



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.

ENDLESS SPELL WARSCROLL BURNING SIGIL OF TZEENTCH

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 their movement phase, if this endless spell is on the battlefield, the commanding player must roll a dice on the following table:

- 1 **Dismembered by Change:** Pick 1 unit within 9" of this endless spell and visible to it, and roll a dice. On a 4+, that unit suffers D3 mortal wounds. If any models are slain by those mortal wounds, before removing the first slain model, you can add 1 **TZEENTCH CHAOS SPAWN** to your army and set it up within 3" of the slain model's unit.
- 2 **Crippling Appendages:** Pick 1 unit within 9" of this endless spell and visible to it. Halve the Move characteristic of that unit until the start of your next hero phase.

3-4 **Mutative Flux:** Pick 1 unit within 9" of this endless spell and visible to it. That unit can move D6" even if it ran in the same turn.

5 **Spawning Limbs:** Pick 1 unit within 9" of this endless spell and visible to it. Add 1 to the Attacks characteristic of that unit's melee weapons until the start of your next hero phase.

6 **Shifting Aura:** Pick 1 unit within 12" of this endless spell and visible to it. Subtract 1 from hit rolls for attacks that target that unit until the start of your next hero phase.

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.



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.

ENDLESS SPELL WARSCROLL

DAEMONIC SIMULACRUM

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 such 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.