

DREADFUL VISAGE

The sorcerous entity known as the Dreadful Visage is said to be a mask that once adorned Slaanesh's own face during the Masquerade of the Palace Grandiose. On that fell night, it is said, the visage took on an evil sentience of its own, and it can be called forth to bring a measure of its wearer's horrific aura into the Mortal Realms.

DESCRIPTION

A Dreadful Visage is a single model.

PREDATORY: A Dreadful Visage is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Dreadful Visage: *By inhaling great lungfuls of hallucinogenic incense, the caster can cause an aspect of their own worst fears to solidify in reality – and then set the results upon their foes.*

Summon Dreadful Visage has a casting value of 7. Only **CHAOS SLAANESH WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Dreadful Visage model wholly within 12" of the caster.

ABILITIES

Swooping Horror: *The dreadful face, an avatar of pure horror, descends towards its terrified foes.*

When this model is set up, the player who set it up can immediately make a move with it.

Flensing Tongues: *Opening its soul-sucking maw, the Dreadful Visage lets fly a plethora of hooked tongues that lash and flense the flesh of those nearby.*

After this model has moved, roll 6 dice for the closest other unit within 6". If more than 1 other unit is equally close, the player that moved this model can choose which unit to roll the 6 dice for. That unit suffers 1 mortal wound for each roll of 4+.

Terrifying Entity: *Gibbering, howling and shrieking with cruel pleasure, the Dreadful Visage destroys the will of Slaanesh's enemies – while his worshippers find themselves energised by its discordant barrage of noise.*

Subtract 1 from the Bravery characteristic of units while they are within 12" of this model. Add 1 to the Bravery characteristic of **CHAOS SLAANESH** units while they are within 12" of this model instead of subtracting 1.