

DARKFIRE DAEMONRIFT

Darkfire Daemonrifts are eldritch portals torn ajar by the darkest of incantations. Once the veil has been sundered the raw magic seeping from the Realm of Chaos forms an opening for the horrors beyond to vent their spite, widened and empowered further by spellcraft that draws upon the essence of Chaos.

DESCRIPTION

A Darkfire Daemonrift is a single model.

PREDATORY: A Darkfire Daemonrift is a predatory endless spell. It can move up to 12" and can fly.

MAGIC

Summon Darkfire Daemonrift: *Reciting the names of ancient daemonic entities in the Dark Tongue, the sorcerer focuses their will to wrench the veil between the realms and the essence of Chaos wide open.*

Summon Darkfire Daemonrift has a casting value of 6. Only **SLAVES TO DARKNESS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Darkfire Daemonrift model wholly within 9" of the caster.

ABILITIES

Reality Screams: *Once the skin of reality has been breached it is difficult to close, and so Darkfire Daemonrifts seem to move at random – the crack ‘healing’ in one place only to suddenly reappear and vent a gout of mutative witchflame elsewhere.*

When this model is set up, the player who set it up can immediately make a move with it.

Billowing Energies: *From the maw of a Darkfire Daemonrift foul predators from beyond unleash streams of Chaotic energy on their hapless victims.*

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, suffers D3 mortal wounds.

Fuelled by Sorcery: *A Darkfire Daemonrift absorbs magical power, widening further and expelling more powerful gouts of ruinous energy as it hungrily devours arcane energies.*

Add 1 to the number of mortal wounds inflicted by this endless spell for each **WIZARD** and each other **ENDLESS SPELL** within 12" of this model after it has moved.

KEYWORDS

ENDLESS SPELL, DARKFIRE DAEMONRIFT