

THE TOME CELESTIAL

The black-armoured arcanists of the Sempiternals chamber are dour sentinels attuned to the magic of the storm. Led by Lord-Arcanum Lynus Chalmorian, they wield tempestuous energies to smite their foes.

THE SEMPITERNALS

By James Ashbey

The Anvils of the Heldenhammer are heroes from ages long past, summoned from their tombs by Sigmar and remade as Stormcast Eternals. Though their mortal remains lie buried and crumbling, they fight on in new forms, doing the God-King's holy work even as their sinister aspect unsettles those they protect. Clad in black sigmarite and bearing themselves like sombre figments of the grave, these ageless warriors are as terrifying to the casual observer as any wight. Knowing that they cannot truly die again, the Anvils of the Heldenhammer seek to embody death, using it as a weapon, an ally, even a refuge.

As spectres of a distant age, the Anvils are archaic in speech and habit, harking back to mythical traditions and recalling legendary



battles as though they happened only yesterday. Morbid cults and catacomb-lodges abound in their culture, many revering an ancestor figure known as Morrda, Master of the Bleak Raven. In the legends of Shyish, that ancient god once defied the Great Necromancer Nagash and yet remained whole, and the Anvils seek to do the same.

The Anvils have a complex relationship with death, for they dwelt as shades in Shyish for centuries before coming to Azyr and know better than most the smouldering wrath of Nagash. Unlike most other Stormcast Eternals, they were not taken by Sigmar from death's threshold, but called from their sepulchral rest to the God-King's forge. To Nagash, this pillaging of Shyish's finest souls was an egregious crime beyond

comprehension – an insult that he would remember well.

With the coming of the necroquake, Nagash's grand vengeance has begun. A ceaseless river of undead legions flows forth from his citadel of Nagashizzar, led by vampiric generals and ghostly tyrants. In response, Sigmar deployed the Sacrosanct Chambers – entire armies of arcane champions trained to battle the ethereal and the daemonic. These mystical warriors lead the campaign against Nagash's gathering might, spearheading grand crusades of banishment and exorcism. Amongst them march the chambers of the Anvils of the Heldenhammer, who maintain the largest presence of any Stormhost in Shyish, striking back at the God of Death from their stronghold of Lethis.

Below: Foes that would terrify lesser warriors hold no fear for the Anvils of the Heldenhammer, for they have died and been reborn many times. Though they may be overwhelmed by the mordants of the Flesh-eater Courts, they will return to exact their vengeance.



THE SEMPITERNALS

The warrior-mystics of the Sacrosanct Chambers are attuned to the magic of the storm. All were once wizards, sorcerers, or beings of magical talent in their former lives, and they wield tempestuous energies to obliterate their foes. Beyond the battlefield, it also falls to these armoured mages to attend to the Anvil of the Apotheosis – the sacred place in Sigmaron where a Stormcast Eternal is wrought – and to search in secret for a way to reverse the increasingly pronounced reforging flaws that assail their kindred.

The Anvils of the Heldenhammer maintain several Sacrosanct Chambers, each led by a Lord-Arcanum. Foremost of these are the Grave Brethren, celebrated by the peoples of Lethis for their fearless counter-attacks against the forces

of Nagash. Yet just as noble are the Sempiternals, charged by Sigmar with the defence of the Midnight Tomb, an obsidian mausoleum of critical importance. Amongst the greatest of the Stormvaults, the Midnight Tomb was crafted by the God-King to house potent artefacts and imprison rogue Shyishan magic and creatures of immense power. Most fearsome of all these beings was the entity bound to an arcane void at the centre of the tomb.

It was from this being that the Stormvault's Penumbra Engines drew their energy, and when the necroquake caused the concealing magic of those mechanisms to fail, Nagash set his mind to the breaking of the prison thus revealed. The defence of this place was therefore a momentous duty, and the fact that it fell to the Sempiternals says much about their strength and fortitude in their creator's eyes.

Below: The Anvils of the Heldenhammer were reforged from the souls of the departed. As such, these grim-faced warriors have an affinity with death, yet they abhor those creatures whose souls have become tainted by Nagash and his fell minions.



LETHIS, THE RAVEN CITY

Lethis is a solemn mausoleum-city dominated by the forbidding tower of the Grand Necropolis, the foremost Stormkeep of the Anvils of the Heldenhammer. Within the funereal grounds of this stronghold is the Veil, a misty gateway of polished bone that is the city's prime Realmgate, leading sometimes to Azyr, sometimes elsewhere, depending on the phases of the celestial bodies.

As a vital strategic link to the God-King's domain, Lethis is heavily fortified. Hexagrammatic walls, Celestar Ballistas, and sluiceworks running with raw celestium all work together to hold back the arcane forces of Death. But its connection to Azyr is not the only reason Lethis is so well defended, for the Raven City stands guard over a deadly secret. Far beneath its sepulchral gardens lies the Midnight Tomb, an enormous Stormvault which was to be guarded at all times by the Sempiternals Sacrosanct Chamber.



IMPRISONED EVIL

During the Age of Myth, the God-King hunted down many of the most dangerous arcane manifestations, trapping those that could not be dispelled. Many of these powerful incantations he imprisoned in the depths of the Midnight Tomb, deep beneath the Stormkeep of the Anvils of the Heldenhammer. Amongst these evils is the Soulscream Bridge, which devours the soul-stuff of displaced spirits in order to tear open a gateway across reality; the Shards of Valagharr, warding prisms created by the legendary arch-mage Mython Valagharr; and a fragment of the ancient death-god Lauchon the Soulseeker, who knows the location of every spirit in the realms and can swiftly guide a spellcaster to that which they seek.



TO WIELD THE STORM

Many different conclaves and retinues fight within the Sempiternals chamber. The rank-and-file warriors do not manifest magic outwardly, but instead channel their power into their own bodies and weapons, smiting the foe with mystically imbued maces and swords or raining heavenly ruin upon them with greatbows and artillery pieces. As with all warriors of the Anvils of the Heldenhammer, each brings to battle the tactics and traditions of ages long lost, so that to face them in war is to be woven into an ancient tapestry replete with strange language and forgotten names.

