



# VENGORIAN LORD



Twisted by the power of unbound arcana, Vengorian Lords embody the nightmarish true nature of the Soulblight vampires. Unable to bear the sight of their own reflection, they wield magics of rust and clotting, revelling in their own self-loathing.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmare Sabre	1"	4	3+	3+	-1	2
Gore-drenched Talons	3"	3	4+	3+	-1	D6
Impaling Tail	1"	D6	4+	4+	-	1

## DESCRIPTION

A Vengorian Lord is a single model armed with a Nightmare Sabre, Gore-drenched Talons and Impaling Tail.

**FLY:** This model can fly.

## ABILITIES

**Nightmare's Miasma:** *The strange curse of the Vengorians sees shining blades and hallowed relics rust and soften in their presence.*

While an enemy unit is within 3" of any friendly models with this ability, worsen the Rend characteristic of that unit's melee weapons by 1 (to a minimum of '-').

**Undeniable Impulse:** *Many Vengorians struggle to hold onto their rationality, sometimes abandoning all pretence of command to indulge in wild, spiteful violence.*

At the start of your hero phase, roll a dice for this model. If the roll is equal to or less than the number of the current battle round, until your next hero phase, this model can run and still charge later in the same turn. However, this model cannot use command abilities until your next hero phase.

**The Hunger:** *Soulblight creatures crave the taste of blood and are empowered when they drink deep from the veins of defeated foes.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that phase, you can heal up to D3 wounds allocated to this model.

## MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Clotted Deluge spells.

**Clotted Deluge:** *The Vengorian summons a squall of foetid, clotted blood to splatter across a foe, focusing the attentions of nearby creatures of the night.*

Clotted Deluge has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them. Add 1 to wound rolls for attacks made with melee weapons that target that unit until your next hero phase.

## COMMAND ABILITIES

**Festering Feast:** *Vengorians bid their followers indulge in gory feasts even in the midst of battle. The more vile and unlovely the sight of the foe's blood, the more satisfying it is for these monsters.*

You can use this command ability at the end of the combat phase if any attacks made by a friendly **SOULBLIGHT GRAVELORDS** unit in that phase destroyed any enemy units. If you do so, you can heal up to D6 wounds allocated to that **SOULBLIGHT GRAVELORDS** unit. The same unit cannot benefit from this command ability more than once per phase.