	Evocation		Evocation		Evocation			Evocati	ion
1 Spectral Blades		2 Whispers of the Veil		3 Hasten the Hour		4 Ancestral Aid			
5+ [9+]	Augment One Turn Range 18"	8+	Hex One Turn Range 24"	7+ [10+]	Hex Damage Ins Direct Range 24" [18"]	stant	6+ [7+]	Augment Range 12" [18"]	One 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.		(which may be them suffers '	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		6 Danse Macabre		A Evoc	A Evocation of Souls				
	Hex Missile	5+ {9+}	Augment Range 12" [9"Aura] Instant		Instan	nt			

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.

Damage

Focused
Direct
Range (24") {18"}

Instant

7+ [9+]

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.

