

The background of the card is a detailed illustration of a Sylvaneth warrior. The warrior is a pale, horned creature with a green and gold mask, holding a large, curved blade. He stands amidst a forest of gnarled, dark trees with glowing green and orange light filtering through. In the background, other Sylvaneth warriors are visible, some holding spears. The overall atmosphere is dark and mystical.

WARHAMMER
AGE OF SIGMAR

— ALLEGIANCE CARDS —

SYLVANETH

SYLVANETH

BATTLE TRAIT

FOREST SPIRITS

The sylvaneth are natives of the wild places of the realms, lurking in wait to strike at their enemies. They flow from ambush with lithe grace, falling upon the foe without mercy or restraint.

Instead of setting up a **SYLVANETH** unit or battalion, you can place it to one side and say that it is set up in the hidden enclaves as a reserve unit.

You can set up one reserve unit in the hidden enclaves for each unit you set up on the battlefield.

At the end of your Movement Phases, you can set up one or more of the reserve units that are in the hidden enclaves on the battlefield wholly within 6" of an **AWAKENED WYLDWOOD** and more than 9" from any enemy units

Any reserve units in the hidden enclaves that are not set up on the battlefield before the start of the fourth battle round are slain.

SYLVANETH

BATTLE TRAIT

NAVIGATE REALMROOTS

Sylvaneth armies favour a swift, hit-and-run fighting style, using the spirit paths to strike and fade before the enemy can react.

Instead of making a normal move in your Movement Phase, 1 friendly **SYLVANETH** unit wholly within 6" of an **AWAKENED WYLDWOOD** can navigate the realmroots. If it does so, remove the unit from the battlefield, and then set it up wholly within 6" of another **AWAKENED WYLDWOOD** and more than 9" from any enemy units.

SYLVANETH

BATTLE TRAIT

PLACES OF POWER

Although most traces of glory from the Age of Myth have been razed to the ground or desecrated by the forces of Chaos, their power still lingers beneath the surface of the more recent landscape.

After territories haven been chosen but before armies are set up, you can pick 1 terrain feature on the battlefield that was not set up by your opponent as part of their army.

Do not take Battleshock tests for friendly **SYLVANETH** units while they are wholly within 6" of that terrain feature.

SYLVANETH

BATTLE TRAIT

GLADES

The different Sylvaneth glades have their own distinctive ways of waging war on the enemies of the Everqueen.

If your army is a Sylvaneth army, you can give it a Glade keyword.

All **SYLVANETH** units in your army gain that keyword.

You can either choose one of the Glades listed, or choose another Glade you have read about or created yourself.

If you choose one from the list, all units with that keyword benefit from the extra abilities listed for that Glade.

If you choose a different Glade, simply pick the Glade that most closely matches the nature of your own.

SYLVANETH

COMMAND ABILITY

YIELD TO NONE

The towering Treelords of Oakenbrow stride to war alongside great hosts of Dryads, who fight with all the spirit of their ancient sires when the need is great.

You can use this Command Ability at the start of the Battleshock Phase.

If you do so, pick 1 friendly **OAKENBROW HERO**.

Until the end of that phase, do not take Battleshock tests for friendly **OAKENBROW DRYADS** units while they are wholly within 16" of that **HERO**.

OAKENBROW

SYLVANETH

COMMAND ABILITY

THE EARTH DEFENDS

Fronds of magical foliage bursts from the earth, instinctively protecting the Sylvaneth nearby.

You can use this Command Ability at the start of the Combat Phase.

If you do so, pick 1 friendly **GNARLROOT** unit wholly within 12" of a friendly **GNARLROOT HERO**.

Until the end of that phase, roll a D6 each time you allocate a wound or Mortal Wound to that unit.

On a 6+ that wound or Mortal Wound is negated.

GNARLROOT

SYLVANETH

COMMAND ABILITY

LORD OF THE HUNT

Heartwood Sylvaneth are devout followers of Kurnoth, God of the Hunt, and honour him by the eager pursuit of their quarry.

