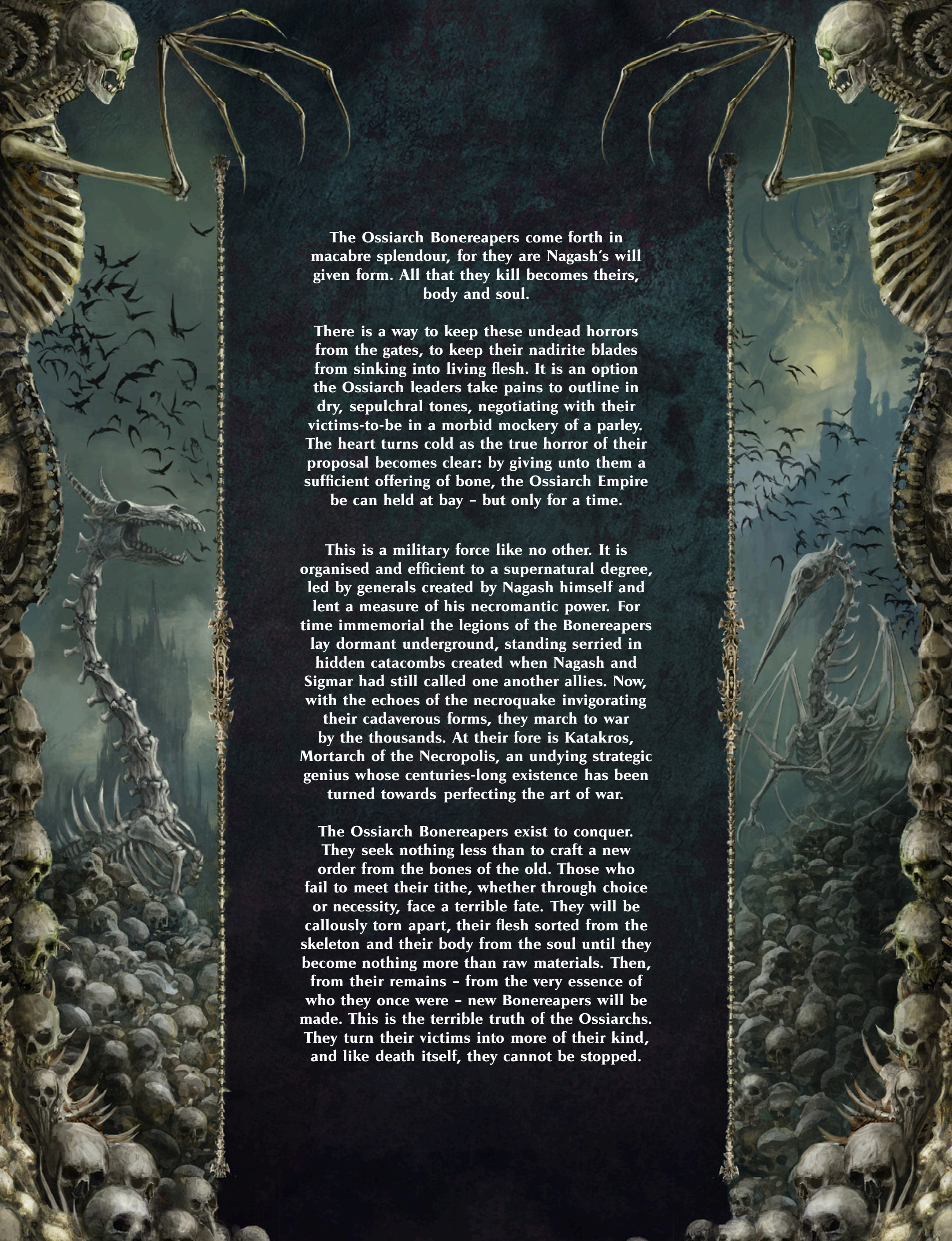


WARHAMMER AGE OF SIGMAR



DEATH BATTLETOME

OSSIARCH BONEREAPERS



The Ossiarch Bonereapers come forth in macabre splendour, for they are Nagash's will given form. All that they kill becomes theirs, body and soul.

There is a way to keep these undead horrors from the gates, to keep their nadirite blades from sinking into living flesh. It is an option the Ossiarch leaders take pains to outline in dry, sepulchral tones, negotiating with their victims-to-be in a morbid mockery of a parley. The heart turns cold as the true horror of their proposal becomes clear: by giving unto them a sufficient offering of bone, the Ossiarch Empire be can held at bay - but only for a time.

This is a military force like no other. It is organised and efficient to a supernatural degree, led by generals created by Nagash himself and lent a measure of his necromantic power. For time immemorial the legions of the Bonereapers lay dormant underground, standing serried in hidden catacombs created when Nagash and Sigmar had still called one another allies. Now, with the echoes of the necroquake invigorating their cadaverous forms, they march to war by the thousands. At their fore is Katakros, Mortarch of the Necropolis, an undying strategic genius whose centuries-long existence has been turned towards perfecting the art of war.

The Ossiarch Bonereapers exist to conquer. They seek nothing less than to craft a new order from the bones of the old. Those who fail to meet their tithe, whether through choice or necessity, face a terrible fate. They will be callously torn apart, their flesh sorted from the skeleton and their body from the soul until they become nothing more than raw materials. Then, from their remains - from the very essence of who they once were - new Bonereapers will be made. This is the terrible truth of the Ossiarchs. They turn their victims into more of their kind, and like death itself, they cannot be stopped.



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The Mortis Praetorians march from Gothizzar under the watchful eye of Katakros himself. They are the death of empires, and all must kneel before them or be claimed, body and soul.

REAPERS OF THE DEAD

The Ossiarch legions are an undead force like no other. Created to be autonomous, they are trusted to enact Nagash's will on a hundred war fronts at once. Their empire gathers war materiel from the cadavers of each battle, harvesting bone with which to create new warriors, build fortifications and begin the cycle of death over again.

Across the Mortal Realms there exist folk tales of undead soldiers who can speak, reason and even bargain. With the threat of ten thousand blades behind them these dead men exact tithes upon the populations of townships, cities and nations they come into contact with, though the currency they demand is no manner of coin, nor is it a more esoteric resource such as realmstone. It is the very bones of the living, harvested at the decree of the Mortarch Katakros.

The amount of bone demanded by the Ossiarch tithemasters is proportional to the size of the populace from which they require it, for they do not wish to exhaust their sources of supply. Hamlets and villages may have to deliver only a few chest-fulls of bone to ensure the Ossiarchs stay their blades for another season. Cities that are subject to the tithe will more likely be forced to deliver cartloads of bone or pre-emptively fill mass graves to be drawn from when the time of collection arrives.

No idle reason lies behind the taking of this tithe; rather it is necessity, for without bone from which to craft their forms the Ossiarch legions would falter and fail. Their Mortisan craftsmen do not use bone as most Necromancers might, simply imbuing it with unlife wherever it lies via the use of Shyishan energy, but instead process the material extensively, for though bone has a natural resonance with amethyst magic it can be brittle and porous. They mould the osseous remains through arcane means into sculpted new shapes that are harder, denser and more suited to war than their former incarnations. Their creations invariably retain a morbid appearance. After all, the masters of the Bonereapers have also passed beyond the grave, and the forms of the skeleton and the skull are as sacred to Nagash as the hammer and comet are to Sigmar.

The spirit that animates an Ossiarch Bonereaper is also manufactured, making its mind just as much an artificial creation of the Mortisan order as its body. Accordingly, the Ossiarchs take not only the bones of their vassals and enemies but also their souls. These souls are not simply translocated whole into a new physical form in order to provide it with motive power and will, but are rendered and blended with elements of others. This process results in the creation of an animus tailored specifically to the role of the construct within which it is to be interred.



The flask-like soul chamber devices used by the Mortisan order are creations of the Shyishan necromantic arts. Those that harbour captive spirits glow with a baleful light.

Via the strange necromantic alchemy of the Mortisans, an Ossiarch cavalry officer's spirit might be a refined mix of the brash confidence of a youthful bravo, the mental surety of a judge and the predatory instinct of a huntsman. Nagash and the other masters of the Ossiarch Empire do not see living creatures as entities to be valued and respected in their own right or even acknowledged; they merely perceive them as raw materials for the creation of their realm-spanning 'necrotopia'. When the Ossiarchs' demands for the bone-tithe are refused or ignored, their legions are despatched to annihilate the transgressors, a task they accomplish with supernatural military skill and a complete lack of empathy.

THE WILL OF THE OSSIARCHS

In battle the infantry of the Ossiarch Bonereapers march to war in highly ordered phalanxes, reforming and turning on their heels at each harsh shout from the officers in their midst. They fight not as unthinking automatons but as reasoning soldiers, for their masters know the value of skill and initiative as well as mindless obedience. Each cohort and regiment of Ossiarch Bonereapers has its own variation on the core fighting style of their empire's military. But, regardless of role, they each employ precise and methodical assaults that result in the interlocking parts of the wider army crushing the foe with grim inevitability. To witness the Ossiarch Bonereapers in battle is to behold a display of combined-arms warfare that inspires awe and terror in equal measure.

Because the rank and file of the Ossiarch legions can be trusted to do their masters' bidding in perpetuity and without question, they are allowed a sliver of independence – though just enough to ensure they comprehend the spirit of each command as well as the letter of the rule. In this way the masters of the Bonereapers can charge their cohorts with a long-term goal, such as taking a strategically important location, and then leave to pursue their own agendas. When they return to the same site years later, a proud and well-maintained necropolis of bone will have been erected where once there was only the devastation left by conquest. The lands close by will be likewise ordered, with expertly built roads finished with a veneer of bone leading along each geomantic line as per the dictates known as the Principia Necrotopia. Like as not, no living vertebrate will exist for leagues around, for they will have been pitilessly harvested for the creation of the darkly wondrous vision that is Nagash's necrotopia.

THE UNDYING COHORTS

To their enemies, the Ossiarch Bonereapers look and behave as if they are parts of some gestalt entity. In appearance their rank and file are near identical, and this fact combined with the unnerving synchrony of their strikes and battlefield manoeuvres means that subtler differences between them go largely unnoticed. Though their discipline and heraldry might suggest that they are civilised to a high degree, they are undead first and foremost and therefore abhorred by most living creatures as blasphemies against the natural order of things. They are surrounded by the lingering stink of the open grave, and the air shimmers around them with the intensity of stomach-churning Shyishan magic. Witchlights glimmer in their hollow eye sockets, and the clack and clatter of bone fills the air as they march forward with gruesome certainty.



The scrolls upon which the Bonereapers draw up their hellish contracts can dictate the fate of generations to come.

A single Ossiarch Bonereaper is a daunting foe, but in great numbers they become virtually unstoppable. Each regiment is an independent force that is able to adapt its formation and even fighting style at need. Such concerns as the will to fight or the basic desire for self-preservation have long been stripped from their being; they will battle on even after sustaining horrendous losses, and in the face of endless volleys of missile fire or storms of hostile magic. Should necessity dictate, a phalanx of Mortek Guard will grind itself to destruction

against a superior foe that they have no hope of laying low simply to pin them in place, or march purposefully into the firing arc of an artillery battery in order to waste their enemy's ammunition. Such wilful sacrifice frees up their masters to pursue vital objectives elsewhere, and is a critical component in the Ossiarchs' military strategy. It will be only a matter of time before the shattered constructs return, their lords reaping the bone-matter of fallen allies and slain foes alike, then using it to replenish their army's losses.

The fighting style of the Ossiarch Bonereapers is more akin to the instinctive technique of veterans who have fought together through several wars than the hollow, clockwork movements of most undead. Without prompting they form tight phalanxes when strength-in-depth is required,

disperse into skirmish formation when under heavy fire and lock shields when the enemy comes in hard. Then, when their opponents finally tire, each construct reacts accordingly, mercilessly exploiting the lapses of the foe as the enemy's battleline begins to buckle and their discipline wavers.

When perfect coordination is needed, however, the Ossiarch Bonereapers act as though they are one. At a command from their Hekatos leader, the constructs reform around their unit's standard-bearer with a precision that even the most well-drilled soldiers of the living would be hard-pressed to match. One might expect no less given that these are the foot soldiers of Nagash's new order – and the Great Necromancer has taken great pains to ensure they are never found wanting.

Lord Luthren of Bharrowhelm led his lance of cavalrymen over the hill, the banners of the Amethyst Princes fluttering above him. According to his mages, the thrice-cursed Ossian legions had Luthren's Dharraghast allies under siege, and Luthren had intended to break it, Nagash's will be damned. What he saw on the other side of the peak made his thoughts of glory turn to ashen darkness.

'Halt!' he cried, his mind boggling at the scene before him. 'Full halt!'

The remains of the Dharraghast Free Army, thousands of them, were spread across the open field. Amongst the carnage stalked bulky skeletal forms, close-ranked and methodical as they cut the armour and clothing from the corpses of the Dharraghast fallen.

To Luthren's horror, they didn't stop there. Black knives glinted in the gloom as they stripped flesh from bone with the ease of master butchers. They left behind them great streaks of gore, piles of glistening red flesh heaped near stacks of bloody bone. Amongst them were skull-faced giants, pacing through the carnage like overseers in some hellish factory. Luthren gagged as he saw some of the Dharraghasti's skeletal remains being taken up and refashioned, melded with strange magic into defensive structures, walls and statues.

The Ossian undead, thought Luthren. So the legends were real.

In the midst of the vile scene a small knot of bloodied Dharraghast soldiers fought on, surrounded by a closing noose of Bonereaper infantry. Even as Luthren watched, his allies made a last charge. The dead men closed ranks, and the Dharraghasti rebounded from their shieldwall, only to be punctured by stabbing spears.

Something twisted in Luthren's chest. 'Retreat, men,' he said, his tone as lifeless as the corpses in the valley below. 'We will not reach them in time. Word must be spread of this.'

There was a cry of dismay from the rear of his unit. He wheeled his horse around, fear thick in his throat, and felt his breath catch. Half a mile to the east a unit of cadaverous riders had peaked the ridge, stock still as if waiting for some signal. He looked west, and saw the same.

'Flee!' shouted Lord Luthren, spurring his horse hard. It was the last word he ever said.





These realms will be ours. They are but clay, waiting to be moulded into the deathly paradise of the necrotopia. The bones of the earth will be ours. The bones of the living – they too belong to us. They will be plucked from the flesh of the foolish, should they not be offered willingly. With these gifts, freely given or not, we shall fashion wonders.



THE TITHE OF BONES

Since their emergence in the Age of Sigmar, the Ossiarch Bonereapers have imposed a horrific toll upon those they have conquered, for without their grim harvest of bone to sustain them they would fall to attrition just as any mortal army. Yet so long as they have access to a steady supply of the material, they are nigh unstoppable.

Though Nagash intends to ultimately repeal sentence from all the creatures of the realms, he realises that efficiencies can be had from the measured distribution of free will in the meantime. Likewise, although the destruction of all mortals over a short span of time would yield a satisfying upsurge of deathly energies, in the long run it would provide a sub-optimal amount of materials with which Nagash could build his necrotopia. A farmer does not slay all his cattle at once for a single feast, for his fields would be emptied and he would soon go hungry. The slow and deliberate harvest will, over time, provide more sustenance than the mass slaughter. It was this realisation that led to the institution of the bone-tithe.

When an Ossiarch legion encounters a settlement of the living, they typically do not attack immediately.

Rather they wait in the distance arrayed in battle formation, spears and banners held high, the silent threat of their presence a potent weapon in itself. A delegation of Mortisans, usually led by a Liege-Kavalos to advise them on matters military, will then approach the beings whom they intend to tithe. They ask not for wealth nor fealty – only mortal remains, and in very precise measure.

So long as their victims can provide the offerings in a timely fashion, leaving the required materials at a designated site known as a Bone-tithe Nexus, the legion will not attack. Instead it will move on, seeking further opportunity. The delegation make their terms clear and exact. The Mortisans keep archive phylacteries containing the souls of those who share cultural similarities with their prospective

vassals, specifically to learn their customs and language when needed. As these imprisoned souls are often from an earlier era, it is common for a delegation to speak in a dialect that is intelligible but archaic to their recipients. Should such communication aids prove insufficient, the Ossiarchs always find a way to make themselves understood, even if it means killing one of the vassals then and there to use his soul as a translator.

Should the Ossiarch delegation be attacked by those they treat with, or should their tithe not be met, a terrible shriek of indignation will rip through the air. At this signal the greater Ossiarch legion will attack. They will not stop their assault until the entire settlement has been destroyed, their defences razed and their bone harvested in totality. Such are the consequences of defiance.



The remains of such rebels, shorn of bone and left as tattered rags of flesh, will be mounted on long spears and left to flutter and slap in the wind as a warning to any others who would deny the Ossiarchs their due.

In the end it matters not how the Bonereapers' tithe is met, provided they receive the skeletal remains they deem necessary to expand their empire. In the wilds of Shyish some townships practise a grim lottery; a proportion of their number are offered as sacrifices to the Ossiarch emissaries at the same time every year. Others give up those who have reached a certain age; in the Aqshian wastes some human tribes reason that to live four decades is long enough, and that those who survive into middle age must be slain prematurely so that a new generation may live on unharmed. Still more citizens each surrender a finger or toe as tithe, cutting the digit free and then cauterising the wound on a red-hot blade the night before the Ossiarch banners grow close, reasoning that it is better

to live with the mutilation than to die in a massacre and sacrifice themselves entire.



The Ossiarch Bonereapers have their own macabre forms of art. They see these as the glory of Nagash's necrotopia made manifest, but to the mortal races they are dark reflections of a culture obsessed with death.

THE TERMINUS CONCEPT

Even though the Ossiarch Bonereapers prefer to give their supplicants the chance to provide a constant supply of bone, both collector and vassal know that the arrangement can really only end one way. The Ossiarchs are the agents of this final state, fashioned by Nagash for precisely that purpose. They have

no interest in the cycle of life and renewal that typifies the beliefs of Alarielle's followers, and to some extent the creed of Nurgle's flock, perverse as it is. As pure beings of Shyish they crave only the end of all things, when life and freedom are rendered meaningless.

Ultimately, the Ossiarch Bonereapers see all living creatures as bricks and mortar for the creation of a great empire of death that will never falter, never sleep and never yield to the vagaries of entropy no matter what may assail it. They are the nadir of existence, the blade that cuts the cord, the rattling sigh of the final breath; in this they are the true inheritors of the Realm of Endings. However, the Ossiarchs are not entirely without emotion, nor are they devoid of human failings. For despite all his drive and godly power, even Nagash was once a living, breathing man. He can never fully escape the foibles and drives of the humanity he believes he has left behind; in truth, he is ruled by hatred as much as cold ambition.

Lendan Cutter took another swig of dead man's brandy from his tureen, still clinging to the hope he could find courage at the bottom. He forced some confidence into his walk as he led his guards and the rest of the parley group to the township's limits, but he didn't feel it. The dead men up ahead, those that Katalia simply called reapers, weren't proper spectres, neither were they grave-yield. The elders said these ones had been sculpted, fashioned of bone, magic and hatred to wage war upon the living. Unless you gave into their damned tithe, that is.

The high-crested revenant at the fore of their delegation spoke, his voice like rustling leaves. 'Is the tithe complete?'

'It is,' said Lendan, fighting the urge to swallow despite the fact his mouth was as dry as the Baneland Desert. He cast a furtive glance towards the nearby copse, then the riverbank. 'You'll find it all present and correct.' He waved the latest batch of chattelwagons forward, the malnourished cattle that drew them stumbling and walking as if in a daze. 'Please take it, Lords of Shyish, and go.'

The revenant stared at him with empty sockets, saying nothing. From the delegation behind it, one of its soldiers marched up to the chattelwagon and threw back the tarpaulin, exposing heaps of bone. Some of it was so fresh it was still slick with blood. It made Lendan's stomach churn just to think of it. He prayed to Sigmar under his breath. Please let this work...

The soldier took up a handful of bones as if they were no more than firewood and brought them to the revenant lord. The lord took them delicately, examined them one by one, and handed them back.

'Thine offering is found wanting,' came that awful, rustling voice. 'These are porcine. They are not tithe.'

'Some of them, maybe,' stammered Lendan, 'if that's a problem we can—'

The skull-faced being gave a terrible scream, and a blast of cerulean magic roared from its mouth towards him. He dived on instinct, the blast hitting the shield of one of his guards to splash out in an explosion that burned his legs and back. The pain was indescribable.

Out from Cutter's Forest came Lendan's scouts by the dozen, throwing off their leaf-litter cloaks to draw bows and loose their poisoned arrows. From the riverbank came Katalia's greatswords, plate armour drizzling water as they charged. It was as perfect a pincer manoeuvre as the Cutters had ever managed.

Then came the thunder of hooves, getting louder by the moment. Even as the Ossian delegation unsheathed their weapons and strode forward, a group of undead riders broke the horizon. The first rank of them slammed into the greatswords, bowling them over and trampling the nearest as their spears impaled those behind. Lendan looked in desperation to the copse, only to see towering four-headed creatures standing spattered in the blood of his scouts.

It was true, then. The reapers always had their tithe.

THE OSSIARCH NECROPOLISES

The Ossiarch Empire is dotted with keeps, fortresses and citadels made as much from human remains as they are from stone. The stench of death wafts from such places, and balefires glow in the eye sockets of vast, staring skulls. Truly they are morbid and forbidding, but to Nagash's chosen they are a glorious aspect of his growing necrotopia.

The fortifications and cities of the Ossiarch Bonereapers are built according to a set of designs contained in the Principia Necrotopia. These are flexible in places, with their blueprints allowing room for interpretation by the Mortisan order so that optimal results can be achieved according to the nature of the landscape. There are elements of the Ossiarchs' architectural principles that are strictly adhered to, however. Being a resource that the Ossiarchs can shape and harden at whim, bone is used skilfully, both to reinforce and to adorn. Because of their shared fundamental specifications, Ossiarch necropolises across the breadth of the realms bear a definite resemblance to one another. In the minds of their creators, this commonality of form serves not only to realise Nagash's vision of the necrotopia, but also facilitates efficiency in matters military.

When a new land ripe for tithe is colonised by the Ossiarch Bonereapers, the first features to be constructed will be formal tithe sites. These are places at which the Ossiarchs demand a subjugated people meet them at a specified time to hand over their payment, or, if prior agreement has been made, leave the offering of bone for collection. Presided over by imposing obelisks or statues, the tithe sites are protected by magical auras that keep scavengers, vermin and even flora and fungi from taking the osseous bounty for themselves.

The next features to be created will be small fortifications that claim defensible areas of terrain. As the Ossiarchs take their tithe year by year, these form the keeps of a larger fortress. The Mortisan workshops are next to be created, the stepped structures extending as much below ground as above. They are sometimes

dotted with pyramid-capped braziers in which the energies of captive souls can be held indefinitely, and which act as repositories for this crucial ingredient of the order's craft.

More buildings are raised as the Ossiarch conquests continue, each new cartload of bone or Gothizzar Harvester that is filled to capacity adding its load to the greater endeavour. Strongholds and forges are erected that, over time, grow to incorporate weapons foundries, storage sepulchres and alchemist laboratories for the creation of further war assets. When curtain walls and gatehouses are completed that take maximum advantage of the surrounding terrain, the necropolis will cease to be built outwards and begin to climb upwards. The oldest complexes have spires and towers that claw at the sky, as forbidding as any stronghold outside Nagashizzar itself.



The lands taken as prime territory by the Ossiarchs are soon dominated by forbidding necropolises of bone.

Vast statues, skull-faced and glowing from within, guard the threshold, crowned in the manner of the Mortarchs and emanating waves of necromantic energy that cast all around them in a wan light. For all their terrifying appearance, these places are centres of culture and learning in the empire of the dead. The largest of these necropolises usually have a permanent garrison and extensive laboratories for the Mortisan order. Libraries exist in each major necropolis, their endless shelves filled with fastidiously organised scrolls wound around femurs, kept next to carefully calligraphed tomes whose leaves are made of human skin. These libraries are tended to by stork-like creatures of fluted bone known as bibliopomps; flying on bone-feathered wings to the relevant shelves, they pluck out scrolls or grimoires in their proboscis-like beaks and bear them down to the Ossiarch scholars who requested them. Collectively in these extensive libraries there exist treatises on nearly every people and beast of the Mortal Realms. In this way, when their negotiations ultimately turn sour, the leaders of the Ossiarchs can research the best way to slay any that choose to rebel against their rule.

The wider vectors of invasion that spread out from each necropolis are also bone-wrought according to a carefully delineated set of parameters. Roads of bone spread out across the wastelands, their surfaces hard as rock yet pliable enough to ride out the shifting of the lands, for they incorporate deliberate networks of cracks that echo the fissure lines of human skulls. These highways follow geomantic lines of power that Nagash has outlined to his Mortarchs; their invasion plans stick closely to the hidden lines of energy that thrum invisibly across the Eight Realms, empowering the works of the Mortisan order and lending surety to the marching legions of undead that patrol them. Where they reach the coast these roads will terminate in a small citadel or fortress, a waypoint at which the Ossiarchs can redress their ranks and take ship for the next stage of their journey.

The Ossiarch Empire can muster a significant navy, each ship grown from processed bone-matter just as it is with the artillery pieces and fortresses that serve their wider war machine. Yet to enable the empire to function at maximum efficiency, the Boneshapers have developed the art of crafting wide structures of osseous matter that float, porous as they are, in the oceans between each of the Prime Innerlands. These form giant pontoons, grown one by one and linked through the magic of the Mortisans, that are assembled much in the manner of the vertebrae of a spine. When they reach another underworld, they are bound with great ritual to become permanent fixtures of the Ossiarch Empire, crossing-points that allow whole legions to simply walk from one underworld to another.



The society of the Ossiarch Empire makes great use of beast-bone. Their animalistic servants are not resurrected corpses, but strange creations of necromantic magic fashioned for specific roles.

The lashing of wind, rain and tide that accompanies traversal of these oversea bridges is as nothing to the Ossiarchs; in extremis their Mortisans simply meld the bone of their cohorts' feet to that of the pontoons with pulses of magic and wait for the storm to pass. By taking the bones of sea creatures from the vast rib-like structures they fashion upon nearby coastlines, and using them in conjunction with the tithe supplied by the subjugated nations inland, the Bonereapers are never short of raw material. They consider the fashioning of such wonders no more remarkable than a mason would the creation of a simple wall.

SOUL-LINKED SPELLS

The apex of Mortisan magic is of course the creation of the Ossiarch legions themselves. However, the energies of amethyst magic can be gathered in any location by one skilled in its use, for death occurs in every Mortal Realm. Shields of shimmering purple force can turn aside arrows and blades, whilst bolts of dark energy flash from empty eye sockets to burn foes in purple-black fire where they stand. But it is the casting of soul-linked spells that is the most lethal of all the Mortisans' sorcerous skills.

Soul-linked spells are large manifestations of death magic similar in nature to the endless spells which first appeared during the Arcanum Optimar. Unlike the conjurations of lesser mages that were given power by the aetheric aftershocks of the necroquake – often so wild they can even turn upon those who cast them – soul-linked spells are tethered to the will of the caster. With a single incantation, arcane entities known as Nightmare Predators loom from nowhere to lacerate and destroy, flensing flesh from bone with long, dexterous claws to make the repurposing of their victims' bones all the easier. Four-headed apparitions known as Bone-tithe Shriekers hunt down those who would attempt to escape from the Ossiarch legions, hovering above the hiding places of the cowardly and the treasonous whilst screaming out their location. Should a particular victim be sought, the Mortisans will conjure Soulstealer Carrion, incarnations of amethyst magic that take the form of massive bone-winged prey-birds that can rip a mortal's soul from their body in a single swooping pass. Truly there is no feat of death magic that is beyond the spellcasters of the Ossiarch Bonereapers.

THE DREAD WORKS OF NAGASH

Nagash is the Great Necromancer, a jealous and bitter god of undeath who seeks to rule the Mortal Realms. He commands all things that have risen from the grave, from the lowest shambling corpse to the mightiest vampire lord. Yet it is those undead warriors he has fashioned with his own hand he values the most.

For aeons beyond reckoning Nagash has haunted the realms, plotting the elimination of life and the expansion of his undead kingdom. In that time, countless heroes and gods have sought to strike him down, but Nagash has achieved mastery over death. On those few occasions when he has been laid low by blade or spell, he has always returned, for his will is unbreakable and his resolve limitless.

In conjunction with his magical power, it is this eternal patience that is perhaps Nagash's greatest strength. Where his fellow gods indulge their futile passions, the Great Necromancer weathers the ages, sowing the seeds of plots that may not achieve fruition for millennia; the creation of the Ossiarch Bonereapers was once such endeavour, the construction of the Great Black Pyramid another. Such a span of years is nothing for one who is immortal. As the endless wars of the Eight Realms grind on, the ranks of the unliving will swell until they can trample all beneath their tireless tread. Come that day, Nagash will rule over an empire of Death, a world free from daemoniac corruption and pitiable mortal weakness. In the wake of the necroquake, the Great Necromancer's horrifying vision is closer than ever to completion. For it is not only the grave-risen that dance to his tune, but also the unquiet spirits of the Nighthaunt, the hungering cannibals of the Flesh-eater Courts, and the merciless legions of the Ossiarch Bonereapers.

SHYISH RESURGENT

Throughout the long years of the Realmgate Wars, Nagash bided his time. While his enemies expended their fury upon one another, the Great Necromancer laid the groundwork for a spell of unimaginable complexity, designed to ensure his dominance over all creation. Too late, the leaders of

the mortal races were alerted to the power that was swelling in Shyish. In a deranged act that only a being of immortal patience could have achieved, Nagash assembled the mind-bending structure known as the Great Black Pyramid, which formed the crux of an impossibly intricate ritual designed to invert the energies of the Realm of Death. As the arcane forces of the realm began to shift from the edges to the centre, forming a spiralling vortex known as the Shyish Nadir, a wave of amethyst magic crashed across all of reality. Great hosts of spirits and immense armies of shambling Deadwalkers were raised in the cataclysm's wake, and soon the forces of undeath were rampaging in unprecedented numbers across each of the Eight Realms. The conflicts that followed this necroquake were known collectively as the Soul Wars. The God-King Sigmar found his nascent empire assailed on all fronts, and was forced to ally with the mysterious Idoneth Deepkin and the warrior cults of the Khainite aelves in order to fend off the relentless assault.



Many blades used by the Ossiarch legions are made from nadirite, an alchemically treated metal that can drain an enemy's soul.

Though the Great Necromancer's offensive was ferocious, it was not enough to eradicate the armies of the living. Soon, the forces of mortalkind began to strike back, to retake lands that had fallen to

the undead advance. Of course, the Great Necromancer had prepared for this eventuality. The instinctive malice of the spectral dead, combined with the sheer scale of their vast processions, made them ideal weapons of psychological torment, but they were only the first wave in Nagash's war of conquest. Long ago, during the Age of Myth, even as he had feigned allegiance to the God-King, he had begun the construction of a grand army of immortal, utterly loyal soul-constructs. Nagash had named these elite warriors his Ossiarch Bonereapers, and intended them to be the iron fist that would crush all who opposed him.

AN ARMY OF CONQUEST

The armies of the Ossiarch Bonereapers had lain unnoticed in the deep places of the earth throughout the Age of Chaos and the momentous events of the Realmgate Wars, concealed in mausoleum-cities and necropolises of astonishing scale and grandeur, such as the Heliocarnum in Aqshy, and the Ebon Citadel in Ossia. While construction continued upon the Great Black Pyramid of Nagashizzar, Nagash laboured away upon his elite legions.

Each warrior and engine of war was formed purely for the task of conquest, shaped from necromantically reinforced bone and armed with weapons infused with soul-tearing energies. But their greatest power came from the crystals of vitrified grave-sand embedded their ossified forms. Each of these soultrap gems contained a host of fragmented souls, the spirits of great warriors broken up so that the valuable parts could be reused and the rest discarded. Valour, skill and knowledge were preserved, for Nagash desired only ruthless combat prowess and complete loyalty from his Bonereapers. All else was callously disposed of, including

the emotions and memories that soul had once possessed. Only by shattering this gem could such a warrior be destroyed; a task easier said than done, for the stones were wrought by the most powerful necromantic magic.

As capable as his Mortarch generals were, the Great Necromancer lacked a strategic mastermind to co-ordinate his military campaigns and make the greatest use of these new and deadly warriors. Arkhan the Black's arcane expertise was too vital to Nagash's sorcerous designs. The vampiric Mortarchs, Queen Neferata and Mannfred von Carstein, were fine strategists, but too engrossed in their own webs of intrigue to be trustworthy. Nagash required a commander of singular purpose and total loyalty, one who possessed no ambition beyond the domination of his enemies. The only being that had ever earned Nagash's favour in such regard had been destroyed centuries ago at Sigmar's hand. Or so it was thought.

THE STORMVAULTS

Unbeknownst to even Arkhan's watchful disciples, agents of Chaos had corrupted Nagash's grand spell, causing the necroquake to destabilise the very foundations of magic across reality. Enchantments and illusions that had concealed the great mysteries of the realms for centuries were torn apart, revealing long forgotten secrets. Foremost amongst these were the Stormvaults, repositories established by the God-King during the Age of Myth. These were built to contain things far too powerful and dangerous to be allowed to endanger the Mortal Realms – magical creatures of godlike might, devices and artefacts either too powerful or too valuable for Sigmar to destroy.

The Penumbral Engines that had shrouded these hidden vaults were overloaded by the magical onslaught of the necroquake. Suddenly, every dark secret the God-King had sought to conceal was exposed. To Nagash, the revelation of the Stormvaults was further proof of Sigmar's duplicity. His fury was

exacerbated when he sensed a familiar presence beneath the city of Lethis, one of the God-King's major strongholds in the Realm of Death. There was hidden the lingering spirit of Katakros, Mortarch of the Necropolis, the greatest and most feared battlefield commander to ever bstride the realms. Katakros had been a prodigy of war even in his mortal life, a strategic genius born to command. So obsessed was he with the mastery of warfare that when Nagash offered him the gift of immortality, he gladly accepted. In death he became the Great Necromancer's most feared general, and the first of the Ossiarch Bonereapers. The Mortarch was thought to have been destroyed by vengeful Sigmar when Nagash refused to come to his aid against the armies of Chaos. In fact, the

God-King had imprisoned the Mortarch in the Midnight Tomb, a Stormvault that lay below Lethis.

Upon learning this, Nagash sent forth Lady Olynder, the spectral Mortarch of Grief, to break open Lethis and recover his servant. Though the Sacrosanct Chambers of the Anvils of the Heldenhammer led a spirited defence that saved the free city, they were unable to prevent Lady Olynder from cracking open the Midnight Tomb and releasing the raging soul of Katakros. Leaving a trail of devastation in his wake, the Mortarch of the Necropolis broke free of Lethis and returned to the court of his master. There, Nagash gave him command of the Ossiarch Bonereapers so that he might be revenged upon those who had humiliated him.



Such is the magnitude of Nagash's power over Shyish that all things, be they living or dead, will one day be drawn into the hellish depths of Nagashizzar.

RISE OF A MORTARCH

During the Age of Myth, the seeds of the Ossiarch Empire were planted by an intense young warrior known as Orpheon Katakros. That driven individual was to become a dark-souled demigod, much as his master Nagash had before him. Under his cruel dominion, the Innerlands of Shyish were remade as a tyrannical land of undeath.

