

GREY SEER



Grey Seers are manipulators and master sorcerers who attempt to direct the skaven to ultimate victory at any price. They are dangerous and deranged, more than willing to devour raw warpstone in order to supercharge their magical abilities.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstone Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Grey Seer is a single model armed with a Warpstone Staff.

ABILITIES

Warpstone Tokens: *Potentially lethal warpstone is consumed by Grey Seers to aid their spellcasting.*

Once in each of your hero phases, when this model attempts to cast a spell, you can say it will consume a warpstone token before you make the casting roll. If you do so, roll 3D6. This roll cannot be re-rolled or modified. If the 3D6 roll is 13, the spell is cast and cannot be unbound, and after the effects

of the spell have been resolved this model is slain. If the 3D6 roll was not 13, remove 1 dice of your choice, and then use the remaining 2D6 as the casting roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Wither spells.

Wither: *The Grey Seer hurls a glowing green globe of magical energy at a foe. Anyone touched by the globe starts to shrivel and wither away.*

Wither has a casting value of 7. If successfully cast, pick 1 enemy unit within 13" of the caster and visible to them, and roll 2D6. If the roll is greater than that unit's Wounds characteristic, that unit suffers D3 mortal wounds. In addition, if the roll is greater than that unit's Wounds characteristic, subtract 1 from hit rolls for attacks made with melee weapons by that unit until your next hero phase.

KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, MASTERCLAN, HERO, WIZARD, GREY SEER