Unlike their troops, the commanders of the Sempiternals wield their eldritch power against the foe directly. Gathered as a Grand Convocation consisting of Lord-Arcanum Lynus Ghalmorian, his most trusted Knights-Incantor, and a Lord-Exorcist, they are able to combine their aetheric mastery to pull in magic from leagues around. These leaders know well the fearful aura that surrounds them as spectres from the dark past, and they use this to their advantage, donning skull masks, painting their armour with macabre imagery, or removing their helms to reveal the haunting faces beneath. Those reforged many times have taken on a still more sinister aspect, their skin becoming pale and corpse-like and their voices little more than dry whispers or sonorous intonations.

THE HOUR OF DEATH

For all their wisdom and power, the Sempiternals are but one bastion against Sigmar's numberless foes – an elite brotherhood who cannot hope to halt the dark tides of the enemy indefinitely.

This fact tragically came to light when Nagash sent a vast force against the city of Lethis, tasked above all with setting loose the dark power held captive in the Midnight Tomb.

Though the Sempiternals held out bravely against the deathly hordes, their number was spread too thin, and even the heavenly aid of the Celestant-Prime himself proved insufficient to defend the Stormvault and its formidable contents. The Midnight Tomb was sundered and its prisoner freed, while the slain Sempiternals blazed back to Azyr in ruin.

The enormity of this loss sent shockwaves through the realms. While untold suffering spread in the wake of the powers freed from the Stormvault, many voices in Azyr lamented the coming of a still-darker age. Meanwhile, the Sempiternals confronted their failure in a manner reflective of their diverse origins. Some retinues set out on long journeys of atonement, seeking out the ruins of holy places they knew in life with the hope of rebuilding and fortifying them in counterpoint to the fate of the Midnight Tomb. Others spoke grim oaths of retribution against the God of Death, vowing to strike back into the realms and dispel every trace of death magic they found. But where more headstrong and impassioned Stormcasts might have broken themselves utterly in the cause of revenge, the Sempiternals remain sanguine. For long centuries they lay in tombs themselves, as dead denizens of Shyish, and this long dormancy shaped their souls as powerfully as the hammers of the Six Smiths. When they find their full strength again, their march to vindication is sure to be both measured and merciless.

Below: Even the Celestant-Prime – imbued with the power of Sigmar himself – could not hold back the army of undeath that assailed the city of Lethis. Lady Olynder, Mortarch of Grief, breached the Stormvault beneath the city and released the being within. The horror that she has unleashed upon the realms will soon be realised ...





The Celestant-Prime dons the black armour of the Anvils of the Heldenhammer when fighting alongside them, his usual blazing intensity replaced with a cold serenity.

‘TEAR OPEN THE VAULTS OF LETHIS AND BRING ME WHAT IS MINE. LET EVERY MORTAL SOUL WITHIN THAT CITY FEEL THE DEEPEST DESPAIR BEFORE THEY PERISH.’
– NAGASH



THE SEPULCHRAL SONS
 The Anvils of the Heldenhammer march to battle in armour the colour of obsidian, reflecting their sombre attitude to life and warfare. The Sempiternals also wear ashen robes – a symbol of their posting in Shyish, the Realm of Death. Their shields, when they carry them, feature the Anvil of the Apotheosis, identifying the Anvils as a Stormhost of the first forging.

LYNUS GHALMORIAN

The leader of the Sempiternals is Lord-Arcanum Lynus Ghalmorian. Like all of the potent magic-users elevated to this rank by Sigmar, he is a master of aetheric lightning, able to wield the eldritch energies of Azyr as easily as a mortal archer might loose an arrow. Ghalmorian is equally attuned to the amethyst magic of Shyish, able to command deathly forces to a degree many servants of Sigmar find unnerving. Furthermore, as a Lord-Arcanum he holds the power to see the souls of living creatures, and with a word he can capture the essences of fallen Stormcast Eternals and thrust them straight back into battle. Mounted on his Gryph-charger Katafalq, Lynus Ghalmorian leads the Sempiternals from the front, inspiring his warrior-mages with a statuesque presence that belies the shadowy voids within him.

In mortal life Ghalmorian was known as Lynghal Oroni, a mage-priest of the long-vanished Shyishan city of Metharr. No stranger to Lake Lethis even then, Lynghal would make annual pilgrimage to those mystical shores to collect the lake's obliating water in vials of purple glass. The journey was perilous, and barely a day passed when the mage-priest did not call upon the power of amethyst magic to fend off assailants living and dead. But back in Metharr his courage was lauded by the city's sovereign council, the Corpse Lords, who took from him the vials of strange liquid and renewed for another year his honorary role as First Warden of the Graves – a coveted guardianship of

the ancient burial garden of the city's nobility. Vested in his black robes of office, Lynghal patrolled the forbidden sanctum like a wraith, binding with magical chains any trespassers he found. By law, these would-be grave robbers were to be handed over to the Corpse Lords for a period of 'reflection'. In reality, none were ever seen again.

Gripped by tradition, Lynghal did not question his masters, until one day a masked captive cried out to him as she was bundled off into the Lords' custody. She was his sister Alastreya, estranged from him since he took his priestly vows. Despite Lynghal's petitions, the Corpse Lords refused him access to his sister, saying that her prayerful penance should not be disturbed. But something sat ill with the erstwhile-trusting First Warden, and he stole into the city's vaults in spectral form. There he found a warren of prison cells, each containing an unfortunate deemed to have wronged the Corpse Lords. Lynghal then learnt the use to which his masters were putting the precious water of Lake Lethis. Each cell contained a steaming cauldron of ordinary water, to which was added the stuff of Lethis, drop by drop. Inhaling this infused vapour over periods of perhaps weeks, perhaps months, the prisoners slowly forgot their allegedly criminal acts, then their loved ones and memories, until finally the oblivion-fumes robbed them of even the innate impulse to breathe. Enraged at this horrible punishment and disgraced by his unwitting part in it, Lynghal threw off his ghostly concealment and became a conduit of raw amethyst magic. Purple lightning incinerated the jailers and tore open the cells of their victims. For many prisoners it was too late, but others stumbled to freedom with only a drunkard's amnesia. Urging the liberated Alastreya to flee the city, Lynghal then sought out the Corpse Lords in their palatial chambers and showed them no mercy.

The reign of the Corpse Lords was ended, and the grateful people of Metharr offered Lynghal Oroni lordship of the city. This he refused, viewing the place only as a funereal monument to lost memories and blind servitude. Instead he sought out war, casting off the garb of a holy man and cladding himself in the plate armour of a Metharri hoplite. Joining his mastery of death magic to an increasing skill at arms, Lynghal quested through Shyish, shattering sadistic warbands and aiding in the overthrow of tyrants until at last death claimed him. No grand mausoleum for the sometime tomb-warden – his body fell amidst the dust of a battle now long forgotten, the bones coming to rest beside those of hundreds more heroes who had stood in evil's path.