As a young man in the Ghurish free cities of Fleizch, Katakros was not well liked. So driven was he by the pursuit of personal excellence that he spurned recreation as weakness. After enlisting in the Fleizch Echelon he found his true calling in the arts of tactics and strategy. Convinced he had been born to conquer, he rose to power purely so he could impose his convictions on every land, people and creed.

Swiftly rising through the ranks of the Fleizch military, Katakros had a natural confidence about him that many took as arrogance. And perhaps they were right to. Notions such as compassion and mercy were all but alien concepts to him, indulgences that led him from the true path of his ascension. In training-duels his perspicacity saw him analyse, wear down and defeat all those who challenged him. At night he pored over atlases and bestiaries of the native megafauna of Fleizch. He studied ancient texts of war, drinking in every iota of knowledge, and wrote many of his own texts by the light of long-burning oxentallow lamps of his own devising. Katakros valued such knowledge above all other learnings – not because it had been won with the blood of his fellow Fleizchians, but because it could further his rise to supremacy. Each barbarian tribe he defeated and monster he drove to its death was simply another vindication of his chosen path.

Katakros brought his lethal talent for tactics to bear when leading the Fleizchian Elite against the beastmen that haunted the outskirts of the region where he was stationed. The Allherd of the Gharrack Coast outnumbered his forces many times over, but in judging the winds by reading the flight patterns of prey-birds and then using fire-flask catapults to spread wildfires through the forest, he burned the creatures out of their lairs and onto his army's

blades. Seeking to capitalise on this success, he led a chariot charge intended to run down the foe as they fled the treeline, but his men failed to keep up with his advance. Before he knew it, Katakros found himself fighting alone against a Ghorgon. He was thrown from his chariot and then scooped up by one of the beast's massive hands. Although he pierced the beast's heart with his blade, the creature fought on, bloody froth spilling from its lips as it tore Katakros limb from limb.

TWIN UNDERWORLDS

Some time after his death, Katakros' spectre awoke in the boneyards of Ossia. A Shyishan domain of order and purity, it was populated by Fleizchians who believed in hard work and dignity at all times. The graves of those buried in Fleizch were mirrored in Ossia, and through these sites the living from those Ghurish domains could commune with the dead in the underworld without coming to harm. Through the constant vigilance and maintenance of Fleizch's dead, the sanctity of Ossia was preserved and its inhabitants knew a quiet contentment. The people there understood that death was not to be feared, and in this they found joy.

The underworld to the north of Ossia, known as Necros, was the final destination of Fleizchians who believed their worldly efforts would be rewarded with an afterlife of luxury. They found, to their delight, that Necros catered to their every whim. Where the Ossians to the south worked tirelessly even in death, the Necrosans ate grapes and olives in the warm Shyishan twilight, singing happily and drinking sweetblack.

Even as a spectre, Katakros felt the inequities between these two underworlds grating upon him, and soon felt the need to fight once more.

He was swift to join the military force known as the Ossian Echelon under the command of the Graven Tutors, deceased generals that believed above all else in the virtue of hard labour. Even though they drilled their troops with merciless intensity, these tutors recognised something repellent inside Katakros, some void in his soul – a lack of humanity that he filled with the fanatical pursuit of excellence. They found it disturbing, for it reminded them of hated Nagash.

Katakros' skill in combat saw him win great honour in the ritual duels that determined the hierarchy of the Ossian military. Ultimately, though, his true interests lay in the perfection of conflict. Always he thought of warfare and how to perfect it. Yet he did not revel in it, nor feel the guilty thrill of obsession. Instead Katakros pursued the science of war with a passionless logic. As he rose from sergeant to captain to general in the Ossian military, Katakros' flair for martial theory became ever clearer. He proved able to take on any foe in any terrain and bring them to destruction.

Rising finally to the rank of High General, Katakros devised the formations known as the Ossian Shield, the Aegis Immortal and the Katakrosian Deathglaive, ensuring a mix of highly specialised and more flexible forces. Always commanding whilst surrounded by an entourage of aides and bodyguards, Katakros ensured his attention on the battle at large was not distracted. He trusted his seconds, knowing their capabilities as well as he knew his own blade, for if they failed him – or worse still, crossed him – they would be punished severely, and inventively at that. All knew that Katakros had no mercy, but at least his callousness was a known quantity. With Katakros in command, the Ossian Echelon never once ceded victory to the perils of Shyish.

THE WRATH OF GODS

Freed by Sigmar in the Age of Myth from his incarceration, the Great Necromancer had claimed all Shyish as his sovereign territory, and had begun to consume it. Though the inhabitants of Ossia and Necros worshipped no god, Nagash sought to subsume both regions into his empire, for they were not too distant from the heart of the realm, where Nagashizzar cast its shadow across the lands. He sent in his numberless hosts. For a time, Ossia's expert military held them back. It was painfully obvious that Necros would not be able to do the same, however, for it had no army, devoted as its people were to the enjoyment of their paradise. Katakros gave the order that Necros be annexed for the good of all, forming a single geopolitical region from two very different afterlives as his forces occupied its lands and raised defences. So long did the Ossian Echelon hold out, so many thousands of undead did they slay, that they came to the notice of Nagash. On that day, the doom of Ossia was sealed.

As soon as he realised that there could be no victory against the Supreme Lord of the Undead, Katakros' mind was set. Passing in great ceremony through the gates of Nagashizzar, he approached the Great Necromancer with a proposal. It speaks volumes about Katakros' reputation and skill that Nagash not only listened to him, but also accepted the bargain. In exchange for eternal servitude, Katakros would lead Nagash's foremost armies until all the realms were consumed by death. Katakros' spectre was led into the black fires of Nagashizzar, there to be remade as a towering, statuesque terror before being given rulership over the most elite armies of undeath ever created.

The centuries that followed saw Nagash devise and create the Ossiarch Bonereapers, secreting them beneath the cities of the Mortal Realms. Katakros, meanwhile, consolidated his position as newly anointed Mortarch by conquering a dozen of the underworlds of Shyish in Nagash's name.

It was the God-King Sigmar that was to prove Katakros' undoing. Sigmar, expecting Nagash to honour their alliance when Archaon assailed the Mortal Realms, was incensed to find the Great Necromancer had focused his efforts only on defending Shyish. The God-King carved a path of destruction through the Realm of Death. Katakros met him on the field of battle, despite knowing that even he could not hope to defeat a god – yet it was his master's will, and so it would be done. Sigmar's raw fury saw him smash through Katakros' artful envelopments until he stood before the Mortarch in person. The resultant duel was intense, but Sigmar in his rage was unstoppable. Yet even Ghal Maraz could not destroy Katakros entirely. So it was that Sigmar sealed the Mortarch within a great Stormvault near Lake Lethis. Katakros languished there, trapped in the agony of defeat. Centuries later, at the dawn of the Arcanum Optimar, he was to be set free by his fellow Mortarch Lady Olynder to take command of the Ossiarch Bonereaper legions.



As the Mortarch Lady Olynder clashed with the Celestant-Prime, the monstrous spiritual essence of Orpheon Katakros finally breached its centuries-long confinement in the Midnight Tomb. So began a new reign of terror for Shyish.

OF BONE AND SOUL

The revenge of the Ossiarch legions was slow in coming, for they had been dormant for centuries. But with each new conquest it gathered pace, as a stone hurled from the top of a mountain gathers its fellows to become an unstoppable landslide. The Mortal Realms would soon be shaken by the footfalls of a new army on the march.

After being freed by Lady Olynder from the Midnight Tomb of Lake Lethis, Katakros' spirit raged across Shyish. It howled from Stygxx back to Nagashizzar, a blistering force of anger and injured pride so strong it left the devastation of a raging cyclone in its wake. Down into the depths of the Shyish Nadir it went, screaming all the while. When it reached the abyssal depths of Nagashizzar it howled around the spires and citadels until Nagash himself returned to the blackness and silt of that realm. He took the essence of Katakros and remade it, taking care to keep every nuance of hatred for Sigmar intact, including the knowledge of the God-King's war form, right down to each arc of the hammer swings that had seen Katakros' former incarnation undone. In a dark mirror of Sigmar's own reforging process Katakros was born anew, invested with every iota of artifice Nagash could muster. The glaive Inda-Khaat and the Shield Immortis were given to the shining avatar of undeath by the Nighthaunt handmaidens of Olynder herself. His raiment of war was enchanted by Arkhan the Black in a ceremony of guardianship, and as Nagash intoned the sixth hexagrammatical rite from the Liber Necros, Katakros stepped whole from the laboratories of Nagashizzar once more. Taking his throne amidst solemn fanfare he was welcomed by his old title 'the Undefeated' by the Mortisan order, for they had long awaited his return, and wished more than ever to be in his favour. Being as his current incarnation had indeed been spared the ignominy of defeat, Katakros did not see it necessary to correct them. Internally, he vowed to earn the epithet across the aeons, for he had tasted quite enough of physical death to last a dozen lifetimes.

With the Katakrosian legions unearthed from their secret catacombs and marching en masse at his command, the Mortarch of

the Necropolis was swift to make an impact across Shyish and beyond. In the Stormcast Eternals he saw a new challenge, one against whom he was keen to test his mettle, for a strike against them would be a strike against Sigmar. In learning all he could of this new foe, he discovered that the Anvils of the Heldenhammer boasted some rivals familiar to him – not from the current age, but from the Age of Myth. Those Shyishan warlords had been given new life, an immortality of a sort, by the God-King's hand. Katakros took direct command of the legion he considered foremost amongst the Ossiarch ranks – the Mortis Praetorians – and marched out from the Shyish Nadir via the Nihilaus Realmgate. Guided by his Aviarch Spymaster, he tracked down the warrior chamber of Thranus Greygaunt even as they sought to banish the Nighthaunt armies plaguing the city of Sendport.

The Stormcast Eternals fought bravely, but against Katakros' merciless cunning, even the famously battle-wise Anvils were found wanting. Pushed back to the shores of the raging Daxamatic River, the Greygaunts were trapped and put to the sword, departing back to Azyr in flashes of celestial light until there were none left save Lord-Celestant Thranus himself. This one the Mortarch deigned to duel in person, disarming him first of his hammer, then his sword, before despatching him back to Sigmar with the name of Katakros on his lips.

The next to feel Katakros' wrath was the Molten Horde of Hagra Four-Eye, an alliance of Chaos-worshipping tribes and infernal duardin that had taken nearby Praetoris. The Mortarch of the Necropolis had planned out his routes of attack across the entirety of the old Ossian Empire, for to him it was a point of pride that the swathe

of underworlds he once defended against Chaos be conquered first. He summoned the nomadic forces of the Petrifex Elite, those stone-hard monstrosities who had been led only by the Mortisan order on their eternal quest for petrified bone. Though they were slow in coming, they heeded the messages sent by the Mortarch's messenger birds, and fashioned vast bone pontoons as per Katakros' request to cross Dead Man's Blight and reach the northern promontory of Praetoris.

In the meantime Katakros had conquered his way up the Necrarch Coast, sending his Arch-Kavalos Zandtos to take the opposite side of the continent from Nerozzar in the south via Grandioza to the Ghodrine Peaks. In taking the coastal regions, the Mortarch had cut off any route of reinforcement from Hagra's infamous raiding fleets, many of which were harrying the underworlds of Morthaven and Splint at that time. Hagra himself had joined the Khorne-worshipping invaders of Hallost in an attempt to win an alliance through brute force, but in leaving his main recruiting grounds in Praetoris without his leadership, he had taken a gamble that Katakros was soon to exploit.

The Ossiarch Bonereapers made a methodical advance across Praetoris, taking back lands that Katakros saw as his by right. With each new conquest he harvested a new bounty of human remains; the Chaos-worshipping armies of the plains are strong of limb, and make for excellent raw materials. So disparate and disorganised were the barbarian hosts that by the time they mustered a significant defence under Hagra's Beastlord lieutenant, Garha the Horned, they were surrounded on three sides. When the Petrifex Elite arrived from the north, their fate was sealed. The Battle of Lake Elverin saw the Ossiarch forces close in a grand manoeuvre that cut apart tens

of thousands of Chaos-worshipping savages, culminating with Katakros decapitating Garha and impaling his foe's horned head on the front of his own chariot.

On the Plains of Flesh and Blood in nearby Hallost, Hagra Four-Eye himself found his armies ground to nothing. Vokmortian's host, bolstered by an influx of bone from fallen ogors of the Tarkan Warglutt, was well used to open war against a barbaric foe. Hagra, with his armoured tribesmen pinned in a war of attrition against an endless host of Mortek Guard, found his flanks collapsed by serial charges of Kavalos Deathriders and Morghast Harbingers that eventually sent his armies into rout. With nowhere to hide on the broad Hallost plains, they were ridden down.

In Anadiria the Chaos-worshipping duardin of the Strangler's Peaks met their match against the Mortisan adepts of the Null Myriad. The Mortek Guard occupied the main body of the duardin on the Fractured

Plains, their legion's innate resistance to magic meaning the conjured lava of the duardin washed off them as if it were no more than seawater. The duardin looked to their supporting artillery emplacements in the Strangler's Peaks, but those were already being attacked from above by freshly-created Necropolis Stalkers. The looming constructs had been fashioned for just that duty by several Mortisan Tridents that had infiltrated the mountain passes a few days earlier. The Mortisans had sent their Gothizzar Harvesters into the eyries of several Ghodrine Rocs, raided their bone-strewn lairs, and created an army of Stalkers centred around three Morghast Harbingers. The resultant constructs were still faintly aglow with the energies of their creation when they slashed apart the duardin artillery crews and climbed inside the corridors of the mountain to slaughter the unwitting duardin clansmen inside.

In Equus Main the Stalliarch Lords burst from the serried barrows of the Harshspurs and rode hard to the

Brass Monoliths, the suddenness of their assault lending them a critical advantage against the Khorne worshippers who dwelt there. With the supporting fire of Mortek Crawlers spreading deathly flames amongst the brazen monuments and driving their enemies into the open, it was only a matter of time before the Kavaloi had their foes on the run. Those who sought safety within the Dreadholds of that region won themselves a brief respite until a legion of Crematorians crossed the Mausol Sound via vertebral bridges, waging a pitiless war of attrition against the Chaos citadels that saw them razed to the ground with punishing balefire.

And so it went, until every land that had once been part of the Ossiarich Empire was reconquered. Katakros had regained his power base, and with it his pride. More than that, he had at his disposal the bones of a hundred thousand corpses to fuel his empire's further expansion. The stage was set for a conquest that would span the ages.



AN EMPIRE BEYOND DEATH

The Ossiarch Bonereapers were originally sequestered amongst the cities of the first people to settle the Mortal Realms. They are Nagash's foremost warhost in his necrotopia, though only when Katakros became Nagash's principal lieutenant did they march en masse into the realms and change their history forever.

● AGE OF MYTH ●

THE COMING OF NAGASH

Freed by Sigmar from incarceration, the Great Necromancer claims Shyish as his sovereign domain. He devises a plan of dizzying scale set to span millennia, but Nagash is not one to shy away from ambition, and is utterly convinced that the Realm of Death is his by right. The Great Necromancer puts in motion plans to conquer every underworld, be it hellish or paradisiacal. As he does so, he will consume every rival death god that presides over the afterlives of the faithful, becoming the sole ruler of Shyish.

THE AZYRITE CITIES

The alliance between Sigmar and Nagash sees hundreds of cities built across the Mortal Realms, some of truly spectacular scale. They are completed in an impressively short time frame due to the combined expertise of man, duardin and aelf, backed up by tireless legions of skeletons that work ceaselessly through the night whilst their mortal equivalents seek their rest. Unbeknownst to Sigmar and his civic leaders, these undead build beneath the ground as well as above it, carving out catacombs in those forsaken areas that would prove deadly to the living.

UNLIFE IN THE DARK

Working in absolute darkness and saturated with deathly energy, Nagash creates the first Ossiarch Bonereapers within his citadels and laboratories. Though many of the senior necromancers he uses as his assistants perish in the process, the survivors are given new forms. Their souls are prised from their bodies, melded into composite spirits and divided once more, later to be installed into sculpted bodies of living bone. These unfortunates become the first of the Mortisan order, given the immortality they had always craved but possessing

no free will other than that which Nagash affords them. They begin the work that the Great Necromancer commands, a grand act of creation which sees a new race of undead grow from scatterings of stolen bone and lost souls to a military nation that will conquer worlds.



The arcane steles launched by Morteck Crawlers carry a potent revenge-curse – to be struck by one is to collapse into a pile of lifeless dust.

THE TRIBES OF SHYISH

The human subcultures that have thrived under Sigmar expand, sire new generations and expand again across the Mortal Realms. Shyish is no exception, with Sigmar settling scores of the most hospitable underworlds until the living make their homes alongside the dead. Some of these afterlives are only too pleased to welcome in the vibrancy and colour of the living to their stately and sombre underworlds, others see them as transgressors and usurpers. In Ossia, the spectral mortician-assassin Zandtos makes a solemn vow to see every single living interloper slain.

THE FALL OF KATAKROS

In the Ghurish republic of Fleizch, the war leader Orpheon Katakros concludes a mercilessly effective burn-and-slay campaign against the beastmen infesting a neighbouring

forest. Pitched from his chariot, he is killed amongst the fires of the campaign's final battle by a rampaging Ghorgon.

AS IN LIFE, IN DEATH

The spectre of Katakros finds his place in the Ossian military, rising through the ranks under the Graven Tutors to become the master of the Shyishan underworld's defences. He casts an acquisitive eye over Necros to the north, assessing its defences and finding them wanting, but stays his blade for now.

THE CONQUEST OF THE INNERLANDS

The scourge of Chaos casts its shadow upon the Prime Innerlands, the ring of territories that surrounds the balmy heart of Shyish. Katakros is more than ready for it. Across the cliffs and promontories of Hag's Claw, Katakros drives the ratmen infesting Cadavaris into the sea. His serial pincer attacks upon the northernmost mountains of Nightfire Spine see him batter the proud Darkoath tribes of that region until they are nothing more than slaves and broken chattel. All across the Prime Innerlands, his newly ordered Echelon wins victory after rousing victory. Katakros' name is spoken with reverence and awe in a score of underworlds from Satyr's End to Athanasia. Gradually, however, it becomes clear that Katakros is consolidating his position in each of the territories he has 'liberated,' and that he has annexed them on behalf of Ossia in all but name.

VICTORY, NO MATTER THE COST

A vast army of warrior tribes from Morthaven, Hallost and Cadavaris, forced into an alliance by the pitiless deconstruction of their independence as a result of Katakros' campaigns, descends on the outland holdings of the foundling Ossian Empire. At the time, Katakros is

absent, conquering his way through the horse tribes of Equis Main. Yet via the Aviarchs, a network of spymasters that use fast-flying birds to convey information from one commander to another, a message is sent winging toward him as soon as the Cadavaran Alliance's armies appear on the borders of Necros. Katakros sends back a scroll in return, ordering the Graven Tutors to put into practice that which they had taught for so many centuries. If they did not comply, it read, their bodies would be exhumed and their spirits banished or enslaved by Katakros' pet necromancers.

THE STUDENT BECOMES THE MASTER

The Graven Tutors go to war the next day, each of the solemn generals leading a legion of spectres behind them. They fight hard alongside the garrison forces left by Katakros, employing every nuance of their accumulated experience, but they are sorely outnumbered. Slowly, over gruelling months of war, the land of Ossia is beaten into submission. Each dawn the Graven Tutors look to the horizon, hoping to see the sails of Katakros' fleet growing near; each day they are disappointed.

On the twelfth week, just as the last Ossian garrison is overrun, Katakros' army returns from Equis Main, a nation of horsemen at its back. At full strength – having replenished its numbers across Praetoris, the underworld of faithful guardians – the Katakrosian legion hits the Cadavaran Alliance with crushing force. The butcher's bill is high indeed, with the alliance's army put to rout in a single day and then hunted to extinction in the wilderness around Thetzar. Only one of the Graven Tutors survives to debrief Katakros on the war effort, tell the tragic tale of his fallen brethren. Beset with grief, he censures Katakros for his late return.

Once he is certain that he has absorbed all knowledge of import from his former tutor, Katakros orders the banishment of the elder spirit, followed by the systematic dissolution of the entire Ossian aristocracy outside the Echelon itself.

He installs his battlefield generals as the overseers of the underworld, renaming his ruling body as the Ossiarchs and staging a military coup that sees him take rulership of the entire country. Some amongst his detractors believe he had deliberately been absent at the time of the Alliance's attack, and that he let his enemies cut down those who could claim power in his stead, but with the Graven Tutors gone there is no one to gainsay him. On that day Katakros becomes the ultimate lord of Ossia – yet there is one in Shyish who claims kingship above even him.



The war masks and helms worn by the officer caste of the Ossiarch Empire are elaborate and richly made, the better to convey the status of their wearers in the empire of the dead.

THE FIRST FALL OF OSSIA

Though the cultures of Ossia and Necros do not have gods from whom to siphon power, Nagash seeks to conquer both regions, for they are not too distant from his power base of Nagashizzar. As he has done in a dozen underworlds across Shyish, he sends in his numberless hosts, but does not commit to battle in person. For a time, the spectres of the Ossian Echelon hold back the Deadwalkers and Deathrattle legions that assail them, even uniting on several occasions with the living tribespeople that have made their homes there. So long does the Echelon hold out, so many thousands of undead do they destroy, that the defiant Ossians provoke a visitation from Nagash himself. When the Great Necromancer assumes direct command of the Nagashizzar army to personally ensure the conquest of Ossia, even Katakros' masterful defences begin to crumble, and within a month the High General of the Ossian Echelon is forced to concede defeat.

A FATEFUL TREATY

In the cold calculus of war, Katakros sees that he can no more triumph against Nagash than a sandstone cliff can remain whole against the eternal crashing of waves. He approaches the Great Necromancer with a proposal: he will fight for rather than against him, uniting the empires of death. To hold out for a full month against the armies of Nagashizzar is unheard of, and the Great Necromancer is impressed by Katakros' skills. He defers his judgement, sequesters Katakros' library and has the military and philosophical treatises within brought to his throne one after another. After long nights of poring over the documents, Nagash comes to a decision, having reasoned that the mindset of this Ossiarch general is very similar to that of his former mortal self. He grants Katakros' request, content that he has found the general he needs to lead the finest undead army in all creation, but whose military obsessions mean that he poses no real threat to the throne of Shyish.

THE MAKING OF A MORTARCH

In the dark heart of Nagashizzar the spectre of Katakros is remade utterly, his new body of magically sculpted bone mixed with the finest Shyishan alabaster to transform him into a gleaming, statuesque demigod over twelve feet tall. He strides from the laboratories of Nagashizzar with his head held high, clad in the full raiment of war. No ghastly revenant has he become but a monarch of the dead, an emperor and icon for the new order that Nagash intends to impose upon the Mortal Realms.

Bestowed the title of Mortarch of the Necropolis, Katakros is given the glaive Inda-Khaat and the Shield Immortis, the former a blade able to cut through a marble pillar with a single swing, the latter an ensorcelled aegis that makes the bearer almost impossible to harm. Though his physical form is changed beyond recognition, Katakros' razored mind remains much the same, its lethal focus only intensified by the promise of an eternity in which to perfect his military strategies.

● AGE OF CHAOS ●

UNITED BY WAR

The taint of Chaos infects the Mortal Realms. Across Shyish corrupted Realmgates pulse and spit out legions of daemoniac foot soldiers. Plague fleets of Nurgle sail from the maelstrom gates of the Black Nihil, the Sea Maw and Greedmouth, intent on annexing the grave-rich lands of Ossia for their own devices. Ossia's spectral military is more than ready, their walls strong and their hexes well prepared, when the sails of the plague fleets appear on the horizon.

It is clear that Necros to the north is not nearly so well prepared. It has no standing army and no fortress walls, devoted as its inhabitants are to the enjoyment of a restful afterlife well earned. As the Nurgle forces encroach and the seas begin to thicken with stinking algae and diseased hagfish, Katakros ranges the coast of Ossia with catapults and siege engines of his own invention. His forces occupy the entirety of Necros and swiftly construct palisade walls and ditch defences across its borders.

With this act Katakros effectively cements his control of the entire Innerlands region from eastern Hallost all the way to the furthest extent of Equus Main; none challenge his right to do so, for the enemy is at the gates.

THE PLAGUEFATHER STRIKES

The armies of Chaos hit Shyish hard. At first the forces of the dead, united with the living settlers of their beloved underworlds, hold out against the followers of the Dark Gods. Katakros' cliff-mounted artillery does significant damage to the Plague Fleet before a foul-smelling, green-grey fog obscures their vision. The first Nurgle armies to invade the coastlines bring with them the bone plague, a disease that infects the marrow of the living and causes crippling pain within the limbs and chest. The armies of the Shyishan settlers fall to this blight one after another, reduced to infirmity and despair within days of each new engagement.

THE GHEISTBANE MIST

The spectral hosts of the Ossiarch Empire, denied one of their principal sources of manpower, are further weakened when they contract diseases of their own, for Grandfather Nurgle has gifts for all within his cauldron, living or dead. Amongst them is the Gheistbane Mist, an airborne pox that can infect ectoplasm and cause even the most determined spectre to disincorporate into a stinking cloud of nothingness. When Katakros sees first-hand this airborne contagion disintegrate his prized ethereal hosts, he vows to have his vengeance.



Each Ossiarch Bonereaper is invested with not one soul, but many, a coalescence of immortal forces tailored to a specific role. The same can often be said of their relics.

THE WAR OF BONES

Across the Prime Innerlands, the legions of Nagash fight against the combined forces of Khorne and Nurgle. To his horror, the Great Necromancer finds that the seeds of corruption have grown in the dark corners of the Realm of Death for far longer than he suspected. The tribal heartlands of Hallost are rife with Khorne worship, and the debaucheries of Satyr's End are revealed to harbour many a Slaaneshi cult. Those lands that Nagash considered sacrosanct – amongst them Athanasia, the Amethyst Princedoms and Stygxx – are those most heavily under Chaos attack. He detects the influence of a mastermind behind the invasion, some guiding force that is uniting the Chaos hosts against him. That force is Archaon, the Everchosen, perhaps the only being abroad in

the Mortal Realms who can claim to be as powerful as Nagash and as skilled in the ways of war as Orpheon Katakros. When Archaon goes to war against Nagash in person over the cursed undead site known as the Cage of Bones, the Great Necromancer is defeated. He is forced to accede to Nagash's demands and flee, his hatred boiling like a black mist around him, to a pre-prepared stronghold in Stygxx.

THE PANTHEON TORN

Shyish is but one of the realms invaded by Archaon, for in his Varanguard he has so many tyrannical lords of battle at his beck and call he is able to launch hundreds of invasions at once. With the daemoniac invaders of the Chaos Gods preparing the way – a foe that none of the mortal empires truly know how to fight – the hordes of Chaos force their conquests one by one. Archaon's legions are as a steel fist crushing all before it.

During the battle for the Shyishan All-gate, Sigmar Heldenhammer – expecting his old rival to honour the alliance upon which he had based the Pantheon of Order – looks to Nagash for aid, for together the God-King and the Great Necromancer could perhaps put even the Everchosen to rout. But Nagash's forces never arrive. It is the people of the Sigmarite faith that pay the price, for on that day, the God-King chooses revenge over duty, and in doing so leaves the Allpoints to his nemesis Archaon.

THE WRATH OF SIGMAR

In his rage, Sigmar abandons his people and makes haste to the Realm of Death. He searches the underworlds one after another for Nagash, calling out for his own brand of justice. The God-King slays many of Nagash's emissaries and captains, and even meets the Great Necromancer in battle on more than one occasion. But his hammer never finds its mark. In time, his quest brings him to the Prime Innerlands, the storm of his wrath not yet abated. There he is confronted by Katakros' legions. A great battle takes place, but Sigmar is inviolable in his form as a god of war; even spirit blades

and weapons forged with grave-sand simply shatter upon his skin. A thousand of the Ossiarch Echelon are destroyed in the crackling blaze of the God-King's wrath. Taking a calculated risk, the Mortarch of the Necropolis steps forward to duel the Heldenhammer in person, reasoning that the glaive Inda-Khaat is a blade that can potentially kill a god – for Nagash enchanted it to be just such a weapon, and used the same secrets of warpstone in its construction that laid low the Great Necromancer himself in aeons past.

In single combat on the shores of Lake Lethis, Katakros fights well, second-guessing his wrathful opponent and slowly wearing him down. But Sigmar's rage grows as the duel progresses, and with it swells the thunderhead of his power. As the day's light begins to fade, Katakros finds himself outmatched, his own shield wrenched from his undead hands by his raging foe. Yet even Ghal Maraz cannot destroy the Mortarch completely.

A LEGEND LAID LOW

Katakros' remains are locked away deep in the Midnight Tomb, a vast, grandiose Stormvault on the banks of Lake Lethis. The God-King bids his duardin smiths install a magical device of obscurity upon the site, altering the construction of a Hyshian enlightenment engine so that it steals knowledge rather than confers it to those nearby. For centuries the imposing edifice goes unseen by even the citizens of the sprawling metropolis built atop it. Locked within, Katakros' soul broods long on the matter of revenge, and a hundred thousand ways to enact it.

Realising he cannot win the wider war against the Chaos Gods with his Pantheon fragmented, Sigmar retreats to the Realm of Heavens, closing the Gates of Azyr behind him. With Nagash similarly defeated and in hiding within the dank citadels of Stygxx, Shyish slowly but irrevocably falls to the scourge of Chaos. A red and violent age passes where neither the forces of Death nor Order can break the stranglehold of their mutual enemy.

● AGE OF SIGMAR ●

THE TEMPEST BREAKS

The Stormcast Eternals, forged across the span of the Age of Chaos by Sigmar and his duardin allies, are unleashed with a sky-tearing thunderclap. They strike hard against Chaos in every one of the Mortal Realms, from the Brimstone Peninsula in Aqshy to Hallost in Shyish. Nagash resents the intrusion, but not nearly as much as he resents the theft of those heroic souls the God-King snatched from the brink of death – or, in the case of the Anvils of the Heldenhammer, the other side of the grave. The ancient enmity between the two gods is stoked to new heights, and Nagash vows to have his vengeance – though he is not one to turn down an opportunity. With the forces of the Dark Gods reeling, Nagash retakes swathes of Shyish from Chaos.



Black soul-trap gems are used by the Mortisans to contain the animus of their Bonereaper constructs. Each is made of vitrified grave-sand.

THE SHYISHAN NECROQUAKE

Arkhan the Black completes his great work, the numberless skeletons at his command setting the capstone of the Great Black Pyramid in place as the runic magic within builds to the point of no return. Agents of the skaven Clans Eshin infiltrate the vast edifice at the last, so that when Nagash's ritual reaches a crescendo centuries in the making, it is corrupted by the anarchy of Chaos. A vast wave of deathly energy cascades across the Mortal Realms, empowering legions of Ossiarch

Bonereapers and disrupting the Stormvault that holds their master in stasis.

THE RISE OF A NEW EMPIRE

Whilst besieging the free city of Lethis with her Nighthaunt hosts, the Mortarch of Grief, Lady Olynder, frees Katakros from the Stormvault that imprisons him. His essence, though incorporeal, is still powerful, and he takes his retribution on every living thing in sight as he returns to Nagashizzar. There he is remade by the Great Necromancer and sent once more into the Mortal Realms to conquer in the name of Nagash.

DEATH AND DESTRUCTION

In the Shyish Innerlands, the emissary Vokmortian is given leave to levy the Ossiarch tithe on every viable source. The grave-city of Cartoch echoes to the sound of marching warriors as the Master of the Bone-tithe masses an army. As he sets out into Hallost, several Chaos warhordes are swiftly and decisively butchered, their bones used to create even more skeletal legionaries. The Tarkan Warglutt is next to feel the bite of their blades when a previously arranged tithe, long-standing between generations, is forsaken by the foolhardy Kagrak Kin-eater.

A WAR OF BONE OF SOULS

Katakros is united with the Ossiarch Bonereapers that Nagash always intended to serve him. The undying legions, already formidable, are transformed into an unstoppable force by the inspired leadership and uncanny strategic skill of the Mortarch. A dozen campaigns begin at once, with the Mortisan order creating ever more soldiers from the remains of those they defeat. Still reeling from the Nighthaunt incursions that followed the necroquake, the nations of man, duardin and aelf find themselves under attack from a new deathly foe. It is not only the scions of order that suffer under Katakros' new rule – for even as Ghur is invaded by the Ivory Host, with swathes of territory claimed from the greenskin tribes that rampage across the Hinterlands, the Endgate is breached by a sudden assault, and the Eightpoints invaded by Katakros himself.

LANDS OF DUST AND BONE

The Shyishan underworlds to the east of the Prime Innerlands are together known as the Ossiarch Empire. These are the origin point of the Ossiarchs' extensive invasions, launched via a network of fortified Realmgates both on dry land and at sea.

The Ossiarch Bonereapers, having first been sculpted into being on the border of Ossia and Necros, have meticulously expanded their empire around the perimeter of the Shyish Nadir. They do this not only to protect the heartlands of Nagash, but also to draw directly upon the pulsing deathly energies of the Nadir itself. Since the Great Necromancer ordered nearly all of the grave-sand in Shyish to be taken to the realm's heart, it has become the area most saturated with amethyst magic. So surreal and twisted is that area that the Ossiarchs erect their primary necropolises around the Nadir's circumference, ringing that great yawning pit with an empire of bone so that even Archaon would struggle to challenge Nagashizzar's might.

When the Bonereapers march forth to war, they do so along pathways that exploit undercurrents of magical energy divined by the Mortisans or the Great Necromancer himself. These routes are dictated more by hidden ley lines, the locations of Realmgates and the celestial configurations of the Mortal Realms than the quotidian elements of physical landscapes. They will often cross mountain ranges, sail over seas of boiling tar and fight across monster-haunted wastelands as the crow flies instead of taking safer but more circuitous routes along conventional roads. Seen from the heavens, the lines of conquest these routes trace, and the necropolises the Ossiarchs establish on the way, form a geometric lattice that owes far more to Nagash's implacable will than to the practicalities which govern the movements of other, less resilient armies.