You can use this Command Ability at the start of the Combat Phase.

If you do so, pick 1 enemy unit within 12" of a friendly **HEARTWOOD HERO**.

Until the end of that phase, you can re-roll To-Hit and To-Wound rolls of 1 for attacks made by friendly **HEARTWOOD** units that target that enemy unit.

HEARTWOOD

SYLVANETH

COMMAND ABILITY

STAND FIRM

Ironbark Sylvaneth are steadfast defenders, forming up into grim living shield walls from which they strike back at attackers.

You can use this Command Ability in the Combat Phase, before the players pick any units to fight.

If you do so, pick 1 enemy unit that made a Charge move this turn and is within 1" of a friendly **IRONBARK** unit and roll a D6.

On a 2+ that enemy unit suffers D3 Mortal Wounds.

IRONBARK

SYLVANETH

COMMAND ABILITY

BRANCH BLIZZARD

A mass of rattling, leafless branches fills the air, lacerating the enemy.

You can use this Command Ability in your Shooting Phase.

If you do so, pick 1 enemy unit within 12" of a friendly **WINTERLEAF HERO** and visible to them.

Roll a number of D6 equal to the number of models in that unit.

For each 6+ that unit suffers 1 Mortal Wound.

WINTERLEAF

SYLVANETH

COMMAND ABILITY

SINISTER AMBUSH

Dreadwood clans are masters of subterfuge, using the spirit ways to deceive their foes and strike where least expected.

You can use this Command Ability once during each of your turns, at the end of your Movement Phase.

If you do so, pick 1 friendly **DREADWOOD** unit wholly within 18" of a friendly **DREADWOOD HERO**.

Remove that unit from the battlefield and then set it up again anywhere on the battlefield more than 9" from any enemy units.

DREADWOOD

SYLVANETH

COMMAND ABILITY

FERTILE GROUND

Nourishing energies swell from the soil, quickening the blades of the Harvestboon clans.

You can use this Command Ability at the start of the Combat Phase.

If you do so, pick 1 friendly **HARVESTBOON** unit wholly within 12" of a friendly **HARVESTBOON HERO**.

Until the end of that phase, add 1 to the Attacks characteristic of that unit's **MELEE** weapons.

You cannot pick the same unit to benefit from this Command Ability more than once per Combat Phase.

HARVESTBOON

SYLVANETH

COMMAND TRAIT ASPECTS OF WAR

1 - DREAD HARVESTER

Foes fall like swiftly gathered fruit when this general enters the fray.

You can re-roll To-Hit rolls for attacks made with **MELEE** weapons by this General if this General made a Charge move in the same turn.

HERO

SYLVANETH

COMMAND TRAIT ASPECTS OF WAR

2 - GNARLED WARRIOR

This Sylvaneth's hoary hide has turned aside countless blades.

You can re-roll Save rolls of 1 for attacks that target this General.

HERO

SYLVANETH

**COMMAND TRAIT
ASPECTS OF WAR**

3 - GIFT OF GHYRAN

A regenerative nectar courses through this general's body.

In your Hero Phase, you can heal 1 wound allocated to this General.

HERO

SYLVANETH

COMMAND TRAIT ASPECTS OF WAR

4 – LORD OF SPITES

Impish forest spirits aid this general with an array of venoms and snares.

You can re-roll To-Wound rolls of 1 for attacks made by this General.

HERO

SYLVANETH

COMMAND TRAIT ASPECTS OF WAR

5 - WARSINGER

This general spurs on Alarielle's children with stirring song.

Add 2 to Charge rolls for friendly **SYLVANETH** units wholly within 12" of this General.

HERO

SYLVANETH

COMMAND TRAIT ASPECTS OF WAR

6 - WISDOM OF THE ANCIENTS

Even amongst their venerable kin, this general's sage battle-sense is trusted deeply.

Add 1 to the Bravery characteristic of friendly **SYLVANETH** units while they are wholly within 12" of this General.

