

BLOODWRACK SHRINE

Doom spreads from the Bloodwrack Shrine, waves of agonising pain pouring out as the altar ploughs forward. Hissing, the Bloodwrack Medusa that slithers atop the shrine unleashes spells of malevolence while casting her deathly stare across the battlefield. Hell erupts when the bladed shrine hits enemy lines, as the Shrinekeepers and Medusa strike out in all their fury.



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

Wounds Suffered	DAMAGE TABLE		
	Move	Goadstaves	Aura of Agony
0-2	6"	6	2+
3-5	5"	5	2+
6-8	4"	4	3+
9-10	3"	3	4+
11+	2"	2	5+

DESCRIPTION

A Bloodwrack Shrine is a single model. It is commanded by a Bloodwrack Medusa who 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. The Bloodwrack Medusa is mounted upon a shrine crewed by two Shrinekeepers, who stab any who approach with their Goadstaves.

ABILITIES

Bladed Impact: Roll a dice if a Bloodwrack Shrine ends a charge move within 1" of an enemy unit. On a 2+ the nearest enemy unit suffers D3 mortal wounds.

Bloodwrack Stare: When making a Bloodwrack Stare attack, pick a unit that is visible to the Bloodwrack Shrine 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.

Aura of Agony: Bloodwrack Shrines emit an aura that wracks enemies with waves of agony. Roll a dice for each enemy unit within 7" of any friendly Bloodwrack Shrines at the start of your hero phase. If the dice roll equals or beats the score listed on the damage table above, that unit suffers D3 mortal wounds as pure agony courses through them.

MAGIC

The Bloodwrack Medusa atop a Bloodwrack Shrine can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. A Bloodwrack Medusa 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, AElf, Daughters of Khaine, Melusai, Hero, Wizard, Bloodwrack Medusa, Bloodwrack Shrine