WARRING NATIONS

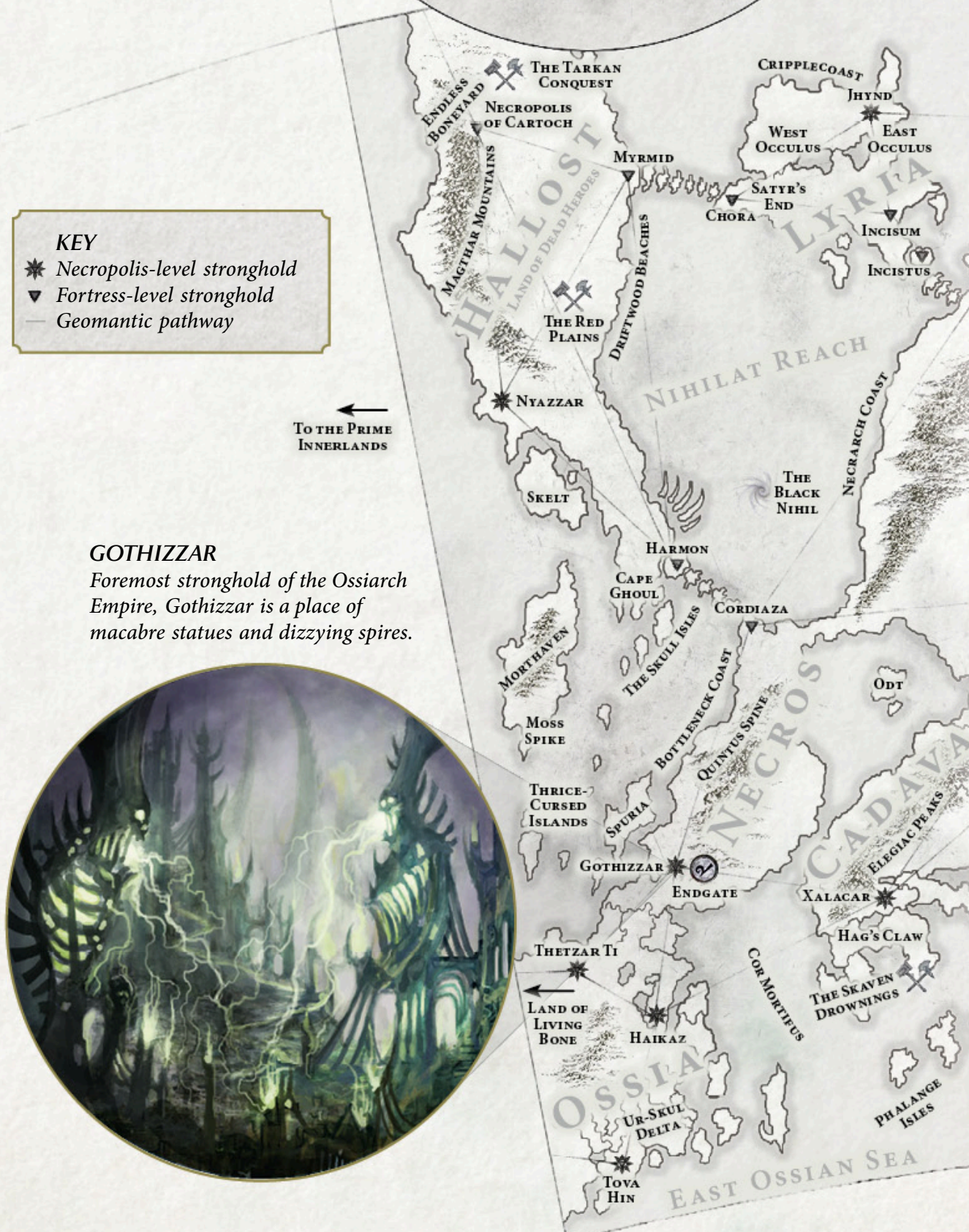
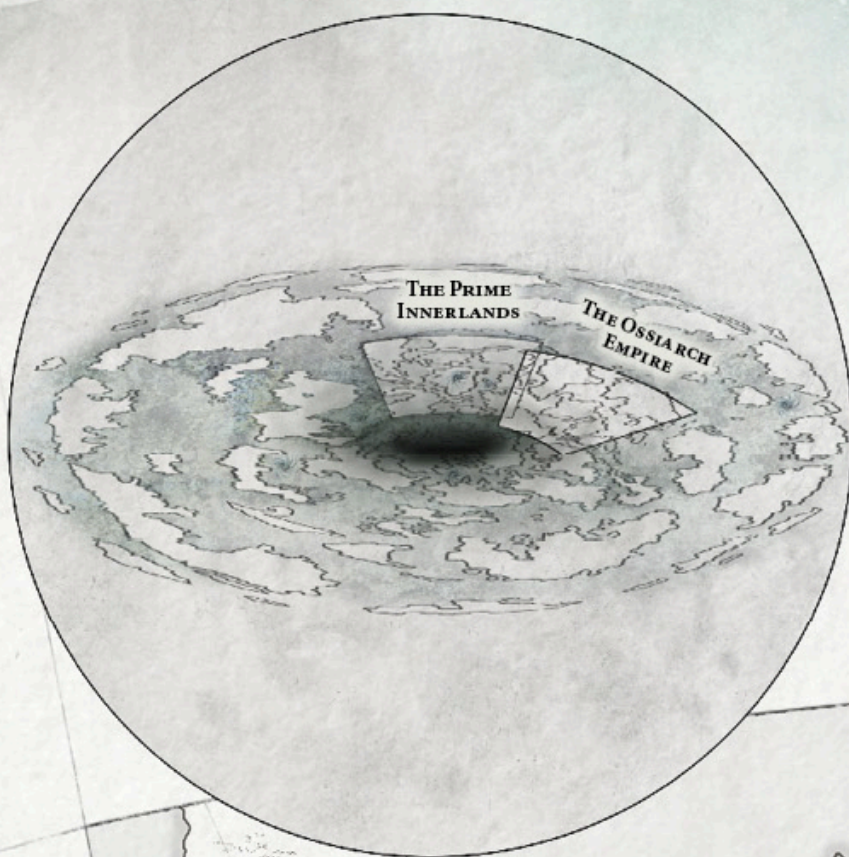
The Ossiarch Empire has already begun expanding across the neighbouring Prime Innerlands at Katakros' behest.

KEY

- ✱ Necropolis-level stronghold
- ▼ Fortress-level stronghold
- Geomantic pathway

GOTHIZZAR

Foremost stronghold of the Ossiarch Empire, Gothizzar is a place of macabre statues and dizzying spires.



THE OSSIARCH EMPIRE



THE TRIPTYCH

*Towering edifices to the
vanity of the Ossiarch
Lieges, these colossi
dominate the plains
of Praetoris.*

GREEDMOUTH

*This portal to the
Realm of Beasts is
extensively fortified
by the Ivory Host.*



THE LEGIONS IMMORTAL

Ossiarch society is ordered into several castes, each given its own identity and role by the original dictates of their creation in Nagash's citadels. It was Katakros, however, who organised them into a rigid hierarchy that lent the armed forces of the Ossiarch legions a strict sense of clarity and focus.

The caste system of Ossiarch society, first established by Nagash during the Age of Myth, has been further codified and consolidated over the centuries. It forms a rigid backbone from which the military formations of their armies can be drawn.

The highest caste, that which forms the royalty of Nagash's new order, is that of the Mortarchs. Katakros alone bears the cartouche symbol that delineates this rank, for Arkhan the Black predates Ossian symbology by several ages, and he and his fellow Mortarchs from the world-that-was are too proud to bear the icon of another.

Beneath the Mortarch caste is the Emissarian caste, that religious order devoted to the glorification of Nagash. As well as pursuing the perfection of Ossiarch magic, they are the caste that levies the bone-tithe on the living and ensures its culmination. Presided over by Arkhan, they are considered equal in status to the liege-ranked commanders of the Panoptic

caste, whose duty it is to oversee the Katakrosian legions and wage war upon those who would oppose the tithe.

The Priad caste contains those regiments created for a specific role upon the field of battle. Ranging from the towering Morghast Harbingers and Necropolis Stalkers sent out to eradicate powerful enemy war assets to the Mortek Crawlers that support the front line with artillery fire, they are formidable combatants one and all.

The artisans, labourers and harvesters that support and consolidate the wider business of conquest are collectively known as the Ossifact caste. These labour night and day to raise the edifices of the necrotopia as well as to repair those Bonereapers laid low on the field of battle – and create new incarnations should it be deemed necessary.

The endless ranks of the Ossiarch legions bear the icon of the Thorac caste. It is they who march

relentlessly upon the enemy, who suffer the most casualties in the business of war, and who strike a note of fear in the enemy with their sheer numbers as they raise their banners on the horizon.

Though a Bonereaper might move within this organisation, they cannot rise above their allotted station – only downward, should they fail, to a level that reflects their punitive new status within the hierarchy. A Liege-Kavalos who is found wanting might be remade as a Kavalos Deathrider if his transgression is minor, one of the servant caste of the Mornial if it is a major failure, or even, if it is severe enough, have his soul-elements blended with those of a Kavalos steed. In the worst-case scenario, a Bonereaper who has been marked for extreme censure may be broken into his constituent parts and remade by the Mortisans as one of the Parrha, or 'Shattered'. That caste of Nagash-forsaken exiles forms the outcasts of the Ossiarch world, and are considered to be less than chattel by the upper echelons of their society.



The royal cartouche is that of the Mortarchs, highest rank of Ossiarch society.



The stylised mouth represents the religious Emissarian caste.



The Panoptic caste use an all-seeing eye to represent their command status.



The many constructors of the empire are known as the Ossifact caste.



The specialists of the Ossiarch Empire are known as the Priad caste.



The Thorac caste form the greater military body of the Katakrosian legions.



Retainers and servants are together known as the Mornial caste.



The exiles and outcasts of the Ossiarch Empire are known as the Parrha.

The strict hierarchy that governs Ossiar society is based around a pyramidal structure, with Nagash at the peak. Its rigid caste system ensures both loyalty and subservience.

NAGASH

ARKHAN
THE BLACK

ORPHEON
KATAKROS

ARCH-KAVALOS
ZANDTOS,
Dark Lance of Ossia

MORGHAST
ARCHAI

VOKMORTIAN,
Master of the
Bone-tithe

MORTISAN
SOULMASONS

MORTISAN
SOULREAPERS

LIEGE-KAVALOS
LIEGE-MORTEK
LIEGE-IMMORTIS
PRIME HEKATOI
HEKATOI

MORGHAST HARBINGERS
IMMORTIS GUARD
NECROPOLIS STALKERS
KAVALOS DEATHRIDERS
MORTEK CRAWLERS

MORTEK GUARD
PRIME NECROPHOROS
NECROPHOROI
(MORTEK AND KAVALOS)

MORTISAN
BONESHAPERS

GOTHIZZAR
HARVESTERS

AVIARCH
MESSENGERS
AND SPYMASTER
GNOSIS
SCROLLBEARERS

ADDENDANS
AND EXILES

MORTIS PRAETORIANS

The Necrotopian Guard, the Ten Thousand Cohorts, the Katakroi

The legion of Katakros himself, the Mortis Praetorians are the finest military force on the far side of the grave. Wielded as a professional army by the consummate strategic and tactical acumen of their leaders, their lethality comes not from the fear they strike, nor their baleful magics, but from an innate mastery of the arts of battle.

The Mortis Praetorians' ability to wage war with uncanny speed and efficiency has won them countless battles since the Age of Myth. The philosophy of Orpheon Katakros is embedded in every one of his prized Mortis Praetorians, a bone-deep impression of his martial values that forms an intrinsic part of their composite souls. These core principles are bolstered and shaped by the personalities of the favoured generals that once served him. Such was the Mortarch's need for conquest that, when Nagash first incepted him as the master of the Ossiarch legions, he ripped the souls of the generals that had served him well in life from their mausoleums and gave them to his Mortisans, who painstakingly split their souls into their composite parts through a harrowing process called spiritual distillation. In doing so he instilled a tiny part of each of these officers into each favoured cohort. Every one of the Jakaian Cohort, operating out of Cadavaris, has a tiny part of Jakaq the Wise still screaming within them, whereas the Serpentine Column of Xanda is governed by the ancient soul of Djuxanda of the Weaving Blade.

Known to the other Ossiarchs as the Katakroi or the Ten Thousand Cohorts, the Mortis Praetorians keep a constant number of warriors no matter how violent the tides of war become. The simplest method of reinforcement is for them to pitilessly slay their enemies to a man, then recover their fallen – as well as the choicest bone from the corpses of their foes – and use those remains to reform their slain warriors that they might live again. Should they suffer extreme losses, and should it appear that they will be unable to recover their remains after battle's end, they will form new warriors to replace them almost immediately – so strong is the necromantic link between the front-line officer caste

and those Mortisans that work deep in their necropolises that as one warrior falls, a replacement is made and seconded to a new unit ready to fight once more. Once that new unit of Katakroi reaches the site of its previous incarnation, the legion's Soulreapers will gather the residual essences and splintered shards of the slain Bonereapers, melding them to infuse the new incumbents with the same guiding animus. Though it takes inhuman dedication and patience to achieve, and though their cohorts may be widespread, the Mortis Praetorians are hence always kept at the same fighting strength – for determination is something the dead possess in terrifying measure.

It is the ongoing duty of the Mortis Praetorians to uphold the notion that Nagash's necrotopia is a place of glory and splendour. To this end their lower castes spend the time between battles raising ever more sophisticated settlements – at first military, but then civic and ultimately aesthetic. Towering statues of Nagash take form alongside vast gateways, deathly gardens and morbid feats of architecture sprout from the nothingness of the lands they conquer, each carefully crafted from the bones of those they slew on the path to their dominion. To attack these wonders of Nagash's realm is to invite a cold and terrible vengeance.



The Mortis Praetorians are expert tithemasters. All know that to transgress against their contracts is to face a callous and efficient slaughter.

PETRIFEX ELITE

The Bleak Exhumers, the Stone Colossi, the Archaeossians

Unrelenting. Monstrous. Tireless and utterly without pity. The Petrifex Elite form a grinding juggernaut of rock-hard bone, a nomadic force created from the stuff of skeletons turned to stone over aeons spent beneath the earth. They are the grinding fist of the Ossiarch Empire, set loose to crush the fragile nations of their mortal prey.

Those that set themselves against the Petrifex Elite are matched not against conventional human remains, but petrified bone as unyielding as bedrock. Arrows rebound harmlessly from the titanic frames of these giants, swords shatter and axes are blunted or broken apart. The return blows, though ponderous, are devastating – the metres-long glaives and scimitars of these creatures shiver upraised shields and hack right through the limbs beneath, or else mangle and maim those foolish enough to challenge them as their wielders stride on without pause.

The Petrifex Elite are an anomaly in Bonereaper society, for they do not create, construct, nor reshape the lands they conquer. They exist only to slay, and to pillage ancient bone from the civilisations they shatter, each haul of petrified bone used to create more of these terrifying shock-troops so their rampage can grow ever deadlier. It is rumoured that the Petrifex Elite once numbered only twenty, amongst them those same Mortisans that rule the legion to this day. In the Age of Myth, they were given but one command by Nagash himself, an order rumoured by the other legions to be no longer than a sentence. Some say it was to crush the hopes and dreams of all those who would stand against him, others that it was to strike terror into the hearts of mortals – or perhaps to take the finest bodily remains for Nagash, thereby ensuring that no rival could ever surpass him in the dark arts of necromancy. That reason has long been lost to the annals of history, but the Archaeossians march onward still.

The leaders of the Petrifex Elite are a coven of Mortisans who have long overseen the endless rampage of their colossal charges. Known together as the Necrosian Cabal,

they eschew individuality – or so the Mortisan Order claims. The Grand Necromystic, most senior of their number, rides in state surrounded by a bodyguard of Gothizzar Harvesters known simply as the Bleak Guardians; those that dare stand in his path are swiftly torn to pieces, their bones left lying in the dirt for less discerning Ossiarchs to claim. It is the Grand Necromystic who believes personal identity to be a distraction, a sub-optimal use of the resources allocated to him. As a result the leaders of the Petrifex Elite are known by titles alone – though each title can accrue a reputation as much as any name. The Thrice-Sculptor, for instance, is

famed for the quality of the gleaming Necropolis Stalkers he fashions from the bones of ancient nobility and bedecks with precious metals taken from elder graves. Conversely the Bone Goliaths, an echelon of Necropolis Stalkers made by the Sinistral Master, are known for their dark coloration, the petrified bone of the constructs near black and the crimson of their armour so deep it blends with the gloom to much the same extent. The favoured tactic of the Goliaths, that of standing stock still in the extrapolated path of their intended victims so their prey thinks them only statues, has seen more than one sudden massacre prosecuted without loss.



The bones used in the construction of the Petrifex Elite are those of ancient civilisations from the prehistory of the Mortal Realms.

STALLIARCH LORDS

The Once-Noble, Merciless Riders, Equumortoi

Thunderous is the charge of the Stalliarch Lords, for their vanguard ride massive undead steeds built for the crashing impact of a mounted assault. Fiercely independent, they hail from the dead of the Equis horse-tribes, and hold to a twisted code of their own. One chance they give to their prey, but even that is no chance at all...

Hailing from the horseman's paradise of Equis Main, the Stalliarch Lords believe themselves to be warriors of great honour. Yet they too have been twisted by the claw of Nagash, and have no real intention of letting those they come across live for long.

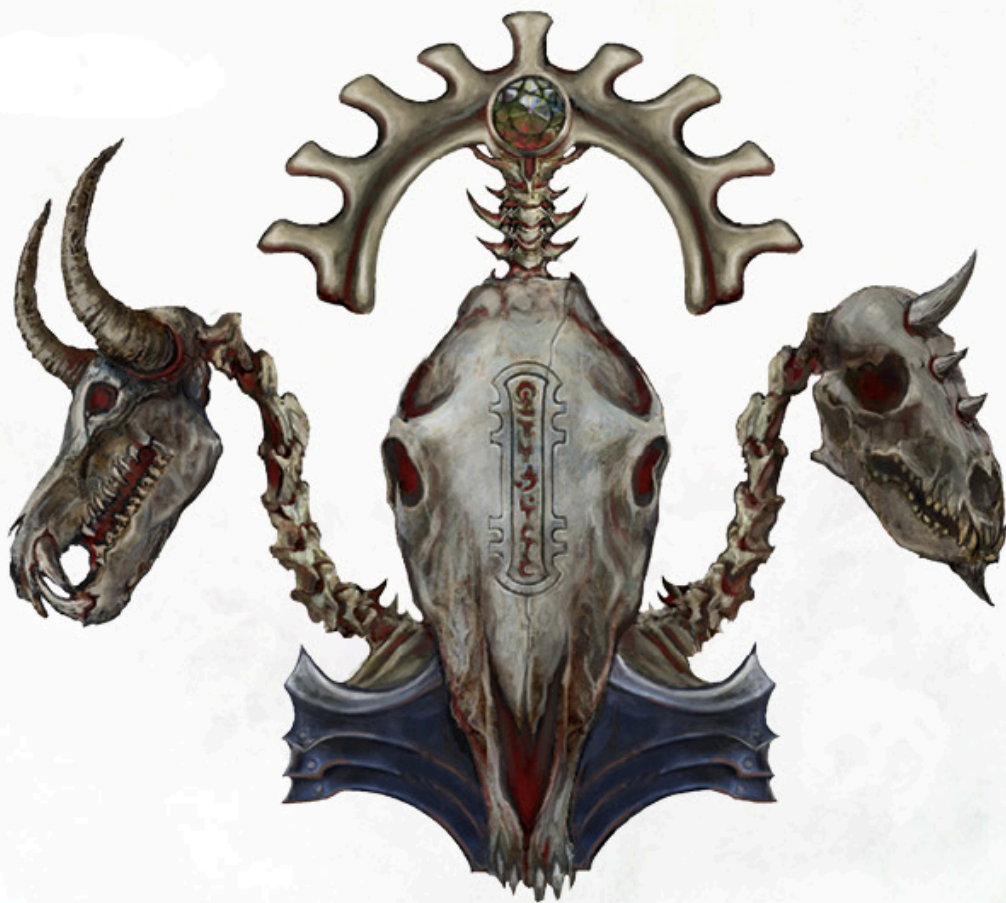
These cavalry forces ride down their opponents with a cold joy in their hearts, for of all the Bonereapers they are the most vital – an aspect they reinforce by using the freshest bodily remains they can find. This usually lends each new construct a gory and blood-flecked appearance; their bones the slick, almost pinkish hue of one plucked from raw meat. Though the Stalliarch Lords stand tall and proud, their armour shining green-grey and their weapons glinting in the sun, they reek of split corpses and blood drizzles down their arms and legs from still-warm marrow. As soon as they see their strict and often arbitrary laws transgressed, they prosecute and harvest their enemies with a merciless efficiency, just as an experienced butcher fillets the meat of his herd. The post-battle ritual of resculpting the fallen is done not in a dusty Mortisan sepulchre, but on the open field, an improvised abattoir that stains the earth crimson as the Stalliarch Lords take their due.

Those who stand in the path of a Stalliarch Lords invasion are given an ultimatum before the slaughter begins. Usually delivered by a lone rider in the dead of night, this may be in the form of a challenge, a dictate or a proviso that must be fulfilled by the next dawn, and is usually impossible to achieve. It may be to provide a tonne of exhumed bone per capita overnight. It may be to detail the full lineage of every member of the city dating back to its inception, and the condition of every bone within their bodies. It may

even be to defeat a Liege-Kavalos in mounted combat, a feat that has proven beyond even the Blood Knight Tolurion of the Crimson Keep. The fact the challenge is all but impossible to achieve is irrelevant to the Stalliarch Lords. Provided the ultimatum is delivered to a living recipient, they consider their honour satisfied, for their intended prey has been given a way out, and if they are too weak or disorganised to take it then on their heads be it.

On those extremely rare occasions that their terms are fulfilled, the Stalliarch Lords will ride on, leaving their would-be foes confused and unhurt behind them. If it is failed,

for whatever reason, those found wanting are instead considered worse than beasts. They are nothing more than an economic resource in the eyes of the Stalliarchs from that point on, accorded no more dignity than stone or mortar. If they refuse to fight, they will be ridden down in a series of brutal assaults that pound through the cities and townships, the Stalliarchs' cavalry sabres flashing and their spears punching through unarmoured backs. If the enemy takes to the field, their battleline will soon be encircled, outflanked and charged in an interlocking series of attacks that display true military genius backed up by a psychopathic disregard for mortal life.



Of all the Ossiarch legions, the Stalliarch Lords have the most cavalry, their necropolises hung with macabre heraldic devices to show their warrior pride.

IVORY HOST

The Ghur-Tamers, the Scrimshawed Legion, the Teratomortoi

Though they appear polished and gleaming on the outside, bedecked in fine metals and scrimshawed with beautifully etched runes, the Ivory Host harbour a simmering rage that can explode into berserk violence. These are the warriors with which Nagash has taken it upon himself to conquer Ghur – no matter the cost...

Marching in tight lockstep from their bone galleons, their banners held proudly upright, the Ivory Host seem the epitome of righteousness in death. They take pride in their skills as artisans as well as warriors, creating necropolises and ships of war that are possessed of a strange and morbid beauty. They fastidiously clean their weapons and armour – and more than that, burnish and polish their skeletal forms to a high sheen. Some amongst their cohorts spend days on end inscribing their bones with tessellating designs or runic script from the Principia Necrotopia. Seen in this state, the Ivory Host could be mistaken for paragons of civilisation. Yet the monster within is merely quiescent, and sure as the darkness of Ulgu replaces the light of Hysh each eventide, it will rise to hideous wakefulness once more.

The role of the Ivory Host is as simple as it is impossibly ambitious – to conquer Ghur. This was the dictate given to the Monarch of Tusks, known in her former life as Ghuri-Xza, the Drakeslayer Queen, and she has bent every iota of her obsessive nature – and that of her extensive naval fleet – towards its achievement ever since. Her Teratomortoi are not merely invaders, they are usurpers, for they make their legionaries from the monstrous foes they defeat. Their skeletal forms are each made from the tusks and the bones of behemoths, processed and reshaped by the Mortisans that form Ghuri-Xza's battlefield generals. When a great beast is slain, and the lands about pacified at the edge of a nadirite blade, the Ivory Host will build a great necropolis upon the site of the victory, bedecking it with the furs and tanned skins of slain creatures as a reminder that military order and skill will surpass the strength of even the fiercest behemoth.

Yet the primal anger of Ghur cannot be so easily dismissed. The practice of using beast-bone, exacerbated by the tradition of coating their phylacteries in amberstone, means that the feral energy of the Realm of Beasts thrums within the marrow of every one of the Scrimshawed Legion. Should the legionaries have their polished bones cracked open, the bestial energy within will pour out, and they will burst into a vicious state of frenzy that spreads throughout the army like a virus. With the monstrous rage of the Realm of Beasts driving them forward they commit terrifying acts of slaughter, all precision and military decorum forgotten as they

slash, bite and scream like rabid lunatics. This transformation is horrifying to those that witness it. The Ivory Host excuse these excesses by citing their strings of victories over the predatory beasts of Ghur, and that without the inner ferocity they draw upon, they would instead have a litany of defeats. Yet in their souls, every one of these cursed berserkers knows that it is the beast within that has ultimately conquered them.

'To slay a monster, one must become just as monstrous. It is law.'
- Ghuri-Xza



From a certain perspective the Ivory Host's warriors are works of art – though their finery hides an atavistic secret that runs through each and every bone.

NULL MYRIAD

The Legion Inimical, the Magic-Eaters, the Mortoi Auroris

Cresting the horizon under a shimmering aurora come the Null Myriad. These silent revenants glow with dark power, for each is dense with the necromantic magic of Shyish. This makes them all but immune to arcane attacks, whilst their aura of baleful energy can cause mortal foes to quickly sicken and age around them.

Where mortals fear to tread, there go the Null Myriad. It is said they could even invade the hellscapes of the Realm of Chaos and survive, for these legionaries have an unnatural resistance to the baleful effects of magical energy, and their leaders have an innate connection with eldritch forces. These are Bonereapers saturated in Shyishan magic, made specifically to venture into the worst possible environments and to claim them in the name of Nagash.

The first of the Ossiarch legions to take shape, the Null Myriad were prototypes of a sort, a dark experiment Nagash performed in the Age of Myth. The eldest of their number are so rich in necromantic energy that even predatory spells avoid them, and where they walk amongst the lands of mortals, graveyards writhe with unlife and cadavers sit upright in their wake. Yet the Myriad was completed only after the events of the Shyish necroquake, for that cataclysm rendered their purpose moot, and hence saw them reborn.

Having proved so unsettling and sinister that Nagash's would-be allies amongst the Pantheon of Order reacted with great hostility to their presence, the first of the Myriad were exiled to the Realm of Death's Perimeter Inimical. They alone could endure out there, where a mortal garrison would age unto dust in a matter of days. These eternal guardians of Shyish's most hostile and flux-wracked outerworlds were imbued with a power over magic that made them able to subsist and endure across the aeons. Despite being lashed by the howling tides and gales of arcane power that haunt each realm's Perimeter Inimical, they stood in good order, enduring magical hurricanes and cutting down the protean monstrosities that

sought to prey upon them. Whenever the forces of the Dark Gods strayed from the penumbra that marked the borders of the Realm of Chaos and the material realm, the Null Myriad stood ready to hurl them back, and fought them in hundreds of vicious battles without recognition or respite. In doing so, they bought time for Nagash to enact a greater plan. Arkhan the Black's Deathrattle minions had marched out to Shyish's perimeter, each returning in single file with a single grain of grave-sand held carefully in their bony palms. When this monumental work was completed and the Shyish Nadir created, the Perimeter Inimical simply ceased to be.

Since that day the Null Myriad have been given new purpose. At Gothizzar, Arkhan the Black made a pact with Katakros, giving countless thousands of his tainted Deathrattle skeletons as material with which to make more magically resistant legionaries. He asked only for an alliance in return. Since then a wary respect has united the two elder Mortarchs, and the Null Myriad have been sent out from Shyish to claim the perimeters of the other realms. Few can contest them as they build necropolises amongst the howling gales of magic. In this way Katakros intends to take vast swathes of each realm, and in doing so control the ultimate source of their magic.



The Null Myriad often sport a third-eye marking on their skulls, hinting at their especially strong connection to the mystical energies of the realms.

CREMATORIANS

The Levellers of Cities, the Wrath of Nagash Incarnate, Ygnimortoi

Should Nagash wish to make an example of those who oppose him, it is the Crematorians he sends to burn them to the ground. Alight with the dark fires of the Shyish Nadir, they are Nagash's ire made real, considered expendable in the cause of bitter spite. They do not build nor pacify, for they exist only to raze the lands of the living.

Just as a fire ship is launched to collide with an enemy galleon and bring about its doom, the Crematorians are sent marching towards enemy cities – should the conflagration of war take hold, none will survive. When one of these flaming revenants draws close the heat of Nagash's wrath can be felt as a hideous, inimical agony so strong it can ignite hair and crackle skin with its intensity. In the presence of the Ygnimortoi, even stone and metal blackens and flakes away to ash. These are the statement of Nagash's anger against the living, his pitiless will given form. Even should an enemy overcome one of these horrors, the creature can immolate itself in a detonation of arcane energy that takes the foe with it.

The Ygnimortoi are made to kill, not to persist. The existence of their rank and file can be measured in weeks at most. On the attack they come forth as a numberless horde of burning, skeletal killers, utterly heedless of the damage meted out to them and united by a single deadly imperative. From the walls of the city they are to sack, they appear over the horizon in dribs and drabs, appearing first as some mournful procession of torchbearers. Then, as their true number is revealed, they come on as a twinkling sea of flames. Only when they get close is the truth made horribly clear – they do not bear fire in their hands, but within themselves.

Once the Ygnimortoi's endless ranks have stormed the walls of the enemy city, annihilated its defenders and then been consumed in the inferno that follows the ransacking, the next wave will sift through the ash and cinders that are left. With nerveless fingers they will pluck out the red-hot phylactery gems and blackened splinters of bone, bearing the remains back to their Mortisans

so another horde of Crematorians can be fashioned. So volatile is the wrathful magic within them that should a Crematorian host be delayed from its intended target, its legionaries will begin to blacken and die, the balefires within consuming them from the inside out.

The disposable nature of the Crematorians is a source of great consternation to their leaders. Though they themselves were boneshaped with care enough to see them survive for centuries before finally burning out, many of their number have made pacts to repair one another, with the Boneshapers tending to their comrades' physical

forms to prevent their consumption by flame even as the Soulmasons tend to their damaged souls. Their field commander, Ygnopatris Xaranos, goes further – oftentimes he forbids the burning of his victims' libraries and storehouses of magic items until he has scoured them for knowledge that might help preserve his legion from the balefire that burns inside them. As yet, he has found nothing of benefit – or rather nothing he would reveal to Katakros and his Mortarch kindred. Yet since the necroquake's after-effects showed that Nagash's magic is not infallible, alongside the fire of the Great Necromancer's wrath, there burns something akin to hope in his breast.



The arcane fires of Nagash consume the Crematorians from the inside out, but not before they ensure they burn his foes to ash alongside them.

NAGASH, SUPREME LORD OF THE UNDEAD

Nagash is the father of necromancy. By his skeletal hands have countless empires been cast down, their populations raised with macabre dark magic to join his infinite legions. With a gesture he can send forth an army of undying soldiers, twist the nature of magic around himself, or rip the souls from a horde of enemy warriors.

The Great Necromancer looms above the battlefield, borne aloft by a swirling cloud of shrieking spirits. These lethal phantasms soar and spiral around Nagash as he brings his cold rage to bear upon those who dare oppose him. A freezing, ethereal storm envelops his victims, who scream in agonised horror as their very essences are consumed.

Nagash is the undisputed master of all undead creatures. When he goes to war at the head of his Ossiarch Bonereaper legions, the ground trembles beneath the tread of his endless followers. Would-be

lords of death are brought to their knees, their armies subsumed into the grand host. There is no resisting the power of Nagash. Many rebellious and vain tyrants have tried to defy his dominating will, but all such attempts have ended in their excruciating and humiliating torment. The Great Necromancer never forgets an insult, and has a thousand ways to repay what he sees as injustice with a fitting – and usually twisted – punishment.

Merely to be in the presence of Nagash is to feel bone-deep terror. This is not some mundane foe that

can be swept aside with cannon fire and slashing swords, but a god of undeath, a being of unstoppable elemental force. Just as death cannot be conquered, neither can its master. Arrows, bullets and arcane projectiles deflect harmlessly from Morikhane, the Great Necromancer's ensorcelled armour, even as he unleashes spells that turn the battleground into a nightmarish killing field.

Over his impossibly long existence, Nagash has devoured libraries full of esoteric texts and forbidden lore. His mastery of the arcane is rivalled by only a handful of beings across the Mortal Realms, and even these powerful mages would hesitate to summon the dark sorceries that Nagash wields without a second thought. This bottomless reservoir of knowledge is stored within the pages of the Nine Books of Nagash. With a word, Nagash can call one of these tomes to hand, intoning the dreadful invocations within to obliterate his foes. Indeed, so suffused is Nagash with necromantic power that his very touch can turn flesh to dust in an instant, leaving nothing but a leering skeleton behind.

Nagash holds nothing but contempt for simple-minded barbarians and brutish warriors who dedicate themselves to the low arts of combat. He prefers to exterminate such foes at range with a cascade of flesh-withering magic rather than waste effort crossing blades. However, should the need arise, he is more than capable of destroying those who stray too close. He wields Alakanash, the Staff of Power, and Zefet-nebtar, the Mortis Blade. The former is capped with gems of vitrified Shyishan realmstone that allow Nagash to siphon the souls of the slain. The latter can sweep aside entire ranks of lesser foes, or hew even a drake in twain. Truly it is said that to face Nagash in battle is to face death incarnate.



ARKHAN THE BLACK

Arkhan the Black is the greatest of Nagash's students, an arch-necromancer whose dominion over the dead would be unrivalled were it not for the godly power of his master. He serves with unflinching loyalty, performing those tasks that the Supreme Lord of the Undead would entrust to no other.

As far as Nagash trusts any creature, he trusts Arkhan the Black. Bearing the title Mortarch of Sacrament, Arkhan has served the Great Necromancer since time immemorial, and over the ages has been privy to many of Nagash's most closely guarded secrets.

A native of Nagash's original homeland, Arkhan takes great care that few are aware of his mortal origins. Knowledge is power, after all, and Arkhan is obsessed with both. Since becoming an undying liche-creature, Arkhan has considered his mortal life a mere prelude to a permanent reality of undeath, for as a faithful servant of Nagash he has risen high indeed. In return for his unshakeable devotion, Nagash has blessed his favoured vassal with unique power and responsibility. Only Arkhan has glimpsed a fraction of the true scale of his master's ambition, for it is he who is ordered to carry out Nagash's most delicate and difficult tasks.

Amongst the sacred crusades entrusted to Arkhan was the creation of the Great Black Pyramid of Nagashizzar. In sending forth his pupils, the Necromancers known as the Black Disciples, and thereby mustering numberless hordes of Deathrattle skeletons, Arkhan amassed the necessary grave-sand from the Perimeter Inimical of Shyish one grain at a time. It was a crusade that only the Mortarch of Sacrament could have hoped to complete, and complete it he did. It led to the creation of the Shyish Nadir, and the necroquake that saw Nagash's power spread across the lands. Though the ritual of the Great Black Pyramid was corrupted by the agents of Chaos at the last, it still had the desired effect of inverting the flow of magic in Shyish and sending a wave of deathly energy crashing across the realms.

Arkhan's reward for this grand act of cosmic engineering was to be afforded command of the Null Myriad, a personal legion of Ossiarch Bonereapers that not even Katakros himself could disrupt. The numberless skeletons that had borne the grave-sand, grain by grain, were used as the clay to make them. The vast majority of the Black Disciples – gathered together by Arkhan at the Council of Anadiria – were slain, rendered down, and used as the animating souls. With the best of their number reborn as Mortisans, they serve Arkhan more fully in death than they ever did in life.