Long ages passed, and when Sigmar came to forge his Sacrosanct Chambers, he singled out Lynghal's soul for a role of solemn importance.

Remade as Lord-Arcanum Lynus Ghalmorian, the ancient denizen of Shyish would return once more to the shores of Lake Lethis, this time to lead the warrior-mystics of the Sempiternals Chamber in their defence of the Midnight Tomb.

Ghalmorian took to his new calling with grim unease. Though he presented only steely resolve to his brethren, privately he resented the nearness of those brooding waters that had condemned so many innocents in lost Metharr. Often did he wonder at the God-King's reasoning in posting him to Lethis, in no less a role than as custodian of a forbidden sepulchre – a seemingly cruel mirroring of his misspent time guarding the graves of the Corpse Lords. In truth, Sigmar knew that his most dangerous secrets could only be entrusted to one as measured and girded against mortal corruption as Ghalmorian. Trusting in the providence of the God-King, the Lord-Arcanum accepted his task and set a noble example to his warriors for many years.

Then came the attack led by the Mortarch of Grief, Lady Olynder, and her betrothed, Kurdoss Valentian. Defences which had repelled a dozen sieges yielded at last to the limitless tide of undead, and despite the aid of mighty relic weapons and artefacts brought forth in desperation from the Midnight Tomb, the Sacrosanct Chambers led by Ghalmorian could not halt the onslaught.

The Lord-Arcanum himself now carried the Shield of the Pale Knight – a targe of invictunite embedded with the bones of a long-dead saint – which radiated protective power around him and his faithful Evocators. Seeking at the last to cut the head from the Legion of Grief, Ghalmorian led a heroic cavalry charge, blasting a path to Lady Olynder herself. Yet before he could lay her low, he was dragged from his mount by the choking noose of a Lord-Executioner and torn apart by scores of Bladegheist Revenants. The defence had failed. Ghalmorian had failed. Deathly magic broke free from the Stormvault, worst of all the immensely powerful being held in its central prison. The creature's revenge began in Shyish, but millions more would perish to sate its boundless hatred.

In Azyr, Lynus Ghalmorian was remade, but he felt more welded together than forged anew. For a second time his failings had condemned innocents. Yet it was no longer in his nature to burn with passion and wrath. Rather, those who looked upon him saw subtler changes: a new pallor to his waxen skin, a deeper sinking of the eye sockets, a cadaveric receding of the gums. More moribund than ever, he made a whispered pledge to his Sempiternals – he would fight tirelessly until the great prisoner of the Midnight Tomb was shackled once more, and then he would lay down his weapons and seek whatever ultimate end he could find in the cold wastes of Shyish.

Below: Lord-Arcanum Lynus Ghalmorian directs the actions of the Sempiternals against the encroaching Nighthaunt. The Lord-Exorcist Heredus Alwyrd aids him in his unenviable task.



HEROES OF THE SEMPITERNALS

The Sempiternals are led by eldritch heroes who bind the storm to their will and marshal their brethren in attack and defence. Each a potent warrior-mage in their own right, when gathered together as a Grand Convocation they form a concentration of arcane mastery like few others.

LORD-EXORCIST HEREDUS ALWYRD

Even amongst the ancient warriors of the Anvils of the Heldenhammer, Heredus Alwyrd's is a soul of unfathomable age, its body dead for so many millennia that the skeletal remnants have petrified to become fossils of a lost epoch. Only snatches of memory still remind Heredus of his distant mortal life, but these are enough to indicate that he was a holy man of a cave-dwelling tribe – a primitive witch doctor who dispensed prayers, charms, and ointments to ward off evil. In the most vivid of Heredus' half-memories, he sees himself crouched

before amethyst flames, weighing out sacred spices in cups of carved ivory. It is an image he holds dear, as the parallels with his newfound duties as Lord-Exorcist are clear – where once he harnessed the natural energies of the land and carefully balanced their arcane properties, he now gathers up the souls released from the bodies of the Sempiternals' enemies and weighs their worth in his redemption stave. Though great gulfs of time separate these two existences, it pleases Heredus to know that he wards off evil still, abjuring daemons and banishing gheists in the name of Order.

DEEDS OF GLORY

Many are the souls Heredus has saved from oblivion. When the Sempiternals clashed with the Jade Sages of Tzeentch, Alwyrd corralled the spirit of their Fatemaster and found a kernel of purity within it. The God-King concurred and remade the spellcaster as an Evocator-Prime.

LORD-ORDINATOR CLAVOS ARTHREUS

Long since eroded by the grinding years, the tomb from which the soul of Clavos Arthreus was summoned was once a thing of towering grandeur and artifice, for it was designed by its occupant's own hand. In life Arthreus was an architect and engineer of fabled skill, called upon to raise monumental structures of worship and warfare alike. When he was reforged as a Stormcast, these skills proved to be as deep-rooted as the foundations of a citadel, and Arthreus was made overseer of the fortification of Lethis. When those defences were breached by the forces of Nagash following the necroquake, none were dealt a deeper personal wound than Arthreus.

DEEDS OF GLORY

The greatest work of Clavos Arthreus is writ in the dark stone of Lethis itself, being home to the chief fastness of the Anvils of the Heldenhammer. Arthreus led the construction of the city's defensive measures, from its hexagrammatic outer walls to the placement of Celestar Ballistas on its battlements. It is said that Arthreus knows the layout of the city by heart, a fact that has ensured its successful defence many times over the years.

KNIGHT-INCANTOR LENA CLIASSA

Lena Cliassa is Lynus Ghalmorian's most trusted battlefield lieutenant and often leads Sempiternals brotherhoods in the absence of the Lord-Arcanum. A hatred for the forces of Death burns fiercely within the warlike Knight-Incantor, rendering her less taciturn and cool-headed than most other warriors of her chamber. Despite the numberless centuries since her mortal life ended, her ire persists for good reason, fuelled by the horrible memory of being buried alive by volcanic ash at the command of the necromancer Volkylis Dacto. Yet Cliassa's sense of duty prevails, and as a gifted stormcaller she has defended the city of Lethis against all manner of foes.

