## Tree Singing

| *CV* | *Type* | *Duration* |
|---|---|---|
| 7+/9+ | Range 15" | Istantaneo |

*Effect*

Remains in Play. If this spell is cast with a casting result of 7 or more, place a small (3") blast template so that its central hole is within 15" of the caster. If this spell is cast with a casting result of 9 or more, place a large (5") blast template so that its central hole is within 15" of the caster. Whilst in play, the template does not move and is treated as a woodland terrain feature. Enemy units treat these woods as dangerous terrain.

## Forest Walker

| *CV* | *Type* | *Duration* |
|---|---|---|
| 10+ | Range 24" | Istantaneo |

*Effect*

This spell can only target a friendly Wood Elf character that is completely within a woodland terrain feature. If the target is not fleeing, you may immediately remove it from the battlefield and replace it so that it is completely within a different wood anywhere on the battlefield, but not within 6" of any enemy models. The target cannot move again during this Movement phase.

## Flock Of Doom

| *CV* | *Type* | *Duration* |
|---|---|---|
| 9+ | Range 18" | Istantaneo |

*Effect*

Place a small (3") blast template so that its central hole is directly over the centre of the target enemy unit. Any enemy model whose base lies underneath the template risks being hit and suffering a single Strength 3 hit with an AP of -1.


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