

WARSCROLL

TREELORD ANCIENT

The fury of the forest is roused by the magical powers of the Treelord Ancients who lead the sylvaneth to war. Amongst the eldest living creatures in the realms, these towering tree spirits are not only fearsome warriors able to walk the spirit paths at will, but also potent spell-wielders who can loose the wrath of the Wyldwoods upon their victims.



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Tendril Staff		18"	1	✱	3+	-1	D6
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Sweeping Blows		3"	✱	3+	3+	-1	D6
Massive Impaling Talons		1"	1	3+	✱	-2	1

Wounds Suffered	DAMAGE TABLE		
	Doom Tendril Staff	Sweeping Blows	Massive Impaling Talons
0-2	2+	3	2+
3-4	3+	2	2+
5-7	4+	2	3+
8-9	5+	1	3+
10+	6+	1	4+

DESCRIPTION

A Treelord Ancient is a single model. It is armed with Massive Impaling Talons, and can also attack with devastating Sweeping Blows, or from afar with its Doom Tendril Staff.

ABILITIES

Groundshaking Stomp: At the start of the combat phase, the Treelord Ancient 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 a Treelord Ancient'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 Treelord Ancient is within 3" of a Sylvaneth Wyldwood at the start of your movement phase, they can travel along the spirit paths. If they do so, remove the Treelord Ancient from the battlefield, and then set them up within 3" of a different Sylvaneth Wyldwood, more than 9" from any enemy models. This is their move for the movement phase.

Silent Communion: In the hero phase, a Treelord Ancient can commune with the realmroots, calling forth a glade of trees. Roll a dice. On a result of 4 or more, you can set up a Sylvaneth Wyldwood. Each Citadel Wood must be placed within 15" of the Treelord Ancient, and not within 3" of any other models.

MAGIC

A Treelord Ancient is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Awakening the Wood spells.

AWAKENING THE WOOD

Awakening the Wood has a casting value of 6. If successfully cast, pick a Sylvaneth Wyldwood that is within 24" of the caster. Each enemy unit within 3" of this Sylvaneth Wyldwood suffers D3 mortal wounds as the trees come to life and attack with twisted branches and thorny boughs.

COMMAND ABILITY

Heed the Spirit-song: The Treelord Ancient speaks to its kin through the spirit-song, warning them of approaching dangers. Until your next hero phase, you can re-roll save rolls of 1 for **SYLVANETH** units if they are within 10" of the Treelord Ancient.

KEYWORDS

ORDER, SYLVANETH, MONSTER, HERO, WIZARD, TREELORD ANCIENT