DEEDS OF GLORY

Cliassa has spearheaded many campaigns far away from the shadowy halls of the Grand Necropolis. Ranging widely through Shyish and beyond, the stormcaller's warriors have purged cities of skaven infestation, broken ogor sieges, and even harried the advancing forces of Nagash's Mortarchs. Her ferocity when fighting the undead is so great that she has even drawn the attention of Nagash himself – the God of Death hungering for her soul.

KNIGHT-INCANTOR PRIENI BLAZE-EYED

Bright tendrils of power crackle from the eyes of Knight-Incantor Prieni as she calls forth hurricane winds and gales of mystical energy. Small in stature but towering in spirit, Prieni is renowned amongst the Sempiternals for her learning in mage-lore, and her personal library of illuminated books and scrolls has been consulted by travelling mystics of many kinds. This fact almost cost her Stormhost dearly, however, when the Changeling disguised itself as an aelven scribe and entered the Grand Necropolis on the pretence of scholarly study. It was Prieni who saw through the daemon's deception and smote it with celestial energies, but not before it destroyed several irreplaceable tomes.

DEEDS OF GLORY

Knight-Incantor Prieni has studied every necromantic tract that she has been able to acquire and regards Vampire Lords as her quarry of choice. When a mass of Deadwalker Zombies was raised by the Vampire Lord Ceremnos and set upon the peoples of the Zanith Vales, Prieni was swift to act, stirring up a mighty hurricane that shattered the Vampire's army and sowed the valley with rotten body parts. Ceremnos fled back to his lair, there to plot and scheme once more.

KNIGHT-INCANTOR WAKELIN SCINTILLOR

When a fell moon hangs over Lethis, it is said that a figure can be seen pacing the city's battlements, chanting sombre dirges that echo out across the cold waters of the lake. This is Knight-Incantor Wakelin Scintillor, a storm-mage whose booming voice can set loose shocks of lightning, excoriating winds, or sheets of freezing hail. A hermit-sorcerer during his mortal life in Shyish, Scintillor still finds solace in solitude and is rarely seen in the Sempiternals' places of assembly. Yet when his chamber goes to war, the Knight-Incantor throws off his brooding mien and becomes a commanding presence, rallying his brethren to his side as he marshals thunderclouds overhead.

DEEDS OF GLORY

Scintillor regards his battlefield incantations to be as sacred as the music of the spheres, whose melodies he helps to sing while attending the Anvil of the Apotheosis.

As the Shyish necroquake built up to its terrible crescendo, the Knight-Incantor could be found in the thick of battle against Nagash's swelling legions, his baritone spells and conjurations sounding a note of hope amidst the scenes of despair.

THE SEMPITERNALS
CHAMBER ORGANISATION

CHAMBER COMMAND

LORD-ARCANUM LYNUS GHALMORIAN	KNIGHT-INCANTOR PRIENI BLAZE-EYED
KNIGHT-INCANTOR LENA CLIASSA	LORD-ORDINATOR CLAVOS ARTHREUS
LORD-EXORCIST HEREDUS ALWYRD	KNIGHT-INCANTOR WAKELIN SCINTILLOR

CORPUSCANT CONCLAVE

EVOCATOR-PRIME ARAWYN COMETSTAVE AND RETINUE	EVOCATOR-PRIME MERIVENE ORATH AND RETINUE
EVOCATOR-PRIME BELAMUS GLYNN AND RETINUE	EVOCATOR-PRIME FODE MYSTOL AND RETINUE
EVOCATOR-PRIME SHARIUS THE REVENANT AND RETINUE	EVOCATOR-PRIME VIASHT THE NIGHTED AND RETINUE

REDEEMER CONCLAVE

SEQUITOR-PRIME REINHALT BRIGHTMACE AND RETINUE	SEQUITOR-PRIME ALASTRINE THE YOUNG AND RETINUE
SEQUITOR-PRIME VORIS KELLS AND RETINUE	SEQUITOR-PRIME PETARA UNBURIED AND RETINUE
SEQUITOR-PRIME OLMANN TROND AND RETINUE	SEQUITOR-PRIME RHETICUS BLACKTOMBED AND RETINUE

JUSTICAR CONCLAVE

CASTIGATOR-PRIME KAUNCH FARGRAVE AND RETINUE
CASTIGATOR-PRIME MERRIC OF THE SKULL AND RETINUE
CASTIGATOR-PRIME CHAUCON DEATHBANE AND RETINUE

ORDINATOS CONCLAVE

CELESTAR BALLISTA WITH SACRISTAN ENGINEER CREW
CELESTAR BALLISTA WITH SACRISTAN ENGINEER CREW
CELESTAR BALLISTA WITH SACRISTAN ENGINEER CREW

THEY WHO CLAIM DEATH

The Anvils of the Heldenhammer did not ask for the second chance given to them by their reforging, but most of their number have proved only too pleased to grasp their change of fate and battle in Sigmar's name. As a result they have become one of the most celebrated and stalwart of all the Stormhosts, and though there are those who find their archaic methods and sombre bearing unsettling, songs of their achievements are still sung in every underworld across Shyish.

The Sempiternals under Lynus Ghalmorian have fought bravely alongside their fellow chambers on many occasions. Though Sigmar tasked them above all with the defence of the Midnight Tomb, these warrior-mages are by no means untested on far-flung battlefields, and since the Shyish necroquake they have battled with a deeper sense of duty – one born of shame.

THE AGE OF SIGMAR

THE BLACK CEREMENT

The Sempiternals become one of the few Sacrosanct Chambers unleashed into the Mortal Realms prior to the eruption of the Shyish necroquake, operating in utmost secrecy so as not to prematurely reveal their true nature to the enemies of Azyr. The need for their arcane talents is urgent, however, as the roaming manifestation of death magic known as the Black Cerement cannot be allowed to continue its rampage across the Howling Plains of Shyish. While Anvils of the Heldenhammer Strike Chambers draw the attention of the Deathrattle hordes terrorising the region, Knight-Incantor Lena Cliassa and her warriors materialise in the Realm of Death. Cliassa calls down dark mists to shroud their presence as they trace the path of destruction left by the Black Cerement. Finally the dread incantation is found, though the Sempiternals are too late to save the townsfolk it has smothered in suffocating shadow. Recalling her own choking demise long ago at the hands of deathly forces, Cliassa reads from her voidstorm scroll in wrathful tones, and the Black Cerement is banished. Its darkness dissipates to reveal survivors of the town's Freeguild garrison, who have witnessed the secret presence of the Sempiternals. They cannot be permitted to roam freely with such knowledge and are made to drink the waters of Lake Lethis to forget all that they have seen.

