



# CHAOS SORCERER LORD



The very air around a Sorcerer Lord is saturated with dark magic. With their command of daemonic powers and gift of foresight, these warlocks bolster the power of their allies while unleashing their own devastating spellcraft on the enemy.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerer Staff	2"	1	4+	3+	-1	D3
Chaos Runeblade	1"	2	3+	3+	-	1

## DESCRIPTION

A Chaos Sorcerer Lord is a single model armed with a Sorcerer Staff and Chaos Runeblade.

**MARK OF CHAOS:** When you select this model to be part of your army, you must give it one of the following Mark of Chaos keywords: **NURGLE**, **TZEENTCH**, **SLAANESH** or **UNDIVIDED**.

## ABILITIES

**Oracular Visions:** *A sorcerer can temporarily bestow the gift of foresight upon their allies, helping them ward against oncoming enemy blows.*

In your hero phase, you can pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within 12" of this model. If you do so, you can re-roll save rolls for attacks that target that unit until your next hero phase.

## MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Daemonic Power spells.

**Daemonic Power:** *The sorcerer bestows his followers with daemonic essence, boosting their skill and strength to unholy levels.*

Daemonic Power has a casting value of 6. If successfully cast, pick 1 friendly **MORTAL SLAVES TO DARKNESS** unit wholly within 18" of the caster and visible to them. You can re-roll hit and wound rolls for attacks made by that unit until your next hero phase.

## KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, MARK OF CHAOS, EYE OF THE GODS, HERO, WIZARD, CHAOS SORCERER LORD