

MORATHI, HIGH ORACLE OF KHAINE

The High Oracle of Khaine and dark sorceress supreme, Morathi is the matriarch of the zealous Daughters of Khaine. The arcane powers of shadow are hers to command. Her radiant beauty can mesmerise foes, leaving them open for a fatal thrust from Heartrender, her aptly named spear. Morathi is queen of deception, and there is more to her than meets the eye.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender	2"	3	3+	3+	-1	D3
Bladed Wings	2"	6	3+	3+	-1	1

DESCRIPTION

Morathi, High Oracle of Khaine is a single model. She attacks her foes with sweeping blows of her bladed wings, and with strikes from the magical spear, Heartrender. She also carries the Iron Heart of Khaine.

ABILITIES

Monstrous Transformation: At the start of your hero phase, Morathi can transform into her monstrous aspect. See the Morathi, the Shadow Queen warscroll for a description of how Morathi transforms.

The Truth Revealed: If Morathi is wounded, there is a chance she will no longer be able to contain her wrath and will transform into her monstrous aspect. Roll a dice at the start of your hero phase. If the result is equal to or less than the number of wounds currently allocated to Morathi, she transforms as described on the Morathi, the Shadow Queen warscroll.

The Iron Heart of Khaine: Morathi, High Oracle of Khaine cannot be healed, but no more than 3 wounds can be allocated to her in any one turn. Any additional wounds and/or mortal wounds allocated to her in the same turn are negated and have no effect.

Sorceress Supreme: Add 1 to casting and unbinding rolls made for Morathi, High Oracle of Khaine. In addition, double the range of spells she attempts to cast.

Enchanting Beauty: Subtract 1 from the hit rolls of attacks that target Morathi, High Oracle of Khaine.

MAGIC

Morathi, High Oracle of Khaine is a **WIZARD**. She can attempt to cast three spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Arnzpal's Black Horror spells.

ARNZPAL'S BLACK HORROR

A rolling black cloud of energy swirls into existence, smoking tendrils lashing out from it to clutch at those nearby.

Arnzpal's Black Horror has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll a dice. On a 1 that unit suffers 1 mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.

COMMAND ABILITY

Worship Through Bloodshed: If Morathi, High Oracle of Khaine is your general, you can use this ability. If you do, pick up to 2 friendly **DAUGHTERS OF KHAINE** units within 14" of Morathi (you cannot choose Morathi herself). Those units can immediately shoot as if it were the shooting phase. Alternatively, if either unit is within 3" of an enemy unit, it can instead be chosen to pile in and attack as if it were the combat phase.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, HERO, WIZARD, MORATHI, HIGH ORACLE OF KHAINE