## Hereditary Spell

## Arise!

|  | Alise:  |          |
|--|---|----------|
| CV   | Туре  | Duration |
| [color=#ff00<br>00]4+[/color]<br>[color=#0000<br>ff][8+][/color]<br>[color=#6aa8<br>4f]{11+}[/color] | Augment Range [color=#ff00 00]18"[/colo r] [color=#0000 ff][6" Aura][/color ] [color=#6aa8 4f]{12" Aura}[/color ] | Instant  |



## Effect

When resolving the spell, choose one of the following effects for each target:

The R&F part of the target Raises a number of Health Points equal to its Reanimated value.

Up to one Character within the target Recovers a number of Health Points equal to its Reanimated value.

Models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.