



VORTEMIS THE ALL-SEEING

Vortemis has been instrumental in twisting the strands of fate to serve the will of Tzeentch. His Arcanite Cult 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

Magical-touched: *Magisters are attuned to magical energy like no other, but there are those that delve too deep into this source of power.*

If the casting roll for this model is a double and the casting attempt is successful and not unbound, this model can attempt to

cast 1 extra spell this turn. If it does so and the extra casting roll is a double, the spell automatically fails and this model is slain. If a friendly **MAGISTER** is slain by this effect, roll a dice before removing the model. On a 2+, 1 **TZEENTCH CHAOS SPAWN** is added to your army. Set up the **TZEENTCH CHAOS SPAWN** anywhere on the battlefield within 1" of the slain **MAGISTER** and more than 3" from any enemy units.

MAGIC

Vortemis the All-seeing is a **WIZARD**. He can attempt to cast 1 spell in your

hero phase and attempt to unbind 1 spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Sorcerous Insight spells.

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

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

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, CULT OF THE TRANSIENT FORM, HERO, WIZARD, MAGISTER, VORTEMIS THE ALL-SEEING