

LORD OF CHANGE

The greatest of Tzeentch's daemons, the Lords of Change shimmer with raw magic. With a flick of its claw, a Lord of Change can hurl foes into the nightmarish Realm of Chaos or blast enemies with the wyrdfires of Tzeentch. Such canny creatures can steal opponents' spells for their own use, or send mutating rays from their rod of sorcery to destroy entire enemy formations.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rod of Sorcery	18"	2D6	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	3	4+	*	-	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	10"	2+	3 or more
4-6	9"	3+	4 or more
7-9	8"	3+	4 or more
10-12	7"	4+	5 or more
13+	6"	4+	5 or more

DESCRIPTION

A Lord of Change is a single model. It carries a Staff of Tzeentch and either a Baleful Sword or a Rod of Sorcery. Alternatively, it can carry a Staff of Tzeentch and tear at its foes with its Curved Beak and Wicked Talons.

FLY

A Lord of Change can fly.

ABILITIES

Mastery of Magic: When you make a casting or unbinding roll for a Lord of Change, change the result of the lowest dice so that it matches the highest.

Spell-thief: If the result of an unbinding roll for a Lord of Change is 9 or more, it learns the spell that is being cast, and can cast it in subsequent turns.

COMMAND ABILITY

Beacon of Sorcery: Spreading its arms wide, the Lord of Change saturates the area with magic. If a Lord of Change uses this ability, then until your next hero phase you can add 1 to all casting and unbinding rolls made for friendly **TZEENTCH DAEMON WIZARDS** that are within 18" of the Lord of Change.

MAGIC

A Lord of Change is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind two spells in each 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 warriors to their doom. Infernal Gateway has a casting value of 7. If successfully cast, pick a visible enemy unit within 18" of the caster and roll 9 dice. For each roll that equals or beats the number shown on the damage table above, the unit suffers a mortal wound.

CHAOS WIZARDS know the Summon Lord of Change spell, in addition to any others they know.

SUMMON LORD OF CHANGE

Summon Lord of Change has a casting value of 10. If successfully cast, you can set up a Lord of Change within 18" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

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