

# KURDOSS VALENTIAN

THE CRAVEN KING

The cold fury of Kurdoss Valentian is matched only by his bitterness. Cursed to sit upon a throne but never rule, the Craven King vents his anger by mercilessly smiting those his queen commands him to. Enemy leaders are targeted with especial bile.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sepulchral Sceptre	1"	5	3+	3+	-2	D3
Wraith Heralds' Spectral Claws	1"	6	4+	4+	-	1

## DESCRIPTION

Kurdoss Valentian is a named character that is single model. He is armed with the Sepulchral Sceptre.

**COMPANIONS:** Kurdoss Valentian is accompanied by two Wraith Heralds, who are armed with Spectral Claws. For rules purposes, the Wraith Heralds 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:** *Gifted with the touch of the grave, a touch from the spectral claws of Kurdoss' wraith heralds can silence the most vibrant of hearts.*

If the unmodified hit roll for an attack made with the Wraith Heralds' Spectral Claws is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

## KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, KURDOSS VALENTIAN

**If I Cannot Rule, None Shall Rule!:** *In the presence of Kurdoss Valentian's all-consuming bitterness and the cruel malice of his heralds, the commands of enemy generals turn to dust in their mouths even as they issue them.*

At the start of the enemy hero phase, after the opposing player receives their command point for that turn, roll a dice. On a 5+, subtract 1 from the enemy player's command points, to a minimum of 0, and you receive 1 command point.

**Soul-crushing Smite:** *When backed by the full measure of Kurdoss Valentian's might and bitterness, the Sepulchral Sceptre can blast his victim's soul clean out of its body.*

If the unmodified wound roll for an attack made with the Sepulchral Sceptre is 6, that attack has a Damage characteristic of D6 instead of D3.

**Suffer No Rival:** *Never is the Craven King's bitterness more evident than when he lashes out at those he sees as rivals to his hollow power.*

You can re-roll failed hit rolls for attacks made with the Sepulchral Sceptre if the target is an enemy general.