

# GLADEWYRM

Gladewyrms are ferocious subterranean creatures formed from concentrated life magic, and are used by the Sylvaneth to protect the realmroots from eldritch invaders. When called upon, they leave their patrols along the spirit paths and erupt from the earth to aid their summoners.

## DESCRIPTION

A Gladewyrm is a single model.

**PREDATORY:** A Gladewyrm is a predatory endless spell. It can move up to 8" and can fly.

## MAGIC

**Summon Gladewyrm:** *The earth splits apart as a sleek, serpentine form heaves itself free, eyes blazing with arcane energies.*

Only **SYLVANETH WIZARDS** can attempt to cast Summon Gladewyrm. It has a casting value of 7. If successfully cast, set up a Gladewyrm model wholly within 6" of the caster.

## ABILITIES

**Burrowing Doom:** *Gladewyrms burst into reality from beneath the earth, summoned from deep within the realmroots.*

When this model is set up, the player who set it up can immediately make a move with it.

**Death From Below:** *Erupting in the midst of the battlefield, Gladewyrms sow destruction with their fearsome mandibles and bladed carapaces.*

After this model has moved, roll a dice for each unit within 1" of it. On a 3+ that unit suffers D3 mortal wounds. This ability has no effect on units with the **SYLVANETH** keyword.

**Healing Mist:** *More than mere predators, Gladewyrms exhale emerald clouds of life magic that revive all children of Alarielle.*

After this model has moved, roll a dice for each **SYLVANETH** unit wholly within 6" of this model. On a 3+ heal up to D3 wounds allocated to that unit.