

Army Spell Wood Elves

H Verdurous Harmony
- Instant

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.

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H Tree Singing
6+/12+ Gamma 24"/12" Instant

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.

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H The Call of the Hunt
11+/14+ Gamma 18"/36" Instant

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).

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H The Twilight Host
6+/9+ Gamma 18"/36" Instant

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 count as having twice the Unit Strength it really has for the purpose of determining Steadfast and Outnumber.

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H The Hidden Path
7+/10+ Gamma 18"/36" Instant

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.

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H Madrigal of Greening
9+ Gamma 18" Instant

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).

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H Fury of the Forest
5+/8+ Gamma 16"/36" Instant

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.

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H Ariel's Blessing
10+/14+ Gamma 12"/24" Instant

The unit gains Regeneration (4+) until the start of the player's next Magic phase.

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