

# GAUNT SUMMONER OF TZEENTCH

Fear and lies swirl around the Gaunt Summoners in a sorcerous miasma that spells death for their foes. Gliding over the battlefield upon strange Discs of Tzeentch, the Summoners unleash their wizardry, calling forth daemons from the Realm of Chaos or transforming enemies into quivering piles of mutated flesh.

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
		Changestaff		18"	1	3+	4+	-
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage	
	Warp tongue Blade		1"	1	3+	4+	-	See below
	Disc of Tzeentch's Blades and Stingers		1"	D3	4+	4+	-	1

## 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 Warp tongue Blade. He is never without a Book of Profane Secrets, with which he can call cohorts of daemons to the battlefield through a Realmgate. He rides a Disc of Tzeentch that can attack with its Blades and Stingers.

## FLY

Gaunt Summoners of Tzeentch can fly.

## ABILITIES

**Hovering Disc of Tzeentch:** The Summoner's Disc of Tzeentch keeps him out of reach of all but the largest opponents. Add 2 to the Summoner's save rolls in the combat phase unless the attacker is a **MONSTER** or can fly.

**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.

**Warp tongue Blade:** The body of anyone cut by a Warp tongue Blade is wracked with sickening and uncontrollable mutations. If a Warp tongue 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 Fractal Mindstorm spells.

### RACTAL MINDSTORM

Fractal Mindstorm turns an opponent's mental strengths against themselves. Before attempting to cast the spell, choose an enemy unit within 9" of the caster. The spell has a casting value equal to the Bravery of the unit you chose. If the spell is successfully cast, roll a number of dice equal to the unit's Bravery. It suffers 1 mortal wound for each dice that rolls 4 or more.

## KEYWORDS

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