HERO

SYLVANETH

COMMAND TRAIT ASPECTS OF RENEWAL

1 - ARCANES BOUNTY

The woods hold few mysteries that elude this eldritch being.

This General knows 1 extra spell from the Lore of the Deepwood (pg 69).

HERO WIZARD

SYLVANETH

COMMAND TRAIT ASPECTS OF RENEWAL

2 - MYSTIC REGROWTH

The currents of magic nourish this creature's body like cleansing rainfall.

At the end of your Hero Phase, if this General successfully cast any spells in that phase that were not unbound, you can heal D3 wounds allocated to this General.

HERO WIZARD

SYLVANETH

COMMAND TRAIT ASPECTS OF RENEWAL

3 – VOICE OF WARDING

This wizard's very word extend like grasping vines into the minds of their rivals.

This General can attempt to unbind 1 extra spell in the enemy Hero Phase.

HERO WIZARD

SYLVANETH

COMMAND TRAIT ASPECTS OF RENEWAL

4 - GLADE LORE

The forest whispers powerful secrets to those it trusts.

Add 1 to Casting rolls for this General while it is wholly within 6" of any **AWAKENED WYLDWOODS**.

HERO WIZARD

SYLVANETH

COMMAND TRAIT ASPECTS OF RENEWAL

5 - SPELLSINGER

Like pollen on the wind, this wizard's spellcraft travels far afield.

Add 6" to the range of each spell this General successfully casts.

HERO WIZARD

SYLVANETH

COMMAND TRAIT ASPECTS OF RENEWAL

6 - RADIANT SPIRIT

Shielding emerald energy surrounds this spellcaster like a leafy sanctuary.

Each time this General is affected by a spell or Endless Spell, you can roll a D6.

If you do so, on a 4+ ignore the effects of that spell or Endless Spell on this General.

HERO WIZARD

SYLVANETH

COMMAND TRAIT

REGAL OLD-GROWTH

This General has stoically defended the Oakenbrow clans through countless seasons of war.

Add 1 to the Wounds characteristic of this General.

OAKENBROW

SYLVANETH

COMMAND TRAIT

NURTURED BY MAGIC

Gnarlroot Sylvaneth draw great sustenance from the spellcasting of their kin.

Once in each of your Hero Phases, if this General successfully casts a spell that is not unbound, pick 1 friendly **GNARLROOT** unit wholly within 18" of this General.

You can heal up to D3 wounds allocated to that unit.

GNARLROOT

SYLVANETH

COMMAND TRAIT

LEGACY OF VALOUR

The proud memory of this Sylvaneth's martial deeds will live long after their demise.

If this General is slain, you can pick 1 enemy unit within 1" of this General before they are removed from play and roll a D6.

On a 2-5 that unit suffers D3 Mortal Wounds.

On a 6, that unit suffers D6 Mortal Wounds.

HEARTWOOD

SYLVANETH

COMMAND TRAIT

MERE RAINFALL

With a gnarled limb raised overhead to form a protective canopy, most missile weapons fall on this Sylvaneth as harmlessly as raindrops.

You can re-roll Save rolls for attacks made with **MISSILE** weapons that target this General.

IRONBARK

SYLVANETH

COMMAND TRAIT

MY HEART IS ICE

This general is roused to a chilling vengeful fury by the blows of the enemy.

Roll a D6 each time a wound inflicted by a **MELEE** weapon is allocated to this General and not negated.

On a 5+ the attacking unit suffers 1 Mortal Wound.

WINTERLEAF

SYLVANETH

COMMAND TRAIT

PARAGON OF TERROR

Wherever this cruel creature stalks, fear grips its foes like smothering weeds.

Re-roll successful Battleshock tests for enemy units while they are within 6" of this General.

DREADWOOD

SYLVANETH

COMMAND TRAIT

SEEK NEW FRUIT

This general moves in and out of combat at will, bending to the currents of battle like a sapling in a breeze.

Each time this General attacks with its **MELEE** weapons, it can make a 6" move after all of its attacks have been resolved.

