




 Occultism		
1	The Devouring Dark	
7+	Hex Damage Replicable Range 18"	One Turn
<p>The target suffers a hit with Area Attack (2×2), Str 5, AP 2, and Magical Attacks.</p>		

 Occultism		
2	Hand of Glory	
8+	Augment Range 12"	One Turn
<p>The target gains Aegis (6+) and Aegis (+1, max. 3+).</p> <p>The Sacrifice may be performed for this spell.</p>		

 Occultism		
3	Blood Curse	
9+	Hex Range 18"	One Turn
<p>The target suffers –1 Str and –1 AP.</p> <p>The Sacrifice may be performed for this spell.</p>		

 Occultism		
4	Pentagram of Pain	
9+	Universal Aura Range 12"	Instant
<p>The target suffers 3 hits, with Str 5, AP 2, and Magical Attacks. If one ore more unsaved wounds are caused with this spell, the Caster of the spell Recovers 1 HP.</p> <p>The Sacrifice may be performed for this spell.</p>		

 Occultism		
5	The Grave Calls	
11+	Hex Damage Range 12"	Instant
<p>The target suffers 8 hits, with Str 5, AP 2, and Magical Attacks.</p> <p>The Sacrifice may be performed for this spell.</p>		

 Occultism		
6	Umbral Majesty	
11+	Augment Caster	One Turn
<p>The target gains Dying Blow, and a single model part in the target gains Grind Attack (4 hits, Str 5, AP 2, Magical Attacks).</p> <p>Wherever possible, enemy models must allocate their Melee Attacks towards a Health Pool that is not the target.</p>		

