

ALARITH STONEMAGE

First amongst Teclis' disciples to learn the ways of the aelementiri, the Stonemages bring the might of the mountain to the battlefield. They can control rocks, boulders and even gravity itself to crush and confound their adversaries.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of the High Peaks	3"	D3	3+	3+	-1	D3

DESCRIPTION

An Alarith Stonemage is a single model armed with a Staff of the High Peaks.

ABILITIES

Stonemage Stance: *A Stonemage is able to adopt a stance that allows them to deliver blows with shattering force. Nearby Alarith Stoneguard can emulate their movements to land equally powerful attacks.*

At the start of the combat phase, you can say that this model will adopt the Stonemage Stance. If you do so, this model and any friendly **ALARITH STONEGUARD** units wholly within 12" of this model cannot

make a pile-in move in that phase. However, until the end of that phase, improve the Rend characteristic of melee weapons used by this model and those friendly units by 1.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Gravitic Redirection spells.

Gravitic Redirection: *The caster reduces gravity around them to almost zero, redirecting the force to weigh down a nearby foe.*

Gravitic Redirection has a casting value of 5. If successfully cast, until your next hero phase, the caster can fly.

In addition, you can pick 1 enemy unit within 18" of the caster. If you do so, that unit suffers 1 mortal wound and, until your next hero phase, that unit's Move characteristic is halved and it cannot fly.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, AELEMENTIRI, ALARITH, HERO, WIZARD, STONEMAGE