The Mortarch's mastery over death magic is second only to that of Nagash. Mounted upon the dread abyssal Razarak, Doom of Traitors – a previous gift from his master – he soars ominously across the battlefield hurling soul-searing balefire from his skeletal hands. Armed with Khenash-an, the Staff of Spirits, Arkhan can cause enemy warriors to age hundreds of years in an instant, their fragile bones collapsing under the weight of their armour. With a simple command he can send unliving spirits screaming forth to slay in his name, or summon a blizzard of amethyst shards to tear through his foes. Even as he unleashes the blackest magics to obliterate the living, Arkhan feeds upon the soul-stuff of those he has killed, restoring and reknitting his physical form with each death just as the dread abyssal on which he rides is healed in turn.

Arkhan snuffs out the life of his foes with a cold dispassion, for his belief in Nagash's ultimate success is absolute. When that day comes, when the legions of the dead have conquered the entirety of the Mortal Realms, the Mortarch of Sacrament intends to be standing proud at his master's side.



KATAKROS, MORTARCH OF THE NECROPOLIS

Katakros strides the Mortal Realms as a colossus of war. Accompanied by his royal legions, this immortal strategist coordinates not just the battle before him, but also a sprawling campaign across the lands. Those who seek to slay him are either despatched by his champions or cut down by the glaive of the Mortarch himself.

Orpheon Katakros is the emperor of an undying elite, and he goes to war with all the pomp and circumstance that befits his station. Distrusting steeds since the disastrous chariot charge that cost him his life, he simply strides to battle with the surety of a god. It is his wont to take a commanding vantage point from which he can look down on the battlefield, surrounded by his most valued aides, just as he did in life – though, like their master, they too are long dead.

The regiments of the Katakrosian army are the Mortarch's blade and shield, for he has no wish to sully himself with the business of violence. Instead he focuses on more cerebral matters, his indomitable will reaching out to invigorate and inspire his troops whenever his gaze passes across them. A Katakrosian legion is a perfectly honed tool of war, a military body of surpassing discipline guided by the genius of a leader steeped in centuries of

experience. His time spent trapped within the Stormvault of Lake Lethis did not still his mind; having dwelt on matters of revenge across the entirety of the Age of Chaos, it is now a more sophisticated and dangerous weapon than ever before.

The supernatural focus Katakros brings to the art of war is facilitated by his entourage. At his right hand is his Liege-Immortis, the high-helmed champion who commands the Immortis Guard that protect him on the field of battle. At his left is his Prime Necrophoros, the bearer of Katakros' sacred banner. All creatures, living or dead, that see the standard's glinting black capstone raised upon the horizon hear the Mortarch's stentorian tones clear in their mind whenever he speaks.

Oftentimes Katakros will wage several wars at once. Via the bird-like messengers of his Aviarch Spymaster, he coordinates overlapping campaigns that stretch

across thousands of leagues. Even as he breaks the foe's army piece by piece he dictates documents for their surrender to his keepers of knowledge, the Gnosis Scrollbearers – for should enough of the enemy survive to provide a profitable source of tithe, he will seal their fate by binding them in inescapable arcane contracts.

In Nagash's eyes, Katakros is the perfect general. He was remade in the idealised form of an exemplar of undeath – a fact he knows full well, further compounding his monstrous sense of superiority. Should a supplicant grovel enough or prove to be particularly silver-tongued, the Mortarch can be bargained with. He will just as willingly subjugate nations through his own twisted form of diplomacy to secure a vassal state – and thereby a steady supply of bone – as he will crush them through military action. To him, it is one and the same. Either way, he will have his victory in the end.

The change-daemons spilled out by the hundred, a globular mass of pink and blue flesh pouring from the Faeros Realmgate. Katakros sent in another cohort of Mortek Guard, his lips set in a disapproving frown as their front ranks were transmuted to scatterings of multicoloured sparks. The portal had served him well, but he had already expended three cohorts in its reclamation.

The Mortarch glanced at the Necropolis Stalkers picking their way through the rubble. 'Contain it,' he said, his syllables clipped and precise. The Stalkers leapt forward, slashing their great blades through the feather-crowned daemon herald still widening the rift. Behind them came a pair of Gothizzar Harvesters, the bludgeoning blows from their mace-like hands crushing larger daemons even as their tails and side-limbs smashed the lesser versions into puffs of brimstone flame.

A vast avian monstrosity came through the split in reality, claws ripping the gateway wide. As it unfurled its mighty wings it met Katakros' gaze, and shrieked a challenge. A doppelganger of the monstrosity shimmered close by on the Mortarch's left, becoming solid even as the original disappeared entirely.

'Attend me,' said Katakros to his retainers as the daemon came forward, its great taloned foot descending to crush his aides. The Aviarch sunk a dagger into its knee, but then both the spymaster and the Necrophoros were consumed in a burst of energy, transformed into scattering blue ravens that cawed 'Tzeentch! Tzeentch!' in alarm. His Liege-Immortis stepped in, blocking the creature's bladed staff before stabbing it in the wrist. The greater daemon simply leant down and bit his head clean off. It made an arcane gesture, and the Gnosis scribe Deteshe curled up into a weird spiral of bone. All inconvenient fates, thought Katakros, but far from irreparable.

'So be it,' sighed Katakros, raising the glaive Inda-Khaat. The daemon belched a torrent of warpflame, but Katakros took it on his shield, dispersing it. Had the creature thought him so ill prepared? He laughed, flames curling from his lips as he swept Inda-Khaat around in a perfect arc. The beast raised its staff, but the glaive cut right through it, sinking into its serpentine neck. The massive head fell into the dirt.

Katakros snorted ash. This day would not yield a single bone, but the Great Conspirator would know his name. That, at least, was a start.

'I was born to bring the Mortal Realms to heel. I died to defeat Chaos, was remade, then died again under the hammer of the Soul-Thief. But still I stand, and I stand tall. By the grace of my master Nagash, I have become the doom of empires.'

- Katakros the Undefeated



ARCH-KAVALOS ZANDTOS

Zandtos is a fiercely competent general, second only in martial wisdom to Katakros himself. As the Arch-Kavalos of the Ossiarch Empire, he leads the charge of the Bonereapers into the era of the Arcanum Optimar. It is his wish to purify Shyish by eradicating all living things within it, even should it take all eternity.

Patru Zandtos, the Dark Lance, is the only general from Katakros' former existence whom the Mortarch has allowed to remain whole. He has not a shred of ambition to rise above his current rank. Instead, he focuses his efforts purely on causing the greatest amount of damage possible to the living of Shyish, wielding his armies as extermination forces to systematically eradicate everything in the realm that draws breath. It is his fervent belief that the living have no place in Shyish; if he has to ensure their demise in person he will do so, for his lance arm never tires, and neither do his extensive armies.

Even in mortal life Zandtos considered himself a purist, eschewing distractions for the single-minded pursuit of the morbid arts. For over sixty years he served as an assassin-mortician, revering death even as he inflicted it on those he had been employed to kill. Riding his black destrier towards his victim on a lonely road, he would end them swiftly, inflicting the killing blow with almost loving care. Unusually for an assassin, he would not flee the site of the murder but inter the slain with great honour – despite the hard labour of digging their grave, scooping out their offal

and stitching their wounds closed to make them presentable after the kill, Zandtos would perform these tasks professionally and without complaint.

As with all the stoics of his morbid home nation, upon his death Zandtos found himself in the underworld of Ossia. There, the credo of hard work being its own reward meant that the underworld thrived even in death, and as a mortician Patru Zandtos found the neatness, sterility and order of Ossia very much to his liking.

Then came Sigmar. In settling Ossia, the God-King seeded the lands with filthy, indolent barbarians that would kill their enemies amongst great nuisance, noise and mess, leaving the corpses to be pecked apart by carrion birds. Zandtos looked upon a new atrocity each day, and was enraged to the point of violence. At first he waged his genocidal war alone, but as time passed more and more like-minded spectres joined his cause. When the great general Katakros rose to prominence in Ossia and Necros, Zandtos approached him with a proposal. Over the course of a long symposium they made common cause. With the might of the Ossian

Echelon beside him, Zandtos could further his goal of eradicating the living from Shyish ten times faster, and end the threat their untidy, unsanitary and ill-disciplined savagery posed to the underworlds.

What began as a desire for order and peace turned into something far bleaker when Katakros bestowed upon Zandtos the Dark Lance, a lethal blade and rod of office alike. That arcane weapon focuses the intent of whoever wields it, reinforcing their conviction with each life it takes so its wielder can remain free from human foibles such as angst or doubt. In Zandtos' hands, it has intensified his wish for death to rule over all, at the cost of his desire to put all things in their right place. Since the coming of the necroquake, the Arch-Kavalos has forsaken the mortician's drive to ensure the dignity and repose of the dead. Instead he focuses only on the ending of all living things, on the bringing of blessed stillness after the thunder and wrath of battle, and leaves behind him the same disorder he once despised. It is quite possible he will slaughter his way across all of Shyish, bringing the Realm of Death one great leap closer to Nagash's necrotopia.



'Shyish, called the Realm of Death. What role do the living have here? Are they not usurpers in these places, afterlives that only the dead may claim through their ultimate sacrifice? This is no place for the sweating, grunting haste of mortal creatures. Peace must be returned to these lands, the peace of death eternal; and if it must be won through the act of war, so be it. It is our duty to slay, to be the personification of death, and that is enough, for it is a fine thing. Let us rejoice, for Lord Nagash has given us an eternity in which to make our vision of purity a reality.'

- Arch-Kavalos Zandtos, Dark Lance of Ossia

VOKMORTIAN, MASTER OF THE BONE-TITHE

Vokmortian is both envoy and overseer, statesman and conqueror. It is his duty to orchestrate the bone-tithe, the gathering of raw materials from which new Ossiarch armies are fashioned. Many a nation's first contact with the Bonereapers is a parley with this hideous revenant, a day they will curse across the generations for evermore.

Across the vast distances of the Mortal Realms they travel, the emissaries of Nagashizzar. To deny their demands invites annihilation. First amongst their number is Vokmortian, Master of the Bone-tithe. This immortal being has been given licence to utterly destroy any who defy Nagash, laying them low with necromantic powers granted unto him by his master. By Vokmortian's will have sprawling empires been crushed to dust and entire civilisations harvested overnight.

When Vokmortian arrives before the gates of a mortal city to demand tribute, he does so alongside an elite retinue of Bonereapers. The Master of the Bone-tithe unfurls the Decree of Nagash and reads it aloud in his terrible, rattling voice. If bones of sufficient quality and quantity are proffered, then the supplicants may be allowed to live on for another season. If the inhabitants are belligerent enough to open hostilities, then the bounty is simply taken from their ruined corpses in the aftermath of battle. In the presence of this terrifying effigy of death, few mortals are brave enough to make a stand. The severed heads of those who have made this grave error hang from Vokmortian's staff, still wailing and bemoaning their foolishness.

As the foremost emissary of Nagash, Vokmortian channels a portion of the Great Necromancer's formidable might. What Vokmortian sees, so too does Nagash, and through his servant the Lord of Shyish can manifest his vengeance. This connection is so potent that when the Master of the Bone-tithe is denied, Nagash's lifeless, icy gaze blazes through the spectral visage contained within Vokmortian's chest, striking those who have displeased him with heart-stopping terror. Should further incentive be required, Vokmortian can unleash

the terrible power of the Shyish Nadir, and can smite his foes with life-stealing magic.

As well as his other duties, Vokmortian acts as a conduit for the will of the Great Necromancer in all things. Nagash is the undisputed master of undeath, but although his power is that of a god he is not yet omnipotent. The forces of Death are disparate and varied in nature, and many have their own agendas. Wights, vampires and masters of necromancy all march beneath the banners of Nagashizzar when summoned, but scattered as they

are, it is not always an easy task for Nagash to leverage his domineering will. Given free rein to pursue their own tyrannical ambitions, his lieutenants have proven wilful at times. As the bearer of the Decree of Nagash, Vokmortian can command the obedience of even the mightiest undead lord simply by raising aloft his rune-marked scroll and issuing an imperative that they are suddenly compelled to obey. It is this that makes him one of the most dangerous entities in all Shyish, such that even the Mortarchs themselves watch their dust-dry tongues in his presence.



LORDS OF BONE AND CONQUEST

The lords of the Ossiarch Bonereapers are each terrifying revenants in their own right, but together they become a force unstoppable. Between them they form an interlocking command structure that can see the populations of entire continents enslaved or recycled as raw materials without a shred of regret.

LIEGE-KAVALOI

Thundering into the enemy ranks atop a massively built Kavalos steed, the Liege-Kavalos is a warrior monarch whose blade strikes down the living every new day. Each composite soul used in the creation of these Ossiarch heroes inspired loyalty and devotion in masses of followers in life. In death, the lieges' command over their subordinates is total and absolute.

In the Ossiarch Empire and beyond, each Liege-Kavalos has a simple duty – to ride down and kill those who would escape the Ossiarchs' fateful tithe. Should this entail the crushing of a township, a single day of carnage might be all that is required before the errant citizenry are considered appropriately punished for their disobedience. Should it instead involve the suppression or slaughter of an entire nation, the Liege-Kavalos' true qualities come to the fore. Each liege knows the capabilities of Kavalos Deathriders above those of any other martial asset, and will use them in an overlapping series of attacks that takes apart the wayward nation's military piece by piece.

It is said in the Prime Innerlands that if a Liege-Kavalos were commanded to destroy an entire race, they could achieve it, charge by devastating charge – so long as members of the Mortisan priesthood were there to shore up the numbers of their armies at each day's end. It might take a decade or more to achieve such a feat, but this is of little import to the Liege-Kavaloi. They exist only to be weapons in the hands of their superiors, and they are expertly crafted ones at that. They will work towards their goal ceaselessly, neither deviating from their assigned task nor looking back for even a moment. Each spear thrust or sword blow they deliver is no more remarkable to them than the act of drawing breath is to a living soul.

MORTISAN BONESHAPERS

Created from the remains of the finest artisans in all Shyish, each Mortisan Boneshaper considers themselves a craftsman even beyond the veil of death. Many hail from Anadiria, the underworld of creative souls whose paradise is to practise art for its own sake for the rest of eternity. Nagash has given these once-peaceful souls that opportunity, but perhaps not in the way they might have chosen. Instead of making sculpted wonders and complex bas-reliefs, instead of celebrating beauty and skill, their talents are bent towards the business of warfare.



Each of these masters in the art of ossification can create a new Bonereaper construct in minutes. They do so by stripping the bone of the tithed in great peeling loops, drawing it forth with a series of elaborate gestures. They then reconstitute this basic resource, via the magic of their craft, into the strong yet flexible bone-stuff of the Ossiarchs. It is they who repair any damage sustained by Bonereaper creations; sometimes a single femur's worth of bone is all it takes to reknit a shattered ribcage or reattach a severed arm. They keep close company with the Gothizzar Harvesters that retrieve bone material after each battle, and have a steady supply of construction materials at their beck and call.

When not on the front lines, it is the duty of the Boneshapers to create the vast edifices and fortresses that the Ossiarchs raise to the glory of Nagash. In this they can revel in something approaching true creativity, attempting to outdo one another in the splendour of their work. In truth, these too are distortions of the sculptor's art into something warlike, horrific and morbid, intended only to venerate an unending regime of death.

MORTISAN SOULREAPERS

Where the Boneshaper creates, the Soulreaper destroys. It is the sacred task of this sinister order to cut the spirits from the living, for the Ossiarchs are not given strength by physical remains alone. Just as their fellow Mortisans harness the bones of the dead, the Soulreapers must harvest their departing animus.

Though they themselves are fashioned from the souls of beings learned in necromantic magic, the Soulreapers are often considered the least of the Mortisans, for they cannot create. At one time they were looked down upon by the Soulmasons and Boneshapers of their tripartite organisation. It is said the first of their kind, the life-witch Tomar Venta Kheph, screamed so loud upon her reincarnation as a Soulreaper that the shadeglass windows of Nagash's sanctum cracked like fractured skulls, and that he has never forgotten the slight. Yet their potency in times of war has earned them a fell reputation.

The Soulreapers' magic, focused upon destruction rather than renewal, can tear the spirits from a distant enemy in a howling vortex of Shyishan magic. This is then captured within a hollow soul-trap for later processing. To steal a powerful spirit is a risky act indeed. Long ago, the Soulreaper Tuaghreph was possessed by the soul of a



powerful aelven mage he intended to harvest, and babbled a stream of devastating spells that caused havoc amongst his own ranks. Since that magical calamity, many Soulreapers have been fashioned without mouths.

At close quarters Soulreapers are all the more lethal, their scythes wrenching the animus from their enemies as their bisected corpse falls to the ground. All this the Soulreaper does without a sound, yet the shriek of the enemy's soul as it is ripped from its body speaks for them well enough.

MORTISAN SOULMASONS

The Mortisan Soulmasons are a vital aspect of the Ossiarch war machine. It is they who evaluate and apportion the spirits of the dead, taking them from the arcane vials filled by their Soulreaper brethren then filtering and combining them into the gem-like phylacteries of their fellow constructs. Through the strange soul alchemy of the Soulmasons are new Ossiarchs fashioned and lost souls restored. If Katakros and his

lieges are the minds of the greater organism, it is the Soulmasons that are its spiritual heart – a dark and shrivelled organ indeed, but one that beats strong even beyond the veil of death.

As the highest-ranking Mortisans, the Soulmasons have authority as to which spirits are used to replenish the Ossiarch ranks. They are also the final arbiters of how these souls are best re-purposed, whether as tithe to Nagashizzar's greater cause or as immediate assets on the field of battle. It is their duty to sort weak souls from those with the strength to persist. They will often take the best parts of a spirit for their work – just as a butcher might pare away the finest cuts of a carcass – before rendering the rest into more general nourishment for the undead ranks around them.

In the deathly trance of their strange craft the Soulmasons may appear to move slowly and deliberately, as if in a mystical daze. Concentration is of vital importance when shaping the stuff of souls, lest the spirit matter

escapes as screaming, tortured gheists destined to haunt the lands around. Yet to a Soulmason, an entity created specifically to imbue lifeless objects with animating spirits, it is a simple enough matter to conjure attendant souls to aid them. Out of a sense of tradition to the first of their order, most Soulmasons go to war upon one of the elaborate bipedal thrones that once ringed the Grand Audience Hall of Gothizzar. These pillar-legged conveyances are given motion by the cast-off energies of those spirits the Soulmasons found lacking in substance. Bound to the will of their rider, they kick out with iron-hard claws at any who would disturb the Soulmason's work. Each blow is powerful enough to cave in a fortress gate, yet delivered with such precision that the throne's platform remains completely level and still. In this way the Soulmason can concentrate on his strange alchemy of the soul even as his conveyance tramples and kicks to death his enemies, only for their departing spirits to sustain the next cycle of the Mortisan order's art.

MORTEK GUARD

The core of the Ossiarch Empire's armies, the MorteK Guard are superior yet numerous battle-constructs that wage war with unnatural skill. They fight with the vigour of the living, yet without the doubt, fear and confusion that can plague a normal army when the fog of war descends and the din of battle rages all around.

Each MorteK Guard is a walking mass grave, a soldier made from the dense bone that is the Ossiarch tithe. They are given animus by the fractured remnants of dozens of warrior souls, a melange of warlike personalities that fight as an exceptionally efficient whole. In battle they can fight as individuals acting on their own instincts or act with unerring synchrony should their Hekatos leader demand it, blades striking out with lethal precision to open throats and pierce hearts. At a stern order from their commander, the MorteK line turns and reforms in an instant, facing the enemy with a wall of razor-edged nadirite weapons.

The MorteK Guard were constructed to fight Nagash's wars without question or hesitation, but its warriors are not unthinking automatons. They are capable of independent thought, albeit limited

to the scope of conflict, and are granted enough autonomy to ensure that they can fight on skilfully should their Hekatos leaders and even generals be cut down. This self-control is, of course, carefully tempered during the soul-crafting process to ensure total obedience and devotion to Nagash. A MorteK Guard could no more rebel against its rulers than it could spontaneously revert into the disparate flesh-and-blood entities used to create it.

MorteK warriors famously never break rank, even as they stride to war through sucking quagmires or march across a carpet of slain foes. Each warrior wields a nadirite blade or spear in a death grip that is impossible to break, their weapons imbued with deadly Shyishan magic from Nagashizzar. Even a minor wound from such a weapon can cause a painful and near-instant death as the victim's soul is devoured

by the voracious necrotic energies of the Shyish Nadir.

The primary duty of the MorteK Guard is to defend their masters, for should the Mortisans and the lieges that command them fall, the Ossiarch war machine will be slowed and robbed of reinforcements. Upon command the MorteK Guard can form nigh-impenetrable bulwarks, locking their heavy shields and even using their bodies as obstacles if necessary. Often they will assemble in shieldwalls around the Mortisans, so that their superiors can operate unhindered behind barriers made from the very troops who serve them. To draw close to these ad-hoc defences is to see witch-lights flare bright in eye sockets, and weapons lancing forward to impale those who would harm their lords. For though the MorteK Guard are a shield, they are also a blade – one that can reshape the Mortal Realms.



MORGHASTS

The Morghasts are amongst Nagash's greatest works – grimly majestic with their tattered wings and finely crafted armour, they wield spectral weapons that rend soul and flesh alike. They add a fearsome strength to Katakros' military campaigns and ensure the relentless march of his grand legions continues unabated.

The terrible necromantic rituals that gave rise to the Morghasts bear many similarities to the processes of soul-crafting and osseomancy. These dread creations are intended to further Nagash's rule through intimidation. They are made as twisted reflections of the angelic creatures that wing through the higher reaches of the Hyshian vaults, though where those holy eidolons epitomise light, energy and purity, the Morghasts embody morbid malice and inhuman ferocity. All but impervious to mortal weaponry, their bone-matter is so dense their skeletal forms can blunt even truesteel axes. Within their cavernous ribcages are the skulls of slain wizards and seers, each a repository of arcane power that allows the Morghasts to draw on a near-inexhaustible supply of energy. They have been seen in greater numbers ever since the formation of the Shyish Nadir, which has led many of Sigmar's generals to suspect that Nagash has granted the secrets of their construction to the Ossiarch Bonereapers. This is a grim prospect, for even in small numbers, Morghasts can wreak terrible slaughter upon their foes.

MORGHAST ARCHAI

The Morghast Archai are bodyguards and custodians that protect Nagash's champions in battle. They will defend their charge with single-minded ferocity, closing ranks and ignoring the rain of blows that deflects harmlessly from their ebon-wrought armour, then lashing out to lop heads with their spectral blades in reply. They are silent guardians, save for those instances where they speak in a deathly hiss with the voice of Nagashizzar. For those undead warlords that grow accustomed to their presence, they are easy to underestimate as mere servitors; standing still as statues, they silently observe, learning and remembering every syllable spoken by those nearby and committing to memory the

words of any whose agenda crosses that of Nagash himself. At a single mental impulse from the Great Necromancer, they will turn against their assigned ward at a critical moment, utterly destroying those who attempt to subvert or deny the Great Necromancer's will.

MORGHAST HARBINGERS

Where the duty of the Morghast Archai is to protect, the role of the Harbinger is to destroy. These looming creatures range ahead of the Ossiarch armies, lancing a cold claw of fear into the heart of every mortal that witnesses them. Daunting of

stature and aspect, their appearance conveys one message above all others – here, Nagash rules. All who defy him will be slain and remade as part of his unliving empire. Wielding either a spirit halberd or a spirit sword in each hand, these winged horrors swoop down onto the enemy before spinning and leaping in a whirlwind of slashing blades, a dire shock to those that considered them to be slow-moving and deliberate. As heralds of Almighty Nagash, they count terror amongst their weapons, taking a grim and silent delight in the screams of those living creatures they were created to destroy.



KAVALOS DEATHRIDERS

The foremost cavalry of Nagash's new order, the Kavaloi are famed across Shyish for their tireless assaults and expert riding skills on the field of battle. A regiment of such riders can carve a flank of an enemy army, driving the wedge of their attack deep into the heart of the foe before withdrawing to charge again.

Far ahead, the heat haze on the horizon shimmers and resolves into what appears to be cavalry, riding hard. Banners snap in the desert-dry winds. Wan sunlight glints on ornate helms and heavy shields. The sound of nadirite-shod hooves haunts the cusp of hearing, a rolling thunder that is soon to break. Only as they grow steadily closer does the true import of the situation become clear – these are no normal riders, but undead horrors of twisted bone. These are the shock cavalry of Nagashizzar, sent to run down the foes of the Ossiarch Empire, their duty to destroy, hack and trample until there is nothing left of the enemy but dismembered corpses.

It is rare for the Kavalos Deathriders to be sighted in times of peace; typically, if a mortal sets eyes upon them his death warrant has already been signed. They are a favoured asset when punishing those who would rebel against the Ossiarchs' claims of supremacy, especially if the

transgressors choose to flee rather than to fight. Though their prey may have a dramatic head start given the slow but sure cycle of Ossiarch tithe-collection, they cannot run forever – not when pursued by the focused and indefatigable riders of the Kavaloi. After all, the living must eat, drink, regroup and sleep, whereas there is no such hindrance for the Deathriders. They will find their prey eventually, that much is as certain as death itself. Across the Shyish Innerlands, to say that one 'runs from the Deathrider' is to admit to pursuing a task doomed to inevitable failure.

Using specially crafted carrion birds lent a portion of their Mortisan creators' witchsight, the Kavaloi track their foe's soul-spoor at a steady canter, crossing open plains and steaming deltas with equal ease. Silently they ride through the darkness, night after night; they pass day after day under the baking sun without complaint or pause.

They break into a full gallop only when their intended victims are in sight, lowering the tips of their nadirite weapons in readiness for the slaughter to come.

The creatures that carry the Deathriders across the Mortal Realms are far more than mere beasts of burden; they are weapons of war in their own right. Just as an Ossiarch Bonereaper is a composite creation formed of many souls and skeletons melded into a horrendous new form, the Kavalos steed is a bone-wrought monster possessed by several blended spirits. These are animalistic in the main. The souls of faithful stallions, untiring carthorses, foul-tempered rhinoxen, and Ossian creatures such as bleaklake crocodiles and the ferocious flightless birds known as dyatri are all merged to give the Kavalos steed the right mix of savagery and determination. But not all of the spirits that animate these creatures are those

THE SKULLS WITHIN

The Kavalos Deathriders take great care over their beasts, especially after their prey have been slain and their duty hence discharged for a time. Riding them to the nearest Ossiarch stronghold, they will stable them behind stout walls, fastidiously cleaning the gore and dust from every hollow and fissure of their strange skeletal forms. Even the softly glowing skulls within – remnants of those who fought well against the Deathriders that are held as trophies within their steeds – will be cleansed, their sockets excavated of dirt and their craniums polished to a high sheen. Once the work is finished the Kavalos steed will gleam as fresh as when it was first bone-wrought, yet even in Arch-Kavalos Zandtos' cohorts such fastidious cleanliness is put aside when the chase is at hand. A formation of Kavaloi that has been riding for months may be covered in thin strings of rotting flesh and clotted blood that reeks so badly it can make a man's throat fill with bile as his eyes water and swim.

There is method in the Deathriders' tendency to restore their mounts to their former glory after each conquest. First is the matter of pride; as the

elite of Nagash's new order, they should be seen as representative of his vision for a better, more ordered universe. Second is that of practicality – those same skulls that grind within the Kavalos steed's skeletal body are reservoirs of deathly energy that can be drawn upon at need to lend a burst of strength or speed. When the unit's Necrophoros raises the banner high and the Hekatos calls out in his harsh, desert-dry voice, a unit of Kavalos Deathriders will glow from within, the deathly power of Shyishan magic driving them forward to leave trails of burning ectoplasm in their wake.

A variant of the very same technique, known as skull-sowing to the Mortisan order, is used on larger constructs of the Ossiarch Empire. Amongst them are the Necropolis Stalkers, Gothizzar Harvesters and even the Morghasts created by the Great Necromancer himself. The Dread Abyssals ridden by Nagash's Mortarchs also harbour such trophy skulls, each with its own sorry tale of tragedy that leads from the nature of its owner's death to the purgatory of being remade as part of an undead beast.



of beasts. Ossiarch leaders who cross Nagash, whether by intent or failure, may have their souls rendered down to become part of a Kavalos steed. Though outnumbered and beaten down by the savage belligerence of the animal spirits within the creature, they retain just enough sentience to realise their predicament, and are driven mad with hatred at having been remade as riding beasts rather than true warriors.

Kavalos steeds can perform physical feats that would wound or even kill a living creature. They are able to change direction with the same uncanny synchrony as a darting school of fish, the regiment's Hekatos leading manoeuvres that would send a troop of galloping horses tumbling to the ground in wild disarray. Because of this quality of the Kavalos steed the Deathriders charge in hard,

safe in the knowledge that they can swiftly withdraw and redress their ranks before charging in again. So robust is the steed's construction that an enemy who hacks at the legs of one of these beasts in the hope of unseating its rider will do little more than numb his own sword arm with the impact. Under the exoskeleton of the steed lie even more layers of hardened bone, making it virtually immune to pain.

Evading a Kavalos steed's fang-lined jaws is no true escape, for the prehensile tails that extend from its enlarged spine end in jagged tips. Like the stingers of scorpions, these barbs can dart forward to stab those who get around the beast's flanks. Even its metal-shod hooves are powerful weapons, lashing out to crack skulls, cave in ribcages and shiver shields as the Deathrider presses on into the enemy ranks.

A Deathrider wedge at full charge is a weapon of war like no other, not least because of the sheer density of the Ossiarch riders and steeds. Those brave enough to stand and face such a formation may target it with volleys of missiles in an attempt to slow the riders' pace, but most projectiles simply rebound from morbid armour or thunk into fused bone. Even munitions and arcane bolts do not cause the Deathriders to flinch, for they have left primitive concerns such as fear and doubt long behind. When the charge hits home, it often does so in two waves. The first impacts with incredible force, each steed sending its prey flying as the rider impales their chosen target on the tip of a spear. The second wave follows up hard, hacking down with their nadirite blades those who somehow survived the initial assault. To face such an onslaught is to know the wrath of Nagash given form.

WAR GIANTS OF OSSIA

The prime assault assets of the Ossiarch armies are towering, four-armed terrors twice the size of the Mortek infantry they support. These are creations of powerful soul magic as well as great physical might, their composite spirits assembled with painstaking artifice for optimum lethality.

Without the constraints of human anatomy to bind them, the Mortisan priesthood has free rein to make whatever hideous creatures they consider most efficacious in the art of war. So it was the supremely aggressive Necropolis Stalker and its defensive incarnation, the Immortis Guard, were conjured into being. Originally created at the dawn of the Ossiarch Empire by the first Mortisans, they have been employed as the hard-hitting elite of the Bonereaper empire ever since.

NECROPOLIS STALKERS

Truly disturbing beings that represent the apex of the soul-crafting art, Necropolis Stalkers are nightmarish, four-faced duellists. They are utilised as shock troops by the commanders of the Ossiarch

Bonereapers. Armed with a variety of blades that they wield in four dextrous arms, they are an exception to the implacable style of warfare practised by the majority of Ossiarch forces. Instead, they move with unnerving raptor-like speed, loosing bone-chilling screeches as they leap into battle.

The weapons of the Necropolis Stalkers are many. These creatures fight with an eight-foot-long spirit blade held in each upper arm, perfectly suited to bisecting a human-sized foe in a single blow. Their lower arms hold nadirite daggers, wielded with the skill a duellist might use a main-gauche in their off-hand – though in comparison to the weapons of mortal men, these blades are more akin in

size to bastard swords and hit with as much force. Some amongst them, in particular those that harbour the spirits of warriors who favoured heavy blades, use dread falchions instead, weapons empowered by so much spiritual force that they can cut through stone with a shriek of displaced energy.

Each face of a Stalker's quadrangular war-mask is imbued with the essence of a legendary warrior. These combine to form a fourfold gestalt, each aspect of which can assume control of the Stalker's body at a moment's notice. These aspects are created from the souls of weapon-masters, those who possessed a specialism that has been greatly enhanced in death. Thus, by the simple act of rotating its head a



Necropolis Stalker can switch from a parrying stance to a frenzy of whirling blades in the blink of an eye. Amongst the Mortisan order this is called the Quadrarch Mask, and is the hallmark of the Necropolis Stalker's enduring success over the aeons.

The blade-strike aspect of the Stalker is drawn from the souls of aggressive yet highly controlled swordsmen, and is optimised towards offense, a quartet of blades weaving a net of razored metal that is all but impossible to evade. It is of great use against multiple lesser opponents that can be hacked down in short order. The style's defensive equivalent is the blade-parry aspect, harnessing the reaction speed, economy of motion and riposte technique of a master fencer. When facing more martially skilled foes, such a bulwark of warding blades can be the keystone of an immovable defence.

Stalkers facing well-armoured foes, such as Stormcast Eternals, often switch to their precision aspect. Watching every movement of their enemies with intense focus, they test and feint left and right, probing the defences of their opponents and leading their target's sword arm astray before lancing a killing blade right into the heart. But it is the destroyer aspect that is perhaps the most terrifying to witness. Harnessing a martial style drawn from the most furious attackers, it sees the Necropolis Stalkers hack repeatedly right through the defences of the foe with raw strength and savagery, sparks of hatred and death-lust flickering from the creatures' eyes as they do so.

When not employed at the forefront of battle, Necropolis Stalkers maintain a ceaseless vigil over the Ossiarch Necropolises, prowling the streets in swift-moving hunting packs. Woe betide any being foolish enough to attempt to breach the walls of such a city by stealth, for nothing escapes the notice of the many-eyed Stalkers. Intruders are summarily dismembered, their bones removed to craft yet more undead warriors.

THE ART OF THE BONE-WRIGHT

The osseous matter from which Bonereapers are created is drawn from many sources, but it must be of a certain quality to survive the aeons. The skeletal remains of powerful or unusual fauna can be useful to the Mortisan order; the hollow bones of birds are excellent for the formation of lightweight yet strong structures, whereas the dense bones of behemoths can be of great use in the construction of large constructs. The remnants of cartilaginous fish and pelagic mammals, harvested by great rib-like structures that extend from the Ossiarch naval strongholds, can also be of use to the Boneshapers. These prove especially useful when flexible parts are needed, such as in the construction of artillery. Yet the vast majority of the Ossiarchs' materials comes from human remains. Human bone is far more plentiful than the stout duardin equivalent, far quicker to self-replenish over the generations than that of the aelves, and less coarse and porous than orruk bone, which can become spontaneously compromised by fungal growth if not prepared correctly. The souls of human donors are likewise preferred by the Mortisan priesthood, for they can be malleable and easily divided, yet they are complex enough to yield a variety of materials and spiritual qualities for the construction of specialist warriors. Perhaps it is fitting that the curse of the Ossiarch Bonereapers should fall primarily on the race that created them. If Nagash secures the supremacy he desires, it is all too likely the Bonereaper legions will prove the final destination of mankind's journey through the ages.