If it does so, it must finish the move more than 3" from enemy units.

HARVESTBOON

SYLVANETH

ARTEFACT OF POWER WEAPONS OF THE GLADES

1 - DAITH'S REAPER

Fashioned from the only ever seam of Harrowgold, no armour can turn aside this ancient blade if its wielder's aim is true.

Pick 1 of the bearer's **MELEE** weapons.

Improve the Rend characteristic of that weapon by 1.

HERO

SYLVANETH

ARTEFACT OF POWER WEAPONS OF THE GLADES

2 – GREENWOOD GLADIUS

This blade strikes with the youthful vigour of sunrise.

Pick 1 of the bearer's **MELEE** weapons.

Add 2 to the Attacks characteristic of that weapon if the bearer made a Charge move in the same turn.

HERO

SYLVANETH

ARTEFACT OF POWER WEAPONS OF THE GLADES

3 - AUTUMNS IRE

Just as woodlands leaves burn brightest before yielding to winter's touch, this weapon strikes fiercest when its wielder comes to harm.

Pick 1 of the bearer's **MELEE** weapons.

You can re-roll To-Hit and To-Wound rolls of 1 for attacks made with that weapon while any wounds are allocated to the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER WEAPONS OF THE GLADES

4 - WINNOWSTAFF

This enchanted staff strikes down lesser foes as easily as chaff is blown from wheat.

Pick 1 of the bearer's **MELEE** weapons.

You can re-roll To-Hit rolls for attacks made with that weapon that target a unit with a Wounds characteristic of 1.

HERO

SYLVANETH

ARTEFACT OF POWER WEAPONS OF THE GLADES

5 - ANCIENT BARKBLADE

Blows from this venerable weapon land like a felled oak.

Pick 1 of the bearer's **MELEE** weapons.

Add 1 to the Damage characteristic of that weapon.

HERO

SYLVANETH

ARTEFACT OF POWER WEAPONS OF THE GLADES

6 - THE DARKEST BOUGH

Harvested at a location of utmost secrecy, the branch that formed this weapon is steeped in sinister power.

Pick 1 of the bearer's **MELEE** weapons.

If the unmodified To-Wound roll for an attack made with that weapon is 6, that attack inflicts D3 Mortal Wounds on the target in addition to any normal damage.

HERO

SYLVANETH

ARTEFACT OF POWER BOONS OF THE EVERQUEEN

1 - THE OAKEN ARMOUR

Twined from bark shorn from the mighty Oak of Ages, it is all but impossible to tell where this armour ends and the hide of its Sylvaneth wearer begins.

You can re-roll Save rolls of 1 made for attacks that target the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER BOONS OF THE EVERQUEEN

2 - BRIAR SHEATH

This spiny mantle renders its wearer's true form difficult to discern.

Subtract 1 from To-Hit rolls for attacks that target the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER BOONS OF THE EVERQUEEN

3 - GLAMOURWEAVE

Such are glamourweave's illusory enchantments that even the surest blow struck against its wearer can be proven false.

Roll a D6 each time you allocate a Mortal Wound to the bearer.

On a 5+, that Mortal Wound is negated.

HERO

SYLVANETH

ARTEFACT OF POWER BOONS OF THE EVERQUEEN

4 - LASHVINES

Thorned, sentient tendrils coil around this Sylvaneth, striking out viciously at any threat to their host.

Roll a D6 each time a wound inflicted by a **MELEE** weapon is allocated to the bearer and not negated. On a 6+ the attacking unit suffers 1 Mortal Wound.

HERO

SYLVANETH

ARTEFACT OF POWER BOONS OF THE EVERQUEEN

5 - SILKEN SNARES

Spite-silk webs cover much of this fighter's form, deadening the impact of all but the keenest weapons.

If the weapon used for an attack that targets the bearer has a Rend characteristic of -1, change the Rend characteristic for that attack to '-2'.

