WARHAMMER AGE OF SIGMAR

ORDER BATTLETOME

SYLVANETH

The rustling of branches, the crackle of the undergrowth, whispers on the wind and a low, haunting song of war that rises to a furious keening note: such are the only warnings one receives before the Sylvaneth strike. These forest spirits are the guardians of nature, charged with the protection of the wild places. Creatures of gnarled barkflesh and shimmering soul-seed, they have dwelt amidst the woods and sacred heaths since time immemorial, serving the will of their mother-goddess and striking down any who threaten the realms.

Though the Sylvaneth strive to preserve life, they are no strangers to taking it. Their talons and blades are wickedly sharp, and their command of natural magics is unrivalled. With but a melodious incantation, their druidic leaders can call forth roots that burst from the ground to impale foes or whip up storms of flaying thorns. They are cunning and swift, masters of the ambush and the guerrilla strike. To walk uninvited into the domains of the Sylvaneth is to dice with death, for they do not take kindly to intruders, and make gruesome examples of any who approach without paying due respect.

The march of history has not been kind to the Sylvaneth. They have been pushed to the edge of defeat, worn down through centuries of atrocity until only the most warlike of their number remain. Yet as spring follows winter, the children of the Everqueen have risen with renewed strength. Their song of rejuvenation, once reduced to but a murmur, now resounds the realms over. In this new age, the Sylvaneth are in the ascendancy and fight with a fierce determination to spread the power of life to every corner of the cosmos. Woe betide any who would stand in their way, for the forests are old and their memories are long, and their protectors take any opportunity to mete out vengeance…

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A new season of retribution and bloodshed has begun. Empowered by the surging strength of their goddess, the Sylvaneth strike out across the realms, ushering in a time of glorious rebirth and destroying anyone who would attempt to imperil their beloved lands. The tragedies of yesterday are over. Now is the age of the reaping.

GUARDIANS OF SANCTITY

Defenders of the wild places, protectors of the cycles and the seasons, the Sylvaneth are a force unlike any other in the Mortal Realms. These mysterious forest spirits fight to preserve their sacred lands, battling the corrupt, the monstrous and the malign so that the realms might heal and thrive.

Many cultures have their legends of the wyldwoods. These cautionary tales speak of trees that whisper in strange tongues and half-glimpsed shapes that lead wanderers astray, never to be seen again. To find the truth behind these fables, one must look to the Sylvaneth, the guardians of nature.

The Sylvaneth are a strange folk. Their bodies are not formed of meat and blood, but toughened bark and rich sap. They are not born, but grown from mystical soulpods. Though they can converse in rasping approximation of humanity, their true speech is beyond comprehension. All Sylvaneth are linked through the spirit-song, a haunting arcane resonance that can be shaped into life-giving harmonies.

The Sylvaneth's relationship with the landscape is deeply symbiotic. They can navigate dense terrain with ease, going unnoticed through use of mystical glamours and long-honed cunning. Their magics are drawn from the vital energies coursing across the realms, and many sites of great majesty have been preserved through their wisdom. In war, the Sylvaneth are the wind that creeps through the branches before suddenly rising to a killing gale. As Dryads give voice to shrieking songs of hatred, veteran Revenants slay the enemy with blade, bow and lance. Titanic Treelords stomp forth, crushing foes beneath their root-bole feet or weaving the power of nature into a symphony of war.

Fate has been unkind to the forest spirits. When the Age of Chaos descended, their race was driven into hiding, forced to watch as a tide of malice overran the realms. Yet from the precipice of defeat, the Sylvaneth have risen anew. Now, as the power of life surges, they are poised to take vengeance.

QUEEN OF THE RADIANT WOOD

The Sylvaneth serve Alarielle, goddess of life – known as the Everqueen, Lady of Leaves, and by a thousand other honorifics. Awakened in Ghyran long ago, Alarielle claimed the Jade Realm as her domain, planting the first Sylvaneth soulpods in its most fertile groves. Yet now Alarielle is incarnated in her fearsome war aspect, and she will not tolerate any threat to her precious natural world.

Though an ally of Sigmar, Alarielle wishes to see civilisation thrive only insofar that it does not harm the realms themselves. The Sylvaneth share their mother-goddess's strange morality, and to outsiders they can appear capricious, fey or outright wicked. They may fight alongside human crusaders to reconsecrate a site of power, only to return years later and slaughter their allies should they believe them to have imperilled the natural cycles. Similarly, they might allow passage through a wood but only along one slender track, gruesomely slaying any who err merely a single step.

'They're out there alright. Since the day we settled here they've been watching, for these were their lands long before they were ours. But offer them respect, and do no harm, and they're a reasonable sort. Of course, I said the same thing to poor, stupid Mikael before he went looking for more firewood last winter. Never did find out what happened to his head.'

- Mabelle Turch, settler of Hope's Gleaming

Ultimately, however, the Sylvaneth race is neither wholly good nor evil. They are as changeable as the seasons, sometimes warm as the summer's light, at others embodying winter's bitterness. Yet though they are mistrustful of outsiders, most of their kind are possessed of an inner nobility, and they are able to find more commonality with fellow champions of Order than differences.

It is well this is so, for the Sylvaneth are needed now more than ever. The goddess Alarielle has wrought a grand rite that has empowered the energies of life. In turn, the savage realm of Ghur has been thrown into a frenzy. If it is not curtailed, nature's harmony could be thrown catastrophically off-balance – and there are many who would wish to see the Everqueen's hosts falter. Yet the Sylvaneth have been pushed to the brink before, and while a single threat to the wilderness remains, the forest spirits will stand firm.

'The paths have change-moved.'

Fesquik twitched as he squatted beside the fire. Ghyran was an unwelcoming place, but rarely had the Fangleader felt quite so claustrophobic. He would have preferred more campfires scattered around the grove. Then again, he would have preferred more 'allies' to protect him – but so many had been strangled by roots in their sleep, laid low by insect bites or simply vanished on the march.

'What you mean, "paths have moved"?' Quirrik hissed, the Stormvermin's fur glossy in the firelight. Other clawpacks were crouched nearby, sharpening blades or muttering quietly. All feigned swaggering disinterest. Fesquik saw it for what it was: paranoia.

'I mean paths were there, stupid-fool' Fesquik snarled, tossing more wood onto the fire. The kindling crackled as if in outrage. 'Now not. They move.'

'Idiot—' Skretch began, before Fesquik held up a paw. His muzzle twitched. Eerie notes drifted upon the still air. Slowly, reaching for his halberd, Fesquik turned towards the source. An outline hung amidst the viridian shadows: a floating figure with a long flute, bedecked in a mantle of leaves.

The wind whistled as arrows hurtled from the darkness. One struck Quirrik. Even as he screeched, his body erupting with oaken growths, Fesquik stared transfixed at the piper. The firewood blazed brighter, feeding a gout of flame that enveloped Skretch. The piper played on, and ivy whipped out to drag shrieking skaven into the darkness. The undergrowth rumbled to the tread of something huge. Now the piper's tune was joined by sharp notes of hatred as jagged shapes emerged from the shadows with talons clicking.

Even as the wood-daemons carved him apart, Fesquik felt the melody calling him to an endless slumber, to give his blood to water the lands until only the realms remembered he had even existed.

WE ARE THE GUARDIANS OF THE REALMS THEMSELVES

'The cycles persist. The seasons change. And yet, our war to heal the realms is unending. The servants of foulness lurk in every nook and cranny. They pollute the earth with their presence. They take that which is pure and they stain it with their repulsive souls. Enough, I say. We will tolerate it no longer. We will hunt them down wherever they hide and tear them out, root and stem.'

- The Lady of Vines

THE WAR OF LIFE

The Age of Chaos brought ruin to every realm and species, but few suffered more than the Sylvaneth. Faced with enemies that never tired and corrupted everything around them through their very presence, Alarielle's children were hard-pressed simply to survive. Yet the forest spirits are one with the natural cycles, and their time would come again…

For the Sylvaneth, the Age of Myth was a halcyon era. Led by their goddess, they spread across the realms like a vast, migrating herd, seeking places that could benefit from their care. They styled themselves as the defenders of nature, and on many occasions earned their title, halting the warpaths of barbarous creatures or ensuring that the ancient horned horrors of Witherdwell remained in check. This expansion was not without difficulties. Those Sylvaneth who settled beyond Ghyran could not hear the spirit-song as keenly, and in the most desolate regions were driven to madness by this sense of disconnection. For the most part, however, the Sylvaneth coexisted with other beings, and accords were formed between the forest clans and rising nations to ensure neither side acted out of balance.

At this time Alarielle stood as part of Sigmar's godly pantheon. At first the Everqueen was delighted to have others with whom to shepherd the realms, and she was willing to set aside – if not forgive – old grievances in the name of co-operation. Yet as cracks began to emerge and the gods were divided by selfishness and greed, despondency set in for Alarielle. Ever more of her time was spent in her verdant paradises, aiding their growth or defending them from the intrusions of rival powers.

The Sylvaneth, too, were showing signs of disharmony. Not only were tensions between many glades beginning to flare up, but previously benign neighbours were overstepping their bounds, exploiting the natural world without care for its well-being. In turn, many of the Sylvaneth responded overzealously, their retribution often outweighing the crimes done unto them. The result was that many mortals who had once regarded the woodlands with respect now viewed them with fear,

and believed Alarielle a mercurial goddess who cared only for her trees and rivers. Such was fertile ground for corruption to take root.

That corruption had been building for some time. As Sigmar's Pantheon faltered and more mortals fell into depravity, the Chaos Gods plotted. When they struck, it was as a deluge of malice. Rifts in reality were ripped open, allowing legions of daemons to spill forth. So sudden was this assault that many Sylvaneth outside Ghyran were – being able to parse the spirit-song only faintly – forced to fight to the end without ever knowing whether they were the last of their race. In the Realm of Life, it was the Plague Legions of Nurgle that attacked most viciously, their foulness a weapon in itself. With every waystone toppled, grand oak rotted and wellspring of natural magic poisoned, the daemons drew Ghyran further into their grasp.

The Sylvaneth resisted courageously, but the Plague God's armies gradually gained the advantage. The daemons were too relentless, too numerous, and many of the forest spirits' flesh-and-blood allies had either fled Ghyran entirely or taken up worship of Nurgle in the name of survival. After the disastrous Battle of Tears, the Everqueen retreated to her last stronghold of Athelwyrd, resolving to surround herself with its beauty until the end came. The Sylvaneth were forced into hiding, with only the occasional hit-and-run attack serving as acts of defiance.

THE REALMGATE WARS

For centuries, the Sylvaneth expected to meet their doom. But as rumbling stormclouds clustered over Ghyran, strange tales began to spread of warriors wielding the might of the heavens, who were dealing repeated defeats to the armies of Nurgle. These were the Stormcast Eternals, Sigmar's last hope. Their counter-attack was sudden and severe. Their deeds threw back the forces of ruin from places of power, loosening the stranglehold in which the children of Alarielle languished.

Yet disaster struck when the Steelsouls chamber of the Hallowed Knights discovered an entrance to Athelwyrd. Though the Stormcasts had nothing but pure intentions in seeking to renew the Everqueen's alliance with Sigmar, in their haste they had led the armies of Nurgle to her last sanctuary. As Athelwyrd was flooded by a deluge of diseased slurry, the shock of seeing her beloved vale fall was the final straw for Alarielle. Worn down by her season of mourning, the Everqueen dwindled into a glowing soulpod. It was the Lady of Vines – Alarielle's most loyal handmaiden – who took up this priceless treasure and fled, guarded by fellow forest spirits and the repentant Hallowed Knights.

At every step in their flight, the guardians of the Everqueen were dogged by their Maggotkin pursuers. The Lady of Vines fell in holding their enemies at bay, and only through the intervention of allies as strange as the star-dwelling Seraphon and mighty Celestant-Prime did the forces of Order survive. But at last, Alarielle's soulpod was planted atop Blackstone Ridge, the site of one of the few great victories over Nurgle's armies. For a season, her chrysalis drank in memories of might and glory. Across Ghyran, the breeze blew hotter and the trees shivered with anticipation as the spirit-song echoed with resurgent melodies of bloodshed. Then, at last, the Queen of the Radiant Wood burst forth in a blaze of vital glory, reborn in her furious war aspect.

The reborn Alarielle's first act of war was to assemble a host of Sylvaneth and Stormcasts, before leading them to the Genesis Gate. This was the Arcway into Ghyran, a realmgate so vast that armies could move through it as one. It connected to the sub-realm known as the Allpoints, now conquered by the forces of Chaos, and had been a key factor in their invasion – such a constant stream of reinforcements rendered a careful guerrilla campaign moot. Together, the Sylvaneth and the Stormcasts sacked the Dripping Fortress raised around the Arcway, fighting through its seven layers of defence and the throngs of Maggotkin that protected it.

Sylvaneth casualties were horrific. In the decades following, Oakenbrow glade could raise wargroves only a fraction of their former size, so many of their number had perished. But one by one, the castles of the fortress were overrun and their defenders slain. Alarielle defeated the hideous triplet-warlords known as the Glottkin, washing them away in a torrent of purified waters. Through her magic, the Genesis Gate was reconsecrated and sealed. The balance had shifted. The Realm of Life was still imperilled, but now the Sylvaneth could meaningfully fight back.

SOULPODS

To the Sylvaneth, no relics are more sacred than the soulpods. Wellsprings of life, they are the means by which the forest spirits replenish their numbers; by planting them in a sacred glade and allowing them to absorb the vital magics of the realms, new generations of Sylvaneth can be germinated. Soulpods take many different forms, and not even the Everqueen fully knows what will emerge from each. All are defended fervently by the Sylvaneth, for many would seek to defile or plunder the sacred groves that harbour them and thus end the great cycles of rebirth.

SEASON OF BLOODSHED

With their goddess restored and the balance of power shifting, the Sylvaneth went on the offensive. Conflict blossomed across Ghyran and beyond as the children of Alarielle sought to reclaim their sacred lands. Yet in the darkness of the underworlds, a disaster was brewing...

Prior to the assault on the Genesis Gate, Alarielle had called a Royal Moot – the first in an age. Rulers from every Sylvaneth glade attended, or at least sent representatives; even Drycha Hamadreth, queen of the Outcasts, came to hear her goddess's words. Nor did the Sylvaneth stand alone. The Celestant-Prime, herald and champion of the God-King, attended this grand council to reaffirm the alliance between Azyr and Ghyran. Alarielle did not mince words. She had not forgotten the disrespect shown by some of Sigmar's people towards the waning years of the Age of Myth. Yet the situation was dire enough to set such matters aside, and the Everqueen swore that she and her children would fight to see the balance of nature restored.

In the aftermath of the Realmgate Wars, Alarielle sought to make good on her pact with Sigmar. Where the hosts of Azyr roamed the wilderness, the Sylvaneth could often be found close by, aiding in the reconsecration of tainted lands. Atop many of these sites of power, especially those that harboured an uncorrupted realmgate, free cities rose. It was perhaps fitting that Ghyran, a realm that embodied rebirth, was the first to host them.

The initial three of these new-found settlements were known as the Seeds of Hope. Foremost among them was the Living City, deep in the jungles of Thyria. It is said that the Everqueen's magic saw the stronghold grow in a single night, creating a wonder where the natural world melded seamlessly with mortal artifice. The Living City is a place revered by many forest spirits, a remnant of better times when mortalkind coexisted with the natural world. Many Sylvaneth glades retain enclaves in the Living City and march to war alongside its ranger hosts.

The other Seeds of Hope, Greywater Fastness and the Phoenicium, were created with less direct involvement from the Sylvaneth. In the case of the former, heavy industrialisation was to lead to deep-running tensions between its inhabitants and the forest spirits. War was nearly sparked after the devastation of the surrounding lands by Greywater machinery, and was prevented only by direct intervention from Alarielle. In spite of this, the Sylvaneth remained close allies with fellow forces of Order even beyond Ghyran's borders. Though many of the tree folk had become paranoid or even cruel over their time of isolation, the threat of a common enemy kept hostilities in check.

LIFE INTO DEATH

Even as these victories were being won, grim omens were emanating from Shyish. Nagash, the Great Necromancer, had long conspired to become the supreme power in the cosmos. At long last, with the forces of Order distracted and those of Chaos reeling, he intended to enact a ritual unlike any before. This spell was empowered by vast quantities of grave-sand, collected by his servants over the span of centuries and turned to no less a purpose than snuffing out all life. Even when Alarielle sensed the stale tang of necromancy upon the breeze, she could not meaningfully intervene whilst the armies of Nurgle still terrorised her lands.

Nagash's rite saw the magical polarity of the Realm of Death invert, causing its core to collapse into a howling vortex of annihilating magic now known as the Shyish Nadir. Furthermore, the Great Necromancer's spell unleashed the Necroquake, a wave of Shyishan energies that soon crashed across all the realms.

The magic of the Amethyst Realm is dense, and it tends to pool and seep underground – a trait that sits ominously alongside its ability to reanimate long-dead corpses. As well as stirring up vast swarms of malign spectres across the cosmos, the Necroquake also afflicted the hidden inter-realm pathways of the Sylvaneth known as the realmroots. Many of these paths began to shrivel and close,

while wellsprings of life magic ran dry. Sylvaneth efforts to restore them were opposed by empowered undead armies; the emergence of the Ossiarch Bonereapers presented particular issues for Alarielle's children, for the speed at which these new invaders were able to purge a region of life matched or often exceeded the rate at which the forest spirits could restore vitality to the land. In these attritional contests of flowering and withering, the relentless undead held a distinct advantage.

Nagash's hubris also led to the Arcanum Optimar, a time of wild magic. With the laws of the cosmos subverted, it was not long before the emergence of so-called 'living spells' became commonplace, arcane entities sustained almost in perpetuity by the Necroquake's magical fallout and that acted seemingly with a mind of their own. Swathes of forest were set ablaze by rogue Burning Heads or transmuted to violet crystal by Purple Suns of Shyish.

The Soul Wars threatened to see the Sylvaneth wane once more. For every victory came a defeat, especially as Nagash's machinations saw powerful rivals make their plays. The Hedonite armies of Slaanesh returned in force and were no strangers to torturing the landscape to feed their depraved urges, while those grots that worshipped the Bad Moon warped vast stretches of forest and underground caverns through their strange mushroom-magic.

Yet even in the face of these mounting perils, wrathful Alarielle refused to doubt her course. The Everqueen vowed that the Great Necromancer's schemes would not bring him triumph, nor would those of any other foe of the Sylvaneth; rather, it was the power of life that would claim victory in the end. Beyond the gaze of even her fellow gods, Alarielle was already planning for the day that she could bring this reversal of fortune into being.

MEDDLE NOT IN THE PASSAGE OF THE GREAT CYCLES

As the Arcanum Optimar dawned, Sylvaneth mages found their own command of magic bolstered. Even as the spirit-song trembled with morbid notes, Treelords and Branchwyches were able to summon scuttling tree-husks to the battlefield or invoke the aid of spites that had not been seen beyond the deepwoods for centuries. Yet in the face of the damage done by the Necroquake, this seemed a hollow prize indeed – in countless places, the rampant death energies sweeping the lands were too much even for the forest spirits to counter. Many Sylvaneth who had kept hope alive throughout the War of Life began to spiritually break, allowing their bitterness towards outsiders to fully claim them.

THE AWAKENING REALMS

Confronted with the ascendant power of death, the Sylvaneth could only rely on their cunning, valour and tenacity to survive. Yet every night has a dawn, and Alarielle had set plans in motion to bring about a grand reversal in fate – though the cost will perhaps be greater than any could have anticipated.

The Soul Wars led to the deaths of thousands and forever altered the realms. Yet ultimately, the Great Necromancer could never outrun his greatest vulnerability: his own ego. When Nagash entered into open war with the Archmage Teclis, he began a chain of events that led to his downfall. When he was at last defeated atop Hysh's Mount Avalenor, the worst of the Necroquake's effects were silenced with him. In the aftermath, a magical vacuum was left by the sudden dispersal of the excess death magic – one that was ripe for exploitation.

Prior to Nagash's defeat, Alarielle was embroiled in battle against Mannfred von Carstein in Invidia. The Mortarch of Night had invaded those lands at the behest of his master, his intent to collapse the portal known as the Bleeding Gate and allow the hunger of the Shyish Nadir to reach through the resulting vortex, slowly draining Ghyran of vitality. This the Everqueen could not allow. In a vicious battle the Sylvaneth forced Mannfred's legions back, the vampire beating a hasty retreat rather than face the enraged goddess.

Alarielle was an old confidante of Teclis. Long had she guessed his intent to check Nagash; some prideful Sylvaneth even claimed that, at a critical moment, their mother-goddess had come to the Archmage's aid through the staff she had granted to him in a past life, offering the strength needed to strike down his enemy. A plan had resolved in her mind, one that would redress the suffering of the realms. When the Great Necromancer fell, Alarielle summoned her children to the Oak of Ages Past – her former seat of power, now defiled by Nurgle's armies – to enact what became known as the Rite of Life.

Seizing on the boundless potential in the aether, Alarielle intoned a spell of rejuvenation that echoed throughout the spirit-song. As the Oak of Ages Past rose from the turgid mire it had long languished

in, sprouting with clean growth, all those sensitive to magic felt the energies of life crackle as they had not for centuries. Ley lines pulsed with vital power, forests groaned with potential, seas glistened as coral reefs swelled and volcanoes belched with activity. The energies of the ritual travelled steadily, but they were no less inexorable than the dead.

With the spirit-song echoing so profoundly that even non-Sylvaneth could hear it, the beastmen – warped creatures that had long battled the forest spirits – were sent into an agonised furore. A massive horde descended upon the Oak, intending to silence the hateful song. Only through great sacrifice were the Sylvaneth able to cast them back, though without the unexpected intervention of Drycha and her Outcasts, even this might not have proved enough.

Alarielle knew that many would seek to thwart her new design; though she did not desire power for herself, she could not allow the energies of her rite to fizzle out before they had conducted their healing work. So were the Warsong Revenants awoken, sacred performers of Alarielle's song who would carry its magic to key nexuses across the realms. With them travelled resurgent wargroves of Sylvaneth, bolstered by new warriors created through the rite's magic.

THE BEAST ROARS BACK

The Sylvaneth had their mission. They would take the melody of the Rite of Life across the realms, ensuring the lands became whole once more. Aiding them were Sigmar's Dawnbringer Crusades. Hosts of soldiers and settlers left their city-strongholds with increasing regularity, braving the hellish wilds to settle new domains around sites of arcane potential.

The Sylvaneth's skill as warriors and scouts saw their aid eagerly accepted by many crusader hosts, while in turn the forest spirits used the mortals to help purge the most corrupted locations. Some Sylvaneth genuinely looked to their allies with respect and admiration. Others viewed the Dawnbringers as little more than tools to catch the blades of their enemies, and would turn on the crusaders the moment their usefulness expired – better that, the Sylvaneth believed, than risk them contaminating the sacred woodlands.

Even the most noble of Sylvaneth could not escape occasional conflict with their allies, for many Dawnbringers were liable to extract too much of the realms' power or deforest too eagerly when it suited them, and were mercilessly held to account. Then there were those forces of Order whose attempts to restore the cosmic balance were overly callous for the Sylvaneth's liking. The Lumineth and Seraphon were both willing to risk the sanctity of nature if it aided their equations for victory, and were confronted whenever the forest spirits could bear it no more. The greatest threat, however, came from Ghur.

Buffeted first by the Necroquake, then the Rite of Life, the primordial spirit of the Realm of Beasts had finally snapped. Its ferocious power pulsed across reality, taking root wherever it found purchase. Animals were sent mad, smashing down forests and trampling the earth in their stampedes. Natural disasters grew ever more commonplace as the lands – deaf to the spirit-song because of their primal madness – attempted to shake themselves apart. Mortals devolved into braying beasts or strange hybrids, aberrations without any place in the natural cycles.

Worst of all, the upheaval brought about by the Rite of Life's energies had the unintentional effect of splitting open Twinhorn Peak and releasing the ancient earthquake god Kragnos from his prison. Kragnos – a brutish deity who showed nothing but contempt for the balance of nature – soon drew a horde of barbarous creatures in his wake, sending them to cast down whatever inflamed his ire. Amongst the most malicious were the Kruleboyz, dark-hearted greenskins who lurked in the deep bogs. They had discovered a means of poisoning networks of ley lines through the use of magical poisons, warping the lands until they resembled the orruks' swampy homelands. The Sylvaneth were one of the few forces able to engage these creatures in their own domains, and as the Era of the Beast began in earnest, many marshlands played hosts to battles of guile between cunning greenskin and tree spirit.

Even so, Alarielle viewed her gambit as a necessity. Yet as the Everqueen led her armies to war, her handmaidens spoke of a strange sense of awakening across the realms. As pockets of concentrated geomantic power coalesced, some became self-aware. The spirit-song already resounded to tales of magical entities forming around nexuses of power; while some of these so-called 'incarnates' were peaceful, many were savage or else bore the taint of Chaos. As the originators of the Rite of Life, the Sylvaneth saw it as their duty to bring these entities to the side of righteousness – or, if such proved impossible, to end their threat by any means necessary.

GHYRAN, REALM OF LIFE

The Jade Kingdoms of Ghyran are a wonder of the cosmos, its lands glorious and vital beyond imagining. Here, life of all kinds finds its genesis, and the cycles of blooming, withering and rebirth are at their strongest. It is this realm for which the Sylvaneth feel the greatest affinity, and over which they have fought with such tireless valour.

Ghyran is a majestic realm. Its lands are immensely verdant, hosting swathes of sweltering rainforest, plunging oceans, volcanoes that bring up torrents of glistening sap and plains of swaying grassland that stretch further than the eye can see. Yet at the same time, Ghyran has no mercy for those who will not afford the respect it is due, and its appearance as a glorious flower blooming amidst the cosmos only serves to better hide its thorns.

Ghyran's ley lines are amongst the most widespread of any realm, pumping arcane energies far and wide. The magic of Ghyran is attuned to renewal and healing, but most of all to the cultivation of the natural world. It is not difficult to grow crops across Ghyran's arable tracts; not for nothing is it known as the breadbasket of the realms. Instead, the trick is finding a way to manage this growth before it can prove overwhelming; many have heard tales of small townships being completely swallowed by the Ghyranite jungles in the space of a single night, and the realm's inhabitants have been forced to develop ingenious solutions to check the irrepressible advance of life.