IMMORTIS GUARD

Darkly magnificent in their full raiment of war, the Immortis Guard are the elite constructs that defend the Ossiarch leadership structure. It is their duty to ensure no mortal vermin sully their masters with the business of violence, nor interfere with the sacred and complex tasks of the Mortisians whilst they are at work. With their tall helms and broad shields defending a bulky exoskeleton of layered bone, the Immortis Guard are grim sentinels that feel nothing in the way of pain or doubt. In battle they interpose themselves between their masters and the most determined of enemy assaults, forming shieldwalls and bracing themselves to take the force of charges that would bowl aside or break any conventional defence. With their dread halberds braced underfoot, they impale those who would assault their position, hurling aside these first kills to sweep their hooked polearms through the ranks of those behind.

The first of these undead goliaths were imbued with the animus of Katakros' original Scions Praetoris, expert defensive fighters who used tower shields to defend their master on the field of battle. Picked from

amongst the tallest and strongest of Katakros' vassal troops, they were famous for using their shields not only for defence, but also as weapons with which to bludgeon and barge away their enemies. It is a testament to the strength of the Scions Praetoris that they could achieve this with but one arm, using a blade held in the other hand to impale the reeling foe after a shield-strike in one fluid motion. That strength has been magnified several times over in death, and with not two but four arms to grip their signature weapons, they are all but impossible to disarm.

Should the Immortis Guard launch a counter-attack, they do so with a combination of crushing blows from their massive battle-shields and follow-up strikes from their polearms whilst their opponents are still off balance. When an entire unit of these constructs attack in concert they shield-bash, stab, then stride forward and bludgeon once more, delivering a synchronised coup de grâce with their halberds that has seen even rampaging mobs of Ironjaw orruks and charging Gutbuster ogors hurled backwards and unceremoniously despatched in a matter of moments.

MORTEK CRAWLERS

The arcane catapult known as the Morteck Crawler delivers death from afar with terrifying accuracy. Crewed by four Ossiarchs created from master artillerists, it can fire hails of necrotic skulls that bite and gnaw, send soul-tearing spirits into the foe, or hurl weighty blocks graven with curses that can kill the mighty in an instant.

The Morteck Crawler is a creation of demented genius. Devised by Katakros himself, it is an extremely efficient design, for it is as much a creature as it is a machine – the original diagrams still have pride of place on the scroll-covered walls of the Mortarch's Chamber of Contemplation to this day. Far more than a simple catapult, the Morteck Crawler is a self-powered artillery device that has its own aggressive animus; it can reload and fire its arcane payload in a matter of seconds. It is borne to war upon dozens of skeletal legs, rippling like those of a centipede as it slowly

carries its bulk to war amongst the Ossiarch legions. Unlike conventional artillery it can fire on the move without a lack of accuracy, making it the perfect tool to support a cohort on the long march of eternal conquest.

The winch-like apparatus at the crawler's side is powered by a turnwheel of bone, within which is one of the Mornial caste – those Ossiarchs who lack a warrior's skill, yet who have stamina enough to work for eternity at the same task without pause. The war viziers that lean out from its vertical stanchions

act as spotters. These operatives are well versed in identifying the weak spots of armies and the command structures that form tempting targets within their ranks. It is they who decide which of the Crawler's esoteric ammunition types the crew at the machine's rear will load into the claw at any one time, and they who give the command for the torsion to be released, sending the missiles hurtling through the air to smash into the enemy.

The Morteck Crawler has three principal types of ammunition, each optimised to bring a different kind of destruction to the foe. The hollow artefact known as a cauldron of torment contains those spirits too tortured by war and death to lend animus to a Bonereaper construct. Driven far beyond the edge of sanity, they scream with soul-chilling anguish as the cauldron slams into the greater mass of the enemy, driving the survivors mad with fear.

The artefact known as a cursed stele is inscribed with a death hex that grows more potent whenever the Morteck Crawler is attacked. Not only does this graven block land with bone-crushing force, it also discharges this lethal curse on impact. Should it be well enough steeped in the energies of vengeance, anything struck by the stele erupts in baleful flames and is reduced to charred bone-dust in moments.

The third ammunition type takes the form of a cluster of necrotic skulls. Left to absorb the unholy energies of the Shyish Nadir in the laboratories of Nagashizzar, each is so redolent with morbid magic it is surrounded by an aura of blackest aether-smoke. Those struck by such missiles are subject to the full measure of those lethal energies, collapsing to the ground with a rictus of fear and agony twisting their features as their vital force suffers immeasurable damage.



GOTHIZZAR HARVESTERS

A macabre monstrosity from the darkest of nightmares, the Gothizzar Harvester's existence makes sense only to the Ossiarchs that created it. The creature is a murderous juggernaut of bone and metal that can smash through a shieldwall without breaking stride, but also a collector of the dead, its role to provide as well as to destroy.

Massive, lumbering and surrounded by the terrible miasma of death, the Gothizzar Harvester is a many-limbed beast devised to tear through infantry formations and then collect their remains for later use. It is often used as a line-breaker by the commanders of the Ossiarch military, who see it in terms of might more than resource. Yet the Harvester is so redolent with deathly energy, so loaded with raw materials for the creation of new Ossiarchs, that it forms a nexus of the Mortisan's art. As such, these creatures are in great demand within the Ossiarch cohorts; where they walk, victory usually follows.

To witness a Gothizzar Harvester on the field of battle is to see the sickly efficiency of the Ossiarchs writ large. Even as these creatures cut apart and crush the foe with their primary limbs and powerful maws, they gather up the remains of their kills with the subsidiary arms that line their chests and flanks. These pass the remains one hand to another, stripping away flesh and assessing the worth of each remnant before depositing the choicest picks in vast ribbed baskets atop their backs. These blood-slicked bones attract carrion birds that the rearmost arms will often swat away – or else capture, tear apart and add to the grisly heap if its bones are judged sound enough for re-use.

The mass graves upon the backs of the Gothizzar Harvesters are intended to be used once the battle is over, carried back to Ossiarch construction nodes or Mortisan strongpoints so their contents can be refashioned as new constructs. However, in times of need, the Harvesters' Mortisan masters may make use of the fresh bone all the sooner, drawing forth the bone from each rib-like feeder heap in mid-battle, sometimes whilst it is still warm and slick with fluids, to create or reinforce their legions.



Though Gothizzar Harvesters fulfil the double role of destroyer and creator that typifies the dichotomy of the Ossiarch race, to the enemy they are war constructs through and through. At its fore is a death's head maw that can vomit out the spiritual by-product of the corpses it gathers in a greenish fireball of tortured spirit-energy. Trailing behind the creature is an elongated prehensile spine intended to gather the remains of the slain, but which can also swat a nearby assailant so hard it smashes their bones to flinders. To be struck by such discharge is to feel one's soul burned away by the ghastly flames of Nagashizzar. But it is those who dare a frontal assault that face the construct's full strength.

Some Harvesters are built with rune-cut sickles at the ends of their primary limbs, the better to slash through the foe and cut their spirits from their bodies. Kept eternally sharp by Shyishan magic, these weapons can hew the legs from a gargant with no more effort than a woodsman cutting lumber. The arms of other Harvesters end in massive spiked bludgeons, each filled with a reservoir of magical Chamonite to ensure that even incorporeal foes are torn apart by a blow. A strike from such a weapon can blast the soul from a mortal's body, leaving the displaced spiritual energy as ready fodder for nearby Mortisans, while the corpse itself is torn apart and stored atop the beast's broad back.

The Mortis Praetorians march forth from their glorious necropolis, led not only by Katakros, but by Nagash himself. They are the doom of the living, and their war will never stop.





IMMORTAL HATRED

The Ossiarch legions are darkly magnificent when arrayed for war, a baroque military force resplendent in their serried ranks and supernatural unity. Here we present a showcase of Ossiarch Bonereapers Citadel Miniatures expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



Outside the gates of Nerozzar, Arch-Kavalos Zandtos commands his undying legions forward across a field of monstrous bones. Rich indeed will be the harvest of the living he takes this day...



Katakros, Mortarch of the Necropolis



Liege-Immortis



Aviarch Spymaster



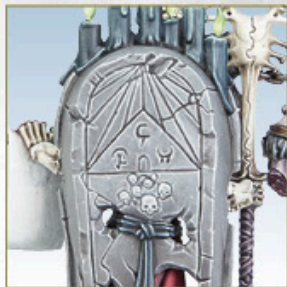
Gnosis Scrollbearer



Prime Necrophoros



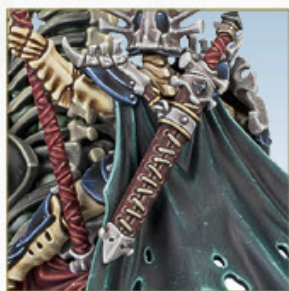
Mortisan Boneshaper



*Vokmortian,
Master of the Bone-tithe*



Mortisan Soulreaper



Arch-Kavalos Zandtos



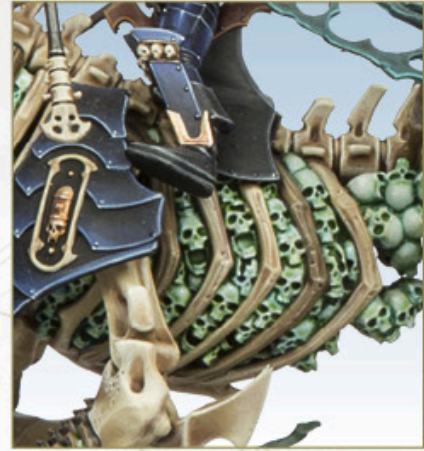
Mortisan Soulmason



The Petrifex Elite emerge from the gloom, a Mortisan Soulreaper at the fore. The blades of their Chaos-worshipping foes find no purchase upon them, for these Ossiarchs are made of ancient fossilised matter as tough as rock.



Necropolis Stalkers are much feared for their swift and sudden attacks; springing into the midst of the foe, they whirl their great blades around themselves with such force even ten-foot tall ogors are hacked apart.



Arkhan the Black, Mortarch of Sacrament



Arkhan soars above the field of battle on Razarak, the Doom of Traitors. He rains deadly magic amongst the enemy, only descending into their midst when he deems a particularly vital kill necessary.



The staff Alakanash



The blade Zefet-Nehtar



Nagash, Supreme Lord of the Undead



Necropolis Stalker of the Ivory Host



Mortek Guard of the Null Myriad



Mortek Guard of the Crematorians



Immortis Guard of the Mortis Praetorians with dread halberds and nadirite battle-shields



Necropolis Stalker with spirit blades



Necropolis Stalker with dread falchions



Necropolis Stalker with spirit blades



Mortek Guard

Mortek Guard with
soulcleaver greatblade

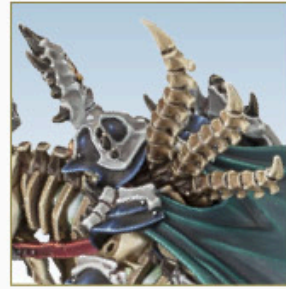
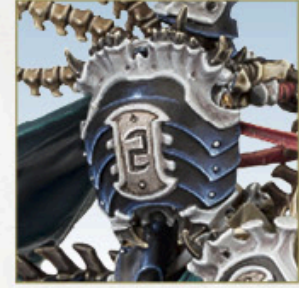
Mortek Hekatos

Mortek Guard

Necrophoros



As a Bonereaper counter-invasion pours into Stormcast-held territory, a Mortisan Boneshaper regenerates his Mortek Guard as quickly as Sigmar's warriors can smash them down. Victory is but a matter of time.

*Liege-Kavalos*



Kavalos Deathrider Mortek Hekatos with nadirite blade and shield



Kavalos Deathrider Necrophoros



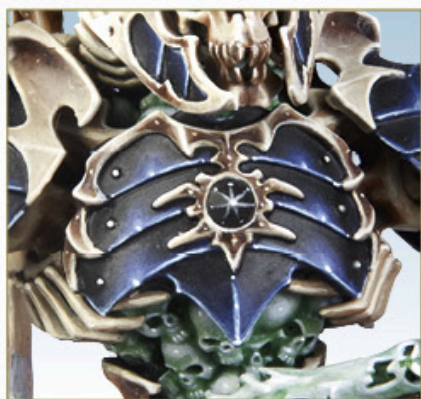
Kavalos Deathrider with nadirite spear

The charge of the Stalliarch Lords has broken the battlelines of men, aelves, duardin and even Seraphon, for it hits home with tremendous force only to burst through, turn and charge again.





Arch-Kavalos Zandtos sallies forth from the necropolis of Obedia. Swiftly apportioning his hard-hitting troops to the battle ahead, he prepares the way for his Mortisan allies to rain destructive magic upon those who deny the tithe.



Morghast Archai



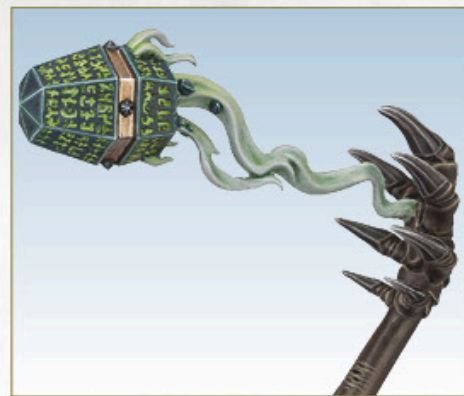
Gothizzar Harvester



A Gothizzar Harvester of the Stalliarch Lords lumbers into battle with an orruk Megaboss – should the construct's rune-embazoned sickles fell the beast and its greenskin rider, a rich harvest of bone will be had from their remains.



Cauldron of Torment



Cursed Stele



Mortek Crawler



Atop a high cliff, an Arch-Kavalos' battery of Mortek Crawlers hammers distant enemies with barrages of shrieking skulls and cursed steles that turn the Chaos invaders to dust.



DEATHLY SUPREMACY

The Ossiarch Bonereapers fight as a professional army, but rendered through the most maniacal form of necromancy imaginable. They are the iron fist of Nagash's will, and very rarely can they be stopped. There are dozens of ways to collect Ossiarch Bonereapers; this spread offers one such example of a full and coherent army.

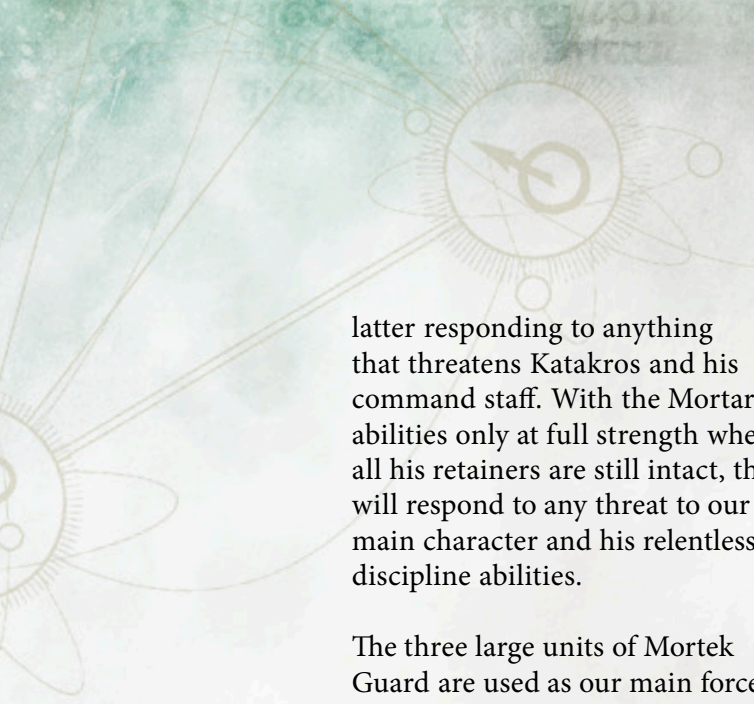
When collecting a Warhammer Age of Sigmar army, it's a good idea to have a plan. How you decide which units to include in your Ossiarch legion might be based on the look of the models, how you envision them performing during a tabletop battle, or could follow a narrative found in a battletome or even one of your own invention. There is no single right way to collect your army, only the way you deem best. The goal is the same – to field an Ossiarch host with which to assail the realms! Here is how we assembled the collection shown below.

There really was only one choice when it came to a leader for our force of Mortis Praetorians – Orpheon Katakros. The Mortarch is such an awe-inspiring sight we couldn't wait to put him atop a hill in our games and have him command his troops to a resounding victory. He is such a fantastic force multiplier we intend to keep him out of combat unless absolutely necessary – though even if an enemy manages to cut through his vast store of wounds they are in for a nasty surprise when Katakros himself takes up his glaive and shield to join the fight.

Katakros' officers are also great at bolstering the rank and file. Arch-Kavalos Zandtoss will stick with the Kavalos Deathriders, taking on any aggressive monsters or heroes that come hunting for our own characters – or making a devastating flank charge that will likely crumble an enemy unit or three and take those objectives we need to secure victory.

The Necropolis Stalkers and Immortis Guard will anchor the other flank, with the former launching a shock assault on anything they can catch and the





latter responding to anything that threatens Katakros and his command staff. With the Mortar abilities only at full strength when all his retainers are still intact, they will respond to any threat to our main character and his relentless discipline abilities.

The three large units of Mortek Guard are used as our main force



As a whole, this Ossiarch legion presents a collector and painter with a great variety of elite troops, as well as a competitive tabletop force with many exciting gaming options.

- 'Break them. Break them body and soul upon the wheel of Nagashizzar's immortal rule.'*
- Katakros the Undefeated



PAINTING YOUR OSSIARCH BONEREAPERS

Whether you have never painted a Citadel Miniature in your life or are a master of the brush with decades of experience, the prospect of painting an Ossiarch Bonereapers army offers a unique and exciting challenge. Following are some tips and examples to get you started with painting your own deathly cohort.

The Ossiarch Bonereapers are one of the most detailed and unusual miniatures ranges produced by Games Workshop. From relentless and methodical Mortek Guard to hulking war constructs such as the Gothizzar Harvester and elite units such as the Necropolis Stalkers, there is an enormous amount of personal choice in what sorts of aesthetics, textures and details your collection will feature. This, coupled with the heraldic sigils, banners and amazing centrepieces common to this army, may seem a little daunting at first. However, with the help of the tips and tricks on the following pages you will soon find yourself building up a legion that Katakros himself would be proud to take to war.

Painting your Citadel Miniatures is an enjoyable part of the Games

Workshop hobby, and a way to truly personalise your collection. Whether you choose to copy the colour schemes shown in this battletome or to invent your own, wholly unique legion colour scheme, when you put a fully painted army on the tabletop the effect is always spectacular. Some painters enjoy lavishing hours of time and attention on each model, teasing out every last detail to the highest possible standard. Others prefer powering through batches of miniatures, getting them painted to a neat and basic standard, the better to quickly finish their army and start rolling dice. As with all aspects of this hobby, there's really no right or wrong way to do things as long as you're happy with the end result. So whether you're looking to paint up a bone-crafted selection of your favourite Ossiarch Bonereapers

miniatures or gather an entire legion and bring the unruly Mortal Realms to heel, these pages contain invaluable information on how to go about painting everything from dry bone to nadirite blades, burning runes and disembodied spirits!

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

BONE



1 Start with an undercoat of Wraithbone Spray.



2 Apply an all-over wash of Skeleton Horde, ensuring that the paint doesn't pool excessively in the recesses.



3 Finish with a drybrush of Wraithbone to pick out the raised detail.

TOP TIP

To protect your models from wear and tear on the battlefield, spray them with Munitorum Spray or apply a coat of Stormshield.

BONE VARIANTS



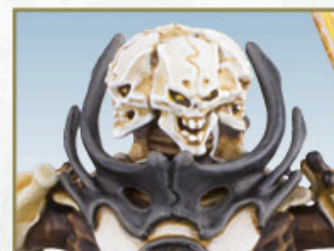
Light Grey: Grey Seer, Contrast Medium and Basilicanum Grey mix, Ulthuan Grey highlights.



Dark Brown: Dryad Bark and Lahmian Medium mix over the Bone stage above. Drybrush Ushabti Bone.



Null Myriad Grey: Mechanicus Standard Grey basecoat, Nuln Oil shade, Dawnstone highlight.



Ivory Host Grey: Basecoat Abaddon Black, then highlight Eshin Grey and Stormvermin Fur.

MORTIS PRAETORIANS PURPLE



1 Start with a basecoat of Abaddon Black. Apply two thin coats for an even finish.



2 Apply thick highlights of Phoenician Purple to the edges of the individual armour segments.



3 Paint thin highlights of Russ Grey on the segment edges, leaving some of the purple showing beneath.



4 Finish with dots of Ulthuan Grey on the rivets and on the points where the light would catch.

BLADE VARIANTS



Apply a Leadbelcher basecoat, glaze with Coelia Greenshade, highlight with Ironbreaker.



Basecoat with Incubi Darkness, highlight with Kabalite Green and then Sybarite Green.



Basecoat with Grey Seer, wash with Terradon Turquoise, highlight with Temple Guard Blue.



Basecoat Leadbelcher, shade Agrax Earthshade, stipple on Ryza Rust, highlight Stormhost Silver.

BLADE RUNES



1 Basecoat Iron Warriors, wash Nuln Oil, highlight Ironbreaker and then Stormhost Silver.



2 Paint Wild Rider Red into the runes. Thinning the paint helps it flow into the recesses.



3 Next, paint Fire Dragon Bright into the runes, ensuring that the red is left showing around the edges.



4 Use Yriel Yellow and a thin brush such as an S Layer Brush to pick out the extremities of the runes.

TEAL CLOTH



1 Apply two thin coats of Incubi Darkness for a smooth basecoat.



2 Apply an all-over wash of Nuln Oil, making sure the Shade doesn't form puddles on the flat areas.



3 Highlight the edges and folds using Kabalite Green. Drybrush at this stage for a quicker result if you wish.



4 Pick out the sharpest edges and creases with highlights of Fenrisian Grey.

PETRIFEX ELITE ARMOUR



1 Start with an undercoat of Grey Seer Spray.



2 Apply Flesh Tearers Red to the armour; the Contrast paint will settle in the recesses.



3 Using Evil Sunz Scarlet, highlight the edges of the armour segments and pick out the rivets.



4 To finish, apply fine highlights of Fire Dragon Bright to the edges and rivets.

PETRIFEX ELITE DETAILS



Paint Basilicanum Grey over Grey Seer. Drybrush Dawnstone then Administratum Grey.



Paint Terradon Turquoise over Thousand Sons Blue. Highlight Ahriman Blue then Temple Guard Blue.



Paint Nihilakh Oxide into the runes, then pick out their extremities with Moot Green.



Paint the energy discharge with White Scar, then colour it with Aethermatic Blue and Iyanden Yellow.

STALLIARCH LORDS ARMOUR



1 Basecoat the parts of the armour that are not bone using two thin coats of Leadbelcher.



2 Shade with Coelia Greenshade. Whilst it dries, draw up plans to conquer all living things.



3 Bring the lustre back to the metal using a layer of Leadbelcher, leaving the shade in the recesses.



4 Edge highlight the armour sections and rivets with Stormhost Silver to add definition.

STALLIARCH LORDS DETAILS



Carefully paint Blood For The Blood God into the recesses between the model's bones.



Apply Wyldwood mixed 1:1 with Contrast Medium over the tips of the bones in a few careful layers.



Paint Warpstone Glow followed by Moot Green into the recesses of the glyphs.



Base with Screamer Pink, use Carroburg Crimson Shade, then highlight with Pink Horror.

DISEMBODIED SPIRITS



1 Begin with a basecoat of Grey Seer.



2 Paint the spirits all over with Aethermatic Blue Contrast paint.



3 Use Warp Lightning thinned heavily with Lahmian Medium to add some green patches.



4 Highlight the spirits with Ulthuan Grey. If you wish, use the drybrushing technique for faster results.

BANNER DESIGNS



1 Block out the entire design with a smooth basecoat of XV-88.



2 Highlight the individual elements of the design using Tau Light Ochre.

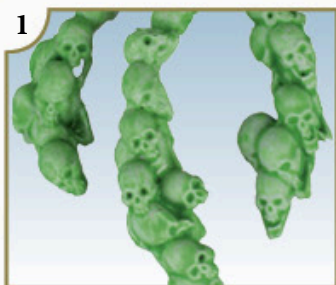


3 Pick out the design's extremities with fine highlights of Screaming Skull.



4 To restore some colour, glaze the design with a 1:1 mix of Lamenters Yellow and Lahmian Medium.

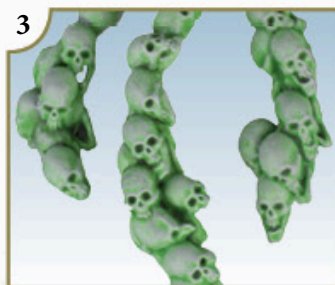
GLOWING SKULLS



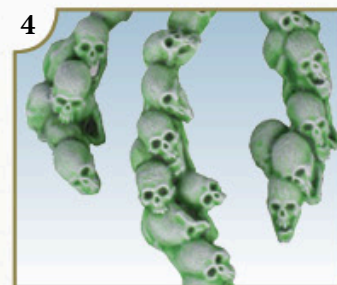
1 Basecoat the skulls with Celestra Grey, then apply an all-over wash of Hexwraith Flame.



2 Use Biel-Tan Green to carefully pick out the eye sockets, jaw cavities and deepest recesses.



3 Using an S Dry Brush, drybrush the skulls all over with Celestra Grey to pick out the raised detail.



4 Finish with a lighter drybrush of Ulthuan Grey for extra definition.

OTHER DETAILS



Bird: Over the 'Bone' steps (pg 66), use Abaddon Black, Eshin Grey, then Stormvermin Fur.



Gems: Abaddon Black, sharp lines of Mechanicus Standard Grey, then dots of Administratum Grey.



Spirit Glow: Paint the recesses Grey Seer, wash with Aethermatic Blue, highlight Moot Green.



Eye Glow: Basecoat with Warpstone Glow. Pick out the eyes and lower socket rims with Moot Green.

CLOTH VARIANTS



Basecoat with Incubi Darkness, edge highlight with Kabalite Green, then add another edge highlight with Dawnstone.

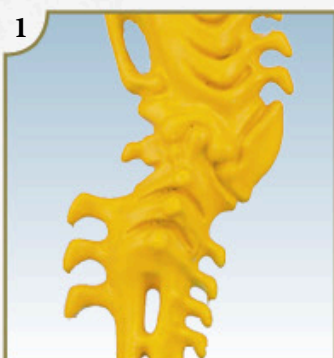


Apply a Khorne Red basecoat, Nuln Oil recess shade, then successively finer highlights of Wazdakka Red, Squig Orange and Cadian Fleshtone.

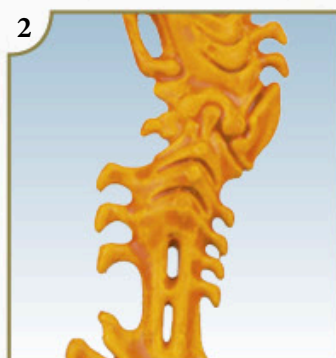


Basecoat with Rhinox Hide, edge highlight with Mournfang Brown, then add another edge highlight of XV-88.

BURNING BONE



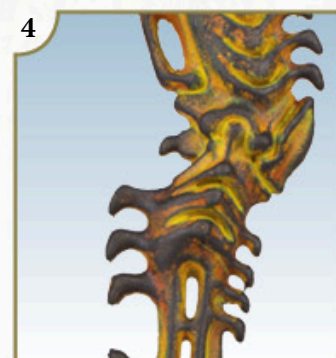
1 Over a Corax White undercoat, basecoat with Yriel Yellow. Two thin coats works best.



2 Wash the yellow all over with Fuegan Orange, mopping up any excess paint with a clean brush.



3 Gradually building the effect, drybrush the area with Abaddon Black for a scorched appearance.



4 Paint thinned-down Yriel Yellow into some of the deeper recesses to simulate an inner glow.

ARMOUR VARIANTS



Null Myriad Green: Use Caliban Green as a base and Nuln Oil as a shade. Highlight with Kabalite Green followed by Sybarite Green.



Ivory Host Bone: Use Wraithbone as a base and Seraphim Sepia as a shade. Highlight with Pallid Wych Flesh.



Blue-grey Armour: Use Night Lords Blue as a base and Nuln Oil as a shade. Highlight with Russ Grey followed by Fenrisian Grey.



Crematorians Bronze: Warplack Bronze base; Agrax Earthshade Gloss shade; Hashut Copper highlight; Nihilakh Oxide in recesses.



Black Armour: Use a base of Abaddon Black, then highlight the edges with Dark Reaper followed by Russ Grey.



Crimson Armour: Use Gal Vorbak Red as a base and Nuln Oil as a shade. Highlight with Screamer Pink followed by Pink Horror.

GRADIENT ON MORTEK CRAWLER CATAPULT ARM



First, undercoat the arm with Wraithbone Spray. Then, apply Skeleton Horde Contrast paint. When this is dry, drybrush the arm with Wraithbone Base paint.



Using a 2:1 mix of Lahmian Medium and Steel Legion Drab, build up a gradient using several thin coats, each time focussing more of the mix towards the 'hand'.



Repeat this process with a 2:1 mix of Lahmian Medium and Dryad Bark, but this time concentrating only on the hand and the end of the arm.



Next, lightly drybrush the hand with Karak Stone to pick out the joints. For a crisp finish, apply a final highlight to the joint edges, again with Karak Stone.

RUBBLE-STREWN BASE



Keeping in mind the model's placement, glue sand, stones and skulls onto the base as you wish.



Undercoat with Chaos Black Spray. Then, paint thinned Mournfang Brown around the details.

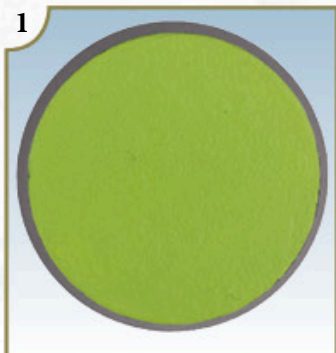


Drybrush the base with Mechanicus Standard Grey, Dawnstone, then Administratum Grey.

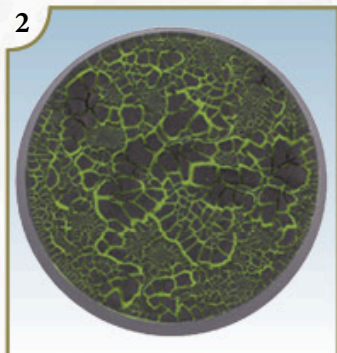


Use the 'Bone' stages (pg 66) for the skulls. Finish with some Middenland Tufts.

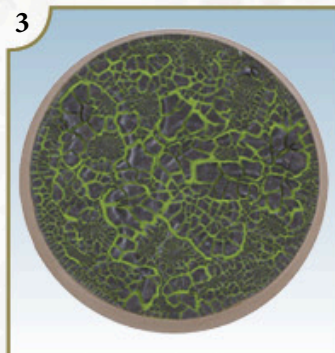
BALEFUL GLOW BASE



Paint the flat surface of the base with Moot Green. A couple of layers provides a vibrant finish.



Next, apply a thick coat of Mordant Earth. Give the paint plenty of time to dry (ideally overnight).



To finish, lightly drybrush the crackled paint with Dawnstone, then paint the rim Steel Legion Drab.

TOP TIP

Apply 'crackle effect' Technical paints straight out of the pot with a brush. A thicker coat of paint tends to give a better result when it dries, so be generous when applying the paint at this stage. It is worth experimenting with the amount of paint you use on a spare base to ensure that you are happy with the finish.

THE OSSIARCH BONEREAPER LEGIONS

This battletome contains all of the rules you need to field your Ossiarch Bonereapers miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to an Ossiarch Bonereapers army. The rules for using allegiance abilities can be found in the *Warhammer Age of Sigmar Core Book*.

BATTLE TRAITS

Abilities available to every unit in an Ossiarch Bonereapers army (pg 73).

COMMAND TRAITS

Abilities available to the general of an Ossiarch Bonereapers army if it is a **HERO** (pg 74).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in an Ossiarch Bonereapers army (pg 75-76).

SPELL LORES

Spells available to **MORTISANS** in an Ossiarch Bonereapers army (pg 77).

OSSIARCH BONEREAPER LEGIONS

Abilities for the six foremost Ossiarch Bonereaper Legions (pg 78-83). These rules can be used by units in an Ossiarch Bonereapers army that have been given the appropriate keyword (see the Ossiarch Bonereaper Legions battle trait, opposite).

BONE-TITHE NEXUS

Here you will find the rules and scenery warscroll for the Bone-tithe Nexus (pg 84-85).

BATTLEPLANS

This section includes a new narrative battleplan that can be played with an Ossiarch Bonereapers army (pg 86-87).

PATH TO GLORY

This section contains rules for using your Ossiarch Bonereapers collection in Path to Glory campaigns (pg 88-91).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Ossiarch Bonereapers miniatures.

There are three types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Ossiarch Bonereapers units that combine their strengths to gain powerful new abilities (pg 92-95).

WARSCROLLS

A warscroll for each unit is included here. The rules for using an Ossiarch Bonereapers unit, along with its characteristics and abilities, are detailed on its warscroll (pg 96-109).

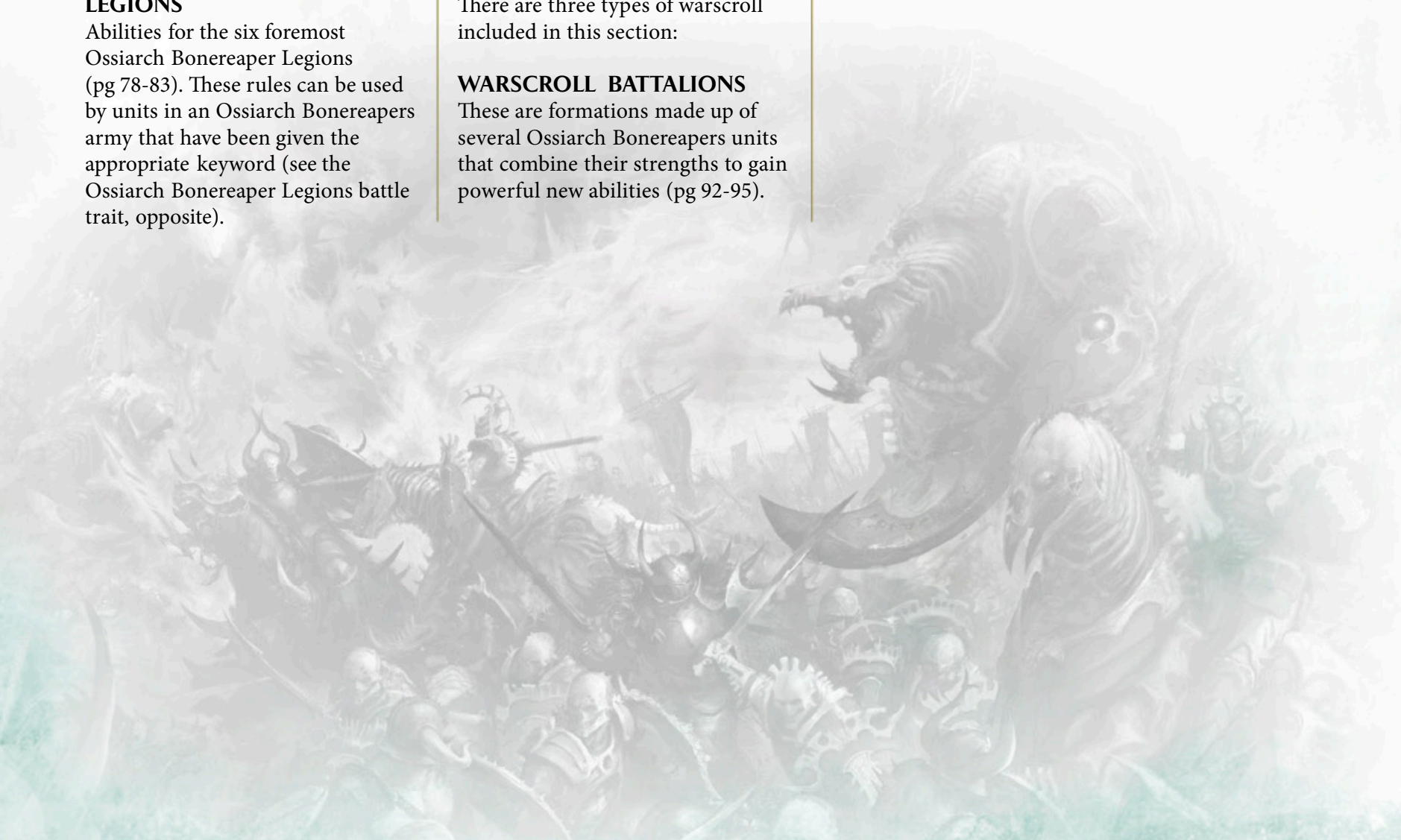
ENDLESS SPELL WARSCROLLS

Endless spell warscrolls for the unique endless spells that can be summoned by **MORTISAN WIZARDS** (pg 110-111).

