

- **Signature: Conjure Phantasm (Difficulty 7+) –**

**Range: 18**

**Effect:** Target must pass a Fear test against 3D6, choosing the two highest rolls. The target will continue to suffer the fear test until passed.

- **1 Phantom Pain (Difficulty 9+) –**

**Range: 36"**

**Effect:** Target suffers one S4 hit, no armour saved allowed. If a wound is taken, the model must immediately strike any model (friend or foe) within 1", this action does not count as a charge.

- **2 Ancestor's Visage (Difficulty 9+) -**

**Range: 12"**

**Effect:** A friendly model gains the *Leader Skill* and +1 to both WS and BS.

**Remains in play**

- **3 Choking Mists (Difficulty 11+) -**

**Range: 8"**

**Effect:** Target and all models within 3" must take a Toughness test or take a wound, no armour saves allowed.

- **4 Eye for an Eye (Difficulty 7+) –**

**Range: 10"**

**Effect:** Target enemy takes a S3 hit when they successfully wound an enemy, maximum 1 wound per turn.

**Remains in play**

- **5 Rolling mist (Difficulty 7+) -**

**Range: Caster**

**Effect:** All models within 6" count as hidden, even if they have shot or taken any other action which would otherwise stop the model from being hidden.

**Lasts until the beginning of your next turn**

- **6 Myst (Difficulty 100+) -**

**Range: ANYONE!**

**Effect:** The target model moves 3D6 in a randomised direction and interacts with any random object they come into contact with.

**Remains in Play**