



TORGILLIUS THE CHAMBERLAIN

This dark magician has earned himself a place in Radukar's court thanks to his mastery of grave-sand and its uses. When called into battle, Torgillius can unleash devastating sorcery that leaves any survivors drained of all strength.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Fangs	1"	4	5+	4+	-	1

DESCRIPTION

Torgillius the Chamberlain is a named character that is a single model.

COMPANIONS: Torgillius the Chamberlain is accompanied by his vermin, who attack with their Claws and Fangs. For rules purposes, his vermin are treated in the same manner as a mount.

ABILITIES

Trusted Lieutenant: *Radukar has granted Torgillius the resources with which to continue his research. In return, the Chamberlain provides his knowledge of necromancy and passes on the secrets gathered for him by his vermin spies.*

At the start of your hero phase, if this model is within 3" of a friendly **RADUKAR THE WOLF**, roll a dice. On a 4+, you receive 1 extra command point.

Grave-sand Phylactery: *These small arcane devices bind the soul of another through the grave-sand held within. When the bearer is struck down, the phylactery's victim is consumed in their place.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated. On a 1, that wound or mortal wound is not negated and this ability cannot be used by this model for the rest of the battle.

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. It knows the Arcane Bolt, Mystic Shield and Necrotising Bolt spells.

Necrotising Bolt: *A chill wind falls upon the battlefield as dark magic begins to swirl and coalesce around Torgillius, before being launched straight into the ranks of the enemy, sapping their strength even as it flays their souls from their screaming bodies.*

Necrotising Bolt has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1 from hit rolls for attacks made by that unit until the start of your next hero phase.

KEYWORDS DEATH, NECROMANCER, DEATHMAGE, HERO, WIZARD, TORGILLIUS THE CHAMBERLAIN