

• WARSCROLL •

MAGISTER

ON DISC OF TZEENTCH

Magisters are powerful sorcerers in service to Tzeentch. Filled with eldritch energies as they ride their Disc of Tzeentch, they can wield fantastical fires to scorch the foe or transform an enemy into the squelching, misshapen form of a Chaos Spawn.



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
Warpsteel Sword	1"	1	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Magister on Disc of Tzeentch is a single model armed with a Tzeentchian Runestaff and Warpsteel Sword.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

FLY: This model can fly.

ABILITIES

Magic-touched: *Magisters are attuned to magical energy and can harness the raw essence of Chaos. There are those, however, 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.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER

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 Bolt of Change spells.

Bolt of Change: *The Magister hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch.*

Bolt of Change has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. That unit suffers D3 mortal wounds. If any models were slain by this spell, before removing the first slain model, you can add 1 **TZEENTCH CHAOS SPAWN** to your army and set it up within 3" of the slain model's unit.

