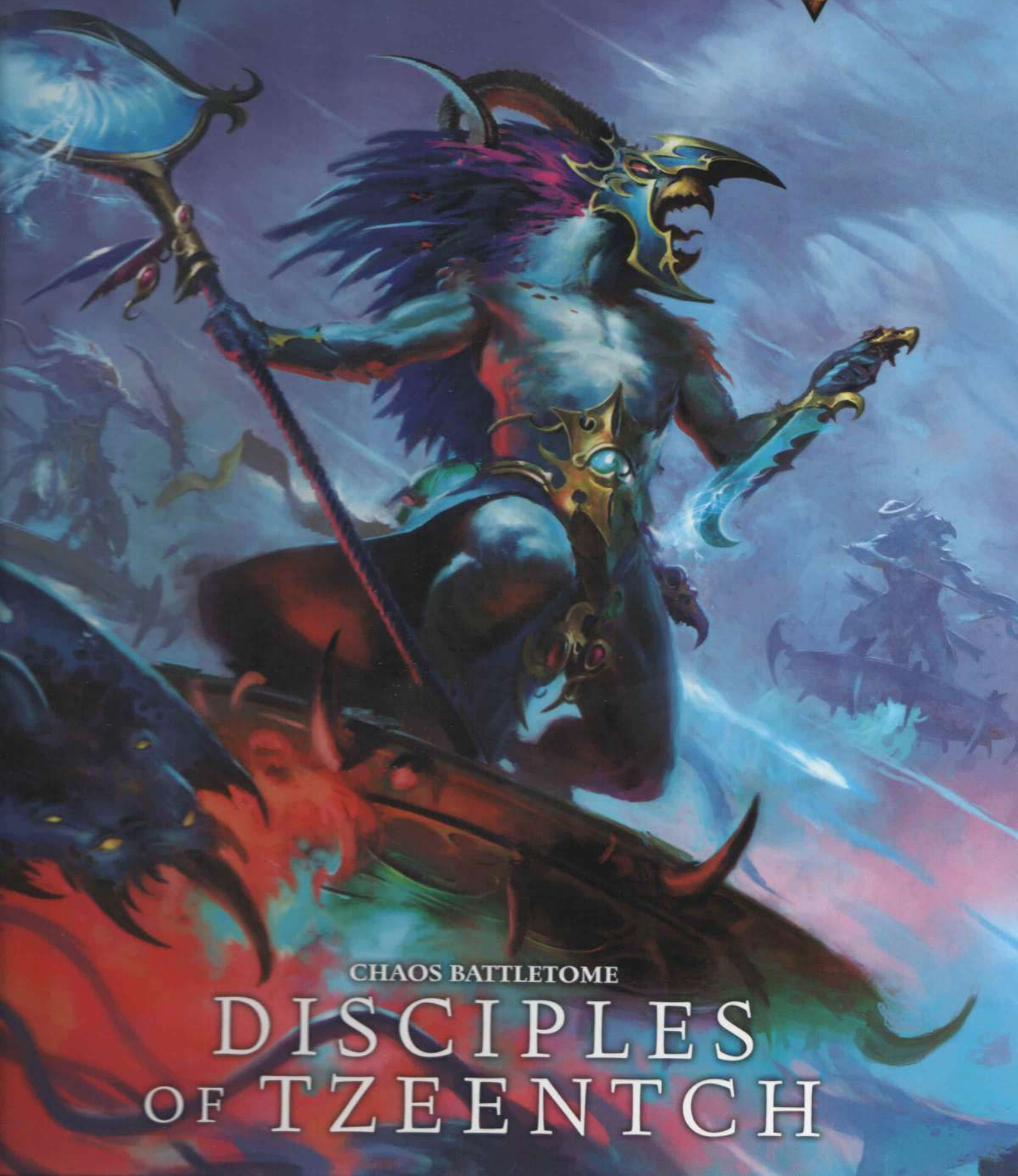


WARHAMMER

AGE OF SIGMAR



CHAOS BATTLETOME

DISCIPLES OF TZEENTCH



The Change God Tzeentch is anarchy incarnate, a deity who revels in madness, mutation and unbound sorcery. Great swathes of the Mortal Realms have been remade in his image; once-pristine forests and glittering cities have been transformed into sanity-shredding wastelands where warped and tentacled abominations roam, crystalline towers jut from the earth, and infernos of raw magic turn the skies into a kaleidoscope of vile colours. This is the fate that Tzeentch wishes to inflict upon all of reality.

For his mortal disciples, Tzeentch covets men and women of ambition, those who desire power above all and employ duplicitous means to achieve it. Schemes and machinations are the Change God's delight, and he encourages such individuals with hushed whispers and promised boons, ensnaring them in his own, unimaginably complex plots like puppets on a string. In an age of expansion and settlement, with the God-King Sigmar's great Dawnbringer Crusades criss-crossing the realms and founding strongholds atop sites of potent magical power, there are infinite possibilities for the Changer of the Ways and his minions to bring about a storm of murderous mayhem.

Gathering in the shadows of civilisation, the Disciples of Tzeentch work to bring about the collapse of order and destroy the tyranny of reason. They commit the vilest rituals of murder and desecration, reciting arcane phrases to summon forth daemons from beyond the veil. When the time of the uprising dawns, these Arcanites surge from their hidden lairs, screaming praises to Almighty Tzeentch as they hurl searing bolts of witchflame at their foes. Tearing their way into reality come the Scintillating Hosts of the Change God, cavorting, garishly coloured daemons wreathed in raw magic, whose sudden arrival sets the very air aflame.

To battle such a dreadful host is to challenge the inevitable, to set one's sword arm against fate itself. Those foolish enough to do so are likely to hear the demented cackling of Tzeentch in the back of their mind before they are immolated in a tide of coruscating flames.

The God-King's ignorant crusaders fail to grasp a simple truth: change is inevitable, and those who deny it condemn themselves to an eternity of madness and torment.

CONTENTS

AGENTS OF ANARCHY . . . 4	Command Traits 66	Changecaster, Herald of Tzeentch 95
THE ARCHITECT OF FATE 8	Artefacts of Power 68	The Blue Scribes 95
THE CHILDREN OF CHANGE 10	Spell Lores 70	Horrors of Tzeentch 96
THE ELDRITCH WEAVE . . 12	Change Covens 72	Burning Chariots of Tzeentch . 98
THE REALM OF METAL . . 14	PATH TO GLORY 74	Screamers of Tzeentch 98
THE TWISTED LANDS . . . 16	Daemon Units 74	Exalted Flamers of Tzeentch . 99
TWISTS OF FATE 18	Legions of Chaos 74	Flamers of Tzeentch 99
THE ELDRITCH THREAT . . 22	Aerial Battles 75	Gaunt Summoner on Disc of Tzeentch 100
THE SCINTILLATING HOSTS 24	Quests 76	Gaunt Summoner 101
THE HIDDEN CHANGE-CULTS 26	Veteran Abilities 77	Magister on Disc of Tzeentch . 102
GLORY OF THE ARCANES 40	Territories 78	Curseling, Eye of Tzeentch . . 103
PAINTING GUIDE 56	Disciples of Tzeentch	Magister 103
FORCES OF CHANGE . . . 62	Name Generator 79	Vortemis the All-seeing 104
ALLEGIANCE ABILITIES . . 64	Battleplan:	Eyes of the Nine 104
Battle Traits 64	Magmantic Ritual 80	Fatemaster 105
Enhancements 66	Battleplan: The Pursuit 82	Ogroid Thaumaturge 105
	Warscroll Battalions 84	Tzaangor Shaman 106
	MATCHED PLAY 88	Tzaangor Skyfires 106
	Grand Strategies 88	Tzaangor Enlightened 107
	Battle Tactics 88	Tzaangor Enlightened on Discs of Tzeentch 107
	Core Battalions 89	Tzaangors 108
	WARSCROLLS 90	Kairic Acolytes 109
	Kairos Fateweaver 90	Burning Sigil of Tzeentch . . 110
	Lord of Change 92	Tome of Eyes 110
	Fateskimmer, Herald of Tzeentch on Burning Chariot 93	Daemonic Simulacrum 111
	Disciples of Tzeentch Chaos	PITCHED BATTLE
	Spawn 93	PROFILES 112
	Fluxmaster, Herald of Tzeentch on Disc 94	Allies 112
	The Changeling 94	

PRODUCED BY THE WARHAMMER STUDIO

With thanks to The Faithful and the UK NEOs for their additional playtesting services.

Chaos Battletome: Disciples of Tzeentch © Copyright Games Workshop Limited 2022. Chaos Battletome: Disciples of Tzeentch, GW, Games Workshop, Warhammer, Warhammer Age of Sigmar, Battletome, Stormcast Eternals, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental.

British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

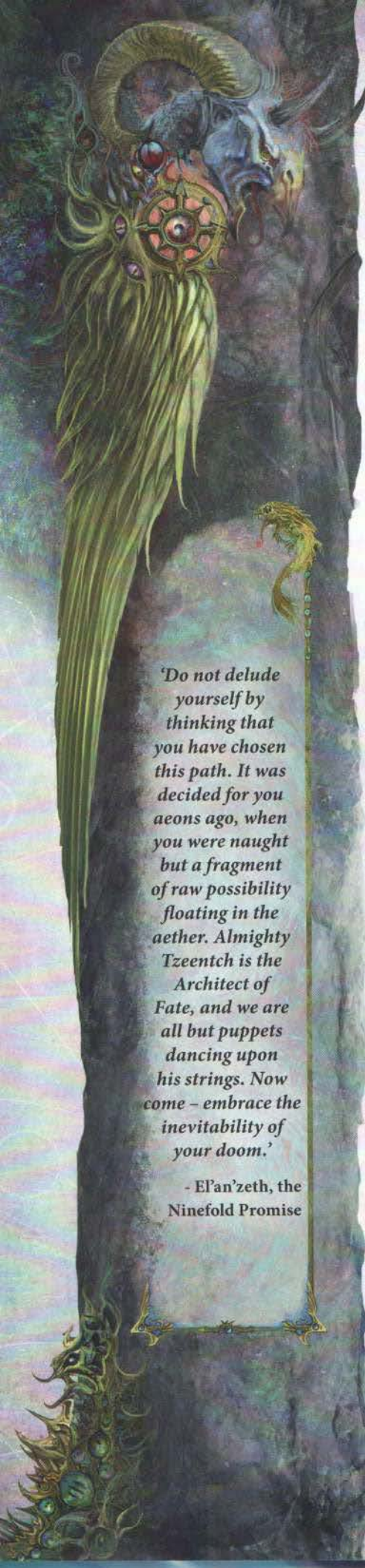
Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom

WARHAMMER.COM

Surrounded by a lurid aura of unstable magic, the bizarre and deadly hosts of Tzeentch march to war. Those who stand against them are soon engulfed by a roaring tide of wyrdflame that causes flesh and bone to run like candle wax, before transforming into new and terrible shapes.





AGENTS OF ANARCHY

Warped in body and mind, the servants of the Tzeentch delight in wreaking anarchy, madness and destruction across the Mortal Realms. They are masters of the hidden scheme and the arcane ritual, and their enemies are consumed in a coruscation of sorcerous flames.

Bravery and skill at arms are of little use when one faces the insanity of a Tzeentchian host. Where these eldritch armies gather, the sky is transformed into a lurid tapestry of cerulean blue and shocking pink. Snaking trails of magic coalesce into arcane symbols, and the land shimmers and transforms. Patches of grass become nests of hissing serpents, and trees sprout gibbering mouths that cackle with glee at the slaughter to come. Sweeping forth in all their demented glory come the Disciples of Tzeentch, masked mortals charging alongside shapeless, flame-spitting daemons and swooping sky-horrors, with the light of madness in their eyes.

Followers of Tzeentch hail from many backgrounds, from fallen scholars to would-be revolutionaries, from respected statesmen to the intelligent tribes of avian beastmen that gather around sites of arcane power. Any who lust for power or carry a burning desire for change are vulnerable to Tzeentch's whispered promises, and he delights in luring the most learned and pious souls into his service.

Unlike the majority of their Chaos-worshipping kind, devotees of the Change God do not venerate raw power and martial skill above all. Though capable fighters – as must all warriors be, on the deadly battlefields of the realms – their most fearsomely destructive weapons are not forged from steel, but etched in blood upon the parchment of ancient,

eldritch tomes. Spells, curses and incantations are their tools, and with but a babbled stream of syllables they can wreak more terrible carnage than any muscle-bound barbarian swinging an axe.

Regardless of whether they are a cloaked and masked human cultist or an avian Tzaangor living out in the magic-ravaged wilderness, Tzeentch's followers are steeped in arcane knowledge. They have dedicated their lives to the study of sorcerous disciplines, memorising complex, arrhythmical chants and alchemical rituals, learning to disguise their true forms behind illusion and to hurl bolts of wyrdflame that can set a victim's very soul ablaze. Some possess the gift of foresight thanks to extra eyes gifted unto them by the Change God, or wriggling pseudopods that can grasp loose scrolls or rods of power. To fight such an enemy is truly maddening, for they are as unpredictable as they are deadly.

When the Change God's hosts rise up to wage war against the unenlightened, they tear open rifts in reality to let loose cackling hordes of daemons. Physical manifestations of Tzeentch's bizarre madness, these eldritch beings run the gamut from many-armed, flame-hurling Horrors to the fearsome Lords of Change – towering, bird-like greater daemons whose wings shimmer with raw arcane power, and who can unmake the laws of reality with but a flick of their claws. Wherever such beings manifest they wreak untold damage, shattering the

'Do not delude yourself by thinking that you have chosen this path. It was decided for you aeons ago, when you were naught but a fragment of raw possibility floating in the aether. Almighty Tzeentch is the Architect of Fate, and we are all but puppets dancing upon his strings. Now come – embrace the inevitability of your doom.'

- El'an'zeth, the
Ninefold Promise

primordial patterns that underpin the realms and sowing insanity, anarchy and terror in their place. The Change God desires to remake all of reality in the fashion of his nightmarish, magic-blasted domain in the Realm of Chaos, and his children will eagerly commit any atrocity to ensure this vision comes to pass.

MADNESS UNENDING

Once, the Mortal Realms were ground beneath the heel of the Dark Gods. Save for Azyr, Realm of Heavens and the domain of Sigmar the God-King, these vast cosmic spheres were subject to the whims and eager cruelties of Tzeentch and his brother-gods who delighted in transforming them into anarchic wastelands reflecting their twisted nature. Tzeentch prized Chamon, Realm of Metal, above all, for this was a land of boundless change, and thus suited to his mercurial tastes. Here his daemons cavorted in untold numbers, worshipped by tribes of humanity who had gladly sold their souls to the Changer of Ways in exchange for their continued survival.

Tzeentch was on the precipice of ultimate triumph in Chamon, and surely would have subsumed the entire realm were it not for the coming of Sigmar's Tempest. The return of the God-King to the realms denied Tzeentch this victory. Suddenly his forces were assailed on all fronts by the thunderous legions of the Stormcast Eternals, who descended upon the Realm of Metal in great numbers, seizing vital realmgates and putting many repositories of forbidden eldritch lore to the torch. Sigmar's folk even had the nerve to found their free cities in Chamon and in other lands once dominated by the Change God.

In this, perhaps, they have fatally erred, for the followers of Tzeentch thrive amidst the

complex workings of civilisation, which provide the perfect cover for their machinations and strange rituals. They labour in secret in the scriptoriums, guild-houses and barracks halls of the free cities, wearing a mask of civility, even as they seek to undermine society and pave the way for anarchic rebellion by recruiting or binding others to their cause. Watched over by daemonic patrons and capable of concealing their true natures behind complex glamours, these traitors lie in wait for decades, sometimes centuries, until the fates align and they are ordered to bring the another of the Change God's schemes to glorious fruition.

In the Era of the Beast, a time of great upheaval and uncertainty,

the Disciples of Tzeentch sense an opportunity to restore the realms to the clutches of their master. With tides of brutal greenskins and city-smashing gargants rampaging across the Mortal Realms, Sigmar's warriors are distracted – and vulnerable. Moreover, the very essence of magic has been rendered volatile, wracked by crisis after crisis, and the reckless intervention of arrogant gods. As violent destruction erupts in the streets above them, hidden covens of those faithful to the Changer of the Ways anoint their ritual blades and partake in sorcerous rites to tear open rifts in reality. It will soon be time for the eldritch hosts to rise up as one and claim reality in the name of their dreadful deity.



CHANGE COMES FOR ALL

THE ARCHITECT OF FATE

Tzeentch is known by a thousand names, including the Changer of the Ways, the Great Conspirator and the Master of Magic. He is a deity of sorcery and deception, a diabolical schemer who holds the fate of millions in his hands.

Tzeentch is one of the greater Chaos powers, a brother-god to Khorne, Nurgle and Slaanesh, and often a secret ally to the pantheon's newcomer, the Great Horned Rat. His domains are magic, manipulation and guile, and he adores any form of elaborate scheme or plot – even if it is ultimately fated to end in disaster. In fact, Tzeentch greatly enjoys the hope of lesser beings transforming into despair, as all their carefully laid plans unravel before them.

Of all the Ruinous Pantheon, Tzeentch is perhaps the strangest and least knowable. He is an arch-deceiver and a spreader of misrule, a being whose millennia-long and incalculably complex plots often seem to defy any sense of logic or reason. Yet Tzeentch is not operating on a level that mortal beings could hope to comprehend. He sees the entirety of fate's rich tapestry, and like a spider he plucks and trims its strands, manipulating all to suit his desires.

Even amongst his fellow deities, Tzeentch is acknowledged as the ultimate master of the arcane, his eldritch powers unrivalled by even the aelf-god Teclis or the Great Necromancer Nagash. Magic provides endless opportunities for the unpredictable changes that the God of Sorcery so desires, and he possesses a bottomless reservoir of spells and curses that he bestows upon his most favoured servants.

The Change God is worshipped in many aspects. Some Chaos-worshipping tribes envisage him as an enormous, blue-feathered raven, while others depict him as a many-eyed spider, or a sentient flame burning within a moon-shaped

crucible. His true shape, however, is ever mutable and shifting. His flesh crawls with jabbering faces, twisted in expressions of grotesque amusement. As the god speaks, his words are echoed by these multitudinous mouths, all of which use different cadences and subtle inflections to alter the meaning of each utterance – a maddening effect that renders everything Tzeentch utters unreliable at best.



AN ETERNAL RIVALRY

Far beyond the light of sun or star, removed from all reason and reality, lies the Realm of Chaos. There, the Chaos Gods strive against one another in a never-ending power struggle. As one god grows in strength, so do the others conspire against him. Common cause will unite the disparate powers, but even then each god angles to ensure that they emerge from the alliance in a better position than the others. This ceaseless search for supremacy is known as the Great Game, and though his armies might occasionally be bested on the battlefield, in this endless scheming none of the gods fare so well as Tzeentch. He delights in manipulating them all – tormenting ever-raging

Khorne or endlessly baiting proud, melodramatic Slaanesh.

Each of the Chaos Gods has a particular nemesis for which they bear especial hatred, however, and for Tzeentch it is Nurgle, Lord of Decay. Where Tzeentch exults in rampant change and the anarchic possibilities of unrestrained hope, Nurgle spreads entropy and despair, teaching his faithful to wallow in their resignation, accepting the nature of things unquestioned. The master schemer Tzeentch despises this slovenly passivity, and takes every opportunity to set Nurgle's slime-dripping territories aflame, transmuting great tracts of the Plague God's garden into crystallised forests resembling his own domain. The two never miss an opportunity to renew their rivalry, whether upon the nightmarish battlefields of the Realm of Chaos, or the war-torn lands of the Mortal Realms themselves.

Across the vast expanse of reality the Change God spins his impossibly complex webs of intrigue and deception. Where his brother-gods simply seek to bring the God-King Sigmar's cities crashing down in a storm of blood and fire, Tzeentch delights in far subtler methods. It seems that the upstart human god must be taught once again the futility of attempting to impose order upon that which cannot be tamed.

The free cities of the God-King are hotbeds of duplicity, anarchy and resentment: perfect breeding grounds for the conspiracies that the Change God so adores. His mortal worshippers – the Arcanites

– burrow into the flesh of Sigmar's strongholds like parasites, while his daemons utilise shape-shifting magics and enchantments to chip away at the foundations of society, encouraging dissent and outright rebellion wherever they can. These trickster-agents fight a deadly shadow war with agents of Sigmar's Order of Azyr, who are dedicated to eradicating the traitors that lurk amidst the ranks of the God-King's faithful. To date, their increasingly desperate and brutal methods have only driven more ambitious souls into the clutches of Tzeentch – much to his everlasting amusement.

The Era of the Beast has descended upon the realms, instigated by the meddling of aelf-gods and worsened rampages of the Earthquake God, Kragnos. It is a time of savagery and brute force – neither of which are traits much prized by the Architect of Fate. Yet in disaster there is opportunity, and in widespread panic there can be found glittering seams of potential. Judging expansionism to be the greatest defence against the many threats facing his nascent empire, the God-King orders forth scores of new Dawnbringer Crusades; embedded in many of these ventures are agents of Tzeentch, patiently awaiting the right moment to rise up.



THE CRYSTAL LABYRINTH

Rivalling Khorne's vast domain in size, the Crystal Labyrinth's shimmering brilliance is a stark contrast to the Blood God's ruddy wastelands. Countless glittering pathways spring from the sprawling maze. Everywhere Horrors scuttle about, using their magics to grow further crystal corridors. Fractal filaments inveigle their way into the dominions of the other gods and, in doing so, bind them all together in a web of causality. Here, everything is wreathed in an aura of magic and unrestrained change, and sudden gouts of wyrdflame can transform a traveller into a bubbling pool of molten liquid or a malformed and wriggling lump of flesh.

The word 'labyrinth' is little more than a clumsy, mortal term for the reality-breaking grandeur of Tzeentch's palatial domain. It is a place of sanity-shredding impossibility, where splintering hallways criss-cross through time and space, and the glassy sheen of the crystal walls reflect hope, fear, despair and – most of all – madness. The minds of those who find themselves trapped here soon unravel like a spool of twine, as they embark upon a nightmarish odyssey into the inexplicable. The Crystal Labyrinth was forged from the impossible stuff of Tzeentch himself, and only the Change God can hope to understand its true nature.

TWIST THE FLESH, TRANSFORM THE SOUL

THE CHILDREN OF CHANGE

Daemons of Tzeentch are true manifestations of madness. Hideously malformed and wreathed in magic, they rampage across the Mortal Realms, chortling maniacally as they blast apart their enemies with dazzling spells or burn them alive with multicoloured flames.

Like Tzeentch himself, the Change God's daemons are formed from pure arcane energy, and their entire essence fizzles with sorcerous potential. Such is the radiant aura of magic that emanates from these beings that the very air around them seems to recoil from their presence, and almost all of them are innately able to hurl spells and curses at their foes. In shape and form they are bewilderingly varied, as befitting the Changer of the Ways; some have the lumpy appearance of melted candles, while others are sleek and graceful, or take on the appearance of tall, bipedal avians. All take a pure delight in inflicting panicked madness upon their foes.

The Scintillating Hosts – as Tzeentch's daemoniac legions are known – do not require either nourishment or rest, and cannot be slain as can mortal creatures. Daemons can only be banished by sword or spell, their physical shell shattered and their essence sent screaming back to the Realm of Chaos to slowly reform. In the case of the Horrors – the most common of all the Change

God's daemoniac servants – even a well-placed sword blow is not enough to kill. These malevolent entities split apart upon death, their new forms just as capable of immolating their foes with goutts of eldritch fire. Should these be slain in turn, the danger is still not over – they will divide again, into little, leaping fire-daemons whose only purpose is to start a deadly conflagration. This is the sort of madness that the enemies of Tzeentch must face. It is enough to drive even a battle-hardened soldier insane, for what use are sword-skills or a keen aim in the face of such impossibilities?

Though functionally immortal, the daemons of Tzeentch are not able to exist forever beyond the borders of the Realm of Chaos. It is magic that sustains them, and without it they cannot persist. Unfortunately for the enemies of the Dark Gods, the Mortal Realms are landscapes formed from coalesced arcane energies, and over the course of

many centuries many regions have become saturated with wild emanations caused by cosmic phenomena and upheaval. So it is that the Change God's children can take corporeal form for long enough to indulge their endless appetite for mayhem, particularly if they keep to places where unbound eldritch energies can be drawn from the air to sustain their unnatural physiques. It is the desire of Tzeentch to claim dominion over all of reality, so that the Realm of Chaos and the Mortal Realms would become one and the same. If this scenario ever came to pass, his daemons would be able to exist in perpetuity – and would truly become unstoppable.

When they attack en masse, the daemon legions of Tzeentch offer a terrifying, madness-inducing sight. The skies burn with polychromatic flames, and the lands begin to melt in rivulets of gold and silver. Capering throngs of Pink Horrors advance with an ear-splitting



chorus of cackles, thrusting out their fluted fingers to project blistering bolts of wyrdflame. When the situation demands a true master of anarchy, one so steeped in the energies of Tzeentch that the air itself mutates and screams around it, a Lord of Change is dispatched to twist history to its master's whims. These greater daemons are the most powerful of Tzeentch's immortal minions – towering avian creatures gifted near-total freedom to pursue Tzeentch's goals.

Tzeentch prefers to observe his armies from a distance, peering at them through the portals of his Crystal Labyrinth. He delights in every ploy, machination and manipulation carried out by his creations, applauding moments of spontaneous genius or inventive cruelty. However, when things are proceeding exactly as planned Tzeentch has been known to grow bored. Sometimes he actively sabotages his own forces, throwing an element of confusion and spontaneity into proceedings by granting his enemies a flicker of foresight. The Changer of the Ways cannot abide the predictable, even if it benefits him.

In the end it all matters little. Every diffuse strand of fate will eventually coalesce into a single, inevitable destiny – one that spells doom for all mortalkind.

'Come forth, O Iridescent Ones! Claw your way into this drab reality, and remake it in your own glittering and splendid image. Az'zathax kar, al il tom'ekh kaz 'et! Heed the call of your most worshipful servants!'

- *Rantings of Sothiss M'resh, Adept of the Guild of Summoners*



THE ELDRITCH WEAVE

In an age of expansion and settlement, there are countless opportunities for Tzeentch to dig his fingers into the fabric of mortal society. Indeed, the Change God's plans go beyond simple plots to spread anarchy and misrule – he intends to weave a far more complex web, one that if seen to completion will ensure his dominion over the Mortal Realms.

