

# MABRAS

## Master Sorcerer of The Purge

Mabras has had a long and storied past. It is unknown which Space Marine Chapter he fell from, but since that day, Mabras has worked for no less than seven different Chaos Marine Warbands. A few of these associations were little more than short-term mercenary stints. More lengthy associations include several decades working under the tutelage of Fabius Bile where Mabras was both assistant and subject to Fabius' experiments; over a century with the Deathguard, eventually ending up within Typhus' renegade band on the *Terminus Est*; and several decades associated with The Apostles of Contagion learning the secrets of necromancy from Necrosius. Currently, Mabras is part of The Purge warband (a subset of the Deathguard), where he is the warband's Master Sorcerer and primary counsel to its leader.

	<u>Cost</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
Mabras, Master Sorcerer	385	5	5	4	4(5)	3	5	3	10	2+/5+

### Wargear

- Daemonic Armor\*
- Force Weapon
- Bolt Pistol
- Frag Grenades
- Krak Grenades
- Blight Grenades
- Meltabombs
- Personal Icon

### Special Rules

- Unique
- Independent Character
- Master Sorcerer\*
- Fearless
- 5+ Invulnerable
- Feel No Pain
- Mark of Nurgle
- Poison Attacks\*
- The Purgatis Contagion\*

### Psychic Powers

- Breath of Nurgle\*
- Warptime

### Daemonic Armor

Mabras' ancient armor is magically sealed and ensorcelled against all manner of attacks. He has a 2+ armor save and a 5+ invulnerable save.

### Master Sorcerer

Mabras may use two psychic powers per turn, although he may not use the same psychic power twice in a single turn.

### Poison Attacks

Mabras is infested with all manner of contagions. All of Mabras' attacks (shooting, close combat, and psychic) are poisoned and wound on a 3+.

### The Purgatis Contagion

Mabras carries two canisters into battle that are filled with putrid agents. When combined, the concoction becomes a vapor so virulent, that only those special to Father Nurgle are spared from its ravages. Once per battle, Mabras may expend his vile concoction during the shooting phase instead of shooting a weapon; this attack is centered on Mabras.

Range: 0" STR: 1 AP: 3 Type: Assault 1, 10" Blast (No Scatter), Poison (3+), One-time use, Models with a Mark of Nurgle and all Vehicle models are Immune.

### Breath of Nurgle

The Breath of Nurgle is a psychic shooting attack that Mabras may make in the shooting phase instead of firing a weapon. The attack uses the flamer template, and models touched by the template suffer a wound on a 3+ with no armor or cover saves allowed.