HERO

SYLVANETH

ARTEFACT OF POWER BOONS OF THE EVERQUEEN

6 - NIGHTBLOOM GARLAND

A perpetual gloom emanates from this chaplet of pale flowers, veiling the wearer from sight.

The bearer is not visible to enemy models that are more than 12" from the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER VERDANT TREASURES

1 – SEED OF REBIRTH

Should its bearer ever fall, the Seed's rejuvenating energies will pour into its host to grant them new life.

The first time the bearer is slain, before removing them from the battlefield, roll a D6.

On a 1, the bearer is slain.

On a 2+ the bearer is not slain, you can heal up to D3 wounds allocated to them, and any wounds that remain to be allocated to them are negated.

HERO

SYLVANETH

ARTEFACT OF POWER VERDANT TREASURES

2 - WRAITHSTONE

This crystal emits the screams of all whose souls were torn from their bodies by the spirits of the forest and bound within it.

Subtract 1 from the Bravery characteristic of enemy units while they are within 10" of the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER VERDANT TREASURES

3 – EVERDEW VIAL

The merest sip of the sacred water contained within this delicate bottle breathes fresh purpose into the drinker's every stride.

Add 2 to Run rolls and Charge rolls for the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER VERDANT TREASURES

4 - LIFEWEATH

Held aloft at times of great peril, this wreath radiates waves of healing magic.

In your Hero Phase, roll a D6.

On a 3+ you can heal D3 wounds allocated to each friendly **SYLVANETH** unit wholly within 10" of the bearer.

HERO

SYLVANETH

ARTEFACT OF POWER VERDANT TREASURES

5 - CROWN OF FELL BOWERS

Rooted in this enchanted circlet, a canopy of ethereal branches forms above the foe, lending uncanny aid to the weapons of the Sylvaneth.

At the start of the Combat Phase, pick 1 enemy unit within 6" of the bearer.

You can re-roll To-Wound rolls for attacks made by friendly **SYLVANETH** units that target that unit in that phase.

HERO

SYLVANETH

ARTEFACT OF POWER VERDANT TREASURES

6 – ETHERBLOSSOM

Strangest of all the flowers that grow in the Weirding Vale in Ghyran, obstacles fade into unreality wherever an Etherblossom is carried.

The bearer can fly.

HERO

SYLVANETH

ARTEFACT OF POWER RELICS OF NATURE

1 - ACORN OF THE AGES

This unassuming acorn is verdant life given form.

Once per battle, at the start of your Hero Phase, you can set up an **AWAKENED WYLDWOOD** wholly within 12" of the bearer and more than 1" from other models, terrain feature or objectives, and add it to your army.

WIZARD HERO

SYLVANETH

ARTEFACT OF POWER RELICS OF NATURE

2 - SPIRITSONG STAVE

Eldritch power blossoms from this ancient rod of willow.

The bearer can attempt to cast 1 extra spell in your Hero Phase.

WIZARD HERO

SYLVANETH

ARTEFACT OF POWER RELICS OF NATURE

3 – THE VESPERAL GEM

Malice and mercy dwell in this gemstone in equal measure, visible as fey lights swirling at its core.

Once in each of your Hero Phases, when the bearer attempts to cast a spell from the Lore of the Deepwood, instead of making a Casting roll you can say they are using the Vesperal Gem.

If you do so, that spell is automatically cast (do not roll 2D6) and cannot be unbound.

After the effect of that spell has been resolved, roll a D6.

On a 1, the bearer suffers D3 Mortal Wounds.

WIZARD HERO

SYLVANETH

ARTEFACT OF POWER RELICS OF NATURE

4 - LUNETH'S LAMP

A relic saved from a shrine desecrated by sorcery, this lamp's flame flares whenever hostile magic seeks physical form.

Add 2 to the roll when the bearer attempts to unbind or dispel an Endless Spell.

WIZARD HERO

SYLVANETH

ARTEFACT OF POWER RELICS OF NATURE

5 - HAGBANE SPITE

These rare spites are deadly to foes of the Sylvaneth who wield sorcery.

