

MAGISTER

Magisters are powerful sorcerers in service to Tzeentch. Filled with eldritch energies, a Magister can wield fantastical fires to scorch the foe, or transform an enemy into the squelching, misshapen form of a Chaos Spawn. As a member of the cabal of an Arcanite Cult, a Magister will use all his fell powers to inflict change and ruin upon the Mortal Realms in the name of the Great Conspirator.



MISSILE WEAPONS

Tzeentchian Runestaff

MELEE WEAPONS

Warpsteel Sword

Range	Attacks	To Hit	To Wound	Rend	Damage
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18"	1	3+	4+	-	D3
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Range	Attacks	To Hit	To Wound	Rend	Damage
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1"	1	4+	4+	-	1
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DESCRIPTION

A Magister is a single model. It is armed with a Warpsteel Sword, and looses bolts of flickering energy from its Tzeentchian Runestaff.

ABILITIES

Magic-touched: Magisters are attuned to magical energy like no other. If the result of a casting roll for this model is a double, whether or not the spell is successfully cast, it can attempt to cast another spell this turn.

MAGIC

A Magister is a wizard. It can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each 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, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch. Bolt of Change has a casting value of 7. If successfully cast, pick a visible enemy unit within 18" of the caster. That unit suffers D3 mortal wounds. Roll a dice for each model slain by Bolt of Change; if any of the results are a 4 or more, you can set up one Chaos Spawn under your control within 3" of the target unit.

KEYWORDS

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