

# 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.

## DESCRIPTION

A Tome of Eyes is a single model.

## MAGIC

**Summon Tome of Eyes:** *With a snap of the conjurer's fingers, the Tome appears at their side from a spark of blue wyrdflame.*

Summon Tome of Eyes has a casting value of 5. Only **TZEENTCH WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Tome of Eyes model within 1" of the caster.

As long as the Tome of Eyes is on the battlefield, the caster and the Tome of Eyes are treated as being a single model from the caster's army that uses the caster's warscroll as well as the Endless Spells rules. The Tome of Eyes must remain within 1" of the caster. If the caster is slain, then the Tome of Eyes is immediately dispelled and removed from play along with the caster.

**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 has a casting value of 8. Only the caster of the Tome of Eyes can attempt to cast this spell. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll a dice. On a 3+, that unit suffers D3 mortal wounds. In addition, for each model that is slain by mortal wounds inflicted by this spell, subtract 1 from the Bravery characteristic of that unit for the rest of the battle.

## ABILITIES

**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.*

If the Tome of Eyes is on the battlefield, you can re-roll casting rolls for the caster.

In addition, if the unmodified casting roll for a spell attempted by the caster is a 2 or a 12, the spell is automatically cast (regardless of the result) and cannot be unbound. However, the caster suffers D3 mortal wounds after the effects of that spell have been resolved.