



Once the servant of a Gaunt Summoner, Ephilim bears the impossible task of cataloguing every conceivable permutation of Tzeentchian daemon. Accompanied by their infernal Pandaemonium, they now search the realms for nexuses of change-magic, where their sorcery can coax even stranger daemons into being.

WARSCROLL EPHILIM THE UNKNOWABLE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fiery Changebolts	18"	2	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstaff	2"	1	4+	4+	-	D3

Ephilim the Unknowable is armed with Fiery Changebolts and a Warpstaff.

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

Keeper of the Pandaemonium: *With a flick of a wrist, Ephilim can summon catalogued daemons to their side.*

Once per turn, in your hero phase, you can say that Ephilim will summon their abominations. If you do so, this unit cannot cast any spells this turn. Pick 1 friendly **EPHILIM'S PANDAEMONIUM** unit wholly within 6" of this unit. You can return up to D3 slain models to that unit.

Power Leech: *Ephilim has the ability to drain magical power from their minions.*

At the start of your hero phase, you can say that Ephilim will siphon their abominations. If you do so, pick 1 friendly **EPHILIM'S PANDAEMONIUM** unit within 3" of this unit. D3 models in that unit are slain. Add 2 to casting rolls for this unit until the end of the phase.

Sudden Warp-portal: *Ephilim's magic wrenches at the very fabric of the Mortal Realms, tearing holes in reality through which their allies can travel.*

Sudden Warp-portal is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 friendly **DISCIPLES OF TZEENTCH** unit wholly within range and visible to the caster, within 6" of an objective and more than 3" from all enemy units.

Remove that unit from the battlefield and set it up again anywhere on the battlefield more than 9" from all enemy units and within 6" of an objective. Units set up in this way cannot move in the following movement phase.

KEYWORDS CHAOS, DISCIPLES OF TZEENTCH, DAEMON, TZEENTCH, CULT OF THE TRANSIENT FORM, HERO, WIZARD, EPHILIM THE UNKNOWABLE



From the pyromaniacal Kindlefinger to the piscine Apo'trax and the hound-thing known as Spawnmaw, the daemons bound to Ephilim are utterly bizarre in form. Only the avian Flamespooler possesses true intellect, weaving orbs of wyrdflame with their feet to hurl them at foes.

WARSCROLL EPHILIM'S PANDAEMONIUM

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Wyrdflame Blasts	18"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Flame-wreathed Hands and Jaws	1"	1	4+	4+	-	D3

The models in Ephilim's Pandaemonium are Spawnmaw, Kindlefinger, Flamespooler and Apo'trax, the Starefysh. Each is armed with Hurled Wyrdflame Blasts and Flame-wreathed Hands and Jaws.

Aether-tether: *Ephilim the Unknowable does protect their charges, but only to their own benefit.*

Subtract 1 from hit rolls for attacks that target this unit while it is wholly within 6" of a friendly **EPHILIM THE UNKNOWABLE**.

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DISCIPLES OF TZEENTCH (MAY 2023)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Ephilim the Unknowable	1	190	Leader	Single, Unique. These units must be taken as a set.	32mm [3], 25mm [2]
Ephilim's Pandaemonium	4			Although taken as a set, each is a separate unit.	