

MANIFESTATION LORE
KRONDSPINE INCARNATE

⚙ Your Hero Phase

8

SUMMON KRONDSPINE INCARNATE OF GHUR

Declare: If there is not a friendly **KronDSPine Incarnate of Ghur** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **KronDSPine Incarnate of Ghur** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON





• UNIVERSAL WARSCROLL •

KRONDSPINE INCARNATE OF GHUR



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Amberbone Claws and Fangs					
	Anti-MANIFESTATION (+1 Rend)	6	4+	2+	2	3

🛡️ Passive

WILD FORM

Effect: Each time this **MANIFESTATION** is targeted by the 'Banish Manifestation' ability, if it would be banished, it is not banished. Instead, allocate 6 damage points to it (ward rolls cannot be made for those damage points).

➦ Passive

ARCANE PREDATOR

Effect: You can add 1 to the number of dice rolled when making charge rolls for this **MANIFESTATION**, to a maximum of 3", while it is within 18" of any enemy **MANIFESTATIONS**, but if you do so, it must end the charge move within ½" of an enemy **MANIFESTATION**.

🛡️ End of Any Turn

DEVOURER OF MAGICS

Effect: If this **MANIFESTATION** destroyed any enemy **MANIFESTATIONS** this turn, **Heal (6)** this **MANIFESTATION**.

KEYWORDS

MANIFESTATION, ENDLESS SPELL, INCARNATE, FLY, WARD (6+)

MANIFESTATION LORE

FORBIDDEN POWER

☉ Your Hero Phase

6

SUMMON SHARDS OF VALAGHARR

Declare: If there is not a friendly **Shards of Valagharr** endless spell on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Shards of Valagharr** endless spell wholly within 18" of the caster and visible to them. A **Shards of Valagharr** endless spell has 2 parts that must be set up within 9" of each other.

KEYWORDS SPELL, SUMMON

☉ Your Hero Phase

6

SUMMON HORRORGHAST

Declare: If there is not a friendly **Horrorghast** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Horrorghast** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

MANIFESTATION LORE

FORBIDDEN POWER

☼ Your Hero Phase



SUMMON LAUCHON THE SOULSEEKER

Declare: If there is not a friendly **Lauchon the Soulseeker** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Lauchon the Soulseeker** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

☼ Your Hero Phase



SUMMON SOULSCREAM BRIDGE

Declare: If there is not a friendly **Soulscram Bridge** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Soulscram Bridge** wholly within 18" of the caster and visible to them. A **Soulscram Bridge** has 2 parts that must be set up within 9" of each other.

KEYWORDS SPELL, SUMMON



• UNIVERSAL WARSCROLL •

SHARDS OF VALAGHARR



☀ Passive

MULTIPLE PARTS

Effect: When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and both its parts are removed from play.

➤ Passive

ENSNARING SOUL-DRAIN

Effect: Each time an enemy unit uses a **MOVE** ability while it is within 9" of any parts of this **MANIFESTATION**, the effects of the 'Fly' ability do not apply to that unit. Enemy units cannot be set up within 9" of either part of this **MANIFESTATION**.

➤ Your Movement Phase

PHANTASMAL TRANSLOCATION

Effect: Pick a part of this **MANIFESTATION**, remove it from the battlefield and set it up again on the battlefield wholly within 9" of the other part and more than 3" from all enemy units.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 18" of and visible to caster
- Parts within 9" of each other

KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)



• UNIVERSAL WARSCROLL •

HORRORGHAST



☞	RANGED WEAPONS	Range	Atk	Hit	Wnd	Rnd	Dmg
	Scream of Terror	10"	6	4+	3+	2	1
	Shoot in Combat, Anti-INFANTRY (+1 Rend)						
☞	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Deathly Touch		4	4+	4+	-	1

☞ Any Shooting Phase

HARBINGER OF HORROR

Declare: Pick an enemy unit that was targeted by this MANIFESTATION's shooting attacks this phase to be the target.

Effect: Roll a dice. If the roll is less than the number of models in the target unit that were slain this phase, the target cannot use commands for the rest of the turn.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)



• UNIVERSAL WARSCROLL •

SOULSCREAM BRIDGE



 Passive

MULTIPLE PARTS

Effect: When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and both its parts are removed from play.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 18" of and visible to caster
- Parts within 9" of each other

 Your Movement Phase

DEATHLY PASSAGE

Declare: Pick a friendly unit wholly within 6" of one part of this **MANIFESTATION** to be the target.

Effect: Remove the target from the battlefield and set it up again on the battlefield wholly within 6" of the other part of this **MANIFESTATION** and more than 9" from all enemy units.

KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)



• UNIVERSAL WARSCROLL •
LAUCHON THE SOULSEEKER



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Scything Oar Crit (2 Hits)	3	4+	3+	1	D3

➤ Your Movement Phase

TRAVERSE THE TIDES OF DEATH

Declare: Pick a friendly **INFANTRY WIZARD HERO** within 3" of this **MANIFESTATION** to be the target.

Effect: This **MANIFESTATION** can move a distance up to its Move characteristic. It can pass through models during that move but cannot end that move in combat. Then, remove the target from the battlefield and set them up again on the battlefield within 3" of this **MANIFESTATION** and not in combat. Then, inflict 1 mortal damage on the target.

KEYWORDS CORE, MOVE

SUMMONING REFERENCE

- Casting value 7
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

MANIFESTATION LORE
MORBID CONJURATION

☼ Your Hero Phase

6

SUMMON SOULSNARE SHACKLES

Declare: If there is not a friendly **Soulsnare Shackles** endless spell on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Soulsnare Shackles** endless spell wholly within 18" of the caster and visible to them. A **Soulsnare Shackles** endless spell has 3 parts that must each be set up within 3" of at least 1 other part.

KEYWORDS SPELL, SUMMON

☼ Your Hero Phase

6

SUMMON MALEVOLENT MAELSTROM

Declare: If there is not a friendly **Malevolent Maelstrom** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Malevolent Maelstrom** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

MANIFESTATION LORE
MORBID CONJURATION

 Your Hero Phase

 8

SUMMON SUFFOCATING GRAVETIDE

Declare: If there is not a friendly **Suffocating Gravetide** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Suffocating Gravetide** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

 Your Hero Phase

 8

SUMMON PURPLE SUN OF SHYISH

Declare: If there is not a friendly **Purple Sun of Shyish** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Purple Sun of Shyish** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON



• UNIVERSAL WARSCROLL •

SOULSNARE SHACKLES



☼ Passive

MULTIPLE PARTS

Effect: When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and all its parts are removed from play.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 18" of and visible to caster
- Each part within 3" of at least 1 other part

☼ Any Hero Phase

BOUND FOR THE GREAT OUBLIETTE

Declare: For each part of this **MANIFESTATION**, you can pick an enemy unit within 3" of that part to be the targets. You cannot pick the same unit to be the target of this ability more than once per turn.

Effect: Roll a D3 for each target. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Subtract a number of inches equal to the roll from the target's Move characteristic for the rest of the turn.

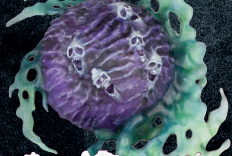
KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)



• UNIVERSAL WARSCROLL •

MALEVOLENT MAELSTROM



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Lashing Tendrils of Energy Crit (2 Hits)	2D6	4+	3+	-	1

☉ Passive

NECROTIC VORTEX

Effect: Give this **MANIFESTATION** 1 **maelstrom point** each time:

- This **MANIFESTATION** is set up.
- A unit successfully casts a spell while it is within 12" of this **MANIFESTATION**.
- A model is slain within 12" of this **MANIFESTATION**.

This **MANIFESTATION** can have a maximum of 6 **maelstrom points** at once.

⚔ End of Any Turn

MORBID DETONATION

Declare: You must, and can only, use this ability if this unit has 6 **maelstrom points**. Pick each unit (friendly and enemy) within 9" of it to be the targets.

Effect: Roll a dice for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll. Then, this **MANIFESTATION** is destroyed.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

• UNIVERSAL WARSCROLL •

SUFFOCATING GRAVETIDE



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Spectral Riptide					
	Charge (+1 Damage)	8	4+	3+	1	1

➤ Your Movement Phase

PULLED TO THE GRAVE

Effect: This **MANIFESTATION** can move a distance up to its Move characteristic. It can pass through models during that move but cannot end that move in combat. Then, you can pick an enemy unit that this **MANIFESTATION** passed across during that move to be the target. Roll a dice for each model in the target unit. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS CORE, MOVE

SUMMONING REFERENCE

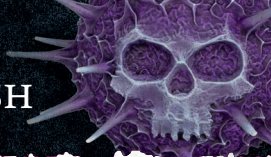
- Casting value 8
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)



• UNIVERSAL WARSCROLL •

PURPLE SUN OF SHYISH



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Transmuting Rays Crit (Mortal)	2D6	4+	3+	1	1

⚔ Passive

PULL OF THE NADIR

Effect: Subtract 1 from save rolls for friendly and enemy units while they are within 3" of this **MANIFESTATION**.