Tzeentch has watched the proliferation of Sigmar's folk across the lands with a mixture of contempt and keen interest. Whilst it enrages the Change God to see the snaking columns of Dawnbringer Crusades driving deep into lands that were once his unquestioned property, he grasps too the opportunities offered by Sigmar's overreaching ambition. Every thriving settlement or booming trade-port is a boon to the Changer of the Ways, for in the hotbed of politicking and petty emotion that is every mortal holding, there are a thousand ways in which he can make his presence felt.

Yet Tzeentch's ambitions are even grander than the subversion of society. Undermining the free cities through the proliferation of cults and arcane rituals is a means to an end, but alone will not suffice to cement his place as the foremost power amongst the Ruinous Pantheon. All know that Sigmar constructs his cities atop sites of potent arcane power: places where the ley lines that bind the Mortal Realms together meet. Such potent fonts of magic provide vital sustenance for these nascent dwellings, allowing them to provide for and defend themselves. Yet few understand the true complexity of the pattern that binds reality. Fewer still understand how fully it can be manipulated – not even Almighty Tzeentch.

One race that does possess great insights into the workings of the cosmos are the Seraphon, those star-scaled lizards that roam the Great Void in their vast templeships. They know the magical

underpinnings of the realms as the Astromatrix, or the Geomantic Web, and for millennia they have safeguarded its workings. These creatures are anathema to Tzeentch, for they prize stability and order above all – many of the Architect of Fate's intricate schemes have been unravelled by the meddling Slann Starmasters.



For all that he despises them, Tzeentch cannot deny that the Seraphon's knowledge of the realms' workings is impressive. They venerate the Old Ones, a long-disappeared race of godlike beings that left behind many cosmic secrets pertaining to the true origins of the Mortal Realms. The Change God avariciously seeks this knowledge, for it would greatly aid his quest to gain mastery over reality. In this search, he has already had some notable success.

Only Tzeentch's most powerful daemonic lieutenants know the true story of how Change God seized the Codex Astromantica – a sacred plaque of the Old Ones' design, woven from strands of star-magic and imbued with ancient knowledge. There are rumours that he lured a trio of slann into the bowels of the Crystal Labyrinth,

and there prised the relic's location from their minds through trickery and torment. Similar tales state that the theft was the work of the Changeling, that peerless master of infiltration and espionage. The most common story goes that a great battle was waged across the utter blackness of the space-between-worlds, as the Silver Towers of the Gaunt Summoners laid siege to an immense vault-ship of the Seraphon. Allegedly it was Kairos Fateweaver, the Oracle of Tzeentch, that led the flood of daemons into the ship's interior, disposing of those scaled guardians that assailed him with waves of transmutative magic that reduced them to bubbling puddles of silver. With the Codex Astromantica secured, the daemons of Tzeentch departed the stricken vessel, allowing it to tumble out of the void and crash to earth somewhere in the realms.

SITES OF POWER

With the Codex Astromantica in his possession, Tzeentch has begun to peel apart the layers of the geomantic code, his trillion faces cackling dementedly as they pore over the secrets contained within. The Crystal Labyrinth echoes to a susurrus of frantic scribbling as his daemon-scribes frantically recorded a flurry of instructions and insights, directing the great convocations of the Change God to visit upon mortalkind a coruscating firestorm of change.

With his manifold eyes opened to the true potential of the geomantic web, the forces of the Change God are on the move, racing to secure sites of arcane power across the

length and breadth of the Mortal Realms. Enacting gruesome rituals of sorcery and sacrifice, Tzeentch's followers pour corrupting energies into these ley lines, sending the magical energies haywire until the delicate geomantic pattern that binds reality begins to splinter.

Sometimes, the Change God orders that certain places of power must be taken by force, but usually his plans are more insidious. Often, his cults or daemonic convocations strive to reach a geomantic nexus ahead of one of Sigmar's Dawnbringer Crusades. Having done so, they sabotage the site with unbridled change-magic, concealing their manipulation of its eldritch workings behind cleverly woven illusions before vanishing into the wilds. If this magical sabotage is not detected by a given crusade's arcane experts – and the Arcanites utilise assassination and misdirection whenever possible to ensure that it is not – then the Sigmarite stronghold they found is doomed before a single stone is laid down.

At first the Arcanites and their daemonic allies watch from afar with gleeful eyes as another of Sigmar's nascent outposts is stricken by ill-fortune and corruption. Aqualith waterways become clogged with bloodshot eyeballs, livestock give birth to mewling lumps of metal and flesh, and screaming faces manifest in the depths of stone walls. Eventually the terrified populace itself begins to deform, sprouting writhing pseudopods or extra limbs, until eventually they are transformed into forms more pleasing to Tzeentch – the avian beastmen known as Tzaangors, or something even more terrible still.

In those regions where Tzeentch has managed to unpick the fabric of reality in this fashion, cataclysmic disaster has swiftly and inevitably followed. Anarchic change-storms formed from unbound magic sweep

across the lands, crystallising everything in their path. Once-reliable realmgate passages become treacherous deathtraps, immolating those who set foot within their shimmering portals, or worse, depositing them inside one of the dreaded Silver Towers. The skein of reality is frayed and weakened, allowing daemons to claw their way into the material world and remain there almost indefinitely. So does Tzeentch plan to remake the Mortal Realms in his own demented image.

Horried at the damage being wrought upon the Astromatrix, the Seraphon send forth vast starhosts to repair the damage caused by the Disciples of Tzeentch, seeking to

snuff out the fires of change before they spread out of control. So too have the Lumineth of Hysh begun to grasp the scale of the unfolding disaster. The Scinari mage caste has begun to strike at those regions most destabilised by Tzeentch's Arcanites. While phalanxes of hard-eyed aelves hold the line, enlightened aelven magi sear solar runes of order into the corrupted lands, in a desperate attempt to prevent them from crumbling entirely to ruin.

Yet for every geomantic nexus that is healed or stabilised, several more are picked apart by the Change God's worshippers. The damage they have already caused may prove irreparable.



THE REALM OF METAL

Ever has Tzeentch considered the Realm of Metal to be his territory, for its constant aura of malleability and change appeals to the Chaos God's most primal drives. Indeed, it was Tzeentch himself that wrought a cataclysmic disaster upon Chamon, thereby corrupting vast swathes of the realm in his own image.

Chamon is unique amongst the Mortal Realms, for its land masses are not locked together as a series of tectonic plates, islands and continents centralised in the central plane of the realmsphere. Instead, the great domains that together make up the Realm of Metal hang in the firmament, connected to each other by mystical portals and strange, eldritch bonds. Azyrites often depict the realm as the laboratory of some godly alchemist, fizzing with raw potentiality and change.

Rare minerals and metals abound here, but this rare wealth alone does not define Chamon. Above all it is a place of constant, energetic flux. Vast, floating globules of liquid transmute into gaseous clouds that light up the sky, before raining down upon the solid earth as shards of glittering crystal. Volcanoes spew forth streams of gold and silver, which cool to form new islands and isthmuses. The skies shimmer with limitless energy, and far beneath the crust flow iridescent fuels and rivers of boiling quicksilver.

It is little wonder that such a place fascinates Tzeentch. Obsessed with Chamon and its multifaceted beauty, the Change God has long sought to lay sole claim to its wonders. During the Age of Myth, Chamon was a centre of arcane science and wondrous innovation, where mighty civilisations flourished. This process was encouraged and subtly guided by the duardin smith-god, Grungni, who introduced his followers to the wondrous substance chamonite – a liquid, globular realmstone that offered near-limitless alchemical power to those with the means

to harvest it. Satisfied that his folk had all the tools they needed to achieve true self-sufficiency, Grungni departed to join the Pantheon of the God-King.



The discovery of chamonite ushered in a new era of wealth and splendour for the rulers of Chamon. Yet it also led to a terrible inequality, for those who possessed vaults filled with the stuff were less than inclined to share their fortune with others. For centuries Tzeentch watched with jealousy from the Realm of Chaos, unable to manifest his will in any practical sense. Yet with the rising sense of inequality came a flood of change-prayers and vengeful thoughts from the less fortunate peoples of Chamon. Tzeentch and his daemons heard these whispered pleas, and were only too pleased to reply with their own promises of a better world to come. Thus were the seeds of heresy planted, but it would take the arrival of another godly force in the heart of Chamon to twist the lands beyond recognition.

Attracted by the rampant harvesting of so much raw chamonite, the zodiacal beast known as the lode-griffon

descended upon the Realm of Metal, settling itself at the heart of the Godwrought Isles – an artificial archipelago shaped by Grungni himself, and home to the most influential civilisations of Chamon.

So potent was the magical aura of this fortress-sized godbeast that the lands around it were buckled and broken, crumpled by crushing waves of magnetic energy at the cost of millions of lives. The perfectly geometric isles crafted by Grungni were wrenched apart, forming the continental sprawl that would come to be known as the Spiral Crux. Observing this unfolding disaster, Tzeentch could barely contain his glee; the moment had arrived to put his most ambitious scheme into motion for he had long anticipated the lode-griffon's arrival – indeed, through nefarious means he had encouraged that very thing.

The Change God sent his most insidious agents to infiltrate those nations most terribly affected by the metallurgical disaster. Taking the form of a master aethermancer, the Gaunt Summoner known as the Watcher King convinced the great nations of the Godwrought Isles to slay the lode-griffon by transmuting it into solid gold. This they achieved at great cost – only for the godbeast's final, agonised death-screams to pierce the fabric of reality, and tear open a rift at the heart of Chamon. Through this breach came the screeching hosts of the Architect of Fate, turning the tormented skies into a kaleidoscope of lurid colours as they swept down the bewildered and terrified mortals that had unknowingly unleashed them.



What followed was an age of unbound change as Tzeentch luxuriated in the opportunity to transform Chamon in his own maniacal image. The exiled and vengeful beastmen of the Great Bewilderness were the first mortals to join his cause, sweeping forth from their tribal lairs to pull down the hated empires of man, duardin and aelf. Then, one by one, those surviving powers unable to flee to the safety of Azyr or otherwise escape the wrath of Tzeentch's daemons realised that they had but one choice: embrace the anarchy of the Change God, or be transmuted into some gibbering nightmare for the amusement of capering daemons.

Thus it was that Chamon fell to Chaos, with Tzeentch claiming dominion over the majority of its ever-shifting territories. The Spiral Crux would be its epicentre: a warped and anarchic maelstrom of wrecked continents and whirling change-storms.

STRIFE AND FLUX

To this day, the vast majority of the Realm of Metal remains firmly in the clutches of Tzeentch. Entire landmasses and shifting continents warp and twist to his will, and thousands upon thousands of mortal inhabitants scream his name with a mixture of reverence and fear. Cackling hordes of daemons rampage across reality, and every conjuration and conquest carried out by the Change God's faithful brings the inevitable annexation of Chamon one step closer.

Yet the coming of Sigmar's Tempest has thus far denied the Change God his ultimate triumph. The God-King's founding of several great strongholds in the Spiral Crux – once the undisputed centre of Tzeentch's power in the Mortal Realms – is an insult yet to be properly answered, and new Dawnbringer Crusades advance into the wilds of Chamon with alarming regularity. Likewise, the sky-empire of the Kharadron

Overlords continues to prove a formidable nemesis. Fuelled by new technologies and armed with aethermatic weapons that can blast through the most powerful arcane wards, the sky-fleets venture brazenly into Tzeentch's domain in search of their precious aether-gold. The Aether War waged between the Kharadron Overlords and the Disciples of Tzeentch has entered a new phase of violent escalation, doubtless encouraged by the return of Grungni; the duardin smith-god surely longs to purge the Change God's influence from lands he once arrogantly presumed to be his.

So the game goes on. The further that Tzeentch's enemies plunge into his territories, the more fully they ensnare themselves in his webs of intrigue and deception. Let them fool themselves that they might tear the Realm of Metal from his iron grasp. Soon they will come to understand the truth: Chamon has only one master.

THE TWISTED LANDS

The Spiral Crux is the churning centre of the Realm of Metal, a region transformed by raging storms of wyrd-magic. This is the site of Tzeentch's most infamous conquests, but though its lands are twisted beyond recognition, many of the Change God's hated rivals still seek to wrench them from his clutches.

The Arcanites of Tzeentch need look no further than the Spiral Crux for proof of their master's limitless genius. Once, the island landmasses that make up the Crux were ordered and perfectly symmetrical, arranged by the hand of the smith-god Grungni. Now they are jagged and splintered, swept up by the surging maelstrom at the region's centre. Known as the Griffon's Eyrie, this world-scar is the lingering epicentre of a magical explosion caused by the death of a godbeast.

This is the seat of the Change God's power in the Spiral Crux – perhaps even across the entirety of Chamon itself. The Silver Towers of his Gaunt Summoners have commonly been sighted hanging in the lurid skies above the Eyrie, and it is from here that the greatest and most terrible Arcanite hosts have emerged, making war against all who would impede their master's maddeningly complex schemes. Seen from the aetheric void, the Spiral Crux forms a rough approximation of Tzeentch's fiery symbol – a sign of how fully he has reshaped these lands in his image. Many now bear names chosen in the Change God's honour, and are populated by roving tribes of Tzaangors, or entire empires of magic-worshipping warriors who sacrifice their enemies by hurling them into bubbling pools of quicksilver. These lands are truly accursed, ravaged by sudden tempests of unstable magic that sweep out from the Griffon's Eyrie, turning men to mewling lumps of flesh, and transmuting rocky beaches to glass or gold.

To Tzeentch, this constant flux is a delight, marred only by the smattering of island holdouts and defiant mortal civilisations that have not crumbled before the eldritch power of his faithful. Until these are conquered, he cannot truly call the Spiral Crux his alone. Perhaps his most persistent nemesis has proven to be the Kharadron Overlords, a mercantile empire of sky-roving duardin that wield technological innovations in lieu of magic. The Aether War waged between the Change God's worshippers and the fleets of the sky-ports has raged since the earliest days of the Age of Chaos, with neither side claiming victory.

Then, of course, there are the arrogant and brazen worshippers of Sigmar, who have already established their mighty free cities in lands Tzeentch claims as his own, and every day launch more Dawnbringer Crusades into his territories. Little do these humans and their allies know that the further they spread their so-called civilisation across Chamon, the easier it is for Tzeentch's agents to infiltrate their ranks. This reckless expansion simply draws the Sigmarites further and further into the Change God's web, where they will be ensnared and slowly strangled by a million interlocking plots and schemes.

SPIRAL CRUX





COASTALSHARD FORTRESS

Immense bastion of sorcery inhabited by several Arcanite cults, who launch constant raids across the metallic oceans.



THE TOWER'S DEMISE

An immense crater left behind by the explosion of a Silver Tower, wracked by violent change-storms and rampaging spells.



METHYSTINE OCEAN

VULCHARC PEAKS

Bleak mountains ravaged by unbound change, and home to a vast gathering of Tzaangor tribes.



KEY

-  SIGMARITE METROPOLIS
-  MILITARISED CITY
-  SITE OF LEGEND
-  BATTLE OF LEGEND
-  REALMGATE
-  TZEENTCHIAN ASSAULTS UPON THE ASTROMATRIX

TWISTS OF FATE

To the Changer of the Ways the bewilderingly complex web of fate is naught but a plaything, to be plucked and twisted at will. His disciples have carried out countless coups, plots and uprisings in the name of their god, each act but another infinitesimal step in a scheme of dark genius that will one day ensure Tzeentch's supremacy over all.

● AGE OF MYTH ●

TANTALISING WHISPERS

Tzeentch's presence in the Mortal Realms starts as little more than a web of suspicions and vague memories of treacherous entities lurking in the darkness. However, when the rising nations of Sigmar's first civilisations lay down their knowledge in the form of the written word, Tzeentch finds a way in. Through the waking dreams of overworked scribes half-asleep at their calligrapher's lecterns, his daemonic agents introduce words that have no right to be in the language of mortals. Slowly, syllable by syllable, the Dark Tongue infiltrates the most esoteric of tomes – and as those grimoires whisper softly in the night, the notion of pacts with entities from beyond the Mortal Realms is introduced to the minds of ambitious men.

SECRETS OF THE DARK TONGUE

The study of ancient and arcane languages becomes highly fashionable amongst the scholastic orders of Hysh. Tzeentch ensures that several tomes fall into the hands of these learned men and women, each of them containing the corrupting words of the Dark Tongue – the language of Chaos. In the depths of the Nasroan Catacombs, a cabal of scholars takes things to a darker extreme, enticed by the power contained within their illicit scripts. Their chanting begins slowly, but soon escalates into a demented chorus of shrieking and babbling, a cacophony that frays the fabric of reality. Through these minute breaches spills the unclean light

of the Chaos Realm, and those it touches are overcome by the will of Tzeentch. These once-respected intellectuals are now nothing but helpless pawns. In silence they depart, each heading for a different realmgate; they will visit distant lands, and spill their hideous secrets to all who will listen.



CHAMONITE

Across the central regions of the Godwrought Isles, vast deposits of chamonite – the quicksilver-like realmstone of Chamon – are discovered. This globular, malleable substance contains formidable alchemical power, and it is harnessed in great measure by the clans of the region. Indeed, chamonite becomes a currency of sorts, and it is sought with such single-minded intensity that wars are fought between once firm allies over mining rights and trade embargoes. Great powers rise, fuelled by new, techno-arcane technologies developed with this vital new substance. This sudden industrial and economic boom soon draws the eye of the Great Conspirator, for in this period of drastic change Tzeentch spies manifold opportunities.

ESTRAZA SILENT

The powerful island nation of Estraza is ruled by the mighty Steel-King Sangkor, respected

across the Godwrought Isles for his wisdom and strength of will. Yet the Steel-King is sorely tested when his domain is rocked by a series of terrible calamities: unexplained infernos, rains of molten silver and children born with unsettlingly avian features. Sangkor's own son and heir is cut down by a mysterious disease that turns his flesh to silver. Growing ever more paranoid, the Steel-King cuts off all trade and diplomatic contact with his neighbours, such as the duardin kingdoms of Azgal and the Sigyorn. For more than a year, nothing is heard from Estraza at all. Eventually, the concerned aethermancers of the Sigyorn decide to dispatch a mission to investigate. This expedition is unnerved to discover that the once-populous island has been entirely abandoned. The only clue as to what transpired is contained within Sangkor's throne room: the Steel-King's crown, resting upon his throne amidst a scattering of azure feathers.

VISIONS IN GLASS

None remember who spoke it or how the words came to them, but the name of the greater daemon Kairos Fateweaver is uttered aloud for the first time in the atriums of Ninespire. The vibrant, stained-glass windows of this artisan-city begin to shift and flicker, displaying images of unimaginable horror – thousands of humans consumed by multicoloured flames, spires brought crashing to earth and strange, formless shapes tearing their way into reality through wounds in the sky. Ninespire has never been visited by war or strife, and so this ill omen is dismissed as nothing more than an

act of sabotage. Not a soul realises that each scene foretells horrors yet to come. Over the course of the next few centuries, the Fateweaver itself will take great pleasure in ensuring every one of the hellish visions comes to pass.

SEEDS OF SEDITION

Inequality becomes a matter of life across the innermost continents of Chamon, as those civilisations blessed with vast deposits of chamonite hoard it for themselves, refusing to share a drop with foreigners unless it is bought at an exorbitant price. Poorer nations – such as the nomadic tribes of Cold Iron Anvil – grow bitter and angry, and pray for change to come. Tzeentch hears these pleas, and his daemons answer with barely discernible whispers that promise a better world to come. Across Chamon, disaffected souls fall deeper into the Change God's sway, though many are not even aware of their descent. Thus are sown the seeds of an imminent catastrophe, and the beginnings of the great Arcanite Cults.

• AGE OF CHAOS •

THE LOD-GRIFFON DESCENDS

In Chamon, the godbeast known as the lode-griffon settles in the heart of the Spiral Crux. The land is reshaped by the metallurgical apocalypse that results, and when the beast is finally slain, its death scream splits reality to let Tzeentch's daemons pour through.

THE TZAANGOR WARS

Once confined to only the wildest and most inhospitable corners of Chamon, scattered beastmen tribes sense their chance to revenge themselves upon the civilised peoples they despise so utterly. Across the untamed continent known as the Great Bewilderness, Herdstones are raised and civilised settlements

sacked in an orgy of blood-letting. Two great champions arise: Runcor Hagbitten of the Allherd, and the change-shaman Mater Muta – a human who willingly embraced the avian form of a Tzaangor to please the Changer of the Ways.

The cunning Mater Muta swears allegiance to the Hagbitten, for her meagre tribe cannot hope to challenge the vast numbers at the bloodthirsty Beastlord's call. Yet the shaman has plans of her own; one by one, she uses her warping magic to transform Hagbitten's gor-kin into more blue-skinned and beaked Tzaangors, until her forces outnumber those of her rival. Finally realising what is afoot, Runcor Hagbitten lowers his horns and charges at Mater Muta only to be turned into a Chaos Spawn the moment his horn-tip grazes her flank. With the Beastlord gone, the entirety of the Great Bewilderness is claimed in Tzeentch's name.



RISE OF THE SUMMONERS

The onslaught of Chaos gathers momentum, though throughout the God-King's faltering empire there are bastions of civilisation that continue to stubbornly defy the inevitable. Beneath these brave city-states, circles of conjuration gather in secret to plot anarchy and insurrection. The most widespread of these daemonologists call themselves the Guild of Summoners. Through gruesome ritual and the chanting of forbidden incantations, they tear open rifts in reality through which

the malevolent entities of Chaos pour. Scores of cities fall at the hands of the Summoners, unable to fend off an assault from within as well as without.

The Shining Citadellum of Ayadah is home to an order of arcane warriors known as the Anointed Few, who have achieved mastery of both blade and spell. The city manages to survive for eight days and nights against an endless tide of daemons. On the ninth day, the Guild enacts its most malevolent summonation; no less than seven Lords of Change force their way through a yawning portal, screeching in delight as they look upon the flaming ruins of the Citadellum. The surviving warriors of the Anointed Few charge at this new threat, only to be met with a hurricane of change-magic that rips through their ranks, transforming them into bubbling pools of silver or living, screaming torches. With the last guardians of the Shining Citadellum annihilated, the Guild of Summoners and their masters are free to sack the city's arcane vaults, seizing many powerful relics and tomes of eldritch lore that will aid them in their next plot.

THE GOD-HAMMER FOUND

The sorcerer Ephryx learns that the God-King Sigmar's legendary hammer, Ghal Maraz, lies somewhere near to the ancient city of Elixia. Summoning every cultist and daemon at his disposal, he seizes the city and locates Ghal Maraz, though he is unable to wield the immensely powerful artefact himself. Instead, he orders the construction of the Eldritch Fortress around the warhammer, siphoning its energies to fuel his own magic.

NIGHTMARE ARCANUM

Perhaps the only daemonic convocation not exultant at the opportunity to wreak carnage and

chaos upon the Mortal Realms are the Hosts Arcanum, those hoarders of eldritch knowledge that dwell in the scholariums of Tzeentch's crystal fortress. To them, the Great Invasion is little more than a vexing distraction, though it does at least afford the opportunity to pilfer the crude but occasionally innovative magics of mortalkind. As the great aelf-empire of Hysh collapse into civil war amid cataclysmic acts of mutual destruction, the Hosts Arcanum are quick to seize advantage. Across the Ten Paradises, these avaricious spell-seekers raid depositories of enlightened lore; the Symphonic Towers are burned and looted, as is the Spire of Aillos and the seer-city of Bel Imilad. Staggered and horror-stuck in the wake of the self-inflicted disaster known as the Spirefall, even the most powerful aelven armies cannot stand in the face of the Hosts' magical onslaught. When the enemy lies burned and butchered the daemons depart with clawfuls of precious tomes to study, leaving the final desecration of Hysh to those with less important matters to attend to.



THE GREAT MELTING

The Golden Fortress is regarded as impenetrable by its duardin guardians, and not without good reason. Built into the mountains of Gazan Zhar, it provides a blessed sanctuary for those displaced by the terrible change-storms that rock the Spiral Crux. Yet even this mighty, gilded bastion cannot withstand the unnatural flames of the Eternal Conflagration.

The Lord of Change known as the Radiant Lord unleashes an inferno of mutating wrydflame that engulfs the Golden Fortress. The warping fires soon cause the structure to transform, its walls and ceilings turning from gold to a boiling wax-like substance that collapses on the heads of those below, encasing them in a swiftly hardening shell of burning agony.

● AGE OF SIGMAR ●

EPHRYX DEFEATED

As Sigmar's Tempest breaks, the hammer Ghal Maraz is located in Anvrok. Vandus Hammerhand and Thostos Bladestorm lead the assault, and though Ephryx translocates the entire Eldritch Fortress to the upper planes of the Hanging Valleys, his ritual to harness Ghal Maraz is ultimately thwarted. The sorcerer, on the brink of earning Tzeentch's eternal favour through having denied Sigmar his legendary hammer for so long, is banished into exile in the Realm of Chaos for losing so potent a relic.

UNSTABLE FOUNDATIONS

Many of Sigmar's free cities are built using realmstone in order to speed their construction. Their foundations are laid down in secretly corrupt patterns at the behest of the false architect Valius Maliti – in truth, the daemonic Changeling.

THE NECROQUAKE

In Shyish, Nagash prepares to complete a ritual of dreadful power that will allow him to finalise his conquest of the Mortal Realms. Yet the Great Necromancer does not know that Tzeentch is well aware of his scheme, having been informed by the Changeling. A long-standing debt from the Great Horned Rat is called in, and the skaven infiltrate Nagash's great work at the last, corrupting his ritual just as it reaches completion.

ARCANUM OPTIMAR

The tidal wave of death magic known as the Necroquake sweeps across reality, and in its wake the laws of magic are thrown into anarchic disarray. Many powerful spells cast during this time take on a life of their own, obliterating their caster before careening across the lands and leaving devastation in their wake. Great cities burn, and entire armies are annihilated by unchained magic. Tzeentch drinks in this mayhem delightedly, and his demented laughter echoes across the void.



ERA OF THE BEAST

The culmination of Alarielle the Everqueen's great spell of life and the subsequent rise of the Earthquake God, Kragnos, herald the dawn of the Era of the Beast, an age of untamed savagery and violence. Though this crude animalism is distasteful to Tzeentch, he is delighted by the outbreaks of bestial mutation that occur due to the waxing of amber magic; the numbers of his Tzaangors multiply tenfold, as more and more humans devolve into avian horrors. His followers look to hasten this process whenever possible by corrupting sites of arcane power with unbridled change-magic.

