



• WARSCROLL •

GLUTOS ORSCOLLION

LORD OF GLUTTONY



Guided by the daemon Loth'shar, Glutos Orscollion is on a quest to sample the most exotic tastes in the Mortal Realms. Riding atop an opulent palanquin and surrounded by his devoted court, he can unmake whole armies through his loathsome magics.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wailing Greatblade	1"	3	3+	3+	-2	2
Flying Scourge	1"	2	3+	4+	-	1
Sacrificial Dagger	1"	1	4+	3+	-	1
Crushing Claws	1"	☀	3+	3+	-1	3

DAMAGE TABLE			
Wounds Suffered	Companions	Move	Crushing Claws
0-4	All	8"	6
5-8	Painbringer Kyazu, Lashmaster Vhyssk	6"	5
9-12	Painbringer Kyazu	5"	4
13+	None	4"	3

DESCRIPTION

Glutos Orscollion is a named character that is a single model.

COMPANIONS: Glutos is accompanied by Painbringer Kyazu, who attacks with a Wailing Greatblade; Lashmaster Vhyssk, who attacks with a Flying Scourge; and Priestess Dolece, who attacks with a Sacrificial Dagger.

The companions that currently accompany Glutos vary depending on the number of wounds suffered by this model, as shown on the damage table. You can only use the companion abilities for the companions currently accompanying Glutos, and only those companions can attack. For all other rules purposes, companions are treated in the same manner as a mount.

MOUNT: This model's Palanquin Bearers attack with their Crushing Claws.

ABILITIES

The Grand Gourmand: *Glutos sees battle as a grand banquet in which his darkest appetites may be given free rein.*

This model gains an ability each battle round, as shown below. Note that all of these abilities are cumulative.

Battle Round 1 – Aperitif: Add 1 to Bravery characteristic of friendly **MORTAL HEDONITE** units within 6" of this model.

Battle Round 2 – Starter: This model can run and still charge later in the same turn.

Battle Round 3 – Main Course: Do not take battleshock tests for friendly **MORTAL HEDONITE** units while they are wholly within 12" of this model.

Battle Round 4 – Dessert: At the end of your hero phase, you can replace the spell this model knows from the Lore of Pain and Pleasure table with a new spell from that table. In addition, this model can attempt to cast 1 extra spell in your hero phase.

Battle Round 5 – Digestif: You can re-roll casting, dispelling and unbinding rolls for this model.

Fog of Temptation: *Those who inhale the scented mist emanating from Glutos' palanquin are wracked with agonising hunger-spasms.*

Subtract 1 from hit rolls for attacks made by enemy units within 12" of this model.

The Leerstave of Loth'shar: *Loth'shar constantly drives Glutos on in pursuit of nearby delicacies, and rewards him for each unholy act of consumption.*

Add 1 to casting, dispelling and unbinding rolls for this model.

COMPANION ABILITIES

Painbringer Kyazu: *Kyazu is a formidable warrior that will stop at nothing to protect his liege.*

If the unmodified wound roll for an attack made with this model's Wailing Greatblade is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a save roll).

Lashmaster Vhyssk: *Vhyssk spurs the palanquin bearers to achieve destructive speed.*

You can re-roll charge rolls for this model.

Priestess Dolece: *Dolece calls upon Slaanesh to bless the Grand Gourmand.*

In your hero phase, you can say that Dolece will call to Slaanesh to protect her master. If you do so, roll a dice. On a 1, nothing happens. On a 2+, until your next hero phase, you can roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated.

COMMAND ABILITIES

Gorge on Excess: *The followers of the Gluttonous Host grow strong on acts of excess, be it gulping down raw flesh or engaging in some other depraved perversion in the heat of battle.*

You can use this command ability once per turn in your hero phase. If you do so, pick 1 friendly **HEDONITE** unit wholly within 12" of this model. Until your next hero phase, if an enemy unit is destroyed by an attack made by that **HEDONITE** unit and there are wounds that remain to be allocated to that enemy unit from that attack, heal up to the same number of wounds allocated to that **HEDONITE** unit.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Crippling Famishment spells.

Crippling Famishment: *With a snap of his fingers, Glutos shares his endless hunger with those he finds appetising, paralysing his prey with a violent surge of immeasurable hunger.*

Crippling Famishment has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic of that unit, halve run rolls for that unit, and halve charge rolls for that unit.

KEYWORDS

CHAOS, MORTAL, SLAANESH, HEDONITE, HERO, WIZARD, GLUTOS ORSCOLLION