The rules for playing games with endless spells can be found in the *Warhammer Age of Sigmar Core Book* and in *Warhammer Age of Sigmar: Malign Sorcery*.

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, warscroll battalions and endless spells in this book (pg 112).



ALLEGIANCE ABILITIES

BATTLE TRAITS

73

THE OSSIARCH EMPIRE

LORDS OF THE OSSIARCH EMPIRE

The supreme ruler of the Ossiarch Bonereapers is Nagash, at whose right hand stands Arkhan the Black and at whose left hand stands Katakros.

You can include NAGASH and/or ARKHAN in an Ossiarch Bonereapers army even though they do not have the **OSSIARCH BONEREAPERS** keyword on their warscroll. If you do so, they gain the **OSSIARCH BONEREAPERS** keyword on their warscroll, but you cannot include any mercenary units in your army.

OSSIARCH BONEREAPER LEGIONS

Ossiarch Bonereaper warriors are organised into mighty legions that fight in their own unique ways.

If your army is an Ossiarch Bonereapers army, you can give it an Ossiarch Bonereaper Legion keyword from the list below. All **OSSIARCH BONEREAPERS** units in your army gain that keyword, and you can use the extra abilities listed for that Legion on the page indicated.

- MORTIS PRAETORIANS (pg 78)
- PETRIFEX ELITE (pg 79)
- STALLIARCH LORDS (pg 80)
- IVORY HOST (pg 81)
- NULL MYRIAD (pg 82)
- CREMATORIANS (pg 83)

If a model already has an Ossiarch Bonereaper Legion keyword on its warscroll, it cannot gain another one. This does not prevent you from including the unit in your army.

DEATHLESS WARRIORS

Ossiarch Bonereapers are made more formidable by the presence of their lords and masters.

Roll a dice each time you allocate a wound or mortal wound to a friendly unit that has the **HEKATOS** keyword, or is wholly within 6" of a friendly Mortek Hekatos, or is wholly within 12" of a friendly **OSSIARCH BONEREAPERS HERO**. On a 6, that wound or mortal wound is negated.

RANKS UNBROKEN BY DISSENT

The soul-crafting process grants Ossiarch Bonereapers iron self-control with no room for any fear or doubt.

Do not take battleshock tests for friendly **OSSIARCH BONEREAPERS** units.

In addition, if your army is an Ossiarch Bonereapers army, you cannot use command points. Instead, you use relentless discipline points. At the start of each battle round, before determining who has the first turn, you receive 1 relentless discipline point for each friendly **OSSIARCH BONEREAPERS HERO** that is on the battlefield. You receive 1 additional relentless discipline point for each warscroll battalion in your army and each friendly **LIEGE** that is on the battlefield, and 3 additional relentless discipline points if **KATAKROS** is your general and is on the battlefield. Then, roll a dice for each friendly **OSSIARCH BONEREAPERS** unit on the battlefield (including the **HEROES** above). For each 6, you receive 1 additional relentless discipline point.

Relentless discipline points are used in the same manner as command points, but can only be used for command abilities that appear on a warscroll that has the **OSSIARCH BONEREAPERS** keyword, for Ossiarch Bonereaper Legion command abilities and for the Unstoppable Advance command ability below.

When you generate your relentless discipline points at the start of the battle round, any that you had left over from the previous battle round are lost.

Unstoppable Advance: *Ossiarch Bonereapers advance upon the foe at a remorseless pace.*

You can use this command ability in your movement phase. If you do so, pick 1 friendly unit that has the **HEKATOS** keyword, or is wholly within 6" of a friendly Mortek Hekatos, or is wholly within 12" of a friendly **OSSIARCH BONEREAPERS HERO**. Add 3" to that unit's Move characteristic in that phase (it can still run, or charge if it does not run). You cannot pick the same unit to benefit from this command ability more than once per phase.

Designer's Note: *Many Ossiarch Bonereapers command abilities do not require a HERO to be nearby in order for you to use it. These command abilities represent orders issued by the leader of the unit. In addition, some abilities allow you to return slain models to a unit. When you do so, set up the models one at a time within 1" of a model from the unit they are returning to (this can be a model returned earlier in the phase). Returning models can only be set up within 3" of an enemy unit if any models from the unit they are returning to are already within 3" of that enemy unit.*

COMMAND TRAITS

KAVALOS COMMANDER TRAITS

LIEGE-KAVALOS only.

D6 Command Trait

- 1 **Ancient Knowledge:** *This commander has studied the ways of war for millennia.*

You receive 1 additional relentless discipline point at the start of the battle round if this general is on the battlefield.

- 2 **Immortal Ruler:** *It is nigh impossible to extinguish the soul of this commander.*

The Deathless Warriors battle trait negates a wound or mortal wound allocated to this general on a roll of a 5+ instead of 6.

- 3 **Dark Acolyte:** *This commander has learnt how to master the power of magic.*

This general is a **WIZARD** that knows 1 spell from the Lore of the Mortisans. They can attempt to cast that spell in your hero phase, and attempt to unbind 1 spell in the enemy hero phase.

- 4 **Peerless Warrior:** *Few can match this ancient warrior in the art of combat.*

If the unmodified wound roll for an attack made with a melee weapon by this general is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

- 5 **Hatred of the Living:** *This lord of death loathes all living creatures.*

Add 1 to hit rolls for attacks made with melee weapons by this general and their mount unless the target has the **DEATH** keyword.

- 6 **Life-stealer:** *This general can leech the vital essence of those they slay.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this general's attacks in that combat phase, you can heal up to D3 wounds allocated to this general.

MORTISAN QUALITIES

MORTISAN only.

D6 Command Trait

- 1 **Ancient Knowledge:** *This commander has studied the ways of war for millennia.*

You receive 1 additional relentless discipline point at the start of the battle round if this general is on the battlefield.

- 2 **Immortal Ruler:** *It is nigh impossible to extinguish the soul of this commander.*

The Deathless Warriors battle trait negates a wound or mortal wound allocated to this general on a roll of a 5+ instead of 6.

- 3 **Dire Ultimatum:** *This pitiless ruler makes impossible demands of their victims, on pain of death.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this general.

- 4 **Grave-sand Bones:** *This wizard is constructed from bone that is heavy with the magic of Shyish.*

This general knows 1 extra spell from the Lore of the Mortisans (pg 77).

- 5 **Oathbreaker Curse:** *Woe betide any who break a contract brokered by this general.*

Roll a dice each time your opponent receives a command point while this general is on the battlefield. On a 6, that command point is lost.

- 6 **Soul Energy:** *This wizard can draw on the power of their own soul when they use the arcane arts.*

You can re-roll casting, dispelling and unbinding rolls for this general. If you do so, this general suffers 1 mortal wound after the effects of the spell (if any) are carried out.

ARTEFACTS OF POWER

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RELICS OF THE KAVALOI

LIEGE-KAVALOS only.

D6 Artefact of Power

- 1 Mindblade:** *A shimmering blade that emits a thin scream when it is drawn, the Mindblade can sever the intellect from those whose flesh it cuts.*

Pick one of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon that targets a **HERO** is 6, your opponent loses 1 command point (to a minimum of 0) and that **HERO** cannot use command abilities for the rest of the battle.

- 2 Lordly Phylactery:** *This phylactery harbours a vast amount of soul energy, granting the bearer the authority of ten lesser commanders.*

Once per battle, at the start of any phase, the bearer can use this artefact. When they do so, you receive D3 relentless discipline points.

- 3 Scroll of Command:** *The sacred parchment carried to war by this liege lends him a part of Nagash's immortal authority.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 6" of the bearer.

- 4 Grave-sand Boneplate:** *This armour emanates an aura of morbid energy that can age nearby mortals decades in mere moments.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of the bearer. On a 4+, that unit suffers 1 mortal wound.

- 5 Marrowpact:** *The glyphs borne to war by this liege bind those who view them in arcane pacts that siphon the energy from their bone marrow.*

Once per battle, in your hero phase, pick 1 enemy unit within 6" of the bearer that is visible to them, and roll a dice. On a 3+, that unit suffers D3 mortal wounds and you can heal 1 wound allocated to the bearer for each mortal wound that is inflicted and not negated.

- 6 Helm of the Ordained:** *This helmet radiates the wearer's will into nearby constructs.*

Add 1 to hit rolls for attacks made by friendly **OSSIARCH BONEREAPERS** units and their mounts while they are wholly within 12" of the bearer.

TOOLS OF THE BONESHAPER

MORTISAN BONESHAPER only.

D3 Artefact of Power

- 1 Artisan's Key:** *This Boneshaper is gifted indeed, so much so he has been given the Artisan's Key – a relic that bolsters his ability to shape and heal constructs.*

Before you use the bearer's Boneshaper ability, roll a dice. On a 4+, you can either pick 2 units within 6" of the bearer to be affected by the Boneshaper ability instead of 1, or you can pick 1 unit within 6" of the bearer to be affected by the Boneshaper ability twice.

- 2 Lode of Saturation:** *This ingot of nadirite-iron alloy, when pressed against a bone construct, renders its structure nigh invulnerable.*

At the start of your hero phase, pick 1 friendly **OSSIARCH BONEREAPERS** unit other than the bearer that is within 1" of them. Until your next hero phase, the Deathless Warriors battle trait negates a wound or mortal wound allocated to that unit on a roll of a 5+ instead of 6.

- 3 The Crafter-gems:** *This triad of cut black gems allows the bearer to siphon the energies of resurrection from each stone at the same time, healing his physical incarnation with incredible rapidity.*

In your hero phase, you can heal up to 3 wounds allocated to the bearer. Once the total number of wounds this artefact has been used to heal during the battle equals 3, it cannot be used again for the rest of the battle.

TREASURES OF THE SOULMASON

MORTISAN SOULMASON only.

D3 Artefact of Power

- 1 Gothizzar Cartouche:** *Inscribed by Nagash himself, this cartouche is made from the bones of a fallen Chaos lord. It is emblematic of the hatred the dead have for the living, and stokes their desire for revenge against those who still remain vital.*

Add 1 to wound rolls for attacks made with melee weapons by friendly **DEATH** units wholly within 9" of the bearer if the target does not have the **DEATH** keyword.

- 2 Soul Reservoir:** *This vial-like artefact is honeycombed with dozens of tiny compartments, each a prison in which a captive soul can be stored, granting the owner a tremendous supply of energy with which to empower his spells.*

Add 2 to casting rolls for the bearer. However, if the casting roll for the bearer is an unmodified 10+, this artefact cannot be used again for the rest of the battle.

- 3 Throne of Dzendt:** *Crafted by Dzendt, one of the first Soulmasons, this throne has a fierce animus that has seen it stained by the gore of countless battles.*

Add 2 to the bearer's Wounds characteristic, and add 2 to the Attacks characteristic of the Ossified Claws of the bearer's mount.



WEAPONS OF THE SOULREAPER

MORTISAN SOULREAPER only.

D3 Artefact of Power

- 1 Luminscythe:** *This legendary artefact was made in the lightless depths of the Shyish Nadir. It cuts away daylight itself, casting palls of purple-black energy across the battlefield with each killing swipe.*

Subtract 1 from hit rolls for attacks that target the bearer. In addition, add 1 to casting rolls for the bearer when they attempt to cast Soul-blast, Pall of Doom or any spell from the Lore of the Mortisans.

- 2 Vial of Binding:** *This elongated vial is able to pluck the soul from an enemy at range, slaying them with a single sucking draught of negative energy.*

Once per battle, in your hero phase, pick 1 enemy model within 12" of the bearer that is visible to them and roll a dice. If the roll is equal to or greater than that model's Wounds characteristic that enemy model is slain.

- 3 Guardian Reavesoul:** *This artefact contains a spirit that is kept in a state of permanent anguish, forcing it to intercede with its own tormented spiritual energy whenever the bearer is threatened.*

The Deathless Warriors battle trait negates a wound or mortal wound allocated to the bearer on a roll of a 5+ instead of 6. Instead of rolling the dice, you can say that the bearer will shatter this artefact. If you do so, the wound or mortal wound is negated without a dice being rolled, but this artefact cannot be used again for the rest of the battle.

SPELL LORES

You can choose or roll for one of the following spells for each MORTISAN in an Ossiarch Bonereapers army. NAGASH and ARKHAN know all of the spells from the Lore of Mortisans.



LORE OF THE MORTISANS

D6 Spell

- 1 **Arcane Command:** *The wizard sends a simulacrum to issue a command to one of their subordinates.*

Arcane Command has a casting value of 5. If successfully cast, you receive D3 relentless discipline points.

- 2 **Empower Nadirite Weapons:** *The caster imbues the nadirite weapons with deadly power.*

Empower Nadirite Weapons has a casting value of 5. If successfully cast, pick 1 friendly OSSIARCH BONEREAPERS unit with the Nadirite Weapons ability that is wholly within 24" of the caster and visible to them. Until the start of your next hero phase, that unit's Nadirite Weapons ability causes 2 hits to be scored on an unmodified hit roll of 5+ instead of 6, or 4+ instead of 6 for a charging KAVALOS DEATHRIDERS unit attacking with Nadirite Spears.

- 3 **Protection of Nagash:** *A barrier of nullifying energy shields the wizard from harm, and transports them to safety if it is breached.*

Protection of Nagash has a casting value of 6. If successfully cast, roll a dice each time a wound or mortal wound is allocated to the caster. On a 5+, that wound or mortal wound is negated. If any wounds or mortal wounds are allocated to the caster and not negated, and the caster is not slain, remove them from the battlefield after all of the wounds or mortal wounds have been allocated. Then, set them up anywhere on the battlefield more than 9" from any enemy units. After setting up the model, this spell is unbound.

- 4 **Reinforce Battle-shields:** *The caster imbues the battle-shields carried by Ossiarch Bonereaper warriors with arcane protective energy.*

Reinforce Battle-shields has a casting value of 6. If successfully cast, pick 1 friendly OSSIARCH BONEREAPERS unit armed with Shields or Nadirite Battle-shields that is wholly within 24" of the caster and visible to them. Until the start of your next hero phase, roll a dice each time you allocate a mortal wound to that unit. On a 5+, that mortal wound is negated.

- 5 **Drain Vitality:** *This cursed spell saps a foe's strength, leaving them weak and vulnerable.*

Drain Vitality has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. Until your next hero phase, re-roll unmodified hit rolls of 6 for attacks made by that unit, and re-roll unmodified save rolls of 6 for attacks that target that unit.

- 6 **Mortal Contract:** *The caster binds an enemy to a deadly mystical contract.*

Mortal Contract has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them. For the rest of the battle, roll a dice at the end of each phase during which any attacks made by that unit inflicted any damage on a friendly OSSIARCH BONEREAPERS unit. On a 3+, that enemy unit suffers D3 mortal wounds. You cannot pick the same unit to be affected by this spell more than once per hero phase.

MORTIS PRAETORIANS

The first amongst all their kind, the Mortis Praetorians are the legion of Orpheon Katakros himself. They are the most pitilessly effective of all the Ossiarch legions, driven by the cumulative military insight of the finest war leaders in Shyish. In the wake of each successful invasion are raised monuments to the immortal glory of Nagash.

Known as the Ten Thousand Cohorts, the Mortis Praetorians are always kept at the same numerical strength, for when one of them is cut down a mental impulse ensures that the Mortisans of Gothizzar create a replacement. They are the consummate tithemasters of the Ossiarch Empire, able to extract every last splinter of bone from the vassal nations they bring to heel whilst ensuring the source is able to replenish itself so it is never exhausted. They farm the living as a callous herdsman farms cattle, and look upon them in much the same way – they are but animals, there to be exploited and slain when their usefulness has run dry.

Conquerors without equal, the Mortis Praetorians have already made their mark upon the realms. The animating spirits of their generals each house an echo of Katakros' original command staff, split apart and reapportioned to ensure their military genius is as multi-faceted as possible. From their empire in the Innerlands of Shyish they have marched through a dozen Realmgates and more to spread the fearsome order of Katakros's will across the lands; to know of their coming is to feel a chill in the soul. Those that charge their line, hoping to secure victory through speed and brute force, are met by a set-piece counter-attack that sees them dashed to nothing, stymied by shieldwalls and impaled by viciously sharp nadirite weapons and artificer-crafted officer's blades.



ABILITIES

The Dread Legion: *Enemies know that any attempt to resist the Mortis Praetorians is doomed to fail.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of any friendly MORTIS PRAETORIANS units.

COMMAND ABILITY

Counter-strike: *At a prearranged signal, the Mortis Praetorians ready their weapons in preparation for an enemy assault.*

You can use this command ability at the end of the enemy charge phase. If you do so, pick 1 friendly MORTIS PRAETORIANS unit that either has the HEKATOS keyword, or is wholly within 6" of a friendly Mortek Hekatos, or is wholly within 12" of a friendly MORTIS PRAETORIANS HERO. Until the end of the turn, you can re-roll hit rolls for attacks made by that unit that target an enemy unit that made a charge move in the same turn.

COMMAND TRAIT

A MORTIS PRAETORIANS general must have this command trait instead of one listed on page 74.

Katakros' Chosen: *The commanders of the Mortis Praetorians are hand-picked by Katakros, and chosen for their supreme mastery of the battlefield arts.*

Once per battle, at the start of your hero phase, if this general is on the battlefield you can receive D3 additional relentless discipline points.

ARTEFACT OF POWER

The first MORTIS PRAETORIANS HERO to receive an artefact of power must be given an Artificer's Blade.

Artificer's Blade: *This master-crafted weapon can slice through any armour with ease.*

Pick 1 of the bearer's melee weapons. Change the Rend characteristic of that weapon to -3.

PETRIFEX ELITE

Fashioned from ancient skeletons excavated from the bedrock of the realms, the Petrifex Elite are war constructs made of fossilised bone. The vast majority of them are massive in construction, going to war as towering statues brought to life. The dark, dense bone of these giants is proof against any but the most finely crafted blade.

The legion of the Petrifex Elite is not typified by disciplined ranks, but massive, lumbering war giants made of dense fossil rock. Those Mortisans who command them are no larger than the rest of their kind, though they do share the same supernatural resilience. It is whispered that the foremost Archaeossians, as they are known, have taken armoured forms made not from the bones of monsters, but of the fabled godbeasts. Those enemies who find their blades rebounding from these ancient warriors can well believe the myth is true.

The Petrifex Elite have no fortress or base of operations, instead continually roaming the lands of the living and the dead on their single-minded quest to slay everything in their path. They leave trails of deep footprints that span entire continents, grinding through and pounding flat anything in their path as they walk the geomantic lines of magical energy that link the realms. Their war giants are massively strong, for though they are relatively few in number, the Mortisans that create them ensure each one is built to last millennia. The Mortisans enchant their fossil warriors with spells of resilience and repulsion; though they look long dead, the touch of entropy has little effect upon them. Upon command these giants bring their colossal weight to bear, bludgeoning and stomping through the defences of their prey with force enough to shatter limbs and shiver shields.



ABILITIES

Unstoppable Juggernauts: *These grim warriors are made from petrified bone, granting them exceptional resilience to physical attacks.*

Add 1 to save rolls for attacks that target **PETRIFEX ELITE** units.

COMMAND ABILITY

Bludgeon: *Petrifex Elite warriors are capable of delivering devastating blows that make a mockery of shields and armour.*

You can use this command ability in a combat phase. If you do so, pick 1 friendly **PETRIFEX ELITE** unit that either has the **HEKATOS** keyword, or is wholly within 6" of a friendly Mortek Hekatos, or is wholly within 12" of a friendly **PETRIFEX ELITE HERO**. In that combat phase, improve the Rend characteristic of melee weapons used by that unit by 1. You cannot pick the same unit to benefit from this command ability more than once per phase.

COMMAND TRAIT

A **PETRIFEX ELITE** general must have this command trait instead of one listed on page 74.

Mighty Archaeossian: *The fossilised bone from which this general is formed is supernaturally hard.*

Add 2 to this general's Wounds characteristic.

ARTEFACT OF POWER

The first **PETRIFEX ELITE HERO** to receive an artefact of power must be given Godbone Armour.

Godbone Armour: *This prized armour was made by master Petrifex Elite Boneshapers from the remnants of a mythical godbeast.*

The first wound allocated to the bearer in each phase is negated.

STALLIARCH LORDS

Where the Stalliarch Lords ride, they leave gory trails behind them. With a far greater proportion of cavalry in their ranks than any other Ossiarch legion, they are known for their devastating mounted assaults. Those they slay are swiftly repurposed to reinforce their numbers, for in fresh bone can be found a desperate and bloody vigour.

The harvest of bone taken by the Stalliarch Lords follows soon after each slaughter, for they value fresh remains above all, reinforcing their physiques and making new warriors from those cadavers that are only a matter of hours old. With the rich vitality of the living still pulsing within this gore-spattered raw material, the Stalliarch Lords harness a forceful energy and speed that drives them onwards as they charge again and again through the enemy lines. Experts in swift and shattering assaults, the Stalliarch Lords can withdraw in good order from a swirling melee, reordering their ranks whilst the enemy is still stumbling in surprise before mounting another punishing charge until the foe has been broken completely.

Perhaps there was once something noble about these Equumortoi, but it has long been cast aside, twisted by Nagash into a predatory and evil mockery of the martial codes of warrior cultures. They give their victims a stark challenge before the killing begins, but it is invariably one that no mortal creature or society could hope to meet. When the living are found wanting, the Stalliarch Lords attack with merciless surety, riding down their prey atop unnatural steeds imbued with deathly power. After all, the vermin were given a chance to redeem themselves; those too weak or stupid to take it deserve nothing less than callous extermination.



ABILITIES

Equumortoi: *The steeds ridden by the Stalliarch Lords are carefully crafted to be the fastest of their kind.*

STALLIARCH LORDS units can run and still charge later in the same turn.

COMMAND ABILITY

Rally Back: *Mounted Stalliarch warriors are trained to swiftly disengage from combat, redress their ranks and then charge back into the fray.*

You can use this command ability in your movement phase. If you do so, pick 1 friendly STALLIARCH LORDS unit that has a mount and either is wholly within 6" of a friendly Mortek Hekatos or is wholly within 12" of a friendly STALLIARCH LORDS HERO. That unit can retreat in that phase and still charge later in the same turn, as long as it did not run.

COMMAND TRAIT

A STALLIARCH LORDS general must have this command trait instead of one listed on page 74.

Twisted Challenge: *This warlord will often challenge an opponent to a duel they cannot hope to win.*

At the start of the combat phase, you can pick 1 enemy HERO within 3" of this general. Until the end of that phase, add 1 to hit rolls for attacks made by this general that target that enemy HERO, but subtract 1 from hit rolls for attacks made by this general that target any other unit.

ARTEFACT OF POWER

The first STALLIARCH LORDS LIEGE to receive an artefact of power must be given a Nadir-bound Mount.

Nadir-bound Mount: *The steed ridden by this liege is imbued with the terrible power of the Nadir.*

You can roll D3 additional dice when this LIEGE uses their Unstoppable Charge ability.

IVORY HOST

The Ivory Host are outwardly the most magnificent of all the Ossiarchs, their polished cream bone a startling counterpoint to their golden armour and lustrous amber soul-trap gems. Yet their macabre glory hides a howling, snarling need to kill. When wounded, they fight like rabid animals to swiftly overcome even the largest foes.

To the Shyishan mindset, the grandeur of the Ivory Host is a thing of beauty. Each construct is a work of necromantic art, each warrior a polished and engraved specimen that would take pride of place in an Azyrite museum were it not to have such an aggressive animus of its own. Yet under the grandeur of this legion lies a simmering violence. Formed from the bones of Ghurish monsters and the transformative realmstone known as amberbone, these warriors are ferocious indeed, and the beast within is far nearer the surface than the commanders of the host like to admit. Though they believe they can temper the underlying rage within their regiments at will, when their bones are split and the energy of Ghur runs rampant, even they will succumb to the savage urges within their bones. Their attack has more in common with that of the direshark than the lion of the Shyishan plains. As the battlelines clash the Ivory Host will surge from disciplined lockstep into a screaming, violent frenzy of blows that hacks everything in their path into bloody chunks. All defensive discipline is put aside, shields are used as bludgeons and all thoughts of parrying or deflection abandoned. Even the leaders at the fore, previously priding themselves on having held back their regiments from the headlong charge, turn into screaming dervishes that attack with such speed their enchanted blades form blurring lines in the air as they kill over and over again.



ABILITIES

Simmering Rage: *The Ivory Host harbour a deep-seated rage that can explode into berserk violence.*

At the start of the combat phase, each friendly **IVORY HOST** unit that is within 6" of a friendly **IVORY HOST** model that currently has any wounds allocated to it becomes subject to rage until the end of that phase. Add 1 to hit rolls for attacks made by a unit that is subject to rage, but subtract 1 from save rolls for attacks that target a unit that is subject to rage.

COMMAND ABILITY

Temper Fury: *The commanders of the Ivory Host can order their minions to control their rage.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **IVORY HOST** unit that is subject to rage and either has the **HEKATOS** keyword, or includes a Morteck Hekatos, or is wholly within 12" of a friendly **IVORY HOST HERO**. In that phase, do not subtract 1 from save rolls for attacks that target that unit because of its rage, but still add 1 to hit rolls for attacks made by that unit.

COMMAND TRAIT

An **IVORY HOST** general must have this command trait instead of one listed on page 74.

Scrimshawed Savage: *At first cultured and refined, as the battle progresses this general becomes increasingly savage.*

In each of your hero phases, roll a dice for this general. On a 5+, add 1 to the Attacks characteristic of melee weapons used by this general for the rest of the battle.

ARTEFACT OF POWER

The first **IVORY HOST HERO** to receive an artefact of power must be given a Beastbone Blade.

Beastbone Blade: *This bone-forged weapon thrums with the bestial energy of Ghur.*

Pick 1 of the bearer's melee weapons. Add 1 to the Attacks characteristic of that weapon.

NULL MYRIAD

The Null Myriad are magical creatures, but they have been fashioned in such a way that they are extremely resistant to baleful forces. Fireballs hurled into their ranks detonate with no more effect than a summer breeze, death hexes merely cause them to glow a little brighter, and magical storms slow their progress not at all.

Glowing with baleful energy, the Null Myriad advance. The skies shimmer above them in abstract patterns that form howling skulls and raking skeletal claws, for these are creatures as much of magic as they are of bone. The legacy of Arkhan's centuries-long endeavour to create the Great Black Pyramid, they are formed from the bone of those skeletons that painstakingly conveyed grains of grave-sand from Shyish's perimeter to its innermost point. They have been specifically created to withstand the worst of magical onslaughts. Katakros sees value in every land conquered, as does their master Arkhan, and if they can conquer those parts of the Mortal Realms that no other force can hope to challenge, so much the better.

The animating souls of the Myriad are dimly aware of their abilities, but take a quiet pride in resisting even the predatory sorceries of the Arcanum Optimar. They know full well of their strange origin; steeped in uncanny magic, their leaders exude an aura of wrongness that can unman even the manically brave champions of the Dark Gods. Some of these ghastly magical revenants wield weapons so steeped in unnatural energy they can cut straight through armour as if it were not there. To fight the Null Myriad is to fight a foe from the worst, most hazardous battlefields imaginable. To them, even the horrors of Chaos magic are but another mortal folly to stride through without pause.



ABILITIES

Eldritch Nulls: *Forged to fight in the parts of the realms most saturated with magic, the Null Myriad have an innate resistance to arcane forces.*

Each time a friendly **NULL MYRIAD** unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 5+, ignore the effects of that spell or endless spell on that unit.

COMMAND ABILITY

Holdfast: *The Null Myriad can stand firm even when lashed by a howling gale of arcane power.*

You can use this command ability before you use the Eldritch Nulls ability for a unit that either has the **HEKATOS** keyword, or is wholly within 6" of a friendly Mortek Hekatos, or is wholly within 12" of a friendly **NULL MYRIAD HERO**; that unit is not affected by the spell or endless spell on a roll of 2+ instead of 5+.

COMMAND TRAIT

A **NULL MYRIAD** general must have this command trait instead of one listed on page 74.

Unsettling and Sinister: *This general is anathema to living creatures, making them recoil in horror.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this general. In addition, subtract 1 from the Bravery characteristic of enemy units while they are within 3" of this general.

ARTEFACT OF POWER

The first **NULL MYRIAD HERO** to receive an artefact of power must be given a Baleful Blade.

Baleful Blade: *Blows struck by this inimical weapon cannot be stopped by armour or magical wards.*

Pick 1 of the bearer's melee weapons. Do not make save rolls for attacks made with that weapon, and wounds inflicted by that weapon cannot be negated when they are allocated to a model (the wounds can be healed later in the battle).

CREMATORIANS

A legion of walking furnaces, the Crematorians burn with dark magic. They are sent against those cities and strongholds that Nagash would see removed from existence. They are far from eternal, their existence brief but spectacular – those that strike them down soon find this out as they are consumed in an explosion of balefire.

The Crematorians exist to burn those who have earned Nagash's displeasure and raze their works to the ground. They fight not as a perfectly ordered military force, as with their fellow Bonereapers, but as a horde of relentless undead that advance slowly but steadily towards the holdings of their enemies. They are heedless of casualties, for they have been created purely in order to burn, and take their enemies with them. Many a city has been brought down by this legion's fires. Those Crematorians that die before they can complete their task are simply taken up by their Mortisans and reconstituted to fight again the next day. The leaders of the Crematorians legion are daunting figures indeed, for they are always burning with intense fire from the inside out – living enemies near to them feel their hairs singe and their skin grow taut as the roaring heat of these walking funeral pyres threatens to immolate them before a single blade is even swung. Those who can endure their flames find that their weapons bear deadly enchantments too, the metal so infernally hot that those struck by them often spontaneously combust. Should an enemy warrior strike down a Crematorian, the magic keeping them aflame will discharge in a great burst of destructive energy. The lords of the legion bear such potent curses that to shatter their forms is to be instantly immolated, the last sound their killer ever hears a hollow and resounding laugh that haunts their soul for eternity.



ABILITIES

Immolation: *Crematorian warriors are likely to detonate if they are cut down by an opponent.*

Roll a dice each time a friendly CREMATORIANS model is slain by an attack made with a melee weapon, before the slain model is removed from play. Add 1 to the roll if the slain model is a **HERO** or **MONSTER**. On a 5+, pick 1 enemy unit within 3" of the slain model. That unit suffers 1 mortal wound.

COMMAND ABILITY

Levellers of Cities: *Fortifications are of little use against this fiery legion.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly CREMATORIANS unit that either has the **HEKATOS** keyword, or is wholly within 6" of a friendly Mortek Hekatos, or is wholly within 12" of a friendly CREMATORIANS **HERO**. Do not apply the cover modifier to save rolls for attacks made with melee weapons by that CREMATORIANS unit in that phase.

COMMAND TRAIT

A CREMATORIANS general must have this command trait instead of one listed on page 74.

Wrathful Avenger: *This general is a blazing avatar of Nagash's wrath.*

If this general is slain, add 2 to the Immolation dice roll instead of 1, and if the roll is successful inflict D3 mortal wounds on the enemy unit instead of 1.

ARTEFACT OF POWER

The first CREMATORIANS **HERO** to receive an artefact of power must be given a Searing Blade.

Searing Blade: *The surface of this ebon blade is laced with an arcane filigree that burns red-hot.*

Pick 1 of the bearer's melee weapons. Add 1 to the Damage characteristic of that weapon.

BONE-TITHE NEXUS

When you choose an Ossiarch Bonereapers army, you can include 1 **BONE-TITHE NEXUS** (pg 85). When terrain is set up for a battle, any **BONE-TITHE NEXUSES** must be set up by the player whose army they are a part of, before any other terrain features are set up, more than 3" from any objectives and more than 6" from the edge of the battlefield. Set up the rest of the terrain as described in the core rules. If both players can set up terrain features before any other terrain features are set up, the players must roll off, and the winner chooses who sets up their terrain features first.



Tarnagar felt his stomach turn sour as he watched the fisher-people of the coast, bent-backed with despair, carrying their offerings of bone to the tithe-point. Under the unflinching stares of the undead delegation, they were leaving them under one of the strange four-headed statues the bone-men had erected all along the coast. Tarnagar snarled, no longer caring if they heard him. He and his tribal warriors never bend the knee like that, never give up their own flesh and blood as tithe for the dead. They fought only for the true gods.

He finally got a clear view of the monstrosity amongst the bone-men ranks. A walking abattoir, surrounded by a thin mist of gore. He grinned, froth gathering at the corners of his smile as his disgust turned to battle lust. 'I will take that one,' he said to his warriors. 'To battle!'

The chieftain charged, a roar of exultation bursting from his chest as he and his clansmen slammed into the dead-men's ranks. As if in answer, a blast of balefire came from the monster's maw, but he had seen its tricks before, and rolled beneath it. Swinging his axe in a wide loop, he all but severed its skull from its spine.

With a bass roar the monster stumbled past, one of its lesser arms grabbing Tarnagar's collarbone. Growling, he ducked beneath it, hacking at the beast's knee. Tarnagar parried the creature's backswing, then got pitched forward as its bony tail slammed into his back. He got up fast with a bellow of rage, intending to cut the beast's head off entirely – only to see its neck was whole and solid, as if it had never been hewn by his axe moments ago. Sickly light surrounded it, drawn from the offerings of fisher-people bone around the tithe-point statue to visibly mend the creature's bones.

'Great Pantheon,' muttered Tarnagar. 'That cannot be.'