AN OLD FOE

Even the Changer of the Ways is shocked to discover that the duardin smith-god Grungni has returned to the realms. With many

of the sky-ports emboldened by Grungni's return, the Kharadron Overlords renew the Aether War with a vengeance, launching massed naval bombardments of Tzeentch-held regions in the Spiral Crux.

DUEL OF SORCERY

Across Hysh, the Realm of Light, mortal tribes that have entered into dark pacts with the Changer of the Ways are overcome by visions of far-flung ruins: Lumineth cities shattered during the Spirefall, yet still rife with untapped magic. Amongst these tribes are the Sons of Quintessence, a secret Xintilian cult. Led by the prophetic dreams of the Curseling known as Venestrati, the Sons travel to the Many Tombs of Sarandua, an ancient aelven mage-lord who delved into the distasteful practice of cloning.

Even as Venestrati and his Tzaangor accomplices attempt to loot the arcane riches within, they are attacked by agents of the Lumineth's Scinari mage-caste led by the Enlightener Denezia Warwidow, who is determined to prevent Sarandua's illicit knowledge from falling into the wrong hands. A ferocious battle ensues, during which Venestrati activates an ancient aelven weapon of magical destruction known as a Realmshatter Prism, which splits the earth and sends chunks of rock soaring into the sky. The colossal wave of geo-arcanic energy unleashed by this explosion shatters the protective wards around Sarandua's tombs, revealing the immense nexus of magic known as the Arcanova Trove. On the very threshold of glory, Venestrati is defeated by Denezia in a magical duel, burned, blinded and sent fleeing into the Xintilian desert.

CRUSADES SUBVERTED

Seeking to expand his territories in the Mortal Realms, the God-King

Sigmar orders forth thousands of military expeditions known as Dawnbringer Crusades – vast, armoured columns that drive into untamed lands, with the sacred aim of establishing new strongholds and dwellings of Order. It does not take long before the acolytes of the Change God inveigle their way into these crusades, manipulating them from within and steering them subtly off course towards lands rife with volatile magical energies.



MISTRUST REIGNS

The great Oathspun Crusade is launched from the city of Settler's Gain with much fanfare. Its goal is to seize Mons Speculari – a range of mountain peaks in northern Xintil which encompass a potent nexus of geomantic power. Yet mere months after it is launched, the crusade is dogged by an endless series of catastrophes; food spoils, and vital barrels of Aqua Ghyranis turn rancid and acidic. Members of the crusade's command echelon go missing, and the caravan comes under constant attack by the orruk tribes of the Xintil desert.

It soon becomes clear that it will be impossible to reach Mons Speculari. Incited by the charismatic Master Hierophant Anuuka Tierna, a clamour goes up for the venture to alter course, making instead for the nearby ruins of Tor Ainleth – territory forbidden to humans by decree of the Lumineth Realm-lords, but that might provide priceless sanctuary. Just as they enter the shadow of the fallen spire, the ragged remnant of the crusade

is intercepted by a company of Vanari Dawnriders, led by the Scinari Cathallar Erin'yeth. At first, Erin'yeth is sympathetic to the plight of the 'Dawners', and simply demands that they turn back from these outlawed lands. Yet the frustrated and frightened humans have been filled with angry resolve by Master Hierophant Tierna's rhetoric, and stand their ground.

Recriminations soon turn into threats, with the Lumineth refusing to back down despite their smaller numbers. Then a musket shot splits the air, and a Dawnrider collapses from his saddle. In the following chaos, much blood is shed on both sides, but Vanari reinforcements soon arrive to quell the disturbance. As she surveys a field littered with corpses, an appalled Cathallar Erin'yeth senses Tzeentchian corruption at work; the instigator Anuuka Tierna is nowhere to be found. By the time that word of the massacre reaches the God-King's agents and recriminations begin in earnest, the mysterious 'Tierna' has already shed her disguise, once more donning the mask of Magister Azzateth of the Cult of a Thousand Eyes.

GEOMANTIC WAR

Tzeentch escalates his attempts to unravel the geomantic patterns underpinning reality. His Disciples attack those sites where ley lines of magical power converge, utilising methods both subtle and brazen to corrupt them with unstable change-magic. With each nexus point unravelled, the raw stuff of Chaos gushes into reality. This onslaught is fiercely opposed by the Seraphon, who match the eldritch might of the Change God's armies with primal fury and celestial firepower. Across the Realm of Metal and beyond, a furious conflict rages – one that will forever scar the foundations of the Mortal Realms.



THE ELDRITCH THREAT

Tzeentch's armies are many and varied, ranging from hidden cabals of tattooed and knife-wielding conjurers to kaleidoscopic daemon legions. All would gladly see the Mortal Realms consumed in a tide of madness and multicoloured flames.

Tzeentch's daemons are as varied in aspect and form as their mercurial master, and the composition of their great convocations is always in flux. Quite unlike the militant order of Khorne's legions or the cyclical inevitability of the Plaguefather's formations, this fluid organisation suits the anarchic nature of the Scintillating Hosts – as these infernal congregations are known. Yet for all their riotous displays of chaos, they adhere to hidden strictures and rules that please Tzeentch: foremost amongst them, the sacred number nine.

Each daemonicon convocation is led by a mighty Lord of Change and is divided into nine hosts. Each of these is led in turn by a subordinate greater daemon, Herald or other powerful minion. The convocation's master may occasionally commandeer one of its hosts itself, should such a course of action appear propitious. All of Tzeentch's daemons seek to further his often mysterious aims whenever possible, but the methods by which they go about this differ depending upon the convocation to which they belong. Daemons of the Eternal Conflagration prefer an all-out assault of firestorms and blazing missiles, for example, while the Hosts Duplicitous rely on more subtle methods of manipulation and murder, often preferring to drive their foes to distracted madness with nightmarish illusions before they unleash their true might.

For a daemon to earn its master's favour is to live and prosper; should it instead displease its lord, it may be banished, diminished

or even subsumed to forfeit its sentience altogether. As one would expect from the minions of Tzeentch, there is no end to their machinations as they push their own agendas and sabotage those of their rivals. When the Great Schemer weighs the tributes paid to him and proclaims his judgement, the sigils of each convocation writhe upon the Shifting Pyramid of Yrch deep in the Crystal Labyrinth, blazing into a new hierarchical order.

The nine most favoured Scintillating Hosts are each granted control of one of the Fractal Fortresses, and their fallen are resurrected more quickly from the Nine Gates. Not surprisingly, this new order can turn quickly – it is as fickle as Tzeentch himself. Even his most favoured and trusted daemons walk a tightrope of causality that can see them rise to new heights or plummet into the darkness of disgrace. One need only listen to the legend of the Lord of Change known as Kairos Fateweaver, hurled deep into the Well of Eternity to sate Tzeentch's curiosity, in order to appreciate how capricious the Changer of the Ways truly is.

More so, perhaps, than any of his brother-gods, Tzeentch delights in corrupting mortal beings and leashing them into his service. Whether these luckless souls be nomadic tribesmen, impoverished street-sweepers or ambitious kings, they are all vulnerable to his offerings: whispered promises of power and immortality, and fragments of forbidden arcane lore. Some of these mortal servants rise to become champions of the Slaves to Darkness, assembling

great tribes that sweep across the realms, leaving death and madness in their wake.

Yet brute force is not the Change God's favoured weapon, and he has other types of mortal army to fulfil his more subtle desires. These Arcanite cults do not assemble openly, but instead gather in secret beneath the streets of civilised cities, most commonly the great strongholds of the God-King. Veiled by illusionary magics and protected by clandestine rituals, Tzeentch's hidden cabals and secret armies have existed for generations. Yet they have steadily grown in power and influence over the course of the Age of Sigmar, and many have begun to make their presence felt through increasingly bold acts of violent insurrection.

As Sigmar's new cities grew, so too did the Arcanites, spreading like some hidden malignancy. Although typically covert in nature, the Arcanites strike when the time is right, unleashing a bombardment of sorcerous destruction. Kairic Acolytes, their faces obscured by cryptic masks, chant sizzling arcane bolts into existence that arc into their foes. Sects of Kairic Acolytes are secretive, with many continuing to grow undetected in human tribes and cities across the Mortal Realms. To maintain their secrecy, the more conspicuous aspects of their altered forms are concealed beneath illusions and sorcerous obfuscations. The Acolytes are careful to remove their idealised disguises out of sight of even their fellow cultists, so that none know the true identities of the other members.

THE HIDDEN ORDER

An Arcanite cult typically comprises three to nine covens, each of which is made up of three sects. The cult is led by an inner circle of powerful sorcerers called a cabal, who may delegate power to henchmen such as Curselings and Ogroid Thaumaturges. Gaunt Summoners that deign to assist a cult are referred to as 'honoured guests'. The exact structure of a cult is in constant flux, but the basic elements are common to all.



The ruling cabal may ally with independent agents and temporary allies if it will further their arcane goals.

The cult's cabal may be formed of Magisters, Tzaangor Shamans and Fatemasters, though overall authority usually falls to but one of these powerful individuals.

The Gaunt Summoners that align themselves to the Arcanite Cults are held in both fear and awe by the initiated.

WITCHFYRE COVEN (3 SECTS)

- Kairic Acolytes
- Kairic Acolytes
- Tzaangor Enlightened

Witchfyre Covens are formed of Kairic Acolytes who demonstrate an aptitude for conjuring the fires of change, together with a Tzaangor Enlightened escort.

ALTER-KIN COVEN (3 SECTS)

- Kairic Acolytes
- Tzaangors
- Tzaangor Skyfires

Alter-kin Covens are masters of mutating magic. To stand within the aura of change that surrounds them is to risk an agonising transformation.

SKYSHOAL COVEN (3 SECTS)

- Tzaangor Skyfires
- Tzaangor Skyfires
- Tzaangor Enlightened

Tzaangors that form covens with Enlightened and Skyfires fight with heightened ferocity, eager to prove themselves before their elevated kin.

THE SCINTILLATING HOSTS

At any time there are nine daemonic convocations held in the highest favour by the Change God, for Tzeentch holds a special reverence for that number. Of these chosen hosts, there are four whose power has waxed particularly high, and whose daemonic footsoldiers manifest in the material realm with alarming frequency.



THE ETERNAL CONFLAGRATION

The Eternal Conflagration desires one thing above all: to engulf the Mortal Realms in an inferno of wyrdflame, and watch in gleeful amusement as the world burns around them. The profane flames that spew from the mouths and pointing fingers of these pyromaniac beings are nothing natural. Rather than merely

scorching flesh they cause horrific mutative wounds, causing skin and bones alike to bubble and twist. Armour offers little protection against such power; the sturdiest breastplate can be transformed into a dripping mass of frogspawn, while helmets become slaving mouths that feast upon the skulls of their wearers.

The sacred icon of the Eternal Conflagration is the burning triskele, an ever-turning wheel that hurls out pure change. Nothing pleases these daemons more than the spectacle of mutating fire washing across their victims, and thus it is unsurprising that they boast vast numbers of Flamers, whose accumulated firestorms transform the battlefield into a psychedelic wasteland in short order.

Of all Tzeentch's hosts, the Eternal Conflagration is by far the least subtle. Not for them the careful manipulation or illusory trickery favoured by many of their kin, under the command of the mighty daemon known as the Radiant Lord, they simply light the fires of change wherever they can, trusting that something new and pleasing to Tzeentch will arise from the smouldering ashes. Most recently, the city of Vindicarum felt the convocation's wrath, as the Eternal Conflagration allied with the Dark Master Be'lakor to burn this bastion of the faithful to ashes. The arrival of a Kharadron sky-fleet and the shocking return of the duardin smith-god Grungni put an end to the Siege of Vindicarum, but not before thousands of mortals were swallowed up by the Conflagration's cursed firestorms.



THE HOSTS DUPLICITOUS

An impenetrable veil of illusion hangs over the Hosts Duplicitous, for these daemons believe deception and deceit to be the highest arts of all. They almost never reveal their true faces, either to their enemies or to their most devout worshippers, instead hiding

behind arcane obfuscations. Thus do they maintain a constant shroud of secrecy that is only lifted when the time comes to utterly obliterate their foes in a torrent of warping magic. Few daemonic convocations are as thoroughly intent upon undermining the cities and metropolises of the Mortal Realms as the Hosts Duplicitous. They pour enticing whispers into the ears of civic leaders, frustrated labourers and ambitious generals alike, turning these easily manipulated mortals against one another. Shape-shifting daemons infiltrate positions of power. An aura of panicked confusion is cultivated, with deviously curated mirages showing various disasters yet to come, some of which are true

glimpses of the future and others mere fabrications.

When the hour arrives and the time of the daemon waxes nigh, all of these intricate plots are brought to fruition at once. The unfortunate city that has been chosen as a playground is assailed by a tide of daemons that seem to gush out of thin air, illusions concealing their true numbers and intentions as they slaughter at will, leaving panicked terror in their wake. It is said that the convocation's master – the Phantom Lord – wishes to create such an aura of fear and mistrust that one day the great free cities will destroy themselves, their citizens tearing each other apart in a paranoid frenzy.



THE UNBOUND FLUX

The Unbound Flux are true enemies of reason, devoted entirely to drawing into reality those horrors that the mortal mind is not equipped to comprehend. Stern minds and staunch hearts melt into nothingness before their glory, for the Flux brings such purity of change that no armour – mental or physical – is proof against it.

Trying to discern some kind of pattern or logic to the movements of the Unbound Flux has reduced many a battle-seer to a gibbering wreck. This convocation seems to obey no master save utter randomness, appearing wherever and whenever they are least expected to spew their miasma of madness. Not even the most forward-thinking commander can hope to defend against such pure anarchy.

When the Flux strike, they unleash cavorting masses of Horrors – seen as the purest manifestation of the Change God's madness – which babble a constant stream of nonsense as they swarm towards the enemy hurling bolts of flame. The daemonic sorcerers of the Unbound Flux believe that their Tzeentch-given task is to unleash pure insanity upon the Mortal

Realms, and their every arcane barrage is laced with mind-blasting hexes and kaleidoscopic visions of horror that can reduce even the most ordered mind to a gibbering ruin.

Often, the Flux's demented offensives seem to serve no strategic purpose beyond driving their mortal prey beyond the brink of sanity. In this, the convocation offers a pure form of worship, for such random anarchy is most pleasing to Tzeentch. His fondness for the Flux runs deep, and often he will grant them fragments of his limitless knowledge, secrets of such terrible power that their mere utterance would send most mortals completely insane. Such fragments are potent indeed in the hands of the Unbound Flux, for madness is both their weapon and their legacy to the Mortal Realms.



THE HOSTS ARCANUM

All daemons of Tzeentch are formed from pure magic, but those of the Hosts Arcanum are pre-eminent spellcasters even amongst their own kind. Voracious scholars of arcane lore and forbidden knowledge, they spend eternity poring through the libraries and scholariums of the Crystal Labyrinth, amassing and analysing every spell cast in every reality they can penetrate. In this, they are perhaps some of

the Change God's most treasured servants, for they have gathered magical secrets from across the cosmos, expanding Tzeentch's already vast comprehension of all things arcane.

It is very unusual for any daemon of Chaos to prefer such esoteric study to running rampant across the Mortal Realms, but those of this convocation have assembled vast knowledge-hoards containing tomes, grimoires and crystal codices, and grumpily resent every moment they spend away from their prized esoterica. Nonetheless, Tzeentch sometimes demands that they make the journey through the veil, often when he desires them to retrieve a particularly powerful magical item or seize control of a pulsing font of sorcerous power. On such occasions they wage war in the swiftest and most brutal manner possible, summoning great flocks of Screemers to swoop down and eviscerate the foe, so

that they might cut short their ordeal and return to their studies as quickly as possible.

For all their incessant grumbling, these cantankerous daemons occasionally find that rampaging across reality brings its own rewards. One silver lining is that they are afforded the opportunity to test their spells against the greatest magic-wielders of the mortal races. No living being can match one of Tzeentch's own daemons when it comes to a test of eldritch knowledge, of course, but in their short-lived ingenuity, these curious fools sometimes invent new spells and rites that pique the interest of the Hosts Arcanum. These incantations are snatched up as soon as they are cast, and hurled straight back against the wizard that gave voice to them. Upon the daemons' victory their pilfered magical haul is taken back to the Crystal Labyrinth for further study and classification.

THE HIDDEN CHANGE-CULTS

Just as Tzeentch favours a chosen few of his daemonic convocations above all others, so too does he grant especial patronage to four great cults. Each of these has worked tirelessly from the shadows to tear down the fragile falsehoods of justice and order, and replace them with unbound anarchy.



THE CULT OF THE TRANSIENT FORM

Above all else, the Cult of the Transient Form worships the unbound power of change. They believe that true perfection lies in mutation and transmogrification, and many of its human members willingly subject themselves to the most hideous rituals in order to earn a form more worthy of serving the Great Mutator.

Often, they seek to be transformed into Tzaangors, avian beastmen whom they regard as the closest living beings to Tzeentch in body and spirit. Members of the Transient Form are often found amidst tribes of these intelligent gor-kin, beseeching the Tzaangors' aid in their quest to seek a new shape. For their part the beastmen are only too pleased to propagate more of their kind. The human supplicants' skin is anointed with oils and etched with profane sigils, and they are told to consume a blend of Tzaangor blood and powdered crystals that causes them to enter an exultant trance. Then they are sent forth to die in battle against the enemies of the Change God; a fate that is not seen as the end, but rather as a glorious beginning. Even as they are hacked apart or blasted by musketry, the Kairic Acolytes of the Transient

Form begin to babble and writhe. Their flesh runs like candle wax and they collapse to the ground, only to rise again as Tzaangors – to the horrified disgust of their foes.

The great leaders of the Cult have higher ambitions than becoming simple beastmen for they seek an even greater prize – the ascension to full daemonhood. This is a prize that only a rare few will achieve, usually by pleasing their god with a grand act of transmutation, such as transforming a proud city of Order into a twisted den of mutants. Some are still more deranged, and become addicted to the very act of change, constantly transforming from human to gor-kin, from winged nightmare to writhing ball of pseudopods. Many of these will eventually devolve into mindless Chaos Spawn, doubtless to the amusement of Tzeentch.



THE PYROFANE CULT

The Pyropane Cult revels in destructive change for its own sake. In battle, these pyromaniacs join their volatile magic together into cascades of sorcerous flame,

stoking the building energies until they erupt in an unstoppable inferno. Unlike those conjured by the daemons of the Eternal Conflagration, this firestorm does not bring with it mutation and madness. Instead it simply spreads unchecked, propagating secondary blazes that feed upon terror and agony as a natural fire is fuelled by kindling. Not even the hardest warrior can hope to stand in the face of such unnatural heat and to inhale a single spark is to be incinerated from within.

Kairic Acolytes that form the great cabals of the Pyropane Cult may lack subtlety but are not to

be underestimated. Their single-minded focus upon one school of magic has allowed them to master its intricacies, such as hurling flickering chainfires that leap from foe to foe, or summoning infernos that can burn underwater without any air to feed them. Those truly favoured by Tzeentch wear living sheets of fire as a battle raiment; incoming arrows and crossbow bolts are devoured by these sentient flames, crumbling to ash before they ever strike their mark. Soon enough, the enemy will feel the kiss of that same fire. True glory comes only through fiery ruination, and the Pyropane Cult are its masters.



THE GUILD OF SUMMONERS

The art of daemonology is one that only the boldest or least sane mortals would seek to master, for to deal with the malign entities that dwell within the Realm of Chaos is to bargain away one's very soul. The Guild of Summoners is an Arcanite cult entirely devoted to this dangerous school of sorcery. Its members meet in secret to practise their craft, referring to each other only by guild-name

and never removing the grotesque masks that conceal their true identity. This is a necessary caution; members of the Guild are zealously pursued by agents of the Order of Azyr, who will stop at nothing to wipe out the cult once and for all.

The Order's enmity has been well earned. The Guild is responsible for some of the most infamous acts of treachery in the history of the free cities. On many occasions they have summoned forth creatures from Tzeentch's realm to lay waste to civilisation, including everything from surging tides of diminutive, fire-spreading Brimstone Horrors, to racing shoals of Screamers that descend from above to slash and slice a city's populace to ribbons. In their fond imaginings, these aspirants believe that, once summoned, the daemons of Tzeentch will be bound to do their bidding,

elevating them to new levels of wealth and status or even lending them supernatural powers.

In truth, they are simply pawns who serve – often obliviously – the will of the nine Lords of Change known as the Exiled. Aeons ago, these beings greatly angered Tzeentch, who decreed that they would never again earn his favour unless they were all summoned into being at one place and time by mortal agency. The ultimate goal of the Guild is to bring the Exiled into reality, but such a grand undertaking is far from simple. On several occasions, fuelled by the mayhem and sacrifice of open battle, the Guild has summoned three, five, even seven Lords of Change to their service, but they have yet to bring all nine into being at once. With each year, their plans and skills become more refined. Surely it is only a matter of time...



THE CULT OF A THOUSAND EYES

The Arcanite cults of Tzeentch are deeply embedded in every stratum of Sigmar's free cities, and none more so than the Cult of a Thousand Eyes. Using mind-leashing magic and spells of manipulation, this shadowy faction weaves its webs of intrigue across entire continents, sowing the seeds of treachery and corruption in preparation for the hour when its members will rise up and take their war to the

God-King's oblivious masses. It is this cult that has most successfully infiltrated the Dawnbringer Crusades. Its agents take up positions of authority by which they can divert the expedition into uncharted and deadly lands, or trick its leaders into settling new outposts atop founts of volatile change-magic – a decision that will condemn thousands to a slow, painful death by mutation.

This exhaustive network of spies consists of many thousands of souls operating in discrete cells across vast distances, feeding a constant stream of stolen secrets back to their cabal of handlers. This flow of intelligence proves invaluable when the cult must go to war, for they know their enemies' desires and plans intimately and delight in turning the tables on their foes with shimmering illusions, spells of mind control and other

underhanded sorcery. Never has the cult willingly approached a battle on an even footing with its opponents. Only when the enemy is lost in the throes of panicked disarray do the Thousand Eyes strike, dispatching their foes with dispassionate and merciless swiftness.

The Cult of a Thousand Eyes worships the Changeling with almost as much intensity as they revere Tzeentch, seeing this infamous daemonic entity as the epitome of cunning and manipulation. Indeed, the Changeling often employs agents of the cult in his schemes, using them as a convenient distraction to keep agents of the Order of Azyr from gleaning his true intentions. The Thousand Eyes are only too happy to test their eldritch cunning against the dogged zeal of Sigmar's hated witchfinders.

LORDS OF CHANGE

Greatest of all Tzeentch's daemons are the Lords of Change, gigantic avian horrors that wield fearsome powers of sorcery to ensure their master's schemes come to pass. With a single gesture they can tear open the fabric of reality, or unmake their foes in a firestorm of mutating magic.

Shimmering with raw magic, the Lords of Change claw their way into reality, screeching in triumph as the enemy cowers in the face of their monstrous glory. With a contemptuous flick of their claw these avian daemons can unleash blistering goutts of wrydflame to sweep across the battlefield, or tear open all-devouring portals to the Realm of Chaos, pulling scores of screaming warriors to their doom. These greater daemons are entities of pure magic; eldritch power courses through their being just as blood pumps through the veins of a mortal. Scant few beings in existence can rival their mastery of spells and hexes, and those who challenge them in arcane duels are soon transformed into screaming statues of crystal or bubbling pools of molten flesh.

More cunning and aloof than the greater daemons of the other Chaos Gods, Lords of Change delight in inflicting madness and terror as much as they do in the utter destruction of their prey. Though more than capable of hewing foes apart with talons or ensorcelled blades, they do not exult in close combat in the way of many of their kind. Instead, they use their great feathered pinions to carry them across the battlefield, ensuring that they fight the enemy on their own terms.

Such mundane concepts as glory or honour mean little to a Lord of Change; in fact, they take great delight in denying enemy champions any opportunity to land a blow, soaring out of reach while hurling forth a devastating barrage of sorcery. Retaliatory spells sputter harmlessly to nothing in the face of a Lord of

Change's arcane defences. Should they consider an enemy's magic worthy of their attention, the greater daemon will absorb it into their repertoire, often taking great delight in turning it back against the original caster.

Those seeking to banish a Lord of Change soon find that blades and bullets fare little better than magic. Even if an enterprising warrior somehow manages to weave their way through a Lord of Change's eldritch onslaught to land a lucky strike, the magically resistant hide of these daemons can turn aside all but the most formidable weapons.



Of all a Lord of Change's many terrible qualities, the most dangerous are its multilayered cunning and fathomless wisdom. Behind its inscrutable gaze lies a curious and callous mind, deeply intelligent yet as uncaring of consequence as it is fascinated by it. Nothing pleases these ancient beings more than to see the world remade in fire and anarchy, age-old structures torn down and replaced by raw potentiality. They take immense pleasure in ensnaring mortals within these complex schemes, raising favoured acolytes up to the heights of

ambition before casting them down in despair and disgrace. Yet for all their cunning there is an unpredictable side to the Lords of Change which reflects the mercurial nature of their creator; they are manipulative to the point of compulsiveness, always adding yet more intricate layers to their schemes and plots, even at the risk of compromising their original aims. Many times, one of the Change God's grand ploys has unravelled because one of his Lords of Change could not stop plucking the skeins of fate.

Tzeentch punishes these failures severely, but also lavishly rewards moments of particular inspiration; his favoured Lords of Change are granted the command of his Scintillating Hosts, and in this role they excel. They are exemplary tacticians, seemingly able to read the minds of their foes at will, responding to their every move with a cunning counter-stratagem. When necessary, they take to the field of battle in all their terrible glory, annihilating the opposing army in a kaleidoscopic tempest of unbound sorcery.

There are nine different ranks of Lords of Change, all with grandiose titles. While the ranks themselves fluctuate in hierarchical standing, the prefix of Exalted is added to the title of the greater daemon that holds Tzeentch's highest regard at any one time. As the Change God is fickle, however, even the most lauded daemons can fall out of favour in the blink of an eye. It goes without saying that Tzeentch's ranking criteria are indecipherable, often appearing completely arbitrary to even the most sagacious of his minions.



