

LORD-ARCANUM

ON GRYPH-CHARGER

Masters of aetheric lightning who can manipulate the cerulean energy of Azyr, Lord-Arcanums can see the souls of living creatures, the better to heal their kindred. When allied with wind-swift Gryph-chargers, they are all but inescapable.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Gryph-charger's Razor Beak and Claws	1"	3	3+	3+	-2	1

DESCRIPTION

A Lord-Arcanum on Gryph-charger is a single model. They are armed with an Aetherstave, carry Spirit Flasks, and ride a Gryph-charger that savages the foe with its Razor Beak and Claws.

ABILITIES

Aethereal Strike: *Gryph-chargers are creatures imbued with the power of Azyr. They pulse with aetheric energy, which can penetrate the stoutest defence.*

Each time you make a hit roll of 6+ for this Gryph-charger's Razor Beak and Claws, that attack inflicts 1 mortal wound instead of the normal damage.

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it 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 that has been

allocated to it. A Lord-Arcanum on Gryph-charger cannot use this ability on itself.

Ride the Winds Aetheric: *Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times.*

In your movement phase, this model can Ride the Winds Aetheric instead of moving normally. If it does so, choose the direction in which it will move, and roll 6D6. This model can move up to a number of inches

KEYWORDS

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equal to the result in the direction chosen, moving over terrain and other models as if it could fly. It must end the move more than 3" from enemy models – if this is impossible, it cannot move at all. This model cannot charge in a turn in which it Rides the Winds Aetheric.

Spirit Flask: *As a desperate last resort, a Lord-Arcanum 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 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

A Lord-Arcanum on Gryph-charger is a **WIZARD**. They can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. They know the Arcane Bolt, Mystic Shield and Healing Light spells. In addition, the Arcane Bolts that they unleash are fuelled with Prime Electrids.

Healing Light: *The Lord-Arcanum gathers aetheric energy and uses it to revitalise the depleted life energies of Stormcast warriors that are nearby.*

Healing Light has a casting value of 5. If successfully cast, pick a friendly **STORMCAST ETERNAL** model within 18" of the caster. Heal D3 wounds that have been allocated to that model. If the casting roll was 8+, heal D6 wounds that have been allocated to that model instead.

Prime Electrids: *With the power of Azyr crackling through him, a Lord-Arcanum can summon lightning as easily as another man 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

Soul Energy: *A Lord-Arcanum can enhance the soul energy of nearby units from the Sacrosanct Chamber, allowing them to perform extraordinary deeds.*

You can use this command ability in your hero phase, your shooting phase, or the combat phase.

Hero Phase: If you use this command ability in your hero phase, pick a friendly unit of Evocators within 6" of this model. That unit can automatically cast Empower in that hero phase (no casting roll is required, and the spell cannot be unbound).

Shooting Phase: If you use this command ability in your shooting phase, pick a friendly unit of Castigators within 6" of this model. You can use Aetheric Channelling to increase the accuracy *and* power of that unit's Thunderhead Greatbows in that shooting phase instead of choosing only one of those options.

Combat Phase: If you use this command ability in the combat phase, pick a friendly unit of Sequitors within 6" of this model. You can use Aetheric Channelling to increase the power of the unit's weapons *and* shields in that combat phase instead of choosing only one of those options.