

1. Apprentice Spell

Whispers of the Veil

CV

Type

Duration

7

Hex

One Turn

Replicable Range 18"

Effect

The target suffers -1 Res.

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



2. Adept Spell

Danse Macabre

T

Type Duration

Augment Range 18" One Turn

Effect

CV

The target gains Dying Blow, Ghost Step. In addition, it may immediately perform a del>4\(\text{M}\) /del>span style="color: #0000ff;"> 5\(\text{M}\) span> Magical Move.



3. Adept Spell

Chorus of the Damned

CV

Туре

Duration

[color=#0000ff]9 [/color] Augment Range 18" One Turn

Effect

The target gains Distracting (1), Horror.



4. Adept Spell

Touch of the Reaper

CV

7

Туре

Duration

One Turn

Hex Miss

Missile Damage

Range 24"

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 Cou for its Res.



5. Master Spell

Spectral Blades

CV

Type

Duration

11

Augment One Range 18"

One Turn

111112

Effect

Standard Melee Attacks from Rank-and-File models in the target span style="color: #0000ff;">have their Str always set to at least 4, their AP always set to at least 4/span>, and gain Magical Attacks.



6. Master Spell

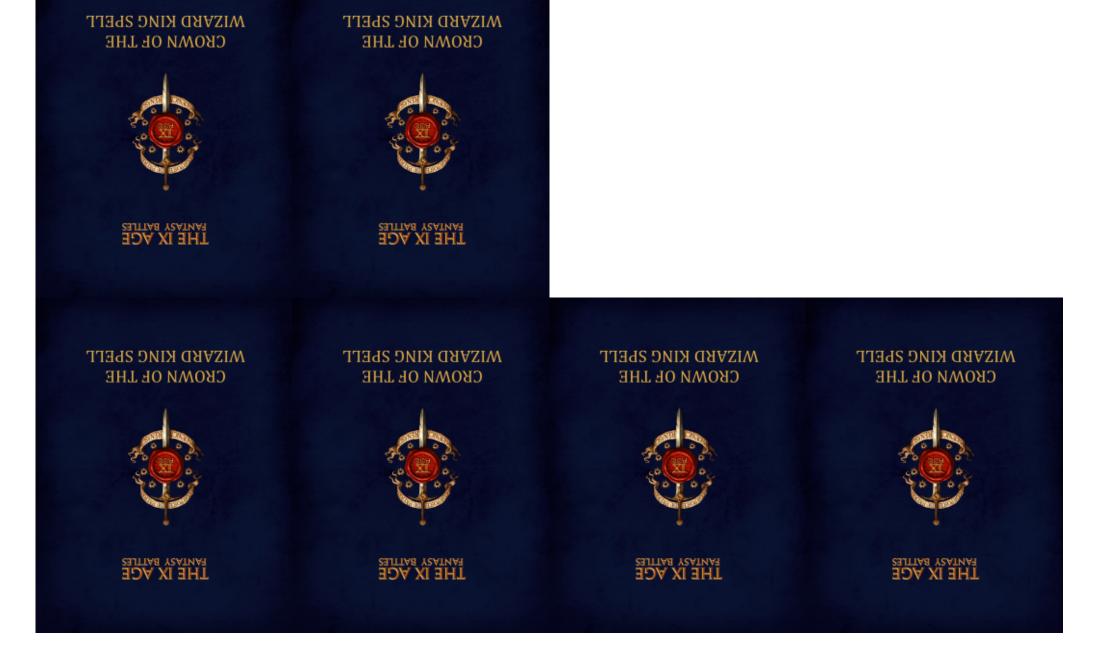
Soul Blight

CV 11

Type Hex Duration
One Turn

Missile Damage Range 24"

Effect



del>The target takes a Courage Test: ul>li>If passed it suffers D6 hits./li>li>If failed it suffers 2D6 hits./li>li>/del> span style="color: #0000ff;">The target suffer 2D3+1/span> hits with Str 9, AP 10, and Magical Attacks.

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