➤ Your Movement Phase

END GIVEN FORM

Effect: This **MANIFESTATION** can move a distance up to its Move characteristic. It can pass through models during that move but cannot end that move in combat. Then, pick up to 3 enemy units that this **MANIFESTATION** passed across during that move to be the targets. Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS CORE, MOVE

SUMMONING REFERENCE

- Casting value 8
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

MANIFESTATION LORE

AETHERWROUGHT MACHINERIES

Your Hero Phase

6

SUMMON CHRONOMANTIC COGS

Declare: If there is not a friendly **Chronomatic Cogs** endless spell on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Chronomatic Cogs** endless spell wholly within 12" of the caster and visible to them.

KEYWORDS**SPELL, SUMMON**

Your Hero Phase

6

SUMMON AETHERVOID PENDULUM

Declare: If there is not a friendly **Aethervoid Pendulum** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up an **Aethervoid Pendulum** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS**SPELL, SUMMON**

Your Hero Phase

6

SUMMON QUICKSILVER SWORDS

Declare: If there is not a friendly **Quicksilver Swords** endless spell on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Quicksilver Swords** endless spell wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS**SPELL, SUMMON**



• UNIVERSAL WARSCROLL •

CHRONOMANTIC COGS



☼ Once Per Turn, Your Hero Phase

MECHANISMS OF TIME

Effect: If there are any friendly **WIZARDS** within 3" of this **MANIFESTATION**, pick 1 of the following effects:

Increase Time Flow: Until the start of your next turn, you can re-roll charge rolls for friendly units while they are wholly within 12" of this **MANIFESTATION**.

Decrease Time Flow: Until the start of your next turn, subtract 1 from hit rolls for attacks that target friendly **WIZARDS** while they are wholly within 12" of this **MANIFESTATION**.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 12" of and visible to caster

KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)



• UNIVERSAL WARSCROLL •

AETHERVOID PENDULUM



 **Passive**

THE PENDULUM SWINGS

Effect: This **MANIFESTATION** cannot use **CHARGE** or **FIGHT** abilities. In addition, when this **MANIFESTATION** moves, it must move in a straight line either in the direction in which the tip of the pendulum blade is pointing or in the opposite direction to the direction in which the tip of the pendulum blade is pointing.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 12" of and visible to caster
- More than 9" from enemy

 **Any Movement Phase**

SCYTHING BLADE

Effect: This **MANIFESTATION** can move a distance up to its Move characteristic in one direction (see "The Pendulum Swings"). It can pass through models during that move and can end that move in combat. Then, pick up to 3 enemy units that this **MANIFESTATION** passed across during that move or that are within ½" of it to be the targets. Roll a dice for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

CORE, MOVE

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

• UNIVERSAL WARSCROLL •

QUICKSILVER SWORDS



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Quicksilver Blades Crit (Mortal)	12	4+	3+	1	1

⚔ Passive

DANCING BLADES
Effect: Ward rolls cannot be made for damage points inflicted by this **MANIFESTATION**'s attacks.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

MANIFESTATION LORE

PRIMAL ENERGY

Your Hero Phase

5

SUMMON BURNING HEAD

Declare: If there is not a friendly **The Burning Head** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up **The Burning Head** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

Your Hero Phase

6

SUMMON EMERALD LIFESWARM

Declare: If there is not a friendly **Emerald Lifeswarm** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up an **Emerald Lifeswarm** wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

Your Hero Phase

7

SUMMON RAVENAK'S GNASHING JAWS

Declare: If there is not a friendly **Ravenak's Gnashing Jaws** endless spell on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Ravenak's Gnashing Jaws** endless spell wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON



• UNIVERSAL WARSCROLL •

THE BURNING HEAD



⚔	RANGED WEAPONS	Range	Atk	Hit	Wnd	Rnd	Dmg
	Burning Breath Shoot in Combat, Anti-WAR MACHINE (+1 Rend)	10"	D6	4+	3+	2	1
⚔	MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg
	Flaming Maw Anti-WAR MACHINE (+1 Rend)		2D6	4+	3+	2	1

⚔ Passive

BURNING UP

Effect: Each time this **MANIFESTATION** uses a **SHOOT** ability, after that ability has been resolved, allocate 1 damage point to this **MANIFESTATION** (ward rolls cannot be made for that damage point).

SUMMONING REFERENCE

- Casting value 5
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)



• UNIVERSAL WARSCROLL •

RAVENAK'S GNASHING JAWS



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Gnashing Jaws	10	4+	2+	1	1
	Charge (+1 Damage)					

⚔ Any Charge Phase

RAVENING HUNGER

Declare: If this **MANIFESTATION** charged this turn, pick an enemy unit within 1" of it to be the target.

