

VAULT OF SOULS

This summoned chest siphons souls, filling itself to overflowing with the rich spirits of mortal-kind. Ever greedy for more, it eventually bursts, sending forth a lethal explosion of imprisoned souls to strike all those nearby.

DESCRIPTION

Vault of Souls is a single model.

Summon Vault of Souls: *At the wizard's command, a spectral casket takes shape, eager to feed upon the souls of the living.*

Only **NAGASH, SUPREME LORD OF THE UNDEAD** and **NIGHTHAUNT WIZARDS** can attempt to cast Summon Vault of Souls. It has a casting value of 6. If successfully cast, set up a Vault of Souls model wholly within 18" of the caster.

PREDATORY: Vault of Souls is a predatory endless spell. It can move 8" and can fly.

ABILITIES

Soul Siphon: *As the eerie Vault of Souls passes overhead, it draws the life-essence of those nearby into itself to lethal effect.*

After this model is set up or has moved, roll a dice for each model within 6" of it. On a 6+, that model's unit suffers 1 mortal wound.

Soul Eruption: *Should a Vault of Souls glut itself too greedily, the captured spirits within will burst free, tearing at those nearby in their desperation to escape.*

Keep track of the number of mortal wounds inflicted by this model. If the total is 20 or more at the end of any phase, all units within 6" of this model suffer D6 mortal wounds, and then this model is dispelled.

Empowered by Shyish: *Within the Realm of Death, it is even harder to escape the soul-siphoning reach of a Vault of Souls.*

If your battle is being fought in the Realm of Shyish, the range of this model's Soul Siphon ability is 9" instead of 6".