

LORD-ARCANUM

ON TAURALON

The Lord-Arcanums that ride to war atop Tauralons value speed as well as arcane power, darting ahead of their Stormhosts to assail key targets at will. Those that fight in their wake are invigorated by the magic they leave trailing behind them.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Horns and Stamping Hooves	1"	3	3+	3+	-1	2

DESCRIPTION

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

MOUNT: This model's Tauralon attacks with its Horns and Stamping Hooves.

FLY: This model can fly.

ABILITIES

Comet Trail: *As a Tauralon swoops through the skies, it leaves a trail of sparkling Azryrite energy that settles on those below.*

At the end of your movement phase, you can pick 1 enemy unit that has any models

that this model passed across. You can add 1 to hit rolls for attacks made with missile weapons used by friendly **STORMCAST ETERNAL** units that target that unit in the same turn.

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.

Meteoric Strike: *A Tauralon descends from the skies without warning, smashing into the foe with its horned head lowered.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+ that unit suffers 1 mortal wound.

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

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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 two spells in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Lightning Orb spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

Lightning Orb: *Gathering the storm into a sphere of pure Azyrite force, the Lord-Arcanum projects it into the enemy ranks.*

Lightning Orb has a casting value of 6. If successfully cast, pick a point on the battlefield within 12" of the caster that is visible to them. Roll a dice for each enemy unit within 3" of this point. On a 4+ that unit suffers D3 mortal wounds.

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

Swift of Wing: *Lord-Arcanums surge forward on their swift mounts, urging their magically adept comrades to even greater speeds.*

You can use this command ability at the start of the movement phase. If you do so, pick a friendly model with this command ability. Add 2 to run rolls for friendly **SACROSANCT** units that were wholly within 18" of that model at the start of that phase.