



TZAANGOR SHAMAN



A Tzaangor Shaman is an agent of change in Tzeentch's service. With dark magics the Shaman grants a boon of mutation to his foes, transforming them as they writhe and scream into a more pleasing form – that of a Tzaangor.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Tzaangor Shaman is a single model armed with a Staff of Change and Ritual Dagger.

FLY: A Tzaangor Shaman can fly.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

ABILITIES

Sorcerous Elixir: *Tzaangor Shamans drink strange concoctions in battle to augment their sorcerous might.*

Once per battle, in your hero phase, this model can attempt to cast one additional spell. If it does so, you can re-roll one or both of the dice when you make the casting roll for that spell.

Visions of the Future: *Seeing the battle unfold before them through prophetic visions, the shaman guides the aim of nearby Tzaangor Skyfires.*

Add 1 to hit rolls for attacks made with a friendly **TZAANGOR SKYFIRE** unit's Arrows of Fate while that unit is wholly within 12" of a friendly **TZAANGOR SHAMAN**.

Visions of the Past: *Through clacking litanies the Tzaangor Shamans enhance the bizarre senses of their Enlightened kin.*

Add 1 to hit rolls for attacks made with a friendly **TZAANGOR ENLIGHTENED** unit's Tzeentchian Spears and Vicious Beaks while that unit is wholly within 12" of a friendly **TZAANGOR SHAMAN**.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, DAEMON, TZEENTCH, ARCANITE, HERO, WIZARD, TZAANGOR SHAMAN

MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Boon of Mutation spells.

Boon of Mutation: *The Tzaangor Shaman curses its foes with the dubious gift of Tzeentch's mutagenic power, transforming its victims into a form more pleasing to the Changer of Ways.*

Boon of Mutation has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them. That unit suffers D3 mortal wounds. For each enemy model slain by these mortal wounds, you can add 1 new **TZAANGOR** model to a single friendly **TZAANGORS** unit. Each new **TZAANGOR** model must be set up wholly within 12" of the caster and within 1" of the unit they are being added to.