Effect: Roll 10 dice. For each 5+, inflict 1 mortal damage on the target.

SUMMONING REFERENCE

- Casting value 7
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)



• UNIVERSAL WARSCROLL •

EMERALD LIFESWARM



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Swarming Bites	2D6	4+	4+	-	1
	Anti-INFANTRY (+1 Rend)					

U Your Movement Phase

BOUNTEOUS HEALING

Declare: Pick a friendly unit within 3" of this MANIFESTATION to be the target.

Effect: Heal (3) the target.

U End of Any Turn

RESTORED VIGOUR

Effect: Heal (3) this MANIFESTATION.

SUMMONING REFERENCE

- Casting value 6
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)

MANIFESTATION LORE

TWILIT SORCERIES

Your Hero Phase



SUMMON GEMINIDS OF UHL-GYSH

Declare: If there is not a friendly **Geminids of Uhl-Gysh** endless spell on the battlefield, pick a friendly **WIZARD**, then make a casting roll of 2D6.

Effect: Set up a **Geminids of Uhl-Gysh** endless spell wholly within 12" of the caster, visible to them and more than 9" from all enemy units.

KEYWORDS SPELL, SUMMON

Your Hero Phase



SUMMON PRISMATIC PALISADE

Declare: If there is not a friendly **Prismatic Palisade** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

Effect: Set up a **Prismatic Palisade** wholly within 18" of the caster and visible to them.

KEYWORDS SPELL, SUMMON

Your Hero Phase



SUMMON UMBRAL SPELLPORTAL

Declare: If there is not a friendly **Umbral Spellportal** on the battlefield, pick a friendly **WIZARD** to cast this spell, then make a casting roll of 2D6.

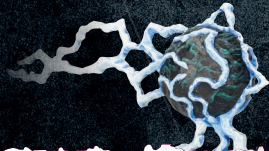
Effect: Set up an **Umbral Spellportal** wholly within 18" of the caster and visible to them. An **Umbral Spellportal** has 2 parts that must be set up within 9" of each other.

KEYWORDS SPELL, SUMMON



• UNIVERSAL WARSCROLL •

GEMINIDS OF UHL-GYSH



⚔	MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
	Tendrils of Light and Shadow	4	4+	3+	1	D3

⚙ Passive

MULTIPLE PARTS

Effect: When a number of damage points equal to this **MANIFESTATION**'s Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and both its parts are removed from play.

Each time this **MANIFESTATION** moves, both its parts must end within 9" of each other.

Each part of this **MANIFESTATION** is armed with **Tendrils of Light and Shadow**.

⚙ Passive

TENDRILS OF LIGHT AND SHADOW

Effect: Enemy units cannot use commands while they are within 3" of either part of this **MANIFESTATION**.

SUMMONING REFERENCE

- Casting value 7
- Wholly within 12" of and visible to caster
- More than 9" from enemy

KEYWORDS

MANIFESTATION, ENDLESS SPELL, FLY, WARD (6+)



• UNIVERSAL WARSCROLL •

PRISMATIC PALISADE



U Passive

BLINDING LIGHT

Effect: This **MANIFESTATION** cannot be targeted by shooting attacks. In addition, a unit cannot be targeted by shooting attacks if it is impossible to draw a straight line from a model in the attacking unit to a model in the target unit without that line passing across this **MANIFESTATION**.

SUMMONING REFERENCE

- Casting value 7
- Wholly within 18" of and visible to caster

KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)



• UNIVERSAL WARSCROLL •

UMBRAL SPELLPORTAL



☼ Passive

MULTIPLE PARTS

Effect: When a number of damage points equal to this **MANIFESTATION's** Health characteristic are allocated to it, this **MANIFESTATION** is destroyed and both its parts are removed from play.

SUMMONING REFERENCE

- Casting value 7
- Wholly within 18" of and visible to caster
- Parts within 9" of each other

☼ Your Hero Phase

ARCANE PASSAGE

Declare: Pick a friendly **WIZARD** within 3" of this **MANIFESTATION** to be the target.

Effect: The next time the target uses a non-**SUMMON SPELL** ability this phase, add 1 to the casting value of that spell. When picking targets for that spell, you can measure range and visibility from either part of this **MANIFESTATION** instead of from the caster, and your opponent can measure range and visibility to either part of this **MANIFESTATION** instead of to the caster for the purposes of the 'Unbind' ability.

KEYWORDS

MANIFESTATION, ENDLESS SPELL, WARD (6+)