



VORTEMIS THE ALL-SEEING



Vortemis has been instrumental in twisting the strands of fate to serve the will of Tzeentch. His Arcanite Cult has had spies in the city of Shadespire for centuries, and he has plotted to undermine Nagash for just as long.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	1"	1	4+	4+	-	1

DESCRIPTION

Vortemis the All-seeing is a named character that is a single model. He is armed with a Tzeentchian Runestaff.

ABILITIES

Magic-touched: *Magisters are attuned to magical energy like no other.*

If the first casting roll for this model in a hero phase is a double, this model can attempt to cast one extra spell in that hero phase (whether the spell is successfully cast or not).

MAGIC

Vortemis the All-seeing is a **WIZARD**. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Sorcerous Insight spells.

Sorcerous Insight: *Memory becomes echo, echo resonance, resonance reality wrought anew.*

Sorcerous Insight has a casting value of 5. If successfully cast, you receive 1 extra command point. The extra command point can only be spent on an At the Double, Forward to Victory or Inspiring Presence command ability that is used by this model.

KEYWORDS CHAOS, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER, VORTEMIS THE ALL-SEEING

NIGHTVAULT UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Vortemis the All-seeing	1	1	220	Vortemis the All-seeing is a Leader	Unique. These units must be taken as a set for a total of 220 points. Although taken as a set, each is a separate unit.
Eyes of the Nine	4	4			

EYES OF THE NINE

Agents of the Gaunt Summoners, the Eyes of the Nine seek out artefacts redolent with realm magics that they can corrupt with Tzeentchian energy, and with these ensorcelled lodestones tether the Silver Towers to reality.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blue Horror's Magical Flames	14"	1	4+	4+	-	1
Brimstone Horrors' Magical Flames	12"	2	5+	5+	-	1
Sorcerous Bolt	12"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Blade	1"	1	4+	4+	-	1
Savage Greatblade	1"	1	4+	4+	-1	2
Vicious Beak	1"	1	4+	5+	-	1
Blue Horror's Taloned Hands	1"	1	5+	5+	-	1
Brimstone Horrors' Taloned Hands	1"	2	5+	6+	-	1

DESCRIPTION

The Eyes of the Nine is a unit that has 4 models. Narvia and Turosh are each armed with a Cursed Blade and Sorcerous Bolt, and each carries an Arcanite Shield; K'charik is armed with a Savage Greatblade and Vicious Beak; and the Blue Horror is armed with Taloned Hands and Magical Flames.

K'CHARIK: Add 1 to K'charik's Wounds characteristic.

ABILITIES

Arcanite Shield: An arcanite shield is protected by an arcane glamour that can turn aside attacks.

Roll a dice each time you allocate a wound or mortal wound to a model with an Arcanite Shield. On a 6, that wound or mortal wound is negated.

Split: If the Blue Horror in the Eyes of the Nine is slain, it transforms into a pair of Brimstone Horrors.

If the Blue Horror in this unit is slain, before it is removed from play, set up 1 Brimstone Horror model within 1" of the slain Blue Horror. Then remove the slain Blue Horror from play. The Brimstone Horror is armed with Taloned Hands and Magical Flames.

KEYWORDS

CHAOS, TZEENTCH, EYES OF THE NINE

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