Evocation	Evocation	Evocation	Evocation
1 Spectral Blades	2 Whispers of the Veil	3 Hasten the Hour	4 Ancestral Aid
5+ [9+] Augment One Turn Range 18"	8+ Hex One Turn Range 24"	Hex 7+ [10+] Damage Direct Instant	6+ [7+] Augment One Turn Range 12" [18"]
The target must reroll failed to-wound rolls with its Melee Attacks and gains [Lethal Strike][/color].	The target suffers –1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers –1 Discipline.	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.	The target must reroll failed to-hit rolls with its Close Combat Attacks.
Evocation	Evocation	Evocation	
5 Touch of the Reaper	6 Danse Macabre	A Evocation of Souls	
Hex Missile Oamage Focused Missile Instant	6+ {9+} Augment Instant Range 18" [9"Aura]	Instant	

The target suffers 1D3 hits with Strength 10,
Armour Penetration 10, and **Magical Attacks**. When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.

Direct
Range <24"> {18"}

The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.

If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.

