

# THE CHANGELING

None recognise the presence of the daemon known as the Changeling until it is already too late. A master of illusionary disguise, the Changeling secrets itself amongst its quarry, sowing confusion and misdirection amongst their ranks. Upon throwing aside its fleshly masquerade, the Changeling uses sorcery and its Trickster's Staff to openly blast its foes.



## MELEE WEAPONS

The Trickster's Staff

Range

2"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

## DESCRIPTION

The Changeling is a single model. It is armed with the Trickster's Staff.

## ABILITIES

**Arch-deceiver:** At the start of the battle, you can set up the Changeling in your opponent's territory as though it were part of their army. Enemy units treat it as part of their own army – they can move within 3" of it but they cannot target it with spells or attacks, and so on. If it attacks, casts or unbinds a spell, or is within 3" of an enemy **HERO** in

your opponent's hero phase, it is revealed and this ability no longer has an effect.

**Puckish Misdirection:** Until the Changeling is revealed, you can pick one unit within 9" of it in each enemy hero phase. That unit halves its Move until your next hero phase.

**Formless Horror:** Instead of using the Trickster's Staff in the combat phase, you can pick a melee weapon wielded by the target unit and attack with that weapon, using its profile.

## MAGIC

The Changeling is a wizard. It can cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt and Mystic Shield spells. The Changeling also knows the spells of any **WIZARD** that is within 9" of it.

## KEYWORDS

CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD, THE CHANGELING