

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

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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

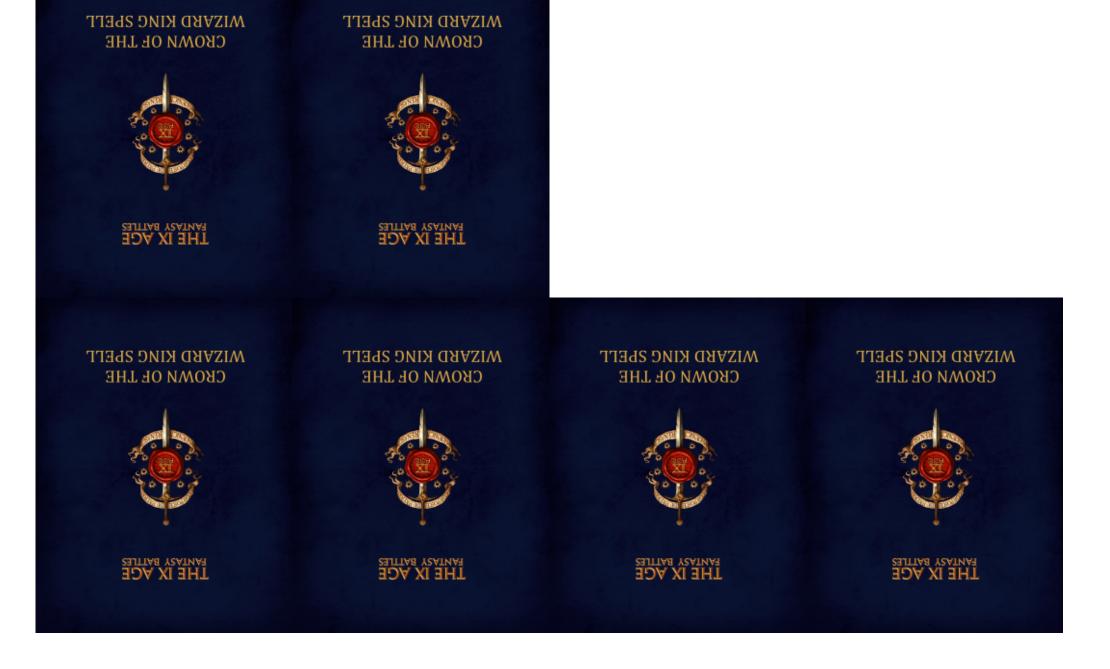
### Soul Blight

*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.