

SOULSNARE SHACKLES

Decrepit chains clatter and rusted manacles grind as the Soulsnare Shackles snap at their prey, seeking to clamp down on the spirits of their victims so that they can drag them back to the Great Oubliette in Shyish.

DESCRIPTION

Soulsnare Shackles is a single endless spell that consists of 3 models (if it is dispelled, remove all 3 models).

Summon Soulsnare Shackles: *The ground splits with a cacophonous rattle, and manacles shoot forth to grasp at those nearby.*

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

ABILITIES

Bound for the Great Oubliette: *These manacles latch onto not just the bodies of combatants, but their very souls, draining them of vigour and life as they drag their quarry to the cells of the underworld.*

At the start of the movement phase, roll a dice for each unit within 6" of any Soulsnare Shackles models. On a 3+ halve the move characteristic of that unit until the end of that phase. On a 6 that unit also suffers D3 mortal wounds.

Empowered by Shyish: *Closer to the vast dungeon from which they reach out, the Soulsnare Shackles are able to spread themselves more widely in the Realm of Death.*

If your battle is taking place in the Realm of Death, the second and third Soulsnare Shackles models can be set up wholly within 9" of the first, instead of 6".