KAIROS FATEWEAVER

At the centre of the Crystal Labyrinth stands the Impossible Fortress, seat of Tzeentch's power. Here can be found the Well of Eternity, a swirling receptacle of knowledge so maddeningly complex that not even the Changer of the Ways can reliably interpret its workings. Aeons ago Tzeentch hurled the Lord of Change known as Kairos into the bottomless pit, hoping to glean new insight. The greater daemon was a sentient shard of the Chaos God himself after all, and Tzeentch hoped that Kairos would learn the Well's secrets on his behalf.

After what seemed like an infinity lost and drowning in the secrets of the Well of Eternity, Kairos eventually clawed his way free. Yet the Lord of Change was not the same creature that had entered. His very essence had been split in two, a fate encapsulated by the two heads that now sprouted from his avian shoulders. The right head of Kairos was capable of seeing the future as clear as day, while his left gained an unbiased and exhaustive knowledge of the past. In exchange for these gifts, Kairos was cursed never to be able to perceive the present.

To this day Kairos Fateweaver cannot see time as it passes, only events that are yet to happen or that have already been. Yet his unique talents have allowed him to perceive truths that elude even Tzeentch, and thus earned him a permanent position as the Architect of Fate's most honoured lieutenant. Tzeentch sends Kairos into the Mortal Realms to perform his most vital tasks: to obliterate particularly dangerous foes, to recover vital artefacts, or to ensure that his most delicate plots are carried through to fruition.

Though Kairos' inability to grasp the moment renders him vulnerable in the cut and thrust of physical combat, this weakness is more than compensated for by the Fateweaver's unparalleled mastery of magic. Tracing burning sigils in the air, the Fateweaver grants foes the gift of mutation or hurls pyrotechnic blasts of warpfire, one head always watching for the moment to twist the fates in his favour as the other learns from the successes and failures of the past.

FAVOURED OF TZEENTCH

Tzeentch prizes cunning, daring and ambition amongst his daemons, above all other assets. Those who earn the pleasure of their master are given the honour of leading his multicoloured convocations to battle, or partaking in his most deliriously complex schemes.

FLUXMASTERS

The Heralds of Tzeentch were created by the Change God to lead his daemoniac foot soldiers in battle. Though they resemble overlarge Horrors in appearance, these entities are granted greater resilience and arcane power in order to keep their capering troops in line, as well as a measure of independent thought beyond their kin. Their mere presence seems to empower lesser daemons, for all of these lieutenants radiate a powerful aura of arcane power.

When a Herald rises high enough in its master's esteem to be granted a Disc of Tzeentch, its title is changed to Fluxmaster. The reason for this becomes apparent as they fly across the battlefield at tremendous speed, so swiftly that reality itself ripples and fluctuates in their wake. Fluxmasters are harbingers of unavoidable change, and wherever they soar, living matter devolves into boiling ectoplasm.

Fluxmasters are often utilised as messengers or outriders within the armies of Tzeentch, for their sheer speed is unrivalled by any of the Change God's minions. They often go about their tasks accompanied by a flock of Screammers, who soar behind the Fluxmaster, feasting upon the trails of change-magic that emanate from its mount. When the Herald spots a vulnerable enemy flank, this airborne formation will dive straight for the weak point, slashing and smashing a path through the helpless enemy, who are eviscerated or melted into slurry in the blink of an eye.

FATESKIMMERS

Fateskimmers are Tzeentch Heralds that have – through acts of particularly devious despoilment – earned the right to ride a Burning Chariot, usually the province of the Exalted Flamers. Fateskimmers swoop and dive across the battlefield, borne upon a Disc of Tzeentch that is pulled through the skies by a pair of captive Screammers. These Heralds like to rain arcane destruction from on high, hurling spells, hexes and firestorms selected from their favoured eldritch tome.

Cautious and controlling Fateskimmers prefer to lurk upon the battle's edge, yelling orders amidst the madness and roaring change-fire. Yet some Fateskimmers simply cannot resist the heady thrill of smashing their bladed contraption into the enemy lines, delighting in the rain of blood and severed body parts that such a collision throws up. These aggressive daemons often lead entire formations of Burning Chariots, a force that can shatter an army in a single devastating charge.

CHANGECASTERS

The most common form of Herald is the Changeling, named for their mastery of mutating magic. Changelings lack the scintillating mounts and flaming chariots of their more favoured kin, and must charge into battle on foot, alongside maniacal

hordes of Horrors and Flamers. Corraling such an anarchic and unreliable mob is hardly an easy or rewarding task, and thus most Changelings have a sour attitude, harbouring a bitterness that can only be assuaged by acts of fiery destruction.

Though not in Tzeentch's highest favour, Changelings are trusted enough to wield a portion of his immense power, carrying rare arcane tomes and unleashing devastating barrages of magical pyrotechnics. Should the enemy close in, they are more than capable of defending themselves physically; a single blow from their sorcerous staves can transform even a mighty warrior into a gibbering pile of goo.

THE CHANGELING

None but Tzeentch himself has ever laid eyes upon the true face of the creature known as the Changeling, for this trickster supreme has worn countless guises throughout the history of the Mortal Realms. It is the perfect agent of misrule, a shape-shifting chameleon whose streak of malice has seen it weave a tapestry of deception and disaster through the history of man, aelf and duardin.

The Changeling uses trickery and misdirection to win victories that the might of a thousand armies could not achieve.

It assumes whichever face will allow it to manipulate its targets: warrior, wizard, or trusted advisor. Perhaps its greatest coup was the impersonation of Valius Maliti – favoured architect of the God-King Sigmar responsible for laying down the foundations of the Cities of Sigmar. This disguise has allowed the Changeling to ensure that many great bastions of Order were built with a series of fatal flaws, rendering them vulnerable when eventually Tzeentch decides to claim them for himself.

Preferring to sow discord from a position of secrecy, the Changeling considers it a personal failure to be forced into battle, yet does not shy away from joining the fray if there is no alternative. It can cast spells to blast the enemy with eldritch fire, and in combat its Trickster's Staff adopts the qualities of its opponent's most powerful weapon.



DAEMONS OF FLAME AND MADNESS

The core of a Tzeentchian convocation is formed from maniacal beings that take a spiteful joy in tormenting their mortal prey; to face these creatures in battle is to risk not only one's flesh, but one's very sanity, for they obey no laws of logic or reason.

HORRORS

Surely nothing exemplifies the illogical insanity of the Changer of the Ways so completely as his Horrors of Tzeentch. These luridly coloured daemons are manifestations of pure Chaos, leaping and bounding towards their foes in a shimmering haze of magic, hurling bolts of wyrdflame that leap from foe to foe until the whole battlefield is transformed into a raging inferno. This supernatural fire does not simply burn; it freezes and crystallises, twists flesh inside out and transforms healthy

warriors into knock-kneed old men. Even when cut down, the deranged work of these daemons is not done; upon death they split apart to create smaller, but no less dangerous, fiends.

The largest form of these daemons is the Pink Horror, a capering, cackling fiend that takes great joy in engulfing its foes in sheets of magenta flame. They attack in great troupes, twirling and cartwheeling as flashes of energy spurt from their sucker-like fingertips. Those who draw too close are grabbed by unnaturally

strong hands, and choked and clawed to death.

When dealt a fateful wound, a Pink Horror gasps dramatically and expires in a burst of ectoplasmic matter – leaving in its place two evil-eyed little daemons known as Blue Horrors, who possess none of the cheerful glee of their forebear, but all of its pyromaniacal abilities. The only difference – save for the sullen bitterness with which they go about their murderous business – is that Blue Horrors shoot azure bolts of fire.



NO ARMOUR IS PROOF AGAINST MADNESS

Should these two malevolent daemons be slain, the nightmare is still not over. With a final put-upon sigh, the Blue Horrors perish, and in their place spring up living flames known as Brimstone Horrors. These diminutive and vindictive imps immediately set about avenging their former incarnation, leaping at their enemy's clothes or jumping down their throat, cackling in mean-spirited glee as they attempt to scorch their adversaries to the bone before they themselves finally gutter and burn out.



'Horrors are pink, Horrors are blue. Where once there was one, now there are two!'



SCREAMERS

Screamers are glimmering skysharks that ride upon currents of magic as a bird soars upon the breeze. In the Realm of Chaos, they hunt lost souls, but in the Mortal Realms they are often fielded by Tzeentch's daemon generals in vast numbers as aerial shock troops. Screamers gather in undulating shoals and sweep across battlefields, targeting any who have displeased their master. Festooned with fangs, horns and spurs, they slash foes as they swoop past, sending up a great spray of viscera and shredded flesh before looping around for another strike.

Even large monsters must be particularly wary of shoals of Screamers, for they are capable of gouging out huge chunks of flesh with their lamprey-like mouths. There are tales of Mega-Gargants that have foolishly thought to pluck one of these strange beasts out of the sky for a quick snack, only to be whittled down to the bone by a sudden hurricane of bladed bodies.

FLAMERS

Shapeless, barely sentient yet horrifically dangerous, Flamers of Tzeentch are bizarre entities even by the standards of the Realm of Chaos. They resemble melting candles, with long, tubular bodies from which randomly sprout gnashing mouths and grimacing, mocking faces. They do not walk on legs, but instead possess a strange skirt of fungoid-like flesh that undulates and inflates, drawing in hot air and expelling it to propel them across the battlefield. With loud whooshes of discoloured aether, the Flamer can propel itself in leaps and bounds – ungainly, but capable of a fair turn of speed.

Such a sight would be almost comical, were it not for the fact that a Flamer's gangly limbs spew a constant stream of multicoloured warfire that scorches the minds of those it touches, even as it blisters and blackens their flesh. Disturbing shapes and apparitions dance in those flames, and they have an unnatural habit of bursting back to life long after they have been stamped out. As the warfires crackle and hiss, smaller flames spill to the ground and imitate the forms of those nearby. With glee and raucous laughter, these eldritch simulacra mimic their enemies' death throes in a manner that is both mocking and disturbing. Soon, however, the diminutive images fade to nothingness.

Some Flamers are more capable of independent thought; known as Exalted Flamers, these champions of their kind exude sorcery from every pore of their fungoid flesh. They often lead other Flamers or Horrors into battle. Often, they do so from atop a conveyance known as a Burning Chariot; a fiery assemblage of sorcerous metal shackled to a pair of Screamers. These arcane vehicles trail warplasma as they race across the skies, increasing the radius of the Exalted Flamer's maddening inferno.

THE BLUE SCRIBES

Tzeentch created the Blue Horrors P'tarix and Xirat'p for a single task: to record every spell in existence, and therefore ensure his positions as the greatest of the Chaos Gods. The apparent impossibility of such a task would send any rational creature insane, but this diminutive pair are certain they will one day fulfil their master's wish. They travel the realms on a broad-winged Disc of Tzeentch, seeking to transcribe every incantation they come across.

Though they have been granted far more self-awareness and power than other Blue Horrors, P'tarix and Xirat'p share the creatures' unrelenting sourness. Neither twin trusts the other, for P'tarix can write magical symbols but cannot read, while Xirat'p can read his twin's writing but cannot comprehend it. Quite how or why this would help them fulfil Tzeentch's orders is unclear; perhaps the Change God simply enjoys cackling at their petty frustrations.

For all their mutual enmity, the Blue Scribes are a dangerous combination. When threatened by enemies, Xirat'p digs into his scroll pile to find a fittingly terrible hex while P'tarix stabs with his quill, a magical tool crafted from a Lord of Change's pinfeather. So potent is the aura of magic that surrounds the pair that other creatures of Tzeentch nearby find that they can tap into this font of arcane power, bolstering their own spells and curses.





CHAMPIONS OF ANARCHY

Tzeentch's mortal champions are blessed with innumerable gifts, from bizarre and horrific mutations to weapons that thrum with the raw potentiality of change. All are united by one thing: they have sacrificed their eternal soul in exchange for power, and now serve the Change God unquestioningly.

MAGISTERS

Magisters are amongst the most magically powerful of Tzeentch's mortal servants. It is they who lurk at the centre of an Arcanite cult's web of intrigue, plucking at its strands with great cunning, manipulating both enemies and allies alike in order to see that the Change God's will is carried out. Though they prefer to operate from the comfort of their sorcerous lairs, when Magisters take to the field of battle they revel in unleashing their most devastating evocations. With a mere gesture, these master sorcerers can summon roaring flames of every colour, or send out rays of pure change-magic to mutate their enemies into whimpering lumps of flesh.

Magisters are privy to eldritch secrets that have not only granted them a terrible potency, but twisted their physical form into something unnatural and hideous. Their limbs grow long and backwards-jointed, like those of hunting birds, while their faces mutate into a leering mask. This monstrous transformation brings with it formidable eldritch power. Alongside their physical aberrations – seen by Tzeentch as a 'reward' for their service to his cause – Magisters wield a warpsteel sword and Tzeentchian runestaff.

For all their arcane might, Magisters are still mortals, and thus risk their souls every time they channel their master's gifts. Through their arcane implements they direct the unbound potential of change itself; yet those who drink from this font of power too eagerly find themselves reduced to hideous Spawn. Still, Tzeentch demands unlimited ambition

from his Magisters, and the lure of daemonhood is a prize they will go to any length to claim.

Those Magisters who take a particular delight in the carnage of magical warfare will often seek out a Screamer to act as their mount, warping the creature's flesh and alloying it with strange metals until it serves as a Disc of Tzeentch – a sentient, flying transport from atop of which the Magister can unleash ruinous spells of destruction.

FATEMASTERS

Though Tzeentch favours wits above a strong sword arm, that does not mean there is no place for those of a martial bearing in his ranks. Fatemasters are Chaos Lords dedicated to the Change God who conduct the military campaigns waged by his mortal followers. Though possessed of strange powers over fate and destiny, they lack the arcane expertise of a Magister. This is compensated for by their supreme fighting skills. Not every warrior possesses the raw potential and strength of will to earn the rank of Fatemaster. Aspirants must not only prove their devotion to Tzeentch, but demonstrate their cunning and quick thinking. Aspirants must pass the infamous Nine Trials of Fate, a series of gruelling and sadistic tests that challenge body, mind and soul.

Those rare few who emerge from these trials alive have earned the title of Fatemaster, and are sent to lead the secret enclaves of the Arcanite cults. Before they do so, however, they are gifted mighty boons: a fireglaive, a soulbound

shield, Chaos armour and a Disc of Tzeentch. Perhaps their most powerful gift, however, is their fate-shifting aura – the ability to twist the very laws of causality in Tzeentch's favour in order to ensure their foes' demise.

CURSELINGS

The freakish creatures known as Curselings are not one entity but two. Typically they are mortal delvers into the secrets of Chaos who make a dark bargain with their patron Tzeentch. Soon after the pact is made, a strange lump will appear on their form, a tumour of forbidden knowledge made flesh that grows larger and more pronounced as the long nights of pain and confusion slide by. Over time that lump will grow a mouth and begin to talk, whispering the secrets that the Curseling has given his former life to learn.

From dimpled, pallid skin grows a ruff of scintillating feathers that frames an eyeless head, a cascade of pinions sprouting from its shoulders to wrap around its host body like the arm of a jealous lover. This homunculus-creature is a Tretchlet, a lesser daemonform that allows something of Tzeentch's will to possess part of its host's flesh. In return for the solid anchor of mortal flesh binding it to the material dimension, the daemon gives the Curseling the ability to tell truth from falsehood – a facet that proves invaluable when its host wishes to aid the cult in the induction of new Arcanites, whilst protecting his position amidst the constant scheming and politicking of his rivals. Not only

that, the daemon can absorb and analyse the spells of those who dally with magic nearby, allowing the Curseling to replicate and hurl back those same hexes within a matter of moments.

It is a fatal mistake to underestimate the arcane power that Tzeentch has channelled into this being in exchange for his servitude; nothing makes a Tretchlet cackle more manically than slaying a rival wizard with their own spell. Those who think to slay this peculiar double creature at close quarters find themselves matched against the strong sword arm of the host, a formidable warrior in his own right even before the shaped, spell-reinforced plate metal of his armour is taken into account.

OGROID THAUMATURGES

The mysterious ogroid race once fought alongside the hordes of Destruction, revelling in mayhem and desolation. It is said that they earned the wrath of Gorkamorka himself, and their tribal empire was all but wiped out by the Twin-Headed God. Too proud to admit defeat, they turned to Chaos for the strength to triumph. Those that swore themselves to Tzeentch were granted formidable powers of sorcery and became the first of the dreaded Ogroid Thaumaturges.

Thaumaturges are hulking monsters, twice the size of a human and many times broader. Their faces have a leering, bestial aspect, and two enormous horns sprout from their brow. Yet it is

clear also that these are creatures of magic; their very skin writhes with arcane energies as inner fires blaze eldritch sigils across their flesh. Thaumaturges embrace this mystical aspect, thinking of themselves as cerebral beings, as cultured and intelligent as any Magister. Only when they are wounded or enraged does this pretence falter, as the terrifying beast within is revealed.

As an Ogroid Thaumaturge rages and roars, the telltale multicoloured flames of Tzeentch erupt about them, often centred around their totemic staves. In this arcane frenzy, they often discard their magical repertoire in favour of raw, brutal violence, seizing their tormentors and ripping them limb from limb.



BLESSED IS THE GIFT OF BOUNDLESS MUTATION

GAUNT SUMMONERS

The legendary Gaunt Summoners of the Silver Towers have overseen the fall of thousand civilisations, and fuelled the rampant spread of sorcery and corruption across the Mortal Realms. These daemon spellcasters prefer to fight from afar, their spells able to twist landscapes and immolate armies with wyrdfire.

Only the gods possess magical power beyond that of the dreaded Gaunt Summoners, daemon monarchs who have tormented mortalkind for thousands of years. Elevated to their lofty station by the Architect of Fate himself, the Gaunt Summoners possess the sorcerous might to shatter armies and destroy kingdoms, and to transform reality into a hellish, malformed state befitting Tzeentch's lurid tastes.

Nine of these entities exist, each of them dwelling within a floating, crystalline fortress known as a Silver Tower. These eldritch strongholds are akin to vast and insanely complex labyrinths, and each is connected by mystical strands to various Chaos-corrupted realmgates across reality. At the behest of their masters, the Silver Towers travel across both time and space, appearing wherever they can cause the most anarchy and strife,

disgorging great hosts of daemons and trilling Tzaangors. When taking to the battlefield alongside the mortal or daemonic armies of Tzeentch, Gaunt Summoners delight in inflicting madness and death upon their foes. With but a word, these master sorcerers can call forth daemons from nearby realmgates and weak spots in reality or cripple the enemy by turning their own mental strength against them. Each Gaunt Summoner carries a changestaff that can melt an enemy's flesh like candle wax, and a warptongue blade that inflicts horrific mutations upon those wounded by its cursed edge.

Once, the Gaunt Summoners were given freedom by Tzeentch to pursue their own fates. In this, the god was wise, as each of the mage-lords was obsessed with the accumulation of magical knowledge and power. Through these pursuits, they brought

Tzeentch great glory. Even the Gaunt Summoners' amusements – testing the mettle of warriors in their endless labyrinths – offered the Changer of the Ways occasional distraction. Yet Archaon, most powerful champion of Chaos, wished to possess the eldritch power of the Gaunt Summoners for his own.

The Change God observed the Everchosen's attempts to do so with interest, for he was impressed with Archaon's ingenuity and resolve. In the end, Tzeentch reasoned that allowing Archaon to usurp dominion of the nine daemon sorcerers would better serve the god's own ends. So Archaon went on to win the names of all the Gaunt Summoners, never realising the subtle aid from which he benefited along the way. Ever since, the Gaunt Summoners have chafed beneath the rule of Archaon, plotting to one day rebel and claim his throne.



FORTUNES OF THE NINE

The names of the nine Gaunt Summoners are the stuff of myth: the Watcher King who brought ruin to the Spiral Crux; the Tyrant of Eyes, who collects the ripped-out eyeballs of those whom he has slain; the Thief of Wits, who devours the minds of mortals. There is no exact hierarchy amongst their numbers. Their fortunes rise and fall, each success or failure raising or lowering their standing in the eyes of both Archaon, and their true master Tzeentch. Not long ago, the Eater of Tomes was once the most favoured of all Gaunt Summoners, for his experiments with liquid varanite – the volatile realmstone of the Eightpoints – delighted both of his liege-lords. Yet the Eater's fall from grace was dramatic; his Silver Tower was destroyed by the actions of the Seraphon, an unthinkable loss that not only destroyed the Gaunt Summoner's physical form, but condemned him to terrible torment at the hands of an outraged Tzeentch. Fashioned as it is from the pure, anarchic power of the Crystal Labyrinth, the Eater's Tower will eventually be reconstituted – as will the Summoner himself – but its loss has set back the Change God's plans in a most unsatisfactory manner.

KAIRIC ACOLYTES

Masked and bare-chested, their flesh covered with arcane markings and writhing tattoos, the Kairic Acolytes charge forth to overwhelm their foes. These zealous worshippers of the Change God believe that through acts of violent and destabilising anarchy they can earn their master's favour.

The majority of the Arcanite ranks – those being the devotees of Tzeentch that offer up their souls in exchange for arcane power – are mortal men and women. They are the Chanters of Change, the Seekers of the Ninth Way, and a thousand other titles besides, for their kind like little more than obfuscation and grandeur entwined. They often worship their deity through intermediary daemons, and of all that eldritch kind, Kairos Fateweaver is counted the closest to omniscience. So it is they take the name Kairic Acolytes, hoping that by devoting themselves to a patron they may take his favour and thereby inherit a sliver of his fathomless intellect.

In times of peace these cultists infiltrate the societies of Order, the better to bring them down from within. The unremarkable appearance of most Acolytes only aids this subterfuge; these are no mighty champions or athletes, but oft-feeble scholars, paupers, magistrates and minor nobles who have given their allegiance – their very soul, in fact – to the Change God to better their lot. Kairic Acolytes can hide in plain sight for years, sometimes decades, while waiting for the moment to rise up in open insurrection.

Only on the day of battle do these lesser cultists throw off their robes and civilian guises to reveal athletic physiques and curved ritual blades. Their bare torsos ripple with iridescent tattoos – some of which move and writhe as if they have a life of

their own. This virile appearance is another lie, of course. Whatever power these cultists possess is only borrowed, and their apparent physical perfection is the product of illusions and enchantments. The Acolytes find no shame in this. It takes them only a muttered incantation to grant themselves a physique that a warrior might strive for decades to achieve. What greater example could there be of the primacy of magic over crude physical might?

Finally free to unleash their true potential, Kairic Acolytes seize the opportunity with malicious delight and a storm of hurled spell-bolts. Enchanted shearbeak

helms hide their features, whilst ornate curseblades and heavy shields formed in the flame-sigil of their master make them a formidable prospect should their enemies close in. Some are gifted with feathers, or even magic-eating Vulcharcs that act as familiars to the most talented of their number. They prefer to engage at range, for part of the Acolyte's gift is the power to hurl bolts of arcane fire, consuming their foes in a bombardment of pink and blue flames.



TZAANGORS

True creatures of Tzeentch, Tzaangors are savage, avian beastmen that live in those wild places of the realms that are saturated with unbound sorcery. Periodically they roam forth to raid the lands of civilised mortals, delighting in the opportunity to maim their hated foes with raking talons and bolts of flaming change-magic.

There are places in the realms unsafe for sane mortals to tread: magic-blasted wilds where hungry spells roam, and where the very soil twists and writhes beneath one's feet, imbued as it is with the raw power of change. Here dwell the Tzaangor tribes, gatherings of bird-featured beastmen who worship Tzeentch with a ferocious intensity. Any lost souls who wander into their territory meet a swift and violent end – and that is only if they are lucky. Less fortunate captives are dragged away to meet a far worse fate.

Tzaangors are a strange species, their origins as varied as they are horrific. Some were once gor-kin, corrupted and swayed by the whispered promises of the Change God, or seized as prisoners and forcibly remade into a form more pleasing to Tzeentch. Others are humans who have been subjected – sometimes willingly, but more often not – to horrific rituals of transmutation. Yet more are beast-children, mutants born of human parents and left to die, but instead found and raised by Arcanite cults. Whatever their beginnings, Tzaangors believe themselves to be superior to all other beings, and uniquely blessed by Tzeentch.

The strangely mutated minds of Tzaangors have become particularly attuned to magic and they are drawn to the arcane, seeking to hoard it. Tzaangors are also closely bound to the strands of fate, their animal instincts able to detect omens the way beasts scent prey upon the winds. Yet Tzeentch did not transform his chosen beastmen to seek magic alone – he also created them to kill.

Possessed of all the wiry strength and cunning of their fellow gor-kin, Tzaangors arm themselves with a variety of ornate and deadly blades, which they wield with surprising skill. They supplement their blade-work with vicious natural weapons: stabbing beaks that can pierce a human's skull, as well as raking talons on hands and feet. Some Tzaangors bear particularly grotesque mutations, such as deformed and bifurcated skulls – a sign of high favour in the beastmen's strange culture. Others bear aloft sacred icons of the Change God, artefacts that can drain the magical energies of nearby wizards, and even turn these captured spells back upon their casters.



TZAANGOR ENLIGHTENED

The proud yet twisted Enlightened carry spears wrought of changemetal. They possess the strange ability to perceive echoes of past events around them, no matter how well those truths might be hidden. In combat, their foes are driven to distraction and despair as their darkest secrets are squawked out by the chattering Enlightened. An enemy with much to hide may find his allies forsaking him at a

critical moment – or might simply find himself unmanned by the knowledge that his innermost secrets are known to his foes.

The Enlightened take great pleasure in revealing their victims' secrets, whether marching to war amongst their lesser kin to inspire them to greater acts of savagery or riding high on scintillating Discs of Tzeentch. This same visionary power allows them to take advantage of their enemies' past mistakes; picking out their weak spots, reopening old wounds and exploiting gaps in their guard can see a hidden flaw turned into a critical disadvantage. In such a manner do these Tzaangors turn the slightest self-defeating tendencies of their enemies into fatal weaknesses.

TZAANGOR SKYFIRES

Skyfires soar through the burning skies upon their Discs of Tzeentch, letting fly their arrows of fate at those who threaten Tzeentch's plans. It is their gift to see potential futures, but it is their curse that they can never speak of them.

