

MORATHI, THE SHADOW QUEEN

Beneath Morathi's aura of beauty lies a darksome secret. Her true form is that of a monstrosity – her vast serpentine body blessed with enormous wings and crowned with writhing snakes. In her Shadow Queen form she possesses tremendous strength, venom so potent that the smallest drop can slay the mightiest warrior in moments, and her stare is death itself.



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Morathi	6"	1	2+	See below	See below	See below

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender	2"	✱	3+	3+	-2	3
Crown of Serpents	1"	5	3+	3+	-	1
Envenomed Tail	3"	1	3+	3+	-2	✱

Wounds Suffered	DAMAGE TABLE		
	Move	Heartrender	Envenomed Tail
0-2	14"	6	6
3-4	12"	5	D6
5-7	10"	4	D6
8-9	8"	3	D3
10+	6"	2	D3

DESCRIPTION

Morathi, the Shadow Queen is a single model. She attacks her foes with the magical spear Heartrender, her Envenomed Tail and the darting bites of her Crown of Serpents. Morathi, the Shadow Queen also carries the Iron Heart of Khaïne.

FLY

Morathi, the Shadow Queen can fly.

ABILITIES

Monstrous Revelation: Morathi's Shadow Queen model is not set up on the battlefield at the start of the battle. Instead, it is set up when Morathi, High Oracle of Khaïne uses the Monstrous Transformation or The Truth Revealed ability.

When Morathi transforms, her High Oracle of Khaïne model is removed from the battlefield and her Shadow Queen model is set up on the spot where she was standing before her transformation. Morathi's Shadow Queen model can only be set up within 3" of an enemy unit if her High Oracle of Khaïne model was within 3" of that unit before her transformation. If there is insufficient room to place Morathi exactly where she was standing before her transformation, simply place the model as close as possible to that spot where there is sufficient room. If, after her Shadow Queen model has been set up, Morathi is more than 14" away from the spot where she was standing before her transformation, she cannot move in the following movement phase.

Any wounds allocated to Morathi in her High Oracle of Khaïne form prior to her transformation are carried over to her Shadow Queen form and then doubled. For example, if 3 wounds had been allocated to Morathi in her High Oracle of Khaïne form before she transformed, she would be set up in her Shadow Queen form with 6 wounds already allocated to her.

Note that Morathi cannot transform back to her former aspect during the battle – once in her Shadow Queen form, she stays that way for the remainder of the battle.

If Morathi was your general in her High Oracle of Khaïne form, she remains your general in her Shadow Queen form but she loses the Worship Through Bloodshed command ability.

Also note that Morathi in her Shadow Queen form loses the Sorceress Supreme and Enchanted Beauty abilities that she has in her High Oracle of Khaïne form, and she can attempt to cast and unbind fewer spells in her Shadow Queen form.

Gaze of Morathi: If a target is hit by the Gaze of Morathi, pick a model in the target unit and roll a dice. If the result exceeds that model's Wounds characteristic, it is slain.

The Iron Heart of Khaïne: Morathi, the Shadow Queen 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.

MAGIC

Morathi, the Shadow Queen is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Arnzipal's Black Horror spells.

ARNZIPAL'S BLACK HORROR

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

Arnzipal'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 a mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.