

GAUNT SUMMONER OF TZEENTCH

There are but nine Gaunt Summoners, one of the most powerful orders of sorcerers dedicated to Tzeentch. Gazing into infinity with a myriad glistening eyes, a Gaunt Summoner calls forth daemons from the Realm of Chaos or summons sheets of infernal flames to engulf the foe. Those who dare approach too close are stabbed with a mutation-causing warptongue blade.



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
Warptongue Blade	1"	1	3+	4+	-	See below

DESCRIPTION

A Gaunt Summoner of Tzeentch is a single model. He is armed with a Changestaff that can blast his enemies with the iridescent fires of Tzeentch, and a Warptongue Blade. He is never without a Book of Profane Secrets, with which he can call cohorts of daemons to the battlefield through a Realmgate.

ABILITIES

Book of Profane Secrets: If a Gaunt Summoner is within 9" of a **REALMGATE** at the start of its movement phase, it can summon a unit of **CHAOS DAEMONS** to the battlefield, adding it to your army. Place the unit so that all models are within 6" of the Realmgate and more than 9" away from any enemy units. This is the summoned unit's move for the movement phase.

Warptongue Blade: The body of anyone cut by a Warptongue Blade is wracked with sickening and uncontrollable mutations. If a Warptongue Blade inflicts damage on an enemy unit, roll two dice. If the roll is higher than the enemy unit's Bravery, one model in the unit is slain. Otherwise, the blade inflicts 1 wound.

MAGIC

A Gaunt Summoner of Tzeentch is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. A Gaunt Summoner 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 8. If successfully cast, pick a visible enemy unit and roll 1 dice for each model in the target unit that is within 18" of the caster; the unit suffers 1 mortal wound for each roll of 4 or more. Roll 3 dice for each **MONSTER** or **WAR MACHINE** in the target unit, rather than only 1 dice.

KEYWORDS

CHAOS, DAEMON, MORTAL, TZEENTCH, ARCANITE, EVERCHOSEN, HERO, WIZARD, GAUNT SUMMONER