In contrast to their garrulous Enlightened brethren, Skyfires are utterly silent, barring the twang of their bowstrings as they loose their twisting shafts. By scrying the possibilities laid before them on the field of battle, they fire each arrow on a seemingly aimless trajectory, only for their target to lunge, be tripped or find himself wrong-footed right into the path of the Tzaangor's shot. The magical arrow penetrates gaps in armour or scaled skin as effectively as the foil of any master swordsman, and the fate the Skyfire has foreseen is made clear.

TZAANGOR SHAMANS

The Tzaangor Shamans are the most powerful of their kind, gifted by the Great Conspirator with arcane abilities, precognitive visions and high intelligence. They begrudge all who are not Tzaangors, using their transmogriying powers to mutate their foes and redress the balance. Those destined to become Tzaangor Shamans are born amongst dark omens, such as massed mutant births, the rising of strange stars and confluences of magical power. As a mark of their greatness, Tzaangor Shamans are gifted a Disc of Tzeentch, which raises them literally as well as symbolically above their Tzeentch-dedicated kin. As such, they have been warped into shapes more pleasing to the Architect of Fate. Foes that underestimate the bestial cunning and fierce strength of the Tzaangor Shamans fall quickly before their sharp blades, piercing beaks and gouging horns.

Tzaangor Shamans are revered by their warflocks, for they see the Shaman as holding the greatest of boons – the ability to transmute other beings into Tzaangors. With a defiant hoofstomp and a crack of their staff, the Shaman unleashes their mutagenic spell. Those struck by the blue-tinged bolt fall to the ground, writhing uncontrollably and wracked with agonising contortions. Their skulls split as sharp beaks push forth, worm-like tongues wriggling within. Arms elongate and sprout rough spines, eyes turn red and skin shimmers blue. Before long, the stricken target rises once more as a glistening Tzaangor, ready to join the Shaman's ranks and embrace his new master, Tzeentch, with body and soul.

Transmogriification is not a Shaman's only power; they also possess the gift of prophecy. Other Tzaangors believe that, when in a

trance, the Shamans spirit-walk into the Realm of Chaos to take commands from the Feathered Lords themselves. Upon emerging from such catatonic states, many Tzaangor Shamans find new purpose. They may migrate from their flock, following a divine calling. Some leave to join a different Arcanite cult, others to lead a coven upon some sacred mission. Those who remain continue to head the warflocks, guiding them through many fell rites while directing the raising of flux-cairns. It was the Shamans who first showed the warflocks the wisdom of eating the tongues of their foes to gain their speech

and insight. It is they who lead the hunt for Chaos creatures, subduing such monsters as Cockatrices or Mutalith Vortex Beasts to mark their hides with the Dark Tongue, and it is they who know the secrets of distilling the blood of mages to boost the potency of their own spells.

In battle, Tzaangor Shamans are no frail wizards, possessing the same brutal nature of their lesser kin. These bestial mystics swoop directly into the fray, slashing at the foe with ritual daggers and rending their flesh with wicked beaks and horns in the name of almighty Tzeentch.



CONTENTMENT IS A SIN, INERTIA AN ABOMINATION

FORCES OF CHANGE

This battletome contains all of the rules you need to field your Tzeentch miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections:

● ARMY RULES ●

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Disciples of Tzeentch army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS

Abilities available to every unit in a Disciples of Tzeentch army (pg 64-65).

ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of a Disciples of Tzeentch army if it is a **HERO** (pg 66-67).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Disciples of Tzeentch army (pg 68-69).

SPELL LORES

Spells available to **WIZARDS** in a Disciples of Tzeentch army (pg 70-71).

CHANGE COVENS

Abilities for the main change covens. These rules can be used by units in a Disciples of Tzeentch army that have been given the appropriate subfaction keyword by the Change Covens battle trait (pg 72-73).

WARSCROLLS

Warscrolls for each unit from the Disciples of Tzeentch faction are found here (pg 90-111).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and endless spells in this battletome (pg 112).

ALLIES

This section lists the allies a Disciples of Tzeentch army can include (pg 112).

*'Let the skies
boil and the
lands writhe!
Let the flesh of
our enemies melt
and run like
candlewax. These
fools think their
high walls and
cannon-towers
will protect
them from our
sacred flames,
but what use
are such prosaic
fortifications
in the face of
unbound change?'*

- Magister Komazet
of the Pyrofane Cult



● PATH TO GLORY ●

This section contains rules for using your Disciples of Tzeentch collection in a Path to Glory campaign. It includes quests, veteran abilities and territories (pg 74-79).

BATTLEPLANS

This section includes 2 unique battleplans linked to your Path to Glory campaigns (pg 80-83).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Disciples of Tzeentch army (pg 84-87).

Designer's Note: *On these pages, you will find warscroll battalions that represent different formations. Each warscroll battalion has access to the ability presented on alongside it.*

● MATCHED PLAY ●

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Disciples of Tzeentch army (pg 88).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Disciples of Tzeentch army (pg 88).

CORE BATTALIONS

This section includes core battalions that can be included in a Disciples of Tzeentch army (pg 89).



WE ARE BUT PUPPETS, DANCING UPON THE CHANGE GOD'S STRINGS

ALLEGIANCE ABILITIES

BATTLE TRAITS

ARCANE ARMIES

When a Tzeentch army marches to war, it is often accompanied by endless spells which are sustained by a magical aura that surround Tzeentch's servants.

In the first battle round, after the players have received their starting command points, but before the start of the first turn, you can pick 1 friendly **DISCIPLES OF TZEENTCH WIZARD** on the battlefield. That **WIZARD** can automatically cast a spell that they know that summons a Burning Sigil of Tzeentch, Tome of Eyes or Daemonic Simulacrum endless spell (do not make a casting roll). That spell cannot be unbound, and cannot be dispelled in the first battle round. Set up the endless spell as described in the effect for that spell.

MASTERS OF DESTINY

To serve the Changer of the Ways is to instinctively understand the ebb and flow of future events and be able to manipulate their potential to the fullest.

At the end of deployment, roll 9 dice and put them to one side. These are your Destiny Dice. Destiny Dice can be used during the battle to change dice rolls.

Instead of making 1 of the rolls from the list below for a friendly **DISCIPLES OF TZEENTCH** unit, you can spend 1 or more of your Destiny Dice. The roll you would have made is replaced with the roll on the Destiny Dice you spend. If you want to replace an xD6 roll (core rules, 1.5.2), you must spend a number of Destiny Dice equal to the 'x'. Any rolls that have been replaced count as unmodified rolls and cannot be re-rolled or modified unless noted below. Destiny Dice can be spent in place of the following dice rolls:

- Casting rolls
- Unbinding rolls
- Dispelling rolls
- Run rolls
- Charge rolls
- Hit rolls
- Wound rolls
- Save rolls (You must still modify the roll by the Rend characteristic of the attacking weapon)

- Any roll that determines the Damage characteristic of a missile or melee weapon
- Battleshock rolls (You must still modify the roll by the number of models slain from the unit)

Designer's Note: *It is recommended that you represent your Destiny Dice with dice that are a different colour and/or size to those used for other rolls.*

LOCUS OF CHANGE

The miasma of instability that follows the minions of the Great Conspirator can send even the most focused warriors insane, the deceit of their own eyes rendering any martial skill useless.

Subtract 1 from hit rolls for attacks made with melee weapons that target friendly **DISCIPLES OF TZEENTCH DAEMON** units that are wholly within 12" of a friendly **DISCIPLES OF TZEENTCH DAEMON HERO**.

CHANGE COVENS

Daemons spill forth from the Crystal Labyrinth to do the bidding of their master. Cults of Arcanites gather in secret and conspire to bring mighty cities to their knees. Where there is life, it is certain that Tzeentch will be at play, poring over the fine details, ready to hatch a diabolical scheme and command his followers to carry out his ever-changing plans.

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **DISCIPLES OF TZEENTCH** units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction. If a unit already has a different subfaction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its subfaction.

- **ETERNAL CONFLAGRATION** (pg 72)
- **HOSTS DUPLICITOUS** (pg 72)
- **HOSTS ARCANUM** (pg 72)
- **CULT OF THE TRANSIENT FORM** (pg 73)
- **PYROFANE CULT** (pg 73)
- **GUILD OF SUMMONERS** (pg 73)

SUMMON DAEMONS OF TZEENTCH

The machinations of Tzeentch are unimaginably complex. To challenge the fractal plans of the Architect of Fate is to stand before the folding of reality and face strange daemons born from chaotic sorcery itself.

You can summon DISCIPLES OF TZEENTCH

DAEMONS units to the battlefield if you have enough Fate Points. Each time a casting roll is successful and the spell is not unbound, you receive 1 Fate Point.

Designer's Note: You receive a Fate Point when a friendly or an enemy **WIZARD** successfully casts a spell.

If you have any Fate Points at the end of your movement phase, you can summon 1 unit from the list below to the battlefield and add it to your army. Each unit you summon costs the number of Fate Points shown on the list, and you can only summon it if you have enough Fate Points to do so. Units must be set up more than 9" from all enemy units and wholly within 9" of a friendly **DISCIPLES OF TZEENTCH HERO**.

DISCIPLES OF TZEENTCH UNIT	FATE POINT COST
1 Lord of Change	30
1 Fateskimmer, Herald of Tzeentch on Burning Chariot	24
10 Pink Horrors of Tzeentch	20
1 Burning Chariot of Tzeentch	18
3 Flamers of Tzeentch	18
1 Changelcaster, Herald of Tzeentch	12
1 Exalted Flamer of Tzeentch	12
1 Fluxmaster, Herald of Tzeentch on Disc	12
10 Blue Horrors of Tzeentch	10
10 Brimstone Horrors of Tzeentch	10
3 Screamers of Tzeentch	10



LEGIONS OF CHAOS

When an army dedicated to one of the Chaos Gods marches to war, it is often accompanied by hordes of Slaves to Darkness, snarling herds of beast-kin and other corrupted beings with similar goals.

A Disciples of Tzeentch army can include coalition units as follows:

- 2 in every 4 units in the army can be a coalition unit from the **SLAVES TO DARKNESS** faction that has the **MARK OF CHAOS** keyword. Those units must be given the **TZEENTCH** Mark of Chaos keyword.
- 1 in every 4 units in the army can be a coalition unit from the **BEASTS OF CHAOS** faction that does not have the **TZEENTCH** keyword. Those units gain the **TZEENTCH** keyword.

A Disciples of Tzeentch army cannot include coalition units with the **KHORNE** or **NURGLE** keyword.

COALITION UNITS

Coalition units are ignored when determining if the units in the army are from a single faction. Coalition units cannot be generals.

Designer's Note: Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.

TRANSFORMED TO SPAWN

Tzeentch is known as the Changer of the Ways, and to be in the presence of his minions risks being transformed into a Chaos Spawn.

If a model is transformed into a Spawn, you can add 1 **TZEENTCH CHAOS SPAWN** unit that has 1 model to your army. Set up the **TZEENTCH CHAOS SPAWN** unit within 1" of the model that has been transformed, and then remove the transformed model from play.

Designer's Note: A transformed model does not count as a slain model for the purposes of the Battleshock rules, and cannot be returned if you are allowed to bring back slain models (the model has not been slain). In addition, if your general is transformed to spawn, that Chaos Spawn becomes your general and cannot issue commands.

ENHANCEMENTS

COMMAND TRAITS

TZEENTCH ARCANITES

DISCIPLES OF TZEENTCH ARCANITE HERO only.

Arch-sorcerer: *This disciple is driven by an obsession to obtain as much of Tzeentch's wisdom as possible.*

WIZARDS only. This general knows 2 extra spells from the Lore of Fate (pg 70).

Nexus of Fate: *This general manipulates what mortals consider 'destiny' as if it were a puppet.*

At the start of your hero phase, if this general is on the battlefield, you can roll a dice. If you do so, you can replace one of your Destiny Dice with that roll.

Cult Demagogue: *This cabalist's resounding prayers draw the gaze of his master's minions quicker than most.*

WIZARDS only. If a casting roll for this general is a double, the casting attempt is successful and the spell cannot be unbound (regardless of the roll). In addition, you receive 2 Fate Points instead of 1.

Arcane Sacrifice: *Blood rituals are rare amongst Tzeentch's Arcanites – but not unheard of.*

WIZARDS only. At the start of your hero phase, you can cause 1 mortal wound to a friendly **TZEENTCH** unit within 3" of this general. If you do so, until the end of that phase, add 9" to the range of all spells successfully cast by this general.

Soul Burn: *The slightest contact with this champion's blade can blight the very fabric of the victim's body.*

If the unmodified hit roll for an attack made with a melee weapon by this general is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

Illusionist: *This warrior uses misdirection and cunning to render his enemies clueless.*

Subtract 1 from hit rolls for attacks that target this general.

TZEENTCH DAEMONS

DISCIPLES OF TZEENTCH DAEMON HERO only.

Arch-sorcerer: *This disciple is driven by an obsession to obtain as much of Tzeentch's wisdom as possible.*

WIZARDS only. This general knows 2 extra spells from the Lore of Change (pg 71).

Daemonspark: *This crude object is fused with the daemon's chest and acts as a beacon to which its master's minions flock.*

Once per battle, in your hero phase, you can say that this general will use their Daemonspark. If you do so, you immediately gain 3 Fate Points.

Nexus of Fate: *This general manipulates what mortals consider 'destiny' as if it were a puppet.*

At the start of your hero phase, if this general is on the battlefield, you can roll a dice. If you do so, you can replace one of your Destiny Dice with that roll.

Incorporeal Form: *This daemon can transform into a translucent state when malevolent sorcery draws near.*

Each time this general is affected by a spell or the ability of an endless spell, you can roll a dice. On a 5+, ignore the effect of that spell or the effects of that endless spell's ability on this general.



The Children of the Change God delight in inflicting torment and transmutation upon their mortal foes.

ARTEFACTS OF POWER

FATED ARTEFACTS

DISCIPLES OF TZEENTCH ALCANITE HERO only.

Changeblade: *To fall to this blade is to be transmuted into a writhing mass of flesh and tentacles.*

Pick 1 of the bearer's melee weapons. If an enemy **HERO** is slain by attacks made with that weapon, you can say it is transformed into a Spawn instead of being slain (pg 65).

Timeslip Pendant: *Time is a mutable concept to the bearer of this amulet.*

Once per battle, in the combat phase, after the bearer has fought for the first time in that phase, you can say that they are using the Timeslip Pendant. If you do so, they do not count as having fought in that phase but the strike-last effect applies to them until the end of that phase.

Daemonheart: *Through a dark ritual, the heart of a daemon dwells within the bearer's chest, where its dread power can be unleashed to greatly augment the strength of its host.*

Once per battle, at the start of the combat phase, pick 1 enemy unit within 1" of the bearer. That unit suffers a number of mortal wounds equal to the number of the current battle round.

Ambition's End: *Many a sorcerer's quest to master the magical arts has ended upon this weapon's blade, for it spills not only blood but knowledge itself.*

Once per battle, at the start of your hero phase, you can pick 1 enemy **WIZARD** within 1" of the bearer. That **WIZARD** suffers a number of mortal wounds equal to the number of the current battle round. In addition, that **WIZARD** cannot attempt to unbind spells until your next hero phase.

Secret-eater: *Should this weapon slay one touched by fate, its bearer inherits a measure of their destiny.*

Pick 1 of the bearer's weapons. If the unmodified hit roll for any attack made with that weapon is 6 and you have fewer than 9 Destiny Dice, you can roll a dice and add it to your Destiny Dice.

Spiteful Shield: *This shield exemplifies Tzeentch's predilection for cruel twists of fate.*

If the unmodified save roll for an attack made with a melee weapon that targets the bearer is 6, the attacking unit suffers 2 mortal wounds after all of its attacks have been resolved.



DAEMONIC TREASURES

DISCIPLES OF TZEENTCH DAEMON HERO only.

Warpfire Blade: *The flames that flicker around this daemon's blade can ignite the soul of its victim.*

Pick 1 of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon is 6, that attack causes 2 mortal wounds to the target in addition to any damage it inflicts.

Blade of Fate: *This daemon's blade will serve its master well – if they can tame the vagaries of fate.*

Pick 1 of the bearer's melee weapons. Once per battle, if the unmodified hit roll for an attack made with that weapon is 6, you can replace one of your Destiny Dice with that roll.

Pyrofyre Staff: *This ornate staff is wreathed in flickering warpflame, and any touched by the aetheric fire channelled through it are purged of any arcane energy they hold.*

Pick 1 of the bearer's melee weapons. If any wounds inflicted by that weapon are allocated to an enemy **WIZARD** and that model is not slain, that **WIZARD** cannot unbind spells for the rest of the battle.

Beacon of Mutability: *Suffused with transmutative magic, this pulsing orb of crystal causes wounds suffered by nearby mortals to erupt with hideous, unpredictable change.*

Add 1 to wound rolls for attacks made with melee weapons by friendly **DISCIPLES OF TZEENTCH DAEMON** units that are wholly within 9" of the bearer.

Nine-Eyed Tome: *Some of the most terrible arcane secrets known to the Change God are contained within this ancient tome, the surface of which is dotted with unblinking eyes.*

You can re-roll casting, dispelling and unbinding rolls for the bearer.

The Eternal Shroud: *It is said that this feathered mantle is imbued with the magic of the Well of Eternity, granting its wearer visions of the future.*

If the bearer is on the battlefield, roll a dice each time you spend a Destiny Dice. On a 5+, you can roll a dice and add it to your Destiny Dice.



SPELL LORES



LORE OF FATE

DISCIPLES OF TZEENTCH MORTAL or ARCANITE WIZARDS (including Unique units) only.

Arcane Suggestion: *Overwhelming reason with magical force of will, the sorcerer's victims are reduced to little more than puppets on a string.*

Arcane Suggestion is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and pick one of the following effects:

It's Hopeless: That unit cannot issue or receive commands until your next hero phase.

Drop Your Weapons: Subtract 1 from hit and wound rolls for attacks made by that unit until your next hero phase.

Kneel: Subtract 1 from save rolls for attacks that target that unit until your next hero phase.

Shield of Fate: *There is little better protection than to be guided by destiny itself, defended by the very hand of fate.*

Shield of Fate is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 friendly **TZEENTCH** unit wholly within range and visible to the caster. Until the start of your next hero phase, that unit gains one of the following effects based on the number of your remaining Destiny Dice at the time that the effect is applied:

- 1-3 That unit has a ward of 6+.
- 4-6 That unit has a ward of 5+.
- 7-9 That unit has a ward of 5+. In addition, each time that unit is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on that unit.

Glimpse the Future: *By focusing on the skeins of potential fates, the sorcerer can glean hints as to future events in time to manipulate them to their advantage.*

Glimpse the Future is a spell that has a casting value of 7. If successfully cast, if you have fewer than 9 Destiny Dice, you can roll a dice and add it to your Destiny Dice.

Infusion Arcanum: *The sorcerer's body becomes saturated with death-dealing energies, transforming even the frailest warlock into a truly formidable adversary.*

Infusion Arcanum is a spell that has a casting value of 5. If successfully cast, add 1 to hit and wound rolls for attacks made by the caster until your next hero phase.

Treacherous Bond: *By creating a psycho-conductive link, the sorcerer can siphon the worst of any harm that befalls them to allies nearby.*

Treacherous Bond is a spell that has a casting value of 5 and a range of 9". If successfully cast, pick 1 friendly **TZEENTCH MORTAL** unit wholly within range and visible to the caster. Until your next hero phase, while that unit is within 9" of the caster, before you allocate a wound or mortal wound to the caster, or instead of making a ward roll for the caster, you can roll a dice. On a 3+, that wound or mortal wound is allocated to the **TZEENTCH MORTAL** unit you picked and cannot be negated.

Bolt of Tzeentch: *This spell manifests as a prismatic beam of raw magic that tears its victims apart in a display of multispectral colour.*

Bolt of Tzeentch is a spell with a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D6 mortal wounds. This spell cannot be cast more than once per turn, even though it appears in both the Lore of Fate and the Lore of Change.





LORE OF CHANGE

DISCIPLES OF TZEENTCH DAEMON WIZARDS (including Unique units) only.

Treason of Tzeentch: *Tzeentch delights in sowing treachery and deceit, and many of his daemonic sorcerers can channel this aspect of their master's power to set brother upon brother.*

Treason of Tzeentch is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit that has 2 or more models and is wholly within range and visible to the caster. Roll a number of dice equal to the number of models in that unit. For each 6, that unit suffers 1 mortal wound. In addition, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

Unchecked Mutation: *Those touched by this mutagenic spell either evolve so fast that their bodies are torn apart or suffer spontaneous hyper-devolution into a mass of primordial ooze.*

Unchecked Mutation is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. If any models from that unit are slain by this spell, you can roll a dice. On a 3+, that unit suffers an additional D3 mortal wounds.

Fold Reality: *This spell holds the power to undo and remake existence at will, though doing so is never without its risks...*

Fold Reality is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 friendly **TZEENTCH DAEMON** unit wholly within range and visible to the caster, and roll a dice. On a 1, that unit is destroyed. On a 2+, you can return a number of slain models equal to that roll to that unit.

Tzeentch's Firestorm: *An apocalyptic inferno of raging warpflame surges from the daemon's hands to engulf its victims in a fiery maelstrom.*

Tzeentch's Firestorm is a spell that has a casting value of 8 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 9 dice. For each 6, that unit suffers D3 mortal wounds.

Bolt of Tzeentch: *This spell manifests as a prismatic beam of raw magic that tears its victims apart in a display of multispectral colour.*

Bolt of Tzeentch is a spell with a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D6 mortal wounds. This spell cannot be cast more than once per turn, even though it appears in both the Lore of Fate and the Lore of Change.

CHANGE COVENS

THE ETERNAL CONFLAGRATION

Those who see the flaming triskele of the Eternal Conflagration on the field of war have but one fate ahead of them – to be swathed in mutating warpflame. The disciples of this host revel in the awful changes such magical fire brings, cackling with glee as their enemies are mutated and twisted into horrific new forms even as they burn alive.

Twisters of Materiality: *The volatile nature of Eternal Conflagration warpflame cares not for reinforced bulwarks or master craftsmanship.*

Improve the Rend characteristic of friendly **ETERNAL CONFLAGRATION** units' Warpflame, Billowing Warpflame and Magical Flames missile weapons by 1.



THE HOSTS DUPLICITOUS

The eaters of truth, the bringers of madness, the lords of confusion: all these names and more describe the Hosts Duplicitous. To fight them is to battle insanity – and, all too often, to discover that the battle has already been lost before the first blow is struck. Those who duel the masters of this host will find they strike only at thin air.

Ranks of Mischievous Mirages: *Warriors that face the Hosts Duplicitous in battle find themselves tangled in ranks of mere phantasms, rendering them exhausted and confused with little chance of escape.*

Enemy units within 3" of a friendly **HOSTS DUPLICITOUS** unit with 10 or more models cannot retreat. In addition, once per battle, when a **HOSTS DUPLICITOUS HORRORS OF TZEENTCH** unit from your starting army is destroyed, you can roll a dice. On a 4+, add a **HOSTS DUPLICITOUS HORRORS OF TZEENTCH** unit with 5 models to your army. Set up the new unit wholly within 12" of a friendly **HOSTS DUPLICITOUS HERO** and more than 9" from all enemy units.



THE HOSTS ARCANUM

The Hosts Arcanum are considered pre-eminent spellcasters in a realm of daemons formed of pure magic. Though they prefer to pore over forbidden knowledge, they are frighteningly powerful when roused to battle, the sheer potency of their spells attracting shoals of Screemers that dive down to lacerate and gnaw the foe.

Thieves of All Things Arcane: *Driven by an unquenchable thirst for knowledge, there is no sorcery the Hosts Arcanum do not seek to take for their own.*

Once per turn, in the first, third and fifth battle rounds, when a friendly Hosts Arcanum Wizard attempts to unbind a spell, you can choose for that spell to be automatically unbound (do not roll 2D6).



THE CULT OF THE TRANSIENT FORM

The Cult of the Transient Form is known for its hosts of avian beastmen, warriors whose natural arrogance is justified by their skill at arms. Many of these were once men and women, for the acolytes of this cult want nothing more than to transform into Tzaangors and be closer to their god – even in the midst of a raging battle...

The Change-gift: *Acolytes from this cult fight to their last breath to prove themselves worthy of transcendence – and, just occasionally, earn that exact reward.*

Roll a dice each time a friendly **CULT OF THE TRANSIENT FORM KAIRIC ACOLYTE** model is slain in the combat phase. On a 2-5, before removing that model from play, that model can fight. On a 6, before removing that model from play, you can add 1 Tzaangor model to a friendly **TZAANGOR HOST** within 9" of the slain model. The new model can only be set up within 3" of an enemy unit if the unit to which it was added is within 3" of that enemy unit.

THE PYROFANE CULT

The sole agenda of the Pyropane Cult is the utter immolation of the Mortal Realms. They wish to engulf Aqshy in warpfire, to melt Chamon, to burn away the mists of Shyish and to turn glorious Azyr to ash. The flames they send propagate fast, feeding on strife as true fire feeds on kindling. Some even walk as an inferno themselves.

Arrows of Tzeentch: *To the Pyropane Cult, immolation is the path to glory. Each bolt cast in Tzeentch's name falls upon the foe with burning devotion.*

Add 1 to hit rolls for attacks made with Sorcerous Bolts by friendly **PYROFANE CULT KAIRIC ACOLYTE** units. In addition, at the end of your shooting phase, roll a dice for each enemy unit that suffered any wounds caused by attacks made with Sorcerous Bolts by friendly **PYROFANE CULT** units in that phase. On a 5+, that unit suffers D3 mortal wounds.

THE GUILD OF SUMMONERS

Secretive and sly, the Guild of Summoners specialises in the conjuration of daemons – Lords of Change above all. Their goal is to bring into being no fewer than nine of Tzeentch's greater daemons at once and, in doing so, achieve supremacy over reality. By the time they realise that they are the slaves and not the masters, it will be too late.

Scions of the Exiled: *In a supposedly ancient prophecy that led to the guild's creation, the summoners must bind nine Lords of Change in order to ascend to true enlightenment. In reality, this will see their doom.*

If your army has the **GUILD OF SUMMONERS** keyword, your Fate Points can only be used to summon **LORD OF CHANGE** units. Instead of a Fate Point cost of 30, a **GUILD OF SUMMONERS LORD OF CHANGE** costs 9 Fate Points to summon the first time, and 18 Fate Points each time thereafter for the rest of the battle. In addition, **LORD OF CHANGE** units summoned in this way must be set up wholly within 9" of a **GUILD OF SUMMONERS ARCANITE HERO** and more than 9" from all enemy units.

