

HORRORGHAST

Arcane predators that feast upon fear, Horrorghasts haunt the deathly wilds of Shyish, taking on the appearance of whatever will most terrorise their prey – most often the pitiless gaze of Nagash, the Great Necromancer.

DESCRIPTION

A Horrorghast is a single model.

PREDATORY: A Horrorghast is a predatory endless spell. It can move up to 9" and can fly.

MAGIC

Summon Horrorghast: *A shrieking cloud of spirit-stuff twists and reforms, shaping itself into the Great Necromancer's hateful visage.*

Summon Horrorghast has a casting value of 6. If successfully cast, set up a Horrorghast model wholly within 12" of the caster.

ABILITIES

Prey on Fear: *Horrorghasts devour the terror of their victims, growing more powerful as fear and panic spread like wildfire.*

Subtract 1 from the Bravery characteristic of units while they are within 12" of this model. Subtract 2 instead from the Bravery characteristic of units while they are within 6" of this model.

Empowered by Shyish: *Though they can manifest across the realms, the most powerful and voracious Horrorghasts are found in Shyish.*

If your battle is taking place in the Realm of Death, this model can move up to 12" instead of up to 9".