THE BATTLE OF GLYMMSFORGE

The necroquake sweeps across Shyish, consuming lands held by the forces of Order and Chaos alike without discrimination. In response, Sigmar sends brotherhoods of his Sacrosanct Chambers into the

Mortal Realms; as experts in the manipulation of spirit energy, they make for the perfect weapon against the ethereal hosts of Shyish. The Sempiternals are amongst these warriors now revealed openly. They are tested fiercely when a Nighthaunt army led by the treacherous spirit Malendrek descends upon Glymmsforge – a walled city built around the strategically vital Shimmergate portal and garrisoned by the Anvils of the Heldenhammer. When the host of Malendrek pours over the city's threshold at the site he himself had sabotaged as a mortal, they are confronted by a combined force formed from the Hammers of Sigmar and Anvils of the Heldenhammer. Lynus Ghalmorian leads the efforts of his Sempiternals chamber in beating back wave upon wave of Grimghast Reapers assailing the city's eastern ramparts. Together the Stormcasts keep Glymmsforge from being completely overwhelmed, but they are forced to watch helplessly as much of the land around is swamped by the energies of undeath.

DESPERATE MEASURES

Knowing the hour of their duty is upon them, several of the most beleaguered Sacrosanct Chambers resort to increasingly devastating sorceries to hold back the armies of Nagash and the daemon hosts that spill from Chaos territories. Brotherhoods of Sempiternals warriors quest through Stygxx, unleashing magical maelstroms that tap into the endless magic unleashed by the necroquake. One of these incantations is the Wailing Tornado, called forth by Knight-Incantor Wakelin Scintillor. Its violent winds tear apart a vast host of daemons but then continue to rage wildly, and before it can grow too powerful Scintillor sacrifices himself to banish the very spell he had cast.

A STORMVAULT SUNDERED

The forces of undeath assail the city of Lethis as never before, their malice trained on those who would keep captive the unspeakable evils within the Midnight Tomb. The Anvils of the Heldenhammer call for aid, and a fragile alliance is formed with forces including the Kharadron Overlords of Barak-Nar, the Idoneth Deepkin of the Ionrach Enclave, the Greyfyrd Lodge of Fyreslayers, and even the deluded Flesh-eaters of the Abhorrent Ghoul King Maldoros. Lord-Ordinator Clavos Arthreus of the Sempiternals chamber marshals a stalwart defence on the magically shielded ramparts he designed, but Nagash's servants are relentless, and the city's outer fortifications are abandoned. Meanwhile the Sempiternals prepare their own defences, sprinkling blessed starwater along ancient ley lines and forming patterns of warding to agonise any ethereal being that would dare to breach the sanctified gardens. No other Stormhosts can be spared for the city's defence, but Sigmar sends the Celestant-Prime to Lethis, and thousands of Devoted faithful answer the call. The Siege of Sorrow is well underway when treachery is revealed – the Greyfyrd Fyreslayers turn upon the Anvils in

response to debts unpaid to them by the city, and they open the Onyx Gate for the Legion of Grief to sweep through. The forces of Lady Olynder reach the Midnight Tomb to find it fearlessly guarded by the Sempiternals and Grave Brethren, their hammers ablaze with light. Yet an attack by Kurdoss Valentian draws other Anvils warriors to the defence of their Stormkeep, and for all the efforts of Lynus Ghalmorian, the two Sacrosanct Chambers cannot hold. In a desperate last gambit, the Lord-Arcanum arms his brethren and allies with potent relics from the Midnight Tomb itself – including the sword Gheistbane, granted to King Ecraviir of the Idoneth – before leading a forlorn charge into the heart of the enemy. But Ghalmorian is slain, and the Legion of Grief spills into the Stormvault in an unstoppable deluge. Ancient magical horrors are unshackled, including a being of cataclysmic power.

DEBTS TO SETTLE

Sigmar charges his Lord-Arcanums with the task of reclaiming the Shyishan territories lost to the necroquake in an offensive known as the Resurrection Crusade. The Sempiternals join many other Sacrosanct Chambers despatched to hurl back the tide of undeath. Chaos warlords seek advancements of their own, however, including the returned Great Pretender – a delusional Slaaneshi general who clashed with the

Anvils of the Heldenhammer in the aftermath of the Realmgate Wars and has long sought revenge. The Sempiternals confront the dark magic of the Great Pretender's forces, but Ghalmorian then receives an unprecedented plea for aid from King Ecraviir of the Idoneth, who is beset by Lady Olynder's hordes once more on the eastern coast of Bacchanalia. Mindful of his deep debts to Ecraviir, the reformed Ghalmorian reluctantly leaves the battle and goes to Ecraviir's aid with a retinue of mounted Evocators. Lord-Exorcist Heredus Alwyrd is given command against the Great Pretender, and at great cost halts the Slaaneshi host's northward advance towards Lethis.



The Sempiternals were at the forefront of the fighting during the spirit-storm that raged across Shyish following the necroquake. They continue to fight Nagash's forces to this day.





WARSCROLL BATTALIONS

These pages provide additional warscroll battalions, enabling you to field an army of black-clad Sempiternals on the battlefield.

WARSCROLL BATTALION

SEMPITERNALS SACROSANCT CHAMBER



Austere souls all, the Sempiternals Sacrosanct Chamber have pledged to atone for a great failure in their past by any means necessary. Led by the reserved yet formidable Lord-Arcanum Lynus Ghalmorian, these masters of purifying magic channel the power of the Heavens to shatter hostile curses and to cleanse the taint of undeath and corruption from the realms.

ORGANISATION

A Sempiternals Sacrosanct Chamber consists of the following warscroll battalions:

- 1 Sempiternals Grand Convocation
- 3 Sempiternals Hailstorm Batteries
- 3 Sempiternals Cleansing Phalanxes

ABILITIES

Attuned to the Arcane: *The combined magical prowess of the Sempiternals usher new levels of power to every spell channelled through them.*

At the start of your hero phase, you can pick 1 LORD-ARCANUM from this battalion. If you do so, add 9" to the range of any spells successfully cast by that model in that phase.



