

# LORD-ARCANUM

ON CELESTIAL DRACOLINE

The Lord-Arcanums that ride to war upon Celestial Dracolines are the most bombastic and forthright of their kind. They value aggressive magic more than most, and can send spears of celestial energy lancing into the foe.



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Monstrous Claws	1"	3	3+	3+	-1	1

## DESCRIPTION

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

**MOUNT:** This model's Celestial Dracoline attacks with its Monstrous Claws.

## 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.

**Supernatural Roar:** *The roar of a Dracoline is a terrifying, unearthly sound that will shake any opponent to their very core.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of one or more friendly **DRACOLINES**.

## KEYWORDS

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

**Thunderous Pounce:** *A Dracoline builds energy as it charges towards the foe, before pouncing and discharging that force through its claws in a blast of Azyrite power.*

You can re-roll charge rolls for this model. In addition, the Damage characteristic for this model's Monstrous Claws is D3 instead of 1 if this model made a charge move in the same turn.

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

**Storm Lance:** *Thrusting their Aetherstave forward, the Lord-Arcanum summons a bolt of condensed Azyrite energy to spear through the ranks of the foe.*

Storm Lance has a casting value of 5. If successfully cast, pick a point on the battlefield within 12" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Roll a dice for each enemy model passed across by this line. On a 5+ that model's unit suffers 1 mortal wound.

**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

**Pack Alpha:** *A Lord-Arcanum on Dracoline can urge their mount to issue a great roar to its loyal pack-mates, stoking their rage and ferocity to untold heights.*

You can use this command ability in the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of the Monstrous Claws of friendly **EVOCATORS** with **DRACOLINE** mounts while they are wholly within 18" of that model.