

BURNING SIGIL OF TZEENTCH

Drizzling ectoplasm and daemonic fire, the conjured sigil of Tzeentch is so redolent with mutative energies that it can transform those around it into a thousand fleshy forms. To stand close by is to risk horrific transmogrification – though in the final reckoning of battle, some of these mutations are as much a blessing as they are a curse.

DESCRIPTION

A Burning Sigil of Tzeentch is a single model.

MAGIC

Summon Burning Sigil of Tzeentch:

Brief incantations in the Dark Tongue see these burning symbols of worship spark into reality.

Summon Burning Sigil of Tzeentch has a casting value of 5. Only **TZEENTCH WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Burning Sigil of Tzeentch model wholly within 18" of the caster.

ABILITIES

Radiant Transmogrification: *The sigil channels the energies of the Impossible Fortress; with each pulse comes a handful of blessings and curses as fickle as the bastion's master.*

At the end of your movement phase, if the Burning Sigil of Tzeentch is on the battlefield, you must roll a dice on the following table:

D6 Effect

- 1 Dismembered by Change:** Pick 1 unit within 12" of this model and visible to it. 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.

- 2 Crippling Appendages:** Pick 1 unit within 12" of this model and visible to it. Halve the Move characteristic of that unit until the start of your next hero phase.
- 3-4 Mutative Flux:** Pick 1 unit within 12" of this model and visible to it. That unit can move D6" even if it ran in the same turn.
- 5 Spawning Limbs:** Pick 1 unit within 12" of this model and visible to it. Add 1 to the Attacks characteristic of that unit's melee weapons until the start of your next hero phase.
- 6 Shifting Aura:** Pick 1 unit within 12" of this model and visible to it. Subtract 1 from hit rolls for attacks that target that unit until the start of your next hero phase.