Two more elongated limbs grabbed at his neck and hip, their feeble appearance belying a horrible strength. The chieftain tried to hold onto his rage, but it was slowly replaced by a cold sense of terror. Then the limbs pulled hard. He felt a hideous tearing sensation, his torso stretched as if upon a rack. The light of the sun was obscured by a sickle-shaped blade. As it fell, Tarnagar screamed, hacked almost in two.

As he died, he dimly registered being thrown atop a pile of bone offerings, the remains of dead fisher-people digging into his back. The towering, four-headed statue gazed down at him with cold indifference. Then its eyes burned, and he was stripped flesh from bone in an instant.



◆ SCENERY WARSCROLL ◆

BONE-TITHE NEXUS

The Ossiarch tithemasters often demand their grisly bounty be left at designated nexuses of power. The soul energy and raw bone of these sites can be drawn upon to heal nearby Ossiarch constructs. If the vassals and mortals nearby refuse the tithe or break contract, the statue at the nexus' heart lets loose its deadly gaze.

DESCRIPTION

A Bone-tithe Nexus is a single terrain feature. It is an obstacle.

SCENERY RULES

Deadly Gaze: *The statue that towers above a Bone-tithe Nexus can unleash punishing beams of energy upon those who break an Ossiarch contract. Each of the statue's four faces can deliver a different punishment.*

In your hero phase, you can choose for this terrain feature to unleash one of the following punishments:

Punishment of Agony: Pick 1 enemy unit wholly within 18" of this terrain feature and visible to it, and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

Punishment of Death: Pick 1 enemy unit within 36" of this terrain feature and visible to it, and roll a dice. On a 2+, that unit suffers 1 mortal wound.

Punishment of Ignorance: Pick 1 enemy WIZARD within 36" of this terrain feature and visible to it, and roll a dice. On a 2+, subtract 1 from casting, dispelling and unbinding rolls for that unit until your next hero phase.

Punishment of Lethargy: Pick 1 enemy unit wholly within 18" of this terrain feature and visible to it, and roll a dice. On a 4+, that unit cannot run until your next hero phase, and a D6 is used to make charge rolls for that unit instead of 2D6 until your next hero phase.

KEYWORDS SCENERY, OSSIARCH BONEREAPERS, BONE-TITHE NEXUS

BATTLEPLAN

DESTROY THE NEXUS

A Bone-tithe Nexus is a stark reminder to the Ossiarchs' vassals of the tribute that they owe and which must be paid. Sometimes this burden will become too much to bear, and a vassal kingdom will rebel. Its people will refuse any longer to pay the dues demanded of them, and march forth to tear down the hated tithe-point monument that was built by their oppressors. However, these plans will only rarely escape the attention of their Bonereaper overlords, and the dissidents will find their way towards the Bone-tithe Nexus blocked by a defending army.

This battleplan recreates a battle that takes place between the Ossiarch Bonereapers and an army of rebel vassals for control of a Bone-tithe Nexus.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Ossiarch Bonereapers player. Their opponent is the Rebel. The Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. The Rebel cannot include in their army any units with the DEATH keyword.



THE BATTLEFIELD

Before terrain is set up, the players roll off. The winner decides which territory each player will use. The territories are shown on the map.

The Ossiarch Bonereapers player must then set up 1 BONE-TITHE NEXUS wholly within their territory and more than 6" from the edge of the battlefield. Set up the rest of the terrain as described in the core rules. Only 1 BONE-TITHE NEXUS can be used in this battle.

SET-UP

The players alternate setting up units one at a time, starting with the Ossiarch Bonereapers player.

Units must be set up wholly within their territory, more than 12" from enemy territory. The territories are shown on the map. Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

FIRST TURN

In this battle, the Rebel must take the first turn in the first battle round.

REBEL HATRED

The rebels are filled with hatred brought about by years of Ossiarch oppression; a rancour which knows no bounds when they are close to their oppressors' Bone-tithe Nexus.

Add 1 to the Bravery characteristic of units in the Rebel army. In addition, do not take battleshock tests for units from the Rebel army while they are wholly within 12" of the BONE-TITHE NEXUS.





TEARING DOWN THE NEXUS

The rebellious army has but one aim: to pull down their oppressors' Bone-tithe Nexus and grind it to dust beneath their feet.

The **BONE-TITHE NEXUS** can be chosen as the target of attacks made with melee weapons by units from the Rebel army.

A Rebel unit cannot target the **BONE-TITHE NEXUS** if that unit is within 3" of any units from the Ossiarch Bonereapers army.

When the **BONE-TITHE NEXUS** is attacked, it is treated as having a Save characteristic of 4+ and a Wounds characteristic of 12. Once the number of wounds allocated to it

equals its Wounds characteristic, it is destroyed and removed from play.

Subtract 1 from the dice roll that determines if an enemy unit is affected by one of the **BONE-TITHE NEXUS** punishments if 6 or more wounds are currently allocated to the **BONE-TITHE NEXUS**. Subtract 2 instead of 1 if 9 or more wounds are currently allocated to the **BONE-TITHE NEXUS**.

GLORIOUS VICTORY

If the **BONE-TITHE NEXUS** is destroyed, the Rebel wins a **major victory**.

Starting from the third battle round, at the end of each battle round, roll a dice and add the number of the

current battle round to the roll. On a 9+, the battle ends. On any other roll, the battle continues.

If the **BONE-TITHE NEXUS** has not been destroyed and there are no Rebel units within 3" of it at the end of the battle, the Ossiarch Bonereapers player wins a **major victory**.

If neither player has won a **major victory** at the end of the battle, each player scores a number of victory points equal to the combined Wounds characteristics of all friendly models within 6" of the **BONE-TITHE NEXUS**. The player with the most victory points wins a **minor victory**. If neither player has more victory points, the battle is a **draw**.

PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting a series of battles in the Mortal Realms. Players start off with a small warband. Over the course of several battles, each warband will gather more followers to join them in their quest for glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. Each player will need a **HERO** to be their champion and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warbands glory. After battle, warbands may swell in numbers as more warriors flock to their banner, or existing troops may become more powerful.

After gaining sufficient glory or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and you will be crowned the victor of the campaign, your glory affirmed for all time.

CREATING A WARBAND

In a Path to Glory game, you do not select your army in the normal manner. Instead, you create a warband that consists of a mighty champion, battling to earn the favour of the gods, and their followers. The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick a faction for your warband. Each faction has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect an Ossiarch Bonereapers warband, but other Warhammer Age of Sigmar publications include

warband tables to let you collect warbands from other factions.

2. Next, choose your warband's champion by selecting one of the options from your faction's champion table. Give your champion a suitably grand name and write this down on your warband roster.



3. Having picked your champion, the next step is to make follower rolls to generate your starting followers. The champion you chose in step 2 will determine how many follower rolls you have. To make a follower roll, pick a column from one of the followers tables and then roll a dice. If you prefer, instead of rolling a dice, you can pick the result from the followers table (this still uses up the roll).

Sometimes a table will require you to expend two or more rolls, or one roll and a number of Glory Points (see Gaining Glory), in order to use it. Note that the option to expend Glory Points can only be used when you add new followers to your warband after a battle (see Rewards of Battle). In either case, in order to generate a follower unit from the table, you must have enough rolls and/or Glory Points to meet the requirements, and you can then either roll once on the table or pick one result from the table of your choice. If you expend Glory

Points, you must reduce your Glory Points total by the amount shown on the table.

Followers are organised into units. The followers table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.

4. You can use 1 follower roll to allow your champion to start the campaign with a Champion's Reward or to allow 1 of your follower units to start the campaign with a Follower's Reward (see Rewards of Battle).
5. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and you can use any of the battleplans available for Warhammer Age of Sigmar. The units you use for a game must be those on your roster.

When you use an Ossiarch Bonereapers warband in a Path to Glory game, you can use the battle traits from page 73 apart from the Ossiarch Bonereaper Legions battle trait. You cannot use any other Ossiarch Bonereapers allegiance abilities.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely

injured; they are back to full strength for your next game, thirsty for vengeance!



GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated.

As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a **major victory**).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign (see Eternal Glory).

REWARDS OF BATTLE

After each battle, you can take one of the three following options. Alternatively, roll a D3 to determine which option to take.

D3 Option

- 1 Additional Followers:**
More loyal followers flock to your banner.

You receive 1 follower roll that can be used to select a new unit from a followers table and add it to your warband roster. See step 3 of Creating a Warband for details of how to use the followers table to add a unit to your warband. Once 5 new units have joined your warband, you will have a chance to win the campaign (see Eternal Glory).

- 2 Champion's Reward:** *Your champion's prowess grows.*

Roll on your champion rewards table for your warband and note the result on your warband roster. Your champion can only receive one Champion's Reward – if they already have a Champion's Reward, you must take a Follower's Reward instead.

- 3 Follower's Reward:** *Your warriors become renowned for mighty deeds.*

Pick 1 unit of followers and then roll on the followers rewards table for your warband. Note the result on your warband roster. A unit can only receive one Follower's Reward. If all of your follower units have a Follower's Reward, you must take Additional Followers instead.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign: by Blood or by Might. To win by Blood, your warband must first have 10 Glory Points. To win by Might, your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood or the number of extra units that must join a warband to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, you could say that 15 are needed.





OSSIARCH BONEREAPERS WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the other units in the warband, and the rewards the warband receives after battle.

CHAMPION TABLE	
Champion	Follower Rolls
Liege-Kavalos	3
Mortisan Boneshaper	4
Mortisan Soulreaper	4
Mortisan Soulmason	4

ELITE RETINUE FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)	
D6	Followers
1-2	3 Immortis Guard
3-4	3 Necropolis Stalkers
5	2 Morghast Archai
6	2 Morghast Harbingers

MORTISAN FOLLOWERS TABLE (uses 1 roll)	
D6	Followers
1-2	Mortisan Boneshaper
3-4	Mortisan Soulreaper
5-6	Mortisan Soulmason

RETINUE FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)	
D6	Followers
1-4	10 Morteck Guard
5-6	5 Kavalos Deathriders

CONSTRUCT FOLLOWERS TABLE (uses 3 rolls, or 1 roll and 2 Glory Points)	
D6	Followers
1-3	Morteck Crawler
4-6	Gothizzar Harvester

FOLLOWERS REWARDS TABLE

D6	Reward
1	Immolation: <i>These warriors are likely to detonate if they are cut down by an opponent.</i> Roll a dice each time a model from this unit is slain by an attack made with a melee weapon, before the slain model is removed from play. If the roll is less than or equal to the slain model's Wounds characteristic, pick 1 enemy unit within 3" of the slain model. That unit suffers 1 mortal wound.
2	Unstoppable Juggernauts: <i>These warriors are exceptionally resilient to physical attacks.</i> Add 1 to save rolls for attacks that target this unit.
3	Dread Legion: <i>Enemies know that any attempt to resist these warriors is doomed to fail.</i> Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this unit.
4	Eldritch Nulls: <i>These arcane constructs have an innate resistance to magical forces.</i> Each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 5+ ignore the effects of that spell or endless spell on this unit.
5	Simmering Rage: <i>These warriors can explode into berserk violence without warning.</i> At the start of a combat phase, if any model from this unit have been slain it becomes subject to rage until the end of that phase. Add 1 to hit rolls for attacks made by a unit that is subject to rage, but subtract 1 from save rolls for attacks that target a unit that is subject to rage.
6	Carefully Trained: You can pick the result you wish to apply to the unit.

CHAMPION REWARDS TABLE

LIEGE-KAVALOS REWARDS

D6 Reward

- 1 **Immortal Ruler:** *It is nigh impossible to extinguish the soul of this commander.*

The Deathless Warriors battle trait negates a wound or mortal wound allocated to this champion on a roll of a 5+ instead of 6.

- 2 **Dark Acolyte:** *This commander has learnt how to master the power of magic.*

This champion is a **WIZARD** that knows the Arcane Bolt and Mystic Shield spells. They can attempt to cast 1 spell or dispel 1 endless spell in your hero phase, and attempt to unbind 1 spell in the enemy hero phase.

- 3 **Peerless Warrior:** *Few can match this ancient warrior in the art of combat.*

If the unmodified wound roll for an attack made with a melee weapon by this champion is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

- 4 **Hatred of the Living:** *This lord of death loathes all living creatures.*

Add 1 to hit rolls for attacks made with melee weapons by this champion unless the target has the **DEATH** keyword.

- 5 **Life-stealer:** *This champion can leech the vital essence of those they slay.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this champion's attacks in that combat phase, you can heal up to D3 wounds allocated to this champion.

- 6 **Artefact of Power:** *An ancient artefact of power has come into this champion's possession.*

Randomly generate one artefact of power for this champion from the Relics of the Kavaloi table (pg 75).

MORTISAN REWARDS

D6 Reward

- 1 **Immortal Ruler:** *It is nigh impossible to extinguish the soul of this commander.*

The Deathless Warriors battle trait negates a wound or mortal wound allocated to this champion on a roll of a 5+ instead of 6.

- 2 **Dire Ultimatum:** *This pitiless ruler makes impossible demands of their victims, on pain of death.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 12" of this champion.

- 3 **Grave-sand Bones:** *This wizard is constructed from bone that is heavy with the magic of Shyish.*

This champion knows 1 spell from the Lore of the Mortisans (pg 77).

- 4 **Oathbreaker Curse:** *Woe betide any who break a contract brokered by this champion.*

Roll a dice each time your opponent receives a command point while this champion is on the battlefield. On a 6, that command point is lost.

- 5 **Soul Energy:** *This wizard can draw on the power of their own soul when they use the arcane arts.*

You can re-roll casting, dispelling and unbinding rolls for this champion. If you do so, this champion suffers 1 mortal wound after the effects of the spell (if any) are carried out.

- 6 **Artefact of Power:** *An ancient artefact of power has come into this champion's possession.*

Randomly generate one artefact of power for this champion from the Tools of the Boneshaper table (pg 75) if this champion is a **MORTISAN BONESHAPER**, from the Treasures of the Soulmason table (pg 76) if this champion is a **MORTISAN SOULMASON**, or from the Weapons of the Soulreaper table (pg 76) if this champion is a **MORTISAN SOULREAPER**.

WARSCROLLS

WARSCROLL BATTALION OSSIARCH COHORT



The Ossiarch Cohort is the Bonereapers host fully realised. Each regiment is a cog in a pitiless machine that grinds down the enemy, dispassionately cutting them apart in an overlapping storm of attacks. Each regiment and battalion has its role to play, and under Katakros' rule all do so with uncanny synchronicity and skill.

ORGANISATION

- Katakros, Arch-Kavalos Zandtos or 1 Liege-Kavalos
- 1-3 Mortek Shield-corps
- 1 Mortisan Trident
- 1-2 Katakrosian Deathglaives
- 1 Aegis Immortal
- 1-3 Kavalos Lances
- 1 Mortek Ballistari

ABILITIES

Unstoppable Battleforce: *An Ossiarch Cohort is a well-led, powerful and flexible army capable of adapting to any situation and overcoming any foe.*

At the start of your hero phase, if your general is from this battalion and on the battlefield, you receive D3 relentless discipline points.

This section includes Ossiarch Bonereapers warscrolls, warscroll battalions and endless spell warscrolls. Updated November 2019; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.



First maniple, forward sixty-two paces. Lockstep. Reach crest and form spearwall. 'Second echelon, change formation wide upon destination, Unbroken Aegis. 'Kavaloi encircle weakest flank. Gallop until twenty-two spears' length, then wheel and charge. 'Ballistari, target enemy armoured assets, load cauldron. Mortek Guard to repel at need. Employ stele against officer that commanded attack. 'Prime rank, push them onto broken ground. Target standard bearers. Twelve short thrusts of nadirite gladii, then retreat out of bombardment radius. Break the morale of their back ranks. 'Mortisans, opportunistic harvest until signal. Standard protocol, reinforce at own discretion. 'Mortek echelons seventeen through nineteen,

hold their attention. Let them waste their strength. Boneshapers replenish echelons five through twelve. Begin manufacture of three additional Mortek echelons. Gnosis Scrollbearers prepare surrender tithe.

'When ground at least half covered with fallen, commit Kavaloi reserve. Morteks follow to expand line. Harvesters move in. Break survivors. Begin retrieval and repair. Consolidate.

'Improvise barrier around natural rise. Employ Palisade of Blades. Harvesters disgorge. Sequester cadavers. Morteks to sort and flay. Mortisans use expedient build. Collate natural resource. Create perimeter wall. Create optimal tithe-point. Mount flayed skin as deterrent.

'Zandtos, restrain yourself.'

WARSCROLL BATTALION

MORTEK SHIELD-CORPS

The Shield-corps is a defensive formation that Katakros uses to anchor his main battleline. Whilst the enemy batter themselves on what they thought was the legion's weakest point, the rest of the army closes in for the kill.

ORGANISATION

- Vokmortian, 1 Mortisan Boneshaper, 1 Mortisan Soulreaper or 1 Mortisan Soulmason
- 3 Morteck Guard units

ABILITIES

Unbreakable Bulwark: *A Morteck Shield-corps can be used to create a formidable defensive bulwark, which brings any enemy attack to a grinding halt.*

Once per turn, you can use the Shieldwall command ability for a unit from this battalion without spending a relentless discipline point to do so.

WARSCROLL BATTALION

MORTISAN TRIDENT

The Mortisan Trident is a formation used to bolster an outnumbered part of the Ossiarch battleline. Self-sustaining due to its triad of necromantic Mortisans, it can turn the tide through its mastery of the arcane.

ORGANISATION

- 1 Mortisan Boneshaper
- 1 Mortisan Soulreaper
- 1 Mortisan Soulmason
- 1 Gothizzar Harvester

ABILITIES

Deadly Combination: *The Mortisans and their hulking pet feed off each other's magic.*

Each MORTISAN from this battalion can attempt to cast 1 extra spell in your hero phase if it is within 18" of the GOTHIZZAR HARVESTER from the same battalion and the GOTHIZZAR HARVESTER is within 3" of any enemy units.

WARSCROLL BATTALION

KATAKROSIAN DEATHGLAIVE

The Katakrosian Deathglaive is not a subtle tool, but a terrifyingly swift weapon of war that can drive deep into an enemy army's side mere moments after the call to engage has rung out across the field.

ORGANISATION

- 2 Necropolis Stalkers units
- 1 Morghast Harbingers unit

ABILITIES

Supernatural Strike-force: *Katakrosian Deathglaives are despatched to annihilate key enemy formations.*

After armies are set up but before the first battle round begins, if all units from this battalion are wholly within 12" of this battalion's MORGHAST HARBINGERS unit, you can move any units from this battalion up to 6".

WARSCROLL BATTALION AEGIS IMMORTAL

The Aegis Immortal is the escort of kings, echoing the inner companions and guardians of the former Ossian Empire. It is comprised of monstrous necromantic constructs that defend their liege with uncanny skill.

ORGANISATION

- 1 Morghast Archai unit
- 2 Immortis Guard units

ABILITIES

Undying Guardians: *The Aegises Immortal have one purpose – to protect the leaders of the Bonereaper legions.*

The **MORGHAST ARCHAI** unit from this battalion has the Soulbound Protectors ability from the **IMMORTIS GUARD** warscroll. In addition, when you use the Soulbound Protectors ability for a unit from this battalion and the dice roll is 5+, the wound or mortal wound is negated instead of being allocated to a unit from this battalion.

WARSCROLL BATTALION KAVALOS LANCE

The Kavalos Lance is much beloved of those Ossiarch leaders who favour mounted warfare. Its wedge-formation charge can take a flank in moments, or even break right through the foe to wheel around and attack again.

ORGANISATION

- Arch-Kavalos Zandtoss or 1 Liege-Kavalos
- 2 Kavalos Deathriders units

ABILITIES

Liege Companions: *This elite cavalry cohort strikes repeatedly at the weakest point in the enemy line.*

Units from this battalion can charge even if they retreated earlier in the same turn if they are wholly within 12" of the **LIEGE** from the same battalion when the charge roll is made. In addition, once per turn, you can use the Deathrider Wedge command ability for a unit from this battalion without spending a relentless discipline point to do so.

WARSCROLL BATTALION MORTEK BALLISTARI

The Mortek Ballistari is more than an artillery battery, for though it specialises in raining death from afar, its Mortek Guard and Boneshaper leader mean it can blunt or turn aside enemy counterstrikes with frightening ease.

ORGANISATION

- 1 Mortisan Boneshaper
- 1 Mortek Guard unit
- 2 Mortek Crawlers

ABILITIES

Vital Assets: *Batteries of Mortek Crawlers are often assigned escorts of Mortek Guard to protect them from close assault, and a Mortek Boneshaper to repair any damage the artillery pieces sustain in battle.*

Roll a dice before you allocate a wound or mortal wound to a **MORTEK CRAWLER** from this battalion while it is within 3" of the **MORTEK GUARD** from the same battalion. Add 2 to the roll if the **MORTEK CRAWLER** is within 3" of the **MORTISAN BONESHAPER** from the same battalion. On a 4+, that wound or mortal wound is allocated to the **MORTEK GUARD** instead of the **MORTEK CRAWLER**.



• WARSCROLL •

KATAKROS

MORTARCH OF THE NECROPOLIS



Orpheon Katakros is an immortal demigod of war. A military genius, he is a consummate commander; in conjunction with his trusted retainers, he bolsters the Ossiarch legions with iron resolve, surging physical power and uncanny insight.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Inda-Khaat	1"	☀	3+	3+	-3	3
The Shield Immortis	1"	☀	3+	3+	-2	2
Nadirite Dagger	1"	1	3+	3+	-1	1
Nadirite Duelling Blades	1"	6	3+	3+	-1	1
Soulreaver Greatblade	1"	3	3+	3+	-1	1
Spirit Dagger	1"	3	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Companions	Inda-Khaat	The Shield Immortis
0-1	All	1	Cannot be used
1-3	Prime Necrophoros, Aviarch Spymaster, Liege-Immortis	1	Cannot be used
4-8	Aviarch Spymaster, Liege-Immortis	2	Cannot be used
8-12	Liege-Immortis	2	Cannot be used
13+	None	4	4

DESCRIPTION

Katakros is a named character that is a single model. He is armed with Inda-Khaat and the Shield Immortis.

COMPANIONS: Katakros is accompanied by a Gnosis Scrollbearer that attacks with a Nadirite Dagger, a Prime Necrophoros that attacks with a Soulreaver Greatblade, an Aviarch Spymaster that attacks with a Spirit Dagger, and a Liege-Immortis that attacks with Nadirite Duelling Blades.

The companions that currently accompany Katakros vary depending on the number of wounds suffered by this model, as shown on the damage table. You can only use the companion abilities on the right for the companions currently accompanying Katakros, and only those companions can attack. For all other rules purposes, companions are treated in the same manner as a mount.

ABILITIES

Deadly Combination: *Katakros can send a foe staggering with a blow from the Shield Immortis and exploit the opening with a follow-up strike from his glaive, Inda-Khaat.*

If the unmodified hit roll for an attack made with the Shield Immortis is 6, that attack inflicts 2 mortal wounds on the target in addition to any normal damage.

Mortarch of the Necropolis: *Katakros is the most perfect of Nagash's constructs and ruler of the Ossiarch Empire.*

At the start of your hero phase, if this model is on the battlefield you can pick up to 3 different friendly **OSSIARCH BONEREAPERS** units wholly within 24" of this model. For each of those units, you can either heal up to 3 wounds allocated to that unit or, if no wounds are allocated to it, you can return a number of slain models to that unit with a combined Wounds characteristic of 3 or less.

Nadirite Weapons: *Nadirite weapons can steal an opponent's life-force.*

If the unmodified hit roll for an attack made with a Nadirite weapon is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Endless Duty: *The service an Ossiarch Boneaper owes their liege never, ever ends; if so ordered, they will continue striking at the foe with relentless regularity until no one is left to oppose them.*

You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly **OSSIARCH BONEREAPERS** unit that is wholly within 12" of a model with this command ability. Add 1 to the Attacks characteristic of weapons used by that unit in that phase. You cannot pick the same unit to benefit from this command ability more than once per phase.

Supreme Lord of the Bonereaper Legions: *An Ossiarch force personally led by Katakros is said to be worth ten times the number of an identical force led by his generals.*

You can use this command ability in your hero phase if **KATAKROS** is your general. If you do so, until your next hero phase, add 1 to hit rolls for attacks made by friendly **OSSIARCH BONEREAPERS** units while they are wholly within 18" of this model, and add 1 to save rolls for attacks that target friendly **MORTIS PRAETORIAN** units while they are wholly within 18" of this model. You can only use this command ability once per hero phase.

COMPANION ABILITIES

Aviarch Spymaster: *The Aviarch Spymaster can use their spy network to disrupt the plans of Katakros' enemies.*

Once per turn you can roll a dice when your opponent receives a command point. If you do so, on a 4+ that command point is lost.

Gnosis Scrollbearer: *The Gnosis Scrollbearer that accompanies Katakros transcribes his edicts onto binding contracts that cannot be refused.*

At the start of your hero phase, you can pick 1 enemy unit that is on the battlefield. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit that target friendly **OSSIARCH BONEREAPERS** units.

Prime Necrophoros: *This Necrophoros holds aloft Katakros' personal battle banner.*

When you use this model's Supreme Lord of the Bonereaper Legions command ability, it affects friendly **OSSIARCH BONEREAPERS** units while they are wholly within 36" of this model instead of wholly within 18" of this model.

KEYWORDS

DEATH, DEATHLORDS, OSSIARCH BONEREAPERS, MORTIS PRAETORIANS, LIEGE, HERO, KATAKROS



• WARSCROLL •

NAGASH

SUPREME LORD OF THE UNDEAD



Nagash is the God of Death, hateful and ancient beyond mortal reckoning. When the Great Necromancer takes to the battlefield, the earth writhes as scores of undead warriors crawl forth from the grave to serve their eternal master.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash	12"	1	3+	2+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash	3"	1	3+	2+	-3	D6
Zefet-nebtar	2"	☀	3+	3+	-2	3
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	The Nine Books of Nagash	Zefet-nebtar	Staff of Power
0-3	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind or dispel
4-6	Cast and unbind 4 extra spells	5	+3 cast /+2 unbind or dispel
7-10	Cast and unbind 3 extra spells	4	+2 cast /+2 unbind or dispel
11-13	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind or dispel
14+	Cast and unbind 1 extra spells	2	+1 cast /+1 unbind or dispel

DESCRIPTION

Nagash is a named character that is a single model. He is armed with Zefet-nebtar, Alakanash and the Gaze of Nagash.

COMPANION: Nagash is accompanied by a host of spirits that fight with their Spectral Claws and Daggers. For rules purposes, they are treated in the same manner as a mount.

FLY: Nagash can fly.

ABILITIES

Alakanash, the Staff of Power: This staff is capped with gems of purest Shyishan realmstone.

Add the Staff of Power value shown on this model's damage table to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to cast Arcane Bolt and Mystic Shield any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

Invocation of Nagash: With but a thought, Nagash can call forth fresh minions to assail his foes.

At the start of your hero phase, if this model is on the battlefield you can pick up to 5 different friendly **SUMMONABLE** units or friendly **OSSIARCH BONEREAPERS** units in any combination. For each of those units, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to it, you can return a number of slain models to that unit with a combined Wounds characteristic of 3 or less.

Frightful Touch: The malign spirits that surround Nagash can freeze an opponent's blood with a single touch.

If the unmodified hit roll for an attack made with this model's Spectral Claws and Daggers is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Morikhane: This ensorcelled armour protects Nagash from arcane as well as physical attacks, and can even cause an intense magical backlash on those that dare strike him.

Roll a dice each time you allocate a mortal wound to this model. On a 1-3, nothing happens. On a 4-5, that mortal wound is negated. On a 6, that mortal wound is negated and the attacking unit suffers 1 mortal wound.

The Nine Books of Nagash: Over his impossibly long existence, Nagash has collected a vast library of esoteric lore.

The Nine Books of Nagash allow Nagash to cast extra spells in your hero phase and unbind extra spells in the enemy hero phase. The number of extra spells he can attempt to cast or unbind is shown on this model's damage table.

MAGIC

Nagash is a **WIZARD**. He can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase (he can also attempt to cast and unbind extra spells due to the Nine Books of Nagash ability). He knows the Arcane Bolt, Mystic Shield, Hand of Dust and Soul Stealer spells.

Hand of Dust: It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments.

Hand of Dust has a casting value of 8. If successfully cast, pick 1 enemy model within 3" the caster. Then, take a dice and hide it in one of your hands. Your opponent must pick one of your hands. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand, the enemy model is slain.

Soul Stealer: Nagash can siphon souls from the living to heal his own wounds.

Soul Stealer has a casting value of 6. If successfully cast, pick 1 enemy unit within 24" of the caster that is visible to them and roll 2D6. If the roll is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead. You can heal up to 1 wound that has been allocated to the caster for each mortal wound inflicted by this spell that is not negated.

COMMAND ABILITIES

Supreme Lord of the Undead: Nagash is the undisputed master of all undead creatures.

You can use this command ability in your hero phase if this model is on the battlefield. If you do so, until your next hero phase, you can re-roll hit rolls of 1 for attacks made by friendly **DEATH** units, you can re-roll save rolls of 1 for attacks that target friendly **DEATH** units, and do not take battleshock tests for friendly **DEATH** units.

KEYWORDS

DEATH, DEATHLORDS, MONSTER, HERO, PRIEST, WIZARD, NAGASH



• WARSCROLL •

ARKHAN THE BLACK

MORTARCH OF SACRAMENT



Arkhan is a master of necromantic magic and the most trusted servant of Nagash. Roiling clouds of deathly magic swirl about the skeletal form of the Mortarch of Sacrament as he rides to war upon his dread abyssal Razarak.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Zefet-kar	1"	1	3+	3+	-1	D3
Khenash-an	2"	1	4+	3+	-1	D3
Ebon Claws	1"	☀	4+	3+	-2	2
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Ebon Claws	Staff of Spirits
0-2	16"	6	+2 cast /+2 unbind or dispel
3-4	13"	5	+2 cast /+1 unbind or dispel
5-6	10"	4	+1 cast /+1 unbind or dispel
7-8	7"	3	+1 cast
9+	4"	2	-

DESCRIPTION

Arkhan the Black is a named character that is a single model. He is armed with Zefet-kar and Khenash-an

MOUNT: Arkhan the Black's dread abyssal, Razarak, attacks with its Ebon Claws.

COMPANION: Arkhan the Black is accompanied by a host of spirits that attack with their Spectral Claws and Daggers. For rules purposes, they are treated in the same manner as a mount.

FLY: Arkhan the Black can fly.

ABILITIES

Feaster of Souls: *Arkhan feeds upon the soul-stuff of the slain, restoring any damage done to his physical form.*

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to 2 wounds allocated to this model.

Frightful Touch: *The malign spirits that surround Arkhan can freeze an opponent's blood with a single touch.*

If the unmodified hit roll for an attack made with this model's Spectral Claws and Daggers is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Staff of Spirits: *Khenash-an, the Staff of Spirits, is used by Arkhan to empower the spells he casts.*

Add the Staff of Spirits value shown on this model's damage table to casting, dispelling and unbinding rolls for this model. In addition,

this model can attempt to cast Arcane Bolt and Mystic Shield any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

Mortarch of Sacrament: *Arkhan is the most trusted of Nagash's followers, and as such knows the secrets of his unholy necromantic rites.*

At the start of your hero phase, if this model is on the battlefield you can pick up to 4 different friendly **SUMMONABLE** units or friendly **OSSIARCH BONEREAPERS** units, in any combination, that are wholly within 24" of this model. For each of those units, you can either heal up to 3 wounds allocated to that unit or, if no wounds are allocated to it, you can return a number of slain models to that unit with a combined Wounds characteristic of 3 or less.

MAGIC

Arkhan the Black is a **WIZARD**. He can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse of Years spells.

Curse of Years: *Tracing a spiteful gesture in the air, Arkhan curses the enemy to age at an incredible rate.*

Curse of Years has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster that is visible to them and roll 10 dice. For each 6, that unit suffers 1 mortal wound and you can roll an extra dice. For each 5+ on these extra dice, the target suffers 1 mortal wound and you can roll another dice. Now, for each 4+, the target suffers 1 mortal wound and you can roll another dice. Keep rolling dice in this way, inflicting mortal wounds and reducing the

roll needed to cause them by 1 each time, until either no wounds are inflicted or the target unit is destroyed. A roll of 1 always fails to inflict a mortal wound.

COMMAND ABILITIES

First of the Mortarchs: *Arkhan's mastery of the dread art of necromancy is superior to even that of his fellow Mortarchs. He is so steeped in deathly sorcery that his presence bolsters the skill of those wizards around him.*

You can use this command ability at the start of your hero phase if this model is on the battlefield. If you do so, until the end of that phase you can add 6" to the range of spells cast by friendly **DEATH WIZARDS** while they are within 18" of this model. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

KEYWORDS

DEATH, SKELETON, DEATHLORDS, MONSTER, HERO, WIZARD, MORTARCH, ARKHAN



ARCH-KAVALOS ZANDTOS



Known and feared as the Dark Lance of Ossia, Zandt has a burning hatred for the living that Nagash has stoked to the point of obsession. Those with the temerity to invade Shyish bear the full brunt of his undying wrath.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Dark Lance	2"	3	3+	3+	-1	2
Nadirite Battle-shield	1"	1	3+	4+	-	1
Hooves, Teeth and Barbed Tails	1"	6	3+	3+	-1	1

DESCRIPTION

Arch-Kavalos Zandt is a named character that is a single model. He is armed with the Dark Lance and a Nadirite Battle-shield.

MOUNT: Zandt's Kavalos steed attacks with its Hooves, Teeth and Barbed Tails.

ABILITIES

The Dark Lance: *The spear that Zandt wields can inflict truly terrible wounds on the charge.*

The Dark Lance has a Damage characteristic of 3 instead of 2 if this model made a charge move in the same turn.

Hatred of the Living: *Zandt has a deep loathing of all living creatures, especially those who are followers of the Chaos Gods.*

Re-roll wound rolls of 1 for attacks made by this model that target **ORDER** and **DESTRUCTION** units. You can re-roll any wound rolls for attacks made by this model that target **CHAOS** units.

Unstoppable Charge: *When a Kavalos steed charges the foe, it can use its size and weight to smash the enemy to the ground and crush them beneath its nadirite-shod hooves.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a number of dice equal to the charge roll for that charge move. For each 6, that enemy unit suffers 1 mortal wound. In addition, this model can move an extra 3" when it piles in if it made a charge move in the same turn.

COMMAND ABILITIES

Endless Duty: *The service an Ossiar Boneaper owes their liege never, ever ends; if so ordered, they will continue striking at the foe with relentless regularity until no one is left to oppose them.*

You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly **OSSIARCH BONEREAPERS** unit that is wholly within 12" of a model with this command ability. Add 1 to the Attacks characteristic of weapons used by that unit in that phase. You cannot pick the same unit to benefit from this command ability more than once per phase.