Those creatures most empowered by the energies of life take all manner of forms. Bloated arthropods skim over bubbling swamplands, while drake-sized chameleons and queen serpents slumber in the depths of vine-choked ruins. Ghyran's flora is no less impressive than its fauna. Trees rise high enough to scrape the clouds, with trunks so thick that entire towns can be built within them. Vibrant moss and lichen cause metaliths to glow eerily by night, while ivy creepers snare the unwary, dragging them into the dripping maws of man-eater plants.

Alas, Ghyran's fecundity was its own undoing. During the Age of Chaos, Nurgle found great potential for corruption in the magics of life. Sprawling tracts of jungle are now rancid and twisted, filled with rot-barked trees of daemonic provenance. Its bogs bubble with unnatural vigour, the turgid muck having developed a hungering sentience. Once shimmering rivers have transmuted to clotted yellow pus, and the palaces from which ruled the druidic kings and matriarchs of old are hotbeds for unnatural diseases.

Ever since her rebirth, Alarielle's efforts have been turned foremost towards healing her blighted homeland. The enactment of the Rite of Life and healing of the Oak of Ages Past was a critical step in this. At the heart of the Everspring Swathe, long the centre of Ghyranite civilisation, a grand forest has begun to spread – a mirror of the enchanted woodlands of the World-that-Was, a nexus of life energies that feeds Alarielle's power and diminishes that of the Plague God. Here the Sylvaneth are able to bask in clean, vital magic, allowing it to infuse them and raising sites of power that recapture the glories of the Age of Myth. Yet Nurgle's essence remains a dark mirror to the Everqueen's own, and the deities' gruelling deadlock is yet to truly break.

Here in the thickest forest,
So dark, so deep,
We offer all blackest sleep.
It is always night and never day,
Those who enter shall be our prey.
We will bury you where none can see,
A gift of life to feed a tree.
So dark, so deep.

- Translated excerpt of a Sylvaneth song heard on the bounds of the Verdural Forests

THE SYLVANETH AND GHYRAN

In most of Ghyran's uncorrupted regions, the Sylvaneth remain the dominant power. They make no claims to own the land; instead, they exist in harmony with it. Sylvaneth holdings can vary wildly in size, from little more than a forest clearing to hollow trees that scrape the clouds. Yet though they do not build in the conventional sense, some Sylvaneth are wont to use their magic to fashion sturdy halls of bough and branch, melding their domains seamlessly with the natural world. These fastnesses are known as greenholds. Mortals who dwell in their vicinity are taught that it is best not to seek out such places uninvited, for hypnotic wisp-lights glimmer strangely around these sanctuaries, and the forest spirits who dwell within them do not take kindly to any who would spy on their secret places.

For all their isolationist tendencies, many Sylvaneth dwell near other forces of Order. There is strength in unity, provided that the well-being of nature remains sacrosanct. Sigmarite settlements often contain 'greenwards': areas given over for Sylvaneth to dwell within, who can be petitioned to summon the deepwood hosts or employ their command of life magic when the need arises. Many forest spirits are privately vexed by being bidden to dwell close to humans, duardin and aelves, but the Everqueen has quietly assured them that their duty is as much to ensure their allies respect the world around them as it is to protect these settlements.

In Ghyran, there are smaller communities that coexist more intimately with the Sylvaneth. Around the city of Greywater Fastness are impoverished swamp-towns inhabited by 'jadebloods', descendants of the few Ghyranite lineages that resisted the lure of Chaos. In these places, the worship of Alarielle and Kurnoth may remain more prominent than that of Sigmar, and strange ancestral pacts persist between humans and clans of forest spirits, often without the knowledge of the Azyrite elite.

The Sylvaneth travel larger distances via the realmroots: mystical pathways that they alone can access at will. This sprawling network connects to many sacred sites, and has contributed to the forest spirits' reputation as masterful ambushers; they can emerge without warning from the woodlands or melt away before a disoriented enemy can react. Through their command of Ghyranite sorcery, Sylvaneth mages are able to shape the path of the realmroots, granting them greater mobility. The realmroots, however, are not inviolate. The forces of Nurgle, and more recently the Kruleboyz orruks, eagerly attempt to poison these pathways by pumping filth into the lands, while beings such as the skaven or ethereal Nighthaunt may infiltrate the realmroots with sufficient guile, dark ritual or sheer luck.

Once, the realmroots were largely confined to Ghyran. Since the Rite of Life, however, their reach is extending, the magical paths creeping ever outwards to convey their life-giving magic. Many nascent realmroots are coaxed into being by the Warsong Revenants. These fey beings seek to strengthen the so-called 'spirit paths' so that their kin are able to swiftly travel to any site where the Rite of Life's melody may take root, be it an ancient woodland, crumbling shrine or even a newly founded settlement of mortalkind. The most extreme Sylvaneth have sworn that their goddess's work will only be finished when unbound life is the dominant force across the cosmos. While others focus on the anger of Ghur, Ghyran will bloom until every realm comes to reflect its glory...

THE EVERSPRING SWATHE

Few of Ghyran's Jade Kingdoms are as famed as those of the Everspring Swathe. These lands are a potent nexus of life magic, and have long been the seat of the Sylvaneth's power. Over the centuries, however, wars without number have ravaged the Swathe, and great stretches of land have fallen to corruption and decay.

Criss-crossed by vast geomantic webs, the air of Ghyran seems to thrum with life; the only question is what form it will take. The Everspring Swathe lies towards the realm's heart, and few places better exemplify its bountiful nature. Thyria is a land of dripping rainforests and deep swamps, dotted both by Sigmarite freeholds and the ruins of lost peoples. Kurnotheal was once a hunter's paradise, though the blight spread by Nurgle's touch has sunk deep into its lands. Neos has long been a spiritual home to the Sylvaneth race, and many of their greatest glade-nations have established enclaves there. The lands of Ghyran each boast their own seasons and cycles – not just spring, summer, autumn and winter, but more esoteric periods such as the Burgeoning, the Secret Remorse, the Great Lack and dozens more.

Since Alarielle performed the Rite of Life, the Sylvaneth have struck out across the Swathe with renewed fervour. Like roots questing for nutrients, they slip through the forests, suddenly striking to ensure that the energies of their Everqueen's melody may take hold. Many of these advances are spearheaded by the Warsong Revenants. Heralds of Alarielle, these wielders of eldritch power hear the spirit-song clearer than most; indeed, in their presence the land itself seems to reverberate, straining to join the chorus of the tree folk. The paths chosen by Warsong Revenants rarely adhere to conventional tactical considerations, a fact that often infuriates their more militarily minded allies. It is undeniable, however, that these beings excel at discovering lost or corrupted places of power. By purifying these locations, the Rite of Life's influence extends further, healing ever more of Ghyran and even the realms beyond.

Draesana sang as she killed, her voice rising to a strident melody of wrath. Around the Branchwych, her Noble Spirit siblings sang with her, their barkflesh glowing with power as they hewed through the warpaint-covered orruks. The brutes fought furiously, driven on by an impetus even they could not explain. But as the greenskins sought to mete out violence to the lands, so would the lands fight back.

Swiping her sickle-glaive through the neck of a screaming orruk, Draesana shivered as she felt the spirits of root and stem, of bough and branch, crying out in jubilation as the power of the Everqueen's rite touched them. Around the grove, trees rustled and hissed. With a rasping laugh, Draesana watched as clusters of roots burst from the earth, impaling orruks or wrapping around corded necks to squeeze until the beasts collapsed. Ghyran fought with them once more, shrugging off its decades of wounding and decline in the face of Alarielle's ritual. The tragedies of old would be avenged through bloodshed.

THE EVERSPRING SWATHE

DECREPITA

Even before the coming of Chaos, the spirits of Decrepita were considered bitter and twisted. To trespass there is folly.

THE LIVING CITY
Verdant metropolis grown entirely from nature, a potent symbol of Sigmar and Alarielle's alliance.
GLORIOUS REBIRTH
Once blighted by rot, the Oak of Ages has risen again – the centre of an expanding enclave of natural purity.
KURNOTHEAL
Though corruption bedevils its sacred groves, the Hunter God's paradise still endures.
KEY
Sigmarite Metropolis
Site of Legend
Sigmarite Strongpoint
Battle of Legend
Fyreslayer Magmahold
Realmgate
Whirlway
Skaven Warren-city
Resurgent Places of Power
Major Realmroots
Sea of Elemental Truths
Gulf of Thorns
Invidia
Sickling Sea
Hind Sea
Greenhaunch Sea
Erosia
Verdia
Quogmia
Neos
Humidia
Kurnotheal
Amnios Sea
Epiglot Point
Coast of Impossible Odds
Tiara
Scorpion Tip
Gulf of Hags
The Neck
Naithwaite's Crossing
Slithid Jutt
The Globlet
Heaving Peaks
Prince's Contention
Bleeding Gate
Minuet Rivers
Claim of Horticulous
Splitskin Peaks
The Reality Sores
Gastrobominus Sludge
Toxic Irrigations
Heldenhammer's Triumph
Viscus River
Festermere Realmgate
The Pale Gorge
Battle of the White Krakens
Kingdom of the Greenglades
Greywater Fastness
Gate of the Seventh Shard
Scabrous Sprawl
Fimir Bay
The Peel
Clotted Choke
Gryst
Nothingwell
Sliming Woad
The Grimscale Peals
Fort Gardus
Furtherfield
Pickmanspire
Necrotic Edge
Mantle Coast
Dhoshgar Fyrelodge
Nevergreen Peaks
City of Seven Bells (Ruined)
Slumping Groves
Lake Innis
Silverwyr Gates
Morbidus Warren (Empty)
Globos Gulf
River Clot
Hammerhal Ghyra
The Resurgence
Sap Volcanoes
Vineport
Supcliffe
Battle of Mosscairn
Widdershins
The Vertebrae
Chittersquirm Realmgate
Breaker's Lake
Hardwon
Vindpool
Glott Marsh
The Living City
Squelchlobe Nations
Undergut
Vyras
Bloth
Boilslick
Colostrum
Gates of Dawn
Sludgemoot
Extermination Wars
Slicston
Futilia Wood
The Oak of Ages Past
Tundra Bubonicus
Rotwater Blight
Lake Serf
Cushing Rapids
Oakenbrow Seed
Unquiet Graves
Healer's Folly
Athelwyrd
Kernelstone
Dearth Coast
Drûl Throat
Dreamloss Realmgate
Spire Glacis
Phoenicium
Deftwood
The Lackslough
Hardship
Hernia Promontory
The Jadewound
Neodine Canal
Greenhill Massacre
The Slitherisles
Lake Trog
Troggoth Isles
Pested Caves
The Great Shear
Oncelush Veldt
Rotwood
Touchwood
Southerncrust
Scab Tongue
Ogor Hinterlands
Lamenter Peaks
Heartwood Coast
Tendril Reach
The Shimmerfalls of Gloriphus
Threadwyrm River
Sea of Blades
Amber Littoral
Greencloud Bay
Thrall Point
The Fleeing Siblings
Undying Tract
Behemat's Gnaw
Verdural Forests
Ellipsis Isles
Lurker's Cove
Ochre Cliffs

THE CYCLES OF WAR

The Sylvaneth do not interpret history through dates, as do Azyrite scholars; instead, they view time as a series of cyclical epochs. Yet like the rings inside a great oak, they still mark the passage of years. Their racial memory is communicated through the spirit-song and bound into lamentiri – seed-like organs harboured by many Sylvaneth – so that new forest spirits may come to know of their people's glorious past.

AGE OF MYTH

RELIC OF AGES PAST

After unknowable aeons spent drifting through the Aetheric Void, the Oak of Ages Past – one of the last remnants of the World-that-Was – comes to rest in Ghyran, becoming a lodestone of life magic. Within its gnarled bark, spites who endured the destruction of their world are enveloped in living amber, and slowly begin metamorphosing.

AWAKENING OF THE EVERQUEEN

Centuries later, Alarielle is awoken by Sigmar during his journeys across the realms. Another refugee from the World-that-Was, Alarielle has become the goddess of life, and spends many years wandering Ghyran and marvelling at its wonders. Eventually, however, she becomes lonely. Planting soulpods saved from the destruction of her previous world, Alarielle gives rise to the first Sylvaneth glades: Oakenbrow and Gnarlroot. More follow, as the Everqueen bids her children to become the shepherds of these new worlds.

THE SOWING OF PEACE

Alarielle and her Sylvaneth travel the realms, discovering more sites of natural wonder to nurture. The greatest portion of her power, however, remains in Ghyran. The Everqueen is revered not only by the forest spirits, but also by those mortals now establishing civilisation in her realm: druidic human kingdoms and knightly orders, root-dwelling duardin clans, kinbands of aelven rangers who safeguard the waystones placed at ley-line junctures, and stranger forms of life besides. The Sylvaneth coexist largely in peace with many of these peoples, and under their diligent attention, Ghyran becomes the true garden of the Mortal Realms.

THE EVERQUEEN'S BENEVOLENCE

Behemat, Father of Gargants, is knocked unconscious by Sigmar in Ghyran's Harmonis Veldt. It is left to Alarielle to decide his fate, for Behemat has recently been causing great havoc across a stretch of her domain. After much deliberation the Everqueen opts for clemency, allowing the lands to envelop the godbeast and his gargant children so that they might watch over their sleeping sire. To this day, some traditionalist gargants still deeply respect the 'Woman of the Woods', and attempt – admittedly, often without success – to avoid felling her sacred trees where possible.

THE GLADE WARS

After centuries of prosperity, schisms begin to form as different glades find their philosophies to be incompatible. The Oakenbrow fight persistent skirmishes against Dreadwood glade, who decry their elders' tolerance for mortals – especially in the face of increasing greenskin belligerence and duardin deforestation. The Gnarlroot bring word of battles against strange lizard-folk from beyond the stars around nexuses of arcane power, but can offer little proof. The Heartwood become ever more fervent in their worship of Kurnoth, drawing criticism from more conservative glades. Alarielle mediates such disputes where possible, but the Everqueen's gaze cannot be everywhere.

THE WITHERING BEGINS

Gradually, Alarielle becomes disenchanted with her fellow gods. Nagash's ambitions see him increasingly encroach into Ghyran, launching attacks from the withered land of Decrepita. Gorkamorka violently ejects himself from Sigmar's Pantheon, leading his hordes on a campaign of destruction. The aelven gods become ever more insular, working to some secret end. The Everqueen spends increasingly lengthy periods within her hidden sanctuaries, conferring only with her closest servants and the Sons of Durthu, her revered bodyguard.

AGE OF CHAOS

THE FIRST TOLL OF DOOM

As Alarielle seeks the solace of nature, tensions flare between the Sylvaneth and those mortals who would exploit the natural world. All the while, strange occurrences plague Ghyran: ancient cults dedicated to harvest and fertility

gods are slowly perverted to the worship of more unwholesome powers, swarms of flies are spotted in great abundance, and in some places the land itself is transmuted in vile fashion. It is the prelude to a cataclysm.

GRANDFATHER'S GIFTS

Empowered by the divisions in Sigmar's Pantheon and the sins of mortalkind, the Chaos Gods make their play to seize the realms for themselves. Armies of daemons burst from arcane rifts and corrupted realmgates to lay siege to reality. In Ghyran, it is the legions of Grandfather Nurgle that are found in greatest abundance, for they seek to pervert the seasons in accordance with their master's own vile cycles and transform the realm into an extension of his festering domain. Before these trudging armies come waves of plague, and the death count spirals into the millions.

WAR OF LIFE

Nurgle's armies, bolstered by nations of mortals now pledged to the Plague God, continue to assail Ghyran. They drown the lands in filthy rains and choke the seas with slime. Alarielle leads her children wherever possible, but the torments wrought upon her beloved realm cut at her psyche. Beyond Ghyran, far-flung Sylvaneth enclaves fight their own wars for survival. In Chamon, Tzeentchian sorcerers seek to capture live forest spirits upon which to work their malefic experiments, while in Aqshy, clans of Chaos-worshipping duardin industriously hack apart barkflesh corpses to serve as magically resonant kindling for their soul-forges.

THE SHROUDED SEASON

More of Ghyran is lost to Nurgle's corruption. Many aelven kinbands flee through hidden realmgates rather than face the plagues, an act that earns them the enmity of the Sylvaneth. Alarielle calls a Royal Moot, swearing to turn the tide no matter the price. What follows is now veiled from the Sylvaneth's memory by enchantments only a goddess could craft. Yet it is at this time that the first Outcasts emerge, and Alarielle appears haunted by a profound grief. What truly transpired in the Shrouded Season, the Everqueen alone knows.

FLOWERING OF HOPE AND MALICE

In a forgotten corner of Ghyran, the Harvestboon glade suddenly sprouts. Hungry for vengeance, these vibrant Sylvaneth soon triumph in many battles, impressing the most storied glades with their courage. Meanwhile, the Everqueen plants a lone soulpod in the shadowed vale of Hamadrithil, far from prying eyes. So is reborn Drycha, Briarmaven of Woe, her bitter hatred leashed to Alarielle's war effort.

THE BATTLE OF TEARS

In the dead of winter, an immense horde of Nurgle's daemons crosses the Greenhaunch Sea from Invidia to assault the land of Kurnotheal. In response, Kurnoth incarnates with all the strength he can muster, drawing to him multiple wargroves of Sylvaneth and any clans of aelven hunters that remain loyal.

The battle that follows has become an infamous subject of Ghyranite laments, but comparatively few details are known for certain in the modern era, for only a single Dryad of Heartwood glade survived to tell of it. Suffice to say that the Hunter God – his powers at their weakest in winter – is brutally slain. The Kurnothi aelves go deeper into hiding, while the death of so many Sylvaneth affords Nurgle ample opportunity to spread his plagues further across the Jade Realm.

RETREAT TO ATHELWYRD

With the death of Kurnoth and the defiling of so many sacred places, Alarielle falls into a state of utter despondency. The Everqueen retreats to the Hidden Grove of Athelwyrd, surrendering the fight in wider Ghyran almost entirely. The Lady of Vines, demigod daughter of Alarielle, retreats alongside her and continues to loyally attend her mistress, though the Branchwraith still attempts to co-ordinate the greater war effort as far as possible. Beyond Athelwyrd, other Sylvaneth are forced to look to their own survival. Drycha names herself queen of the Outcasts, and begins a bitter campaign of purgation – not only against Chaos forces, but also against tribes of gargants and Soulblight nobles who have long dwelt in Ghyran, and even the Fyreslayers of the Dhoshgar lodge, who would otherwise be allies.

THE WANING

Without a figurehead, the surviving Sylvaneth are forced into hiding. Greenholds and enclaves that have stood since their race's dawn are sacked, and the wondrous relics contained within their bounds defiled by the armies of Chaos. The Oak of Ages Past itself falls to corruption, and the surrounding streams of life-giving waters are transformed into the filth-filled lake known as Rotwater Blight. Ancient glades such as Hawthorn, Frondkin and Eiderbract are eradicated, their soulpod groves set ablaze. Some brave Sylvaneth continue to launch hit-and-run attacks, but most simply await an inevitable end.

AZYR OPENS

To the rumbling of thunder, Sigmar at last sends forth his Stormcast Eternals. In Ghyran, the Hallowed Knights Stormhost deals repeated defeats to Nurgle's forces. Yet while seeking an audience with the Everqueen, the Stormcasts unintentionally lead the Maggotkin straight to Athelwyrd. With her final sanctuary corrupted, Alarielle's despair sees her wither entirely into a soulpod, leaving her vulnerable as enemies close in. The Lady of Vines swears to protect her dormant mother-goddess, and begins a harrowing flight alongside her fellow tree spirits and the penitent Stormcasts.

THE CYCLE RENEWED

After a desperate, weeks-long chase in which the Lady of Vines valiantly sacrifices herself to slow Maggotkin pursuers, Alarielle's guardians plant her divine soulpod atop Blackstone Summit, there to absorb the might of fallen heroes. When the Everqueen bursts forth once more, it is with a song of furious vengeance on her lips. Alongside several chambers of Hallowed Knights, Alarielle leads a grand wargrove of Oakenbrow warriors to the Genesis Gate Arcway, casting down the plague-ridden fortresses erected there. The Sylvaneth rejoice at their goddess's return, and counter-attack with redoubled fervour across the realms.

SEASON OF WAR

With Alarielle resurgent, the war for Ghyran intensifies. Fighting alongside the God-King's armies, the Sylvaneth help establish the first beachhead settlements of this new age – the Living City, Greywater Fastness and the Phoenicium. But when the relentless industry of Greywater reduces the lands surrounding the city to a polluted swamp – later named Ghoul Mere – the forest spirits are enraged. Alarielle commands the Treelord Ancient known as Pale Oak to lead several Dreadwood clans against Greywater Fastness, menacing any crusading armies or travelling traders that leave its walls. Only after extended hostilities does the Everqueen consent to discuss terms with its populace, eventually allowing a single path out of the city to remain safe.

A PACT OF BARK AND STEEL

A Dispossessed throng led by King Dorgo Bronzemane arrives at their former hold in Chamon's Muspelzharr Mountains. They soon discover the karak infested by grots, who are using the halls to grow strains of huge fungi. Spitting Khazalid oaths, Bronzemane leads his warriors into the spore-choked depths, only for them to be slowly picked off one by one.

Retreating deeper, the duardin are surprised to be met by the glinting figures of Ironbark Sylvaneth, led by a Branchwych known as the Steelroot Dowager. The Sylvaneth have been attempting to purge the fungi from the mountain's roots for decades, but the tenacity of the grots' shamans has thwarted their efforts. Through the knowledge of the duardin's Runesmiths and the stealthcraft of the Sylvaneth, the Steelroot Dowager and Bronzemane are able to infiltrate long-sealed foundries and open sluices that send molten quicksilver spilling through the karak's tunnels. Though the majority of the hold is lost in the ensuing destruction, the looncap mushrooms are eradicated. However, some grot shamans escape with knowledge of how to grow the fungi, and so the Ironbark and duardin resolve to work together until every such greenskin has been hunted down.

A HERO RENEWED

In a solemn ritual, Alarielle severs her hand, though such is her command of regenerating magics that it soon reforms. From this limb, the Lady of Vines is reborn, and granted the Verdian Crown so that she may fully embody the Everqueen's wrathful war-aspect.

MORBID ADVENT

Nagash's machinations come to a head in the form of the Necroquake, a wave of death magic that rocks the realms. Not only do undead rise in their millions, but the arcane energies of the cosmos are sent haywire. One of the consequences of this catastrophe is the dispelling of the grand illusions that concealed the Stormvaults – repositories created throughout the realms long ago by Sigmar to contain dangerous relics. Alarielle's ire is risen by this revelation, and though she holds to her pact with the God-King, she dispatches many of the Sons of Durthu to find and seal those vaults located in Ghyran so that their evils may cannot imperil her domains.

A LOST ENCLAVE

As the Necroquake batters the aetheric barriers surrounding Shadespire, the fearful Mirrored City that lurks in the liminal space between Ulgu and Hysh, a trickle of life magic seeps into that twisted sub-realm. It leads to the flowering of ancient soulpods planted long ago in the city's Jade Embassy, before Nagash pronounced his curse upon it. From these seeds emerge the revenant witch Ylthari and her guardians, who take it upon themselves to exact vengeance for every soulpod stolen or destroyed within Shadespire over the centuries.

THE RITES OF WINTER

Wargroves from Heartwood and Winterleaf stalk the tundras of Bjarl in Ghur, seeking to end the rampage of Krommak the Craw. The Sylvaneth finally corner the Frostlord's Alfrostun amidst a dead forest, with Winterleaf warriors enduring the icy breath of the ogors' warbeasts while the Heartwood employ their hunter's acumen to circle in for the kill.

However, matters are complicated when the magics unleashed by ogor and forest spirit fracture ancient tombs beneath the snow, releasing the Nighthaunt procession of Arljof, Chief of the Frosts. The gheists launch a campaign of bloodshed across Bjarl, snuffing out wellsprings of life magic and toppling shrines to Gorkamorka. Realising their error, the ogors and Sylvaneth unite, for Arljof's armies are too mighty for either to tackle alone. After many close encounters, the fractious alliance corners the Nighthaunt at Ramhut's Spine. Though he fights viciously, Arljof is eventually frozen solid through the powers of ogor Huskards and Winterleaf Treelords, before being shattered by the spear of Heartwood huntmaster Ramdhu. Exhausted, the allies grudgingly agree to a truce for three seasons – enough time for the ogors to pass through a realmgate in their search for meat, away from the blessed groves the Sylvaneth sought to protect.

LIFEBLOOM

Nagash comes close to successfully spreading the power of death magic across several realms, Ghyran included. At the last, however, he is narrowly defeated by Teclis atop Hysh's Mount Avalenor. Though she has been leading her children against the invading armies of Mannfred von Carstein, Alarielle soon capitalises. At the foot of the Oak of Ages Past the Everqueen works a grand rite, filling the aether with rejuvenating magics. The long-withered Oak erupts into new growth, and dragonspites emerge from within. The contaminated streams of Rotwater Blight are cleansed, and an enclave of unimpeachable purity soon forms amidst lands wracked by Nurgle's plagues. The spirit-song is filled with a new and vibrant melody – one that is carried onwards by the Warsong Revenants, who are closely followed by resurgent wargroves.

TRESPASS NOT

Stormcasts from the Sons of the Gladius arrive at Alarielle's court, seeking knowledge of ancient Ghyranite artefacts of terrible power known as the Tears of Grace. The Everqueen's response is to furiously banish the Azyrites from her sight. Yet Lord-Celestant Thymas Wrenn is unwilling to let matters lie. Having endured multiple Reforgings, his mind has begun to fray, and he now fervently believes that only the God-King may be entrusted with such tools. Without seeking approval from his Lord-Commander, Wrenn assembles a brotherhood of similarly damaged Stormcasts and leads them into the hostile lands of Decrepita. Wrenn and his warriors vanish.

Months later, a wargrove led by none other than the Keeper of Dreadwood suddenly arrives at the Living City, aiding its Sons of the Gladius defenders in repelling a mordant migration. In the battle's aftermath, the Sylvaneth swiftly leave, but the Stormcasts are shocked to discover enough weapons and armour to equip an entire chamber of their brethren piled outside their Stormkeep. The damaged equipment is still marked by spilt sap in places, but with no trace of the warriors who bore it.

