



SKINK PRIEST



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbolt	18"	D3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Staff	1"	3	4+	3+	-1	1

DESCRIPTION

A Skink Priest is a single model wielding a Star-stone Staff. Each has its own methods of performing celestial rites; some garb for war in a colourful Cloak of Feathers and cap their staff with an Azyrite gem that looses searing Starbolts, while others prefer to carry a variety of Priestly Trappings, from small glyph-stones to the bleached skulls of their foes.

ABILITIES

Priestly Trappings: A Skink Priest wearing Priestly Trappings affects all **SERAPHON** units from your army within 8" when it performs a celestial rite, rather than a single unit.

Celestial Rites: In your hero phase, a Skink Priest can perform a rite to harness the power of the cosmos. If it does so, roll a dice. If the result is 4 or more, pick a **SERAPHON** unit within 8". You can re-roll run rolls, charge rolls and save rolls for that unit until your next hero phase.

Cloak of Feathers: The colourful cloaks worn by some Skink Priests are woven from the feathers of star-eagles. A Skink Priest wearing a Cloak of Feathers has a Save of 4+ rather than 5+, a Move of 14" rather than 8", and can fly.

MAGIC

SLANN WIZARDS know the Summon Skink Priest spell, in addition to any others they know.

SUMMON SKINK PRIEST

Summon Skink Priest has a casting value of 5. If successfully cast, you can set up a Skink Priest 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, SKINK, HERO, PRIEST, SKINK PRIEST