram of Pain	2 Hand of Glory	3 The Rot Within	4 Breath of Corruption	
24"[12"Aura] 5+[6+] Hex , Direct , Instant [Universal],	Caster [12"] 6+ [8+] [Augment], Last one Turn	6+ 18" Permanent	Caster [12"] 6+ [9+] [Augment], Last one Turn	
Damage 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.}	[This spellmay only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}	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".}	

Occultism			Occultism		
5 Marked for Doom			6 The Grave Calls		
9+	24" Hex, Damage, Instan Direct		11+	12" Hex, Damage, Direct	Instant
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.}		ls he	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}		

