Evocation	Evocation	Evocation	Evocation
1 Spectral Blades 5+ [10+] Augment Range 18" One Turn The target must reroll failed to-wound rolls in Close Combat. [The target gains Lethal Strike]	Augment 6+ [11+] Range 12" Instant [12"Aura] The target may perform an 8" Magical Move, and counts as having Ethereal during this move.	3 Ancestral Aid 7+ [9+] Augment Range 12" One Turn The target must reroll failed to-hit rolls with its Close Combat [and Shooting] Attacks.	Hex Damage 7+ [10+] Focused Instant Direct Range 12" [24"] 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 5 Whispers of the Veil 9+ Hex Remains in Range 24" Play	Evocation 6 Hasten the Hour Hex Damage Direct Instant	Evocation T Evocation of Souls Augment 5+ [8+] {11+} Range 18" [6"Aura] One Turn {12"Aura}	

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 Champions). Each of them suffers 1 hit that wounds automatically with Armour Piercing (6).

If the target has at least one model with an 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.

If the target has no models with an Evoked value: The target gains Fear, and all enemy units within 6" of the target suffer -1 Leadership. Measure this when using the Leadership value (not when the spell is cast). This modifier cannot be combined with other modifiers caused by Evocation of

Souls, except from Fear.

