

KEEPER OF SECRETS

A Keeper of Secrets is a greater daemon of Slaanesh, a consummate warrior and spellmaster of the Dark Prince's hosts. Its four powerful arms move languidly as it slinks forwards, only to explode into lethal motion when their prey is in reach.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Living Whip	6"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ritual Knife/Sinistrous Hand	1"	1	2+	3+	-1	1
Elegant Greatblade	2"	☀	3+	3+	-1	2
Impaling Claws	3"	2	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Elegant Greatblade	Impaling Claws
0-3	14"	4	5
4-6	12"	3	4
7-9	10"	3	3
10-12	8"	2	3
13+	6"	2	2

DESCRIPTION

A Keeper of Secrets is a single model armed with an Elegant Greatblade, Impaling Claws and one of the following weapon options: Ritual Knife; Sinistrous Hand; Living Whip; or Shining Aegis.

ABILITIES

Dark Temptations: *Few can resist the temptations whispered by a Keeper of Secrets.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model. If you do so, your opponent must choose whether that **HERO** accepts or refuses temptation. If it refuses, that **HERO** suffers D3 mortal wounds. If it accepts, add 1 to hit rolls for attacks made by that **HERO**. Then, at the start of the next combat phase, roll a dice. On 1-3, that **HERO** no longer receives this modifier to its hit rolls. On 4-6, that **HERO** is slain.

Delicate Precision: *A Keeper of Secrets attacks its foes with a dazzling array of exquisitely measured blows.*

If the unmodified wound roll for an attack made with a missile or melee weapon by this model is 6, that attack inflicts a number of mortal wounds equal to the Damage characteristic of the weapon used for the attack and the attack sequence ends (do not make a save roll).

Living Whip: *A living whip can be used to entangle the weapons of a larger opponent.*

If this model is armed with a Living Whip, at the start of the combat phase, you can pick 1 enemy **MONSTER** model within 6" of this model and

roll a dice. On a 3+, pick 1 melee weapon that model is armed with. Subtract 1 from hit rolls for attacks made with that weapon until the end of that phase.

Ritual Knife: *The Keeper of Secrets despatches a badly wounded victim with a final dagger-thrust.*

If this model is armed with a Ritual Knife, at the end of the combat phase, you can pick 1 enemy model within 1" of this model that has any wounds allocated to it and roll a dice. On a 1, nothing happens. On a 2-5, that model suffers 1 mortal wound. On a 6, that model suffers D3 mortal wounds.

Shining Aegis: *This masterfully created shield can turn aside blows and magical spells.*

If this model is armed with a Shining Aegis, roll a dice each time you allocate a wound or mortal wound to this model. On a 6+, that wound or mortal wound is negated.

Sinistrous Hand: *Reaching out with bladed talons, the Keeper of Secrets rips the heart from its dying victim's chest and consumes the still-beating organ.*

If this model is armed with a Sinistrous Hand, at the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, you can heal up to D3 wounds allocated to this model. If any enemy **HEROES** were slain by wounds inflicted by this model's attacks in that phase, you can heal up to D6 wounds allocated to this model instead.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Cacophonic Choir spells.

Cacophonic Choir: *The Keeper of Secrets unleashes a sanity-shattering chorus of magical sound.*

Cacophonic Choir has a casting value of 6. If successfully cast, roll 2D6. Each enemy unit within 6" of the caster that has a Bravery characteristic of less than the roll suffers D3 mortal wounds.

COMMAND ABILITIES

Excess of Violence: *With the subtlest of gestures, a Keeper of Secrets can order its followers to attack with redoubled aggression.*

You can use this command ability in the combat phase when it is your turn to pick a unit to fight with. If you do so, pick 1 other friendly **HEDONITE** unit that has already fought once in that phase and is wholly within 12" of a model with this command ability. That unit can be picked to fight for a second time if it is within 3" of any enemy units. You cannot pick the same unit to benefit from this command ability more than once in the same phase.