

Hereditary Spell Verdurous Harmony <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>-</td><td>Range</td><td>Inst.</td></tr></table> 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.	CV	Type	Duration	-	Range	Inst.	Hereditary Spell Tree Singing <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/12+</td><td>Range 24"/12"</td><td>Inst.</td></tr></table> Effect	CV	Type	Duration	6+/12+	Range 24"/12"	Inst.	Hereditary Spell The Call of the Hunt <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>11+/14+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> 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).	CV	Type	Duration	11+/14+	Range 18"/36"	Inst.	Hereditary Spell The Twilight Host <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>6+/9+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> 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.	CV	Type	Duration	6+/9+	Range 18"/36"	Inst.
CV	Type	Duration																									
-	Range	Inst.																									
CV	Type	Duration																									
6+/12+	Range 24"/12"	Inst.																									
CV	Type	Duration																									
11+/14+	Range 18"/36"	Inst.																									
CV	Type	Duration																									
6+/9+	Range 18"/36"	Inst.																									
Hereditary Spell The Hidden Path <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>7+/10+</td><td>Range 18"/36"</td><td>Inst.</td></tr></table> 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.	CV	Type	Duration	7+/10+	Range 18"/36"	Inst.	Hereditary Spell Madrigal of Greening <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>9+</td><td>Range 18"</td><td>Inst.</td></tr></table> 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).	CV	Type	Duration	9+	Range 18"	Inst.	Hereditary Spell Fury of the Forest <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>5+/8+</td><td>Range 16"/36"</td><td>Inst.</td></tr></table> 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.	CV	Type	Duration	5+/8+	Range 16"/36"	Inst.	Hereditary Spell Ariel's Blessing <table><tr><th>CV</th><th>Type</th><th>Duration</th></tr><tr><td>10+/14+</td><td>Range 12"/24"</td><td>Inst.</td></tr></table> Effect The unit gains Regeneration (4+) until the start of the player's next Magic phase.	CV	Type	Duration	10+/14+	Range 12"/24"	Inst.
CV	Type	Duration																									
7+/10+	Range 18"/36"	Inst.																									
CV	Type	Duration																									
9+	Range 18"	Inst.																									
CV	Type	Duration																									
5+/8+	Range 16"/36"	Inst.																									
CV	Type	Duration																									
10+/14+	Range 12"/24"	Inst.																									

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

WARHAMMER
BATTLE

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.