Still Their Breath!: *Zandt can inspire the hatred he harbours for mortals within those whom he commands.*

You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly **MORTIS PRAETORIANS** unit that is wholly within 24" of this model. Re-roll wound rolls of 1 for attacks made by that unit that target **ORDER** and **DESTRUCTION** units. You can re-roll any wound rolls for attacks made by that unit that target **CHAOS** units.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MORTIS PRAETORIANS, LIEGE, HERO, ARCH-KAVALOS ZANDTOS



• WARSCROLL •

LIEGE-KAVALOS



A Liege-Kavalos is a cavalry commander of uncanny skill and resilience. At a harsh order he can drive his Bonereapers to redouble their attack, hacking into the enemy ranks even as he fells dangerous foes with his commander's blade and battle-shield.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Commander's Blade	1"	3	3+	3+	-1	2
Nadirite Battle-shield	1"	1	3+	4+	-	1
Hooves, Teeth and Barbed Tails	1"	6	3+	3+	-1	1

DESCRIPTION

A Liege-Kavalos is a single model armed with a Commander's Blade and Nadirite Battle-shield.

MOUNT: This model's Kavalos steed attacks with its Hooves, Teeth and Barbed Tails.

ABILITIES

Unstoppable Charge: *When a Kavalos steed charges the foe, it can use its size and weight to smash the enemy to the ground and crush them beneath its nadirite-shod hooves.*

After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a number of dice equal to the charge roll for that charge move. For each 6, that enemy unit suffers 1 mortal wound. In addition, this model can move an extra 3" when it piles in if it made a charge move in the same turn.

COMMAND ABILITIES

Endless Duty: *The service an Ossiarch Boneaper owes their liege never, ever ends; if so ordered, they will continue striking at the foe with relentless regularity until no one is left to oppose them.*

You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly **OSSIARCH BONEREAPERS** unit that is wholly within 12" of a model with this command ability. Add 1 to the Attacks characteristic of weapons used by that unit in that phase. You cannot pick the same unit to benefit from this command ability more than once per phase.

KEYWORDS	DEATH, OSSIARCH BONEREAPERS, LIEGE, HERO, LIEGE-KAVALOS
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• WARSCROLL •

MORTISAN BONESHAPER



The Boneshaper's art is that of creation, not destruction. Though their ossified talons can rake through flesh, and though they can summon a gale of sharp bone splinters at will, they focus their efforts on regenerating the Ossiarch regiments around them.

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

DESCRIPTION

A Mortisan Boneshaper is a single model armed with Ossified Talons.

ABILITIES

Boneshaper: *The caster uses their arcane arts to form shattered bones into new Ossiarch Bonereaper constructs.*

In your hero phase, you can pick 1 friendly **OSSIARCH BONEREAPERS** unit within 6" of this model. You can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to the unit, you can return a number of slain models to it that have a combined Wounds characteristic of 3 or less.

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, Mystic Shield and Shard-storm spells.

Shard-storm: *The caster conjures forth a great cloud of bone-shards and hurls them at the foe.*

Shard-storm has a casting value of 5. If successfully cast, pick 1 enemy unit and roll 1 dice for each model from that unit that is within 18" of the caster and visible to them. For each 6, that unit suffers 1 mortal wound.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MORTISAN, HERO, WIZARD, MORTISAN BONESHAPER



• WARSCROLL •

MORTISAN SOULREAPER



The Soulreapers are the most destructive members of the Mortisan order. It is their role to cut the souls from the enemy with their magical scythes, though at need they can discharge a blast of captured spirit energy to destroy nearby foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulreaper Scythe	2"	3	3+	3+	-1	2

DESCRIPTION

A Mortisan Soulreaper is a single model armed with a Soulreaper Scythe.

ABILITIES

Deathly Touch: *Even the smallest cut from a soulreaper scythe can steal the soul from a victim's body.*

If the unmodified hit roll for an attack made with a Soulreaper Scythe is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Soulreaper: *A soulreaper scythe can be swung in great sweeping arcs that cut down the enemy like grass.*

You can re-roll hit rolls for attacks made with a Soulreaper Scythe if the target unit has 5 or more models.

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, Mystic Shield and Soul-blast spells.

Soul-blast: *The caster draws upon the power of captured souls to unleash a wave of necrotic energy that engulfs nearby foes.*

Soul-blast has a casting value of 7. If successfully cast, you can either roll 1 dice for each enemy unit within 3" of the caster or roll 1 dice for 1 enemy unit within 18" of the caster that is visible to them. On a 1, nothing happens. On a 2-3, that unit suffers 1 mortal wound. On a 4+, that unit suffers D3 mortal wounds.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MORTISAN, HERO, WIZARD, MORTISAN SOULREAPER



• WARSCROLL •

MORTISAN SOULMASON

Captive souls are fodder for the most gifted of the Mortisan spirit-crafters. Borne to war upon thrones of bodily remains with their own vicious animus, the Soulmasons focus the animating energies of necromancy into their Bonereaper creations.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulmason's Staff	2"	2	4+	3+	-1	D3
Ossified Claws	1"	2	4+	3+	-1	1

DESCRIPTION

A Mortisan Soulmason is a single model armed with a Soulmason's Staff.

MOUNT: This model's Mortek Throne attacks with its Ossified Claws.

ABILITIES

Mortek Throne: *The throne upon which a Soulmason sits is saturated with arcane power channelled from Nagashizzar.*

At the end of your hero phase, roll a dice for this model. On a 1, nothing happens. On a 2-5, this

model can attempt to cast Soul-guide even if a casting attempt has already been made for that spell in the same phase. On a 6, this model can attempt to cast Soul-guide D3 more times even if a casting attempt has already been made for that spell in the same phase.

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 Soul-guide spells.

Soul-guide: *The caster empowers and focuses the souls that animate a nearby regiment of Ossiarch Bonereaper warriors.*

Soul-guide has a casting value of 6. If successfully cast, pick 1 friendly **OSSIARCH BONEREAPERS** unit wholly within 24" of the caster that is visible to them. You can re-roll hit rolls of 1 for attacks made by that unit until your next hero phase.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MORTISAN, HERO, WIZARD, MORTISAN SOULMASON



• WARSCROLL •

VOKMORTIAN

MASTER OF THE BONE-TITHE

It is Vokmortian's task to oversee the harvesting of bones for the Ossiarch legions, a duty he undertakes with ruthless, calculating precision. Those who defy the will of the Great Necromancer are cut down with flesh-withering bolts of necromantic magic.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Death	12"	1	3+	2+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Retribution	2"	2	3+	3+	-1	D3

DESCRIPTION

Vokmortian, Master of the Bone-tithe is a named character that is a single model. He is armed with the Staff of Retribution and the Gaze of Death.

ABILITIES

Contract of Nagash: *A contract of Nagash binds the signatory to Vokmortian's command.*

At the start of the combat phase, roll a dice. On a 5+, you can pick 1 enemy model within 3" of **VOKMORTIAN**. That enemy model cannot attack **VOKMORTIAN** in that combat phase.

Grim Warnings: *The heads of those that dared to disobey Vokmortian hang from his staff.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model, and subtract 1 from unbinding rolls for **WIZARDS** attempting to unbind a spell cast by this model. If an enemy general is slain within 3" of this model, for the rest of the battle subtract 2 from the Bravery of enemy units within 12" of this model instead of 1, and subtract 2 from unbinding rolls for **WIZARDS** attempting to unbind a spell cast by this model instead of 1.

MAGIC

Vokmortian is a **WIZARD**. He can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Mortal Touch spells.

Mortal Touch: *Dark light surrounds the caster's fingers, and one touch means death.*

Mortal Touch has a casting value of 8. If successfully cast, pick 1 enemy model within 1" of the caster that is visible to them and roll a dice. On a 5+, that model is slain. The range of this spell cannot be modified.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MORTIS PRAETORIANS, HERO, WIZARD, VOKMORTIAN



MORTEK GUARD



The Mortek Guard are soul-constructs created to dominate the battlefield. Armed with life-draining nadirite weapons and shaped from impenetrable osseous armour, they grind the enemy to dust beneath their relentless march.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nadirite Blade	1"	2	3+	4+	-1	1
Nadirite Spear	2"	2	3+	4+	-	1
Soulcleaver Greatblade	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Mortek Guard has any number of models. The unit is armed with one of the following weapon options: Nadirite Blade and Shield; or Nadirite Spear and Shield. 1 in every 10 models can replace the unit's weapon option with a Soulcleaver Greatblade.

NECROPHOROS: 1 in every 10 models in this unit can be a Necrophoros. Add 1 to run and charge rolls for a unit that includes any Necrophoroi.

MORTEK HEKATOS: 1 model in this unit can be a Mortek Hekatos. Add 1 to the Attacks characteristic of that model's melee weapon.

ABILITIES

Nadirite Weapons: *Nadirite weapons can steal an opponent's life-force.*

If the unmodified hit roll for an attack made with this unit's Nadirite Blades or Nadirite Spears is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Shieldwall: *At their leader's command, the regiment locks their shields to form an impenetrable barrier.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **MORTEK GUARD** unit that includes a Mortek Hekatos. You can re-roll save rolls for attacks that target that unit until the end of that combat phase.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MORTEK GUARD





KAVALOS DEATHRIDERS



The heavy cavalry of the Ossiarch Bonereaper legions, the Kavalos Deathriders are expert riders mounted on macabre armoured steeds. They clatter into the foe in a wedge formation, breaking battlelines with every ferocious charge.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nadirite Blade	1"	3	3+	4+	-1	1
Nadirite Spear	2"	3	3+	4+	-	1
Hooves and Teeth	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Kavalos Deathriders can have any number of models. The unit is armed with one of the following weapon options: Nadirite Blade and Shield; or Nadirite Spear and Shield.

MOUNT: This unit's Kavalos Steeds attack with their Hooves and Teeth.

NECROPHOROS: 1 in every 5 models in this unit can be a Necrophoros. Add 1 to run rolls and charge rolls for a unit that includes any Necrophoroi.

MORTEK HEKATOS: 1 model in this unit can be a MorteK Hekatos. Add 1 to the Attacks characteristic of that model's Nadirite Blade or Nadirite Spear.

ABILITIES

Nadirite Weapons: *Nadirite weapons can steal an opponent's life-force.*

If the unmodified hit roll for an attack made with this unit's Nadirite Blades or Nadirite Spears is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. For attacks made with Nadirite Spears, 2 hits are scored on a 5+ instead of 6 if this unit made a charge move in the same turn.

COMMAND ABILITIES

Deathrider Wedge: *Kavalos Deathriders can charge in a deadly arrowhead formation.*

You can use this command ability when a friendly **KAVALOS DEATHRIDERS** unit that includes a MorteK Hekatos finishes a charge move. You can pick 1 enemy unit within 1" of that **KAVALOS DEATHRIDERS** unit and roll a number of dice equal to the number of models in that **KAVALOS DEATHRIDERS** unit. For each 5+, the enemy unit suffers 1 mortal wound. In addition, in the following combat phase, that **KAVALOS DEATHRIDERS** unit can move an extra 3" when it piles in.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, KAVALOS DEATHRIDERS



IMMORTIS GUARD



Towering over the rank and file Bonereapers, the Immortis Guard form a tough physical bulwark around the leaders of the Ossiarch cohorts. Those who come too close are hurled back by shields, then swiftly impaled on spiked halberds.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dread Halberd	2"	2	3+	3+	-2	2
Nadirite Battle-shield	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Immortis Guard can have any number of models, each armed with a Dread Halberd and Nadirite Battle-shield.

ABILITIES

Deadly Combination: *An Immortis Guard can send a foe staggering with a blow from their shield and exploit the opening with a follow-up strike from their halberd.*

If the unmodified hit roll for an attack made with a Nadirite Battle-shield is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Soulbound Protectors: *Immortis Guard will use their own bodies to shield their rulers from harm if necessary.*

Roll a dice before you allocate a wound or mortal wound to a friendly **OSSIARCH BONEREAPERS HERO** while it is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of that **OSSIARCH BONEREAPERS HERO** instead of allocating it to that **OSSIARCH BONEREAPERS HERO**.

COMMAND ABILITIES

Crushing Assault: *At an unspoken command, the Immortis Guard attack as one, striking down whole ranks of the foe before advancing in lock-step and then using their shields to crush their prone and reeling opponents.*

You can use this command ability in your combat phase after a friendly **IMMORTIS GUARD** unit has fought in that phase for the first time. If you do so, if that unit is within 3" of an enemy unit, it can make a pile-in move and then attack with its Nadirite Battle-shields for a second time.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, HEKATOS, IMMORTIS GUARD



NECROPOLIS STALKERS



Four-armed horrors that possess the gestalt essence of master duellists, Necropolis Stalkers leap and spin into battle with terrifying speed, switching stance and form in the blink of an eye as they dismember their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dread Falchions	1"	3	4+	3+	-2	2
Spirit Blades	1"	5	3+	3+	-1	1

DESCRIPTION

A unit of Necropolis Stalkers has any number of models, each armed with Spirit Blades. 1 in every 3 models can replace their Spirit Blades with Dread Falchions.

ABILITIES

Quadrarch Aspects: *Stalkers are imbued with a powerful skill by whichever of their four skulls faces the foe.*

At the start of each combat phase, you must pick one of the following aspects for this unit. The rule for that aspect applies to this unit until the end of that phase.

Blade-strike Aspect: You can re-roll hit rolls for attacks made by this unit.

Blade-parry Aspect: You can re-roll save rolls for attacks that target this unit.

Destroyer Aspect: You can re-roll wound rolls for attacks made by this unit.

Precision Aspect: Improve the Rend and Damage characteristics of this unit's melee weapons by 1.

COMMAND ABILITIES

Hunt and Kill: *Necropolis Stalkers have an unnatural ability to track and kill their quarry.*

You can use this command ability at the start of your hero phase. If you do so, pick 1 friendly **NECROPOLIS STALKERS** unit. You can re-roll run and charge rolls for that unit until your next hero phase. In addition, until your next hero phase, when that unit makes a move, it can pass across terrain features in the same manner as a model that can fly.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, HEKATOS, NECROPOLIS STALKERS



• WARSCROLL •

MORGHAST ARCHAI

The Morghast Archai were crafted by Nagash himself to act as both personal guard and executioners. They soar into battle like omens of death, ignoring the feeble strikes and missiles that deflect from their soul-forged armour.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit Halberd	2"	3	3+	3+	-2	3
Spirit Swords	1"	5	3+	3+	-1	2

DESCRIPTION

A unit of Morghast Archai has any number of models. The unit is armed with one of the following weapon options: Spirit Halberd; or Spirit Swords.

FLY: This unit can fly.

ABILITIES

Heralds of the Accursed One: *The knowledge that the Morghasts are heralds of Nagash fills their foes with fear.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly **MORGHASTS**.

Ebon-wrought Armour: *The magically forged armour worn by Morghast Archai can turn aside arcane attacks.*

Each time you allocate a mortal wound to this unit, roll a dice. On a 5+, that mortal wound is negated.

KEYWORDS

DEATH, MORGHAST, DEATHLORDS, OSSIARCH BONEREAPERS, HEKATOS, MORGHAST ARCHAI



• WARSCROLL •

MORGHAST HARBINGERS

Morghast Harbingers are used as swift-striking shock troops in the Ossiarch legions, darting in with terrifying speed for such monstrous creatures. They descend from the skies like macabre angels, then butcher the foe with their darksome blades.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit Halberd	2"	3	3+	3+	-2	3
Spirit Swords	1"	5	3+	3+	-1	2

DESCRIPTION

A unit of Morghast Harbingers has any number of models. The unit is armed with one of the following weapon options: Spirit Halberd; or Spirit Swords.

FLY: This unit can fly.

ABILITIES

Heralds of the Accursed One: *The knowledge that the Morghasts are heralds of Nagash fills their foes with fear.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly **MORGHASTS**.

Harbingers of Death: *Morghast Harbingers hurl themselves at the foe with unbridled ferocity.*

You can attempt to charge with this unit if it is within 18" of the enemy instead of 12". Roll 3D6 instead of 2D6 when making a charge roll for this unit.

KEYWORDS

DEATH, MORGHAST, DEATHLORDS, OSSIARCH BONEREAPERS, HEKATOS, MORGHAST HARBINGERS



• WARSCROLL •

MORTEK CRAWLER



An unliving artillery piece that moves with centipedal ripples as it creeps towards the perfect vantage point, the Mortek Crawler is a dread catapult that can fire a variety of unnatural ammunition types. Each brings its own hideous brand of death.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dread Catapult - Necrotic Skulls	6"-36"	3	2+	3+	-	☠
Dread Catapult - Cauldron of Torment	6"-36"	1	See below			
Dread Catapult - Cursed Stele	6"-36"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Crawler Tools	1"	6	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Necrotic Skulls	Cauldron of Torment	Cursed Stele
0-2	5	-	-3
3-4	4	-	-1
5-7	3	-1	-
8-9	2	-1	+1
10+	1	-2	+3

DESCRIPTION

A Mortek Crawler is a single model armed with a Dread Catapult.

CREW: This model has a crew of Mortek Engineers that attack with Crawler Tools. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Dread Catapult: *The crew of a Mortek Crawler can load the catapult arm with a variety of ammunition types depending upon the nature of the target.*

Before shooting with a Dread Catapult, choose either the Necrotic Skulls, Cauldron of Torment or Cursed Stele weapon characteristics for that attack. Each Dread Catapult can only make 1 Cauldron of Torment and 1 Cursed Stele attack per battle.

Cauldron of Torment: Do not use the attack sequence for an attack made with a Cauldron of Torment. Instead, pick 1 enemy unit that is in range of the attack and roll 1 dice for each model in the target unit. Add the modifier for Cauldron of Torment shown on the damage table above to each roll. If the result is equal to or greater than the unmodified Bravery characteristic of the target unit, 1 model from that unit is slain.

Cursed Stele: Do not use the attack sequence for an attack made with a Cursed Stele. Instead, pick 1 enemy model that is in range of the attack and roll 2D6. Add the modifier for Cursed Stele shown on the damage table above to the roll. If the result is equal to or greater than the Wounds characteristic of the target, it is slain.

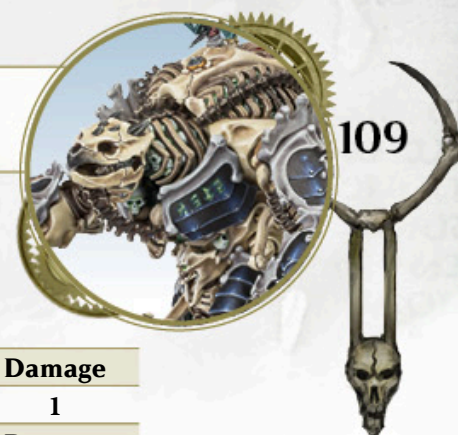
Designer's Comment: *Note that the chance of slaying the target of a Cursed Stele increases as the attacking model suffers damage.*

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, WAR MACHINE, MORTEK CRAWLER



GOTHIZZAR HARVESTER



The Gothizzar Harvester collects the remains of the slain, stripping them of flesh and storing them in a gaping cage of bone on its back. They bludgeon and cleave those in reach of their primary arms even as their secondary limbs gather the dead.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death's Head Maw	☀	4	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulcleaver Sickles	1"	☀	3+	3+	-2	2
Soulcrusher Bludgeons	1"	☀	3+	3+	-2	2
Ossified Hooves and Tail	2"	4	3+	☀	-1	2

DAMAGE TABLE			
Wounds Suffered	Death's Head Maw	Ossified Hooves and Tail	Soulcleaver Sickles or Soulcrusher Bludgeons
0-2	16"	2+	6
3-4	14"	3+	5
5-6	12"	4+	4
7-8	8"	5+	3
9+	4"	6+	2

DESCRIPTION

A Gothizzar Harvester is a single model armed with one of the following weapon options: Soulcrusher Bludgeons, Ossified Hooves and Tail, and Death's Head Maw; or Soulcleaver Sickles, Ossified Hooves and Tail, and Death's Head Maw.

ABILITIES

Bone Harvest: *This terrifying construct collects the bones of the slain, using them to heal itself, reconstruct nearby Ossiarch Bonereapers or make new constructs once the battle is over.*

Roll a dice each time a model is slain within 3" of this model. On a 4+, you can pick 1 friendly **OSSIARCH BONEREAPERS** unit within 6" of this model. If you do so, and the slain model had a Wounds characteristic of 4 or less, you can heal 1 wound allocated to that unit; if the slain model had a Wounds characteristic of 5-9, you can heal up to D3 wounds allocated to that unit; or if the slain model had a Wounds characteristic of 10 or more, you can heal up to D6 wounds allocated to that unit. If there are no wounds allocated to the unit you pick, you can return a number of slain models to that unit with a combined Wounds characteristic that is equal to or less than the number of wounds you could have healed.

Soulcrusher Bludgeons: *If a Soulcrusher Bludgeon strikes a target full-on, the impact of the blow can drive the target's very soul from their body.*

If the unmodified hit roll for an attack made with Soulcrusher Bludgeons is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Soulcleaver Sickles: *Soulcleaver Sickles can cut down whole ranks of warriors with a single scything blow.*

Add 1 to hit rolls for attacks made with Soulreaver Sickles if the target unit has 5 or more models.

KEYWORDS

DEATH, OSSIARCH BONEREAPERS, MONSTER, GOTHIZZAR HARVESTER



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• ENDLESS SPELL WARSCROLL •

NIGHTMARE PREDATOR

The Nightmare Predator is a looming conjuration of Shyishan magic that takes the form of a disturbing terror. Bonded to its caster, it floats eerily through the air towards its master's chosen prey, lacerating the flesh of its screaming victims with claws the size of sickles before stripping them to the bone.

DESCRIPTION

A Nightmare Predator is a single model.

PREDATORY: A Nightmare Predator is a predatory endless spell. It can move up to 2D6" and can fly.

MAGIC

Summon Nightmare Predator: *The caster manifests a terrifying nightmare to punish their foes.*

Summon Nightmare Predator has a casting value of 7. Only **OSSIARCH BONEREAPERS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Nightmare Predator model wholly within 6" of the caster and visible to them.

Soul-linked: *A soul-linked spell is directly connected to the consciousness of its caster.*

This spell is soul-linked to the caster. When predatory endless spells are moved at the start of the battle round, any that are soul-linked to a caster are moved first, followed by any endless spells that are not. Soul-linked spells are always moved by the player whose army includes the caster the spell is soul-linked to. The player that won the roll-off to determine who moves an endless spell first must move all their soul-linked spells first, followed by their opponent.

You must subtract 1 from casting rolls for a **WIZARD** that is soul-linked to an endless spell. A caster cannot be soul-linked to more than one endless spell at the same time. If the caster is slain, then any endless spell they are soul-linked to is dispelled.

ABILITIES

Perpetual Hunter: *The only way to stop a Nightmare Predator is to slay its caster before it kills you.*

When this model is set up, the player who set it up can pick 1 enemy **HERO** as its prey and then immediately make a move with this model. If this model's prey is destroyed, this model is dispelled.

Death Incarnate: *A Nightmare Predator is certain doom to any who get in its way.*

After this model moves, roll a dice for each unit within 3" of it. On a 2+, that unit suffers D3 mortal wounds. If that unit was this model's prey, on a 2+ it suffers D6 mortal wounds instead of D3 mortal wounds. **OSSIARCH BONEREAPERS** units are not affected by this ability.

KEYWORDS

ENDLESS SPELL, NIGHTMARE PREDATOR

• ENDLESS SPELL WARSCROLL •

SOULSTEALER CARRION

The Soulstealer Carrion is a soul-linked construct that soars from its caster's spread fingertips to take wing above the battlefield. Its caster can see through the avian conjuration's eyes; when it perceives spiritual energy unclaimed, it will swoop down to capture it and either channel it back to its caster or blast it outwards to harm those enemies nearby.

DESCRIPTION

A Soulstealer Carrion is a single model.

PREDATORY: A Soulstealer Carrion is a predatory endless spell. It can move up to 16" and can fly.

MAGIC

Summon Soulstealer Carrion: *The caster gestures to the heavens and conjures up a ghostly winged creature.*

Summon Soulstealer Carrion has a casting value of 6. Only **OSSIARCH BONEREAPERS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Soulstealer Carrion model anywhere on the battlefield that is visible to the caster.

Soul-linked: *A soul-linked spell is directly connected to the consciousness of its caster.*

This spell is soul-linked to the caster. When predatory endless spells are moved at the start of the battle round, any that are soul-linked to a caster are moved first, followed by any endless spells that are not. Soul-linked spells are always moved by the player whose army includes the caster the spell is soul-linked to. The player that won the roll-off to determine who moves an endless spell first must move all their soul-linked spells first, followed by their opponent.

You must subtract 1 from casting rolls for a **WIZARD** that is soul-linked to an endless spell. A caster cannot be soul-linked to more than one endless spell at the same time. If the caster is slain, then any endless spell they are soul-linked to is dispelled.

ABILITIES

Soul Thief: *This ethereal monstrosity can capture the departing souls of those slain nearby, using the energy to heal its master or blast its foes.*

At the end of each phase, roll a dice if any **CHAOS**, **DESTRUCTION** or **ORDER** models were slain within 6" of this model during that phase. On a 1-2, heal 1 wound allocated to the caster soul-linked to this model. On a 3-4, inflict 1 mortal wound on each **CHAOS**, **DESTRUCTION** or **ORDER** unit within 6" of this model. On a 5-6, do both of these things.

Second Sight: *A wizard that is soul-linked to a Soulstealer Carrion can see through its eyes.*

Anything visible to this model is also visible to the caster that is soul-linked to this model.

KEYWORDS

ENDLESS SPELL, SOULSTEALER CARRION

BONE-TITHE SHRIEKER

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The Bone-tithe Shrieker is a four-headed, all-seeing monstrosity conjured to hunt down those who would escape the Ossiarch tithe. When it locates its quarry it will give vent to an awful, mind-chilling scream that dulls the wits and shivers the bones of those living creatures nearby, making them easy prey for the Ossiarchs themselves.

DESCRIPTION

A Bone-tithe Shrieker is a single model.

PREDATORY: A Bone-tithe Shrieker is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Bone-tithe Shrieker: *The caster calls forth an apparition that will guide them to their next feast of bones.*

Summon Bone-tithe Shrieker has a casting value of 5. Only **OSSIARCH BONEREAPERS WIZARDS** can attempt to cast this spell. If successfully cast, set up a Bone-tithe Shrieker model wholly within 12" of the caster and visible to them.

Soul-linked: *A soul-linked spell is directly connected to the consciousness of its caster.*

This spell is soul-linked to the caster. When predatory endless spells are moved at the start of the battle round, any that are soul-linked to a caster are moved first, followed by any endless spells that are not. Soul-linked spells are always moved by the player whose army includes the caster the spell is soul-linked to. The player that won the roll-off to determine who moves an endless spell first must move all their soul-linked spells first, followed by their opponent.

You must subtract 1 from casting rolls for a **WIZARD** that is soul-linked to an endless spell. A caster cannot be soul-linked to more than one endless spell at the same time. If the caster is slain, then any endless spell they are soul-linked to is dispelled.

ABILITIES

Portent of Doom: *Learned men know that when a Bone-tithe Shrieker appears, an army of Ossiarch Bonereapers cannot be far behind.*

Subtract 1 from the Bravery of units while they are within 12" of this model. **OSSIARCH BONEREAPERS** units are not affected by this ability.

No Escape: *Enemies cannot hide when a Bone-tithe Shrieker is nearby.*

Add 1 to hit rolls for attacks made by **OSSIARCH BONEREAPERS** units that target a unit that is within 12" of this model.

KEYWORDS

ENDLESS SPELL, BONE-TITHE SHRIEKER





PITCHED BATTLE PROFILES

The table below provides points, minimum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. ‘60/200’), the second value is for a maximum-sized unit. Units that are listed as ‘Unique’ are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by an Ossiarch Bonereapers army. Updated November 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

OSSIARCH BONEREAPERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Kavalos Deathriders	5	15	180/480	Battleline	
Mortek Guard	10	40	130/440	Battleline	
Mortek Crawler	1	1	200	Artillery, Behemoth	
Gothizzar Harvester	1	1	200	Behemoth	
Arch-Kavalos Zandtoss	1	1	220	Leader	Unique
Katakros, Mortarch of the Necropolis	1	1	500	Leader	Unique
Liege-Kavalos	1	1	200	Leader	
Mortisan Boneshaper	1	1	130	Leader	
Mortisan Soulmaster	1	1	140	Leader	
Mortisan Soulreaper	1	1	120	Leader	
Vokmortian, Master of the Bone-tithe	1	1	180	Leader	Unique
Arkhan the Black, Mortarch of Sacrament	1	1	360	Leader, Behemoth	Unique
Nagash, Supreme Lord of the Undead	1	1	880	Leader, Behemoth	Unique
Immortis Guard	3	12	200		
Morghast Archai	2	6	210		
Morghast Harbingers	2	6	210		
Necropolis Stalkers	3	6	200		
Aegis Immortal	-	-	80	Warscroll Battalion	
Katakrosian Deathglaive	-	-	80	Warscroll Battalion	
Kavalos Lance	-	-	120	Warscroll Battalion	
Mortek Ballistari	-	-	100	Warscroll Battalion	
Mortek Shield-corps	-	-	120	Warscroll Battalion	
Mortisan Trident	-	-	110	Warscroll Battalion	
Ossiarch Cohort	-	-	100	Warscroll Battalion	
Soulstealer Carrion	1	1	20	Endless Spell	
Bone-tithe Shrieker	1	1	30	Endless Spell	
Nightmare Predator	1	1	40	Endless Spell	
Bone-tithe Nexus	1	1	0	Scenery	

FACTION	ALLIES
Ossiarch Bonereapers	None



EXPLORE THE DIGITAL RANGE

RULES AND BATTLETOMES

The Age of Sigmar is an epic setting populated by myriad armies, powerful heroes and magnificent monsters. It plays host to vast, realm-spanning wars between the forces of Order and Chaos, Destruction and Death. Read on to explore these battle-torn landscapes and learn of the many peoples and creatures of the realms.



WARHAMMER AGE OF SIGMAR CORE BOOK

The Mortal Realms have been ground beneath the iron heel of the Dark Gods. These monstrous deities once believed their final victory to be near, yet they have underestimated the forces of Order that stand against them. Across the realms, bolts of energy deliver Sigmar's heroic Stormcast Eternals into battle as the Pantheon of Order gathers its strength. With new cities and fortresses raised in the wake of each conquest, civilisation takes root once more. Yet from the shadow of progress, new and deathly evils come into the light...

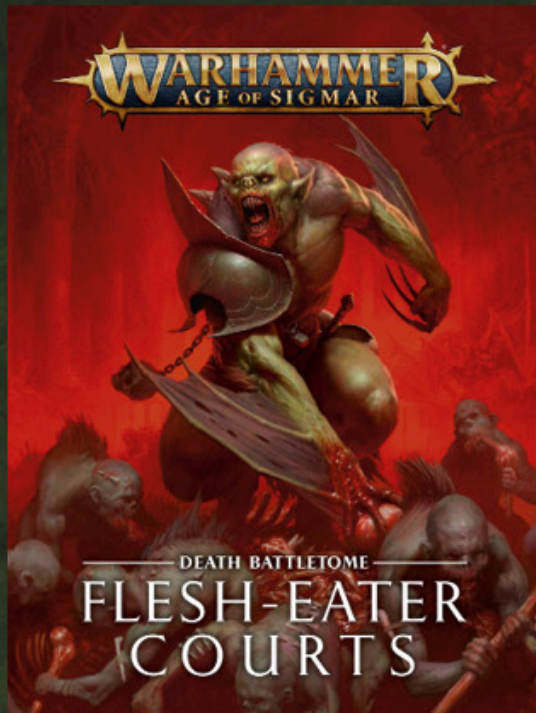
This book tells the epic story of the Age of Sigmar, from mythic beginnings to an arcane apocalypse, and provides you with exciting ways to forge your own legends. Inside you will find showcases of Citadel Miniatures, epic stories, and detailed maps of the Mortal Realms – as well as rules that bring your Warhammer Age of Sigmar battles to life on the tabletop.



ORDER BATTLETOME: STORMCAST ETERNALS

By Sigmar's will they are reforged, heroes locked in a hellish war without respite.

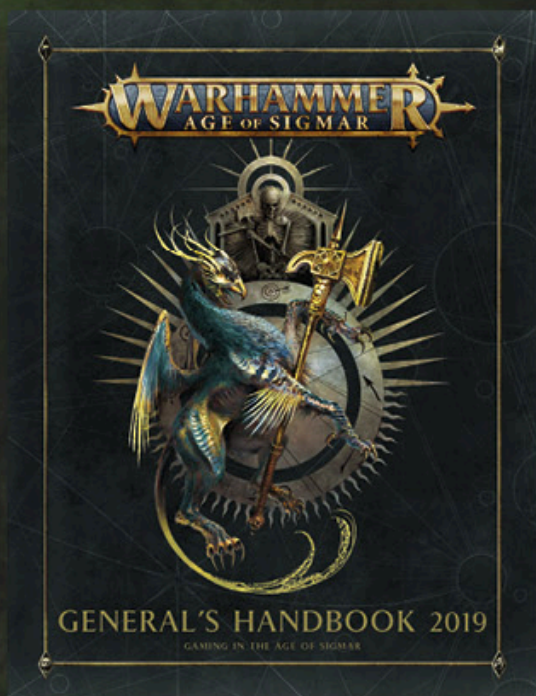
Each Stormcast Eternal was once a mortal who sought to defy the dominion of Chaos. Taken to Azyr by Sigmar and reforged in the fires of the God-King, these warriors have become living weapons that wield the power of the storm. Thundering down to the Mortal Realms in blasts of lightning, the Stormhosts take their bloody revenge on the hordes of Chaos over and over again. But of late, there are those brave enough to ask – at what cost?



DEATH BATTLETOME: FLESH-EATER COURTS

Bound by the madness of their kings, the Flesh-eater Courts surge across the land in search of their next grisly feast.

Once noble denizens of the Mortal Realms, the mordants of the Flesh-eater Courts now scabble amongst the ruins of their decayed civilisations. In their deranged minds they believe themselves to be knights and men-at-arms, defending their kingdoms against hostile invaders, but in truth they are savage cannibals, driven by the vampiric insanity of their abhorrants to depraved acts of slaughter.



GENERAL'S HANDBOOK 2019

A guide to playing games in the Mortal Realms. Packed with inspiration and brimming with battles, this volume explores all kinds of new and interesting ways for you to enjoy Warhammer Age of Sigmar.

This book expands on the Warhammer Age of Sigmar core rules to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.



WARHAMMER AGE OF SIGMAR: WARCRY CORE BOOK

From across the Mortal Realms, disparate warbands make the dark pilgrimage to the Eightpoints. The cursed and the damned are drawn by the Call of the Everchosen. These cannibal tribespeople, tyrannical despots and ambitious cut-throats have dedicated their souls to the Chaos Gods. They now seek to earn the favour of mighty Archaon, Exalted Grand Marshal of the Apocalypse, and a place within his unholy legions. Yet others also brave the monster-haunted wilds of this cursed domain – questing knights, tormented spirits, battle-obsessed brutes and countless more. Some are driven by duty, others by avarice or an overwhelming desire for revenge.

Warcry is a tabletop skirmish wargame in which two or more players control rival warbands of Citadel Miniatures, each with their own unique weapons, warriors and abilities. This book contains the core rules for Warcry, as well as rules for open play, narrative play, matched play and more. Inside, you will also find information on the Eightpoints and its twisted denizens, along with an inspiring miniatures showcase.