



1. *Apprentice Spell*

Whispers of the Veil

CV	Type	Duration
7+	Hex Replicable Range 18"	One Turn

Effect

The target suffers -1 Res.

No model or unit can be affected by more than one instance of this spell simultaneously.



2. *Adept Spell*

Touch of the Reaper

CV	Type	Duration
7+	Hex Damage Range 24"	Instant

Effect

The target suffers D3+1 hits with Str 9, AP 10, and Magical Attacks.

When rolling to wound with this attack, substitute the target's Res with its Cou.



3. *Adept Spell*

Danse Macabre

CV	Type	Duration
9+	Augment Aura Range 8"	One Turn

Effect

The target may immediately perform a 4☒ Magical Move.

In addition, it gains Dying Blow and Ghost Step.



4. *Adept Spell*

Chorus of the Damned

CV	Type	Duration
10+	Augment Range 18"	One Turn

Effect

The target gains Distracting (1) and Horror.



5. *Master Spell*

Spectral Blades

CV	Type	Duration
11+	Augment Range 18"	One Turn

Effect

Standard Melee Attacks from Rank-and-File models in the target have their Str always set to 4, AP always set to 4, and gain Magical Attacks.



6. *Master Spell*

Soul Blight

CV	Type	Duration
11+	Hex Missile Damage Range 24"	Instant

Effect

The target takes a Courage Test:

- If passed it suffers D6 hits.
- If failed it suffers 2D6 hits.

Hits are with Str 9, AP 10, and Magical Attacks.

When rolling to wound with this attack, substitute the target's Res with its Cou.

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