



GAUNT SUMMONER OF TZEENTCH

There are but nine Gaunt Summoners, a powerful order of sorcerers dedicated to Tzeentch. Gazing into infinity with a myriad glistening eyes, a Gaunt Summoner calls forth daemons or summons sheets of infernal flames to engulf the foe.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Changestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp tongue Blade	1"	1	3+	4+	-	1

DESCRIPTION

A Gaunt Summoner of Tzeentch is a single model armed with a Changestaff and Warp tongue Blade.

ABILITIES

Warp tongue Blade: *Those cut by a warp tongue blade soon find their bodies wracked with sickening and uncontrollable mutations.*

If the unmodified wound roll for an attack made with a Warp tongue Blade is 6, that attack inflicts D6 mortal wounds on the

target and the attack sequence ends (do not make a save roll).

Book of Profane Secrets: *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.*

Once per battle, at the start of your hero phase, you can say that this model will use its Book of Profane Secrets. If you do so, you can summon 1 unit from the following list to the battlefield and add it to your army, but the number of spells that this

model can attempt to cast in that phase is reduced by 1. The summoned unit must be set up wholly within 9" of this model and more than 9" from any enemy units.

Choose 1 unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes
- 6 Furies

KEYWORDS

CHAOS, DAEMON, MORTAL, TZEENTCH, ARCANITE, SLAVES TO DARKNESS, EVERCHOSEN, HERO, WIZARD, GAUNT SUMMONER

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Infernal Flames spells.

Infernal Flames: *The Gaunt Summoner conjures a rolling wave of scorching wyrdfire that engulfs enemy formations.*

Infernal Flames has a casting value of 7. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them, and roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound. If that unit is an enemy **MONSTER** or **WAR MACHINE**, roll 3 dice for each model instead.

