



PRINCE DUVALLE



Prince Duvalle claims descent from the von Carstein lineage, and few are foolish enough to gainsay him to his face. He is adept at conjuring magical glamours and illusions, rendering his prey disoriented and vulnerable before striking.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Possessed Blade	1"	4	3+	3+	-1	2

DESCRIPTION

Prince Duvalle is a named character that is a single model. He is armed with a Possessed Blade.

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

Prince Duvalle is a **WIZARD**. He can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Fiendish Lure spells.

Fiendish Lure: *Duvalle distorts the minds of his enemies with illusions of their fallen comrades, rendering them disoriented and vulnerable to the blades of the dead.*

Fiendish Lure has a casting value of 5. If successfully cast, pick 1 enemy unit within 6" of the caster that is visible to them. Add 1 to hit rolls for attacks that target that unit until your next hero phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, HERO, WIZARD, PRINCE DUVALLE