TO SOOTHE THE BEAST

Buffeted by the powers of life and death, the realm of Ghur is thrown into a frenzy, its savage energies pulsing across the cosmos. Barbarous beasts of all kinds are invigorated, while the lands are driven mad until not even the Sylvaneth can pacify them. As trees tear at the ground and rivers seethe and churn, the Gnarlroot glade open their deepest treasure-vaults and cast spells of rejuvenation not seen for centuries. In many cases, it is only their druidic power that prevents swathes of the realms tearing themselves asunder. Yet the Gnarlwood know that they tackle only the symptoms, not the cause. A wargrove of their most courageous mages is assembled, and given a task of singular import: to uncover a means of slaying Kragnos, the rampaging god of earthquakes. If the influence of this land-shattering deity can be ended, perhaps Ghur will begin to calm.

ECHOES OF DOOM

Through verminous cunning and no small amount of luck, Grey Seer Skrittat opens a gnawhole directly into the heart of Neos. He and his minions set about stealing many sacred soulpods before retreating to their Aqshian city-warren of Chakrik's Folly. The Lady of Vines soon vows vengeance against the ratmen for this most heinous of transgressions. Guided by a cryptic clue left in the wake of the skaven attack, Alarielle's handmaiden traverses the realmroots to emerge right in the heart of the skaven settlement at the head of a wargrove of Free Spirits. In a devastating retributive raid, the Sylvaneth wreak havoc, and though many of her warriors are dragged down, the Lady of Vines is able to escape with a substantial portion of the stolen soulpods – but not before impaling Skrittat on the spire of the city's highest belltower to send a stark message.

THE ORDERING OF LIFE

Though it may seem impenetrable and strange to outsiders, Sylvaneth society is in fact highly structured, with each forest spirit – excepting perhaps the spiteful and twisted Outcasts – instinctively knowing their place in the natural order. At the apex of this hierarchy stands the mother-goddess Alarielle, to whom every Sylvaneth owes their utmost fealty.

The society of the Sylvaneth is a complex ecosystem, one in which each forest spirit – from the most insignificant of Dryads to the greatest old-growths – must do its part if nature is to persist in harmony. The conventions that govern these inhuman creatures are ancient. Knowledge of their structure and purpose is passed down through the lamentiri so that later generations may instinctively know the glorious traditions of their ancestors and thus perpetuate them.

The Sylvaneth do not possess empires in the traditional manner, for such implied domination over the land is hardly the way of Alarielle's children. Their closest equivalent to nations are the 'glades'. In truth, however, a glade is akin to a vast extended family whose members are bound through a shared history and permutations of the spirit-song. Every glade has its origins in Ghyran, and most maintain at least some connections to the Jade Kingdoms in the form of ancient greenholds, though some have entirely abandoned Alarielle's realm to settle around fonts of life magic across the cosmos.

There is no set size to which a glade must adhere. The grandest may contain thousands of forest spirits, the smallest but a few hundreds spread over a handful of enclaves. At present, seven glades stand paramount, but such is the ever-changing cycle of creation that many others have fallen from or risen to prominence in far-flung corners of the realms.

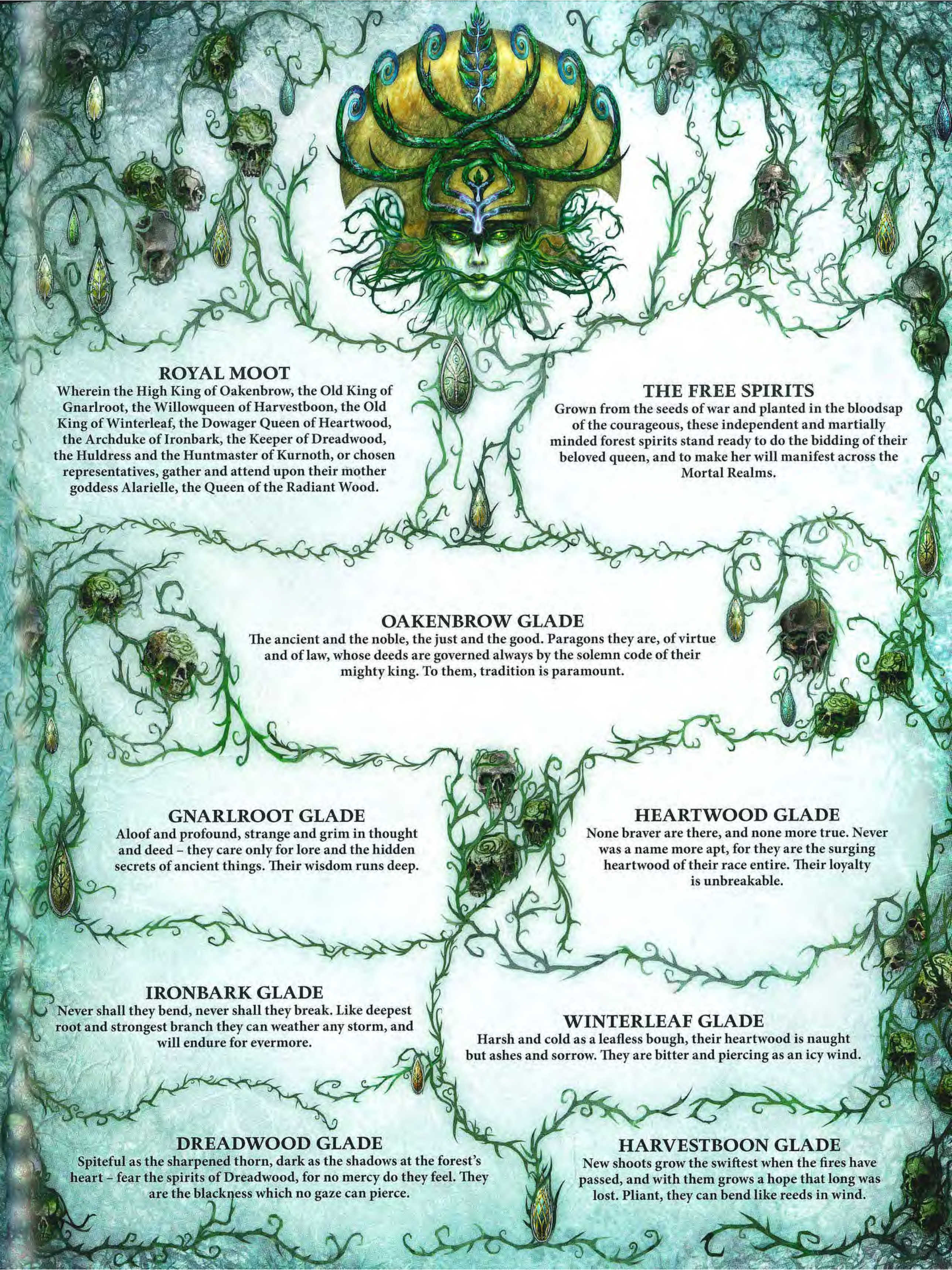
Most glades possess a singular ruler, who upholds the traits, history and culture of their people. The Sylvaneth race's general reverence for tradition sees many glades maintain the monarchies that shepherded them through the dark years of the Age of Chaos. Others may be ruled by matriarchal councils of elder Dryads and tree-singers, while others entirely pledge their allegiance to tangible locations inundated with life magic – gargantuan oaks that have stood across the ages, or waterfalls that constantly roar with glistening waters – and commune with them to divine the path forward.

Each glade is, in turn, made up of multiple clans, which are roughly akin to noble houses amongst human societies. Members of a clan are typically sprouted from the same soulpod grove, assume familial names that invoke their glorious lineage or some treasured aspect of the natural world, and resemble one another in the pallor of their barkflesh or the hue of their soulseed's glow. A storied glade will be formed from hundreds of clans, while those battered through war and natural decline may be reduced to but a handful. Though subservient to their glade's ruler, and above them the court of Alarielle, it is the clans who take up the duty of garrisoning places of power and forming the armies that strike across the realms. Their members are moulded by their place of growth until they share similar dispositions, so that on the battlefield they act with a communal fluidity that few enemies can match.

Standing above all is Alarielle. Now in her war aspect and empowered by the Rite of Life, the Everqueen has little inclination towards debate. She believes that enough moments have been lost through despairing chatter and only decisive action can turn the tide. Yet when it suits her purposes, Alarielle may call a Royal Moot. These gatherings summon the monarchs and regents of the glades to her court at the Oak of Ages Past, as well as Sylvaneth of more esoteric purposes – the Royal Huntmaster of Kurnoth, herald of Alarielle's slain consort, is one such entity, as is the strange seer of fates known as the Huldress. Few Royal Moots have been called over the centuries, and rarely can representatives from every glade attend in full. Yet each has heralded a season of great change for the Sylvaneth, and reversals in the wars that bedevil them.

LAMENTIRI

Many Sylvaneth bear a lamentiri within their barkflesh, a glowing soulseed that contains the spiritual essence of previous generations. Sylvaneth can live to a great age, but when death eventually claims them, their lamentiri are harvested in a solemn ritual and planted amongst the clan's soulpod groves. Here the seeds release the energies of previous incumbents into the earth, fertilising new forest spirits with the experience and memories of their forebears. In this way do the Sylvaneth preserve an unbroken cycle of rebirth. Yet the value they place upon the lamentiri makes them a tempting target for enemies – especially the armies of Nagash, who considers this 'recycling' of souls an insult over his own presumed mastery of all that perishes.



ROYAL MOOT

Wherein the High King of Oakenbrow, the Old King of Gnarlroot, the Willowqueen of Harvestboon, the Old King of Winterleaf, the Dowager Queen of Heartwood, the Archduke of Ironbark, the Keeper of Dreadwood, the Huldress and the Huntmaster of Kurnoth, or chosen representatives, gather and attend upon their mother goddess Alarielle, the Queen of the Radiant Wood.

THE FREE SPIRITS

Grown from the seeds of war and planted in the bloodsap of the courageous, these independent and martially minded forest spirits stand ready to do the bidding of their beloved queen, and to make her will manifest across the Mortal Realms.

OAKENBROW GLADE

The ancient and the noble, the just and the good. Paragons they are, of virtue and of law, whose deeds are governed always by the solemn code of their mighty king. To them, tradition is paramount.

GNARLROOT GLADE

Aloof and profound, strange and grim in thought and deed – they care only for lore and the hidden secrets of ancient things. Their wisdom runs deep.

HEARTWOOD GLADE

None braver are there, and none more true. Never was a name more apt, for they are the surging heartwood of their race entire. Their loyalty is unbreakable.

IRONBARK GLADE

Never shall they bend, never shall they break. Like deepest root and strongest branch they can weather any storm, and will endure for evermore.

WINTERLEAF GLADE

Harsh and cold as a leafless bough, their heartwood is naught but ashes and sorrow. They are bitter and piercing as an icy wind.

DREADWOOD GLADE

Spiteful as the sharpened thorn, dark as the shadows at the forest's heart – fear the spirits of Dreadwood, for no mercy do they feel. They are the blackness which no gaze can pierce.

HARVESTBOON GLADE

New shoots grow the swiftest when the fires have passed, and with them grows a hope that long was lost. Pliant, they can bend like reeds in wind.

THE DEEPWOOD HOSTS

Though Sylvaneth armies are a far cry from the neatly ordered regiments of Sigmar's free cities, they still follow a binding structure. Each forest spirit innately comprehends the role they must play in the symphony of war, and they fight with the power of the seasons at their side.

Sylvaneth armies are known as wargroves. A wargrove will typically contain warriors from a single glade, though there are exceptions when the hour is dire enough. Some wargroves are assembled from members of a lone clan, but often multiple clans will be found fighting together, bound by ancestral pacts, shared territory or a desperate situation.

When the Sylvaneth fight, the spirit-song echoes alongside them. Though this melody is one of peace and restoration, it can also echo with the promise of bloodshed, boiling the sap of nearby Sylvaneth with anger. When the spirit-song echoes stridently enough, its notes are discernible even to mortals. A human or duardin might find the spirit-song lingering in their subconscious for months, like an elusive parasite. Aelves interpret the spirit-song as a ballad of woe, and take pains not to listen too deeply, for their tendency towards heightened emotions can see the song drive them to maudlin madness. To those corrupted by Chaos, the spirit-song is fire in the mind, its purity driving spikes of agony deep into their souls.

The Sylvaneth have always gone to war wielding the power of the seasons. Their connection to the land is such that no matter where they go, the forest spirits can draw upon the cyclical energies emanating through the ley lines or the bark of nearby wyldwoods. The seasons of Ghyran are many and strange, each corresponding to a stage in the greater wheel of life. A Sylvaneth in the aspect of the Reaping may strike with ascendant strength, whilst one bearing the mantle of Everdusk fights with a bitter fury, wearing down their foes through a thousand cuts. Other seasons are found across different regions of Ghyran – the Great Lack, Secret Remorse, Rebirth and more besides. When the Sylvaneth spread their roots into other realms, these seasons soon begin to exert themselves on lands further afield.

Since the Rite of Life, seasonal patterns have been thrown into overdrive. Unfortunate mortal settlers have found themselves confronted with flash floods or forest fires only weeks after an icy chill has set in. Many Sylvaneth believe this overcompensation to be an effort by the lands to heal the discord Chaos has forced into their natural cycles; rather than forcefully attempt to stop these swings, they instead willingly embody these wrathful aspects, hoping that by sharing the pain they can mitigate the realms' torment long enough for them to become whole once more.

Sylvaneth armies are led by the lords of their clan, elder Treelords charged with shepherding Alarielle's people. The head of a clan is typically its most ancient member, protected by courageous younger Treelords known as Guardians and the fonts of knowledge referred to as Loremasters. Powerful clans may contain multiple Guardians or Loremasters, who aid their kin in shaping the energies of the spirit-song.

The standing army of each clan is formed from Households of Noble Spirits. The most commonly seen of these are the Branchwyches, who guard the soulpod groves, and the Tree-Revenants, who form the front-line soldiery of the Sylvaneth. Though these warriors are perhaps not as resilient as an orruk or armoured warrior of Chaos, they have martial skill to match any aelf, and their way of war focuses on precision and grace: striking out from the woodlands to cause confusion and carnage before melting away to do so once again.

Households are the true heart of a wargrove, but its numbers are provided by the Forest Folk: bands of tribal Dryads who yearn to deliver brutal punishment to the Everqueen's enemies. Beside these come stranger formations still. Most famed are the Free Spirits – representatives of Alarielle's court. Imposing Kurnoth Hunters and buzzing Spiterider Lancers are eager for battle wherever it presents itself, while only the proudest clan-lords would resent receiving aid from a veteran Arch-Revenant or the legendary Spirits of Durthu. Though beholden to the Everqueen alone, certain Free Spirits will fight alongside particular clans or glades often enough to form a bond, and may adapt their fighting style and even the hue of their barkflesh to complement that of their allies.

More sinister are the twisted Outcasts. As the song of war reverberates, bands of these dark-hearted beings are drawn to the wargroves, skulking at the edges of their muster points. With the exception of those of Dreadwood glade, few Sylvaneth seek the aid of these cruel spirits; rather, they simply turn a blind eye to their violent excesses, for the Outcasts are capable of wreaking terrible havoc upon both an enemy's body and mind.

OAKENBROW

The Oakenbrow are first amongst equals, the largest of all glades, with hundreds of clans spread across the realms. Their wisdom, nobility and loyalty to the Everqueen is beyond reproach – though the pride of these old-growths sometimes sees them earn the enmity of their forest spirit kin.

The Oakenbrow name themselves the First Glade. If one believes their representatives, this title is entirely literal; Ghyranite tradition holds that their soulpods were the first to be planted, and that it was they who initially gave voice to the spirit-song. Yet their rivals mutter that these spirits have long since developed an unbecoming pride. Success breeds jealousy, but it cannot be denied that the Oakenbrow have positioned themselves as Alarielle's right hand.

When a Royal Moot is called, Oakenbrow clans are always in greatest attendance. High King Rhaeloth, a Treelord of such stature he can look a mega-gargant square in the eye, is known to advise the Everqueen on the greatest of matters. The curling rune of the Oakenbrow incorporates the crown of the Everqueen, and the glade's warriors carry themselves with such solemn dignity that even Lumineth nobles have been known to nod in approval.

The trust placed into Oakenbrow casts them in the role of Alarielle's ambassadors. They were the first Sylvaneth to fight alongside the Stormcast Eternals, and the ever-shifting bounds of the Living City contain many enclaves populated by their noble warriors. The Oakenbrow maintain accords with races often kept at arm's length by the forest spirits, such as the flame-hearted Fyreslayers of the Dhoshgar lodge. On occasion, they have even elected to stand alongside these flesh-and-blood allies against the depredations of more malicious Sylvaneth.

All Oakenbrow are expected to be familiar with their glade's glorious history. Even the lowliest of their number are able to sing of the great greenholds established long ago: the Mistwoods of Shae-Rahat, the Silver Shimmerfalls of Neos, and the Mouth of the Vine God, to name but a few. Many Oakenbrow seek out elders to learn from directly, for the glade's Treelord Ancients slumber as little as possible – the better to serve their Everqueen whenever she requires them – and some have persisted since the early Age of Myth.

This focus upon the past does, however, mean that the Oakenbrow are prone to upholding feuds that might better be forgotten. The most infamous rivalry is with the cruel spirits of Dreadwood. These dark-hearted Sylvaneth have always resented the glories afforded to Oakenbrow, and much sap has been spilt between them. Other, more xenophobic clans disdain the Oakenbrow's willingness to integrate with mortalkind, believing it spells doom for all Ghyran.

That said, most Sylvaneth remember the ceaseless heroism of Oakenbrow during the War of Life, and revere them as a noble ideal. Heartwood in particular has always been a firm ally of the First Glade, while Harvestboon strives to equal their glorious legacy. Even their elder treelords will feel a shiver in the bark when called to fight alongside the legendary ancients of Oakenbrow.

Oakenbrow wargroves are often made up of multiple clans, and feature many warrior kinbands of Noble Spirits. Tree-Revenants and Gossamid Archers are found in great abundance amongst these armies, proudly marked with the warm but sombre livery of their ancestors. Leading them are plentiful towering Treelords, for Oakenbrow does not lack for these fearsome warriors. The glade's elders possess an innate mastery over the spirit-song, able to manipulate its booming reverberations and keening notes to command their proud warriors with pinpoint precision. Its Treelords fight with renowned courage and determination, for each would rather suffer a thousand deaths than shame Alarielle through defeat.

With the increasing belligerence of all manner of beasts in the wake of Ghur's rousing, Oakenbrow wargroves have begun to incorporate even greater numbers of Treelords to combat this threat. On occasion, entire armies of the old-growths have been known to march out from their royal groves, for only they possess the deep-rooted strength to check the coming of ravening, monstrous stampedes.

GNARLROOT

The rulers of Gnarlroot glade are life mages of profound skill, able to bind the energies of the natural world in astounding displays of spellcraft. Though regarded as grim, taciturn and secretive by their fellows, they serve a key purpose in Alarielle's designs as keepers of arcane treasures and masters of eldritch secrets.

To the Gnarlroot, age and tradition are everything. The first of their soulpods were planted contemporaneously with those of Oakenbrow, and only a mere quirk of fate saw them sprout later. Their liege, the miserly and caustic Grum-King, is a weathered soul who heeds only the elder councilmen known as the Gnarl-Lords. It is often said that the Gnarlroot are so rooted to the old ways that they will always side with their own kind, even should it leave them at a clear disadvantage.

Yet the Gnarlroot cling to their traditions for good reason. Since time immemorial they have served as Alarielle's loremasters and secret-keepers, custodians to knowledge of Ghyran's deepest truths. If an outsider were to gain entrance to the glade's stronghold, the Silvered Grove – though given their isolationist instincts, such is almost impossible – they would find the air thick with jade magic and vaults replete with powerful relics of genesis. While mistrustful by nature, the Gnarlroot's desire to amass knowledge is occasionally strong enough to overpower their natural reticence. Only the Oakenbrow have more enclaves amongst Sigmar's rising cities than they, and although they are not always cheerful neighbours, the Gnarlroot are always willing to learn from and share a measure of their knowledge with the scholars and mages of other races.

'Keen minds and impregnable wills. These are the gifts the Everqueen has bestowed upon us. If you young-boughs have any sense in your bark, you won't squander them.'

- Ithil-Spond, the Grum-King

The Gnarlroot do not simply hoard their sorcerous bounty; they make ready use of it, in peace and in war. When Alarielle sang the Living City into being over the course of a single night, it was with the aid of a coven of Gnarlroot elders. The Silvered Grove endured the Age of Chaos largely through the skill of its sagacious caretakers, the power of life magic fighting back waves of pestilential energies that threatened to eat through its defences. On the battlefield, Gnarlroot mages voice strident invocations that see foes wither like aged fruit, open paths through tangled woods, heal their own and summon shields of ironthorn to protect their allies. Once these spells have weakened a foe, it is a simple task for the glade's clanfolk – their ruddy-brown barkflesh marked with twisting jade whorl-patterns – to end the threat.

The Gnarlroot's insular attitude has won them few friends. They disparage any Sylvaneth they consider to have strayed too far from the old ways, and maintain only a rare few enclaves beyond their ancestral territories in Ghyran. In fairness to the Gnarlroot, many outsiders have come seeking their knowledge for ill ends: not only Tzeentchian sorcerers who burn their forests with shimmering witchfire or vampires looking to turn the power of life into that of death, but also reckless adventurers drawn in by tales of treasure, and the celestial Seraphon, who would seize the artefacts of the glade for their own unknowable ends. Yet their isolation also bears a noble aspect, for Alarielle has charged the Gnarlroot with remembering truths she would have others mercifully forget, and they shoulder these secret burdens with profound stoicism.

In the Era of the Beast, the Gnarlroot have developed a new reputation for heroism, though not necessarily personableness. Their deep connection with the magics of the land has seen them matched against the anger of Ghur, and especially the increasingly prevalent and potent elemental spirits formed by raging natural energies. The lore and relics possessed by the Gnarlroot have left them well equipped to combat these entities compared to most forces, and now members of the glade find themselves working alongside all manner of strange allies – from bands of Soulbound heroes or roving spell-hunters to entire armies of Order – to soothe or destroy these arcane entities whenever they wreak havoc.

HARVESTBOON

Surging forwards like a spring gale, the Harvestboon embody all the vitality of life. Youthful and vibrant by the standards of the great glades, they have swiftly established a reputation as ardent crusaders against Chaos – yet their relative naivete may well have its consequences, given time…

Though the Harvestboon are a relatively young power compared to their contemporaries, having emerged only during the Age of Chaos, they have enjoyed a constant rise that shows no signs of slowing. With an inexhaustible wellspring of zeal to call upon and a genuine belief that past tragedies can be reversed, the Harvestboon have become symbols of hope, and they embody the will of the reborn Alarielle more closely perhaps than any other glade.

In almost every way, Harvestboon bucks tradition. Their silver-sheened barkflesh and lively green foliage is immediately distinctive, and while their wargroves do include proud Noble Spirits, the core of their hosts are massed Dryad warbands supported by swift lancers from Alarielle's own court. These warriors are utterly committed to their campaign of reconquest; when a Harvestboon army rushes forth, it is as if an entire woodland has come alive with surging energy to bear down upon the foe.

Even the oldest Harvestboon Treelords have seen little more than a handful of centuries, almost nothing compared to most of their kin. Instead, it is the matriarchs of Harvestboon's abundant Forest Folk clans who rule the glade. The Willowqueen, high liege of Harvestboon, is herself a Dryad of surpassing wisdom, and legends already speak of her bewitching aura and the vibrancy of her magical song.

For all their youthful status, the Harvestboon have achieved much. The reclamation of Eiderhall, the castigation of Lord Prosternox, the healing of the Seven Rivers forest: all these and more number amongst the glade's growing litany of honours. Once small in number, Alarielle's rebirth has begun a chain reaction amongst the glade's enclaves, seeing more and more of their soulpod groves flourish.

This has only been exacerbated by the casting of the Rite of Life. No Sylvaneth heed its mystical melody as keenly as those of Harvestboon, much to the frustration of their elders. The glade considers it their mission to aid the Warsong Revenants in spreading the Everqueen's melody, and many of these eldritch pipers are accompanied by hordes of Dryads who follow in their wake as quickly as a seasonal storm. With them come buzzing swarms of Spiterider Lancers, for they also possess a close connection to the ebb and flow of the Rite's song, and find that the Harvestboon's swift way of war complements their own.

Harvestboon's intent is pure, but their impetuousness has occasionally caused them to overstep. Since the casting of the Rite of Life, their dedication to seeing Alarielle's healing song take root has become so strong that they would spread it to every arcane wellspring possible – even if allied Dawnbringer Crusades have already claimed them. At first, settlers may welcome the arrival of Harvestboon Sylvaneth and the rejuvenating magics they bring. Yet the power of the rite is so profound that it can slip the control of even Alarielle's children, feeding upon nexuses of magic until the spread of growth becomes unstoppable. More than one burgeoning township has had to be abandoned after being overrun by fast-spreading vines and perpetually blossoming flowers. Such events are regarded with shame by the spirits of Harvestboon, and they sometimes lead to the Sylvaneth having to defend themselves against outraged mortals.

While more spiteful Sylvaneth gleefully point to these clashes as stains upon Harvestboon's noble record, the elder spirits of Oakenbrow and Heartwood see them for the honest errors they are, and often speak in defence of their younger kin. What is more, Harvestboon always attempts to makes amends for its mistakes. Warriors of the glade have been known to swear binding oaths to those they have inadvertently wronged, fighting alongside them and fearlessly selling their lives in their search for a new home. Through these heroic deeds, a community that once despised the Harvestboon may come to see them as an essential part of their own ecosystem, in time creating new strongholds that are one with the forests around them.

IRONBARK

The Ironbark were the first Sylvaneth to settle in Chamon. Even as they established ironthorn labyrinths and armoured bough-fortresses – for their mastery of blending wood and metal was second to none – these forest spirits learned that they could use their roots to draw forth precious minerals from the earth. Though mindful to never take more than necessary, the Ironbark did not squander this bounty, and their forms soon glittered with crystal deposits and seams of precious metal. Knowing they were in a land unlike Ghyran, the Ironbark sought to use their wealth to form accords with worthy allies.

Of all these newfound friends, it was the duardin with whom the Ironbark bonded closest – to the surprise of both parties, for the children of Alarielle and Grungni are rarely easy neighbours. Yet both races gradually came to recognise the other's great tenacity and appreciation for tradition. During the Age of Chaos, Khazalid throngs marched out to defend places of power sacred to the Ironbark; in turn, as the karaks fell, the Sylvaneth allowed fleeing duardin to take refuge in their greenholds. Many duardin consider Ironbark Sylvaneth to be but a step removed from kin. The return of Grungni has been met with celebration by the glade; the Archduke of Ironbark has already travelled to Azyr to meet with the smith-god, though the content of their discussions is unknown.