WARSCROLL BATTALION

SEMPITERNALS GRAND CONVOCAATION

ORGANISATION

A Sempiternals Grand Convocation consists of the following units:

- 1 Lynus Ghalmorian
- 1 ANVILS OF THE HELDENHAMMER Lord-Exorcist
- 3 ANVILS OF THE HELDENHAMMER Knights-Incantor

ABILITIES

Thwart the Arcane: *When gathered together, the warrior-mages of the Sempiternals are able to use their eldritch mastery to ward off even the most powerful sorcerers.*

Add 2 to unbinding rolls for WIZARDS from this battalion while they are wholly within 9" of two or more other WIZARDS from the same battalion.

WARSCROLL BATTALION

SEMPITERNALS HAILSTORM BATTERY

ORGANISATION

A Sempiternals Hailstorm Battery consists of the following units:

- 1 ANVILS OF THE HELDENHAMMER Lord-Ordinator
- 1 ANVILS OF THE HELDENHAMMER Castigators unit
- 1 ANVILS OF THE HELDENHAMMER Celestar Ballista

ABILITIES

Deadly Hail: *The many trials endured by the Sempiternals have led their Lord-Ordinator to ensure that every missile is imbued with potent Azyrite magic.*

You can re-roll wound rolls of 1 for attacks made with missile weapons by units from this battalion if they are wholly within 12" of the LORD-ORDINATOR from the same battalion.

WARSCROLL BATTALION

SEMPITERNALS CLEANSING PHALANX

ORGANISATION

A Sempiternals Cleansing Phalanx consists of the following units:

- 2 ANVILS OF THE HELDENHAMMER Evocators units
- 2 ANVILS OF THE HELDENHAMMER Sequitors units

ABILITIES

Weapons Ablaze: *Working in concert, Sacrosanct warriors channel aetheric forces into their blades and mauls to sunder the toughest armour.*

If a unit of EVOCATORS from this battalion successfully casts their Empower spell on a unit of SEQUITORS from the same battalion, and the spell is not unbound, improve the Rend characteristic of weapons used by that SEQUITORS unit by 1 until the start of your next hero phase, in addition to the effects of the spell.

WARSCROLL

LYNUS GHALMORIAN

ON GRYPH-CHARGER



The Lord-Arcanum of the Sempiternals is a master of both aetheric and amethyst magic. Mounted on his Gryph-charger Katafalq he courses into battle, determined to atone for past failures and bring ruin to those who would prey on the innocent.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Aetherstave	2"	4	3+	3+	-1	D3
Razor Beak and Claws	1"	3	3+	3+	-2	1

DESCRIPTION

Lynus Ghalmorian is a named character that is a single model. He is armed with an Aetherstave.

MOUNT: Lynus' Gryph-charger, Katafalq, attacks with its Razor Beak and Claws.

ABILITIES

Aethereal Strike: *A Gryph-charger's claws are supernaturally sharp, tearing through armour with ease.*

If the unmodified hit roll for an attack made with a Gryph-charger's Razor Beak and Claws is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Cycle of the Storm: *A Lord-Arcanum is capable of capturing the soul-stuff of a fallen Stormcast Eternal, returning it back to the battlefield to continue the fight.*

Once per turn, when a friendly STORMCAST ETERNAL model is slain within 18" of this model, instead of removing the slain model, you can heal 1 wound allocated to it. This model cannot use this ability on itself.

Ride the Winds Aetheric: *Gryph-chargers can move faster than the eye can follow along the winds aetheric, though the shifting of these winds makes such movement perilous at times.*

In your movement phase, this model can Ride the Winds Aetheric instead of moving normally. If it does so, choose the direction in which it will move, and roll 6D6. This model can move up to a number of inches equal to the result in the direction chosen, moving over terrain and other models as if it could fly. It must end the move more than 3" from enemy models – if this is impossible, it cannot move at all. This model cannot charge in a turn in which it Rides the Winds Aetheric.

Spirit Flask: *As a desperate last resort, Lord-Arcanums can smash open one or more of the filled spirit flasks that they carry, causing a deadly explosion of soul energy that engulfs the wizard and anybody that is nearby.*

Once per battle, at the start of the combat phase, you can say that this model will shatter 1, 2 or 3 spirit flasks. If you do so, each unit within 3" of this model suffers 1 mortal wound for each spirit flask that was shattered. Units within 3" with 10 or more models suffer D3 mortal wounds for each spirit flask that was shattered instead. Allocate the mortal wounds to this model last of all, after allocating them to any other units that are affected.

Shield of the Pale Knight: *Embedded with the bones of a long-dead saint, this invictunite relic radiates protective power.*

You can re-roll save rolls of 1 for attacks made with missile weapons that target this model or any friendly ANVILS OF THE HELDENHAMMER units wholly within 12" of this model.

MAGIC

This model is a WIZARD. He can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Amethyst Gale spells. In addition, the Arcane Bolts that this model unleashes are fuelled by Prime Electrids.

Amethyst Gale: *A hurricane of deathly energy rushes from the Lord-Arcanum's aetherstave, tearing through the enemy ranks and leaving them in terrified disarray.*

Amethyst Gale has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. That unit suffers D3 mortal wounds. In addition, until your next hero phase, subtract 1 from hit rolls for attacks made by that unit.

Prime Electrids: *With the power of Azyr crackling through them, Lord-Arcanums can summon lightning as easily as another mortal draws breath.*

If this model successfully casts Arcane Bolt and it is not unbound, then the spell inflicts D3 mortal wounds instead of 1, or D6 mortal wounds instead of D3 if the casting roll was 10+.

COMMAND ABILITIES

Sombre Exemplar: *Ghalmorian is master of the Sempiternals, leading his chamber from the front with a grave-cold devotion to duty.*

You can use this command ability at the start of the combat phase. If you do so, until the end of that phase add 1 to hit rolls for attacks made by friendly ANVILS OF THE HELDENHAMMER units while they are wholly within 12" of this model.

KEYWORDS

ORDER, CELESTIAL, HUMAN, GRYPH-CHARGER, STORMCAST ETERNAL, ANVILS OF THE HELDENHAMMER, SACROSANCT, HERO, WIZARD, LORD-ARCANUM, LYNUS GHALMORIAN



STORMCAST ETERNALS	
WARSCROLL	POINTS
Sempiternal Sacrosanct Chamber	90 pts
Sempiternals Grand Convocation	170 pts
Sempiternals Hailstorm Battery	150 pts
Sempiternals Cleansing Phalanx	170 pts
Lynus Ghalmorian on Gryph Charger	240 pts

ANVILS OF THE HELDENHAMMER

Excited about collecting an Anvils of the Heldenhammer army after reading the Tome Celestial? Of course you are! But how do you paint those black-clad warriors of Sigmar? Studio painter James Perry provides us with a stage-by-stage guide for a Sequitor-Prime.

