

ISHARANN SOULRENDER

The most combative of the Isharann are the Soulrenders. They are the takers of souls, reapers who claim the life-spirits of the dead. Eerie figures, Soulrenders bear scythe-like talúnhooks and are bathed in the fey glow of their helm-mounted lurelight. In battle their mystic powers allow them to use their collected souls in order to revive Namarti fallen.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talúnhook	2"	2	3+	3+	-1	2
Rakerdart's Serrated Bill	3"	D3	3+	3+	-1	1

DESCRIPTION

An Isharann Soulrender is a single model. They wield a fell Talúnhook that rips flesh from the bones of its target. Every Isharann Soulrender is accompanied by a Rakerdart – an ethereal manifestation of one of the hunting creatures from their undersea domain – which strikes at the Soulrender's enemies with its Serrated Bill.

ABILITIES

Lurelight: *Isharann Soulrenders possess a mystical lure that is used to draw the souls of slain opponents to the Soulrender so that they can be captured and imprisoned. The captive souls can be used to resurrect the bodies of fallen Namarti, allowing them to do battle once more.*

At the end of your battleshock phase, pick a friendly **NAMARTI** unit wholly within 12" of this model and roll a D3. Return a number of slain models to the unit you picked up to the value of the roll. Add 1 to the D3 roll for each enemy model

that was slain by damage caused by this model's Talúnhook in the combat phase of the same turn.

Hangman's Knot: *The rope-catch on a Talúnhook can be used to ensnare a victim, ensuring that neither they nor their soul can escape.*

At the start of the combat phase, pick an enemy **HERO** that is within 3" of this model and roll a dice. Subtract 2 from the dice roll if the enemy **HERO** is a **MONSTER**. On a 4+, you can re-roll failed hit rolls for this model's Talúnhook for attacks that target that enemy **HERO** in that combat phase.