

# GAUNT SUMMONER

## ON DISC OF TZEENTCH

The Gaunt Summoners are strange daemon-sorcerers of Tzeentch bound to the will of the Everchosen. They glide above the battlefield on scintillating Discs of Tzeentch, laying the enemy low with arcane power and cursed daggers.



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+	-	1
Blades and Stingers	1"	D3	4+	4+	-	1

### DESCRIPTION

A Gaunt Summoner on Disc of Tzeentch is a single model armed with a Changestaff and Warptongue Blade.

**FLY:** This model can fly.

**MOUNT:** This model's Disc of Tzeentch attacks with its Blades and Stingers.

### ABILITIES

**Book of Profane Secrets:** *Whispering fell incantations, a Gaunt Summoner can temporarily divert the path of a Realmgate, allowing malefic Chaos entities to manifest on the battlefield.*

Once per battle, at the start of your hero phase, you can say this model will use its Book of Profane Secrets. If you do so, you can summon 1 unit from the list below to the battlefield, and add it to your army, but the number of spells that this model can attempt to cast in that phase is reduced by 1. The summoned unit must be set up wholly within 9" of this model and more than 9" from any enemy units.

Choose 1 unit from the following list:

- 10 Pink Horrors
- 10 Bloodletters
- 10 Plaguebearers
- 10 Daemonettes
- 6 Furies

**Hovering Disc of Tzeentch:** *A Gaunt Summoner mounted on a Disc of Tzeentch is capable of truly breathtaking feats of agility and evasion.*

Add 2 to save rolls for attacks made with melee weapons that target this model unless the attacking unit is a **MONSTER** or can fly.

**Warptongue Blade:** *Those cut by a Warptongue Blade soon find their bodies wracked with sickening and uncontrollable mutations.*

If the unmodified wound roll for an attack made with a Warptongue Blade is 6, that attacks inflicts D6 mortal wounds on the target and the attack sequence ends (do not make a save roll).

### MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It 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 7. If successfully cast, pick 1 enemy unit within 12" of the caster and visible to them, and roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound. If that unit is a **MONSTER** or **WAR MACHINE**, roll 3 dice for each model instead.

### KEYWORDS

CHAOS, DAEMON, MORTAL, SLAVES TO DARKNESS, EVERCHOSEN, TZEENTCH, HERO, WIZARD, GAUNT SUMMONER