The first stage when painting this Sequitor was to undercoat it Chaos Black (surprise!). James then basecoated the black armour with Abaddon Black. 'Abaddon Black and Chaos Black are not quite the same,' explains James. 'If you accidentally get another colour on the Chaos Black and correct it with Abaddon Black, you'd notice the difference between the two. It's best to apply a thin coat of Abaddon Black first – that way if you make any mistakes, they're easy to fix.'

James then painted the model in the order shown below. 'I painted each area to completion before moving on to the next section,' says James, 'but you could just as easily basecoat all the areas of the model first, then wash all the similar colours (such as the robes and the helmet plume) at the same time. Also, take your time with the bone-coloured robes. Use a couple of thin layers of paint to build up the colours – don't try and do it in one go, or the paint will end up looking too thick.'



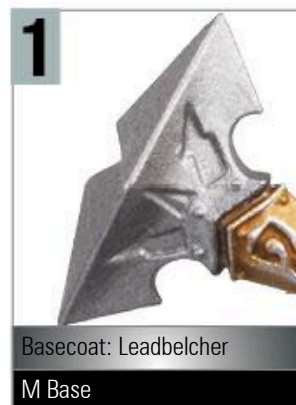
BLACK ARMOUR



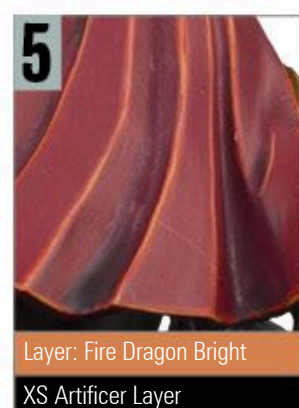
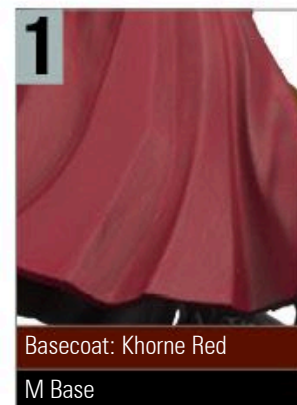
GOLD ARMOUR TRIM



SIGMARITE STEEL



RED ROBES



PAINTING THE BASE

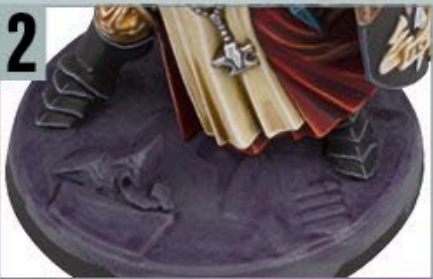
The Anvils of the Heldenhammer have often fought in Shyish, so James painted this Sequitor's base to represent the Realm of Death. 'I used Druchii Violet to give the base a purple tone, just like the amethyst-coloured grave-sand of the realm,' says James. 'I also added a few patches of green to represent the ghostly, ethereal nature of Shyish and the spirits that may dwell beneath the Sequitor's feet.'

1



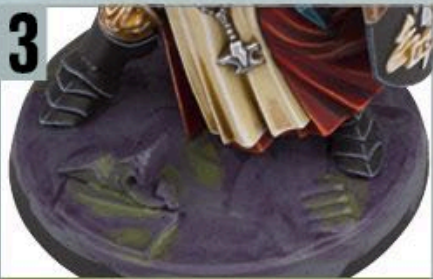
Basecoat: Mechanicus Standard Grey
L Base

2



Wash: Druchii Violet
M Shade

3



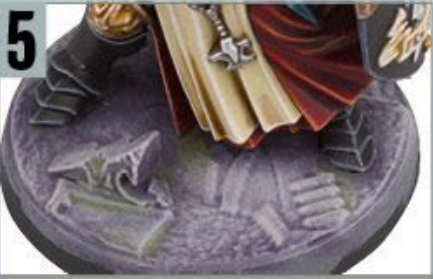
Wash: Loren Forest & Lahmian Medium
S Base

4



Drybrush: Slaanesh Grey
M Dry

5



Drybrush: Administratum Grey
M Dry

6



Apply Mordheim Tufts
PVA Glue

CLOTH

1



Basecoat: Ushabti Bone
S Base

2



Wash: Seraphim Sepia
M Shade

3



Layer: Ushabti Bone
S Layer

4



Layer: Pallid Wych Flesh
XS Artificer Layer

HELMET PLUME

1



Basecoat: Screamer Pink
S Base

2



Wash: Druchii Violet
M Shade

3



Layer: Pink Horror
S Layer

4



Layer: Emperor's Children
XS Artificer Layer

LEATHER GAUNTLETS

1



Basecoat: Rhinox Hide
S Base

2



Layer: Gorthor Brown
S Layer

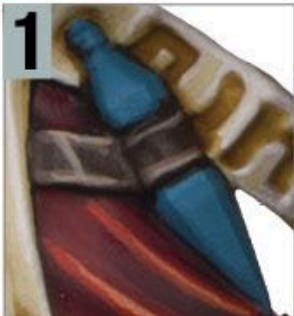
3



Layer: Karak Stone
XS Artificer Layer

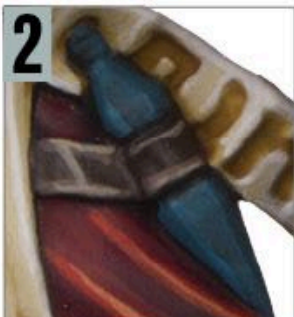
MAGICAL VIAL

1



Basecoat: Sotek Green
M Layer

2



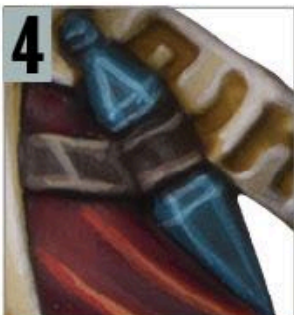
Wash: Nuln Oil
M Shade

3



Layer: Ahriman Blue
S Layer

4



Layer: Baharroth Blue
XS Artificer Layer

WHITE DETAILS

1



Basecoat: Celestra Grey
M Layer

2



Layer: White Scar
XS Artificer Layer

WARHAMMER TV PAINTING GUIDES

Do you want darker robes on your own Anvils of the Heldenhammer models? No problem – simply head over to YouTube, look up Warhammer TV, and search for How to Paint: Anvils of the Heldenhammer White Robes.



