

# WARSCROLL

## IONUS CRYPTBORN

### WARDEN OF LOST SOULS



Descending like a silent shadow over the most beleaguered of battlefields, Ionus Cryptborn is a living legend. His prayers are capable of calling down wicked maelstroms of lightning that can smash through sieges and electrocute armies.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit-scouring Flames	12"	9	3+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulbreaker	1"	4	3+	3+	-1	2
Ancient Claws	2"	✱	3+	3+	-2	2
Timeworn Fangs	3"	2	3+	3+	✱	3

DAMAGE TABLE			
Wounds Suffered	Move	Ancient Claws	Timeworn Fangs
0-5	14"	5	-3
6-9	12"	4	-2
10-14	10"	3	-2
15+	8"	2	-1

*Ionus Cryptborn, Warden of Lost Souls, is armed with Soulbreaker.*

**FLY:** This unit can fly.

**MOUNT:** This unit's Draconith, Cthorak, is armed with Spirit-scouring Flames, Ancient Claws and Timeworn Fangs.

**Spirit-scouring Flames:** *Enemies engulfed by Cthorak's pale-flame breath find their physical form rapidly disintegrates.*

Each time a wound caused by an attack made with Spirit-scouring Flames is allocated to an enemy unit, that unit is soulburned. At the end of each hero phase, roll a dice for each soulburned unit. If the roll is equal to or less than the number of the current battle round, that unit suffers D3 mortal wounds.

When a player uses an ability that allows them to heal any wounds that have been allocated to a unit, instead of healing any wounds allocated to a soulburned unit, that unit is no longer soulburned.

**Draconic Horror:** *Ragged and timeworn as a result of the all-permeating effects of the Shyish Nadir, Cthorak is terrifying to behold.*

Enemy units cannot receive the Rally and Inspiring Presence commands while they are within 12" of this unit.

**Scry Intent:** *Though his body may appear withered and aged, Cthorak's mind is sharper than his enemies anticipate.*

Subtract 1 from the Attacks characteristic of melee weapons that target this unit (to a minimum of 1).

**Arch-Relictor:** *Ionus Cryptborn is a favoured champion of Sigmar.*

In your hero phase, this unit can chant 2 prayers that it knows instead of 1. At the start of your hero phase, you must say how many prayers this unit will chant. If you say 1, when it chants that prayer, it is automatically answered with a chanting roll of 6 and no additional prayers may be chanted. If you say 2, make chanting rolls for both prayers as normal.

At the start of the enemy hero phase, you can pick 1 endless spell or invocation within 12" of this unit and roll a dice. On a 2+, that endless spell is dispelled or that invocation is banished.

**Lightning Tempest:** *The Warden of Lost Souls can call upon Sigmar to unleash a tempest imbued with righteous lightning.*

Lightning Tempest is a prayer that has an answer value of 3 and a range of 18". If answered, pick 1 enemy unit within range. That unit is struck by lightning and suffers D3 mortal wounds. Then, roll a dice. On a 1-2, the tempest clears and the sequence ends. On a 3+, pick 1 other enemy unit within 3" of the last unit that was struck by lightning. That unit is struck by lightning and suffers D3 mortal wounds. Keep rolling dice in this way until the tempest clears or there are no other enemy units within 3" of the last unit to be struck by lightning. A unit cannot be affected by this prayer more than once per hero phase.

**KEYWORDS** ORDER, STORMCAST ETERNALS, HERO, MONSTER, PRIEST, DRACONITH, IONUS CRYPTBORN

STORMCAST ETERNALS (NOVEMBER 2023)					
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Ionus Cryptborn, Warden of Lost Souls	1	400	Leader, Behemoth	Single, Unique	100mm