

Evocation

1 Ancestral Aid

6+ [7+]

- Augment
- Range 12" [18"]

One Turn

The target must reroll failed to-hit rolls with its Close Combat Attacks.

Evocation

2 Whispers of the Veil

8+

- Hex
- Range 24"

One Turn

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.

Evocation

3 Hasten the Hour

7+ [10+]

- Hex
- Damage
- Direct
- Range 24" [18"]

Instant

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.

Evocation

4

Spectral Blades

5+ [9+]

- Augment
- Range 18"

One Turn

The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.

Evocation

5

Touch of the Reaper

<7+> {9+}

- Hex
- Missile
- Damage
- Focused
- Direct
- Range <24"> {18"}

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.

Evocation

6 Danse Macabre

6+ {9+}

- Augment
- Range 18" [9"Aura]

Instant

The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.

Evocation

A Evocation of Souls

Instant

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.

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FANTASY BATTLES

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