If the bearer successfully unbinds a spell, the caster suffers 1 Mortal Wound.

WIZARD HERO

SYLVANETH

ARTEFACT OF POWER RELICS OF NATURE

6 - WYCHWOOD GLAIVE

The glowing edge of this ensorcelled blade thirsts for the lifeforce of hostile wizards.

Pick 1 of the bearer's **MELEE** weapons.

Add 2 to the damage inflicted by that weapon for attacks that target a **WIZARD**.

WIZARD HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

DAWNFLASK

This unassuming earthenware vessel contains a blend of rare seeds and pollens which lend mysterious protection to their keeper.

Roll a D6 each time you allocate a wound or Mortal Wound to the bearer.

On a 6+ that wound or Mortal Wound is negated.

OAKENBROW HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

CHALICE OF NECTAR

This ashwood cup brims with fortifying nectar, gifting the bearer with arcane nourishment.

When making a Casting or Unbinding roll for the bearer, roll 3D6, remove 1 dice of your choice, and then use the remaining 2D6 to determine the Casting or Unbinding roll.

GNARLROOT HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

HORN OF THE CONSORT

Blasts from this ancient hunting horn stir Kurnoth Hunters to new heights of fervour.

You can re-roll To-Hit rolls for attacks made by friendly **HEARTWOOD KURNOTH HUNTERS** wholly within 12" of the bearer.

HEARTWOOD HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

IRONBARK TALISMAN

Forged by the duardin, this talisman infuses the Sylvaneth's limbs with steely strength.

Add 1 to To-Wound rolls for attacks made with **MELEE** weapons by the bearer.

IRONBARK HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

FROZEN KERNEL

This precious nut bore witness to the ravaging of its birthland, and its wailing laments rouse Winterleaf Sylvaneth into a merciless frenzy.

Once per battle, at the start of the Combat Phase, you can pick 1 friendly **WINTERLEAF** unit wholly within 18" of the bearer.

After that unit has fought in that phase for the first time, if it is within 3" of an enemy unit, it can make a Pile-in move and then attack with all of its **MELEE** weapons it is armed with for a second time.

WINTERLEAF HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

JEWEL OF WITHERING

This malicious gem knows and cultivates the fears of its bearer's enemies, draining them of strength and willpower.

Subtract 1 from To-Wound rolls for attacks made with **MELEE** weapons that target the bearer.

DREADWOOD HERO

SYLVANETH

ARTEFACT OF POWER GLADE ARTEFACTS

THE SILENT SICKLE

The elegant blade moves through the air like a darting forest bird whose wings briefly flash in the sunlight.

Pick 1 of the bearer's **MELEE** weapons.

Add 1 to the Attacks characteristic of that weapon.

HARVESTBOON HERO

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

VERDANT BLESSING

Casting Value: 6

The caster hurls forth a shimmering orb of jade energy that swiftly takes root and bursts upward as a newly conjured Wyldwood.

If successfully cast, set up 1 **AWAKENED WYLDWOOD** wholly within 24" of the caster and more than 1" from any other model, terrain feature or objective.

WIZARD

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

1 - THRONE OF VINES

Casting Value: 5

Borne aloft upon a seething throne of summoned vines, the caster drinks deep of the magical energies that flow through the Mortal Realms.

If successfully cast, add 2 to Casting rolls for the caster until the caster makes a move or is set up in a different location.

WIZARD

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

2 - REGROWTH

Casting Value: 5

The caster channels the burgeoning magic of life into an invigorating healing bloom.

If successfully cast, pick 1 friendly **SYLVANETH** unit wholly within 18" of the caster and visible to them.

You can heal up to D6 wounds allocated to that unit.

WIZARD

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

3 – THE DWELLERS BELOW

Casting Value: 7

Drawing upon the darkest and most spiteful aspects of nature's power, the caster summons a seething swarm of tendrils from beneath the ground.

If successfully cast, pick 1 enemy unit within 10" of the caster and visible to them and roll a number of D6 equal to the number of models in that unit.

