



## SAURUS ETERNITY WARDEN



### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Mace	1"	3	3+	3+	-1	2
Fearsome Jaws	1"	1	4+	4+	-	1

### DESCRIPTION

A Saurus Eternity Warden is a single model. It is armed with a Star-stone Mace and tears into enemies with its Fearsome Jaws.

### ABILITIES

**Selfless Protector:** Each time this model is within 2" of a **SLANN** that suffers a wound or mortal wound, it can attempt to intervene. If it does so, roll a dice. If the result is 2 or higher, the **SLANN** ignores that wound or mortal wound but this model suffers a mortal wound in its place.

**Alpha Warden:** Saurus Guard make an additional attack with their Celestite Polearms while their unit is within 5" of any Saurus Eternity Wardens from your army.

### MAGIC

**SLANN WIZARDS** know the Summon Eternity Warden spell, in addition to any others they know.

### SUMMON ETERNITY WARDEN

Summon Eternity Warden has a casting value of 5. If successfully cast, you can set up an Eternity Warden within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS ETERNITY WARDEN