PATH TO GLORY

This section contains rules for using a Disciples of Tzeentch army on a Path to Glory campaign. It includes additional rules, quests, veteran abilities, and unique territories that can only be used by a Disciples of Tzeentch army.

MASTERS OF THE ARCANES

When you start a Path to Glory campaign with a Disciples of Tzeentch army, your starting order of battle limit for **WIZARD** units is 3 instead of 1.

DAEMON UNITS

TZEENTCH DAEMON units that do not have the **HERO** keyword are not recorded on your order of battle. Instead, when you pick your army for a battle, you can include up to 3 **TZEENTCH DAEMON** units that do not have the **HERO** keyword for each **KAIROS FATEWEAVER** or **LORD OF CHANGE** you include in your army, 2 **TZEENTCH DAEMON** units that do not have the **HERO** keyword for each **GAUNT SUMMONER** you include in your army, and 1 **TZEENTCH DAEMON** unit that does not have the **HERO** keyword for each other **TZEENTCH DAEMON HERO** or **TZEENTCH MORTAL HERO** you include in your army.

TZEENTCH CHAOS SPAWN

If a **HERO** is slain and replaced with a **TZEENTCH CHAOS SPAWN** in a Disciples of Tzeentch Path to Glory army, then that **HERO** is removed from the army's order of battle in step 2 of the aftermath sequence and replaced with a **TZEENTCH CHAOS SPAWN** unit that has 1 model.

In any other Path to Glory army, an injury roll is made as normal for the **HERO** in step 2 of the aftermath sequence.

LEGIONS OF CHAOS

You can add any number of coalition units (pg 65) to your order of battle. However, when you pick an army for a battle, the limits from page 65 apply to the number of coalition units you can include in your army.

The lesser daemons of Tzeentch are called forth from the Realm of Chaos to the Mortal Realms as they are needed.

*This is an exception to the rule that **DAEMON** units that do not have the **HERO** keyword are not recorded on your order of battle.*



AERIAL BATTLES

The following rules are used in the 'Magnomantic Ritual' and 'The Pursuit' battleplans on pages 80-83. The rules are used for battles that take place in the air around the floating islands that hover above the Mortal Realms.

Designer's Note: *When you fight an aerial battle, the terrain features you set up represent the floating islands or other sorts of floating terrain, while open ground more than 3" from a terrain feature represents the sky.*

Breakneck Speed: *Aerial combat is swift and deadly, with adversaries on both sides darting along on jet streams and magical currents to launch freewheeling attacks against their foes.*

Roll 2D6 instead of D6 when making a run roll for a unit that can fly. Units that can fly can retreat and still charge later in the same turn, have a pile-in move of 6", and are eligible to fight when they are within 6" of an enemy unit instead of 3".

Long Way Up: *Those bold enough to brave the heights can climb atop rocky outcrops and towering spires to lend what aid they can to their winged brethren.*

Any model that is unable to fly and that is set up or finishes a move wholly on open ground that is not within 3" of a terrain feature is slain.

Designer's Note: *A model that cannot fly can move from an area of open ground within 3" of a terrain feature to an area of open ground within 3" of another terrain feature, as long as it does not finish on open ground more than 3" from the terrain features. This represents them leaping or clambering from peak to peak.*

Long Way Down: *For those that lack the freedom of flight, there is a chance that a blow will see them lose balance and fall from their precarious positions, causing them to tumble to their death far below.*

At the end of any phase, roll 1 dice for each unit that cannot fly and that suffered any wounds or mortal wounds in that phase and/or for which any successful save rolls or ward rolls were made in that phase. On a 1, 1 model in that unit is slain.



QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST

GATHER RITUAL RESOURCES

By carrying out a magnomantic ritual, it is possible to empower the crystal matrix that lies at the heart of a floating island. Doing so creates a vortex of energy around the island, allowing it to dominate the lands below it over a great area. However, before the ritual can be performed, it will be necessary to gather resources from locations that are held by your enemies.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each objective in enemy territory that you control.

Once you have gained 3 or more quest points, you can fight Path to Glory battles using the "Magnomantic Ritual" battleplan (pg 80-81). If you win a **minor victory** or **major victory** in that battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.

QUEST

REWARDS OF GLORY

Tzeentch champions who have proven their ability to dominate the Mortal Realms are able to summon Tzeentch's finest daemonic warriors.

At the end of each Path to Glory battle, if you won a **major victory**, you complete this quest.

When you complete this quest, in the next battle you fight against another Path to Glory army, before deployment, you can give each friendly **HORRORS OF TZEENTCH**, **FLAMERS OF TZEENTCH** or **SCREAMERS OF TZEENTCH** unit 1 veteran ability that can only be used in that battle.



VETERAN ABILITIES

Each time a **DISCIPLES OF TZEENTCH** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the Core Book.

DISCIPLES OF TZEENTCH VETERAN ABILITIES

Miasma of Instability: *The very bodies of these veteran warriors have become imbued with the magical energy of Tzeentch.*

This unit can use this veteran ability once per battle in your hero phase. Until your next hero phase, this unit counts as being wholly within 12" of a friendly **DISCIPLES OF TZEENTCH DAEMON HERO** for the purposes of the Locus of Change rule.

Arcane Fusillade: *Harnessing their collective magical might, the Chanters of Change unleash it in the form of searing bolts.*

KAIRIC ACOLYTE units only. This unit can use this veteran ability once per battle when it is picked to shoot in a shooting phase. Add 1 to hit and wound rolls for attacks made by this unit until the end of that phase.

Savagery Unleashed: *Favoured by their god, these warriors unleash a flurry of attacks upon their foes.*

TZAANGOR HOSTS only. This unit can use this veteran ability once per battle when it is picked to fight in a combat phase, if it has made a charge move in the same turn. Add 1 to hit and wound rolls for attacks made by this unit until the end of that phase.

Ornate Tzeentchian Spears: *These Tzaangor Enlightened wield ornate spears of a quality beyond the weaponry of their lesser kin.*

TZAANGOR ENLIGHTENED units only. This unit can use this veteran ability once per battle at the start of the combat phase. The strike-first effect applies to this unit until the end of that phase.

Deadly Harmony: *These experienced warriors have tamed their Discs of Tzeentch, giving them great speed and manoeuvrability.*

TZAANGOR ENLIGHTENED ON DISCS OF TZEENTCH units only. This unit can use this veteran ability once per battle at the start of their movement phase. Add 9" to this unit's Move characteristic until the end of that phase.

Death From On High: *Tzaangor Skyfires soar across the battlefield, raining death upon the foe.*

TZAANGOR SKYFIRES units only. This unit can use this veteran ability once per battle when it runs. This unit can run and still shoot in the same turn.

TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the core rules that corresponds to a roll of 21-42.

DISCIPLES OF TZEENTCH FACTION TERRITORIES (D66)

61-62 ARCANITE CULT

Many of Sigmar's cities have been infiltrated by Arcanite cults. These secretive, clandestine organisations are hidden by illusion and deceit, and can quickly gain control of a settlement if they are not discovered in time.

You can take **CITIES OF SIGMAR** units as allied units for your army. In addition, in step 7 of the aftermath sequence, roll a dice. On a 5+, you can reinforce 1 eligible **ARCANITE** unit on your order of battle without having to spend any glory points.

[Upgrade 5GP] **Unwitting Puppet:** When you pick an army, you can choose an allied **CITIES OF SIGMAR HERO** as the general of your army. If you do so, for that battle they gain the **DISCIPLES OF TZEENTCH** keyword and the Change Coven keyword for your army (if it has one).

63 FLOATING ISLAND

Your scouts discover a long-lost floating island with a magical crystal glowing at its heart. The spellcasters in your army can learn how to control the island, and send it wherever they desire.

Add 1 to the number of territories you can control. You can only upgrade this territory if you complete the 'Gather Ritual Resources' quest (pg 76) and win a minor victory or major victory using the 'Magnomantic Ritual' battleplan (pg 80-81).

[Upgrade 0GP] **Soaring Fortress:** Add 3 to the number of territories you can control instead of 1, and you receive 1 extra glory point in step 1 of the aftermath sequence.

64 SUMMONATION SITE

You have captured a summonation site, one of those locations where daemon hosts first entered the lands of mortals, having been called from beyond by those who would bind them.

You can never have more than 1 territory of this type. Add 1 to the number of **TZEENTCH DAEMON** units that are not **HEROES** that you can include in your army. In addition, when you pick your army, you can give 1 friendly **HORRORS OF TZEENTCH**, **FLAMERS OF TZEENTCH** or **SCREAMERS OF TZEENTCH** unit 1 veteran ability that can only be used in that battle.

[Upgrade 20GP] **Locus of Instability:** Add 3 to the number of **TZEENTCH DAEMON** units that are not **HEROES** that you can include in your army instead of 1. In addition, when you pick your army, you can give up to 3 friendly **HORRORS OF TZEENTCH**, **FLAMERS OF TZEENTCH** or **SCREAMERS OF TZEENTCH** units 1 veteran ability each that can only be used in that battle.

65 ANNEX OF THE CRYSTAL LABYRINTH

This conquest is part of a wider skein of fate that binds the stuff of reality, imbues it with the energies of disorder, and brings it one step closer to becoming an annex of Tzeentch's Crystal Labyrinth.

You can never have more than 1 territory of this type. In each aftermath sequence, you can pick up to D3 different units to benefit from this territory. When making a recuperating roll for a unit you picked, it is treated as not having taken part in the battle. Instead of picking any units to benefit from this territory, in step 3 of the aftermath sequence, roll 3 dice. For each 5+, you can give 1 unit on your order of battle that was not included in your army in that battle 1 renown point.

66 SILVER TOWER

One of the mighty strongholds controlled by a Gaunt Summoner has been spotted hovering over your kingdom.

You can never have more than 1 territory of this type. When you add this territory to your roster, you can add 1 **GAUNT SUMMONER** to your order of battle. If this territory is ever removed from your roster, you must remove that **GAUNT SUMMONER** from your order of battle. You receive D3 extra glory points in step 1 of the aftermath sequence. Instead of receiving D3 glory points, you can roll 2D6. On a 2-8, nothing happens. On a 9+, you can add D3 quest points to the progress section of a quest.

DISCIPLES OF TZEENTCH NAME GENERATOR

You can use these tables to generate names for your Disciples of Tzeentch; roll a D6 to generate the result, or simply pick the one you like best. There are names for both Arcanite cultists and daemons, as well as a number of eldritch tokens commonly carried by worshippers of the Change God. These confer no in-game benefit, but are a great way to add personality to your collection.

ARCANITE FIRST NAME (D6)	ARCANITE LAST NAMES (D6)
1. Miraxar	1. Ygeth
2. Prax'et	2. Qualtar
3. Trazillius	3. Marcayth
4. Vulryx	4. Halrilex
5. Imsunax	5. X'rast
6. Mairayth	6. the Raven

ELDRITCH TOKENS (2D6)
2. Vulcharc Hatchling
3. Silver Spider
4. Spell-eater Wyrmling
5. Whispering Dagger
6. Iridescent Robe
7. Scroll of Withering
8. Flesh-warped Captive
9. Tzaangrel Seer
10. Summoner's Circlet
11. Capering Brimstone Horror
12. Ever-shifting Tattoo

DAEMON NAMES (D6)
1. Imithillarax
2. Qul'traxionis
3. Skrai-Kalichaar
4. P'naxxis
5. Selonikkus
6. Enothiriux

DAEMON HONORIFICS (D6)
1. the Inevitable
2. of the Crystal Eye
3. the Realmstrider
4. the Inexorable
5. the Observer
6. the Axiom

BATTLEPLAN MAGNOMANTIC RITUAL

The magnomantic ritual is nearly complete, but enemies have gathered to try and bring it to a halt! The rite is being led by a mage of impressive cunning who has concealed themselves with mirage and illusion – the better to guide the ritual to completion. Should their whereabouts be uncovered and should they be wounded unto death, or at least to the point that they can continue the rite no more, there is a hope that the great spell can be stopped. But should the ritual be completed, this land will soon belong only to the Changer of the Ways...

AERIAL QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using a Disciples of Tzeentch army, has embarked on the 'Gather Ritual Resources' quest (pg 76) and has earned 3 or more quest points. This battleplan uses the Aerial Battles rules (pg 75).

THE ARMIES

The player that embarked on the 'Gather Ritual Resources' quest is the **ritualist** and their opponent is the **usurper**. The ritualist cannot choose a **MONSTER** to be their general.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and ritual sites as described below, and then the other player chooses which long edge of the battlefield is the northern edge.

TERRAIN FEATURES

The first terrain feature to be set up must be set up within 3" of one of the long edges of the battlefield. Each terrain feature after the first must be set up 3" to 9" away from the last terrain feature that was set up. At least 1 terrain feature must be set up within 3" of the long edge of the battlefield opposite the one by which the first terrain feature was set up. Once this has happened (i.e. there is a chain of terrain features running from one edge to the other), up to 4 additional

terrain features can be set up on the battlefield within 12" of another terrain feature.

Designer's Note: *If you do not have enough terrain features to reach from one edge of the battlefield to the other, you can use markers to show the tips of mountain peaks. Set up the marker 3" to 9" away from the last terrain feature that was set up. The marker is considered to be a terrain feature, allowing units to set up or move within 3" of it even if they cannot fly.*

OBJECTIVES

The players roll off. The players then alternate setting up 4 objective markers (referred to as ritual sites in this battleplan), starting with the winner of the roll off. Ritual sites must be placed within 3" of a terrain feature and more than 9" from all other ritual sites.

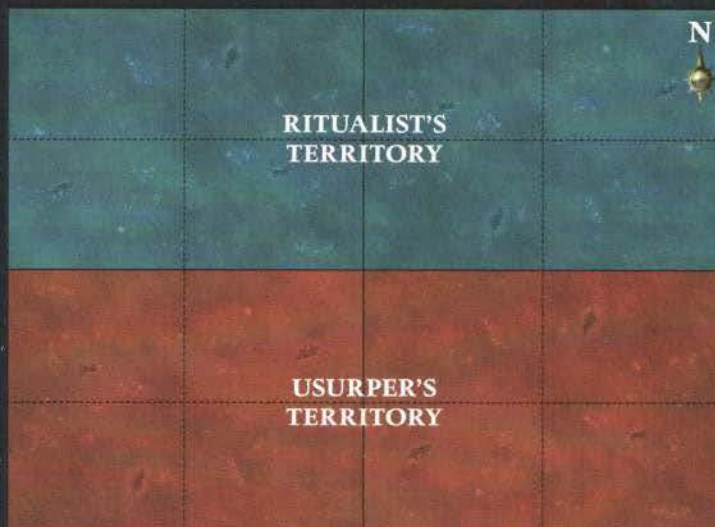
FACTION TERRAIN

Neither player can set up a faction terrain feature before the start of the battle.

DEPLOYMENT

Place the general of the ritualist army to one side as a reserve unit. They cannot be set up until their hiding place has been revealed (see right).

The players then alternate setting up the remaining units one at a time, starting with the ritualist. Units must be set up wholly within their own territory, more than 12" from enemy territory. Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.





RITUAL SITES

There are 4 points on the battlefield marked as ritual sites. At the start of the usurper's hero phase, the usurper can pick 1 friendly **HERO** within 3" of a ritual site and roll a dice. On a 1-5, the general is not found and the ritual site is removed from play. On a 6, that ritual site is revealed to be the general's hiding place and all other ritual sites are removed from play.

If 3 ritual sites have been searched and the general has not been found, the last remaining ritual site is the general's hiding place.

At the start of the fifth battle round, the ritualist player must pick 1 of the remaining ritual sites as their general's hiding place.

Once the general's hiding place has been revealed, the general must be set up within 9" of the ritual site. The ritualist player can then add

2 **HORRORS OF TZEENTCH** units with 5 models each to their army. These units must be set up wholly within 18" of the general and more than 9" away from all enemy units.

BATTLE LENGTH

The battle lasts until the ritualist general is slain, or for 5 battle rounds, whichever happens first.



GLORIOUS VICTORY

The ritualist wins a **major victory** if their general is not slain.

The usurper wins a **major victory** if the ritualist's general is slain in the first or second battle round.

If the ritualist's general is slain in the third, fourth or fifth battle round, the ritualist player must roll a dice and add the number of the round in which their general was slain to the roll. If the modified roll is 8 or more, the ritualist player wins a **minor victory**. If it is a 7, the battle is a **draw**, and if it is 6 or less, the usurper wins a **minor victory**.

PATH TO GLORY REWARDS AND PENALTIES

If the ritualist wins this battle, they can upgrade the Floating Island to a Soaring Fortress (pg 78).

High above the Mortal Realms, a small aerial battleforce faces a foe of overwhelming power. The weaker force must escape before it is destroyed.

QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if both players agree to do so, and both players have units that can fly on their order of battle. This battleplan uses the Aerial Battles rules (pg 75).

THE ARMIES

Each player must pick up to 3 units that can fly from their order of battle as their army. After they have done so, their choices are revealed, and the player whose 3 units have the highest points value is the **pursuer**. The other player is the **quarry**.

THE BATTLEFIELD

Terrain features and faction terrain features cannot be used in this battle.

BATTLEPLAN THE PURSUIT

DEPLOYMENT

The quarry sets up their army first, wholly within their territory. None of the quarry's units can be set up in reserve. The pursuer places all of their units in reserve.

FIRST TURN

In this battle, the quarry must take the first turn in the first battle round.

THE PURSUIT

At the start of the pursuer's first movement phase, they must set up the units from their army wholly within 6" of the pursuer's edge. They can make a normal move in that movement phase, but cannot run.

DESPERATE ESCAPE

At the start of the quarry's movement phase, any units from their army that are within 8" of the Escape Edge of the battlefield and not within 3" of any enemy units are said to have escaped and are removed from play.

FULLY ENGAGED

Neither player can use abilities or spells that allow them to remove a unit from the battlefield and either put it in reserve or set it up again at a different location.

BATTLE LENGTH

The battle lasts for 4 battle rounds or until all of the units in the quarry's army have been destroyed or escaped.



GLORIOUS VICTORY

When the battle ends, if all of the units in the quarry's army have escaped, the quarry wins a **major victory**.

If all of the units in the quarry's army are destroyed, the battle immediately ends and the pursuer player wins a **major victory**.

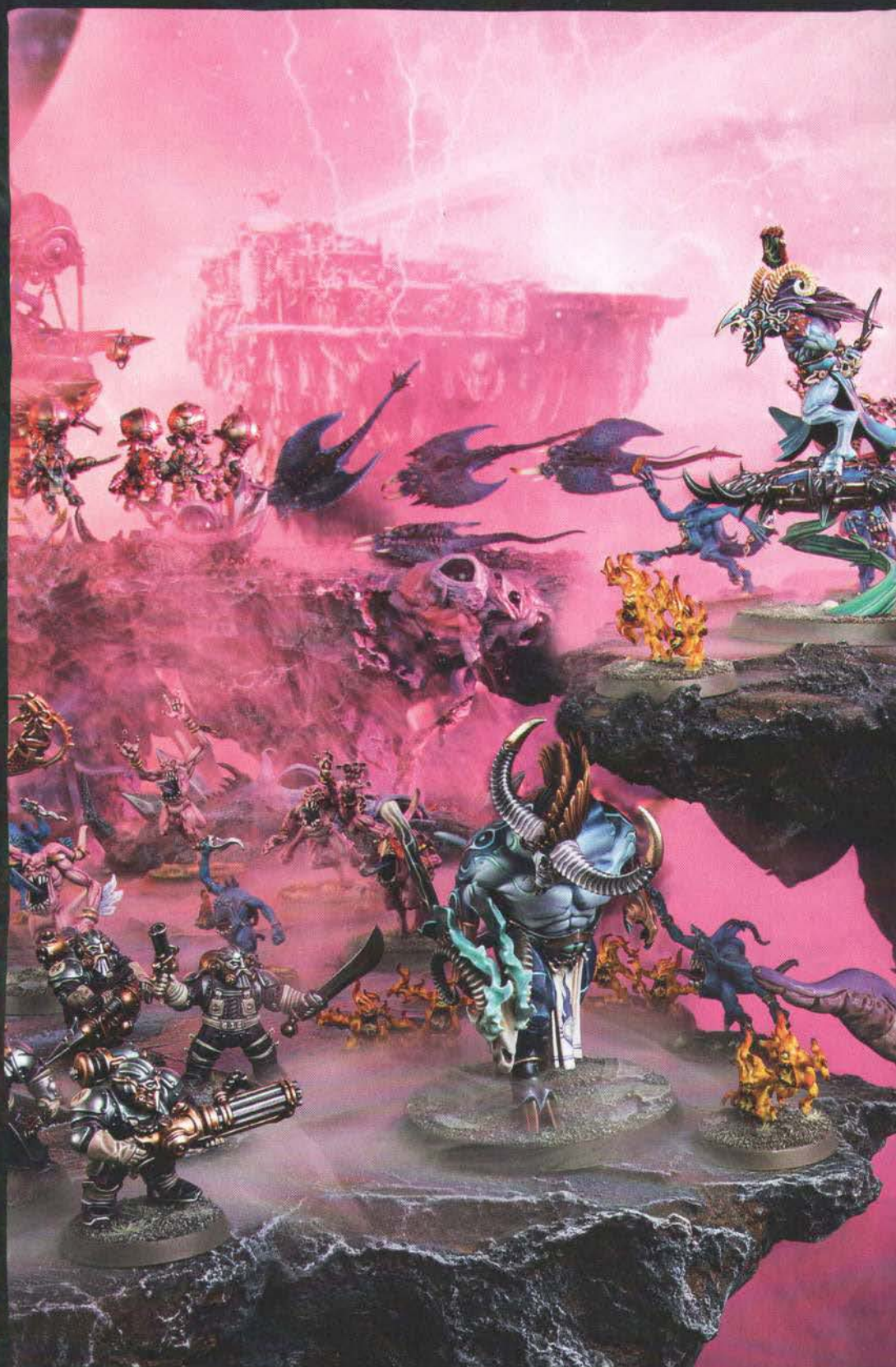
If the points value of the quarry's army was less than half of the points value of the pursuer's army, the quarry wins a **minor victory** if at least 1 of their units escaped.

In any other circumstances, the quarry wins a **minor victory** if at least half of their units escaped, and the pursuer wins a **minor victory** if more than half of the quarry's units were destroyed.

BONUS RENOWN

Each unit that has escaped or is on the battlefield at the end of the battle gains 1 renown point.





FATE LEGION

As they burst forth from the Impossible Fortress, the manic cackling of the Fate Legion fills their enemies with dread. None but those embraced by change can know what they plan to unleash – only that it will not end well.

WARSROLL BATTALION

OVERSEER'S FATE-TWISTERS

Organisation:

- 1 Lord of Change
- 8 **DISCIPLES OF TZEENTCH DAEMON HEROES**, Exalted Flamers of Tzeentch units, or Burning Chariots of Tzeentch units in any combination

WARSROLL BATTALION

WARPLAME HOST

Organisation:

- 1 Exalted Flamers of Tzeentch unit
- 3-8 Exalted Flamers of Tzeentch, Flamers of Tzeentch or Burning Chariots of Tzeentch units in any combination

WARSROLL BATTALION

CHANGE HOST

Organisation:

- 1 Lord of Change
- 8 **DISCIPLES OF TZEENTCH DAEMON HEROES**, Exalted Flamers of Tzeentch units, Horrors of Tzeentch units, Flamers of Tzeentch units, Screammers of Tzeentch units, or Burning Chariots of Tzeentch units in any combination



WARSCROLL BATTALION

MULTITUDINOUS HOST

Organisation:

- 1 Changelaster, Herald of Tzeentch
- 8 Horrors of Tzeentch units

WARSCROLL BATTALION

AETHER-EATER HOST

Organisation:

- 1 Fateskimmer, Herald of Tzeentch on Burning Chariot
- 3-8 units of The Blue Scribes, Fateskimmer, Herald of Tzeentch on Burning Chariot, Fluxmaster, Herald of Tzeentch on Disc, or Screammers of Tzeentch in any combination. The Blue Scribes can only be taken once in this battalion (they are Unique).

ABILITIES

Storm of Daemonic Fire: *So great is the roiling tide of warpfire surrounding Tzeentch's daemonic hosts that to merely stand in the daemons' presence is to risk being set alight. Those who burn swiftly can be reckoned as the lucky ones.*

At the end of the charge phase, roll 1 dice for each enemy unit within 9" of any units from this battalion. On a 6, that enemy unit suffers D3 mortal wounds.



ARCANITE CULT

When the preparations have been made, the dark bargains struck and the time deemed right, an Arcanite Cult will finally reveal itself – and, in doing so, go to war.

WARSROLL BATTALION

ARCANITE CABAL

Organisation:

- 3-9 Fatemasters, **MAGISTERS**, or Tzaangor Shamans in any combination

WARSROLL BATTALION

ALTER-KIN COVEN

Organisation:

- 1 Kairic Acolytes unit
- 1 Tzaangor Host
- 1 Tzaangor Skyfires unit

WARSROLL BATTALION

WITCHFYRE COVEN

Organisation:

- 3 Kairic Acolytes units
- 1 Tzaangor Enlightened unit

WARSROLL BATTALION

SKYSHOAL COVEN

Organisation:

- 2 Tzaangor Enlightened on Discs of Tzeentch units
- 2 Tzaangor Skyfires units

WARSROLL BATTALION

TZAANGOR COVEN

Organisation:

- 2 Tzaangor Hosts
- 2 Tzaangor Enlightened units
- 2 Tzaangor Skyfires units



ABILITIES

Boon of Mutation: *Enemies of an Arcanite cult are under the constant threat of mutation, the unluckiest of them ending up transmogrified into a Tzaangor.*

At the end of the charge phase, roll a dice for each enemy unit within 3" of any units from this battalion. On a 6, that unit suffers D3 mortal wounds.

If any models are slain by this ability, before removing the first slain model, you can add 1 model to a friendly **TZAANGOR HOST** that is within 9" of the slain model. Set up models are added to a unit one at a time within 1" of the unit they are being added to. Models that are added to a unit can only be set up within 3" of an enemy unit if a model from their unit is already within 3" of that enemy unit. The models added to a unit can take it above its maximum size.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

AGENDAS OF ANARCHY

DISCIPLES OF TZEENTCH armies only.

