

CURSELING, EYE OF TZEENTCH

Blessed with a Tretchlet – a daemon homunculus that can smell lies as they are spoken – a Curseling is an important leader of rituals in any Arcanite Cult. On the battlefield, Curselings are powerful fighters that can also 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. He wields a Blazing Sword, a Threshing Flail and a Staff of Tzeentch.

ABILITIES

Vessel of Chaos: Each time a Curseling successfully unbinds an enemy spell, he can immediately attempt to cast it himself even though it is your opponent's hero phase. If this spell is cast, your opponent cannot attempt to unbind it.

MAGIC

A Curseling is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Glean Magic spells.

GLEAN MAGIC

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 an enemy **WIZARD** within 24", choose one of the spells from their warscroll and roll two dice. If the result is equal to or greater than the casting value of the chosen spell, the Curseling learns that spell and can use it for the rest of the battle.

KEYWORDS

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