

LORD-ARCANUM

The Lord-Arcanum wields the wrath of the storm itself. He can hurl blasts of celestial force, wield powerful spirit energy, or even return the soul-essence of a fallen comrade to his body so that he might rise to fight again.



MELEE WEAPONS

Aetherstave

Range

2"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

A Lord-Arcanum is a single model armed with an Aetherstave.

ABILITIES

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly **STORMCAST ETERNAL** model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

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 Thunderclap spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, SACROSANCT, HERO, WIZARD, LORD-ARCANUM

Thunderclap: *The Lord-Arcanum gathers power from Azyr and unleashes a mighty thunderclap, stunning and deafening nearby enemies.*

Thunderclap has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Aetheric Manipulation: *A Lord-Arcanum can manipulate the aetheric energies of the realms, channelling them into powerful spells to speed them towards the enemy.*

You can use this command ability before an endless spell is moved. If you do so, pick a predatory **ENDLESS SPELL** model within 12" of a friendly model with this command ability. Add D6" to the distance that endless spell can move until the end of the battle round.