



• WARSCROLL •

BE'LAKOR

THE DARK MASTER



A winged nightmare wreathed in darkness and redolent with terrible power, Be'lakor strides forth to subjugate the Mortal Realms and bring them under his tyrannical rule. With shadow magic and daemonic might he obliterates his foes, revelling in their agonised death throes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of Shadows	2"	☀	3+	3+	-2	2
Fell Claw	1"	1	3+	3+	-1	2
Spearing Tail	3"	1	2+	☀	-3	2

DAMAGE TABLE			
Wounds Suffered	Move	Blade of Shadows	Spearing Tail
0-3	14"	8	1+
4-6	12"	7	2+
7-8	10"	6	3+
9-10	8"	5	4+
11+	6"	4	5+

DESCRIPTION

Be'lakor, the Dark Master, is a named character that is a single model. Be'lakor is armed with the Blade of Shadows, a Fell Claw and a Spearing Tail.

FLY: This model can fly.

ABILITIES

The Dark Master: *Many puppets dance on Be'lakor's infernal strings, though few realise as much until their fate is sealed.*

Once per battle, at the start of the enemy hero phase, you can pick 1 enemy unit on the battlefield. Until your next hero phase, at the start of each phase (including the phase in which the unit was picked), you can roll a dice for that unit. On a 3+, that unit cannot move, shoot, fight, use command abilities, chant prayers, attempt to cast spells, attempt to dispel endless spells or attempt to unbind spells in that phase.

Lord of Torment: *Be'lakor is invigorated by the suffering and terror of mortals.*

If an enemy unit fails a battleshock test while it is within 12" of this model, you can heal up to D3 wounds allocated to this model.

Shadow Form: *Be'lakor's can shift his physical form to be as insubstantial as the mists of Ulgu, and just as hard to land a telling blow upon.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.

MAGIC

This model is a **WIZARD**. It can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Enfeeble Foe spells.

Enfeeble Foe: *With a series of hissed incantations, Be'lakor instils visions of loss and despair in the minds of his enemies to drain them of their fighting spirit.*

Enfeeble Foe has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Subtract 1 from wound rolls for attacks made with melee weapons by that unit until your next hero phase.

KEYWORDS

CHAOS, DAEMON, DAEMON PRINCE, SLAVES TO DARKNESS, UNDIVIDED, HERO, WIZARD, MONSTER, BE'LAKOR