




	evocation	
1	Whispers of the Veil	
7	Hex Replicable Gamma 18"	One Turn
<p>The target suffers -1 Res.</p> <p>No model can be affected by more than one instance of this spell simultaneously.</p>		

	evocation	
2	Danse Macabre	
9	Augment Gamma 18"	One Turn
<p>The target gains Dying Blow, Ghost Step. In addition, it may immediately perform a 4"-5" Magical Move.</p>		

	evocation	
3	Chorus of the Damned	
9	Augment Gamma 18"	One Turn
<p>The target gains Distracting (1), Horror.</p>		

	evocation	
4	Touch of the Reaper	
7	Hex Missile Damage Gamma 24"	One Turn
<p>The target suffers D3+1 hits with Str 9, AP 10, and Magical Attacks.</p> <p>When rolling to wound with this attack, substitute the target's Cou for its Res.</p>		

	evocation	
5	Spectral Blades	
11	Augment Gamma 18"	One Turn
<p>Standard Melee Attacks from Rank-and-File models in the target have their Str always set to at least 4, their AP always set to at least 4, and gain Magical Attacks.</p>		

	evocation	
6	Soul Blight	
11	Hex Missile Damage Gamma 24"	One Turn
<p>The target takes a Courage Test:</p> <ul style="list-style-type: none"> • If passed it suffers D6 hits. • If failed it suffers 2D6 hits. <p>The target suffer 2D3+1 hits with Str 9, AP 10, and Magical Attacks.</p> <p>When rolling to wound with this attack, substitute the target's Cou for its Res.</p>		

WIZARD KING SPELL
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