

LORD KROAK

Despite his deathly state, Lord Kroak is the most powerful of all slann. The venerable Relic Priest appears unbidden when the Great Plan is most imperilled, the foes of the Seraphon laid to waste through an onslaught of arcane power.



MELEE WEAPONS

Azyrite Force Barrier

Range

3"

Attacks

See below

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

Lord Kroak is a named character that is a single model. He is armed an Azyrite Force Barrier.

FLY: Lord Kroak can fly.

ABILITIES

Arcane Vassal: A Slann Starmaster can channel the power of a spell through one of their followers.

When this model attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** that is within 12" of this model or 1 friendly **ORACLE** anywhere on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for the spell from that **SKINK WIZARD** or **ORACLE**.

Azyrite Force Barrier: Lord Kroak's desiccated form is protected by a crackling energy field that blasts enemies who dare come close.

The Attacks characteristic of Azyrite Force Barrier is equal to the number of enemy models within 3" of the attacking model when the number of attacks made with the weapon is determined.

KEYWORDS

ORDER, SERAPHON, SLANN, HERO, WIZARD, STARMASTER, LORD KROAK

Dead for Innumerable Ages: *Lord Kroak is no longer alive in the conventional sense; his ancient and withered form is preserved only by his indomitable spirit. As such, he is almost immune to all but the most devastating attacks.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

Impeccable Foresight: *Lord Kroak casts his mind into the future, reading the threads of destiny as easily as a mortal would read a map.*

At the start of your hero phase, roll 3 dice for this model. For each 4+, you receive 1 command point.

Masters of Order: *The slann are among the greatest wizards in existence, and they shape the very stars with their magic.*

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind enemy spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

MAGIC

Lord Kroak is a **WIZARD**. He can attempt to cast 4 spells in your own hero phase and attempt to unbind 4 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Celestial Deliverance and Comet's Call spells.

Celestial Deliverance: *Lord Kroak's palanquin quivers with barely contained force before unleashing ruination on the enemies of the Seraphon.*

The caster can attempt to cast this spell up to 3 times in the same hero phase. Celestial Deliverance has a casting value of 7 the first time it is attempted in a phase, a casting value of 8 the second time it is attempted in a phase, and a casting value of 9 the third time it is attempted in a phase.

Each time this spell is successfully cast, pick up to 3 different enemy units within 10" of the caster and visible to them, and roll 1 dice for each unit you pick. On a 2+, that unit suffers D3 mortal wounds. If that unit is a **CHAOS DAEMON** unit, on a 2+ it suffers 3 mortal wounds instead of D3 mortal wounds.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

COMMAND ABILITIES

Gift from the Heavens: *At a Starmaster's command, his followers are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SERAPHON** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, that unit can fly and you can add 1 to save rolls for attacks made with missile weapons that target that unit. You can only use this command ability once per hero phase.