



• WARSCROLL •

VAMPIRE LORD

Vampire Lords are elder undead whose dark powers have only deepened over the long centuries. Each is a warrior to be feared, while their command of necromancy sees them raise up fresh reanimated warriors with but a pulse of will.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulbound Blades	1"	4	3+	3+	-1	D3

DESCRIPTION

A Vampire Lord is a single model armed with Soulbound Blades.

FLY: This model can fly.

ABILITIES

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 and Mystic Shield spells.

COMMAND ABILITIES

Crimson Feast: *The Vampire Lord unshackles the monstrous bloodlust that lurks within their soul, their bestial appetites soon spreading to the undead bound to their will.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SOULBLIGHT GRAVELORDS SUMMONABLE** unit wholly within 12" of this model. Add 1 to the Attacks characteristic of that unit's melee weapons until your next hero phase. The same unit cannot benefit from this command ability more than once per phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, HERO, WIZARD, VAMPIRE LORD