



# TREELORD ANCIENT

The fury of the forest is roused by the magics of the Treelord Ancients. Amongst the eldest living creatures in the realms, these towering tree spirits are not only fearsome warriors, but also potent spell-wielders who can loose the wrath of the Wyldwoods.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Tendril Staff	18"	1	☀	3+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Impaling Talons	1"	1	3+	☀	-2	1
Sweeping Blows	3"	☀	3+	3+	-1	D6

DAMAGE TABLE			
Wounds Suffered	Massive Impaling Talons	Sweeping Blows	Doom Tendril Staff
0-2	2+	3	2+
3-4	2+	2	3+
5-7	3+	2	4+
8-9	3+	1	5+
10+	4+	1	6+

## KEYWORDS

ORDER, SYLVANETH, NOBLE SPIRITS, MONSTER, HERO, WIZARD, TREELORD ANCIENT

## DESCRIPTION

A Treelord Ancient is a single model armed with Massive Impaling Talons, Sweeping Blows and a Doom Tendril Staff.

## ABILITIES

**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.

**Silent Communion:** *Treelord Ancients have a strong spiritual connection to the Wyldwoods, and can call forth these eldritch corpses at a whim.*

Once per battle, in your hero phase, you can pick 1 friendly model with this ability and set up 1 **AWAKENED WYLDWOOD** wholly within 18" of that model and more than 1" from any other model, terrain feature or objective, and add it to your army.

## MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Awakening the Wood spells.

**Awakening the Wood:** *At a Treelord Ancient's command, Wyldwood trees come to life and attack with twisted branches and thorny blows.*

Awakening the Wood has a casting value of 6. If successfully cast, pick 1 friendly **AWAKENED WYLDWOOD** that is wholly within 30" of the caster. Each enemy unit within 3" of that Awakened Wyldwood suffers D3 mortal wounds (roll separately for each unit).

## COMMAND ABILITIES

**Heed the Spirit-song:** *The Treelord Ancient speaks to its kin through the spirit-song, warning them of approaching dangers.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, you can re-roll save rolls of 1 for attacks that target friendly **SYLVANETH** units wholly within 12" of that model.