



OCCULTISM

THE SACRIFICE

When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24". A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Point losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the **amplified version**. In that case, use any text marked as **amplified**.



OCCULTISM

1 BREATH OF CORRUPTION

6+	Focused	
9+	Caster	One Turn
	Range 12"	
	Augment	

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".

Can't get a sane word out of them, sir. They keep rocking back and forth and babbling about "it came from his mouth".



OCCULTISM

2 HAND OF GLORY

	Caster	
6+	Range 12"	One Turn
8+	Augment	
	Focused	

The target and all models in its unit when the spell is cast gain Aegis (6+) and Aegis (+1, max 3+).

This spell may only target Characters, Champions, and single model units.

I had thought the pickled horror was nothing but decoration until it began to writhe on the chain around her neck.



OCCULTISM

3 THE ROT WITHIN

6+	Range 24" Hex	Permanent
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The target suffers -1 Offensive Skill and -1 Defensive Skill.
The Caster gains +1 Offensive Skill and +1 Defensive Skill.

It spreads with grotesque speed, a torment beyond description. May Sanna protect you from practitioners of the Hidden Art; I would not wish it on the blackest soul in Hell.



OCCULTISM

4 PENTAGRAM OF PAIN

	Range 24"	
	Hex	
5+	Range 12"	Instant
6+	Aura	
	Universal	

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.

I must inform you that Lady Henrietta was found dead this morning. Her face was twisted in agony and the mark of a five-pointed star was seared into the flagstones where she lay.



OCCULTISM

5 MARKED FOR DOOM

	Range 24"	
9+	Hex Direct Damage	Instant

The target suffers 1 hit with Strength 10, Armour Penetration 10, Magical Attacks, and Multiple Wounds (D3).
If the target is within 12" of the Caster, choose a single Character or Champion joined to the target unit. That model suffers the hit.

When our Queen broke their shield wall, it raised its arms and her majesty suddenly screamed, and just... dissolved. There's no other way to describe it. All that was left was a puddle of black slime. What kind of power can do that to a person?!



OCCULTISM

6 THE GRAVE CALLS

	Range 12"	
	Hex	
11+	Direct	Instant
	Damage	

The target suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. The hits gain +1 Strength and +1 Armour Penetration.

"The enemy is routed! Now, men of Equitaine! One final push! Let us destroy- Gentlemen. Halt. It has been a true honour to fight alongside you. Now is time for us to die." Those were his final words. Then they lay themselves atop the bodies of the slain and fell asleep.