THEY WHO CLAIM DEATH

You've read the new background for the Sempiternals, seen the new rules, and learned how to paint black and gold armour in Paint Splatter. Now you get to see some of our favourite Anvils of the Heldenhammer from around the studio.

The Anvils of the Heldenhammer are one of the most distinctive of all Sigmar's Stormhosts. Clad in sinister black armour and adorned with symbols of death, they are arguably the grimmest looking of all the Stormcasts. It's perhaps no surprise, then, that several people from around our head office have converted and painted some Anvils of the Heldenhammer for their collections.

All of them have embraced the morbid background of the Anvils, adding skulls to their warriors' equipment and bases and painting their armour with plenty of battle damage to show they've been on crusade for many years. We hope these models will give you some inspiration for painting and converting your own Anvils of the Heldenhammer. If you do, send some pictures of them to team@whitedwarf.co.uk – we would love to see them.

LIBERATORS – BY TOM MOORE

Tom wanted his Liberators to embody the Realm of Death, so he cut the haloes on their heads and placed skulls from the Skulls set in the centre. He also added skulls to their bases to reinforce the idea of them being surrounded by death. Tom painted these Liberators with loads of scratches and dirt on their armour, showing that they've been on campaign in Shyish for many years. The finishing touches were glowing purple eyes and a skull-faced helm for the Liberator-Prime.



Tom used skulls from the Skulls set and masonry from the Sigmarite Mausoleum to give his models' bases the look of an ancient burial ground or ruined crypt (1-3). The roses are painted in the colour of Shyish.



1



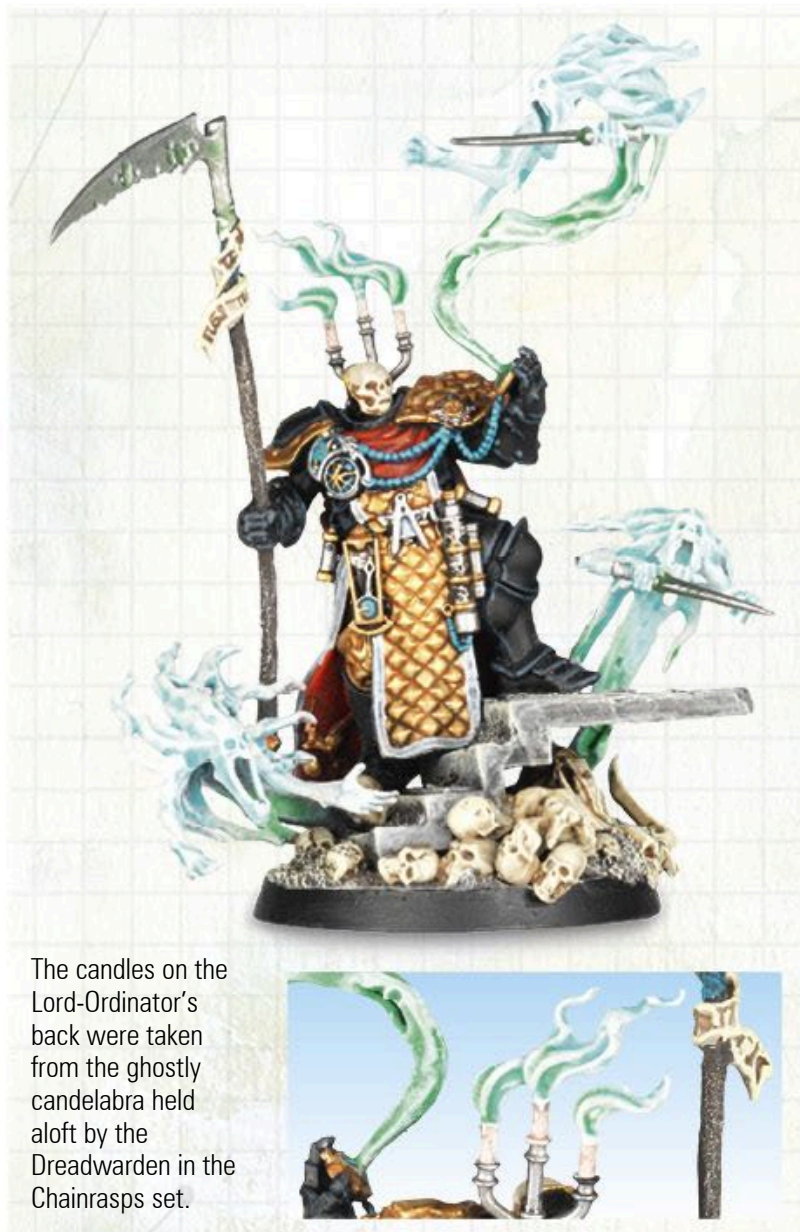
2



3

LORD-ORDINATOR – BY BEN BAILEY

Ben converted this Lord-Ordinator with a trio of Spirit Hosts floating around him to show how he is communing with the spirits of Shyish. To give his character a sinister visage, Ben used the skull helm from a Lord-Relictor and armed him with a scythe from a Cairn Wraith.



The candles on the Lord-Ordinator's back were taken from the ghostly candelabra held aloft by the Dreadwarden in the Chainrasps set.



LORD-ARCANUM – BY MARTYN CASHMORE

Martyn painted Astreia Solbright as a Lord-Arcanum for the Anvils of the Heldenhammer. He used Daemonette Hide and Celestra Grey to paint the Dracoline, applying Druchii Violet to the recesses of its skin to give it a purplish tone (the colour of Shyish). He gave the Lord-Arcanum a white face mask – a symbolic representation of the death that surrounds the Anvils.



Martyn painted the Dracoline's scales black to show the strong bond shared between the rider and her mount. Martyn used bright blues and reds as the spot colours on the model.

KNIGHT-INCANTOR – BY MARTIN PETERSON

Martin painted this Knight-Incantor for an 'Eavy Metal challenge earlier in the year. He converted the model by swapping its head for that of a Lord-Relictor (1) and adding a skull icon to his chest. Martin also built for it a display base that features rocks being magically pulled out of the ground by the wizard's incantations. When it came to painting his model, Martin wanted the armour to look reflective but also battle-damaged, with loads of little chips and scratches all over it that catch the light. He painted the gemstone on the staff top a deep amethyst purple (2) – a colour closely associated with the Realm of Death.

