

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

 Occultisme		
2	Hand of Glory	
8+	Augment Portée 12"	One Turn
The target gains Aegis (6+) and Aegis (+1, max. 3+). The Sacrifice may be performed for this spell.		

 Occultisme		
3	Blood Curse	
9+	Hex Portée 18"	One Turn
The target suffers –1 Str and –1 AP. The Sacrifice may be performed for this spell.		

 Occultisme		
4	Pentagram of Pain	
9+	Universal Aura Portée 12"	Instant
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. The Sacrifice may be performed for this spell.		

 Occultisme		
5	The Grave Calls	
11+	Hex Damage Portée 12"	Instant
The target suffers 8 hits, with Str 5, AP 2, and Magical Attacks. The Sacrifice may be performed for this spell.		

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

