



# SPIRIT OF DURTHU



Embodiments of Alarielle's will, these imposing forest spirits are mantled with the greatness of their ancestor. With their every deed they strive to be worthy of Durthu's legacy, and this resolve makes them some of the mightiest warriors in the wargroves.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Verdant Blast	15"	☀	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Guardian Sword	3"	3	3+	3+	-2	☀
Massive Impaling Talons	1"	1	3+	☀	-2	1

DAMAGE TABLE			
Wounds Suffered	Massive Impaling Talons	Guardian Sword	Verdant Blast
0-2	2+	6	6
3-4	2+	D6	5
5-7	3+	D6	4
8-9	3+	D6	3
10+	4+	D3	2

## KEYWORDS

ORDER, SYLVANETH, FREE SPIRITS, MONSTER, HERO, SPIRIT OF DURTHU

## DESCRIPTION

A Spirit of Durthu is a single model armed with Massive Impaling Talons, a Guardian Sword and Verdant Blast.

## ABILITIES

### **Champion of the Everqueen's Will:**

*Spirits of Durthu instil great courage in the Everqueen's children.*

Add 1 to the Bravery characteristic of friendly **SYLVANETH** units while they are wholly within 12" of any friendly models with this ability.

**Groundshaking Stomp:** *The earth quakes as this mighty tree spirit stamps its limbs, shaking the enemy's wits.*

At the start of the combat phase, pick 1 enemy unit within 3" of this model and roll a dice. On a 4+ that unit fights at the end of that combat phase, after the players have picked any other units to fight.

**Impale:** *The spear-like growths that form this tree spirit's talons have vanquished many enemies of the Everqueen.*

If the unmodified hit roll for an attack made with Massive Impaling Talons is 6, that attack inflicts D6 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

**Spirit Paths:** *These ancient guardians of the forest can walk the spirit paths at will, vanishing from sight only to reappear where they are needed most.*

At the start of your movement phase, if this model is wholly within 6" of a friendly **AWAKENED WYLDWOOD**, it can walk the spirit paths instead of making a normal move in that movement phase. If it does so, remove this model from the battlefield and set it up wholly within 6" of a different friendly **AWAKENED WYLDWOOD** and more than 9" from any enemy units.

**Wrathful Guardian:** *When the sacred groves of the Sylvaneth are threatened, Spirits of Durthu fight with all the wrath of their legendary ancestor.*

Add 2 to the Attacks characteristic of this model's Guardian Sword while this model is wholly within 8" of any friendly **AWAKENED WYLDWOODS**.