



ALARIELLE THE EVERQUEEN

The ground shudders beneath the tread of her gargantuan wardroth beetle as Alarielle leads the Sylvaneth charge. Wherever the goddess' gaze falls, her foes cower, for there is no mercy in the Everqueen's heart towards those who despoil her realm.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spear of Kurnoth	☀	1	3+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talon of the Dwindling	1"	4	3+	4+	-	1
Great Antlers	2"	5	4+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Spear of Kurnoth	Great Antlers
0-4	16"	30"	5
5-7	14"	25"	4
8-10	10"	20"	3
11-13	8"	15"	2
14+	6"	10"	1

KEYWORDS

ORDER, SYLVANETH, MONSTER, HERO, WIZARD, ALARIELLE THE EVERQUEEN

DESCRIPTION

Alarielle the Everqueen is a named character that is a single model. She is armed with the Spear of Kurnoth and the Talon of the Dwindling.

MOUNT: Alarielle's Wardroth Beetle attacks with its Great Antlers.

FLY: This model can fly.

ABILITIES

Talon of the Dwindling: *A mere touch from the Talon of the Dwindling is enough to wither the spirit and atrophy the body.*

If the unmodified hit roll for an attack made by the Talon of the Dwindling is 6, that attack inflicts D3 mortal wounds on the target in addition to any normal damage.

Lifebloom: *Alarielle calls upon the restorative energies of Ghyran to breathe fresh vitality into those who serve her.*

In your hero phase, you can heal up to D3 wounds allocated to each friendly **SYLVANETH** unit wholly within 30" of this model (roll separately for each unit).

Sweeping Blows: *The wardroth beetle's huge antlers can smash gaping holes into any enemy battle line.*

Add 1 to hit rolls for attacks made with this model's Great Antlers if the target unit

contains 5 or more models.

Living Battering Ram: *A charging wardroth beetle tramples all in its path.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 4+ that unit suffers D3 mortal wounds.

Soul Amphorae: *Alarielle scatters the precious magical pollens within her soul amphorae, seeding the battlefield with new life.*

Once per battle, at the end of your movement phase, you can summon 1 of the following units to the battlefield:

- 20 Dryads
- 10 Tree-Revenants
- 10 Spite-Revenants
- 3 Kurnoth Hunters
- 1 Branchwych
- 1 Treelord

The summoned unit is added to your army, and must be set up wholly within 9" of this model and more than 9" from any enemy units.

MAGIC

Alarielle the Everqueen is a **WIZARD**. She can attempt to cast three spells in your hero phase, and attempt to unbind three spells in the enemy hero phase. She

knows the Arcane Bolt, Mystic Shield and Metamorphosis spells.

Metamorphosis: *With a wrathful glare from the Everqueen, the enemy is turned to wood.*

Metamorphosis has a casting value of 7. If successfully cast, pick 1 enemy unit within 16" of the caster that is visible to them and roll a number of dice equal to the casting roll. For each 4+ that unit suffers 1 mortal wound. In addition, if that unit is destroyed by the mortal wounds inflicted by this spell, you can set up 1 **AWAKENED WYLDWOOD** terrain feature wholly within 12" of the last model from that unit to be slain, and more than 1" from any other model, terrain feature or objective, and add it to your army.

COMMAND ABILITIES

Ghyran's Wrath: *The fury of the reborn Everqueen knows no bounds.*

You can use this command ability at the start of the combat phase. If you do so, in that phase you can re-roll wound rolls of 1 for attacks made by friendly **SYLVANETH** units while they are wholly within 14" of a friendly model with this command ability.