Occultism	Occultism	Occultism	Occultism
0 Pentagram of Pain	1 Hand of Glory	2 Breath of Corruption	3 Forbidden Knowledge
8+ 12"Aura Instant Universal	6+ Caster Last one Turn	6+ Caster Last one Turn	7+ Caster Remains in play
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.}	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+).	The target gains Breath Weapon (Toxic Attacks). {If the Breath Weapon is used as a Shooting Attack, its Range is increased to 18".}	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}
Occultism	Occultism	Occultism	

Occultism	Occultism	Occultism	
4 The Rot Within	5 Marked for Doom	6 The Grave Calls	
8+ 24" Permanent	18" 10+ Hex, Damage, Instant Direct	12" 12+ Hex, Damage, Instant Direct	
The target suffers -1 Weapon Skill, to a minimum of 1. {The Caster gains +1 Weapon Skill.}	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.}	The target suffers 2D6 Strength 5 (6) hits	

