

• WARSCROLL •

AVALENOR

THE STONEHEART KING

Of all the mountain spirits that march alongside the Lumineth, Avalenor is the eldest and the wisest. Unlike his fellows, he came to the aid of the aelves of his own accord and has been wielding his magical hammers in the name of Hysh ever since.



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
Firestealer Hammers	2"	6	3+	3+	-1	☀
Cloven Hooves	1"	2	3+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Geomantic Blast	Guardian of Hysh	Firestealer Hammers
0-3	30"	12"	5
4-6	25"	6"	4
7-9	20"	3"	3
10-12	15"	2"	2
13+	10"	1"	1

KEYWORDS

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

DESCRIPTION

Avalenor, the Stoneheart King, is a named character that is a single model. He is armed with a Geomantic Blast, the Firestealer Hammers 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.

Firestealer Hammers: *The Firestealer Hammers channel the intense and freezing temperatures of Avalenor's peak.*

If the unmodified hit roll for an attack made with the Firestealer Hammers is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Elder Wisdom: *Those with the patience to earn the Stoneheart King's trust will find themselves enlightened for the rest of their living days.*

At the end of your hero phase, you can pick 1 friendly **LUMINETH REALM-LORDS AELF HERO** within 6" of this model. If that **LUMINETH REALM-LORDS AELF HERO** is within 6" 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.

Guardian of Hysh: *It is said that Avalenor is formed entirely of aetherquartz, causing him to glow with a dazzling light in even the darkest of locations.*

Subtract 1 from hit rolls for attacks made by enemy models that are within range of this model's Guardian of Hysh ability. The range of the Guardian of Hysh ability for this model is shown on the damage table.

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

Unshakeable Faith of the Mountains: *Avalenor inspires total confidence in his aelven supplicants.*

You can use this command ability at the start of the combat phase. If you do so, pick up to D3 friendly **ALARITH AELF** units wholly within 24" of a friendly model with this command ability. Add 1 to the Attacks characteristic of those units' 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 Faith of the Mountains command ability in the same phase.