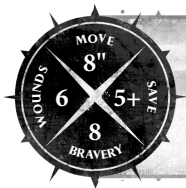


# BLOODWRACK MEDUSA

The most powerful of Morathi's lieutenants are her Bloodwrack Medusae, sorceresses gifted – or cursed – with enormous serpentine bodies and heads crowned with snakes. They are so full of spite and shadow magic that to meet their horrific gaze can cause explosive haemorrhaging. Equally deadly in close quarters, a Bloodwrack Medusa dispatches her foes with claw, spear and snakebites.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	
Bloodwrack Stare	10"	See below					
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	
Whisperclaw	1"	4	3+	3+	-	1	
Tail of Serpents	2"	D6	4+	4+	-	1	
Bloodwrack Spear	2"	2	3+	3+	-1	D3	

## DESCRIPTION

A Bloodwrack Medusa is a single model. She slashes at her enemies with her Whisperclaw and impales them upon a barbed Bloodwrack Spear. Even her writhing Tail of Serpents is capable of delivering a flurry of lethal bites. However, a Bloodwrack Medusa's stare is perhaps her most deadly weapon; should a victim's eyes lock with hers for even a second its lifeblood violently rebels, flooding from every pore until its body collapses into a pool of gore.

## ABILITIES

**Bloodwrack Stare:** When making a Bloodwrack Stare attack, pick a unit that is visible to the Bloodwrack Medusa and roll a dice for each model in that unit that is within range; for each roll of 5+ the unit suffers 1 mortal wound.

## MAGIC

A Bloodwrack Medusa 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 Enfeebling Foe spells.

## ENFEEBLING FOE

*The Bloodwrack Medusa reaches into her victims' minds, sapping their strength.*

Enfeebling Foe has a casting value of 5. If successfully cast, pick a unit within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from wound rolls for that unit in the combat phase.

KEYWORDS

ORDER, MELUSAI, DAUGHTERS OF KHAINE, HERO, WIZARD, BLOODWRACK MEDUSA