The Ironbark are skilled smiths, and the weapons wielded by their Households are of the finest quality. Yet it is their grit that sets them apart. Like an old oak refusing to bend before a storm, an Ironbark wargrove eschews hit-and-run tactics in favour of sheer defiance. To strike them is like striking a seam of impervious ore, while their own blades cut deep and their arms never tire.

HEARTWOOD

Heartwood glade fights at the vanguard of Alarielle's wars. Decisive action has long been their watchword; as the Era of the Beast sees savagery pounding across the cosmos, these courageous hunters now spread their roots far indeed, tracking the barbarous beasts and twisted monstrosities that infest the realms' wild places.

Heartwood glade's greatest stronghold is located in Kurnotheal, once the sacred grounds of Alarielle's consort. At the Battle of Tears, it was Heartwood that made up the greatest portion of Kurnoth's host, and after he fell it was a lone Dryad of the glade who survived to return the slain god's spear to the Everqueen.

The Sylvaneth of Heartwood worship Kurnoth almost as fervently as they do Alarielle, and maintain relations with many of the aelven hunter-clans that still inhabit Kurnotheal. These accords are sometimes strained, for many Sylvaneth consider aelves fair-weather allies at best, but those ancient kinbands that did not flee in the face of Nurgle's plagues have proven worthy of the Heartwood's trust.

In battle, Heartwood's speciality is the headlong – but never reckless – assault. Just as a wise tracker considers every strength of their quarry before striking, these Sylvaneth will identify a target's elite elements and fearlessly move to eradicate them in one swift strike, leaving the foe reeling.

Heartwood are long-standing allies of Oakenbrow, and have often spoken in defence of Harvestboon's aggression, though their ancient enmity with Dreadwood has recently stirred discord between the three glades. Heartwood wargroves are frequently accompanied by Kurnoth Hunters, whose missions the glade does its utmost to support. It is not unusual to see massed bands of these Free Spirits taking to the field accompanied by the lords and warriors of Heartwood.

WINTERLEAF

The Springleaf once numbered amongst the greatest of all glades. Their capital of Dappelloren was hailed as the fairest greenhold outside the Everqueen's own domains, and through their care, many of Ghyran's wonders were maintained. It was these qualities, however, that saw the Springleaf attract the attention of Nurgle's servants. Horticulous Slimux seethed at their accomplishments, for he would accept no rivals to his master's hideous garden. Slimux's minions unleashed the horrific Festerbark Pox upon Dappelloren, seeing three-quarters of the Springleaf's population turned to living sludge. Many of the forest spirits who escaped were later to fall at the Battle of Frozen Grief, ambushed in the dead of winter by vindictive daemons.

The last of the Springleaf fled into the most desolate and ice-locked regions, where nodes of life magic were sparse but resilient. Taking the name Winterleaf, they slowly learned to harness the cold bitterness that had sunk into their soulpods. The enclaves of Winterleaf are strange and fey, found behind frozen waterfalls or within rime-encrusted trees that glow with unearthly light. Their wargroves carry within them the chill of deepest winter, freezing the enemies' blood in their veins and slowing their reactions. In doing so the Winterleaf ensure that there can be no easy escape, and their rime-encrusted talons can do their vengeful work.

Even gheists and daemons find their aetheric forms gradually turning to ice in the presence of these Sylvaneth, leaving them unable to discorporate. Few in number, the Winterleaf know that for a spring of rebirth to bloom across the realms, their time must perhaps pass – but before it does, the lost children of Dappelloren will take such vengeance that their kin will sing of it for evermore.

DREADWOOD

There has always been something amiss with Dreadwood glade. Their soulpods were not planted in sun-dappled groves, but in the recesses of the deepest forests – often those of Shyish and Ulgu – where shadows grew thick. This fearful darkness has wormed its way into their heartwood, for the Dreadwood are the most malicious of all Sylvaneth. They are the lurking horror behind the branches, masters of perception-twisting magics and terror tactics. When mortals speak of spiteful forest entities who steal away children and lure travellers to their demise, it is often the spirits of Dreadwood to whom they unknowingly refer.

Dreadwood makes no secret of its animosity towards outsiders, or even other Sylvaneth. Long have their clans feuded with those of Oakenbrow, for while the First Glade held power in the heart of the Everspring Swathe, the Dreadwood were forced to dwell in Decrepita, looking upon haler lands with embittered eyes. Their liege, the Keeper of Dreadwood, feels no need to justify himself to any – and nor does Drycha, the Queen of the Outcasts to whom many of the glade privately swear fealty.

Yet despite their many enemies, Dreadwood endures. Partly this is due to the skill of their pale-barked warriors, but there is another reason: Alarielle's protection. Though the Everqueen often chastises Dreadwood, she never allows them to be genuinely imperilled. In turn, while many of the glade's spirits resent their goddess's alliance with Sigmar, they obey her without question. None can readily explain this strange relationship. Some say it is born of an unspoken guilt, for since the Shrouded Season, the glade's armies are virtually always accompanied by Spite-Revenants. Perhaps Alarielle always knew that Dreadwood would one day become a twisted weapon necessary to defend Ghyran. If the shadow-barked elders of the glade know the truth, they are certainly not inclined to share it with outsiders.

ALARIELLE THE EVERQUEEN

Goddess of life and all-mother of Ghyran, Alarielle is the fury of nature personified. She is a being of many aspects, both a sower of seeds and a merciless reaper who none can stand against. In her war aspect, Alarielle is a figure of awe; to her Sylvaneth children, she alone is worthy of utmost reverence.

Alarielle, Queen of the Radiant Wood, is a being of ancient wisdom and terrifying power. A goddess bound to the energies of creation, she exudes a palpable aura of vitality that reaches into the bedrock of the tainted lands and scours them clean so that life may blossom. Yet these powers, usually employed in the name of bringing about new growth, can just as soon be turned to the cause of war. At Alarielle's command her enemies are washed away in torrents of raging waters, strangled or speared by thrashing ironoak roots, or unmade as their bodies are transmuted to living wood or swarms of fluttering moths. There is no mercy in the Everqueen's ancient heart for those who would harm the realms, and no hesitation in doling out punishment; she has endured too much suffering and loss to give any thought to notions of forgiveness.

Ever since her awakening, Alarielle has been intimately connected to the natural cycles. At times she has appeared bursting with vitality, a laughing and joyous bringer of new beginnings. At others she has assumed a more threatening and cold-hearted demeanour, becoming a mercurial crone-goddess whom mortals must cautiously appease. Yet since her rebirth at the culmination of the Realmgate Wars, Alarielle has incarnated in her aspect of war – a magisterial figure glowing with divine power, both fair and fearsome to behold. The fury of the spring storm, the blazing heat of summer and the tenacity of deep winter mix within her, and she wields their powers to restore realms that have languished in the grip of ruin and decline.

Alarielle is mother-goddess to all Sylvaneth. She has guided her children through countless crises, just as they protect her at those times when the sacred seasonal cycles see her temporarily dwindle in preparation to bloom once more. Once, the Everqueen's battle against the taint of Chaos was a war of attrition that she was poised to lose, but since the enacting of the Rite of Life, she now dispatches her wargroves with greater haste, and in many cases leads them in person. Many outsiders who are ignorant of the history of the realms interpret this belligerence as a fierce desire for conquest, but to the goddess, she is simply reclaiming by force lands that she once called her own.

'I am the forests and the streams. What wounds them wound me also. Every hurt they suffered was a hurt I felt in turn, and gladly, for I would accept all their pain if it would spare them. You cannot imagine the things I endured in the waning seasons. No more, I say. No more.'

- Alarielle the Everqueen

Myriad powerful adversaries oppose Alarielle. Nurgle is her oldest foe, while herds of beastmen infest her sacred places. The forces of Destruction are on the rampage, and though they are part of creation's tapestry, their current surge must be curbed. Many in Sigmar's empire would exploit the realms, and thus, she believes, deserve death. Even the aelven gods, her kin in the World-that-Was, cannot count Alarielle a certain ally; whatever feelings she may have once possessed for them have been set aside, and the Lumineth especially have drawn her ire with their presumptive efforts to 'stabilise' the realms. Alarielle is not to be taken lightly, and the Sylvaneth stand ready to avenge any insult she suffers.

Alarielle's sorceries are able to summon flurries of healing pollen, as well as bring new soulpod groves to sudden sprouting. Along with these powers, she wields potent relics of Ghyranite origin. In her right hand she wields the Spear of Kurnoth, an ancient relic said to contain the last vestiges of the hunter-god. Her left limb has been sacrificed and replaced by the Talon of the Dwindling, a wicked claw of living wood that drains opponents of all vitality.

One of the most potent weapons in the Everqueen's arsenal is her mount, a hulking Wardroth Beetle. This entity is of the strange race of spites, mysterious nature-spirits that coexist with the Sylvaneth. Of these, Wardroths are amongst the most deadly and impressive, titans whose horns can topple fortress walls and whose armoured shells protect the precious soul amphorae nestled within from harm. Fanatically loyal to Alarielle, when the Everqueen takes wing, her chosen Wardroth is capable of transforming into a swarm of pulsing glowspites to follow her and reform once more. Alarielle affords the Wardroth Beetles great honour; should one be slain, she alone will plant its successor's soulseed and tend to the creature when it emerges, their pact holding strong across the seasons.

HANDS OF THE EVERQUEEN

Alarielle is attended by the most powerful of forest spirits, those whose talents for wielding the powers of life are second only to her own. All of these vaunted champions are legends in their own right, embodying different aspects of the natural world but united through their loyalty to the Everqueen.

THE LADY OF VINES

The demigod daughter of Alarielle, the Lady of Vines is held in the utmost respect by the Sylvaneth and all who deal with them. She has died more than once for her mother, but each time has risen anew, regrown from Alarielle's severed hand to fight again. She is no longer as beautiful and verdant as she once was, being gnarled and weathered by long centuries of war and the trauma of rebirth, but she has become fiercer and taller since the Rite of Life came to fruition.

The Lady of Vines wields Kurnotheal's Wrath, a spear grown from a splinter of the Everqueen's own legendary weapon. Within it resides a sliver of the hunter god's guiding animus, and when hurled it can wreak terrible damage before being plucked back into the Lady's hand by a reaching vine. It is said that Alarielle herself laboured to create this weapon, both to empower her daughter further and to ensure that a trace of her consort would persist if the Everqueen's own weapon were ever broken.

FLESH IS IMPERMANENT; THE FORESTS ENDURE

The liana-like whips that lash from the Lady's body at will are thick and razor-edged, thirsting for vengeance as a shadowed flower thirsts for sunlight. So terrible has she become that the Dryads who follow and attend to her whisper she may harbour a seed of bitterness inside that turns her mood darker and her spells more vicious each year. Yet she has never faltered in her prosecution of the long War of Life, for she was originally made during the summertime of Alarielle's war aspect, full of the wrath and power of midyear tempest, and that outlook has never faded. Even when her mother dwindled into the near-fatal winter of her despondency, the Lady of Vines fought on against the armies of the Plague God, never giving up hope.

Perhaps Alarielle foresaw this, and deliberately put part of herself into a secondary form so she would never be entirely taken by melancholy. Perhaps she trusted no one other than herself, and created a lesser simulacrum to ensure her wishes were carried out. Whatever the reason, her decision proved pivotal during the breaking of Sigmar's Tempest. Were it not for the Lady, the Sylvaneth would have lost battles on a dozen fronts at a critical juncture in the history of the realms. Even the seeds of despair sown by Nurgle to rob the Sylvaneth of their power found no purchase upon her. Without her certainty, her ability to navigate the realmroots and the incredible lengths that the Lady went to in order to keep Alarielle safe from her nemesis, the Everqueen would certainly be dead, and the realm of Ghyran rotted away entirely by the scourge of Nurgle.

DRYCHA HAMADRETH

Drycha Hamadreth is man's instinctive terror of the deep woods made manifest, the shadow that looms behind the branches. Her loathing for all that is not born of the forests is endless, the depths of her malice bottomless. It would be preferable to perish at her wicked talons or the jaws of the deranged spite-swarms that surround her than be dragged off by her disciples to meet a grisly, unknowable fate.

Drycha is an old spirit. As the legends go, she betrayed Alarielle in the World-that-Was, though her deeds were undertaken for the perceived good of the forests. It was this mitigating fact that saw the Everqueen save her soulpod, yet refuse to plant it for fear of what would emerge. Only in the aftermath of the Shrouded Season did Alarielle undertake a lonesome pilgrimage to the gloom-shrouded chasm known as the Hamadrithil. An atavistic malice clung to this place, and in her desperation the goddess hoped that the volatile Drycha would grow strong off its influence. The Everqueen was to be proven right.

Freed from limbo, Drycha finally emerged from the cursed gorge, and her new incarnation was terrible to behold. Thorned vines lashing furiously about her towering form as attendant spites buzzed with hunger for slaughter. Rebirth had soothed none of her madness, and she gave voice to a song of bloodshed that drew in Outcasts and those Sylvaneth most traumatised by the War of Life. Drycha and her followers soon began slaughtering not only the followers of Nurgle, but any perceived trespassers to Ghyran. Yet though the returned Branchwraith was often censured by the Everqueen for these acts, she was never stopped. Alarielle privately accepted that Drycha represented a necessary darkness, a spiritual counterweight to the bright glory of her handmaiden daughter, the Lady of Vines.

Despite their grievances, Drycha and Alarielle both grudgingly recognise that they each embody crucial aspects of the natural world. It was this fact that saw Hamadreth lead her Outcasts in defence of the Everqueen while she cast the Rite of Life; if not for her presence, Alarielle may well have been torn down by rabid beastmen. Drycha is willing to fight alongside those the Everqueen deems allies, though 'accidents' and disappearances abound. The spreading influence of the Rite of Life, and the awakening of the incarnates, is of great interest to the Queen of the Outcasts. From her Court of Thorns, said to lie around a Ghyranite realmgate that connects to the shifting valleys of Ulgu, Drycha whispers to shadows and directs her sworn wargroves, seeking to unlock the deepest powers of nature and unleash them against her enemies.

OUTCASTS

Ever since the Shrouded Season, the wargroves have been joined by entities that embody the darkest natural cycles: the Outcasts. Some say they were once spites who made grim bargains in an effort to become true Sylvaneth, or else are the product of a ritual of Alarielle's that went hideously awry. They are shunned by most forest spirits, for there is an unspoken fear that the Outcasts represent some spiritual malaise that could afflict any Sylvaneth. The most numerous Outcasts are the Spite-Revenants. When war calls, these twisted creatures creep forth from hidden groves, bodies glowing with eerie wisp-lights. Though their talons are sharp, the greatest weapon of the Spite-Revenants are their voices, for while they cannot harmonise with the spirit-song, they sing cacophonies of nerve-shredding dissonance. To hear a Spite-Revenant is considered an ill omen amongst many Ghyranites – one that can be pacified only through sacrifice to the old gods of the forest.

FREE SPIRITS

While most Sylvaneth belong to a specific glade and clan, there are those who serve at the direct behest of the Everqueen herself. These Free Spirits are her greatest champions and generals, and ensure that the goddess's will is carried out no matter where the forest spirits take root.

SPIRITS OF DURTHU

Spirits of Durthu are amongst the mightiest of all Treelords, indomitable entities whose lineage can be traced from a heroic ally of the Everqueen in the World-that-Was. These immense spirits strive to prove worthy of their legendary forebear, and tales of their valour are sung far and wide. Armed with huge guardian swords that thrum with pure life energies, and possessed of such strength that they can crush an ogor to mulch with a single blow, a Spirit of Durthu will never yield. When they plant their root-like feet, entire armies have been known to break against them.

The Spirits of Durthu serve as the Everqueen's ambassadors, and as lifewards to those Sylvaneth deemed crucial to her plans. Alarielle herself is attended by the Sons of Durthu, hand-picked and fanatically loyal bodyguards. In the Age of Chaos, she banished the Sons in a fit of despair – yet they never lost faith in their goddess, and fought on as lonely guardians of her most sacred retreats. Since her rebirth, Alarielle has summoned her champions once more. Now the Sons of Durthu are redolent with the energies of the Rite of Life, living fonts of bountiful Ghyranite magic.

KURNOTH HUNTERS

Kurnoth Hunters are considered taciturn and strange even by other Sylvaneth. Their soulpods were planted after Alarielle's metamorphosis into her war aspect, and what emerged was unlike anything that had come before. Masters of sword, scythe and bow, Kurnoth Hunters are the knights of the forest, and their presence heralds a coming time of trial. Rather than favour guerrilla tactics, Kurnoth Hunters will plant their roots firm and await the coming storm, enduring defiantly as they strike down their foes.

Kurnoth Hunters are capable of detecting the subtlest arcane vibrations along the realmroots and spreading a portion of this power to their kin. Their affinity with the land also makes them excellent scouts; they often serve as the vanguard to a wargrove, securing sacred sites before the Sylvaneth's enemies – or ostensible allies – can reach them.

SPITERIDER LANCERS

Spiterider Lancers are unions of tree-spirit and insectoid predator. With astounding agility they whirl above the battlefield before diving into a sudden, devastating charge. To tame a skittish dragonspite, a Sylvaneth must call upon the deepest notes of the spirit-song, soothing the creatures through the emotion of their chorus. Should the dragonspite echo the song in its hissing voice – and not lash out with claws and mandibles to tear the supplicant apart – the Sylvaneth will be permitted to clamber atop their new steed, and use the magics of life to reshape the creature's carapace into a fitting saddle. Only then are they deemed worthy to join Alarielle's elite.

Dragonspites were once diminutive natives of the World-that-Was, nestling within the bark of the Oak of Ages and inundating it with pulsing egg-clusters. Even as that great tree was cast into the void, the dragonspites survived, trapped within mystical amber. When Alarielle sang the Rite of Life, this amber was sent running like wax and the dragonspites were freed, swollen through the magics they had absorbed. Alarielle's song has become entwined with the souls of the dragonspites, and only a single mighty blow can hope to overcome their regenerative capabilities – otherwise they will heal and endure, as endless as the seasons.

GOSSAMID ARCHERS

Since the raising of the Oak of Ages Past, Alarielle's people have been joined by a new breed of tree spirit. Known as Gossamids, these skirmishers have swiftly become famous for their punishing accuracy and the hideous fate of those struck by their arrows. Gossamid Archers are given the power of flight by the zephyrspites that clasp their torsos, magical creatures with powerful, buzzing double wings. At a command, these beasts will detach and fly at the enemy, buying time for their masters to retreat to safety.

Though the Gossamids' bows are supple and strong, it is their shafts that hold the secret to their lethality. The quiverbug each keeps at their hip extrudes a special type of larval pod, its shape akin to an arrow. When fired into the flesh of an enemy, the ravenous grubs couched within the arrowhead hatch, eat and grow to maturity in seconds, usually resulting in a shocking explosion of gore. Once their gestation is complete, a buzzing whirlwind of new quiverbugs will fly off, seeking out more Gossamids to recommence the cycle of life-through-death.

ARCH-REVENANTS

Wielding wickedly sharp glaives and borne to battle by zephyrspites that clasp their torsos, Arch-Revenants serve Alarielle as war leaders, scouts and special agents. Far afield do they roam, marshalling wargroves in accordance with the Everqueen's will and reporting all they see back to Alarielle through their low, keening songs.

Arch-Revenants work in close tandem with their Kurnoth Hunter brethren, though outside the clans of Heartwood, their presence is received with caution by the Sylvaneth. The Arch-Revenants were planted by Alarielle at the height of her war aspect, and bombastic aggression radiates from them. Though not blind to the intricate social hierarchies of their race, these spirits have little time for politics, and their brusque manner sees few clanlords eagerly receive them. Yet their fiery nature is an undeniable boon in battle, for where they fight, other Sylvaneth are filled with brimming battle-lust, surging forth to enact Alarielle's designs.

KURNOTH, THE HUNTER GOD

Though clans may worship all manner of minor seasonal demigods, only one deity besides Alarielle is acknowledged by all Sylvaneth: Kurnoth, Lord of the Hunt. Known as the Antlered King or the Old Stag, Kurnoth is the embodiment of nature's wildest aspects, and feared as often as he is loved. Kurnoth was once Alarielle's consort, his power invoked each midsummer to ensure the seasonal cycles were maintained. Many Sylvaneth, especially the Kurnoth Hunters, still pay him great reverence, though to openly worship any besides Alarielle sits ill with more traditionalist forest spirits.

Though Kurnoth fell at the Battle of Tears, some vestige of his power resides in his spear, lending strength to Alarielle in her darkest moments. Nor is it the Sylvaneth alone who worship him. Many Jadeblood families of Ghyran, especially those who dwell beyond the walls of the cities, still honour the Lord of the Hunt – in the cases of the oldest lineages, sometimes through strange and bloody rites that they take pains to conceal from the Grand Conclaves. Amongst his worshippers are aelven clans who did not flee Nurgle's plagues during the Age of Chaos. They have suffered for their courage; though their halls are hidden carefully, many have still been sacked over the years, their inhabitants swearing vengeance. Some Kurnothi take on the aspect of the beasts beloved of their lord, and have even been seen bearing lamentiri, though the Sylvaneth do not speak of such things. The bestial kin of Skaeth's Wild Hunt embody all that is courageous in Kurnoth's followers, seeking out the living Ghurish mountain of Beastgrave and defending it from those who would goad its wild heart.

WARHOSTS OF THE WYLDWOODS

Noble Spirits are the rulers and standing armies of the clans, courageous tree-folk invested with precious lamentiri. When war beckons they provide the core of a Wargroves' strength, wielding their strange powers to achieve victory in Alarielle's name.

BRANCHWYCHES

Branchwyches are potent life-mages who are charged with guarding and tending a clan's soulpod groves. It is they who bear the sombre duty of extracting lamentiri from their fallen kin, harvesting the soulseeds with reverent swings of their sickle-staves before returning to plant them in sacred soil.

Part priest and part sub-commander to the Treelords, a Branchwych's connection to the earth grants them strange intuition that any Sylvaneth would be wise to heed. The Branchwyches, however, are just as infamous for their tempers, for they are swift to anger when pressed – especially if their holy groves are threatened. Only the fey spites are immune to a Branchwych's wrath, for these druidic Sylvaneth dote upon the strange little creatures. Many bizarre and wondrous varieties of spite may be observed fluttering around a Branchwych, but their most famed and closest companions are the bittergrubs – caterpillar-like entities that ride upon the Noble Spirit's shoulder and savagely attack nearby foes. Once a bittergrub has fed sufficiently, it will metamorphosise into an emerald cocoon before splitting open to release a wave of shimmering, rejuvenating pollen across the tainted earth. Through this means, even the most polluted soulpod grove has a chance of being restored and the cycle of life returned to its proper state.

REVENANT SEEKERS

The dragonspite-riding Revenant Seekers are charged with a critical mission: it is their task to travel to far-flung locations where wargroves have fallen and retrieve the precious lamentiri of their slain inhabitants. These forest spirits are critical enough to the glades' existence and future prosperity that Alarielle has dispatched them across the realms to become permanent Noble Spirit warriors, integrated into the standing army of each clan.

Armed with sickles so redolent in the magic of the harvest that they can slice through steel like corn, and bearing shields imbued with the power of the Oak of Ages Past, Revenant Seekers view their duty

REAP NOW THE CROP OF YOUR SINS

with great solemnity. They are far less prone to joviality and flights of whimsy than their kin, and while few Sylvaneth would be so crass as to joke at the Seekers' expense, the dirge-like, mourning refrains that they contribute to the spirit-song are prized only in those glades of the grimmest disposition.

On the battlefield, however, the Revenant Seekers' moribund demeanour is replaced by a fierce determination fuelled by a desire to protect the legacy of their people, and they will fly into the very jaws of death to this end. Other Sylvaneth are inspired by the courage of the Seekers in the face of adversity, and know well the importance of their task. In turn, the rituals by which the Seekers extract the lamentiri from dead Sylvaneth fills nearby forest spirits with a portion of their kin's final energies, a last gift from the fallen imparted to those who fight to ensure the continuation of their race.

TREELORDS

Towering over their fellow Sylvaneth are the Treelords, the captains and champions of the wargroves. Even the least of these majestic entities has likely persisted for several mortal lifespans, and within their vital sap bubbles the endless exuberance of the Jade Realm.

Warlike in aspect and typically prideful in temperament, Treelords are eager to engage the Everqueen's foes and reduce them to ruin, either with bone-crushing blows from their oaken limbs or eviscerating strikes from tendrils that shoot forth from their open talons. Such is their strength that even the mere tread of a Treelord can be utilised as a weapon. With an almighty, earthshaking stomp, they can send nearby foes reeling, rendering them easy prey for the smaller Sylvaneth, who have learned well to anticipate and capitalise upon this technique in the midst of a melee.

Though there are exceptions, in many cases it is the Treelords who form the nobility of a clan, charged with defending its territories and confronting aggressors. Though their titles vary greatly – be they Boughmasters, Strongbranches or Dreadroots – all refer to the Treelords' role as champions of their people, for they combine centuries of martial expertise with the might of a siege engine.

Treelords possess an instinctive command of the spirit-song, and are able to shape its notes to carefully guide lesser Sylvaneth in accordance with the will of their glade's rulers – and beyond that, the Everqueen herself. This innate skill leads to them developing a deep spiritual connection with the forests of the realms. Despite their great size, they are able to navigate strange and secret paths through the deepwoods and between sites of power, emerging seemingly from nowhere to assail a terrified enemy.

Treelords often embody both the best and worst of their parent glade, intimately bound as they are to the soul of their people. Those of Oakenbrow, of whom there are many, are invested with a streak of self-assured nobility, while the Treelords of Winterleaf are crooked and embittered, weighed down by centuries of misfortune and radiating a soul-chilling woe.

TREELORD ANCIENTS

As a Treelord ages, their barkflesh hardens, their sap-blood grows richer and more turgid, and they absorb ever more of the ambient life magic permeating the realms. Consequently, over time, their mastery over the eldritch energies of Ghyran grows ever more potent, and the recklessness of youth cools to wise even-headedness. Thus do they become Treelord Ancients, the leaders of the clans. Given the Sylvaneth's reverence for tradition, it is no surprise that these elder entities often rule their people in peace and in war, calling upon the experience of centuries – or even millennia – to chart a path forwards.

