

SKINK ORACLE

ON TROGLODON

Conduits of celestial magic, the Oracles are blessed with a portion of the slann's magical might. They are the only skinks capable of taming the foul Troglodons, directing the loathsome beasts to slake their hunger on the enemies of the Seraphon.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Spittle	☀	D3	3+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Divining Rod	1"	2	4+	4+	-1	D3
Clawed Forelimbs	2"	2	4+	3+	-	2
Venomous Jaws	2"	3	4+	☀	-	2

DAMAGE TABLE

Wounds Suffered	Move	Noxious Spittle	Venomous Jaws
0-2	10"	18"	2+
3-4	9"	15"	3+
5-7	8"	12"	3+
8-9	7"	9"	4+
10+	6"	6"	5+

KEYWORDS

ORDER, SERAPHON, SKINK, TROGLODON, MONSTER, HERO, WIZARD, ORACLE

DESCRIPTION

A Skink Oracle on Troglodon is a single model armed with a Divining Rod.

MOUNT: This model's Troglodon attacks with its Noxious Spittle, Venomous Jaws and Clawed Forelimbs.

ABILITIES

Drawn to the Screams: *Troglodons are drawn to the screams elicited by wounds inflicted by their noxious spittle.*

If any wounds inflicted by this model's Noxious Spittle are allocated to an enemy model and not negated, until the end of the turn, you can re-roll charge rolls for this model.

Oracle of the Slann: *An Oracle can draw upon some of the power of their slann master no matter how far away they may be.*

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

Regeneration: *Troglodons are able to regrow injured flesh almost as soon as they are harmed.*

In your hero phase, you can roll a dice for this model. If you do so, on a 2+, heal up to D3 wounds allocated to this model.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

Venomous Spittle: *The venom that drips from a Troglodon's jaws is extremely toxic and highly corrosive.*

If the unmodified wound roll for an attack made with this model's Noxious Spittle or Venomous Jaws is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. This model knows the Arcane Bolt, Mystic Shield and Comet's Call spells.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.