

SOULSTEALER CARRION

The Soulstealer Carrion is a soul-linked construct that soars from its caster's spread fingertips to take wing above the battlefield. Its caster can see through the avian conjuration's eyes; when it perceives spiritual energy unclaimed, it will swoop down to capture it and either channel it back to its caster or blast it outwards to harm those enemies nearby.

DESCRIPTION

A Soulstealer Carrion is a single model.

PREDATORY: A Soulstealer Carrion is a predatory endless spell. It can move up to 16" and can fly.

MAGIC

Summon Soulstealer Carrion: *The caster gestures to the heavens and conjures up a ghostly winged creature.*

Summon Soulstealer Carrion has a casting value of 6. Only **OSSIARCH BONEREAPERS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Soulstealer Carrion model anywhere on the battlefield that is visible to the caster.

Soul-linked: *A soul-linked spell is directly connected to the consciousness of its caster.*

This spell is soul-linked to the caster. When predatory endless spells are moved at the start of the battle round, any that are soul-linked to a caster are moved first, followed by any endless spells that are not. Soul-linked spells are always moved by the player whose army includes the caster the spell is soul-linked to. The player that won the roll-off to determine who moves an endless spell first must move all their soul-linked spells first, followed by their opponent.

You must subtract 1 from casting rolls for a **WIZARD** that is soul-linked to an endless spell. A caster cannot be soul-linked to more than one endless spell at the same time. If the caster is slain, then any endless spell they are soul-linked to is dispelled.

ABILITIES

Soul Thief: *This ethereal monstrosity can capture the departing souls of those slain nearby, using the energy to heal its master or blast its foes.*

At the end of each phase, roll a dice if any **CHAOS, DESTRUCTION** or **ORDER** models were slain within 6" of this model during that phase. On a 1-2, heal 1 wound allocated to the caster soul-linked to this model. On a 3-4, inflict 1 mortal wound on each **CHAOS, DESTRUCTION** or **ORDER** unit within 6" of this model. On a 5-6, do both of these things.

Second Sight: *A wizard that is soul-linked to a Soulstealer Carrion can see through its eyes.*

Anything visible to this model is also visible to the caster that is soul-linked to this model.

KEYWORDS

ENDLESS SPELL, SOULSTEALER CARRION