

ARCHMAGE TECLIS

AND CELENNAR, SPIRIT OF HYSH

Teclis is a paragon of magical talent, a deific presence who has only become more powerful since uniting his soul with the lunasphinx Celessnar. Their mastery of light protects the Lumineth armies whilst searing the foe to scattering ashes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lunar Staff	18"	1	2+	2+	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Teclis	1"	2	4+	2+	-3	D3
Moonbright Talons	1"	☀	3+	3+	-2	2

DAMAGE TABLE

Wounds Suffered	Move	Moonbright Talons	Aura of Celessnar
0-4	12"	6	16"
5-7	10"	5	12"
8-10	8"	4	8"
11-13	6"	3	6"
14+	4"	2	4"

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, MONSTER, HERO, WIZARD, TECLIS

DESCRIPTION

Archmage Teclis is a named character that is a single model. He is armed with the Sword of Teclis and the Lunar Staff, and he carries the Discs of the Aelementiri.

CELENNAR: Teclis is accompanied by Celennar, Spirit of Hysh, who attacks with Moonbright Talons. For rules purposes, Celennar is treated in the same manner as a mount.

FLY: This model can fly.

ABILITIES

Archmage: *When Teclis concentrates deeply enough, not even the most powerful wizards in the Mortal Realms can unbind his spells.*

At the start of your hero phase, you must say if this model will cast 1 spell, 2 spells or up to 4 spells. If this model will cast 1 spell, when it attempts to cast that spell, it is automatically cast (do not roll 2D6) and it cannot be unbound.

If this model will cast 2 spells, when it attempts to cast those spells, each is automatically cast with a casting roll of 12 that cannot be modified (do not roll 2D6). Enemy **WIZARDS** can attempt to unbind these spells.

If this model will cast up to 4 spells, when it attempts to cast those spells, each is automatically cast with a casting roll of 10 that cannot be modified (do not roll 2D6). Enemy **WIZARDS** can attempt to unbind these spells.

Aura of Celennar: *The presence of Celennar grants nearby allies arcane knowledge and insight.*

Add 1 to casting, dispelling and unbinding rolls for friendly **LUMINETH REALM-LORDS** units within range of this model's Aura of Celennar ability. The range

of the Aura of Celennar ability for this model is shown on the damage table.

Discs of the Aelementiri: *Teclis has mastered all four aelementiri disciplines. He carries at his belt magical discs that can cause the realm around him to absorb hostile magic.*

In your hero phase, in addition to casting 1, 2 or up to 4 spells, this model can automatically dispel 1 endless spell (do not roll 2D6). In the enemy hero phase, this model can automatically unbind 1 enemy spell (do not roll 2D6).

Seeing Stone of Celennar: *A priceless gift from Celennar to Teclis, this allows the bearer to see the flow of magic itself – and alter it to his whim.*

Each time a friendly unit within range of this model's Aura of Celennar ability is affected by an endless spell or a spell cast by an enemy **WIZARD**, you can roll a dice. On a 4+, ignore the effects of that spell or endless spell on that unit. Then, pick 1 enemy unit within 18" of that unit. That enemy unit suffers D3 mortal wounds. The range of the Aura of Celennar ability for this model is shown on the damage table.