



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.



EVOCAATION

1 SPECTRAL BLADES

6+	Range 18"	One Turn
9+	Augment	

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

A crackling violet energy surrounded the hammer and the successive blows seemed to deform the armours of our chivalry like clay under the hands of a potter.



EVOCATION

2 WHISPERS OF THE VEIL

8+	Range 24"	One Turn
	Hex	

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.

I've never seen something like that. An old, decrepit creature in front of a dozen veterans. He talked a few unintelligible words, and all of them ran away, screaming in pain, like an assassin chased by the ghosts of his victims.



EVOCATION

3 HASTEN THE HOUR

	Hex	
	Direct	
7+	Damage	Instant
10+	Range 24"	
	Range 18"	

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.

*I will never forget our Knight Commander fall,
dozens of years passing on his face in mere seconds,
until only ashes remained.*



EVOCATION

4 ANCESTRAL AID

	Augment	
6+	Range 12"	One Turn
7+	Range 18"	

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

She was a poor duellist a few minutes earlier, but then, suddenly, her band was possessed by a blue light, and her attacks started to be quicker and more lethal than ever.



EVOCAATION

5 TOUCH OF THE REAPER

	Hex	
	Direct	
	Damage	
7+	Range 24"	Instant
9+	Range 18"	
	Focused	
	Missile	

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.

The sorcerer raised his hand, vibrating an obscure word. Our commander, clad in his plate armour, started to scream inhumanly, until his body crashed on the ground, with his armour still untouched by the enemy.



EVOCATION

6 DANSE MACABRE

	Augment	
6+	Range 18"	Instant
9+	Range 9"	
	Aura	

The target may perform an **12"/6"** Magical Move and gains Ghost Step during this move.

It wasn't a dream, my Lord. I've seen it! They disappeared, and they suddenly appeared on our flank, like they were transferred by the spirits themselves!

EVOCAATION



THE IX AGE
FANTASY BATTLES