

# LORD OF CHANGE

The greatest of Tzeentch's daemons, the Lords of Change shimmer with raw magic. With a flick of their claw, they can hurl foes into the nightmarish Realm of Chaos, blast enemies with wyrdfire or steal opponents' spells for their own use.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rod of Sorcery	18"	2D6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	4	3+	☀	-	2
Baleful Sword	1"	2	4+	2+	-2	3
Curved Beak and Wicked Talons	1"	4	4+	3+	-1	2

## DAMAGE TABLE

Wounds Suffered	Move	Staff of Tzeentch	Infernal Gateway
0-3	12"	1+	3+
4-6	10"	2+	4+
7-9	9"	3+	4+
10-12	8"	4+	4+
13+	7"	5+	5+

### KEYWORDS

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

## DESCRIPTION

A Lord of Change is a single model armed with one of the following weapon options: Staff of Tzeentch and Baleful Sword; Staff of Tzeentch and Rod of Sorcery; or Staff of Tzeentch and Curved Beak and Wicked Talons.

**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.

**Spell-thief:** *Should a rival sorcerer conjure a spell that intrigues the Lord of Change, the greater daemon will acquire the incantation for its own use.*

If this model successfully unbinds an enemy spell with an unbinding roll of 9+, this model can attempt to cast that spell, if it is possible for it to do so, for the rest of the battle.

## 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 Gateway spells.

**Infernal Gateway:** *The Lord of Change opens a portal to the Realm of Chaos, pulling enemies to their doom.*

Infernal Gateway has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 9 dice. That unit suffers 1 mortal wound for each roll that is equal to or greater than the Infernal Gateway value shown on the caster's damage table.

## COMMAND ABILITY

**Beacon of Sorcery:** *Spreading its arms wide, the Lord of Change saturates the area with raw magic.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly model with this command ability. Until your next hero phase, you can add 1 to casting and unbinding rolls for friendly **TZEENTCH DAEMON WIZARDS** while they are wholly within 18" of that model.