

# GUARDIAN OF SOULS

A Guardian of Souls keeps vigil over the dead whilst driving those around them to the heights of malice. When one of these sorcerous spectres goes to war, hundreds of the living dead are drawn to their lantern's flame from leagues around.



## MELEE WEAPONS

Chill Blade

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

## DESCRIPTION

A Guardian of Souls is a single model. It is armed with a Chill Blade in one hand and carries a Nightmare Lantern in the other.

**FLY:** Guardians of Souls can fly.

## ABILITIES

**Ethereal:** *There are creatures whose bodies have long since rotted away, making them difficult to harm with mundane weapons.*

Ignore modifiers (positive or negative) when making save rolls for this model.

**Nightmare Lantern:** *The cursed light of Nagashizzar bound within a nightmare lantern invigorates the dark souls of any Nighthaunts it illuminates.*

Add 1 to wound rolls for melee weapons wielded by friendly **NIGHTHAUNT** models that are within 9" of this model.

## MAGIC

A Guardian of Souls is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Spectral Lure spells.

**Spectral Lure:** *Channelling the unholy light of his nightmare lantern, the Guardian summons forth the spirits of the dead.*

Spectral Lure has a casting value of 6. If successfully cast, pick a friendly **SUMMONABLE NIGHTHAUNT** unit wholly within 18" of the caster. You can either heal D6 wounds that have been allocated to that unit or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D6.

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, WIZARD, GUARDIAN OF SOULS