

LADY OLYNDER

MORTARCH OF GRIEF

Lady Olynder is despair given form. She exudes hopelessness and casts an enfeebling gloom upon her foes. Accompanied by banshee handmaidens, the Mortarch of Grief bears the life-taking Staff of Midnight and horrors unknown beneath her veil.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Midnight	2"	3	3+	3+	-2	D3
Banshee Handmaidens' Spectral Claws	1"	6	4+	4+	-	1

DESCRIPTION

Lady Olynder is a named character that is a single model. She is armed with the Staff of Midnight.

COMPANIONS: Lady Olynder is accompanied by two Banshee Handmaidens, who are armed with Spectral Claws. For rules purposes, the Banshee Handmaidens are treated in the same manner as a mount.

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 model.

Frightful Touch: *With but a single, bone-chilling touch of their spectral claws, the banshee handmaidens can still a beating heart.*

If the unmodified hit roll for an attack made with the Banshee Handmaidens' Spectral

Claws is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

Grave-sands of Time: *Lady Olynder's handmaidens bear gifts from Nagash, including a Grave-sand Hourglass through which mortal life itself slips.*

Once per battle, in your hero phase, you can choose either to inflict D6 mortal wounds on an enemy **HERO** within 6" of this model, or heal D6 wounds that have been allocated to this model.

Lifting the Veil: *Those that see what lies beneath Lady Olynder's veil die with deathmask expressions of shock and horror frozen upon their faces – their dying grief serving only to feed the Mortarch's insatiable desire.*

At the start of your hero phase, pick an enemy unit within 12" of this model that is visible to her and roll a dice. On a 1, nothing happens. On a 2+, that unit suffers a number of mortal wounds equal to the roll. In addition, if any enemy models are slain by this ability, immediately heal D3 wounds that have been allocated to this model.

Mortarch of Grief: *Chosen by Nagash to serve as his Mortarch of Grief, Lady Olynder's very presence serves as a psychological weapon of terrible potency.*

Add 1 to the number of models that flee from enemy units that fail a battleshock test while they are within 12" of this model.

Wail of the Damned: *The Handmaidens can loose a soul-piercing shriek that contains within its harrowing notes all the woes of the realms.*

At the start of your shooting phase, roll 2D6 for each enemy unit within 10" of this model. If the roll for the unit is higher than its Bravery characteristic, it suffers D3 mortal wounds.

MAGIC

Lady Olynder is a **WIZARD**. She can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Grief-stricken spells.

Grief-stricken: *Lady Olynder's incantations can cause a pall of misery and utter desolation to descend upon her enemies, so that their limbs feel leaden and their very will to live is sapped.*

Grief-stricken has a casting value of 7. If successfully cast, pick an enemy unit that is within 18" of the caster and visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit and add 1 to hit rolls for attacks made with melee weapons that target that unit.

COMMAND ABILITIES

No Rest For the Wicked: *Should the spectral forms of her minions be banished or destroyed, Lady Olynder will wrench their souls back from the underworlds time and again until her will is done.*

You can use this command ability in your hero phase if this model is your general and is on the battlefield. If you do so, you can return 1 slain model to each friendly **SUMMONABLE NIGHTHAUNT** unit that is within 12" of a friendly model with this command ability.