

VENGEFUL SKULLROOT

Also known as the Drifting Death or the Creeping Willow, the Vengeful Skullroot is a manifestation of a forest's fury. Black-hearted and hateful, these arcane plants can be summoned by Sylvaneth versed in magic. As the tree stalks across the battlefield, its tentacle-like roots bludgeon, crush and strangle all they pass over.

DESCRIPTION

A Vengeful Skullroot is a single model.

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

MAGIC

Summon Vengeful Skullroot: *From the shadows comes a nightmarish form, a huge, black-limbed tree clutching piles of bleached skulls within its tangled roots.*

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

ABILITIES

Uprooted Spirit: *Loosed from the ancient groves that once sheltered them, Vengeful Skullroots stalk eerily across the battlefield.*

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

Terrors Unearthed: *Wherever this rogue spirit creeps, its roots open the shallow graves of battles past, dragging grotesque remains to the surface which chill the hearts of the forest's foes.*

If a unit fails a battleshock test within 3" of any models with this ability, add D3 to the number of models that flee. This ability has no effect on units with the **SYLVANETH** keyword.

Strangleroots: *The grasping limbs of a Vengeful Skullroot enwrap and choke their foes, their wrath all the greater when the kindred trees of a Wyldwood are threatened.*

After this model has moved, each unit that has any models it passed across suffers D3 mortal wounds, or D6 mortal wounds if that unit is also within 3" of any **AWAKENED WYLDWOODS**. This ability has no effect on units with the **SYLVANETH** keyword.