



THE CONTORTED EPITOME



The Contorted Epitome writhes across the battlefield on lashing metallic tentacles, twisting under the control of its Daemonette attendants to reflect its enemy's darkest desires and deepest fears.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ravaging Claws	1"	9	3+	4+	-1	1
Coiled Tentacles	3"	2	3+	4+	-2	2

DESCRIPTION

The Contorted Epitome is a single model. It is armed with Ravaging Claws and Coiled Tentacles.

ABILITIES

Gift of Power: *The Heralds that guard a Contorted Epitome can use its power to enhance their own spells.*

You can re-roll casting rolls for this model.

Swallow Energy: *A Contorted Epitome steals the most intense and excessive energies, channelling them back to Slaanesh's Temple of Twisted Mirrors.*

Roll a dice each time you allocate a mortal wound to this model. On a 2+, that mortal wound is negated.

Horrible Fascination: *When a warrior stares into the Contorted Epitome's mirror, they see all of their hopes and fears reflected there, and cannot tear their eyes away.*

At the start of the combat phase, you can roll 1 dice for each enemy unit within 3" of this model. On a 4+, this model cannot be picked as the target of attacks made by that unit in that phase until this model makes any attacks in that phase.

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 Overwhelming Acquiescence spells.

Overwhelming Acquiescence: *The Herald engulfs the foe in an arcane haze of dreams and unattainable desires.*

Overwhelming Acquiescence has a casting value of 7. If successfully cast, pick up to D3 enemy units within 24" of the caster that are visible to them. You can re-roll hit rolls of 1 for attacks that target those units until your next hero phase.