	Occultism	Occultism	Occultism	Occultism
1 Tr	ne Devouring Dark Hex Damage Replicable Range 18"	2 Hand of Glory 8+ Augment One Turn Range 12"	3 Blood Curse 9+ Hex One Turn Range 18"	4 Pentagram of Pain Universal 9+ Aura Instant Range 12"
The target s	suffers a hit with Area Attack (2×2), Str 5, AP 2, and Magical Attacks.	The target gains Aegis (6+) and Aegis (+1, max. 3+). The Sacrifice may be performed for this spell.	The target suffers –1 Str and –1 AP. The Sacrifice may be performed for this spell.	The target suffers 3 hits, with Str 5, AP 2, and Magic Attacks. If one ore more unsaved wounds are cause with this spell, the Caster of the spell Recovers 1 HF The Sacrifice may be performed for this spell.
5 Th	Occultism ne Grave Calls Hex Damage Instant Range 12"	Occultism 6 Umbral Majesty 11+ Augment One Turn Caster		
	uffers 8 hits, with Str 5, AP 2, and Magical Attacks. rifice may be performed for this spell.	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.		

