

MAGISTER

As a central figure of the cabal that leads an Arcanite Cult, a Magister will use all their fell powers to inflict change and ruin upon the Mortal Realms in the name of the Great Conspirator. At their hands are the enemies of Tzeentch transformed.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsteel Sword	1"	1	4+	4+	-	1

DESCRIPTION

A Magister is a single model armed with a Tzeentchian Runestaff and Warpsteel Sword.

ABILITIES

Magical-touched: *Magisters are attuned to magical energy. There are those, however, that delve too deep into this source of power.*

If the casting roll for this model is a double and the casting attempt is successful and not unbound, this model can attempt to cast 1 extra spell this turn. If it does so and

the extra casting roll is a double, the spell automatically fails and this model is slain. If a friendly **MAGISTER** is slain by this effect, roll a dice before removing the model. On a 2+, 1 **TZEENTCH CHAOS SPAWN** is added to your army. Set up the **TZEENTCH CHAOS SPAWN** anywhere on the battlefield within 1" of the slain **MAGISTER** and more than 3" from any enemy units.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

It knows the Arcane Bolt, Mystic Shield and Bolt of Change spells.

Bolt of Change: *The Magister hurls a coruscating bolt of energy at the foe.*

Bolt of Change has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. 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.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER