



KAIROS FATEWEAVER

Kairos Fateweaver can see the past and the future, and he uses this ability to twist destiny to suit his own malevolent purposes. The twin-headed terror is a master of magic known as the Oracle of Tzeentch – wherever he goes, change is sure to follow.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tomorrow	3"	3	3+	☀	-1	2
Beaks and Claws	1"	5	4+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Staff of Tomorrow	Gift of Change
0-3	12"	1+	6
4-6	10"	2+	D6
7-9	9"	3+	3
10-12	8"	4+	D3
13+	7"	5+	1

KEYWORDS

CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE, KAIROS FATEWEAVER

DESCRIPTION

Kairos Fateweaver is a named character that is a single model. He is armed with the Staff of Tomorrow and his Beaks and Claws.

FLY: This model can fly.

ABILITIES

Mastery of Magic: *To master the arcane is to embody the grand design of the Changer of the Ways.*

When this model makes a casting, unbinding or dispelling roll, you can change the lowest D6 to match the highest D6.

Spell-eater: *Tzeentch's daemons revel in the Arcanum Optimar, summoning and dispelling even the most predatory spells at will.*

Once per turn, in your hero phase, you can pick 1 endless spell within 18" of this model. That endless spell is dispelled.

Oracle of Eternity: *The oracle uses his insight to guide reality into fulfilling his own prophecies. A single twist in fate can mean utter devastation to any who cross Kairos.*

Once per battle, in either player's turn, if this model is on the battlefield, you can replace a single dice from one of the following dice rolls with a result of your choice.

- Casting rolls
- Unbinding rolls
- Dispelling rolls
- Run rolls
- Charge rolls
- Hit rolls
- Wound rolls
- Save rolls
- Any roll that determines the Damage characteristic of a missile or melee weapon
- Battleshock tests

Note that this ability only allows you to replace a single dice roll. For 2D6 rolls (such as casting rolls or charge rolls), you can only replace 1 of the dice. In addition, any rolls that have been replaced count as unmodified rolls and cannot be re-rolled or modified further.

MAGIC

Kairos Fateweaver is a **WIZARD**. He can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Gift of Change spells.

In addition, while friendly **WIZARDS** are wholly within 18" of him, Kairos Fateweaver knows any spells on those **WIZARDS'** warscrolls that are possible for him to cast.

Gift of Change: *As Kairos traces a burning sigil in the air, he gifts his foes the boon of mutating flesh.*

Gift of Change has a casting value of 8. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. That unit suffers a number of mortal wounds equal to the Gift of Change value shown on the caster's damage table. If any models were slain by this spell, before removing the first slain model, you can add a **TZEENTCH CHAOS SPAWN** to your army and set it up within 3" of the slain model's unit.