



• WARSCROLL •

## THE BRIAR QUEEN

Once a Deathmage of formidable power, the Briar Queen was imprisoned by the Katophranes of Shadepire and sentenced to an eternity of torment, but was freed by Nagash and transformed into a Mirrorghast Banshee.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rending Scream	10"	3	3+	3+	-3	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Briar Whip	3"	1	3+	3+	-2	D3

### DESCRIPTION

The Briar Queen is a named character that is a single model. She is armed with a Rending Scream and a Briar Whip.

**FLY:** This model can fly.

### ABILITIES

**Ethereal:** *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this unit.

### MAGIC

The Briar 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 Howling Vortex spells.

**Howling Vortex:** *A pitch-black void of shrieking winds opens in the air, dragging the victim towards it.*

Howling Vortex has a casting value of 7. If successfully cast, pick a point on the battlefield

within 18" of the caster that is visible to them, and roll 2D6 for each enemy unit within 6" of that point. If the roll is greater than the value of that unit's Move characteristic, or that roll is a double, that unit suffers 1 mortal wound and its Move characteristic is halved until the caster's next hero phase.

**KEYWORDS** DEATH, MALIGNANT, NIGHTHAUNT, HERO, MIRRORGHAST BANSHEE, THE BRIAR QUEEN



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## THORNS OF THE BRIAR QUEEN

This horde of Chainrasps is bound eternally to the will of the Briar Queen. At her wailed command they either flock to her side or surge outwards in search of new victims upon whom she can sate her malice.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Malignant Weapon	1"	2	4+	4+	-	1

### DESCRIPTION

The Thorns of the Briar Queen is a unit that has 6 models, each armed with a Malignant Weapon.

**VARCLAV THE CRUEL:** The leader of this unit is Varclav the Cruel. Add 1 to the Attacks characteristic of Varclav the Cruel's Malignant Weapon. In addition, this unit has a Bravery characteristic of 10 instead of 6 while it includes Varclav the Cruel.

**FLY:** This unit can fly.

### ABILITIES

**Ethereal:** *Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this unit.

**Grasping Chains:** *Spectral chains ensnare the victim, rendering them helpless against the tearing claws of these spiteful gheists.*

You can re-roll wound rolls of 1 for attacks made by this unit that target an enemy unit that is within 3" of two or more models from this unit.

**KEYWORDS** DEATH, MALIGNANT, NIGHTHAUNT, CHAINRASP HORDE, THORNS OF THE BRIAR QUEEN

NIGHTVAULT UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
The Briar Queen	1	1	150	The Briar Queen is a Leader	Unique.
Thorns of the Briar Queen	6	6			These units must be taken as a set for a total of 150 points. Although taken as a set, each is a separate unit.