Evocation 1 Spectral Blades	Evocation 2 Danse Macabre	Evocation 3 Ancestral Aid	Evocation 4 Touch of the Reaper
5+ [10+] Augment One Turn Range 18"	Augment 6+ [11+] Range 12" Instant [12"Aura]	7+ [9+] Augment One Turn Range 12"	Hex Damage 7+ [10+] Focused Instant Direct Range 12" [24"]
The target must reroll failed to-wound rolls in Close Combat. [The target gains Lethal Strike]	The target may perform an 8" Magical Move, and counts as having Ethereal during this move.	The target must reroll failed to-hit rolls with its Close Combat [and Shooting] Attacks.	The target suffers D3 hits with Strength 10 and Armour Piercing (6). When rolling to wound with this attack, substitute the target's Toughness for its Leadership.
Evocation	Evocation	Evocation	
5 Whispers of the Veil	6 Hasten the Hour	T Evocation of Souls	
Hex Remains in 9+ Range 24" Play	Hex Damage 12+ Direct Range 18"	Augment 5+ [8+] {11+} Range 18" [6"Aura] One Turn {12"Aura} If the target has at least one model with an	
The target suffers -1 Leadership and -2 Weapon Skill, to a minimum of 1.	Choose up to 3 different models in the target unit (which may be Characters or	Evoked value: The target unit, or a single Character inside the target unit, Raises a number of Wounds as stated in its profile under Evoked. Characters and models with Towering Presence cannot Raise more than 2 Wounds from this spell in a single Magic Phase.	



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THE IX AGE