



## SKINK STARSEER



### MELEE WEAPONS

Astromancer's Staff

Range

2"

Attacks

1

To Hit

4

To Wound

4+

Rend

-1

Damage

D3

### DESCRIPTION

A Skink Starseer is a single model carrying an Astromancer's Staff and seated upon a Palanquin of Constellations – a floating throne of carved stone that incorporates augurs and seeing-stones for discerning the future from the movement of the stars.

### FLY

A Skink Starseer can Fly.

### ABILITIES

**Cosmic Herald:** In your hero phase, a Skink Starseer can attempt to scry the future. Both you and your opponent secretly place a dice to show any number, then reveal them. You gain as many insights as the number on your dice –

however, if your opponent's dice shows the same number, the Starseer misreads the portents that are revealed and your opponent gains the insights instead! Each insight can be used to re-roll any single dice before your next hero phase.

### MAGIC

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

### CURSE OF FATES

Curse of Fates has a casting value of 4. If successfully cast, pick a unit within 20".

Once per phase until your next hero phase, you can increase or decrease the result of a single dice roll for that unit by one.

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

### SUMMON STARSEER

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