



## SKINK STARPRIEST



### MELEE WEAPONS

Star-stone Dagger

Range

1"

Attacks

3

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

### DESCRIPTION

A Skink Starpriest is a single model. It wields a Star-stone Dagger and carries a mystical Serpent Staff.

### ABILITIES

**Serpent Staff:** In your hero phase, a Skink Starpriest can level its staff at a **SERAPHON** unit in your army that is within 8", granting them the venom of the two-headed celestial serpent. Until your next hero phase, whenever models from that unit attack with their bite or jaws, a wound roll of 6 or more causes twice the normal amount of Damage.

### MAGIC

A Skink Starpriest is a wizard. It can attempt to cast a spell in each of your own hero phases, and attempt to unbind a spell in each enemy hero phase. A Skink Starpriest knows the Arcane Bolt, Mystic Shield and Summon Starlight spells.

### SUMMON STARLIGHT

The Starpriest gestures with an open hand and calls the light of a distant star to the battlefield. Summon Starlight has a casting value of 6. If it is successfully cast, pick a unit within 20" to be bathed in starlight. If the unit is **SERAPHON**, subtract 1 from the hit rolls of any attacks that target it until your next hero phase. Otherwise, subtract 1 from the hit rolls of any attacks that it makes until your next hero phase. If a unit

of **CHAOS DAEMONS** is bathed in starlight, it also suffers D3 mortal wounds.

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

### SUMMON STARPRIEST

Summon Starpriest has a casting value of 5. If successfully cast, you can set up a Starpriest 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, WIZARD, SKINK STARPRIEST