

ARKHAN THE BLACK, MORTARCH OF SACRAMENT

Arkhan the Black is a master of necromantic magic and the most trusted servant of Nagash. Roiling clouds of deathly magic swirl about the skeletal form of the Mortarch of Sacrament as he rides to war upon his dread abyssal Razarak, unleashing soul-rending torrents of balefire and withering his foes to dust with a muttered curse.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zefet-kar	1"	1	3+	3+	-1	D3
Khenash-an	2"	1	4+	3+	-1	D3
Razarak's Ebon Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Ebon Claws	Khenash-an
0-2	16"	6	+2 cast /+2 unbind
3-4	13"	5	+2 cast /+1 unbind
5-6	10"	4	+1 cast /+1 unbind
7-8	7"	3	+1 cast
9+	4"	2	-

DESCRIPTION

Arkhan the Black is a single model. He fights with Zefet-kar, the Tomb Blade. Arkhan also carries Khenash-an, the Staff of Spirits – an arcane artefact that stores the magical energy Arkhan uses to empower his spells. He is mounted on the back of Razarak, a dread abyssal that strikes down Arkhan's foes with its Ebon Claws. Arkhan is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Arkhan the Black can fly.

ABILITIES

Feaster of Souls: At the end of any combat phase in which Arkhan slew any models, you can heal 2 wounds that have been allocated to him.

The Staff of Spirits: Add Khenash-an's modifier (listed in the damage table above) to casting and unbinding rolls for Arkhan.

Deathly Invocation: At the start of your hero phase, pick up to 4 different friendly **SUMMONABLE** units within 18" of Arkhan. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

Mortarch of Sacrament: You can re-roll any of the D3 rolls when using Arkhan's Deathly Invocation ability (above).

Frightful Touch: Each time you roll a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

MAGIC

Arkhan the Black is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse of Years spells. Arkhan also knows the spells of any **DEATH WIZARD** that is within 18" of him.

CURSE OF YEARS

Tracing a spiteful gesture in the air, Arkhan curses the enemy to age at an incredible rate.

Curse of Years has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll ten dice. For each roll of 6, that unit suffers a mortal wound and you can roll an extra dice. For each roll of 5+ on these extra dice, the target suffers another mortal wound and you can roll another dice. Now, for each roll of 4+, the target suffers another mortal wound and you can roll another dice. Keep rolling dice in this way, inflicting mortal wounds and reducing the roll needed to cause them by 1 each time, until either no wounds are inflicted or the target unit is destroyed.

COMMAND ABILITY

First of the Mortarchs: If Arkhan the Black uses this ability, then until the end of the hero phase all friendly **DEATH WIZARDS** within 18" of him can increase the range of their spells by 6".