

# SPIRIT OF DURTHU

Fighting alone as embodiments of Alarielle’s will, or together as the fabled Sons of Durthu, these imposing forest spirits are mantled with the greatness of their ancestor. With their every deed they strive to be worthy of the legacy of legendary Durthu, and this determination makes them some of the most powerful warriors in the sylvaneth Wargroves.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Verdant Blast	15"	☀	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Guardian Sword	3"	3	3+	3+	-2	☀
Massive Impaling Talons	1"	1	3+	☀	-2	1

Wounds Suffered	DAMAGE TABLE		
	Verdant Blast	Guardian Sword	Massive Impaling Talons
0-2	6	6	2+
3-4	5	D6	2+
5-7	4	D6	3+
8-9	3	D6	3+
10+	2	D3	4+

**DESCRIPTION**

A Spirit of Durthu is a single model. He is armed with Massive Impaling Talons, and can attack with his Guardian Sword. A Spirit of Durthu can also channel a Verdant Blast through his Guardian Sword, drawing on his own vital energy to scour his enemies.

**ABILITIES**

**Groundshaking Stomp:** At the start of the combat phase, the Spirit of Durthu stomps the ground; roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more, that unit is knocked off their feet by the impact and must subtract 1 from all hit rolls in that combat phase as they regain their footing.

**Impale:** If the Spirit of Durthu’s Massive Impaling Talons inflict a wound on an enemy model, roll a dice. If the result exceeds the number of wounds the enemy model has remaining, it is slain.

**Spirit Paths:** If a Spirit of Durthu is within 3" of a Sylvaneth Wyldwood at the start of your movement phase, he can travel along the spirit paths. If he does so, remove the Spirit of Durthu from the battlefield, and then set him up within 3" of a different Sylvaneth Wyldwood, more than 9" from any enemy models. This is his move for the movement phase.

**Guardian Sword:** The Spirit of Durthu makes an extra D3 attacks with the Guardian Sword if he is within 3" of a Sylvaneth Wyldwood when he attacks in the combat phase.

**Champions of the Everqueen’s Will:** Spirits of Durthu instil courage in the Everqueen’s children. All friendly SYLVANETH units that are within 8" of any Spirits of Durthu in the battleshock phase add 1 to their Bravery.

**Verdant Blast:** When a Spirit of Durthu attacks with a Verdant Blast, you can declare that he will channel his life-force to intensify its power. Add 2 to the weapon’s Attacks for the rest of the turn. If the Spirit of Durthu uses this ability, he suffers D3 mortal wounds at the end of the shooting phase.

**Solemn Guardian:** Spirits of Durthu belong to no clan or glade, instead answering directly to their Everqueen. They are her sworn protectors, and when she sends them to battle they stand in defence of her chosen commanders. If an attack that targets a friendly SYLVANETH HERO within 6" of a Spirit of Durthu causes a wound, roll a dice. On a result of 4 or more the wound is inflicted on the Spirit of Durthu instead (you can make a save roll as normal).