

Arcane Might

1



Enchantment – Slann Command Trait



Few creatures have mastered the secrets of magic like the Slann. Long aeons spent traversing the stars have saturated their minds with the power of Azyr.

Re-roll rolls of 1 when making a casting or unbinding roll for the general.

Vast Intellect

2



Enchantment – Slann Command Trait



To the Slann their labyrinthine minds the past, present and future blur together, though in rare moments of lucidity they bend all their sorcerous might towards the downfall of Chaos.

The general can use the Curse of Fates and Summon Starlight spells from the Skink Starseer and Skink Starpriest warscrolls.

Great Rememberer

3



Enchantment – Slann Command Trait



Impossibly ancient, only the Slann have survived through force of will alone. Beings of immense magical power, they have restored their armies, remembering them into existence.

If the general is still alive, you can use the Lords of Space and Time battle trait twice in each of your hero phases rather than only once.

Disciplined Fury

1



Enchantment – Saurus Command Trait



Despite their ferocity, the Saurus is not a mindless killer or reckless berserker. Their strength is tempered by the discipline and order that permeates all Seraphon.

You can re-roll one failed hit roll for the general in each combat phase.

Thickly Scaled Hide

2



Enchantment — Saurus Command Trait



Blades ringing from his heavy scaled hide and bone helm, the Saurus smashes his way through the enemy. The battle-worn hide is a testament to prowess.

You can re-roll save rolls of 1 for the general.

Mighty War Leader

3



Enchantment — Saurus Command Trait



Against this mighty host of Azyr foes are swiftly crushed, swept aside by thunderous charges, torn apart with snapping fangs and unquestioning loyalty.

The general can use the Inspiring Presence command ability in the same hero phase that they use one other command ability.

Master of Star Rituals

1



Enchantment – Skink Command Trait



Gifted with intellects far beyond those of most mortals. By performing Azyrite star-rituals, these priests can alter the outcome of a battle.

If the general is a Skink Priest, they can use the Celestial Rites ability from their warscroll twice in each of their hero phases rather than once. If they are not a Skink Priest, then they can use the Celestial Rites ability.

Nible

2



Enchantment – Skink Command Trait



Nimble, furious and clever, this is a champion amongst skirmishers in the Seraphon armies. The champion has the Saurus' battle-fury with a hunter's patience.

Add 1 to the general's Move characteristic. In addition, add 1 to save rolls for the general as long as they are not riding upon a mount.

Cunning

3



Enchantment — Skink Command Trait



In the dark places of the Mortal Realms there can be found methods for raising an army at great speed, especially if the would-be general is flexible in their approach to morality.

Roll a dice at the start of the combat phase if the general is within 3" of an enemy HERO. On a roll of 4 or more the enemy hero suffers 1 mortal wound.

Zoetic Dial

1



Artifact



As the constellations align with the facets of this mighty Astrolith, the strands of fate inexorably envelope its bearer.

Roll a dice at the start of the first battle round. In the battle round corresponding to the number you roll, you can re-roll failed save rolls for this model. If you roll a 6, you can decide to use this ability at the start of any one battle round, rather than having to use it in the 6th battle round.

Incandescent Rectrices

2



Artifact



The light of a thousand stars shimmers along the length of this vibrant plumage, instilling the bearer with the restorative power of the heavens.
Roll a dice the first time this model suffers its final wound. On a roll of 1 or 2 the model is slain. On a roll of 3 or more, this model heals D3 wounds instead. If the model is not slain, remove it from the battlefield and set it up again within 12" of its original location, more than 3" away from any enemy models. If this is impossible, this model remains in its current location.

Blade of Realities

3



Artifact



This weapon has existed in one form or another across every realm and in every reality. It is remembered into existence by the Slann Starmasters to bring about the end of tyrants.

Pick one melee weapon that the bearer can use. Increase the Rend characteristic of the weapon by 1.

Light of Dracothion

4



Artifact



Gathered by the Slann on their journey to Azyr, the light from the Great Drake's tears can wash away the foulest and most corruptive of energies.

Once per battle, the bearer can automatically unbind one spell cast by an enemy WIZARD within 18".

Coronal Shield

5



Artifact



Those who stand before the carrier of the Coronal Shield are blinded by the focused light of suns before they are immolated.

At the start of any combat phase, roll a dice for each enemy unit within 3" of this model. On a roll of 4 or more that unit is blinded; subtract 1 from the hit rolls of a blinded unit for the rest of that combat phase.

Prism of Amyntok

6



Artifact



When angled correctly the Prism of Amyntok can channel aetheric power from the skies of the Luminous Realm, blasting the bearer's foes with a beam of pure white energy.

You can unleash the power of the prism at the start of your movement phase. If you do so, this model cannot move in that movement phase. Pick an enemy unit within 12" of this model. On a roll of 3 or more, that unit suffers D3 mortal wounds.

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