Age weighs upon even these creatures, however, over time intensifying their manifold quirks. Some Treelord Ancients are irascible souls, forever complaining about the over-eagerness of today's more youthful forest spirits. Others may appear outright mad by mortal standards, either in the manner of a strangely charismatic sage or an unpredictable monster that has begun to crack under the weight of years. Yet in most cases, a Treelord Ancient's eccentricities stem from them simply hearing the spirit-song on a keener level than most. As this harmonic awareness matures, their connection to Ghyran's essence becomes stronger than ever. Even in the midst of battle, as they lead their kin and harness their magic in breathtaking displays of jade spellcraft, a Treelord Ancient keeps part of their mind clear and detached. In doing so they carefully observe all around them, the better to share their knowledge with future generations, either in person or – when they eventually fall – through their lamentiri as a final act of devoted service.

WARSONG REVENANTS

The Warsong Revenants represent the next phase of Alarielle's designs for the realms. First brought into being at the climax of the Everqueen's Rite of Life, these strange pipers carry the energies of that singular spell within them. So vital are they to the Sylvaneth's campaign of reconquest that many clans have embraced them as their own, treating them as icons of this new age of war and structuring their entire future around the goddess-given mission of these spirits.

The power of a Warsong Revenant stems from their mastery of the Rite of Life's energies, which they channel through an ornate flute – each of which is said to incorporate a fragment of bark from the Oak of Ages Past. They possess an instinctive sense for the ley lines that cross the realms, following these arcane pathways and playing their song of rejuvenation so that they may coax the lands to healing. On their travels, they are surrounded by swarms of flittering spites and carpets of thrashing roots, which viciously lash out at any who would impede them.

The song that these Revenants play is not truly intended for mortal perception. To the Sylvaneth, it is a stirring tune of great vibrancy, while to their allies it is a fey and unsettling earworm that never entirely fades from the edge of hearing. Beings corrupted by Chaos perceive the ballads of a Warsong Revenant as terrifying, soul-shredding dissonances that echo weirdly from the depths of the woods; those who hear it are left staggering and insensate, easy prey for the Sylvaneth that accompany the Warsong Revenants.

TREE-REVENANTS

The core fighting units of a Household are its Tree-Revenants. These warriors are a sombre breed, their lives spent protecting the sacred places or reclaiming tainted lands in the name of the Everqueen. Their appearance is undeniably eerie, a mixing of gnarled barkflesh and glowing forms said to resemble the Protectors – mysterious figures who once guarded the forests of the World-that-Was. The Tree-Revenants strive to embody the nobility of these mythical beings in everything, from their selfless defence of Forest Folk tribes to their flowing fighting styles.

Marshalling under fluttering silken banners, Tree-Revenants wield their enchanted glaives and blades with a skill to rival that of any aelven swordsman, and within their graceful forms there lingers a potent reservoir of life energies. Yet despite their martial trappings, Tree-Revenants are not the sort to simply advance on a foe in disciplined lockstep. Instead, using enchanted waypipes, they open paths through the realmroots, emerging from the depths of dense woodland to claim key reservoirs of magic or strike down unsuspecting enemies in a flurry of violence.

DRYADS

Though the Dryads were once peaceful and kindly, years of strife have allowed bitterness to take root in their souls. When the wargroves march, it is these Forest Folk who provide the greatest numbers, and they take any opportunity to visit painful ends upon those who would defile their sacred domains.

Of all Sylvaneth, Dryads are amongst the most tree-like in appearance. While motionless, they can appear as some strange cutting left behind by foresters – at least, until their wooden talons begin clicking and their eyes flash with wrath. Amongst the first Sylvaneth to be planted, and certainly the most prolific, tribes of Dryads can be found dwelling around concentrations of life magic throughout the Mortal Realms, for it was Alarielle's wish that her children would thrive in all places where nature's power bloomed, and in turn that the Forest Folk would serve as shepherds and guardians to these magical wellsprings.

Dryads do not bear lamentiri. When they perish, their souls simply return to the lands, but they are no less attuned to the spirit-song than their fellow Sylvaneth. When at war, a copse of Dryads acts akin to a singular entity, each mind linked by the magic of their melody. Once, the Dryads gave eager voice to the most whimsical and joyous choruses of the spirit-song; their Branchwraiths and elder Branch Nymphs are renowned for their ability to resonate with these energies, and through their tree-singing entire woodlands have been revitalised and nurtured to awesome proportions.

However, centuries of woe have seen the song of the Dryads turn ever darker. Though they have not reached the depths of malice displayed by the Outcasts, the wailing notes of the Forest Folk – laments of loss and profound anger – leave the foe fearful and disoriented. These songs also call upon the lands that the Dryads tend so carefully, drawing their power into themselves and summoning thickets of tanglevines to ward off enemy blows.

Once gentle creatures, the depravities of the Age of Chaos weeded out those Dryads who lacked the temperament to fight, and left their mark on the survivors. When they join the wargroves, they pay little heed to strategy, for the Dryads are not soldiers, merely killers. They are adept ambushers, slipping silently through dense wyldwoods to emerge where the foe least expects them. Then the Dryads begin their murderous work, talons lashing out with such fury that they can find chinks in even Chaos armour.

It can be difficult for outsiders to commune with Dryads. Not only are their voices akin to the whisper of the wind through branches, but they are also highly mercurial. While they may appear gentle when tending their forest homes, their mood can shift as quickly as a summer storm rolls in, and to approach their sacred sites unbidden is to invite a gruesome and sudden end.

To a Dryad, there is no such thing as an innocent intruder; a lost traveller who accidentally drinks from a holy spring may be treated with the same savagery as a herd of gor-kin intent on desecration, should the Forest Folk deem it necessary. Even those Dryads who have settled within the free cities are often given a wide berth by Sigmarite citizens, and referred to in uneasy whispers as 'tree daemons' or 'wood witches'. The Dryads themselves remember the crimes of those mortals who fled before the armies of ruin and allowed their precious forests to burn; while some eventually learn to trust in their flesh-and-blood allies, others never overcome their violent grief, and are only slightly less terrifying than the enemies they fight so viciously.

VITAL SORCERIES

The magical energies of Ghyran are vibrant and light, tending to rise into the air where they can cause clouds and floating metaliths to disgorge mystical waters. As with all magic, however, when it gathers in great concentrations, arcane entities may awaken or manifest. This became especially apparent during the Arcanum Optimar, when the after-effects of the Necroquake birthed new forms of spellcraft. In the case of the Sylvaneth, their mages found themselves able to call upon certain magical beings and phenomena: glowing Gladewyrms from deep underground that breathed healing energies, ethereal honeycombs that belched forth swarms of spites, or the scuttling carnivorous tree-things known as Skullroots. Since the casting of the Rite of Life, Sylvaneth mages have been able to summon these entities with greater regularity – almost worryingly so, for the realms are becoming more and more agitated, and elemental creatures are beginning to appear that do not respond to the spirit-song so readily…

THE VIBRANCY OF NATURE

When the Sylvaneth go to war, it is as if an entire forest has come to life. Led by towering old-growths, winged champions and wielders of potent life-magics, the wargroves slip from the secret places of the deepwoods to ambush the enemy before melting back into the darkness between the boughs. Any foe that lays eyes upon them has little time to drink in their natural majesty before being viciously torn asunder.

Warsong Revenant

Alarielle and her children are determined to see the energies unleashed by the Rite of Life take root across all the Mortal Realms. Even the rampaging hordes of Destruction, driven to fury by the thrashing world-spirit of Ghur, cannot hope to impede their advance.

Alarielle the Everqueen

Gossamid Archer

Flitwing Scion

Gossamid Archer

It is the duty of all Sylvaneth to bring the healing power of the Rite of Life to new lands. None are more committed to this than the Warsongs Revenants, who will brave even Ghur's wilds to see the spirit-song's energies spread.

In pursuit of their sacred duty to reclaim the lamentiri of fallen Sylvaneth, a band of Revenant Seekers boldly travels to a forbidding wildernesses that is swarming with malignant spirits.

Revenant Seeker

Revenant Soulwarden

Spiterider Banner Bearer

Spiterider Scion

A flight of Spiterider Lancers bursts forth from the mists that shroud an imperilled site of power, eager to test their mettle against the cavalry of the Ossiarch Bonereapers, who seek to conquer the region in the name of Nagash.

Drycha Hamadreth

In the depths of a Ghyranite swamp, Drycha Hamadreth leads her wargrove of Outcasts and dark-hearted Sylvaneth to purge a Kruleboyz lair. That doing so will save nearby mortal settlements is irrelevant; only the preservation of nature matters to these sinister forest spirits.

The Lady of Vines

Spirit of Durthu

The undead and the Sylvaneth have an old enmity that dates back to the Age of Myth. Since the beginning of the Soul Wars, these battles have only become more bitter and merciless.

Countless ancient places of power have been defiled over the centuries, and many have had shrines dedicated to profane gods built atop them. The Sylvaneth are tireless in casting down these loathsome temples, butchering their defenders with enchanted blade and oaken talon. Only then, they believe, can the lands truly begin to heal.

Arch-Revenant

Branchwych

Spite-Revenant

Shadestalker

Tree-Revenant Waypiper

Glade Banner Bearer

Huntmaster with Kurnoth Greatbow

Kurnoth Hunter with Kurnoth Scythe

Kurnoth Hunter with Kurnoth Greatsword

The Thornwych Ylthari and her guardians fight to avenge the souls of lost Sylvaneth. No enemy, regardless of their savagery, can escape the wrath of these forest spirits.

An Arch-Revenant is a wild and cavalier warrior, little given to engaging in politics or debate. They think nothing of leading fellow fleet-winged warriors to strike where an enemy is most vulnerable.

It is the task of the Branchwyches to guard the sacred soulpod groves of the Sylvaneth, places hidden from the eyes of outsiders. There is nothing these short-tempered Sylvaneth will not do in the name of protecting their charges.

The Lady of Vines has long fought against Nurgle's rotting children, and hates them with a furious intensity. Empowered since her rebirth, she seeks any chance to repay the harm they have inflicted upon Ghyran.

Gnarlroot Branchwych

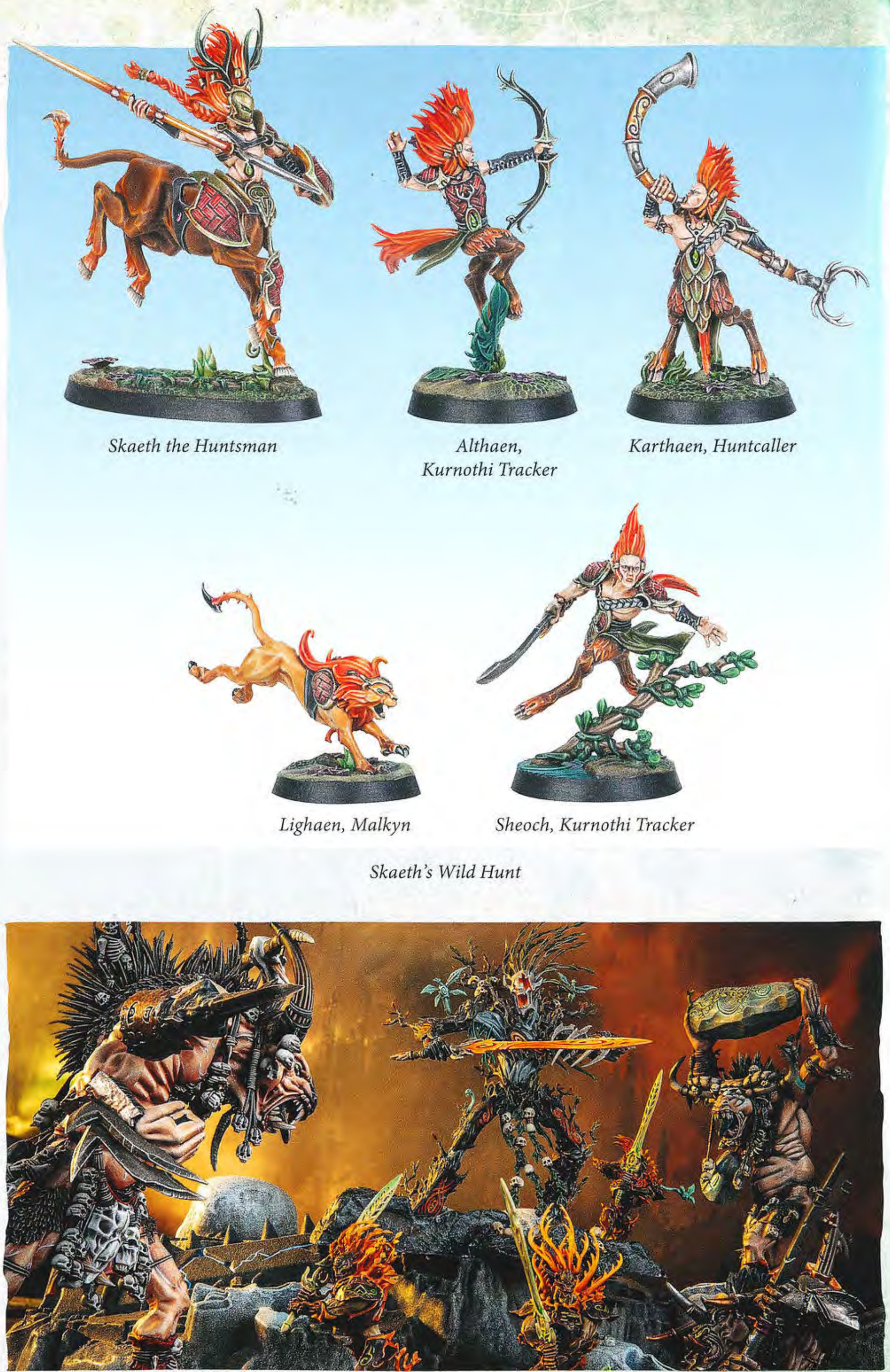
Dreadwood Spite-Revenant

Ironbark Tree-Revenant

Oakenbrow Scion

Oakenbrow Branch Nymph

Harvestboon Dryad



Skaeth the Huntsman

Althaen, Kurnothi Tracker

Karthaen, Huntcaller

Lighaen, Malkyn

Sheoch, Kurnothi Tracker

Skaeth's Wild Hunt

The Era of the Beast has touched many monstrous beings, not least those related to the gor-kin – ancient enemies of the Sylvaneth. The Free Spirits of Alarielle's court now hunt and butcher these aberrations wherever they tread.

Beneath the glow of silvered moonlight, a wargrove of Oakenbrow glade brings the fight directly to a raging Squigalanche. The warping mushroom-magics practised by the grots enrages the forest spirits – the greenskins must be utterly exorcised so that this land, too, may begin to heal from its torment.

PAINTING GUIDE

The Sylvaneth embody the cycles of nature, and their appearance represents the vibrancy of the world around them. Their wargroves come in every hue, often determined by their homelands and the seasons. In this painting guide, our resident Branchwyches share their tips for painting your own forest spirits.

Sylvaneth miniatures are replete with shapes and textures inspired by our own natural world. If you want to get your force Battle Ready as soon as possible, many of these areas can be painted with simply a Base colour and an all-over Shade, or even a single coat of Contrast paint. On the other hand, the Sylvaneth range presents endless opportunities to painters who revel in lavishing attention on details.

Sylvaneth tend to look best when painted in natural colours – though some, like the Ironbark, do use metallic elements. However, remember that the forests of the Mortal Realms can be extremely colourful, featuring many more hues than one might expect. Studying images of real flora is a great way to get inspired, but don't be afraid to experiment if you'd rather move beyond the typical greens, greys and browns.

The Sylvaneth draw strength from the cycles of nature, represented in a series of powerful abilities. While you're free to pick from a range of fantastical seasons when building your army, painting your collection using colours we might associate with our world's natural patterns – be it the blossom pinks of spring, bright green of summer, orange-reds of autumn or cold monochrome of winter – is a great way to add character to a force. At the end of the day, the most important thing is to be pleased with the mighty wargrove you've created!

PAINTING GUIDES

The Warhammer YouTube channel is a fantastic source of inspiration and advice for both budding and veteran hobbyists. It offers a range of painting guides for different armies and colour schemes, and explains how to use the Citadel Colour System.

OAKENBROW BARK

Over an undercoat of Grey Seer, apply a coat of Militarum Green. Take care that it does not pool overly in the recesses.

Once the Contrast paint has dried, apply a layer of Elysian Green to the raised areas, avoiding the recesses.

Finally, apply highlights of Ogryn Camo to complete the green bark areas.

If you prefer, after stage 1, you can instead go straight to drybrushing on Ogryn Camo for a quicker result.

FOLIAGE AND LIGHT BARK

Prime with Grey Seer before applying a coat of Flesh Tearers Red all over. Then, highlight the raised areas with Wild Rider and Fire Dragon Bright.

Over a Grey Seer undercoat, apply a controlled coat of Athonian Camoshade. Once this has dried, use Pallid Wych Flesh to highlight the raised areas of bark.

GNARLROOT BARK

Begin with a basecoat of Mournfang Brown.

Next, shade the brown areas with Agrax Earthshade.

Apply chunky highlights of Skrag Brown to build up definition.

Finally, apply a series of fine Deathclaw Brown highlights.

BITTERGRUB CARAPACE

Basecoat the carapace area with Screamer Pink before shading with Nuln Oil and finally applying an edge highlight of Pink Horror along each segmented plate.

FOLIAGE

Use Deathworld Forest as a basecoat. Shade with Athonian Camoshade before applying two successive edge highlights: first of Elysian Green, then Ogryn

LIGHT BARK

Camo. Follow stages 1 and 2 of the Gnarlroot step-by-step. Then, layer the face with Baneblade Brown before applying an edge highlight of Karak Stone.

HEARTWOOD BARK

Apply an undercoat of Corax White, then basecoat the bark areas with Rhinox Hide.

Once the basecoat has dried, shade all of the bark areas with Agrax Earthshade.

Next, use Steel Legion Drab to layer the bark, leaving shaded areas in the recesses.

Finally, apply some highlights with Karak Stone.

LAMENTIRI

Basecoat the lamentiri with Caledor Sky. Then, apply broad highlights of Baharroth Blue before finishing with a few finer White Scar highlights.

GREEN BARK

Over a Corax White basecoat, shade with Athonian Camoshade. Once this has dried, you can lighlight the raised edges with Pallid Wych Flesh.

WEAPONS

Basecoat the weapons with Celestra Grey. Use thinned Warp Lightning to achieve a deep green, before highlighting with Pallid Wych Flesh.

IRONBARK BARK

Over a Chaos Black undercoat, apply a basecoat of Rhinox Hide.

Continue with an all-over shade of Agrax Earthshade.

Next, layer the raised areas of bark with Doombull Brown.

Finish by highlighting the sharper edges with Karak Stone.

GREY BARK

Basecoat with Mechanicus Standard Grey, then shade with Nuln Oil. Layer the bark with Dawnstone before highlighting with Administratum Grey.

FOLIAGE

Basecoat with Waaagh! Flesh before shading with Biel-Tan Green. Apply broad highlights of Warboss Green and then finer highlights of Screaming Skull.

PURPLE SHEEN

Over an Ulthuan Grey basecoat, glaze with a mix of Druchii Violet and Lahmian Medium. Make sure to gradually build up this colour towards the tip of the blade.

WINTERLEAF DARK BARK

Over Corax White, apply a basecoat of Abaddon Black.

Carefully outline the edges with Dark Reaper.

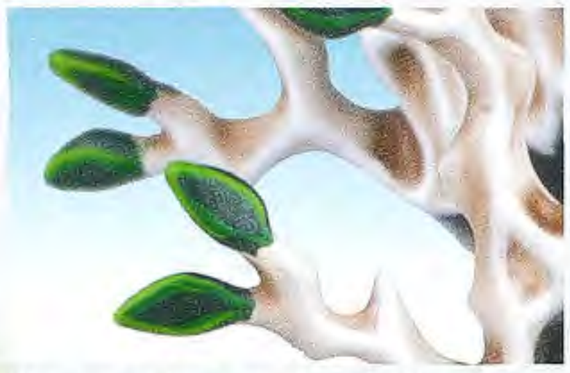
Apply highlights of Thunderhawk Blue.

Apply finer highlights of Fenrisian Grey.

LIGHT BARK

Over a Corax White undercoat, apply a basecoat of Pallid Wych Flesh. Shade with Agrax Earthshade, then highlight with Pallid Wych flesh.

FOLIAGE



Basecoat the leaves with Caliban Green, then shade with Biel-Tan Green. Apply a chunky highlight of Warpstone Glow followed by a thinner highlight of Moot Green.

WINTER WEAPONS

Basecoat with Ulthuan Grey. Shade with a mix of Drakenhof Nightshade and Lahmian Medium, then apply a second shade in the recesses. Highlight with White Scar.

DREADWOOD BARK

Over a Chaos Black undercoat, apply a basecoat of Incubi Darkness.

Shade the bark with Nuln Oil.

Layer the raised areas with Kabalite Green.

Finally, apply highlights to the sharper edges with Sybarite Green.

LIGHT BARK

Basecoat with Celestra Grey before shading with Drakenhof Nightshade. Finally, apply highlights of Pallid Wych Flesh.

FOLIAGE

Basecoat each leaf with Warpstone Green, then pick out the edges of the leaves with Moot Green.

RED SIGILS

Paint Mephiston Red into the sigils (thinning your paint with Lahmian Medium helps for this stage). Then, paint Fire Dragon Bright into the innermost parts of the sigils.

HARVESTBOON BARK

Prime the bark with Wraithbone. Then, apply two coats of Dark Angels Green, making sure the first has dried sufficiently.

Next, layer the raised areas of bark with Elysian Green.

Apply highlights of Ogryn Camo to really make the bark stand out.

Instead of layering at stage 2, you could instead apply an Elysian Green drybrush for quicker results.

LIGHT BARK

Over a Wraithbone primer, apply a 1:1 mix of Athonian Camoshade and Lahmian Medium. Layer the light bark with Wraithbone before highlighting it with White Scar.

FOLIAGE

Repaint the leaves with Wraithbone, then apply a coat of Nazdreg Yellow. Finish with highlights of Ushabti Bone, then Screaming Skull.

BLUE SIGILS

Paint Corax White into the recessed sigils before applying a coat of Aethermatic Blue. Emphasise the edges of the sigils with thin lines of White Scar.

BLADE VARIANTS

Prime with Wraithbone. Apply Aethermatic Blue, then highlight with Deepkin Flesh. Finally, highlight with White Scar.

Prime with Grey Seer. Apply Aethermatic Blue, then highlight with Ulthuan Grey. Finally, highlight with White Scar.

Over a Grey Seer primer, coat the weapon with Gryph-charger Grey. Highlight with Deepkin Flesh, then highlight with White Scar.

Use Wraithbone to prime the blade before applying two coats of Iyanden Yellow. Highlight with Yriel Yellow, then Pallid Wych Flesh.

FLESH VARIANTS

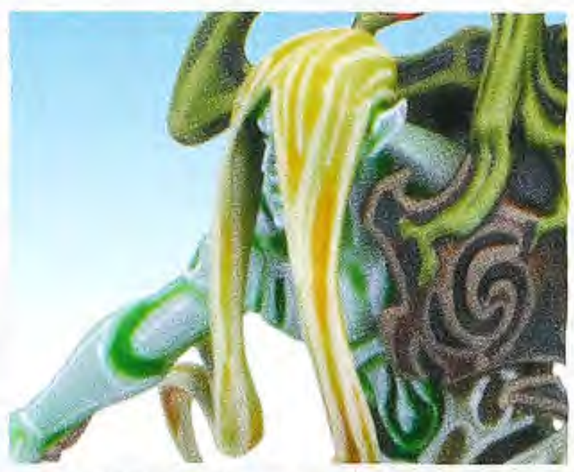
Prime with Grey Seer. Use a 1:4 mix of Talassar Blue and Contrast Medium before applying two stages of highlights: first of Ulthuan Grey, then White Scar.

Basecoat the flesh with Stegadon Scale Green. Shade with Nuln Oil, then layer with Sotek Green. Finally, highlight with Fenrisian Grey.

Prime with Grey Seer. Apply a coat of Warp Lightning heavily thinned with Contrast Medium, then layer with Ulthuan Grey. Finally, highlight with White Scar.

HAIR

Basecoat the hair with Castellan Green. Layer with Elysian Green, then apply thick highlights of Ogryn Camo. Finally, apply fine highlights of Screaming Skull to the raised strands.



For a different shade of hair, prime with Grey Seer and apply a 1:1 mix of Iyanden Yellow and Contrast Medium. Then, pick out the edges and individual strands with Screaming Skull.

BLUE GLOW

Using Temple Guard Blue, Baharroth Blue and then White Scar, build up a gradient of colour so that the outermost parts of the glowing areas are darker and the innermost parts are lighter.

ALARIELLE THE EVERQUEEN DETAILS

Skin: Kislev Flesh (basecoat), Reikland Fleshshade (shade), Flayed One Flesh (highlight)

Carapace: Incubi Darkness (basecoat), Nuln Oil (shade), Sotek Green (drybrush), Fenrisian Grey (highlight)

Robes: Celestra Grey (basecoat), Coelia Greenshade/Lahmian Medium mix (glaze), White Scar (highlight)

Metal: Fulgurite Copper (basecoat), Agrax Earthshade/ Lahmian Medium mix (shade), Stormhost Silver (highlight)

HIVES

Basecoat with Averland Sunset, then shade with Seraphim Sepia. Pick out the edges of the cells with Ushabti Bone.

SOUL AMPHORAE

Basecoat with Celestra Grey. Shade with Drakenhof Nightshade, then highlight with White Scar.

BLUE SPITES

Basecoat with Grey Seer, then apply a 1:4 mix of Talassar Blue and Contrast Medium. Finally, drybrush with White Scar.

MEMBRANOUS WINGS

Undercoat the wing with Grey Seer before applying a coat of Aethermatic Blue Contrast paint.

Apply Drakenhof Nightshade in the deepest recesses where the membranes meet the limb, to start building up a gradient.

Use Blue Horror to highlight the veins and raised areas of the wing.

Use Leviadon Blue to darken the limb before highlighting with Sotek Green, then Fenrisian Grey.

FORCES OF THE SYLVANETH

Welcome to the rules section of *Battletome: Sylvaneth*. On the following pages, you will find all of the rules you need to field your Sylvaneth collection and reclaim the Mortal Realms in the name of the Everqueen.

'They are not welcome here, these creatures of blood and bone and fire and lies. They come to our greenholds speaking their pretty words of alliance, and then when we turn our backs they take their axes to the forests. When ruin comes for us, they leave our sacred places to wither. The Everqueen demands we stand with them against the greater darkness, and so we shall. But they are not welcome here. Never forget that.'

