



TZAANGOR SHAMAN



Mounted atop a Disc of Tzeentch, a Tzaangor Shaman is a potent agent of change. With dark magics, the Shaman will grant a boon of mutation to his foes, transforming them as they writhe and scream into a more pleasing form – that of a Tzaangor.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Change	2"	1	4+	3+	-1	D3
Ritual Dagger	1"	2	4+	4+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

DESCRIPTION

A Tzaangor Shaman is a single model armed with a Staff of Change and Ritual Dagger.

MOUNT: This model's Disc of Tzeentch attacks with its Teeth and Horns.

FLY: This model can fly.

ABILITIES

Sorcerous Elixir: *Tzaangor Shamans drink strange concoctions in battle to augment their sorcerous might.*

Once per battle, in your hero phase, this model can attempt to cast 1 extra spell. If it does so, you can re-roll the casting roll for that spell.

Visions of the Future: *Seeing the battle unfold before them through prophetic visions, the Shaman guides the aim of nearby Tzaangor Skyfires.*

Add 1 to hit rolls for attacks made with Arrows of Fate by friendly **TZAANGOR SKYFIRE** units wholly within 12" of any friendly **TZAANGOR SHAMANS**.

Visions of the Past: *By listing the weaknesses of the foe discovered in ages past, Tzaangor Shamans enhance the deadliness of their Enlightened kin.*

Add 1 to hit rolls for attacks made with Tzeentchian Spears and Vicious Beaks by friendly **TZAANGOR ENLIGHTENED** units wholly within 12" of any friendly **TZAANGOR SHAMANS**.

KEYWORDS

CHAOS, GOR, BEASTS OF CHAOS, BRAYHERD, TZEENTCH, ARCANITE, HERO, WIZARD, TZAANGOR SHAMAN

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Boon of Mutation spells.

Boon of Mutation: *The Shaman curses its foes with the dubious gift of Tzeentch's mutagenic power, transforming its victims into a form more pleasing to the Changer of the Ways.*

Boon of Mutation has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster and visible to them. That unit suffers D3 mortal wounds. For each model that is slain by mortal wounds inflicted by this spell, you can add 1 **TZAANGOR** model to an existing **TZAANGOR** unit in your army. If you do so, set up that **TZAANGOR** model within 1" of a friendly **TZAANGOR** unit that is within 12" of the caster. The model can only be set up within 3" of an enemy unit if the friendly unit was within 3" of that enemy unit before any models were added.

