Evocation	Evocation	Evocation	Evocation
1 Spectral Blades  5+ [9+] 18" Last one Augment Turn	2 Whispers of the Veil  8+ 24" Last one Turn	3 Hasten the Hour  24" [18"]  7+ [10+] Hex, Damage, Instant	4 Ancestral Aid  6+ [7+] 12" [18"] Last one Augment Turn
The target must reroll failed to-wound rolls with its Melee Attacks [and gains Lethal Strike].	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  (24") {18"}  7+ [9+] Hex, Missile, Damage, Focused, Instant	6 Danse Macabre  5+ {9+} 12" [9"Aura] Instant Augment	A Evocation of Souls Instant	

The target suffers D3 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

The target may perform a 8" [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.