- Drycha Hamadreth, Briarmaven of Woe

ARMY RULES

ALLEGIANCE ABILITIES
This section describes the allegiance abilities available to a Sylvaneth army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS
Abilities available to every unit in a Sylvaneth army (pg 64-65).

ENHANCEMENTS
COMMAND TRAITS
Abilities available to the general of a Sylvaneth army if it is a **HERO** (pg 66).

ARTEFACTS OF POWER
Artefacts available to **HEROES** in a Sylvaneth army (pg 67-68).

SPELL LORES
Spells available to **WIZARDS** in a Sylvaneth army (pg 69).

GLADES
Abilities for the seven most revered glades of Alarielle's children. These rules can be used by units in a Sylvaneth army that have been given the appropriate subfaction keyword by the Glades battle trait (pg 70-71).

WARSCROLLS
Warscrolls for each unit from the Sylvaneth faction are found here (pg 84-102).

PITCHED BATTLE PROFILES
This section contains Pitched Battle profiles for the units in this battletome (pg 104).

ALLIES
This section lists the allies a Sylvaneth army can include (pg 104).

PATH TO GLORY

This section contains rules for using your Sylvaneth collection in a Path to Glory campaign. It includes quests, veteran abilities and faction territories (pg 72-77).

BATTLEPLANS

This section includes a unique narrative battleplan that is linked to your Path to Glory campaigns (pg 78-79).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Sylvaneth army (pg 80-81).

Designer's Note: *On these pages, you will find warscroll battalions that represent the different formations that make up a Sylvaneth wargrove. Each warscroll battalion has access to the ability presented alongside it.*

MATCHED PLAY

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Sylvaneth army (pg 82).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Sylvaneth army (pg 82).

CORE BATTALIONS

This section includes core battalions that can be included in a Sylvaneth army (pg 83).

ALLEGIANCE ABILITIES

BATTLE TRAITS

GLADES

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

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **SYLVANETH** units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction. If a unit already has a different subfaction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its subfaction.

- **OAKENBROW** (pg 70)
- **GNARLROOT** (pg 70)
- **HEARTWOOD** (pg 70)
- **IRONBARK** (pg 70)
- **WINTERLEAF** (pg 71)
- **DREADWOOD** (pg 71)
- **HARVESTBOON** (pg 71)

PLACES OF POWER

Alarielle's Rite of Life has seen the realms flourish with vitality. The Sylvaneth wargroves carry their Everqueen's song across creation, spurring the lands into new cycles of growth and drawing strength from them in turn.

After territories are determined, before faction terrain features are set up, you can pick up to 3 terrain features on the battlefield that are wholly outside enemy territory. Those terrain features are considered by you to be overgrown terrain features.

At the start of your hero phase, you can heal 1 wound allocated to each friendly **SYLVANETH** unit that is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood.

FROM THE WOODLAND DEPTHS

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

Walk the Hidden Paths: Once per turn, at the end of your movement phase, you can pick 1 friendly **SYLVANETH** unit that is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood. If you do so, remove that unit from the battlefield and set it up again more than 9" from all enemy units and wholly within 9" of either a different overgrown terrain feature that is more than 3" from all enemy units or a different friendly Awakened Wyldwood that is more than 3" from all enemy units.

Strike and Fade: Once per turn, in your combat phase, immediately after a friendly **SYLVANETH** unit that is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood has fought, you can remove that unit from the battlefield and set it up again more than 9" from all enemy units and wholly within 9" of either a different overgrown terrain feature that is more than 3" from all enemy units or a different friendly Awakened Wyldwood that is more than 3" from all enemy units.

VERDANT BLESSING

SYLVANETH WIZARDS know the Verdant Blessing spell, below, in addition to any other spells they know:

Verdant Blessing: *The druidic mages of the Sylvaneth are adept in the art of tree-singing. Through wielding the energies of the spirit-song they coax bountiful life into being, causing Wyldwood copses to sprout in even the most barren lands.*

Verdant Blessing is a spell that has a casting value of 6 and a range of 18". If successfully cast, set up 1 Awakened Wyldwood terrain feature wholly within range and visible to the caster, and more than 3" from all other models, endless spells, invocations, terrain features and objectives, and add it to your army.

SEASONS OF WAR

The Sylvaneth are at one with nature, attuned to their surroundings in ways beyond the ken of other beings. It is a symbiotic relationship that reflects the seasons of the realms, and sees the Sylvaneth change in both appearance and demeanour to better suit the territories they safeguard.

After you have picked a Sylvaneth army, you must pick which season applies to your army from the list below and record it on your army roster:

The Burgeoning: *The bloom brings a surge of rebirth to the Sylvaneth, invigorating their forms with supple sapwood that reknits barkflesh as quickly as it becomes undone.*

Friendly **SYLVANETH** units that did not charge in the same turn and are wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood have a ward of 6+.

The Reaping: *The coming of midsummer sees the power of the Sylvaneth in full bloom, the influence of the spirit-song and Ghyran's natural energies at their peak.*

Add 3" to the range within which you can pick friendly **SYLVANETH** units with the Places of Power and From the Woodland Depths battle traits.

The Dwindling: *As light grows shorter, the Sylvaneth draw deeply upon their potent life-magics, preparing to endure the harsh months of Everdusk.*

In the hero phase, you can re-roll 1 casting roll, 1 unbinding roll and 1 dispelling roll, so long as the friendly **WIZARD** you pick is a **SYLVANETH WIZARD** that is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood.

Everdusk: *As much of Ghyran's power wanes, the dearth of vital energies imbues many Sylvaneth with a cold and bitter fury.*

Subtract 3" from the range within which you can pick friendly **SYLVANETH** units with the Places of Power and From the Woodland Depths battle traits. However, if the unmodified hit roll for an attack made with a melee weapon by a friendly **SYLVANETH** unit wholly within 6" of an overgrown terrain feature or friendly Awakened Wyldwood is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

ENHANCEMENTS

COMMAND TRAITS

ASPECTS OF WAR

SYLVANETH HERO only.

Gnarled Warrior: *This Sylvaneth's battle-scarred hide has turned aside countless blades.*

Ignore modifiers (positive and negative) to save rolls for attacks that target this general.

Lord of Spites: *Impish forest spirits aid this general with an array of venoms and snares.*

In the combat phase, subtract 1 from the Attacks characteristic of melee weapons used by enemy units (to a minimum of 1) that finish a pile-in move within 3" of this general until the end of that phase.

Warsinger: *This general spurs on Alarielle's children with stirring songs.*

If this general is on the battlefield at the start of your movement phase, add 3" to the Move characteristic of friendly **SYLVANETH** units that start a move wholly within 12" of this general until the end of that phase.

ASPECTS OF RENEWAL

SYLVANETH WIZARD HERO only.

Nurtured by Magic: *This general's warriors draw great sustenance from their liege's vibrant spellcraft.*

Once per turn, in your hero phase, if this general successfully casts a spell that is not unbound, you can pick 1 friendly **SYLVANETH** unit wholly within 18" of this general. If you do so, heal up to D3 wounds allocated to that unit.

Spellsinger: *Like pollen caught on the wind, this wizard's magic can travel far afield indeed.*

When this general attempts to cast a spell, before making the casting roll, you can pick 1 friendly Awakened Wyldwood on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for that spell from that friendly Awakened Wyldwood.

Radiant Spirit: *Shielding emerald energy surrounds this spellcaster like a leafy sanctuary.*

Each time a friendly **SYLVANETH** unit wholly within 12" of this general is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on that unit.

ARTEFACTS OF POWER

BOONS OF THE EVERQUEEN

SYLVANETH HERO only.

Greenwood Gladius: *This blade strikes with the youthful vigour of sunrise.*

Pick 1 of the bearer's melee weapons. At the start of the combat phase, roll a D3. Add the result to the Attacks characteristic of that weapon until the end of that phase.

Crown of Fell Bowers: *Rooted in this elegant circlet, a canopy of spectral branches forms above the foe, rendering them strangely vulnerable to the enchanted weapons of the Sylvaneth.*

At the start of the combat phase, pick 1 enemy unit within 6" of the bearer. Add 1 to wound rolls for attacks made by friendly SYLVANETH units that target that unit in that phase.

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 play, roll a dice. 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.

RELICS OF NATURE

SYLVANETH HERO WIZARD only.

Acorn of the Ages: *This unassuming acorn is verdant life given form.*

Once per battle, at the start of your hero phase, if the bearer is on the battlefield, you can set up 1 Awakened Wyldwood terrain feature wholly within 12" of the bearer, more than 3" from all other models, endless spells, invocations, terrain features and objectives, and add it to your army.

Luneth's Lamp: *A relic saved from a shrine desecrated by corrupted power, this lamp's flame flares whenever hostile power seeks physical form.*

The bearer can attempt to banish 1 invocation in the hero phase even if they are not a **PRIEST**. In addition, add 2 to dispelling rolls and banishment rolls for the bearer.

The Vesperal Gem: *Malice and mercy dwell in this gemstone in equal measure, visible as fey lights swirling at its core.*

Once per turn, in your hero phase, before the bearer attempts to cast a spell from the Lore of the Deepwood, instead of making a casting roll for that spell, you can say they will use the Vesperal Gem. If you do so, that spell is automatically cast (do not make a casting roll) and cannot be unbound. After the effect of that spell has been resolved, roll a dice. On a 1, the bearer suffers D3 mortal wounds.

SPELL LORES

LORE OF THE DEEPWOOD

Sylvaneth Wizards (including Unique units) only.

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

Throne of Vines is a spell that has a casting value of 9. If successfully cast, at the end of each phase until the start of your next hero phase, you can heal 1 wound allocated to the caster.

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

Regrowth is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 friendly **Sylvaneth** unit wholly within range and visible to the caster. You can heal up to D6 wounds allocated to that unit.

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

The Dwellers Below is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll a number of dice equal to the number of models in that unit. For each 5+, that unit suffers 1 mortal wound.

Deadly Harvest: *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.*

Deadly Harvest is a spell that has a casting value of 6 and a range of 3". If successfully cast, each enemy unit within range of the caster suffers D3 mortal wounds (roll separately for each unit).

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

Verdurous Harmony is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 friendly **Sylvaneth** unit wholly within range and visible to the caster. You can return 1 slain model to that unit. If you picked a **Dryads**, **Tree-Revenants** or **Spite-Revenants** unit, you can return up to D3 slain models to that unit instead of 1.

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

Treesong is a spell that has a casting value of 7 and a range of 16". If successfully cast, pick 1 friendly Awakened Wyldwood within range of the caster. Until the start of your next hero phase, improve the Rend characteristic of melee weapons used by friendly **Sylvaneth** units by 1 while they are wholly within 9" of that Awakened Wyldwood.

GLADES

OAKENBROW

First and most numerous of the Sylvaneth glades, the Oakenbrow are inheritors of a regal legacy and famed for their formidable resilience.

Our Roots Run Deep: *The nobles of Oakenbrow are immovable in the face of adversity.*

When determining which row to use on the damage table of a friendly **OAKENBROW TREELORD**, **TREELORD ANCIENT** or **SPIRIT OF DURTHU**, it is treated as having suffered half the number of wounds that are actually allocated to it (rounding up).

GNARLROOT

The Gnarlroot are amongst the most isolated and mysterious of the Sylvaneth, for it is they who are tasked with protecting the eldritch secrets of Ghyran. When they march forth, they do so to locate new sources of magical power.

Keepers of the Arcane: *Gnarlroot clans prize magical lore above all things, and defend their territories through a mastery over the natural magic that permeates the realms.*

Once per turn, when you make a casting roll or unbinding roll for a friendly **GNARLROOT WIZARD** that is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood, you can roll 3D6 instead of 2D6. If you do so, remove 1 dice of your choice from the roll, and then use the remaining dice to determine that casting roll or unbinding roll.

HEARTWOOD

True heirs of Kurnoth, those of the Heartwood are aggressive warriors who delight in taking the fight to their enemies.

Masters of the Hunt: *Heartwood Sylvaneth are devout followers of Kurnoth, and honour him through the unflinching pursuit of their quarry.*

After deployment but before the first battle round begins, you can pick up to 3 different enemy units on the battlefield to be the quarry of the hunt. If you do so, add 1 to hit rolls for attacks made by friendly **HEARTWOOD** units that target those units.

IRONBARK

Arrows and blades skip harmlessly from the adamantine hides of the Ironbark as they march unfazed into battle.

Stand Firm: *Ironbark Sylvaneth are steadfast defenders, forming up into grim living barricades from which they strike back at attackers.*

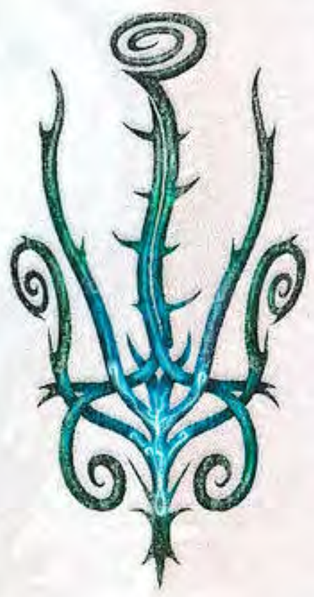
You can use this command ability at the start of the enemy combat phase. The unit that receives the command must be a friendly **IRONBARK** unit that is within 3" of an enemy unit that made a charge move in the same turn. Pick 1 enemy unit within 3" of that friendly **IRONBARK** unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. You can use this command ability more than once in the same phase, but if you do so, you cannot pick the same enemy unit more than once in the same phase.

WINTERLEAF

Full of bitterness and resentment, the Winterleaf no longer feel kinship with other living things. They seek only to slake their hatred in battle, and they attack with a single-minded ferocity.

Winter's Bite: *Should a foe dare to engage the Winterleaf up close, they are quickly seized by the numbing grasp of winter, chilling them to the core and leaving them at the mercy of these cold-souled Sylvaneth.*

Enemy units within 3" of a friendly **WINTERLEAF** unit cannot retreat. In addition, if you pick Everdusk from the Seasons of War battle trait (pg 65) for a Winterleaf army, enemy units within 3" of a friendly **WINTERLEAF** unit cannot be removed from the battlefield through an effect that would allow them to be set up again later in the battle.



DREADWOOD

No Sylvaneth embody the cruelty inherent in the natural order so perfectly as those of Dreadwood. They are the darkest shadow of the forest, merciless and predatory.

Malicious Tormentors: *The Spite-Revenants that fight alongside Dreadwood glade are renowned for being especially cruel and malicious, and delight in tormenting their prey.*

Once per battle, you can use Walk the Hidden Paths (pg 64) twice in the same turn, but if you do so, at least one of the units you pick must be a friendly **DREADWOOD SPITE-REVENANTS** unit. In addition, once per battle, you can use Strike and Fade (pg 64) twice in the same turn, but if you do so, at least one of the units you pick must be a friendly **DREADWOOD SPITE-REVENANTS** unit.

HARVESTBOON

A young, vital glade filled with hope and determination, the Harvestboon fight at the forefront of Alarielle's wars, reclaiming sites of wild magic from the clutches of her enemies.

Vibrant Surge: *The wargroves of Harvestboon are accompanied by many dragonspite-riding spirits, and are lent great swiftness through the vital magics that flow in the veins of the skittish creatures.*

After deployment but before the first battle round begins, you can move each friendly **HARVESTBOON SPITERIDER LANCERS** and **REVENANT SEEKERS** unit up to 12". If both players can move units before the first battle round begins, they must roll off and the winner chooses who moves their units first.

PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using a Sylvaneth army.

THE POWER OF GHYRAN

The Sylvaneth are attuned to the seasons in ways beyond the ken of other beings, calling upon and harnessing their power to better preserve the sanctity of the natural world.

You can pick a season for your Path to Glory army using the Seasons of War battle trait on page 65 each time you pick your army for a Path to Glory battle, instead of recording one on your Path to Glory roster when you choose the Sylvaneth faction.

WATCHERS IN THE WOOD

Sylvaneth greenholds and enclaves are raised around sites of natural power. The greatest of these strongholds are immense arboreal sanctuaries that even now continue to flower.

The stronghold of a Sylvaneth army is their Wyldwood. Record the name of your Wyldwood on your roster. In order to upgrade your Wyldwood, you must play Path to Glory battles using the different seasons of the Sylvaneth.

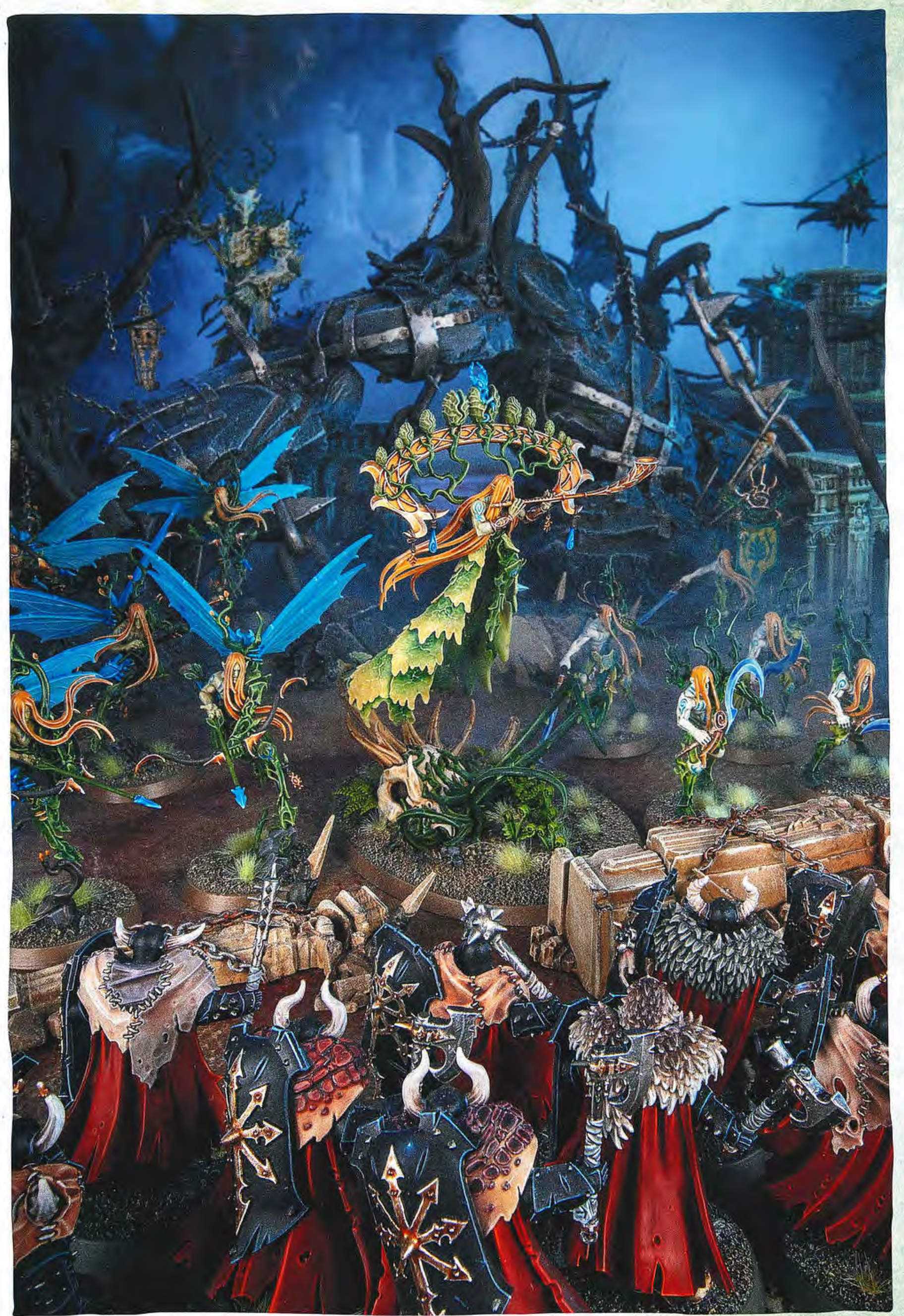
You can upgrade your Wyldwood after you have completed a full cycle of the seasons from the Seasons of War battle trait on page 65. You must first use an army of the Burgeoning, then an army of the Reaping, then an army of the Dwindling and finally an army of Everdusk (in that order) to complete a full cycle of the seasons. Keep a record of each season you use in each battle on your Path to Glory roster.

When you complete a full cycle of the seasons, you can upgrade your Wyldwood to an Imposing Wyldwood for 15 glory points instead of 30, or upgrade your Imposing Wyldwood to a Mighty Wyldwood for 30 glory points instead of 60. These things aside, a Wyldwood works in exactly the same way as a stronghold, and is managed in the same way as a stronghold in step 5 of the aftermath sequence.

DISCOVERING SYLVANETH TERRITORIES

Alarielle's children are able to sense the energies of life within even the most unassuming copse or woodland. Since the casting of the Rite of Life, they have begun an aggressive campaign of reconquering such locations.

When you make an exploration roll, on a 61-66, that roll will correspond to a territory from the Sylvaneth Territories table on page 76. These territories represent the newly reclaimed ground of your Wyldwood, and so they work differently to other territories in Path to Glory. Firstly, you cannot have more than 1 territory of the same type from the Sylvaneth Territories table. Secondly, these territories cannot be upgraded.



Not even the legions of darkness and corruption can halt the wargroves in their mission to see Alarielle's healing life-song take root across the realms.

QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST
GIFTS OF GHYRAN

To be one of Alarielle's children is to exist in harmony with the natural world. But just as the Sylvaneth defend the wilderness, it in turn empowers them, allowing the forest spirits to draw upon its inherent might.

To complete this quest, you must fight 4 Path to Glory battles using each of the different seasons from the Seasons of War battle trait on page 65.

When you complete this quest, you can give 1 unit from your order of battle a veteran ability from the Sylvaneth veteran abilities table (pg 75), even if that unit did not earn a new rank.

QUEST
BEGONE, INTRUDERS!

No matter the season, no matter the peril, the Sylvaneth are determined to protect their sacred places from trespassers – especially those ancient woodlands where precious soulpods have taken root.

To complete this quest, you must fight 4 Path to Glory battles using each of the different seasons from the Seasons of War battle trait on page 65.

When you complete this quest, you can fight Path to Glory battles using the 'Awaken the Groves' battleplan (pg 78). This battleplan contains further quest rewards.

QUEST
THE SPROUTING OF VICTORY

The cycles of life are of paramount import to the Sylvaneth, forming the very heartwood of their existence. Provided these rhythms are preserved, the forest spirits will endure, successive generations rising to join the fray.

To complete this quest, you must fight 4 Path to Glory battles using each of the different seasons from the Seasons of War battle trait on page 65.

When you complete this quest, you can add 1 unit to your order of battle that has a points value of 250 or less without spending any glory points to do so.

QUEST
THE EVERQUEEN'S CHORUS

The Rite of Life resounds across the realms, the aether trembling with the bountiful energies of life. When the Sylvaneth wield this power alongside their mastery of the seasons, they may bloom as never before.

To complete this quest, you must fight 4 Path to Glory battles using each of the different seasons from the Seasons of War battle trait on page 65.

When you complete this quest, change the casualty score of each unit on your order of battle to 0.

VETERAN ABILITIES

Each time a **SYLVANETH** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

SYLVANETH VETERAN ABILITIES

Blessed by the Wyldwoods: *The vengeful essence of nature is bound into the barkflesh and lamentiri of these forest spirits. So strong is this force that even fellow Sylvaneth are empowered in their presence.*

This unit can use this veteran ability once per battle at the start of your hero phase. When it does so, until the end of that turn, friendly **SYLVANETH** units count as being wholly within 6" of a friendly Awakened Wyldwood while they are wholly within 6" of this unit.

Ascendant Lifeforce: *The energies of Ghyran are bound so strongly into these forest spirits that they can soon overcome even the most heinous of injuries.*

This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, this unit has a ward of 4+ until the end of that phase.

Merciless Guardians: *A bitter distaste for all outsiders has sunk into these Sylvaneth, and sees them defend their sacred places with a fury notable even among their insular kind.*

This unit can use this veteran ability once per battle when it receives the All-out Attack command. When it does so, add 1 to the Attacks characteristic of melee weapons used by this unit in that phase (excluding those of mounts).

Masterful Tree-singing: *When these forest spirits share in the melody of the spirit-song, their life-stoking power is so great that they can coax new wyldwoods to emerge in even the most hostile lands.*

Once per battle, in your hero phase, if this unit is on the battlefield, you can set up 1 Awakened Wyldwood terrain feature wholly within 9" of this unit and more than 1" from all units, endless spells, invocations, terrain features and objectives, and add it to your army.

Shades of the Hidden Paths: *The secret ways of the wyldwoods are well known to these Sylvaneth; they can slip along the spirit paths with ease, evading the blows of their enemies.*

This unit can use this veteran ability once per battle at the start of your hero phase. When it does so, until the start of your next hero phase, add 1 to save rolls for attacks that target this unit while it is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood.

Unity with the Lands: *These Sylvaneth are adept at calling out to the essence of the natural world around them, wielding the land as both shield and sword to disrupt the approach of foes.*

This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, until the end of that turn, if any models in an enemy unit finish a pile-in move within 3" of this unit, that enemy unit suffers 1 mortal wound after all models in the unit have finished their pile-in moves..

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

SYLVANETH TERRITORIES (D66)

61 DEFILED LANDS

Whether lost to the corruption of Nurgle, infused with necromantic energies or exploited unto death by feckless mortals, these unhappy lands are beyond even the power of the Sylvaneth to heal.

This territory cannot be controlled.

62 SPROUTING MEADOW

Across these verdant meadows, the energies of rebirth are found in abundance, coaxing new life into being and healing even the most grievous of barkflesh wounds.

In step 2 of the aftermath sequence, if you used an army of the Burgeoning (pg 65) in that battle, you can subtract 1 from the casualty score of each unit that took part in that battle.

63 SUNBATHED SPINNEY

The warm, triumphant energies of midsummer are particularly strong in these light-dappled groves, and those Sylvaneth who dwell within them show a predisposition towards glorious deeds in battle.

In step 3 of the aftermath sequence, if you used an army of the Reaping (pg 65) in that battle, you can pick 2 units that took part in the battle to be your favoured warriors instead of 1.

64 BOUNTIFUL PODLANDS

Praise the Everqueen, for the loam of these lands is rich and potent: the perfect place to plant a clan's soulpods, until they may at last burst forth into new life.

In step 7 of the aftermath sequence, if you used an army of the Dwindling (pg 65) in that battle, units that you add to your order of battle in that step cost 1 fewer glory point.

