



PLAGUE PRIEST

A living nexus of filth and disease, the Plague Priest wields a smoking plague censer whose fetid fumes corrupt the flow of magic itself. Worse, his vile sorcerous powers allow the Plague Priest to belch forth a tide of foulness upon the foe that chokes and rots everything it touches.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstone-tipped Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Plague Priest is a single model. He is armed with a Warpstone-tipped Staff and carries a censer filled with pestilent magic.

ABILITIES

Pestilence-filled Censer: The foul vapours in these censers cause spellcasters to retch and vomit. All **WIZARDS** must subtract 1 from their casting rolls if they are within 6" of any Plague Priests. This does not affect **NURGLE WIZARDS**.

Frenzied Assault: A Plague Priest makes 1 additional attack with its Warpstone-tipped staff if it charged in the same turn.

Pestilent Prayers: In your hero phase, a Plague Priest can pray for a foul disease to be unleashed upon his foes. Pick one of the prayers below then roll a dice. If the result is 3 or higher the prayer is answered, and its effect takes place. If the result is 1 the Plague Priest utters an incorrect phrase and suffers a mortal wound.

Pestilent Breath: The Plague Priest belches forth an impossibly foul cloud. Pick a point on the battlefield that is within 13". Roll a dice for each unit within 2" of that point. On a 4 or more, that unit suffers D3 mortal wounds. **NURGLE** units are only affected on the roll of a 6.

Wither: Pick a unit within 13". Until your next hero phase that unit is ravaged by a terrible wasting sickness; add 1 to all wound rolls made against that unit.

KEYWORDS

CHAOS, SKAVEN, NURGLE, PESTILENS, HERO, PRIEST, PLAGUE PRIEST