



# BATTLETOME: SYLVANETH

## DESIGNERS' COMMENTARY, SEPTEMBER 2021

The following commentary is intended to complement *Battletome: Sylvaneth*. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Q:** *Can the Vesperal Gem artefact be used with the Verdant Blessing spell?*

**A:** No.

**Q:** *Is an Awakened Wyldwood considered to be a Wyldwood (core rules 17.1.4)?*

**A:** Yes.

## ERRATA, SEPTEMBER 2021

The following errata correct errors in *Battletome: Sylvaneth*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

**Page 65** – Allegiance Abilities, Battle Traits, Glades  
Add:

'If a model already has a Glade 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 Glade.'

**Page 69** – Spell Lores

Delete the second sentence in the paragraph of body text under the header.

**Page 69** – Lore of the Deepwood

Add the following caveat under the table header:

'**SYLVANETH WIZARDS** (including Unique units) only.'

**Page 70** – Awakened Wyldwood

Delete this rule (it is replaced with the rule on the Awakened Wyldwood warscroll in this document).

**Page 77** – Winterleaf, Branch Blizzard

Change the rule to:

'You can use this command ability when you pick a friendly **WINTERLEAF** unit to shoot in your shooting phase. That unit must receive the command. Until the end of that phase, if the unmodified hit roll for a shooting attack made by that unit is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.'

**Page 82-85** – Path to Glory

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

**Page 93** – Spirit of Durthu, Spirit Paths

Change the first sentence to:

'In your movement phase, if this unit is within 6" of an Awakened Wyldwood in your army, it can walk the spirit paths instead of making a normal move or retreating.'

**Page 94** – Treelord Ancient, Spirit Paths

Change the first sentence to:

'In your movement phase, if this unit is within 6" of an Awakened Wyldwood in your army, it can walk the spirit paths instead of making a normal move or retreating.'

**Page 94** – Treelord Ancient, Heed the Spirit-song

Change the rule to:

'You can use this command ability in your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, you can add 1 to save rolls for attacks that target friendly **SYLVANETH** units wholly within 12" of that model.'

**Page 95** – Treelord, Spirit Paths

Change the first sentence to:

'In your movement phase, if this unit is within 6" of an Awakened Wyldwood in your army, it can walk the spirit paths instead of making a normal move or retreating.'

**Page 96** – Arch-Revenant, Crescent Shield

Change the second sentence of the rule to:

'If they use their shield for protection, you can add 1 to save rolls for attacks that target this model in that phase.'

**Page 99** – Tree-Revenants, Waypipes

Change the second sentence to:

'In your movement phase, a unit that includes any Waypipes can walk the spirit paths instead of making a normal move or retreating.'

**Pages 100-101** – Kurnoth Hunters warscrolls, Tanglethorn Thicket

Change the rule to:

'At the start of the charge phase, you can say that this unit will sprout thorned branches. If you do so, until the end of the turn, this unit cannot move except to pile in up to 1", but you can add 1 to save rolls for attacks that target this unit.'

**Pages 102-103** – Endless spell and faction terrain warscrolls

Replace these warscrolls with the ones in this document.



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.

## ENDLESS SPELL WARSCROLL GLADEWYRM

**SUMMONING:** 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 this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **SYLVANETH WIZARDS** can attempt to summon this endless spell.

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



With a humming chant, a sorceress 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.

## ENDLESS SPELL WARSCROLL SPITESWARM HIVE

**SUMMONING:** 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 this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **SYLVANETH WIZARDS** can attempt to summon this endless spell.

**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 the hero phase, if a **SYLVANETH WIZARD** or **SYLVANETH HERO** is within 6" of this endless spell, that unit's commanding player can use 1 of the following abilities:

**Vital Venoms:** Roll a dice for each friendly **SYLVANETH** unit wholly within 8" 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:** Roll a dice for each friendly **SYLVANETH** unit wholly within 8" of this endless spell. On a 2+, add 1 to save rolls for attacks that target that unit 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:** 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 this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **SYLVANETH WIZARDS** can attempt to summon this endless spell.

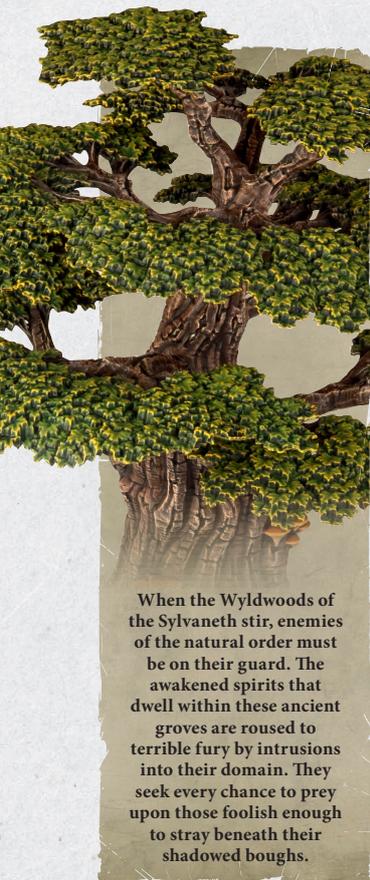
**PREDATORY:** This endless spell is a predatory endless spell. It can be moved up to 8" and can fly.

**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 enwrap and choke their foes, their wrath 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. On a 2+, that unit suffers D3 mortal wounds, or D6 mortal wounds if that unit is within 3" 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 awakened spirits that dwell within these ancient groves are roused to terrible fury by intrusions into their domain. They 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.

Abilities that allow you to add Awakened Wyldwood terrain features to the battlefield will tell you how to set them up. In addition, they must be set up more than 3" from all models, objectives, other terrain features, endless spells and invocations.

This faction terrain feature consists of 1-3 scenery pieces. If an Awakened Wyldwood has more than 1 scenery piece, each piece must be set up touching all of the other pieces to form a circle with an area of open ground inside the circle. The area of open ground inside the circle is considered

to be part of the Awakened Wyldwood terrain feature.

**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 an awakened 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 terrain features with this scenery rule. Add 2 to the roll if any **WIZARDS** or endless spells are within 6" of any of those terrain features. On a 6+, that unit suffers D3 mortal wounds.