Dominate Arcane Nexus: When the battle ends, you complete this grand strategy if there is at least 1 friendly **DISCIPLES OF TZEENTCH WIZARD**, **HORRORS OF TZEENTCH** unit or **KAIRIC ACOLYTE** unit wholly within each large quarter of the battlefield.

Master of Destiny: When the battle ends, add the rolls of any Destiny Dice that you have not used. You complete this grand strategy if the total is 9 or more.

Preponderance of Fate: When the battle ends, you complete this grand strategy if you have more than 27 unspent Fate Points.

Realm of Magic: When the battle ends, you complete this grand strategy if there are two or more endless spells on the battlefield that are under your control.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 of the battle tactics below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

GIFTS OF WORSHIP

DISCIPLES OF TZEENTCH army only.

Call for Change: You complete this battle tactic if you summon a Lord of Change to the battlefield this turn.

Mass Conjunction: Pick 1 friendly **DISCIPLES OF TZEENTCH WIZARD**. You complete this battle tactic if that **WIZARD** successfully casts 3 or more spells in that turn and none of those spells are unbound.

Ninefold Dismantlement: Pick 1 enemy unit that has 9 or more models, or pick 1 enemy **HERO** or **MONSTER** with a Wounds characteristic of 9 or more. You complete this battle tactic if that unit is destroyed by the end of this turn.

Reckless Abandon: Pick 1 friendly **MORTAL DISCIPLES OF TZEENTCH** unit that is more than 18" from all enemy units. You complete this battle tactic if that unit completes a charge move in this turn.

Tides of Anarchy: You complete this battle tactic if you gain control of an objective that was controlled by your opponent at the start of your hero phase, and you have 9 or more friendly models within 6" of that objective when you gain control of it.

CORE BATTALIONS

You can include the following core battalion in a Disciples of Tzeentch army if the battlepack you are using says that you can use core battalions.

OMNISCIENT ORACLES



UNIT ICONS

(Mandatory/Optional)



Daemon Commander:
KAIROS FATEWEAVER



Daemon Commander:
LORD OF CHANGE

BATTALION ABILITY ICONS



Unified: One-drop Deployment (core rules, 26.2.1).



Expert: Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the order being issued and without a command point being spent.



Magnificent: When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.



Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the order being issued and without a command point being spent.



Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.



Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the order being issued and without a command point being spent.



WARSCROLL KAIROS FATEWEAVER

MELEE WEAPONS

Staff of Tomorrow
Curved Beaks

Range

3"

Attacks

3

To Hit

3+

To Wound

☀

Rend

-1

Damage

2

DAMAGE TABLE

Wounds Suffered

Move

Staff of Tomorrow

Infernal Gateway

0-6

12"

1+

3+

7-9

10"

2+

4+

10-12

9"

3+

5+

13+

8"

4+

6+

Oracle of Eternity: The oracle uses his insight to guide reality into fulfilling his own prophecies. A single twist in fate can mean utter devastation to any who cross Kairos.

At the start of your hero phase, if this unit is part of your army and on the battlefield, and you have fewer than 9 Destiny Dice, you can roll a dice and add it to your Destiny Dice.

Mastery of Magic: To master the arcane is to embody the grand design of the Changer of the Ways.

When you make a casting, unbinding or dispelling roll for this unit, you can change the lowest D6 to match the highest D6.

Infernal Gateway: The Lord of Change opens a portal to the Realm of Chaos, pulling enemies to their doom.

Infernal Gateway is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 9 dice. That enemy unit suffers 1 mortal wound for each roll that is equal to or greater than the Infernal Gateway value shown on the caster's damage table.

Kairos Fateweaver is armed with the *Staff of Tomorrow* and *Curved Beaks*.

WIZARD: This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase.

FLY: This unit can fly.

Beacon of Sorcery: Spreading its arms wide, the Lord of Change saturates the area with raw magic.

Add 1 to casting rolls, dispelling rolls and unbinding rolls for friendly **TZEENTCH WIZARDS** while they are wholly within 18" of this unit. In addition, this unit knows all of the spells from the Lore of Change.

Spell-thief: Should a rival sorcerer conjure a spell that intrigues the Lord of Change, the greater daemon will acquire the incantation for its own use.

If this unit successfully dispels an endless spell, instead of dispelling it, you can say that it will steal it. If you do so, this unit gains control of that endless spell and counts as the **WIZARD** that summoned it until it is dispelled or another unit steals it.

Kairos Fateweaver can see the past and the future, and he uses this ability to twist destiny to suit his own malevolent purposes. The twin-headed terror is a master of magic known as the Oracle of Tzeentch – wherever he goes, change is sure to follow.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, MONSTER, WIZARD, KAIROS FATEWEAVER

WARSCROLL

LORD OF CHANGE



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rod of Sorcery	18"	2D6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	4	3+	☀	-	2
Baleful Sword	1"	3	4+	2+	-2	3
Curved Beak and Wicked Talons	1"	4	4+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Staff of Tzeentch	Infernal Gateway
0-6	12"	1+	3+
7-9	10"	2+	4+
10-12	8"	3+	5+
13+	6"	4+	6+

FLY: This unit can fly.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Beacon of Sorcery: Spreading its arms wide, the Lord of Change saturates the area with raw magic.

Add 1 to casting rolls, dispelling rolls and unbinding rolls for friendly **TZEENTCH WIZARDS** while they are wholly within 18" of this unit. In addition, this unit knows all of the spells from the Lore of Change.

Spell-thief: Should a rival sorcerer conjure a spell that intrigues the Lord of Change, the greater daemon will acquire the incantation for its own use.

If this unit successfully dispels an endless spell, instead of dispelling it, you can say that it will steal it. If you do so, this unit gains control of that endless spell and counts as the **WIZARD** that summoned it until it is dispelled or another unit steals it.

Mastery of Magic: To master the arcane is to embody the grand design of the Changer of the Ways.

When you make a casting, unbinding or dispelling roll for this unit, you can change the lowest D6 to match the highest D6.

Infernal Gateway: The Lord of Change opens a portal to the Realm of Chaos, pulling enemies to their doom.

Infernal Gateway is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 9 dice. That enemy unit suffers 1 mortal wound for each roll that is equal to or greater than the Infernal Gateway value shown on the caster's damage table.

A Lord of Change is armed with one of the following weapon options: Staff of Tzeentch and Baleful Sword; Staff of Tzeentch and Rod of Sorcery; or Staff of Tzeentch and Curved Beak and Wicked Talons.

The greatest of Tzeentch's daemons, the Lords of Change shimmer with raw magic. With a flick of their claw, they can hurl foes into the nightmarish Realm of Chaos, blast enemies with wyrdfire or steal an opponent's spells for their own use.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, MONSTER, WIZARD, LORD OF CHANGE



Trailing flames and maniacal laughter, a Fateskimmer streaks across the skies. While the Herald conjures firestorms to engulf the foe, the living chariot it rides seeks to sear all those in its path, the Screamer at its fore biting their prey as they speed by.

WARSCROLL FATESKIMMER

HERALD OF TZEENTCH ON BURNING CHARIOT

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	3	4+	4+	-1	1
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
Lamprey Bites	1"	6	3+	3+	-1	1

A Fateskimmer, Herald of Tzeentch on Burning Chariot, is armed with Magical Flames, a Staff of Change and a Ritual Dagger.

FLY: This unit can fly.

MOUNT: This unit's Screamer of Tzeentch are armed with Lamprey Bites.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Arcane Tome: This arcane tome holds scriptures of ancient incantation that allows a brief mastery of the Herald's chosen spell lores.

Once per battle, you can re-roll 1 casting roll for this unit. If you do so, add 3 to the new casting roll.

Wake of Fire: Enemies unfortunate enough to be passed by a Burning Chariot are consumed by waves of unnatural fire.

After this unit has made a normal move, run or retreated, pick 1 enemy unit and roll a dice if this unit passed across any models in that enemy unit. On a 2+, that enemy unit suffers D3 mortal wounds.

Tzeentch's Firestorm: Searing balls of scarlet flame whip around the caster before spiralling outwards to engulf nearby enemies.

Tzeentch's Firestorm is a spell that has a casting value of 9 and a range of 9". If successfully cast, roll a dice for each enemy unit within range and visible to the caster. On a 2+, that unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, MONSTER, WIZARD, FATESKIMMER



Tzeentch Chaos Spawn are, if anything, even more horrifically mutated than others of their kind. Altered at the whim of the Great Mutator, they tear their prey limb from limb with their freakish array of claws, tentacles and hooked appendages.

WARSCROLL DISCIPLES OF TZEENTCH CHAOS SPAWN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Freakish Mutations	1"	2D6	4+	4+	-	1

A Disciples of Tzeentch Chaos Spawn is armed with Freakish Mutations.

Spawn of Sorcery: Tzeentch Chaos Spawn are born of the raw stuff of magic, and are invigorated when arcane energies are unleashed.

Heal all of the wounds allocated to this unit if a **WIZARD** within 9" of this unit successfully casts a spell that is not unbound.

Writhing Tentacles: The body of a Chaos Spawn is ever in flux, making them wildly unpredictable adversaries.

If the unmodified hit roll for an attack made with Freakish Mutations is 6, the target suffers 1 mortal wound and the attack sequence ends (do not make a wound roll or save roll).

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, SPAWN, TZEENTCH, CHAOS SPAWN



There is nowhere on the battlefield safe from a Herald riding a Disc of Tzeentch. Bolting through the air, the Fluxmaster conjures blue flames to hurl at the foe before darting in to deliver a swift blow from a mutative Staff of Change.

WARSCROLL FLUXMASTER

HERALD OF TZEENTCH ON DISC

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	3	4+	4+	-1	1
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

A Fluxmaster, Herald of Tzeentch on Disc, is armed with Magical Flames, a Staff of Change, and a Ritual Dagger.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Arcane Tome: This arcane tome holds scriptures of ancient incantation that allows a brief mastery of the Herald's chosen spell lores.

Once per battle, you can re-roll 1 casting roll for this unit. If you do so, add 3 to the new casting roll.

Blue Fire of Tzeentch: A tide of iridescent mutating flame surges forth from the Fluxmaster as it cackles from its swooping Disc.

Blue Fire of Tzeentch is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 9 dice. For each 5+, that enemy unit suffers 1 mortal wound and the caster's army receives 1 Fate Point if it is a Disciples of Tzeentch army.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, WIZARD, FLUXMASTER



A master of illusionary disguise, the Changeling hides amongst its quarry, sowing confusion amongst their ranks. Upon throwing aside its fleshly masquerade, the Changeling uses sorcery and its Trickster's Staff to openly blast its foes.

WARSCROLL THE CHANGELING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Trickster's Staff	2"	3	3+	3+	-1	D3

The Changeling is armed with the Trickster's Staff.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Arch-deceiver: None can detect the veil of the Changeling. Assuming the form of comrade and ally, it reveals itself only when its plans have been made a reality.

After deployment but before the first battle round begins, you can remove this unit from the battlefield. If you do so, at the end of your first movement phase, you must set this unit up again anywhere within your opponent's territory more than 3" from all enemy units.

Puckish Misdirection: The Changeling can manipulate the most stalwart of warriors while appearing as a trusted advisor or comrade.

In the enemy hero phase, you can pick 1 enemy unit within 9" of this unit. If you do so, until your opponent's next hero phase, subtract 1 from hit rolls for attacks made by that enemy unit and halve the Move characteristic of that enemy unit (rounding up).

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, WIZARD, THE CHANGELING

Loping into battle on foot, the Heralds known as Changelcasters summon the lurid flames of Tzeentch to engulf their foes. These screaming, living torches are thus marked as the next targets to be annihilated by the Change God's faithful.

WARSCROLL CHANGECASTER

HERALD OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	18"	3	4+	4+	-1	1
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

A Changelcaster, Herald of Tzeentch, is armed with Magical Flames, a Staff of Change and a Ritual Dagger.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Arcane Tome: This arcane tome holds scriptures of ancient incantation that allows a brief mastery of the Herald's chosen spell lores.

Once per battle, you can re-roll 1 casting roll for this unit. If you do so, add 3 to the new casting roll.

Pink Fire of Tzeentch: The Changelcaster conjures a tide of distracting warpflame that engulfs the foe and makes them vulnerable to enemy attacks.

Pink Fire of Tzeentch is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from save rolls for attacks that target that unit until your next hero phase.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, MONSTER, WIZARD, CHANGECASTER

Tzeentch created two daemons, P'tarix and Xirat'p, for the sole purpose of learning every spell in existence. The Blue Scribes, as they are known, ride their Disc of Tzeentch through the realms seeking every fragment of arcana.

WARSCROLL THE BLUE SCRIBES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sharpened Quills	1"	2	5+	5+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

The Blue Scribes are armed with Sharpened Quills.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Frantic Scribbling: The Blue Scribes seek to learn all of the spells in existence.

If this unit is part of a Disciples of Tzeentch army, each time an enemy **WIZARD** within 9" of this unit successfully casts a spell, and that spell is not unbound, you can roll a dice. On a 3+, you receive 1 Fate Point.

Scrolls of Sorcery: The unlimited arcane knowledge held on these scrolls can conjure sorceries of perfect structure.

This unit knows all of the spells from the Lore of Fate and Lore of Change. In addition, once in each of your hero phases, when this unit attempts to cast a spell, instead of making a casting roll, you can say that it will read from its scrolls of sorcery. If you do so, roll a dice. On a 2+, that spell is successfully cast and cannot be unbound.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, WIZARD, THE BLUE SCRIBES



Gibbering with lunatic energy, the luminescent Pink Horrors whirl and flail, generating raw magic that can manifest as blasts of unnatural fire that scour the enemy. Should they be slain, Horrors split in twain to form two lesser incarnations.

WARSCROLL
HORRORS OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	☀	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	☀	4+	4+	-	1

HORROR TABLE			
Horror Colour	Magical Flames	Taloned Hands	Petty Vengeance Roll
Iridescent	6	2	3+
Pink	3	1	4+
Blue	2	1	5+
Brimstone	1	2	6+

Each model in a Horrors of Tzeentch unit is armed with Magical Flames and Taloned Hands.

BATTLE ABILITY: When you pick this unit to be part of your army or when you summon this unit and add it to your army, you must decide if this unit will have either the **Split and Split Again** ability or the **Petty Vengeance** ability (it cannot have both). Note your choice on your army roster.

HORRORS: Each model in a Horrors of Tzeentch unit must be either a Pink Horror, a Blue Horror or a Brimstone Horror (you can have different types of Horror in the same unit). You cannot allocate wounds or mortal wounds to a Blue Horror if its unit includes any Iridescent or Pink Horrors, and you cannot allocate a wound to a Brimstone Horror if its unit includes any Blue Horrors.

CHAMPION: 1 Pink Horror in this unit can be an Iridescent Horror instead.

STANDARD BEARER: 1 in every 10 Pink Horrors in this unit can be a Pink Horror Icon Bearer instead. At the start of your hero phase, if you have a Disciples of Tzeentch army, roll 1 dice for each Pink Horror Icon Bearer in this unit. For each 3+, you receive 1 Fate Point.

MUSICIAN: 1 in every 10 Pink Horrors in this unit can be a Pink Horror Hornblower instead. Add 1 to save rolls for this unit while it includes any Pink Horror Hornblowers.

Split and Split Again: Should a Horror meet its end at the hands of the enemy, it is capable of splitting itself into lesser daemons and renewing its assault twice over.

Each time an Iridescent Horror or Pink Horror in this unit is slain by a wound or mortal wound, it does not count as having been slain but you must immediately remove it from play and replace it with 2 Blue Horrors that are added to its unit.

Each time a Blue Horror in this unit is slain by a wound or mortal wound, it does not count as having been slain but you must immediately remove it from play and replace it with 1 Brimstone Horrors model that is added to its unit.

ADDING AND REMOVING HORRORS

Replacement models that are added to this unit must be set up one at a time within 1" of the position that was occupied by the model they are replacing.

Replacement models that are added to this unit can only be set up within 3" of an enemy unit if a model from this unit is already within 3" of that enemy unit.

Replacement models added to this unit can take it above its maximum size.

Designer's Note: Horrors that flee cannot Split and Split Again. If a Horror Splits and Splits Again, it is immediately removed from play and the replacement models are added to the unit before the next wound or mortal wound is allocated to the unit. A Horror that is removed from play because it has Split and Split Again does not count as a slain model for the purposes of the Battleshock rules (core rules, 15.0) and it cannot be returned through the use of rules that allow you to return slain models to the unit.

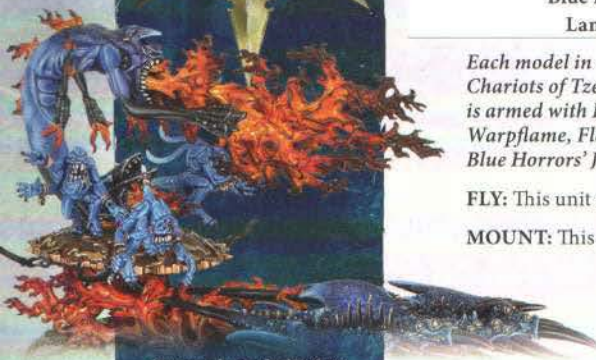
Petty Vengeance: Some Horrors take petty vengeance on those who harm them by exploding in a blast of flame.

If a model in this unit is slain, you can pick 1 enemy unit within 1" of this unit and roll a dice. If the roll is equal to or greater than the Petty Vengeance Roll for the slain model, that enemy unit suffers 1 mortal wound.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HORRORS OF TZEENTCH

WARSCROLL

BURNING CHARIOTS OF TZEENTCH



Drawn through the skies by a pair of Screamers, a Burning Chariot rides upon a wave of multicoloured flames that scorch all in its wake, while the Exalted Flamer that writhes and twists upon its back breathes out sheets of unnatural, billowing fire.

MISSILE WEAPONS

Billowing Warpflame

Range

18"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

MELEE WEAPONS

Flaming Maws

Range

2"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

Blue Horrors' Jabs

Range

1"

Attacks

3

To Hit

5+

To Wound

5+

Rend

-

Damage

1

Lamprey Bites

Range

1"

Attacks

6

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Each model in a Burning Chariots of Tzeentch unit is armed with Billowing Warpflame, Flaming Maws and Blue Horrors' Jabs.

FLY: This unit can fly.

MOUNT: This unit's Screamers of Tzeentch are armed with Lamprey Bites.

ELITE: Models in this unit can issue commands to their own unit.

Capricious Warpflame: These unnatural fires continue to burn long after they meet their target, clawing at the nearest foe as a Fury would its prey.

Add 1 to hit rolls for attacks made with this unit's Billowing Warpflame or Flaming Maws weapons if the target unit has 5 or more models.

Wake of Fire: Enemies unfortunate enough to be passed by a Burning Chariot are consumed by waves of unnatural fire.

After this unit has made a normal move, run or retreated, pick 1 enemy unit and roll a dice if this unit passed across any models in that enemy unit. On a 2+, that enemy unit suffers 1 mortal wound.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, BURNING CHARIOTS

WARSCROLL

SCREAMERS OF TZEENTCH



Speeding blurs that leave shimmering trails of change-magic in the air, Screamers streak across the skies with a wailing cry. They slash any foes they pass with razor-sharp horns and fins before darting down to savage their chosen quarry.

MELEE WEAPONS

Lamprey Bite

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

Each model in a Screamers of Tzeentch unit is armed a Lamprey Bite.

FLY: This unit can fly.

Slashing Fins: The pack mentality of Screamers makes them an especially effective unit on the battlefield. They swoop in formation and slash at their foes, performing fly-by attacks and effortless manoeuvres.

After this unit has made a normal move, run, retreated or made a charge move, pick 1 enemy unit and roll a dice for each model in this unit that passed across any models in that enemy unit. For each 4+, that enemy unit suffers 1 mortal wound.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, SCREAMERS OF TZEENTCH



WARSCROLL EXALTED FLAMERS OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Billowing Warpflame	18"	4	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Maws	2"	4	4+	3+	-1	1

Each model in an Exalted Flamers of Tzeentch unit is armed with Billowing Warpflame and Flaming Maws.

Capricious Warpflame: These unnatural fires continue to burn long after they meet their target, clawing at the nearest foe as a Fury would its prey.

Add 1 to hit rolls for attacks made with this unit's Billowing Warpflame or Flaming Maws weapons if the target unit has 5 or more models.

FLY: This unit can fly.

ELITE: Models in this unit can issue commands to their own unit.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, EXALTED FLAMERS



WARSCROLL FLAMERS OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpflame	18"	3	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flaming Maws	1"	3	3+	4+	-	1

Each model in a Flamers of Tzeentch unit is armed with Warpflame and Flaming Maws.

Capricious Warpflame: These unnatural fires continue to burn long after they meet their target, clawing at the nearest foe as a Fury would its prey.

Guided by Billowing Flames: If their Exalted kin are nearby, Flamers can follow their blazing trails to increase the intensity of their fires.

FLY: This unit can fly.

CHAMPION: 1 model in this unit can be a Pyrocaster. Add 1 to the Attacks characteristic of that model's Warpflame.

Add 1 to hit rolls for attacks made with this unit's Warpflame or Flaming Maws weapons if the target unit has 5 or more models.

Add 1 to the Attacks characteristic of this unit's Warpflame while it is wholly within 9" of any friendly EXALTED FLAMERS and/or any friendly BURNING CHARIOTS.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, FLAMERS OF TZEENTCH

WARSCROLL

GAUNT SUMMONER

ON DISC OF TZEENTCH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Changestaff	18"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warptongue Blade	1"	2	3+	3+	-2	D3
Teeth and Horns	1"	D3	4+	3+	-1	1

A Gaunt Summoner on Disc of Tzeentch is armed with a Changestaff and Warptongue Blade.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Book of Profane Secrets: This arcane tome gives the Summoner control over the spells from the Lore of Fate.

Add 1 to casting rolls, dispelling rolls and unbinding rolls for this unit. In addition, this unit knows all of the spells from the Lore of Fate.

Lords of The Silver Towers: The Gaunt Summoners delight in imprisoning foes in their Silver Tower.

Once per battle, at the end of a phase, you can pick 1 enemy **HERO** that is within 9" of this unit and that made an attack that targeted this unit in that phase, or caused any mortal wounds to this unit with an ability or spell in that phase (even if the wounds or mortal wounds were negated). If you do so, roll 2D6. If the roll is greater than the Wounds characteristic of that **HERO**, that **HERO** is removed from play.

Designer's Note: The **HERO** cannot be returned if you are allowed to bring back slain models (the model has not been slain).

Silvered Portal: A portal to their Silver Tower allows the minions lurking within to enter the fray.

After you have deployed this unit, when you would set up another friendly **TZEENTCH** unit that is not a **MONSTER**, you can say that it is in this Gaunt Summoner's Silver Tower as a reserve unit. Up to 2 units can be set up in reserve in this way. At the end of any of your movement phases, you can set up 1 or more of these units on the battlefield wholly within 9" of this unit and more than 9" from all enemy units. At the start of the fourth battle round, reserve units that are still in a Silver Tower are destroyed.

Infernal Flames: The Gaunt Summoner conjures a rolling wave of scorching wyrdfire that engulfs enemy formations.

Infernal Flames is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound. If that unit is a **MONSTER** or **WAR MACHINE**, roll 5 dice for each model instead of 1.

Tzeentch's dreaded Gaunt Summoners often go to war atop a daemonic mount known as a Disc of Tzeentch, a flying platform from which they can unleash their most devastating and spectacular spells.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, WIZARD, GAUNT SUMMONER ON DISC OF TZEENTCH

WARSCROLL GAUNT SUMMONER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Changestaff	18"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp tongue Blade	1"	2	3+	3+	-2	D3

A Gaunt Summoner is armed with a Changestaff and Warptongue Blade.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Book of Profane Secrets: This arcane tome gives the Summoner control over the spells from the Lore of Fate.

Add 1 to casting rolls, dispelling rolls and unbinding rolls for this unit. In addition, this unit knows all of the spells from the Lore of Fate.

Lords of The Silver Towers: The Gaunt Summoners delight in imprisoning foes in their Silver Tower.

Once per battle, at the end of a phase, you can pick 1 enemy **HERO** that is

within 9" of this unit and that made an attack that targeted this unit in that phase, or caused any mortal wounds to this unit with an ability or spell in that phase (even if the wounds or mortal wounds were negated). If you do so, roll 2D6. If the roll is greater than the Wounds characteristic of that **HERO**, that **HERO** is removed from play.

Designer's Note: See Gaunt Summoner on Disc of Tzeentch warscroll.

Silvered Portal: A portal to their Silver Tower allows the minions lurking within to enter the fray.

After you have deployed this unit, when you would set up another friendly **TZEENTCH** unit that is not a **MONSTER**, you can say that it is in this Gaunt Summoner's Silver Tower as a reserve

unit. Up to 2 units can be set up in reserve in this way. At the end of any of your movement phases, you can set up 1 or more of these units on the battlefield wholly within 9" of this unit and more than 9" from all enemy units. At the start of the fourth battle round, reserve units that are still in a Silver Tower are destroyed.

Infernal Flames: The Gaunt Summoner conjures a rolling wave of scorching wyrdfire that engulfs enemy formations.

Infernal Flames is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound. If that unit is a **MONSTER** or **WAR MACHINE**, roll 5 dice for each model instead of 1.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, HERO, WIZARD, GAUNT SUMMONER



Only a handful of beings in all the realms possess the magical power required to survive an encounter with a Gaunt Summoner.

WARSCROLL

MAGISTER

ON DISC OF TZEENTCH

MISSILE WEAPONS

Tzeentchian Runestaff

Range

18"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-

Damage

D3

MELEE WEAPONS

Warpsteel Sword

Range

1"

Attacks

1

To Hit

4+

To Wound

4+

Rend

-

Damage

1

Teeth and Horns

Range

1"

Attacks

D3

To Hit

4+

To Wound

3+

Rend

-1

Damage

D3

A Magister on Disc of Tzeentch is armed with a Tzeentchian Runestaff and Warpsteel Sword.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

Magic-touched: Magisters are attuned to magical energy and can harness the raw essence of Chaos. There are those, however, that delve too deep into this source of power.

If the first casting attempt made by this unit in your hero phase is successful and the spell is not unbound, this unit can attempt to cast 1 extra spell in that phase. If it does so and the casting roll for that extra spell is a double, the casting attempt automatically fails and this unit is slain. If this happens, you can choose for this unit to be transformed into a Spawn (pg 65) instead of being slain.

