



KHAZEK, THE KING OF ASHES

Even amongst the crazed followers of Khorne, there are those who whisper the name of Khazek in fear. The King of Ashes has toppled nations, burned empires and left a trail of bloody slaughter across the mortal realms.

The tribes of the Undersea Citadels tell that Khazek was once a prince of Choralstone until that proud land was overthrown by Khorne's legions. The young prince was always in the vanguard of the ever shrinking defenders, fighting until his weapons broke and his shield split. The legend goes on to say that he was taken by the Daemon Prince of his enemy and thrown into the sea of blood spilt in the battle. When the young prince emerged from the hellish water he had been transformed. His eyes were gone, replaced with pits that shone with fire, his once pale flesh had turned to iron and the rune of Khorne blazed upon his brow. Howling with rage, Khazek fell upon the Daemon Prince that had consigned him to the sea of blood, wrenching a brazen tipped horn from its head he speared it through the heart.

Since that day, the King of Ashes has never ceased in his eternal quest of carnage in Khorne's name. The rewards bestowed for his endless tally of skulls have been many.

After the Night of Six Hundred Skulls. Khazek pulled the sword Azharon from the pillar of flame that sprung from the heaped bodies of the followers of Slaanesh he had slain. This splinter of Khorne's wrath throbs with volcanic heat, those it strikes are consumed with the blood god's anger and burned to ash.

Following his destruction of the League of Blades, Khazek was presented with the Armour of Blood. Capped with the horns of the Daemon Prince he slew on the day of his rebirth, the armour constantly drips with infernal ichor. Maddened prophets cry that this blood comes directly from the realm of Chaos itself, weakening those nearby as they are overcome with the otherworldly foulness of its aura.

Khazek is said to have stood before Khorne himself, sacrificing his entire army to reach the brass keep. Atop a hill of skulls he called out the names of all those he had slain for Khorne. The sky wept, turning black as pitch as the Blood God came forth. When he returned to the mortal realms, The King of Ashes was suffused with an infernal aura. Those in his presence are overwhelmed with the urge to slaughter

in Khorne's name, renouncing their former loyalties as they cry aloud their supplications to the Blood God.

At the battle of the Elder Gates, Khazek was separated from his host and stood alone against a trio of Bloodthirsters. The clamour of battle fell to silence as mortals and daemons alike turned to watch the epic combat playing out before the Elder Gates themselves. Tales of the duel differ, some say that Khorne himself reached out and crushed the Daemons, forever binding them together. Others say that Khazek slew them and beat them into a new form. Whatever the truth, the King of Ashes returned from the Elder gates atop his new steed, the Daemonic drake Nazgharoth and none could stand before him.

Khazek lives only to bring death in Khorne's name, he himself has no desire for glory or immortality. For him only the taking of worthy skulls brings the briefest moments of satisfaction. The King of Ashes will never stop until the mortal realms are reduced to a blasted wasteland strewn with the shattered corpses of all who defy the Blood God.





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MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azharon	2"	6	3+	3+	-1	2
Nazgharoth's Sundering Talons	1"	2	*	3+	-1	D6
Nazgharoth's Thrashing Tails	3"	2D6	4+	3+	-	1
Nazgharoth's Three Heads	3"	*	4+	3+	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Monstrous Claws	Three Heads
0-3	12"	2+	8
4-7	10"	3+	7
8-11	8"	4+	6
12-15	7"	4+	5
16+	6"	5+	4

DESCRIPTION

Khazek is a single model. He wields the legendary blade Azharon, a singular weapon which blazes with the boundless fury of the Blood God himself, and is clad in the eternally gore-slick Armour of Blood. He swoops into battle atop the mutated drake Nazgharoth, a towering monstrosity with three heads resembling those of mighty Bloodthirsters.

FLY

Nazgharoth's wings allow Khazek to fly.

ABILITIES

Fury of Azharon: If an enemy model is wounded but not slain by Azharon, roll a dice at the end of the combat phase and add the total number of wounds they have suffered. If the result is greater than their Wounds characteristic, they are immolated by Khorne's wrath and slain instantly.

Visions of Blood: The daemonichor that weeps from the Armour of Blood has a debilitating effect on any who have not sworn their service to Khorne, bombarding them with images of endless slaughter and filling their mouths with the taste of fresh blood. At the start of the combat phase, roll a dice for each enemy unit within 8" of Khazek, subtracting 2 from the result for Khorne units. On a result of 4 or more, the models in that unit are overcome with visions; subtract 1 from the results of any hit rolls made for their attacks until the end of the phase.

Khornate Runeshield: If Khazek suffers any wounds or mortal wounds as the result of a spell, roll a dice. If the result is 2 or more, the wounds are ignored.

Scorn for Sorcery: Khazek can attempt to unbind two different spells in each enemy hero phase, as though he were a wizard.

Triumvirate of Blood: Each of Nazgharoth's heads bears the visage of a mighty Bloodthirster of Khorne, first among the Blood God's host of daemons. After attacking with Nazgharoth's Three Heads, you can pick one of the following effects if at least one model was slain by those attacks:

Fires of Wrath: One of the heads belches forth a roiling stream of hellfire. Pick an enemy unit within 8". That unit suffers D3 mortal wounds, or D6 mortal wounds if any of the slain models were Heroes.

Furious Ruin: The ground around Nazgharoth's hooves twists and cracks, molten brass flowing forth and warriors falling to their doom. Roll a dice for each enemy unit within 8", or within 16" if any of the slain models were Heroes. On a 4 or more, that unit suffers a mortal wound and halves its Move until your next hero phase.

Enraged Roar: One of the heads draws breath before letting forth a bellow of such unnatural rage that enemies' heads explode into red mist. Roll a dice for each model that was slain by the Three Heads this phase (two dice for each Hero).

For each roll of 6, each enemy unit within 8" suffers a mortal wound.

COMMAND ABILITIES

The King of Ashes: If Khazek uses this ability, pick an enemy unit within 16" and roll a dice. Add 2 to the result for each Hero or Monster that Khazek has slain during this battle, but subtract 2 if the chosen unit is a Hero. If the result is 6 or more, the unit is overcome by the urge to slaughter in Khorne's name, and they count as part of your army until the end of your turn.



KEYWORDS

CHAOS, KHORNE, MONSTER, HERO