

# SHYISH REAPER

The soul-hungry Shyish Reaper is the ultimate manifestation of finality and death. Its blade passes through armour with ease to cleave flesh and rip away a mortal's soul, sending it screaming into the underworlds.

## DESCRIPTION

Shyish Reaper is a single model.

**Summon Shyish Reaper:** *The wizard sweeps down their arm as they utter this spell's final incantation, and a fearsome scythe formed of purest amethyst magic tears through the wizard's foes with unstoppable force.*

Only **NAGASH, SUPREME LORD OF THE UNDEAD** and **NIGHTHAUNT WIZARDS** can attempt to cast Summon Shyish Reaper. It has a casting value of 7. If successfully cast, set up a Shyish Reaper model wholly within 6" of the caster.

**PREDATORY:** Shyish Reaper is a predatory endless spell. It can move up to 8" and can fly.

## ABILITIES

**Sweeping Death:** *Once unleashed, a Shyish Reaper will carve through its prey, slicing through body and soul alike.*

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

**Soul Reaper:** *A Shyish Reaper is always on the hunt for souls, and can change direction without warning to sweep through its prey from an unexpected angle. Armour counts for naught against the deathly touch of the enchanted blade.*

Before moving a Shyish Reaper, pivot the model on the centre of its base so that it points lengthways in the direction you wish it to move. Then move it in a straight line in that direction. The initial pivot is free and does not count towards the distance the model moves.

After this model has moved, roll a dice for each model that it moved over (including models it moved over when it pivoted); if the roll is equal to or greater than the model's Save characteristic, that model's unit suffers 1 mortal wound.

**Empowered by Shyish:** *A Shyish Reaper's reach is that much greater when summoned within the realm of its namesake.*

If your battle is being fought in the Realm of Shyish, a Shyish Reaper can move 12" instead of 8".