



## AURIC RUNEMASTER

The Auric Runemaster is the high priest of the forge-temple, and keeper of its ancient lore. In battle, the Runemaster seeks out hidden ur-gold, a single word sending Fyreslayers plunging into the enemy to harvest the precious metal. The earth, too, heeds the command of the Runemaster, and with a gesture, geysers of magma burst forth to incinerate his foes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic Iron	1"	2	3+	4+	-	1

### DESCRIPTION

An Auric Runemaster is a single model. He is armed with a Runic Iron and Fyresteel Throwing Axes.

### ABILITIES

**Holy Seeker:** After set-up is complete, your opponent must pick a unit from their army to be the unwitting bearers of a small amount of ur-gold. Your opponent can re-roll wound rolls of 1 for that unit, but if the Runemaster is within 10" of it at the end of any of your movement phases, he spots a tell-tale glint and gives a triumphant cry. For the rest of the battle, add 1 to the Attacks characteristic of any weapons used by **FYRESLAYERS** to attack that unit.

**Volcano's Call:** In your hero phase, this model can hold aloft his staff and speak words of power, coaxing a stream of magma to bubble up from the ground. Pick a terrain feature within 20" and roll a dice for each model within 1" of it. For each roll of a 6, that model's unit suffers a mortal wound. In addition, until your next hero phase, roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1, the model is slain.

### KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNEMASTER