

SKINK STARPRIEST

Blessed with great intelligence and a deep connection to Azyr, the Starpriests provide front-line magical support to the Seraphon in battle. Each is a talented wizard, able to unleash the scouring light of distant celestial bodies upon the foe.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Venombolt	18"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Serpent Staff	1"	2	4+	3+	-1	1

DESCRIPTION

A Skink Starpriest is a single model armed with a Serpent Staff and Venombolt.

ABILITIES

Astral Herald: *Through performing complex star-rituals, these priests can divine – and therefore manipulate – the outcome of a battle.*

At the start of your hero phase, roll a dice for this model. On a 5+, you receive 1 command point.

Serpent Staff: *Channelling cosmic power through their twin-headed staff, a Starpriest coats their allies' weapons in deadly venom.*

In your hero phase, you can pick 1 friendly **SERAPHON** unit wholly within 12" of this model. If you do so, until your next hero phase, if the unmodified wound roll for an attack made by that unit is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. A unit cannot benefit from this ability more than once per phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Blazing Starlight spells.

Blazing Starlight: *The Starpriest summons the blazing light of a distant celestial body.*

Blazing Starlight has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit.

KEYWORDS

ORDER, SERAPHON, SKINK, HERO, WIZARD, STARPRIEST