



## ALARITH SPIRIT OF THE MOUNTAIN



Spirits of the Mountain are the war forms of the stony peaks that the Alarith temples have taken as their patrons. Avatars of incredible toughness and strength, they can smash castle gates and steam tanks with a single swing of their worldhammers.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Geomantic Blast	☀	1	3+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stoneheart Worldhammer	3"	4	3+	2+	-2	☀
Cloven Hooves	1"	2	3+	3+	-1	2

### DAMAGE TABLE

Wounds Suffered	Geomantic Blast	Stoneheart Worldhammer	Stoneheart Shockwave
0-2	30"	5	12"
3-5	25"	4	10"
6-7	20"	3	8"
8-10	15"	2	6"
11+	10"	1	4"

#### KEYWORDS

ORDER, LUMINETH REALM-LORDS, ALARITH, MONSTER, SPIRIT OF THE MOUNTAIN

## DESCRIPTION

An Alarith Spirit of the Mountain is a single model armed with a Geomantic Blast, Stoneheart Worldhammer and Cloven Hooves.

## ABILITIES

**All but Immovable:** *A Spirit of the Mountain is at its most dangerous when it pauses, plants its feet solidly on the ground and takes careful stock of its surroundings before inflicting carnage upon its enemies.*

If this model does not make a charge move in your charge phase, add 1 to the Attacks characteristic of this model's melee weapons until your next movement phase.

**Ponderous Advice:** *A Lumineth commander can draw upon the ancient wisdom of a Spirit of the Mountain as long as they are willing to wait long enough for its carefully considered advice.*

At the end of your hero phase, you can pick 1 friendly **LUMINETH REALM-LORDS AELF HERO** within 3" of this model. If that **LUMINETH REALM-LORDS AELF HERO** is within 3" of this model at the start of your next hero phase, then that **LUMINETH REALM-LORDS AELF HERO** can use a command ability in that turn without spending any command points.

**Stoneheart Shockwave:** *When a Spirit of the Mountain smashes its worldhammer into the ground, it can direct the resulting shockwave at a nearby foe, hurling the enemy to its knees.*

At the start of the enemy shooting phase and at the start of any combat phase, you can pick 1 enemy unit within range of this model's Stoneheart Shockwave ability that is visible to this model. The range of the Stoneheart Shockwave ability for this model is shown on the damage table. If you do so, subtract 1 from hit rolls for that unit until the end of that phase. A unit cannot be affected by this ability more than once per phase.

**Stonemage Symbiosis:** *Stonemages are able to sustain a Spirit of the Mountain, allowing them to fight to their fullest potential.*

When you look up a value on this model's damage table, if this model is within 12" of a friendly **STONEMAGE**, this model is treated as if it has suffered 0 wounds.

## COMMAND ABILITY

**Faith of the Mountains:** *A Spirit of the Mountain can inspire its aelven supplicants to fight all the harder in the name of Hysh.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **ALARITH AELF** unit wholly within 18" of a friendly model with this command ability. Add 1 to the Attacks characteristic of that unit's melee weapons in that combat phase. A unit cannot benefit from this command ability more than once per combat phase, and a unit cannot benefit from this ability and the Unshakeable Faith of the Mountains command ability in the same phase.