




	<b>occultism</b>	
1	The Devouring Dark	
7	Hex Damage Replicable Range 18"	One Turn
<p>The target suffers a hit with <b>Area Attack (2x2)</b>, Str 5, AP 2, and <b>Magical Attacks</b>.</p>		

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

	<b>occultism</b>	
3	Blood Curse	
9	Hex Range 12"	One Turn
<p>The target suffers -1 Str and -1 AP.</p> <p>The Sacrifice may be performed for this spell.</p>		

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

	<b>occultism</b>	
5	Umbral Majesty	
10	Augment Range 12"	One Turn
<p>Choose a single model part in the target unit when casting the spell. This model part gains <b>(Grind Attack (6 hit(s), Str 5, AP 2))</b>.</p> <p>The Sacrifice may be performed for this spell.</p>		

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

WIZARD KING SPELL  
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