

Sayl the Faithless, Twisted Seer of the Wastes

Sayl the Faithless & Nightmaw

Sayl the Faithless 325 points
Nightmaw the Spawn 105 points

	M	WS	BS	S	T	W	I	A	LD
Sayl	4	6	3	4	4	3	6	3	9
Nightmaw	2D6	3	0	4	5	3	5	D6+1	10

Sayl the Faithless is a Lord choice for a Warriors of Chaos army. If Sayl the Faithless has been chosen as part of the army, you may also take Nightmaw the Spawn. Nightmaw is used as a separate unit of a single model but the points spent on him do not count towards the Rare selection total for the army.

Troop Type:

Sayl: Infantry (Special Character)

Nightmaw: Monstrous Beast

Magic: Sayl is a Level 3 Wizard who can choose his spells from the Lore of the Heavens or Lore of Shadow, and in addition always knows the spell *Traitor's Mist*.

Traitor's Mist

Cast on a 6+

With this spell, Sayl can both evade his enemies and sow death in his wake.

This is an Augment spell that Sayl can cast upon himself. If successful he may immediately make a move using the Fly special rule as if it were the Remaining Moves sub-phase. In addition any model (friend or foe) in base contact at the start of the move suffers an automatic Strength 3 hit with no armour saves allowed.

SPECIAL RULES (SAYL)

Mutant Sight

Sayl's particular mutation has turned his head into a lumpen inhuman mass of boiling flesh, opening in a single baleful eye which stares through the mortal realm into the spheres beyond time and matter. This preternatural vision and precognition means that any Characteristic test Sayl fails can be re-rolled and he may channel an extra Power dice on a 5 or 6.

MAGIC ITEMS (SAYL)

The Viperous Staff (Magic Weapon)

A foul heirloom of the Dolgan tribe, this dark-iron staff is entwined with serpents which come alive at the wielder's command, glowing venom dripping from their fangs as they strike with formidable speed and power to defend their master and slay his enemies.

This weapon has the Killing Blow special rule and also grants the wielder a Ward save of 5+.

Schalkain's Teeth (Arcane Item, One use)

This corpse-skin bag contains numerous sigil-etched teeth and fangs Sayl has torn from the skulls of the various wizards and magical beasts he has defeated in his unholy career, not least of all those of his first master, Schalkain. Should his magic go awry, Sayl may hurl a handful of the teeth as part of a treacherous curse against an ally to divert the wrath of the winds of magic.

If he incurs a Miscast he may choose to inflict its effects on a single friendly model within 12" instead of himself. This must be decided before the effects of the miscast have been rolled, and may be done only once per game. If the subject of the miscast is not a Wizard and Power Drain is rolled, then the effect is voided.

SPECIAL RULES (Nightmaw)

Shadow-kin: Nightmaw is accompanied by a shifting veil of darkness and shadows, which blur and distort his shifting outline, and only at close range is the true horror of the creature's form apparent.

Nightmaw is at -1 To Hit with shooting attacks.

Fear, Unbreakable, Lurching Horror, Flailing Appendages, Regeneration (3+), and Always Strikes First (see the *Warhammer* rulebook).