

# CURSELING

EYE OF TZEENTCH

Blessed with a Tretchlet – a daemon homunculus that can detect lies – a Curseling is an important leader of rituals in an Arcanite Cult. They are also powerful fighters and can steal enemy spells, reworking them in order to hurl them back at the foe.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blazing Sword	1"	3	3+	4+	-1	1
Threshing Flail	1"	3	4+	3+	-	1
Staff of Tzeentch	2"	1	5+	4+	-	D3

## DESCRIPTION

A Curseling, Eye of Tzeentch, is a single model armed with a Blazing Sword, Threshing Flail and Staff of Tzeentch.

## ABILITIES

**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 model.

**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 model successfully unbinds a spell that is possible for it to cast, it can immediately attempt to cast that spell even though it is the enemy hero phase. If that spell is successfully cast, it cannot be unbound.

## MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

It knows the Arcane Bolt, Mystic Shield and Glean Magic spells.

**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 has a casting value of 3. If successfully cast, pick 1 enemy **WIZARD** within 24" of the caster and visible to them. Pick 1 spell from that **WIZARD**'s warscroll that is possible for this model to cast and roll a dice. On a 3+, the caster knows that spell for the rest of the battle.

## KEYWORDS

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