

PURPLE SUN OF SHYISH

No spell inspires greater fear in the beholder than the Purple Sun of Shyish. The skull-faced orb drifts across the battlefield, its rays of death energy transmuting all they touch into amethyst statues.

DESCRIPTION

The Purple Sun of Shyish is a single model.

Summon Purple Sun of Shyish:

By uttering dread incantations of ancient days, a desperate or foolhardy wizard can summon the abyssal Purple Sun.

Summon Purple Sun of Shyish has a casting value of 8. If successfully cast, set up a Purple Sun of Shyish model wholly within 6" of the caster.

PREDATORY: The Purple Sun of Shyish is a predatory endless spell. It can move up to 9" and can fly.

ABILITIES

Swirling Death: *Swelling and pulsating as it takes form, the sun soon moves with a malevolent sentience in the direction of the caster's foes.*

When this model is set up, the player who set it up can immediately make a move with it.

End Given Form:

All those touched by the dire rays of the Purple Sun of Shyish meet their final fate, their bodies crystallised and their souls ripped away to the Realm of Death.

After this model has moved, each unit that has any models it passed across, and each other unit that is within 1" of it at the end of its move, is subjected to the Purple Sun's baleful energies. For each unit subjected to the baleful energies, roll a number of dice equal to the number of models in that unit. For each 6+ one model in that unit is slain.

If the unit has Wounds characteristic of 6 or more, it suffers 2D6 mortal wounds instead.

Visage of Xereus:

The skeletal face leering out from this broiling orb fills all who witness it with mortal terror.

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

Empowered by Shyish:

The morbid energies that suffuse the Purple Sun are at their most deadly within the Realm of Death, where amethyst magic is ascendant.

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