



WARSONG REVENANT

The Warsong Revenants are few in number, but the Spirit Song they carry can cause the lands themselves to come alive. Their odd, skirling music is a balm to the Sylvaneth and a deadly bane to their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spearing Vines	3"	5	3+	3+	-1	2

DESCRIPTION

A Warsong Revenant is a single model armed with Spearing Vines.

FLY: This model can fly.

ABILITIES

Alarielle's Song: To the Sylvaneth, the sound that emanates from a Warsong Revenant's flute is sweet and uplifting. To their foes, it is a sonic assault of devastating potency.

Add 1 to the Bravery characteristic of friendly **SYLVANETH** units while they are wholly within 12" of any models with this ability, and subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any models with this ability.

Arboreal Cloak: The seemingly flimsy cloak of leaves worn by a Warsong Revenant shields it with life-giving energy.

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

Wyldwood Revenants: Warsong Revenants are bound to nature and draw strength from nearby forests.

Add 1 to casting, dispelling and unbinding rolls for this model while it is within 9" of any **AWAKENED WYLDWOODS**.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Unleash Swarm of Spites spells. In addition, it knows all of the spells from the Lore of the Deepwood (see *Battletome: Sylvaneth*).

Unleash Swarm of Spites: The Warsong Revenant summons a large swarm of malicious spites that spiral outwards to attack those who have displeased it.

Unleash Swarm of Spites has a casting value of 7. If successfully cast, roll a number of dice equal to the casting roll for each enemy unit within 9" of the caster. For each 5+, that enemy unit suffers 1 mortal wound.