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

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.