65 EERIE HOLLOWS

When the winter winds come howling through these thickets and briars, the spirit-song calls to those Sylvaneth of a more embittered disposition, drawing them forth from hidden hollows to join the war.

In step 7 of the aftermath sequence, if you used an army of Everdusk (pg 65) in that battle, units on your order of battle cost 1 fewer glory point to reinforce in that step.

66 ELDER FOREST

This majestic range of gigantic trees stretches for miles, enveloped by mystical fogs and redolent with the energies of life. In the presence of such glorious king-trees, the Sylvaneth surge onwards with ever greater vigour.

In step 6 of the aftermath sequence, if you completed a full cycle of the seasons and used an Everdusk army in that battle, you can make 2 exploration rolls in the aftermath sequence of that battle instead of 1.

HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll of a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points that **HERO** must have, and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can only pick 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** had any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Treelord Ancient	Treelord	18	8

BATTLEPLAN

AWAKEN THE GROVES

A valley once rich with sacred life has finally shed a centuries-long curse concealing its whereabouts, but the soulpod groves that once blossomed there now lie dormant and defenceless. Hostile forces have now descended upon the site, intent on the final destruction of the groves. Heeding the distant spirit-song of the imperilled woodland, the Sylvaneth gather to purge the valley of its despoilers and restore the soulpod groves to their rightful splendour.

QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using a Sylvaneth army and has completed the 'Begone, Intruders!' quest (pg 74).

THE ARMIES

The player who has completed the 'Begone, Intruders!' quest is the **guardian** and their opponent is the **trespasser**. The guardian must use a Sylvaneth army.

THE BATTLEFIELD

Place 3 Awakened Wyldwood scenery pieces along the midpoint between both players' territories, as shown on the map below. Each of these scenery pieces represents a soulpod grove. Until a soulpod grove is awakened (see below), treat it as a wyldwood terrain feature rather than an Awakened Wyldwood faction terrain feature.

FACTION TERRAIN

The guardian can set up a faction terrain feature.

DEPLOYMENT

The players alternate setting up units 1 at a time, starting with the trespasser. The trespasser's units must be set up wholly within their territory. The guardian's units must be set up wholly within their territory. Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the units in their army, one after another.

FIRST TURN

The guardian takes the first turn in the first battle round.

GUARDIAN COMMAND ABILITY

Verdant Surge: *Amidst the desperate struggle to revive the sacred soulpods, the spirit-song impels the slain to flourish back to life in aid of their kin.*

You can use this command ability at the start of your hero phase. The unit that receives this command must be a friendly **Dryads**, **Tree-Revenants** or **Spite-Revenants** unit. You can return D3 slain models to that unit.

TRESPASSER COMMAND ABILITY

Follow My Lead: *Undaunted by the fervent resolve of the Sylvaneth, a champion amongst the trespassers joins the fray with such wrath that all rise to their example.*

You can use this command ability at the start of the combat phase. The unit that receives this command must be a friendly **Hero**. Until the end of that phase, add 1 to wound rolls for attacks made by friendly units while they are wholly within 12" of that **Hero**.

WAKING THE GROVES

For the first time in centuries, the unborn Sylvaneth of the soulpod groves hear the spirit-song of their kin, rousing from their dormancy amongst radiant blooms of life magic.

Starting from the second battle round, roll a dice at the start of the guardian's hero phase for each

soulpod grove that is more than 6" from all enemy units. Add 2 to the result for each unit from the guardian's army that is wholly within 6" of that soulpod grove. On a 7+, that soulpod grove has been awakened. An awakened soulpod grove is treated as an Awakened Wyldwood faction terrain feature in the guardian's army for the rest of the battle.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

If all units in the guardian's army are destroyed, the trespasser wins a **major victory**. If fewer than two soulpod groves are awakened when the battle ends, the trespasser wins a **minor victory**. If two soulpod groves are awakened when the battle ends, the guardian wins a **minor victory**. If three soulpod groves are awakened when the battle ends, the guardian wins a **major victory**.

PATH TO GLORY REWARDS

If the guardian wins the battle, they receive 1 reward from the list below. The season that was picked for the Sylvaneth army determines which reward they receive.

The Burgeoning: Each friendly SYLVANETH unit on the battlefield gains 1 extra renown point in step 3 of the aftermath sequence.

The Reaping: You gain 1 glory point for each friendly SYLVANETH unit on the battlefield when the battle ends.

The Dwindling: You can bring a territory under your control in step 6 of the battle's aftermath sequence for 5 glory points instead of 10.

Everdusk: You can re-roll injury and casualty rolls in the battle's aftermath sequence without having to spend glory points.

WARGROVE

Drawn together by the strident melodies of the song of war, a Sylvaneth wargrove moves and fights as a single mighty warrior whose swift and deadly attacks spell the doom of countless foes.

WARSCROLL BATTALION

FREE SPIRITS

Organisation:
- 1 Spirit of Durthu
- 1 Arch-Revenant
- 3 **Kurnoth Hunters** units
- 1 Gossamid Archers unit
- 1 Dragonspite Lancers unit

WARSCROLL BATTALION

LORDS OF THE CLAN

Organisation:
- 2-4 Treelord Ancients
- 1-3 Treelords

WARSCROLL BATTALION

HOUSEHOLD

Organisation:
- 1 Treelord
- 1 Branchwych
- 1 Tree-Revenants unit
- 1 Revenant Seekers unit

WARSCROLL BATTALIONS

WARSCROLL BATTALION

FOREST FOLK

Organisation:

- 3 Dryads units

WARSCROLL BATTALION

OUTCASTS

Organisation:

- 3 Spite-Revenants units

ABILITIES

Mighty Wyldwood: *When joined in harmony, a Sylvaneth wargrove can command the forests, summoning trees from even the most barren ground and effortlessly traversing the realmroots to confound their foes.*

When you pick your army, you can include 2 Awakened Wyldwood faction terrain features instead of 1 if your army includes this battalion.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

SEEDS OF TRIUMPH

Sylvaneth army only.

Chorus of the Woodlands: When the battle ends, you complete this grand strategy if you completed at least 4 battle tactics and every battle tactic you completed was from the 'Songs of War' list.

Vengeance and Spite: When the battle ends, you complete this grand strategy if the model picked to be your opponent's general was slain by an attack made by a friendly OUTCASTS unit.

The Roots of Victory: When the battle ends, you complete this grand strategy if there is a friendly Awakened Wyldwood in each quarter of the battlefield and all enemy units are more than 6" from all friendly Awakened Wyldwoods on the battlefield.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

SONGS OF WAR

Sylvaneth army only.

Eradicate Trespassers: Pick 1 enemy unit within 6" of a friendly Awakened Wyldwood. You complete this battle tactic if that unit is destroyed during this turn.

Harness the Spirit Paths: You complete this battle tactic if any models in a friendly SYLVANETH unit that was set up using the From the Woodland Depths battle trait this turn make a charge move this turn.

Balance the Cycle: Pick 1 enemy unit within 12" of an overgrown terrain feature or friendly Awakened Wyldwood. You complete this battle tactic if that unit is destroyed by an attack made by a friendly SYLVANETH unit that was added to your army this turn.

March of the Forest Lords: Pick 1 enemy MONSTER on the battlefield. You complete this battle tactic if that MONSTER is slain by an attack made by a friendly SPIRIT OF DURTHU, TREELORD ANCIENT or TREELORD during this turn.

Unleash Ghyran's Wrath: Pick 1 friendly SYLVANETH WIZARD on the battlefield. You complete this battle tactic if a spell successfully cast by that WIZARD, or an endless spell summoned by that WIZARD, destroys an enemy unit this turn.

CORE BATTALIONS

You can include any of the following core battalions in a Sylvaneth army if the battlepack you are using says that you can use core battalions.

LORDS OF THE CLAN

UNIT ICONS
(Mandatory/Optional)

Clan Elder: Treelord Ancient

Clan Noble: Treelord

BATTALION ABILITY ICONS

Unified: One-drop Deployment (core rules, 26.2.1).

Expert: Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.

Magnificent: When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.

Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.

Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.

Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

WARSCROLL

ALARIELLE THE EVERQUEEN

The ground shudders beneath the tread of her gargantuan Wardroth Beetle as Alarielle leads the Sylvaneth charge. Wherever the goddess's gaze falls, her foes cower, for there is no mercy in the Everqueen's heart towards those who despoil her realm.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spear of Kurnoth	24"	1	2+	2+	-2	✸
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Talon of the Dwindling	1"	4	3+	4+	-	1
Great Antlers	1"	4	3+	2+	-2	✸

DAMAGE TABLE

Wounds Suffered	Move	Spear of Kurnoth	Great Antlers
0-6	16"	6	5
7-9	15"	5	4
10-12	14"	4	3
13+	13"	3	2

Alarielle the Everqueen is armed with the Spear of Kurnoth and the Talon of the Dwindling.

WIZARD: This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. If this unit is part of a Sylvaneth army, it knows all of the spells from the Lore of the Deepwood in addition to the other spells it knows.

MOUNT: This unit's Wardroth Beetle is armed with Great Antlers.

FLY: This unit can fly.

Lifebloom: *Alarielle calls upon the overflowing restorative energies of Ghyran to heal her wounds, no matter how grave they may be.*

In your hero phase, you can heal up to 2D6 wounds allocated to this unit.

In addition, once per battle, at the end of your hero phase, if this unit has been destroyed, you can roll a dice and add the number of the current battle round to the roll. On a 6+, you can set up this unit on the battlefield wholly within 12" of an overgrown terrain feature or friendly Awakened Wyldwood, more than 9" from all enemy units and with 8 wounds allocated to it.

Living Battering Ram: *A charging Wardroth Beetle tramples all in its path.*

If you carry out a Stomp monstrous rampage with this unit and the enemy unit you picked has a Wounds characteristic of 1, that enemy unit suffers D6 mortal wounds on a 2+ instead of D3.

Soul Amphorae: *Alarielle scatters the precious magical pollens within her soul amphorae, seeding the battlefield with new life.*

Once per battle, at the end of your movement phase, you can summon 1 of the following units to the battlefield:

- 1 **Dryads** unit of up to 20 models
- 1 **Tree-Revenants** unit of up to 10 models
- 1 **Spite-Revenants** unit of up to 10 models
- 1 **Kurnoth Hunters** unit of up to 3 models
- 1 **Branchwych**
- 1 **Treelord**

The summoned unit is added to your army, and it must be set up wholly within 9" of this model and more than 9" from all enemy units.

Swirling Glowspites: *Whenever Alarielle takes to the air upon her fronded wings, her Wardroth Beetle shatters into a million swirling glowspites.*

This unit can retreat and still shoot and/or charge later in the turn.

Talon of the Dwindling: *A mere touch from the Talon of the Dwindling is enough to wither the spirit and atrophy the body.*

At the end of any phase, if any wounds inflicted by this unit's Talon of the Dwindling in that phase were allocated to an enemy model and not negated, and that enemy model has not been slain, roll a dice. On a 6, that enemy model is slain.

Metamorphosis: *With a wrathful glare from the Everqueen, the enemy is turned to living wood.*

Metamorphosis is a spell that has a casting value of 7 and a range of 16". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll a number of dice equal to the casting roll. For each 3+, that unit suffers 1 mortal wound.

If a unit is destroyed by a mortal wound caused by this spell, before removing the last model in that unit from play, you can set up 1 Awakened Wyldwood terrain feature consisting of 1 scenery piece wholly within 12" of that model and more than 3" from all other models, terrain features and objectives, and add it to your army.

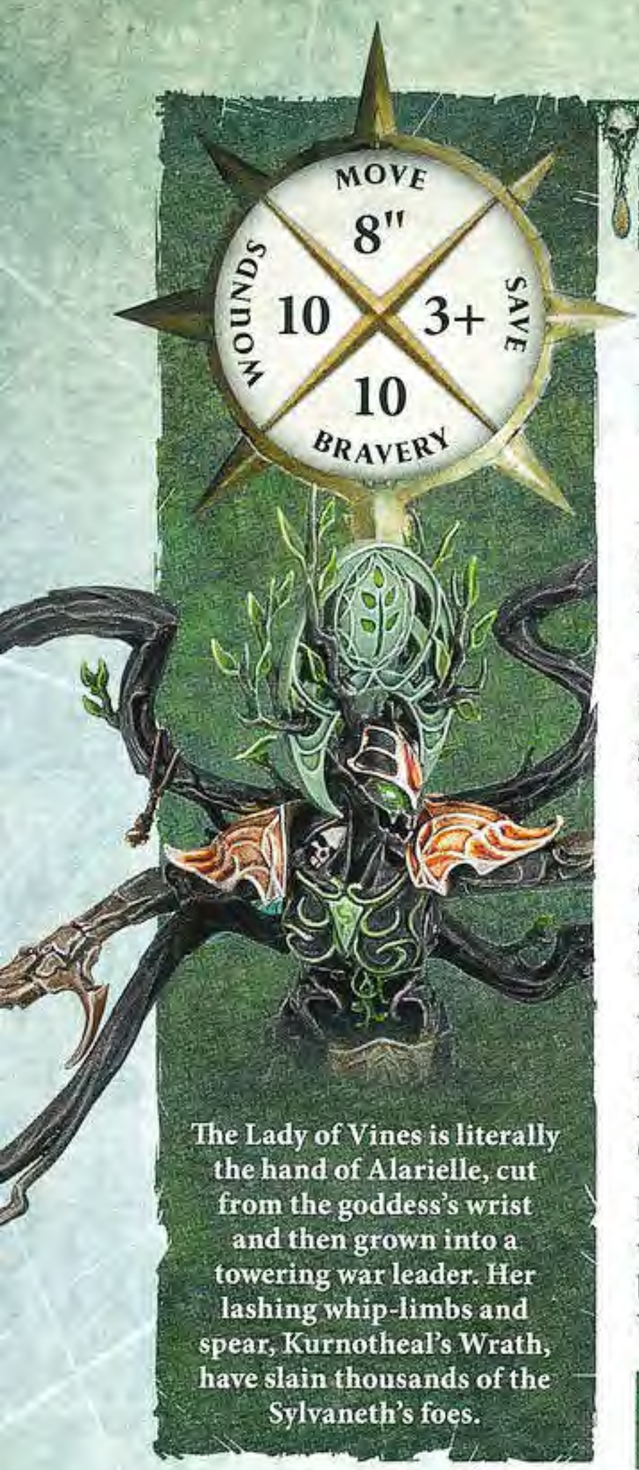
Rite of Life: *Wherever the Everqueen goes, so too does the power of her great rite, banishing corruption and transforming the realms into flourishing domains of life.*

Once per battle, at the start of your hero phase, you can say Alarielle will give voice to a verse of the Rite of Life. If you do so, until the end of that turn, all terrain features on the battlefield that are not already considered by you to be overgrown terrain features are considered by you to be overgrown terrain features.

KEYWORDS Order, Sylvaneth, Monster, Hero, Wizard, Totem, Alarielle the Everqueen

WARSCROLL

THE LADY OF VINES



The Lady of Vines is literally the hand of Alarielle, cut from the goddess's wrist and then grown into a towering war leader. Her lashing whip-limbs and spear, Kurnotheal's Wrath, have slain thousands of the Sylvaneth's foes.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnotheal's Wrath	18"	1	2+	2+	-1	D6
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Kurnotheal's Wrath	3"	3	3+	3+	-1	D3
Lashing Vines	3"	4	3+	3+	-1	2

The Lady of Vines is armed with Kurnotheal's Wrath and Lashing Vines.

WARMASTER: If this unit is included in a Sylvaneth army, it is treated as a general even if it is not the model picked to be the army's general.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Verdian Crown: *The power of the Everqueen herself pulses through the Lady of Vines and radiates from the ornate crown she bears.*

Friendly **SYLVANETH** units wholly within 6" of this unit are treated as being wholly within 6" of an Awakened Wyldwood in your army.

Writhing Vines: *The whipping tendrils that sprout from the Lady's back can ensnare foes or confound their attacks.*

At the start of the combat phase, if this unit is within 3" of any enemy units, you can say that this unit will either create a protective barrier or ensnare foes. If this unit creates a protective barrier, subtract 1 from hit rolls that target this unit until the end of that phase. If this unit ensnares foes, add 1 to hit rolls for attacks made by this unit until the end of that phase.

Roused to Wrath: *The Lady sings to her people through the realmroots, calling them forth to join the reaping.*

Once per battle, if this unit is on the battlefield at the end of your movement phase, you can say it will call its allies forth. If you do so, roll a dice. On a 2+, you can summon 1 unit of 10 Dryads and add it to your army. The summoned unit must be set up more than 9" from all enemy units and wholly within 9" of an overgrown terrain feature or Awakened Wyldwood in your army.

Aspect of the Everqueen: *The Lady of Vines channels the power of her goddess mother, shielding fellow Sylvaneth with the harnessed energies of nature.*

Aspect of the Everqueen is a spell with a casting value of 7 and a range of 12". If successfully cast, until your next hero phase, friendly **SYLVANETH** units have a ward of 5+ while they are wholly within range of the caster.

KEYWORDS ORDER, SYLVANETH, FOREST FOLK, HERO, WIZARD, TOTEM, THE LADY OF VINES

When the skaven of Chakrik's Folly transgressed against Alarielle's folk, the Lady of Vines swore a terrible vengeance. Armed with the spear Kurnotheal's Wrath and the ascendant power of nature, few could hope to stand against her.

WARSCROLL

DRYCHA HAMADRETH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Colony of Flitterfuries	12"	10	3+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Slashing Talons	2"	4	3+	3+	-2	2
Swarm of Squirmlings	2"	10	3+	3+	-1	1

Drycha is armed with a Colony of Flitterfuries, Slashing Talons and a Swarm of Squirmlings.

WARMASTER: If this unit is included in a Sylvaneth army, it is treated as a general even if it is not the model picked to be the army's general.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Deadly Infestation: *Malicious spites infest Drycha's form, drawn to the bitterness of her soul.*

If the unmodified hit roll for an attack made with a Colony of Flitterfuries or a Swarm of Squirmlings is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

Mercurial Aspect: *The Flitterfuries that dwell in Drycha's body bask in the heat of her rage, while the Squirmlings she hosts suckle at her sorrow.*

At the start of each battle round, declare whether this unit is Enraged or Embittered.

If this unit is Enraged, its Colony of Flitterfuries has an Attacks characteristic of 20 instead of 10 until the end of the battle round.

If this unit is Embittered, its Swarm of Squirmlings has an Attacks characteristic of 20 instead of 10 until the end of the battle round.

Song of Spite: *Drycha shares a special kinship with the Outcasts, who seem to echo her fury.*

Add 1 to wound rolls for attacks made with melee weapons by friendly **SPITE-REVENANTS** units wholly within 18" of this unit.

Primal Terror: *Throwing back her head, Drycha gives voice to a soul-rending scream of anguish and pain.*

Primal Terror is a spell that has a casting value of 6 and a range of 12". If successfully cast, roll 2D6. Each enemy unit within range that has a Bravery characteristic lower than the roll suffers D3 mortal wounds (roll separately for each unit).

Drycha Hamadreth keens with hatred as she tears through her enemies like a raging storm. The Queen of the Outcasts fights a never-ending crusade to eradicate those she sees as a threat to her race, leaving a trail of corpses of both friend and foe in her wake.

KEYWORDS ORDER, SYLVANETH, OUTCASTS, MONSTER, HERO, WIZARD, DRYCHA HAMADRETH

The Warsong Revenants are few in number, but their potent spirit-song causes the lands themselves to come alive. Their odd, skirling music is a balm to the Sylvaneth and a deadly bane to their foes.

WARSCROLL

WARSONG REVENANT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spearing Vines	3"	5	3+	3+	-1	2
Spirit Falchion	1"	3	4+	4+	-1	1

A Warsong Revenant is armed with Spearing Vines and a Spirit Falchion.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

FLY: This unit can fly.

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 friendly units with this ability, and subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any friendly units with this ability.

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

This unit has a ward of 4+.

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

Add 1 to casting, dispelling and unbinding rolls for this unit while it is within 9" of any overgrown terrain features or friendly Awakened Wyldwoods.

Unleash Swarm of Spites: *The Warsong Revenant summons a large swarm of malicious spites that spiral outwards to attack those who have drawn their ire.*

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

KEYWORDS ORDER, SYLVANETH, HERO, WIZARD, WARSONG REVENANT

The Warsong Revenants are conduits for the vital energies unleashed by the Rite of Life. Wherever they travel, the magic of rebirth follows in their wake, sinking deep into the lands and purifying them – as well as stirring them to fight back against their tormentors.

WARSCROLL

ARCH-REVENANT

MOVE	WOUNDS	SAVE	BRAVERY
12"	6	4+	8

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Revenant's Glaive	2"	4	3+	3+	-2	1
Tail Pincers	1"	D3	4+	3+	-	2

An Arch-Revenant is armed with a Revenant's Glaive.

FLY: This unit can fly.

COMPANION: This unit's Zephyrspite is armed with Tail Pincers.

Crescent Shield: *This shield can be used both to deflect the enemy's blows and to steady the shaft of the bearer's weapon.*

At the start of the combat phase, you must say if this unit is adopting a defensive stance or an aggressive stance. If it is adopting a defensive stance, it has a ward of 4+ until the end of that phase. If it is adopting an aggressive stance, add 1 to the Attacks characteristic of this unit's Revenant's Glaive until the end of that phase.

Champion of Kurnoth: *An Arch-Revenant commands instant obedience and commitment from Kurnoth Hunters who are nearby.*

Add 1 to wound rolls for attacks made by friendly **KURNOTH HUNTERS** units wholly within 12" of any friendly units with the ability.

Call to Battle: *An Arch-Revenant's fiery spirit-song incites the children of the Everqueen to attack her enemies with all of their ire.*

You can use this command ability once per turn at the start of the combat phase. The unit that receives the command must be a friendly **SYLVANETH** unit. Add 1 to the Attacks characteristic of melee weapons used by that unit until the end of that phase.

Arch-Revenants soar high over the battlefield, borne upon the wings of a zephyrspite. Swooping down to strike where the foe is most vulnerable, their regal presence inspires nearby Sylvaneth, filling them with courage and warlike aggression.

KEYWORDS ORDER, SYLVANETH, FREE SPIRITS, HERO, ARCH-REVENANT

The coming of an Arch-Revenant heralds a time of strife for the clans of the Sylvaneth, for they are the agents and champions of the Everqueen in matters martial. Wholly committed to her mission of reclamation, they will let nothing stand in their way.

WARSCROLL

SPIRIT OF DURTHU

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

DAMAGE TABLE

Wounds Suffered	Verdant Blast	Guardian Sword	Massive Impaling Talons
0-6	6	6	2+
7-8	5	D6	3+
9-10	4	D3	4+
11+	3	1	5+

A Spirit of Durthu is armed with Verdant Blasts, a Guardian Sword and Massive Impaling Talons.

Groundshaker: *The earth quakes as this mighty tree spirit stamps its limbs, shaking the enemy's wits.*

You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, pick 1 enemy unit within 3" of this unit and roll a dice. On a 3+, the strike-last effect applies to that enemy unit in the following combat phase.

Spirit Paths: *These ancient guardians of the forest can walk the spirit paths at will, vanishing from sight only to reappear where they are needed most.*

At the start of your movement phase, if this unit is wholly within 6" of an overgrown terrain feature or Awakened Wyldwood in your army, it can walk the spirit paths instead of making a move in that phase. If it does so, remove this unit from the battlefield and set it up wholly within 6" of a different overgrown terrain feature or Awakened Wyldwood in your army and more than 9" from all enemy units.

Wrathful Guardian: *When the sacred groves of the Sylvaneth are threatened, Spirits of Durthu fight with all the wrath of their legendary ancestor.*

Add 1 to the Attacks characteristic of this unit's Guardian Sword while this unit is wholly within 9" of any overgrown terrain features or Awakened Wyldwoods in your army.

A Spirit of Durthu is a walking pillar of oaken barkflesh and fiery, righteous anger. Some amongst them form the personal guard of the Everqueen; others walk abroad to stamp her enemies into the mulch or cut down her foes with scything sweeps of their guardian swords.

KEYWORDS ORDER, SYLVANETH, FREE SPIRITS, MONSTER, HERO, SPIRIT OF DURTHU

WARSCROLL

TREELORD ANCIENT

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Tendril Staff	18"	2	✸	3+	-1	3

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sweeping Blows	3"	✸	3+	3+	-1	2
Massive Impaling Talons	1"	2	2+	✸	-2	3

DAMAGE TABLE

Wounds Suffered	Doom Tendril Staff	Sweeping Blows	Massive Impaling Talons
0-6	2+	5	2+
7-8	3+	4	3+
9-10	4+	3	4+
11+	5+	2	5+

A Treelord Ancient is armed with a Doom Tendril Staff, Sweeping Blows and Massive Impaling Talons.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Groundshaker: *The earth quakes as this mighty tree spirit stamps its limbs, shaking the enemy's wits.*

You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, pick 1 enemy unit within 3" of this unit and roll a dice. On a 3+, the strike-last effect applies to that enemy unit in the following combat phase.

Spirit Paths: *These ancient guardians of the forest can walk the spirit paths at will, vanishing from sight only to reappear where they are needed most.*

At the start of your movement phase, if this unit is wholly within 6" of an overgrown terrain feature or Awakened Wyldwood in your army, it can walk the spirit paths instead of making a move in that phase. If it does so, remove this unit from the battlefield and set it up wholly within 6" of a different overgrown terrain feature or Awakened Wyldwood in your army and more than 9" from all enemy units.

Silent Communion: *Treelord Ancients have a strong spiritual connection to the wyldwoods, and can call forth these eldritch copses at a whim.*

Once per battle, in your hero phase, if this unit is on the battlefield, you can set up 1 Awakened Wyldwood terrain feature consisting of 1 scenery piece on the battlefield, more than 3" from all other models, endless spells, invocations, terrain features or objectives, and add it to your army.

Awakening the Wood: *At a Treelord Ancient's command, wyldwood trees come to life and attack with twisted branches and thorny boughs.*

Awakening the Wood is a spell that has a casting value of 6. If successfully cast, pick 1 friendly Awakened Wyldwood on the battlefield. Each enemy unit within 3" of that Awakened Wyldwood suffers D3 mortal wounds (roll separately for each unit).

The fury of the forest is roused by the magics of the Treelord Ancients. Amongst the eldest living creatures in the realms, these towering tree spirits are not only fearsome warriors, but also potent spell-wielders who can loose the wrath of the wyldwoods.