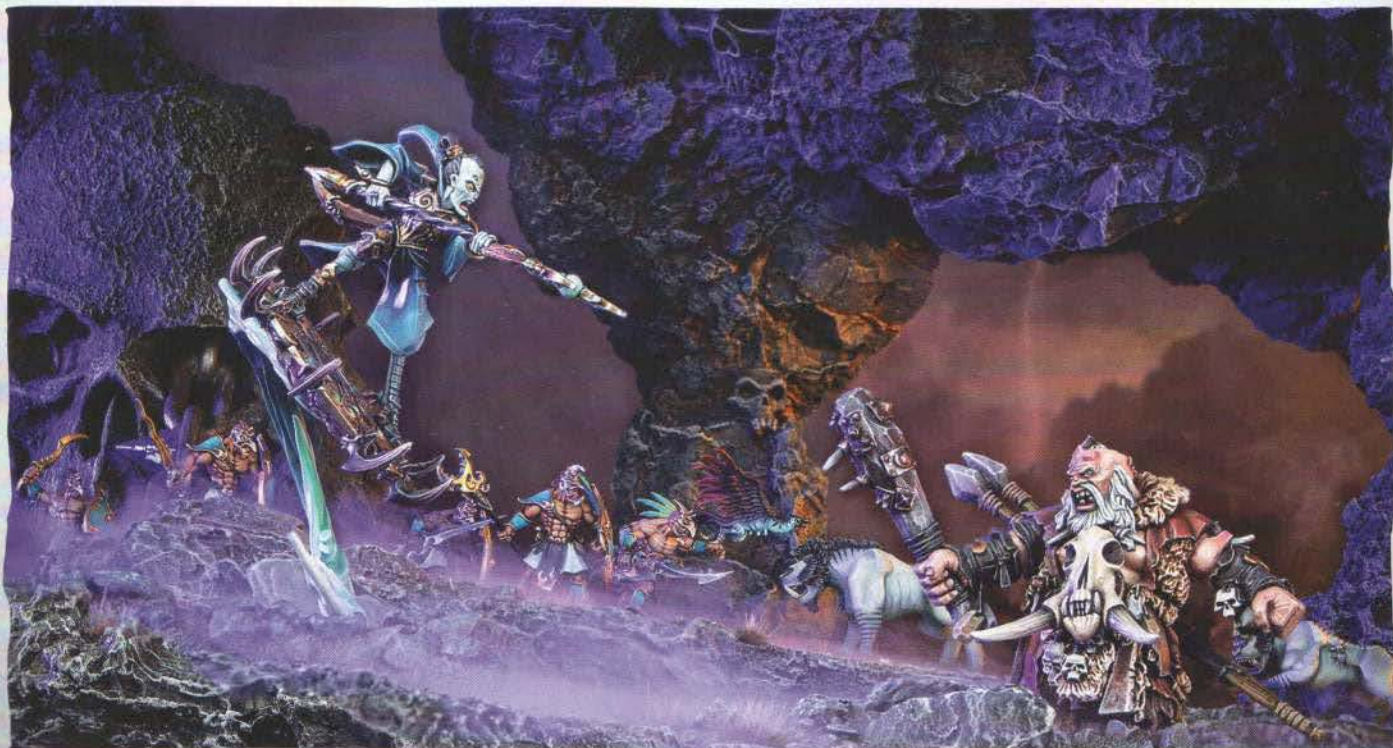
Bolt of Change: The Magister hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch.

Bolt of Change is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. You can say that the first enemy model slain by this spell each time it is cast is transformed into a Spawn instead of being slain (pg 65).

Magisters are powerful sorcerers in service to Tzeentch. Filled with eldritch energies as they ride their Disc of Tzeentch, they can wield fantastical fires to scorch the foe or transform an enemy into the squelching, misshapen form of a Chaos Spawn.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER ON DISC OF TZEENTCH



A Magister of Tzeentch meets the raw might of an Icebrow Hunter with a flurry of scorching arcane bolts.

WARSCROLL CURSELING

EYE OF TZEENTCH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Arcane Energy	18"	D6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blazing Sword	1"	4	3+	3+	-1	2
Staff of Tzeentch	1"	D6	4+	4+	-	1

A Curseling, Eye of Tzeentch, is armed with Hurled Arcane Energy, a Blazing Sword and Staff of Tzeentch.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Disrupter of the Arcane: A Curseling can reach into a spell and undo the magical forces that keep it whole.

You can re-roll unbinding and dispelling rolls for this unit.

Vessel of Chaos: The flow of eldritch energy is visible to the Curseling, who can pluck magic from the aether and hurl it back at its caster.

If this unit successfully unbinds a spell, it can immediately attempt to cast the Glean Magic spell (see right) even though it is the enemy hero phase. If that spell is successfully cast, it cannot be unbound.

Glean Magic: In a magical duel, the Curseling reaches into his adversary's mind and steals arcane knowledge to use for his own ends.

Glean Magic is a spell that has a casting value of 4 and a range of 30". If successfully cast, pick 1 enemy **WIZARD** within range and visible to the caster. Pick 1 spell from that **WIZARD**'s warscroll that is possible for this unit to cast and roll a dice. On a 2+, the caster knows that spell for the rest of the battle.

Designer's Note: Spells that require the caster to have a specific keyword, refer to a damage table, or require an endless spell to be a part of their army cannot be picked with this ability.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, CURSELING

WARSCROLL MAGISTER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpsteel Sword	1"	1	4+	4+	-	1

A Magister is armed with a Tzeentchian Runestaff and Warpsteel Sword.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Magic-touched: Magisters are attuned to magical energy and can harness the raw essence of Chaos. There are those, however, that delve too deep into this source of power.

If the first casting attempt made by this unit in your hero phase is successful and the spell is not unbound, this unit can attempt to cast 1 extra spell in that phase. If it does so and the casting roll for that extra spell is a double, the casting attempt automatically fails and this unit is slain. If this happens, you can choose for this unit to be transformed into a Spawn (pg 65) instead of being slain.

Bolt of Change: The Magister hurls a coruscating bolt of energy at the foe, causing their flesh to run like wax and remould into a form more pleasing to Tzeentch.

Bolt of Change is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. You can say that the first enemy model slain by this spell each time it is cast is transformed into a Spawn instead of being slain (pg 65).

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER



A Curseling is a powerful warrior-mage imbued with daemonic power through a conjoined, spell-moulding Tretchlet. They love nothing more than turning the sorceries of their rivals back upon those who cast them.



As a central figure of the cabal that leads an Arcanite cult, a Magister will use all their fell powers to inflict change and ruin upon the Mortal Realms in the name of the Great Conspirator. At their hands are the enemies of Tzeentch transformed.



WARSCROLL VORTEMIS THE ALL-SEEING

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Runestaff	1"	1	4+	4+	-	1

Vortemis the All-seeing is armed with a Tzeentchian Runestaff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Magic-touched: Magisters are attuned to magical energy and can harness the raw essence of Chaos. There are those, however, that delve too deep into this source of power.

If the first casting attempt made by this unit in your hero phase is successful and the spell is not unbound, this unit can attempt to cast 1 extra spell in that phase. If it does so and the casting roll for that extra spell is a double, the casting attempt automatically fails and this unit is slain. If this happens, you can choose for this unit to be transformed into a Spawn (pg 65) instead of being slain.

Sorcerous Insight: Memory becomes echo, echo becomes resonance, resonance becomes reality wrought anew.

Sorcerous Insight is a spell that has a casting value of 5. If successfully cast, you receive 1 command point that can only be spent to allow the caster to issue a command.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, MORTAL, TZEENTCH, ARCANITE, CULT OF THE TRANSIENT FORM, HERO, WIZARD, VORTEMIS THE ALL-SEEING



WARSCROLL EYES OF THE NINE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	12"	2	5+	4+	-	1
Sorcerous Bolt	12"	2	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Greatblade	1"	2	4+	4+	-1	2
Cursed Blade	1"	2	4+	4+	-	1
Vicious Beak	1"	2	4+	5+	-	1
Taloned Hands	1"	1	4+	4+	-	1

The models in The Eyes of the Nine are Narvia, Turosh, K'charik, and a Blue Horror. Narvia and Turosh are each armed with a Cursed Blade, Sorcerous Bolt and Arcanite Shield. K'charik is armed with a Savage Greatblade and Vicious Beak. The Blue Horror is armed with Magical Flames and Taloned Hands.

K'CHARIK: Add 1 to K'charik's Wounds characteristic.

Arcanite Shield: These ornate shields are imbued with potent wards.

Narvia and Turosh have a ward of 6+.

Split: If the Blue Horror is slain, it transforms into a pair of Brimstone Horrors.

If the Blue Horror in this unit is slain by a wound or mortal wound, instead of it being slain, you can remove that it play and then add 1 Brimstone Horrors model to this unit.

The Brimstone Horror model is armed with Magical Flames and Taloned Hands. Its Magical Flames have an Attacks characteristic of 1 instead of 2, and its Taloned Hands have an Attacks characteristic of 2 instead of 1.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, TZEENTCH, ARCANITE, CULT OF THE TRANSIENT FORM, EYES OF THE NINE

WARSCROLL FATEMASTER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fireglaive of Tzeentch	2"	3	3+	3+	-1	D3
Teeth and Horns	1"	D3	4+	3+	-1	D3

A **Fatemaster** is armed with a **Fireglaive** of Tzeentch.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

Soulbound Shield: This shield can shelter the wielder against even the most potent magical attacks.

Each time this unit is affected by a spell or the ability of an endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell or that endless spell's ability on this unit.

Lord of Fate: Tzeentch's chosen disciples can affect the destiny of those around them.

Add 1 to wound rolls for attacks made by friendly **DISCIPLES OF TZEENTCH** units wholly within 9" of this unit.

More than just a powerful warrior, a **Fatemaster** is surrounded by an aura of change. Mounted atop Discs of Tzeentch, **Fatemasters** streak into combat, slicing foes with their fireglaives while manipulating fortune for the benefit of their Arcanite Cult.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, MORTAL, TZEENTCH, ARCANITE, HERO, FATEMASTER

WARSCROLL OGROID THAUMATURGE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Great Horns	1"	2	3+	3+	-2	3
Thaumaturge Staff	2"	3	3+	3+	-1	D3
Cloven Hooves	1"	4	3+	3+	-	1

An **Ogroid Thaumaturge** is armed with **Great Horns**, a **Thaumaturge Staff** and **Cloven Hooves**.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Berserk Rage: When wounded, the **Ogroid** finds bursts of renewed energy from its rage.

Add 1 hit rolls and wound rolls for attacks made with melee weapons by this unit if any wounds or mortal wounds were allocated to this unit earlier in the phase.

Choking Tendrils: The caster unleashes coils of arcane energy that strangle the life from their victims.

Choking Tendrils is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D6 mortal wounds. For each model that is slain by a mortal wound caused by this spell, you can heal 1 wound allocated to the caster.

Combining bestial strength with dark occult powers, the **Ogroid Thaumaturge** is a deadly foe. With snarled invocations, it hurls blasts of fiery energy into the enemy ranks, before stampeding into their midst to pummel the survivors to bloody ruin.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, OGROID, TZEENTCH, ARCANITE, HERO, WIZARD, OGROID THAUMATURGE



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.

WARSCROLL TZAANGOR SHAMAN

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

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

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

FLY: This unit can fly.

MOUNT: This unit's Disc of Tzeentch is armed with Teeth and Horns.

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

Once per battle, in your hero phase, this unit can attempt to cast 1 extra spell. If it does so, you can add 3 to the casting roll for that spell.

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 is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds.

For each model that is slain by a mortal wound caused by this spell, you can add 1 Tzaangor model that is not a Tzaangor Champion or Tzaangor Mutant to a friendly **TZAANGOR HOST** within 12" of the caster. Set up models that are added to a unit one at a time within 1" of the unit they are being added to. Models that are added to a unit can only be set up within 3" of an enemy unit if a model from their unit is already within 3" of that enemy unit. The models added to a unit can take it above its maximum size.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, TZAANGOR, TZEENTCH, ARCANITE, HERO, WIZARD, TZAANGOR SHAMAN



Tzaangor Skyfires soar across the battlefield, raining death upon the foe. Able to catch glimpses of the future, the Skyfires send their Arrows of Fate on baffling trajectories, striking their target's most vulnerable weak spots with confounding accuracy.

WARSCROLL TZAANGOR SKYFIRES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Arrow of Fate	24"	1	4+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bow Stave	1"	2	5+	5+	-	1
Vicious Beak	1"	1	4+	3+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

Each model in a Tzaangor Skyfires unit is armed with an Arrow of Fate, Bow Stave and Vicious Beak.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch are each armed with Teeth and Horns.

CHAMPION: The leader of this unit is an Aviarth. Add 1 to the Attacks characteristic of that model's Arrow of Fate.

Guided by the Future: The attacks of these warriors are directed by glimpses of the future.

Ignore negative modifiers to hit rolls or wound rolls for attacks made with missile weapons by this unit, and ignore positive modifiers to save rolls for attacks made with missile weapons by this unit.

Judgement from Afar: To be struck by an Arrow of Fate is to be judged by destiny itself.

If the unmodified hit roll for an attack made with an Arrow of Fate is 6, the target suffers D3 mortal wounds and the attack sequence ends (do not make a wound roll or save roll).

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, TZAANGOR, TZEENTCH, ARCANITE, TZAANGOR SKYFIRES



WARSCROLL

TZAANGOR ENLIGHTENED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	2	4+	3+	-	1

Each model in a Tzaangor Enlightened unit is armed with a Tzeentchian Spear and Vicious Beak.

CHAMPION: 1 model in this unit can be an Aviarch. Add 1 to the Attacks characteristic of that model's Tzeentchian Spear.

Babbling Stream of Secrets: The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.

In the combat phase, enemy units within 3" of any friendly units with this ability cannot receive commands.

Guided by the Past: These warriors see at once every moment that led to the present and use this knowledge to deadly effect.

You can add 1 to wound rolls for attacks made with melee weapons by friendly units with this ability if you are taking the second turn in the current battle round. This ability does not affect attacks made by a mount.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, TZAANGOR, TZEENTCH, ARCANITE, TZAANGOR ENLIGHTENED



WARSCROLL

TZAANGOR ENLIGHTENED

ON DISCS OF TZEENTCH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tzeentchian Spear	2"	3	4+	3+	-1	2
Vicious Beak	1"	2	4+	3+	-	1
Teeth and Horns	1"	D3	4+	3+	-1	D3

Each model in a Tzaangor Enlightened on Discs of Tzeentch unit is armed with a Tzeentchian Spear and Vicious Beak.

FLY: This unit can fly.

MOUNT: This unit's Discs of Tzeentch are armed with Teeth and Horns.

CHAMPION: 1 model in this unit can be an Aviarch. Add 1 to the Attacks characteristic of that model's Tzeentchian Spear.

Babbling Stream of Secrets: The dark truths revealed by the Tzaangor Enlightened utterly unnerve the foe.

In the combat phase, enemy units within 3" of any friendly units with this ability cannot receive commands.

Guided by the Past: These warriors see at once every moment that led to the present and use this knowledge to deadly effect.

You can add 1 to wound rolls for attacks made with melee weapons by friendly units with this ability if you are taking the second turn in the current battle round. This ability does not affect attacks made by a mount.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, TZAANGOR, TZEENTCH, ARCANITE, TZAANGOR ENLIGHTENED, TZAANGOR ENLIGHTENED ON DISCS OF TZEENTCH

WARSCROLL TZAANGORS

MELEE WEAPONS

Savage Greatblade	1"	1	4+	3+	-1	2
Savage Blade	1"	2	4+	3+	-	1
Pair of Savage Blades	1"	3	3+	3+	-	1
Vicious Beak	1"	1	4+	3+	-	1

Range

Attacks

To Hit

To Wound

Rend

Damage

This unit is referred to as a Tzaangor Host. Each model in a Tzaangor Host is armed with a Vicious Beak and 1 of the following weapon options: Savage Blade and Arcanite Shield; or Pair of Savage Blades. All models in the unit must be armed with the same weapon option. 2 in every 5 models can replace their weapon option with a Savage Greatblade.

CHAMPION: 1 model in this unit can be a Twistbray. Add 1 to the Attacks characteristic of that model's melee weapons.

STANDARD BEARER: 1 in every 10 models in this unit can be an Icon Bearer. While this unit includes any Icon Bearers, it can use the Ornate Totems ability.

MUSICIAN: 1 in every 10 models in this unit can be a Brayhorn Blower. While this unit includes any Brayhorn Blowers, it can run and still charge later in the turn.

TZAANGOR MUTANT: 1 in every 5 models in this unit can be a Tzaangor Mutant armed with a pair of Savage Blades and Vicious Beak. Add 1 to the Attacks characteristic of that model's pair of Savage Blades.

Arcanite Shields: These ornate shields are imbued with potent wards.

A model that has an Arcanite Shield has a ward of 6+.

Savagery Unleashed: Favoured by their god, these warriors unleash a flurry of attacks upon their foes.

Add 1 to the Attacks characteristic of this unit's Vicious Beaks if it made a charge move in the same turn.

Ornate Totems: The icons carried by the Tzaangor can steal magical power from wizards and use it to blast the enemy.

While this unit includes any Icon Bearers, at the start of your hero phase, you can pick 1 enemy unit within 18" of this unit that is visible to it and roll 1 dice for each **WIZARD** that is within 9" of this unit. For each 4+, the unit you picked suffers 1 mortal wound.

Tzaangors are savage, avian beastmen dedicated to Tzeentch and gifted with his dark blessings. Eager to impress their duplicitous god, the Tzaangors fight with lunatic energies, hoping to earn further gifts of change.

KEYWORDS

CHAOS, DISCIPLES OF TZEENTCH, TZAANGOR, TZEENTCH, ARCANITE, TZAANGOR HOST



Skilled with magic and clad beak to claw in gilded finery, Tzaangors are proud and fierce champions of disorder.



WARSCROLL KAIRIC ACOLYTES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Bolt	18"	1	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Glaive	1"	1	4+	3+	-1	2
Cursed Blade	1"	1	4+	3+	-	1
Pair of Cursed Blades	1"	2	3+	3+	-	1

Each model in a Kairic Acolytes unit is armed with Sorcerous Bolts and 1 of the following weapon options: Cursed Blade and Arcanite Shield; or Pair of Cursed Blades. All models in the unit must be armed with the same weapon option. 3 in every 10 models in this unit can replace their weapon option with a Cursed Glaive and Arcanite Shield.

WIZARD: The unit is a **WIZARD** while this unit has 9 or more models. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It only knows the Gestalt Sorcery spell and cannot attempt to cast any other spells. Any number of **KAIRIC ACOLYTES** units can attempt to cast Gestalt Sorcery in the same hero phase.

CHAMPION: 1 model in this unit can be a Kairic Adept. Add 1 to the Attacks characteristic of that model's melee weapons.

SCROLL OF DARK ARTS: 1 in every 10 models in this unit can carry a Scroll of Dark Arts. Add 1 to casting and unbinding rolls for this unit while it has any Scrolls of Dark Arts.

VULCHARC: 1 in every 10 models in this unit can be accompanied by a Vulcharc. If an enemy **WIZARD** successfully casts a spell within 18" of a friendly unit that includes any Vulcharcs, roll a dice. On a 4+, that **WIZARD** suffers 1 mortal wound after the effect of that spell has been resolved.

Arcanite Shields: These ornate shields are imbued with potent wards.

A model that has an Arcanite Shield has a ward of 6+.

Gestalt Sorcery: Through combined worship, a cult of Acolytes can swell their arcane power to new levels of ferocity.

Gestalt Sorcery is a spell that has a casting value of 6 and a range of 9". If successfully cast, pick 1 friendly **KAIRIC ACOLYTES** unit wholly within range of the caster. Until your next hero phase, improve the Rend characteristic of that unit's Sorcerous Bolts by 1.



Kairic Acolytes are the chosen human cultists of Tzeentch. Harnessing their collective magical might, the Chanters of Change unleash it in the form of searing bolts. Enemies that do not fall before this arcane fusillade must face their curved blades.

KEYWORDS

CHAOS, MORTAL, DISCIPLES OF TZEENTCH, TZEENTCH, ARCANITE, KAIRIC ACOLYTES

ENDLESS SPELL WARSCROLL

BURNING SIGIL OF TZEENTCH



Drizzling ectoplasm and daemonic fire, the conjured sigil of Tzeentch is so redolent with mutative energies that it can transform those around it into a thousand fleshy forms. To stand close by is to risk horrific transmutation – though in the final reckoning of battle, some of these mutations are as much a blessing as they are a curse.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 18". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **DISCIPLES OF TZEENTCH WIZARDS** can attempt to summon this endless spell.

Radiant Transmogrification: *The sigil channels the energies of the Impossible Fortress; with each pulse comes a handful of blessings and curses as fickle as the bastion's master.*

At the end of the movement phase, roll a dice for each unit within 9" of this endless spell. On a 4+, that unit suffers D3 mortal wounds. If any models were slain by this spell, before removing the first slain model, the commanding player of the model that summoned this endless spell can add 1 **TZEENTCH CHAOS SPAWN** to their army and set it up within 3" of the slain model's unit. Then, remove the slain model.

ENDLESS SPELL WARSCROLL

TOME OF EYES



By conjuring a Tome of Eyes, a spellcaster can read knowledge inscribed by daemonic forces as the tome reads them in turn; in doing so, they gain access to the fabled Parchment Curse. A particularly disturbing spell, this turns the enemies of the caster into scattering sheafs of paper, each detailing a dark and twisted version of the victim's life story.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 1". If successfully cast, set up this endless spell within range and visible to the caster, and more than 1" from all other models, other endless spells and invocations. Only **DISCIPLES OF TZEENTCH WIZARDS** can attempt to summon this endless spell.

A **WIZARD** in a garrison cannot attempt to summon this endless spell, and if this endless spell is summoned, the **WIZARD** that summoned it cannot join a garrison until this endless spell has been removed from play.

LINKED: After the model that summoned this endless spell has moved, remove this endless spell from the battlefield and set it up again within 1" of that model and more than 1" from all other models, other endless spells and invocations. If the model that summoned this endless spell is removed from play, then this endless spell is removed from play.

Transfixed by Countless Eyes: *As the Tome flicks through its endless pages, it peers into the mind of its summoner, giving knowledge to the loyal and punishing the insatiable as it sees fit.*

You can re-roll casting rolls for the model that summoned this endless spell while this endless spell is on the battlefield.

The Parchment Curse: *The Tome's flames intensify, its eyes twitching frantically as it seeks new prey for the curses on its parchment leaves.*

The Parchment Curse is a spell that is known by the model that summoned this endless spell while this endless spell is on the battlefield. It has a casting value of 8 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll a dice. On a 3+, that unit suffers D3 mortal wounds. In addition, for each model slain by those mortal wounds, subtract 1 from the Bravery characteristic of that model's unit (to a minimum of 1) for the rest of the battle.

ENDLESS SPELL WARSCROLL DAEMONIC SIMULACRUM



The twin-headed monstrosity known as the Daemonic Simulacrum is not a true daemon but a living mirage, a manifestation of the duplicity and cunning of the Lords of Change that guide their Arcanite puppets to war. Though ephemeral, when these illusory creatures bite, they can tear away the minds of the foe to leave them drooling imbeciles.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 12". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1"

from all models, other endless spells and invocations. Only **DISCIPLES OF TZEENTCH WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 9" and can fly.

Snapping Jaws: *The Simulacrum feeds upon the minds of any beings in its path and is especially drawn to sources of the arcane.*

After this endless spell has moved, roll 9 dice for the closest unit within 6" of it. If more than 1 unit is equally close, the commanding player can choose which unit to roll for. For each 5+, that unit suffers 1 mortal wound. If that unit is a **WIZARD**, it suffers 1 mortal wound for each 4+ instead of each 5+.



Followers of the Change God can summon forth a terrifying array of sentient spells, to ravage their foes or bless their allies with sacred mutations.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Disciples of Tzeentch army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated July 2022.

DISCIPLES OF TZEENTCH				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Kairic Acolytes	10	120	Battleline	
Tzaangors	10	175	Battleline	
The Blue Scribes	1	160	Leader	Single, Unique
Changecaster, Herald of Tzeentch	1	140	Leader	Single
The Changeling	1	160	Leader	Single, Unique
Curseling, Eye of Tzeentch	1	180	Leader	Single
Fatemaster	1	145	Leader	Single
Fateskimmer, Herald of Tzeentch on Burning Chariot	1	180	Leader	Single
Fluxmaster, Herald of Tzeentch on Disc	1	170	Leader	Single
Gaunt Summoner	1	235	Leader	Single
Gaunt Summoner on Disc of Tzeentch	1	275	Leader	Single
Magister	1	120	Leader	Single
Magister on Disc of Tzeentch	1	145	Leader	Single
Ogroid Thaumaturge	1	175	Leader	Single
Tzaangor Shaman	1	135	Leader	Single
Vortemis the All-seeing	1		Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Eyes of the Nine	4	165		
Kairos Fateweaver	1	435	Leader, Behemoth	Single, Unique
Lord of Change	1	400	Leader, Behemoth	Single
Burning Chariots of Tzeentch	1	180		Battleline if general is a Fateskimmer, Herald of Tzeentch on Burning Chariot
Exalted Flamers of Tzeentch	1	130		
Flamers of Tzeentch	3	190		Battleline in an Eternal Conflagration army
Horrors of Tzeentch	10	250		Battleline if the unit contains no Blue Horrors and no Brimstone Horrors. If the unit contains no Pink Horrors, change the points cost to 150. If the unit contains no Pink Horrors and no Blue Horrors, change the points cost to 125.
Screamers of Tzeentch	3	100		Battleline in a Hosts Arcanum army
Tzaangor Enlightened	3	95		
Tzaangor Enlightened on Discs of Tzeentch	3	180		
Tzaangor Skyfires	3	190		
Tzeentch Chaos Spawn	1	85		
Burning Sigil of Tzeentch	-	50	Endless Spell	
Daemonic Simulacrum	-	60	Endless Spell	
Tome of Eyes	-	40	Endless Spell	

FACTION	ALLIES
Disciples of Tzeentch	Hedonites of Slaanesh, Slaves to Darkness (excluding units that can or must be given a Mark of Chaos)