*Hereditary Spell*

## Verdurous Harmony

| *CV* | *Type* | *Duration* |
|---|---|---|
| - | Range | Inst. |

*Effect*

Whenever a spell from the Lore of Athel Loren is cast on a friendly unit, that unit immediately recovers 1 Wound worth of models (rounding up to 2 for Cavalry), as described for the Regrowth spell in the Lore of Life.

*Hereditary Spell*

## Tree Singing

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+/12+ | Range 24"/12" | Inst. |

*Effect*

*Hereditary Spell*

## The Call of the Hunt

| *CV* | *Type* | *Duration* |
|---|---|---|
| 11+/14+ | Range 18"/36" | Inst. |

*Effect*

Until the start of the caster's next Magic phase, the unit gains +1 A (does not affect steeds or ridden monsters). If the unit is not engaged in combat, it immediately moves forward towards the closest enemy unit using Random Movement (2D6).

*Hereditary Spell*

## The Twilight Host

| *CV* | *Type* | *Duration* |
|---|---|---|
| 6+/9+ | Range 18"/36" | Inst. |

*Effect*

Until the caster's next Magic phase, the unit causes Fear. If the unit would already cause fear, it instead causes Terror. In addition, the unit will counts as having twice the Unit Strength it really has for the purpose of determining Steadfast and Outnumber.

*Hereditary Spell*

## The Hidden Path

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+/10+ | Range 18"/36" | Inst. |

*Effect*

The unit gains Ethereal until the start of the caster's next Magic phase. If the unit becomes engaged in close combat, the spell instantly ends.

*Hereditary Spell*

## Madrigal of Greening

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+ | Range 18" | Inst. |

*Effect*

Place a forest of your choosing no more than 12" in diameter within the spell's maximum range. Any models under this forest are placed within them (in exactly the same formation and facing).

*Hereditary Spell*

## Fury of the Forest

| *CV* | *Type* | *Duration* |
|---|---|---|
| 5+/8+ | Range 16"/36" | Inst. |

*Effect*

If successfully cast, the spell causes D6 S 4 hits. If the target is within 6" of a wood, then this is increased to 2D6 S 4 hits.

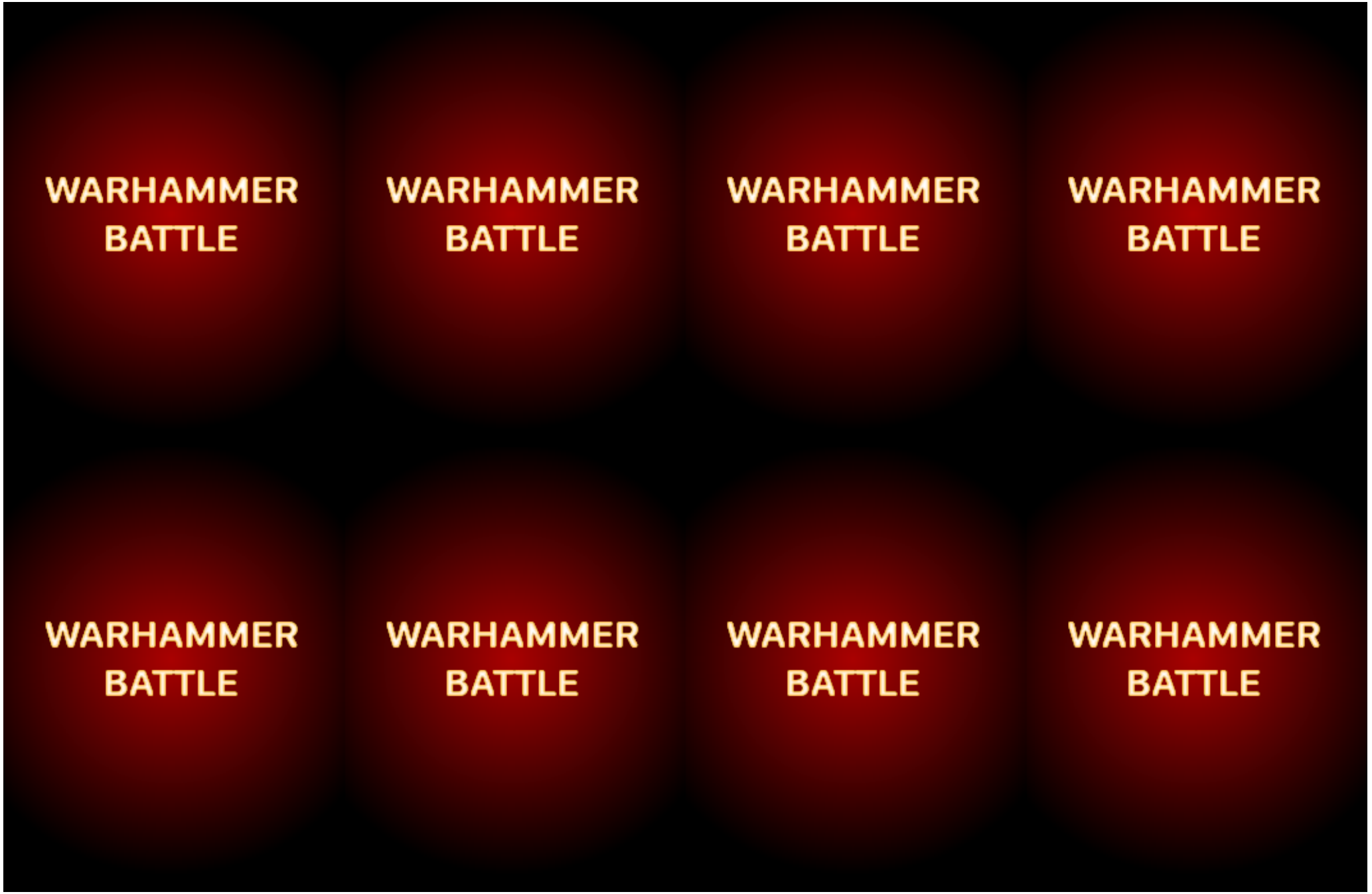
*Hereditary Spell*

## Ariel's Blessing

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10+/14+ | Range 12"/24" | Inst. |

*Effect*

The unit gains Regeneration (4+) until the start of the player's next Magic phase.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Targets a single forest within range of the caster. If there are no units within the forest, it immediately moves up to D6+1" in a direction of your choice. A forest cannot move to within 1" of units or other terrain features.

If there is at least one unit (friendly or enemy) within the forest, then the forest does not move. Instead, choose a single enemy unit at least partially within the forest; that unit immediately suffers 2D6 S 4 hits. Boosted version targets all forests within range.