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, MONSTER, HERO, WIZARD, TREELORD ANCIENT

Treelords storm towards the enemy with earth-shaking strides. Their roots burrow through the soil as fast as arrows through the air, exploding from the ground to rend and throttle, while every swing of their vast talons slaughters another swathe of foes.

WARSCROLL

TREELORD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Strangleroots	12"	3	✸	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Sweeping Blows	3"	✸	3+	3+	-1	2
Massive Impaling Talons	1"	2	2+	✸	-2	3

DAMAGE TABLE

Wounds Suffered	Strangleroots	Sweeping Blows	Massive Impaling Talons
0-6	2+	5	2+
7-8	3+	4	3+
9-10	4+	3	4+
11+	5+	2	5+

A Treelord is armed with Strangleroots, Sweeping Blows and Massive Impaling Talons.

Groundshaker: *The earth quakes as this mighty tree spirit stamps its limbs, shaking the enemy's wits.*

You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, pick 1 enemy unit within 3" of this unit and roll a dice. On a 3+, the strike-last effect applies to that enemy unit in the following combat phase.

Spirit Paths: *These ancient guardians of the forest can walk the spirit paths at will, vanishing from sight only to reappear where they are needed most.*

At the start of your movement phase, if this unit is wholly within 6" of an overgrown terrain feature or Awakened Wyldwood in your army, it can walk the spirit paths instead of making a move in that phase. If it does so, remove this unit from the battlefield and set it up wholly within 6" of a different overgrown terrain feature or Awakened Wyldwood in your army and more than 9" from all enemy units.

Lash and Tangle: *As a Treelord lays about themselves in combat, the whipping tendrils that shoot from their barkflesh ensnare enemies and keep them at bay with their frantic thrashing.*

If an attack made with a melee weapon by this unit scores a hit, models in the target unit cannot make pile-in moves until the end of that turn.

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, MONSTER, TREELORD

WARSCROLL

BRANCHWYCH

Warrior matriarchs of the Households, the Branchwyches lead their kin to battle with blasts of sorcery and hissing swings of their scythes. These same weapons are used when the fighting is done to harvest the lamentiri from the Sylvaneth's fallen.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Greenwood Scythe	2"	3	3+	3+	-1	1
Snapping Mandibles	1"	D3	4+	3+	-	1

A Branchwych is armed with a Greenwood Scythe.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

COMPANION: This unit's Bittergrub is armed with Snapping Mandibles.

Fury of the Forest: *Fiercely protective of the forests, Branchwyches fight with great wrath when their sacred domains and soulpod groves are threatened.*

Add 1 to hit rolls and wound rolls for attacks made with melee weapons by this unit while it is wholly within 9" of an overgrown terrain feature or friendly Awakened Wyldwood.

Unleash Spites: *The Branchwych summons a swarm of malicious spites that spiral outwards to attack those who have drawn her ire.*

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

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, HERO, WIZARD, BRANCHWYCH

The forests of the realms are stalked by many malevolent creatures – but they are also home to the Dryad clans and their kin, who fight fiercely to cleanse the lands of Chaos.

WARSCROLL

GOSSAMID ARCHERS

Gossamid Archers are afforded the power of flight by the zephyrwing spites that clasp their torsos. A gruesome fate awaits any struck by the shafts of these skirmishers, for the arrowheads contain voracious grubs that devour the target from within.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gossamid Bow	12"	2	3+	3+	-	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Cruel Talons	1"	2	3+	4+	-	1

Each model in a Gossamid Archers unit is armed with a Gossamid Bow and Cruel Talons.

CHAMPION: 1 model in this unit can be a Flitwing Scion. Add 1 to the Attacks characteristic of that model's Gossamid Bow.

FLY: This unit can fly.

Larval Shafts: *When fired into the flesh of an enemy, the ravenous grubs couched within the heads of these arrows hatch, eat and grow to maturity in a matter of seconds, usually resulting in a shocking explosion of gore.*

If the unmodified hit roll for an attack made with a Gossamid Bow is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

Forest Fighters: *These warriors fight in loosely scattered formations, the better to take advantage of the terrain in their arboreal domains.*

If this unit has 2 or more models, it is coherent if each model in the unit is within 2" horizontally of at least 1 other model in the unit instead of 1".

Zephyrspites: *These buzzing insectile symbiotes can be released to confound the attacks of the foe for a short time as their masters sprint off to find safety anew.*

After this unit has received the Unleash Hell command and all of its shooting attacks have been resolved, if this unit is within 3" of any enemy units, you can roll a dice. On a 2+, this unit can retreat.

KEYWORDS	ORDER, SYLVANETH, FREE SPIRITS, GOSSAMID ARCHERS

There is nowhere one can hide to escape the strange, living ammunition of the Gossamid Archers. These swift-winged scouts will even dare the strongholds of the Ruinous Powers to make their kills, trusting their zephyrspite companions to carry them to safety.

The Spiterider Lancers are Alarielle's elite cavalry. Mounted upon agile Dragonspites, whose bodies thrum with life energies, they deftly swoop and whirl above the battlefield before suddenly diving into a charge, striking the enemy lines with shocking force.

WARSCROLL

SPITERIDER LANCERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiterider Lance	2"	4	3+	3+	-2	1
Sharp Mandibles	2"	3	4+	3+	-1	1

Each model in a Spiterider Lancers unit is armed with a Spiterider Lance.

CHAMPION: 1 model in this unit can be a Spiterider Scion. Add 1 to the Attacks characteristic of that model's Spiterider Lance.

STANDARD BEARER: 1 in every 3 models in this unit can be a Spiterider Banner Bearer. If this unit includes any Spiterider Banner Bearers, models in the unit can move up to 6" when they make a pile-in move instead of up to 3".

MUSICIAN: 1 in every 3 models in this unit can be a Spiterider Hornblower. If this unit receives the Rally command while it includes any Spiterider Hornblowers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

MOUNT: This unit's Dragonspites are armed with Sharp Mandibles.

FLY: This unit can fly.

Descent of the Spiteriders: *Should the buzzing chorus of the Spiterider Lancers be heard, it is already too late to evade their devastating charge.*

The strike-first effect applies to this unit if it made a charge move in the same turn.

Thrumming with Life: *Ancient creatures who endured the death of a world, dragonspites possess a deep connection to the energies of life, and are almost impossible to slay.*

At the end of each phase, if any enemy models were slain by an attack made by this unit, you can heal all wounds allocated to this unit.

KEYWORDS ORDER, SYLVANETH, FREE SPIRITS, SPITERIDER LANCERS

It is the duty of the Revenant Seekers to harvest the lamentiri of those Sylvaneth who fall in battle, and return them to the soulpod groves of their clan. To this end, they travel upon swift dragonspites and wield sickles redolent with the energies of the harvest.

WARSCROLL

REVENANT SEEKERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Seeker's Sickle	2"	3	4+	3+	-2	2
Sharp Mandibles	2"	3	4+	3+	-1	1

Each model in a Revenant Seekers unit is armed with a Seeker's Sickle.

CHAMPION: 1 model in this unit can be a Revenant Soulwarden. Add 1 to the Attacks characteristic of that model's Seeker's Sickle.

STANDARD BEARER: 1 in every 3 models in this unit can be a Seeker Banner Bearer. If this unit includes any Seeker Banner Bearers, models in the unit can move up to 6" when they make a pile-in move instead of up to 3".

MUSICIAN: 1 in every 3 models in this unit can be a Seeker Hornblower. If this unit receives the Rally command while it includes any Seeker Hornblowers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of only a 6.

MOUNT: This unit's Dragonspites are armed with Sharp Mandibles.

FLY: This unit can fly.

Harvesters of the Lamentiri: *The lamentiri collected by Revenant Seekers are potent stores of life energy that can be harnessed in desperate situations to heal and empower fellow Sylvaneth.*

Once per turn, at the end of your movement phase, you can pick 1 friendly **SYLVANETH** unit with a Wounds characteristic of 5 or less that is wholly within 12" of this unit and roll a dice. On a 2+, you can return 1 slain model to that unit. You cannot pick the same unit to benefit from this ability more than once per turn.

Thrumming with Life: *Ancient creatures who endured the death of a world, dragonspites possess a deep connection to the energies of life, and are almost impossible to slay.*

At the end of each phase, if any enemy models were slain by an attack made by this unit, you can heal all wounds allocated to this unit.

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, REVENANT SEEKERS

WARSCROLL

KURNOTH HUNTERS

WITH KURNOTH GREATBOWS

Giants amongst the forest kindred, each Kurnoth Hunter is an expert archer with a greatbow the size of an artillery piece. They are relentless in pursuit of their quarry, able to stalk their prey across entire nations without tiring.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatbow	30"	2	4+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Vicious Claws	1"	3	3+	3+	-	1

Each model in a Kurnoth Hunters with Kurnoth Greatbows unit is armed with a Kurnoth Greatbow and Vicious Claws.

CHAMPION: 1 model in this unit can be a Huntmaster. Add 1 to the Attacks characteristic of that model's Kurnoth Greatbow.

Envoys of the Everqueen: *Kurnoth Hunters heed the will of Alarielle through arcane vibrations in nexuses of the realmroots, and they ensure that her intentions are relayed to nearby Sylvaneth.*

While this unit is contesting an objective, friendly **SYLVANETH** units wholly within 6" of that objective are treated as being wholly within 6" of an overgrown terrain feature.

Trample Underfoot: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS	ORDER, SYLVANETH, FREE SPIRITS, KURNOTH HUNTERS

WARSCROLL

KURNOTH HUNTERS

WITH KURNOTH GREATSWORDS

Many Kurnoth Hunters who favour the fury of close combat choose to wield immense greatswords, two-handed weapons that can cleave through a Magmadroth's scaly hide in a single blow.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Greatsword	1"	4	3+	3+	-1	2

Each model in a Kurnoth Hunters with Kurnoth Greatswords unit is armed with a Kurnoth Greatsword

CHAMPION: 1 model in this unit can be a Huntmaster. Add 1 to the Attacks characteristic of that model's Kurnoth Greatsword.

Envoys of the Everqueen: *Kurnoth Hunters heed the will of Alarielle through arcane vibrations in nexuses of the realmroots, and they ensure that her intentions are relayed to nearby Sylvaneth.*

While this unit is contesting an objective, friendly **SYLVANETH** units wholly within 6" of that objective are treated as being wholly within 6" of an overgrown terrain feature.

Trample Underfoot: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+, that enemy unit suffers 1 mortal wound.

Sundering Strikes: *Swung with enough force, the keen edge of a Kurnoth Greatsword can hew any target apart.*

If the unmodified hit roll for an attack made with a Kurnoth Greatsword is 6, the target suffers 2 mortal wounds and the attack sequence ends (do not make a wound or save roll).

KEYWORDS	ORDER, SYLVANETH, FREE SPIRITS, KURNOTH HUNTERS

Striding forward with calm and implacable purpose, Kurnoth Hunters armed with scythes carve bloody furrows through the enemy ranks, sending heads and limbs flying like scattered corn.

WARSCROLL

KURNOTH HUNTERS

WITH KURNOTH SCYTHES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Kurnoth Scythe	2"	3	3+	3+	-3	2

Each model in a Kurnoth Hunters with Kurnoth Scythes unit is armed with a Kurnoth Scythe.

CHAMPION: 1 model in this unit can be a Huntmaster. Add 1 to the Attacks characteristic of that model's Kurnoth Scythe.

Envoys of the Everqueen: *Kurnoth Hunters heed the will of Alarielle through arcane vibrations in nexuses of the realmroots, and they ensure that her intentions are relayed to nearby Sylvaneth.*

While this unit is contesting an objective, friendly **SYLVANETH** units wholly within 6" of that objective are treated as being wholly within 6" of an overgrown terrain feature.

Trample Underfoot: *Kurnoth Hunters use their size and strength against their foes, stamping on and crushing them.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 4+, that enemy unit suffers 1 mortal wound.

Tanglethorn Thicket: *Wielders of Kurnoth Scythes sprout thick weaves of thorned branches that pin their foe in place and tear them to shreds if they try to move.*

If any models in an enemy unit finish a pile-in move within 3" of any friendly units with this ability, that enemy unit suffers 1 mortal wound after all models in the unit have finished their pile-in moves.

KEYWORDS ORDER, SYLVANETH, FREE SPIRITS, KURNOTH HUNTERS

Crooning a song of slaughter, Dryads stride from the deepwoods to fall upon those who would defile the Sylvaneth's soulpod groves. With vicious talons, these forest spirits stab and strangle, dancing lithely between their enemies even as they tear them apart.

WARSCROLL

DRYADS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wracking Talons	2"	2	4+	4+	-	1

Each model in a Dryads unit is armed with Wracking Talons.

CHAMPION: 1 model in this unit can be a Branch Nymph. Add 1 to the Attacks characteristic of that model's Wracking Talons.

Blessings of the Forest: *The forest folk draw upon currents of life magic running through their surroundings like freshwater streams, harnessing the energies to shield themselves from harm.*

Subtract 1 from hit rolls and wound rolls for attacks that target this unit while it is wholly within 9" of any overgrown terrain features or friendly Awakened Wyldwoods.

KEYWORDS ORDER, SYLVANETH, FOREST FOLK, DRYADS

The Tree-Revenants move with flowing grace, flickering along the spirit paths to carve their way through the enemy's ranks. Their highly ritualised way of war lends them a lethal speed and skill that few enemies can stand against.

WARSCROLL

TREE-REVENANTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enchanted Blade	1"	2	4+	3+	-1	1
Protector Glaive	1"	2	4+	3+	-1	2

Each model in a Tree-Revenants unit is armed with an Enchanted Blade.

CHAMPION: 1 model in this unit can be a Scion. Add 1 to the Attacks characteristic of that model's melee weapon. A Scion can be armed with a Protector Glaive instead of an Enchanted Blade.

STANDARD BEARER: 1 in every 5 models in this unit can be a Glade Banner Bearer. If this unit includes any Glade Banner Bearers, models in the unit can move up to 6" when they make a pile-in move instead of up to 3".

MUSICIAN: 1 in every 5 models in this unit can be a Waypiper. If this unit includes any Waypipers, at the start of your movement phase, it can walk the spirit paths instead of making a normal move. If it does so, remove this unit from the battlefield and set it up again anywhere on the battlefield more than 9" from all enemy units.

Martial Memories: *Tree-Revenants can draw on centuries of experience when they go to war.*

Once per battle round, this unit can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, TREE-REVENANTS

Spite-Revenants are shrieking terrors from the depths of nightmare. Light and shadow play weirdly around these ghastly beings as they tear and bite their victims, rending to bloody tatters any who do not simply fling down their weapons and flee.

WARSCROLL

SPITE-REVENANTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cruel Talons and Fangs	1"	3	3+	3+	-	1

Each model in a Spite-Revenants unit is armed with Cruel Talons and Fangs.

CHAMPION: 1 model in this unit can be a Shadestalker. Add 1 to the Attacks characteristic of that model's Cruel Talons and Fangs.

Unbridled Malice: *Spite-Revenants fight with a vengeful fury, filling the air with blood-chilling curses in unknowable tongues.*

If the unmodified hit roll for an attack made with Cruel Talons and Fangs is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, SYLVANETH, OUTCASTS, SPITE-REVENANTS

WARSCROLL

SKAETH'S WILD HUNT

Skaeth and his Kurnothi kin are merciless hunters of those who would dare despoil the wilderness, running their prey to ground before piercing their hearts with spears, arrows and hurled javelins.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Seeker Bow	18"	1	3+	4+	-1	1
Javelin of the Hunt	9"	1	3+	3+	-1	2
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Javelin of the Hunt	2"	1	3+	3+	-1	2
Hunting Weapon	1"	2	3+	4+	-	1
Teeth and Claws	1"	2	3+	3+	-	1

The models in Skaeth's Wild Hunt are Skaeth, Althaen, Karthaen, Sheoch and Lighaen. Skaeth is armed with a Javelin of the Hunt; Althaen is armed with a Seeker Bow and Hunting Weapon; Karthaen and Sheoch are each armed with a Hunting Weapon; and Lighaen is armed with Teeth and Claws.

SKAETH: Skaeth has a Wounds characteristic of 2.

WIZARD: While it includes Karthaen, this unit is a **WIZARD** that can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Fleet of Foot: *Skaeth's Wild Hunt advance on their foes with the speed of an autumn gale.*

This unit can run and still shoot and/or charge later in the turn.

Might of Kurnoth: *The blast of Karthaen's horn imbues his allies with the strength of Kurnoth.*

Might of Kurnoth is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 friendly **SYLVANETH** unit within range and visible to the caster. Add 1 to wound rolls for attacks made with melee weapons by that unit until the start of your next hero phase.

KEYWORDS ORDER, SYLVANETH, OAKENBROW, SKAETH'S WILD HUNT

The Kurnothi are a mysterious folk, aelves with a connection to the power of the wilds. Yet there is no doubting their determination to protect Ghyran, and few are more active in this mission than the champion Skaeth and the warriors of his Wild Hunt.

The Thornwych Ylthari tirelessly seeks those soulpods that have been claimed by Nagash, and by channelling rampant life magic she rids the dead places of those who would serve the Great Necromancer.

WARSCROLL

YLTHARI

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Briar Staff	1"	1	3+	3+	-1	D3
Spiteful Thorns	1"	3	4+	4+	-	1
Snapping Mandibles	1"	1	4+	4+	-1	1

Ylthari is armed with a Briar Staff and Spiteful Thorns.

COMPANION: This unit's Spite is armed with Snapping Mandibles.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Vigour and Wrath: *Ylthari and her guardians have only recently been awakened, and are imbued with bountiful vigour and wrath.*

You can re-roll wound rolls of 1 for attacks made by this model.

The Reaping: *Ylthari looses a scything blast of magical energy that cuts down her foes like corn.*

The Reaping is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 6 dice. For each 5+, that unit suffers 1 mortal wound.

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, OAKENBROW, HERO, WIZARD, THORNWYCH, YLTHARI

Grown from ancient soulpods in the Realm of Death, Ylthari's Guardians were once diplomats and emissaries, though now they are evergreen with bitter wrath and seek only vengeance for their kin who have been slain.

WARSCROLL

YLTHARI'S GUARDIANS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Revenant Bow	24"	2	4+	3+	-1	1
MELEE WEAPONS	**Range**	**Attacks**	**To Hit**	**To Wound**	**Rend**	**Damage**
Enchanted Greatblade	1"	4	3+	3+	-1	1
Protector Glaive	1"	2	4+	3+	-1	2
Revenant Bow	1"	1	4+	3+	-	1

The models in Ylthari's Guardians are Gallanghann, Skhathael and Ahnslaine. Gallanghann is armed with a Protector Glaive; Skhathael is armed with an Enchanted Greatblade; and Ahnslaine is armed with a Revenant Bow.

Martial Memories: *Tree-Revenants can draw on centuries of experience when they go to war.*

Once per turn, this unit can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.

Vigour and Wrath: *Ylthari and her guardians have only recently been awakened, and are imbued with bountiful vigour and wrath.*

You can re-roll wound rolls of 1 for attacks made by this unit.

KEYWORDS ORDER, SYLVANETH, NOBLE SPIRITS, OAKENBROW, TREE-REVENANTS, YLTHARI'S GUARDIANS

ENDLESS SPELL WARSCROLL

GLADEWYRM

Gladewyrms are ferocious subterranean creatures formed from concentrated life magic, and are used by the Sylvaneth to protect the realmroots from eldritch invaders. When called upon, they leave their patrols along the spirit paths and erupt from the earth to aid their summoners.

SUMMONING: Only **WIZARDS** from the Sylvaneth faction can attempt to summon this endless spell. This endless spell is summoned with a spell that has a casting value of 7 and a range of 6". If successfully cast, set up 1 Gladewyrm wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and it can fly.

Death From Below: *Erupting in the midst of the battlefield, Gladewyrms sow destruction with their fearsome mandibles and bladed carapaces.*

After this endless spell has moved, roll a dice for each unit within 1" of it. On a 3+, that unit suffers D3 mortal wounds. This ability has no effect on **SYLVANETH** units.

Healing Mist: *More than mere predators, Gladewyrms exhale emerald clouds of life magic that revive all children of Alarielle.*

After this endless spell has moved, roll a dice for each **SYLVANETH** unit within 6" of this model. On a 3+, heal up to D3 wounds allocated to that unit.

ENDLESS SPELL WARSCROLL

SPITESWARM HIVE

With a humming chant, those versed in the magic of Ghyran can summon a Spiteswarm Hive. The air thrums near the comb, and the luminescent Spiteswarms buzz forth, the insect-clouds obscuring friendly formations or diving forth to deliver vitalising bites that can re-energise weary troops.

SUMMONING: Only **WIZARDS** from the Sylvaneth faction can attempt to summon this endless spell. This endless spell is summoned with a spell that has a casting value of 7 and a range of 15". If successfully cast, set up 1 Spiteswarm Hive wholly within range of the caster.

The Hive Nourishes: *Winged spites pour forth from a Spiteswarm Hive's honeycombed depths. Their mandibles laden with raw life magic, they bestow invigorating bites on their Sylvaneth allies, or else swarm about them to form a brief veil of protection.*

At the end of a player's hero phase, if a **SYLVANETH WIZARD** or **SYLVANETH HERO** in that player's army is within 9" of this endless spell, that player can use 1 of the following abilities:

***Vital Venoms*:** Pick 1 friendly **SYLVANETH** unit wholly within 9" of this endless spell. On a 2+, add 3" to normal moves and charge moves for that unit until the end of that turn.

***Shielding Swarm*:** Pick 1 friendly **SYLVANETH** unit wholly within 9" of this endless spell. On a 2+, worsen the Rend characteristic of attacks that target that unit by 1 (to a minimum of '-') until the end of that turn.

Also known as the Drifting Death or the Creeping Willow, the Vengeful Skullroot is a manifestation of a forest's fury. Black-hearted and hateful, these arcane plants can be summoned by Sylvaneth versed in magic. As the tree stalks across the battlefield, its tentacle-like roots bludgeon, crush and strangle all they pass over.

ENDLESS SPELL WARSCROLL

VENGEFUL SKULLROOT

SUMMONING: Only **WIZARDS** from the Sylvaneth faction can attempt to summon this endless spell. This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". If successfully cast, set up 1 Vengeful Skullroot wholly within range of the caster.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 8" and it can fly.

Terrors Unearthed: *Wherever this rogue spirit creeps, its roots open the shallow graves of battles past, dragging grotesque remains to the surface which chill the hearts of the forest's foes.*

If a unit fails a battleshock test within 3" of this endless spell, add D3 to the number of models that flee. This ability has no effect on **SYLVANETH** units.

Strangleroots: *The grasping limbs of a Vengeful Skullroot constrict and choke their foes with hate-fuelled strength. The wrath of these monstrous plants is all the greater when the kindred trees of a Wyldwood are threatened.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers D3 mortal wounds, or D6 mortal wounds if that unit is also within 6" of any Awakened Wyldwoods. This ability has no effect on **SYLVANETH** units.

When the wyldwoods of the Sylvaneth stir, enemies of the natural order must be on their guard. The spirits that dwell within these ancient groves are roused to terrible fury by intrusions into their domain, and will seek every chance to prey upon those foolish enough to stray beneath their shadowed boughs.

FACTION TERRAIN WARSCROLL

AWAKENED WYLDWOOD

FACTION TERRAIN: Only Sylvaneth armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

When you set up this terrain feature, it can be set up as either a small, medium or large Awakened Wyldwood. A small Awakened Wyldwood consists of 1 scenery piece, a medium Awakened Wyldwood consists of 2 scenery pieces, and a large Awakened Wyldwood consists of 3 scenery pieces.

If this terrain feature is set up as a medium or large Awakened Wyldwood, all of its scenery pieces must be set up touching so that they form a circle with an area of open ground inside the circle. This area is considered to be part of the Awakened Wyldwood terrain feature.

Abilities that allow you to add an Awakened Wyldwood to your army during the battle will tell you how to set it up, and they may also specify the maximum number of scenery pieces it can consist of. In addition, it must be set up more than 3" from all models, objectives, other terrain features, endless spells and invocations, unless noted otherwise.

Overgrown Wilderness: It is only possible to see a few yards into these foreboding thickets.

Visibility from units with the **SYLVANETH** keyword is not blocked by this terrain feature.

Vengeful Forest Spirits: *The spirits within a Sylvaneth wyldwood are easily angered by trespassers into their domain – even more so when arcane powers are being used nearby.*

At the end of the charge phase, roll a dice for each unit that does not have the **SYLVANETH** keyword that is within 1" of any Awakened Wyldwoods. Add 2 to the roll if any **WIZARDS** or endless spells are within 6" of an Awakened Wyldwood that is within 1" of the unit being rolled for. On a 6+, that unit suffers D3 mortal wounds.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Sylvaneth army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated June 2022.

SYLVANETH				
WARSCROLL	**UNIT SIZE**	**POINTS**	**BATTLEFIELD ROLE**	**NOTES**
Dryads	10	100	Battleline	
Tree-Revenants	5	110	Battleline	
Treelord	1	260	Behemoth	Single. Battleline in an Oakenbrow army
Arch-Revenant	1	120	Leader	Single
Branchwych	1	130	Leader	Single
Drycha Hamadreth	1	335	Leader	Single, Unique
Ylthari Ylthari's Guardians	1 3	180	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Lady of Vines	1	325	Leader	Single, Unique
Warsong Revenant	1	305	Leader	Single
Alarielle the Everqueen	1	840	Leader, Behemoth	Single, Unique
Treelord Ancient	1	360	Leader, Behemoth	Single
Spirit of Durthu	1	370	Leader, Behemoth	Single
Gossamid Archers	5	220		
Kurnoth Hunters with Kurnoth Greatbows	3	230		Battleline in a Heartwood army
Kurnoth Hunters with Kurnoth Greatswords	3	250		Battleline in a Heartwood army
Kurnoth Hunters with Kurnoth Scythes	3	250		Battleline in a Heartwood army
Revenant Seekers	3	235		Battleline in a Harvestboon army
Skaeth's Wild Hunt	5	110		Single, Unique
Spite-Revenants	5	105		Battleline in a Dreadwood army
Spiterider Lancers	3	210		Battleline in a Harvestboon army
Gladewyrm	-	*50*	*Endless Spell*	
Spiteswarm Hive	-	*40*	*Endless Spell*	
Vengeful Skullroot	-	*60*	*Endless Spell*	
Awakened Wyldwood	-	*0*	*Faction Terrain*	

FACTION	ALLIES
Sylvaneth	Cities of Sigmar, Fyreslayers, Idoneth Deepkin, Stormcast Eternals