

# SHARDS OF VALAGHARR

These cracked prisms of black stone orbit the battlefield in pairs, necromantic energy spilling from their breached surfaces in a sickening stream, sapping the spirit and life force of all those it passes over.

## DESCRIPTION

Shards of Valagharr is a single endless spell that consists of 2 models (if it is dispelled, remove both models).

## MAGIC

**Summon Shards of Valagharr:** *Pyramids of onyx rise into the air and circle ominously, amethyst magic bleeding from breaches in their surface.*

Summon Shards of Valagharr has a casting value of 5. If successfully cast, set up the first Shards of Valagharr model wholly within 6" of the caster, and then set up the second Shards of Valagharr model wholly within 12" of the first.

## ABILITIES

**Ensnaring Soul-drain:** *The foul energies of the Shards of Valagharr link one prism to another, ensnaring nearby creatures in a web of animus-draining magic.*

At the start of the movement phase, draw an imaginary straight line 1mm wide between the closest parts of the bases of the two Shards of Valagharr models from this endless spell. Each unit passed across by this line is ensnared until the end of that turn. Halve the Move characteristic of a unit that is ensnared. In addition, subtract 1 from hit rolls for attacks made by units that are ensnared.

**Twilight Translocation:** *The Shards of Valagharr never cease their circling motion, orbiting one another like lifeless celestial bodies.*

At the start of the battle round, after determining who has the first turn, the players must roll off. The winner can remove one Shards of Valagharr model from this endless spell from the battlefield and set it up again anywhere on the battlefield wholly within 12" of the other Shards of Valagharr model from this endless spell.

**Empowered by Shyish:** *Those Shards of Valagharr summoned into being in Shyish are tied together by an even stronger bond.*

If your battle is taking place in the Realm of Death, the first Shards of Valagharr model can be set up wholly within 12" of the caster, instead of 6".