



The vampire Deintalos dwells in the darkness of Harrowdeep, snaring those who walk its labyrinthine passages. His experiments with the Force Dynamic – the arco-electric force he believes animates all things – led to his self-imposed exile from Shyish, where his brand of necromancy is taboo.

## WARSCROLL DEINTALOS THE EXILE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dynamic Bolts	18"	2	4+	2+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stave Dynamic	1"	3	3+	2+	-2	D3

*Deintalos the Exile is armed with Dynamic Bolts and the Stave Dynamic.*

**WIZARD:** This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

**The Hunger:** Those who bear the Soulblight curse constantly crave blood and are empowered by feasting upon their foes.

Each time this unit fights, after all of its attacks have been resolved, you can heal up to a number of wounds allocated to this unit equal to the number of wounds and mortal wounds caused by attacks made by this unit in that phase that were allocated to enemy units.

**Crackling Field:** Deintalos and his Arcwalkers are protected from harm by a field of arco-electric energy.

This unit has a ward of 5+.

**Terrible Dynamism:** The power stored in the Stave Dynamic can reanimate Deintalos's Deadwalker minions.

At the end of the battleshock phase, if a friendly **THE EXILED DEAD** unit is within 6" of this unit, you can return 1 slain model to that unit.

**Channelled Dynamism:** The arcane control Deintalos has over the Force Dynamic allows for surprising bursts of speed from his minions.

Channelled Dynamism is a spell that has a casting value of 3 and a range of 6". If successfully cast, pick 1 friendly **THE EXILED DEAD** unit wholly within range and visible to the caster. Until your next hero phase, that unit can run and still charge later in the turn.

**KEYWORDS** DEATH, SOULBLIGHT GRAVELORDS, VAMPIRE, HERO, WIZARD, DEINTALOS THE EXILE



In Harrowdeep, Deintalos found an ideal place to hide his grisly experiments. Aided by his mortal apprentice in necromancy, Marcov, Deintalos animates cadavers with arcane machinery and using the Force Dynamic. These Arcwalkers, as Deintalos dubs them, act in eerie unison as they tear apart their foes.

## WARSCROLL THE EXILED DEAD

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arco-electric Weapon	1"	3	5+	4+	-1	1
Bonesaw	1"	3	3+	3+	-	1
Pitted Halberd	1"	2	3+	3+	-	2

*The models in The Exiled Dead are Prentice Marcov, Regulus, Bault, Vlash, Ione and Coyl. Each is armed with an Arco-electric Weapon.*

**CHAMPION:** Prentice Marcov is the unit champion. He is armed with a Bonesaw instead of an Arco-electric Weapon and has a Wounds characteristic of 3. Add 1 to casting and unbinding rolls for a friendly **DEINTALOS THE EXILE** if this unit includes Prentice Marcov.

**REGULUS:** Regulus is armed with a Pitted Halberd instead of an Arco-electric Weapon.

**Dynamic Cage:** The energy Deintalos uses to animate his minions has a nasty habit of earthing itself in anyone who gets too close.

If the unmodified hit roll for an attack made with an Arco-electric Weapon is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound roll or save roll).

**Crackling Field:** Deintalos and his Arcwalkers are protected from harm by a field of arco-electric energy.

While this unit is wholly within 9" of a friendly **DEINTALOS THE EXILE**, Bault, Vlash, Ione and Coyl have a ward of 5+.

**KEYWORDS** DEATH, SOULBLIGHT GRAVELORDS, DEADWALKERS, THE EXILED DEAD

SOULBLIGHT GRAVELORDS				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Deintalos the Exile	1	220	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Exiled Dead	6			