For each 6+ that unit suffers 1 Mortal Wound.

WIZARD

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

4 - DEADLY HARVEST

Casting Value: 6

Just as the Sylvaneth can instinctively channel the flowing energies of life magic to nurture and heal, those of a darker bent can also stem the flood, or leech it away altogether.

If successfully cast, each enemy unit within 3" of the caster suffers D3 Mortal Wounds (roll separately for each unit).

WIZARD

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

5 – VERDUROUS HARMONY

Casting Value: 7

The wizard plucks the youngest sprouts of magic and uses them to renew the broken forms of fallen warriors.

If successfully cast, pick 1 friendly **SYLVANETH** unit wholly within 18" of the caster and visible to them.

You can return 1 slain model to that unit.

If you picked a unit of **DRYADS**, **TREE-REVENANTS** or **SPITE-REVENANTS**, you can return up to D3 slain models to that unit instead of 1.

WIZARD

SYLVANETH

SPELL LORE

LORE OF THE DEEPWOOD

6 - TREESONG

Casting Value: 7

The caster implores the simple spirits of the Wyldwoods to guide the blades of their allies and expose the weaknesses of the foe.

If successfully cast, pick 1 enemy unit within 16" of the caster and within 6" of an **AWAKENED WYLDWOOD**.

Until the end of the turn, you can re-roll To-Hit and To-Wound rolls of 1 for attacks made with **MELEE** weapons that target that unit.

WIZARD

SYLVANETH

GLADE ABILITY

OUR ROOTS RUN DEEP

Oakenbrow tree spirits are renowned for the resilience of their heartwood.

Subtract 2 from the number of wounds suffered by **OAKENBROW SPIRITS OF DURTHU**, **OAKENBROW TREELORD ANCIENTS** and **OAKENBROW TREELORDS** when determining which row on their damage table to use (to a minimum of 0).

OAKENBROW

SYLVANETH

GLADE ABILITY

SHIELD THE ARCANE

Gnarlroot clans prize arcane knowledge above all things, and they fight with fiery spirit to defend the keepers of their spell lore.

Re-roll To-Hit rolls of 1 for attacks made by friendly **GNARLROOT** units while they are wholly within 12" of any friendly **GNARLROOT WIZARDS**.

GNARLROOT

SYLVANETH

GLADE ABILITY

COURAGE FOR KURNOTH

The clans of Heartwood Glade are renowned for their steadfast bravery.

Add 1 to the Bravery characteristic of friendly **HEARTWOOD** units while they are wholly within 12" of any friendly **HEARTWOOD HEROES**.

HEARTWOOD

SYLVANETH

GLADE ABILITY

STUBBORN AND TACITURN

Stoic indifference marks out the Ironbark clans in battle.

You can re-roll Battleshock tests for friendly **IRONBARK** units while they are wholly within 12" of any friendly **IRONBARK HEROES**.

IRONBARK

SYLVANETH

GLADE ABILITY

WINTER'S BITE

Winterleaf Sylvaneth are as heartless as their desolated homeland, and vent their malice upon all who cross them.

If the unmodified To-Hit roll for an attack made with a **MELEE** weapon by a friendly **WINTERLEAF** unit is 6, that attack inflicts 2 hits on the target instead of 1.

Make a To-Wound and Save roll for each hit.

WINTERLEAF

SYLVANETH

GLADE ABILITY

MALICIOUS TORMENTORS

The Spite-Revenants that fight alongside Dreadwood Glade are renowned for being especially cruel and malicious, and delight in tormenting their prey.

You can re-roll To-Hit rolls of 1 for attacks made by **DREADWOOD SPITE-REVENANTS**.

DREADWOOD

SYLVANETH

GLADE ABILITY

VIBRANT SURGE

Sylvaneth of Harvestboon have a burning desire to engage the enemy in combat and drive them from their territory.

You can re-roll To-Hit rolls of 1 for attacks made by friendly **HARVESTBOON** units that made a Charge move in the same turn.

HARVESTBOON