

A renegade prophet touched by the divine essence of a long-forgotten goddess, Krethusa the Croneseer's rise to prominence has rocked the cult of Khaine to its core. She calls upon her powers of foresight and shadow magic to annihilate those who stand in the path of aelven destiny.

WARSCROLL

KRETHUSA THE CRONESEER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Morai-Heg	2"	4	3+	4+	-1	2
Clawed Arm	1"	2	3+	4+	-1	1

*Krethusa the Croneseer is armed with the Staff of Morai-Heg and a Clawed Arm.*

**FLY:** This unit can fly.

**Burnt Offerings:** *Casting blood into her brazier, Krethusa manipulates the twisting coils of smoke to commune with Morai-Heg.*

Once per turn, in the hero phase, if this unit is wholly within 6" of a friendly **CAULDRON OF BLOOD**, you can say that it will commune with Morai-Heg.

If you do so, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within 9" of this unit that does not have the **SCÁTHBORN**, **MEDUSAE**,

**MELUSAI, THE SHADOW QUEEN** OF **MORATHI-KHAINE** keyword and roll a dice. On a 2+, you can pick 1 of the following prophecies to apply to that unit. A unit cannot be affected by the same prophecy more than once per turn.

**Prophecy of Silence:** Until the end of the turn, enemy units within 3" of this unit cannot receive commands.

**Prophecy of Dark Wings:** This unit can immediately make a normal move if it has not already made a normal move, retreated or been set up on the battlefield in this phase.

**Prophecy of Reclamation:** Until the end of the turn, while this unit is contesting an objective, enemy units can only contest that objective if they have the **HERO** or **MONSTER** keyword.

**Foresight of Morai-Heg:** *The premonitions bestowed upon Krethusa enable her to avoid almost certain death.*

This unit has a ward of 4+.

**Murder of Crows:** *Several of Krethusa's feathers transform into eldritch corvids that descend upon her enemies, pecking eyes from sockets and flesh from bone.*

Murder of Crows is a prayer that has an answer value of 4 and a range of 18". If answered, pick 1 enemy unit within range and visible to the chanter. That unit suffers D3 mortal wounds. Then, roll a dice. If the roll is equal to or higher than the Wounds characteristic of that enemy unit, subtract 1 from hit rolls for attacks made by that unit for the rest of the battle.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, HERO, PRIEST, KRETHUSA THE CRONESEER

DAUGHTERS OF KHAINE (FEBRUARY 2024)					
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Krethusa the Croneseer	1	170	Leader	Single, Unique	60mm