

LORD-EXORCIST

The Lord-Exorcist has power over the spirit as well as the mortal form. He can hurl back daemons, gheists and even the souls of corrupt and evil foes. Those he judges redeemable he may save, though in times of war these are few indeed.



MELEE WEAPONS

Redemption Stave

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Lord-Exorcist is a single model armed with a Redemption Stave.

ABILITIES

Redemptor Casket: *Each redemption stave incorporates a casket for the containment of malicious spirits.*

At the start of your shooting phase, roll a dice for each **DAEMON** or **NIGHTHAUNT** unit within 6" of this model. On a 4+ that unit suffers 1 mortal wound.

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Purifying Blast spells.

Purifying Blast: *Slamming his stave onto the ground, the Lord-Exorcist unleashes a wave of power that blasts the spirits of the unworthy from their bodies.*

Purifying Blast has a casting value of 5. If successfully cast, roll a dice for each enemy unit within 6" of the caster. Add that unit's Bravery characteristic to the roll. If the result is less than 10, that unit suffers D3 mortal wounds. Halve the Bravery characteristic (rounding down) of **DEATH** and **DAEMON** units for this spell.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, LORD-EXORCIST