

The background of the cover features a central figure, a Death Guard warrior, depicted in a dynamic, almost spectral pose. The warrior is clad in dark, ornate armor with prominent skull motifs on the helmet and pauldrons. He holds a large, open book in his right hand and a mace in his left. The entire scene is bathed in a vibrant green light, with swirling, ethereal patterns that suggest a magical or necromantic atmosphere. The lighting creates strong highlights and deep shadows, emphasizing the textures of the armor and the intensity of the scene.

WARHAMMER

AGE OF SIGMAR

— DEATH BATTLETOME —

LEGIONS OF NAGASH



WARHAMMER

AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.





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THE LORD OF UNDEATH

Nagash is a truly ancient being of unfathomable necromantic might, nothing less than a jealous god of the dead. To look upon his towering, cadaverous form, bedecked in a macabre panoply and wreathed in soul-flaying energies, is to know the futility of hope and the horrifying inevitability of the grave.

A dread figure casts its shadow across the battlefield, a skeletal giant garbed in osseous armour, and wielding a skull-tipped staff that casts a sickening glow across the earth. A nimbus of shrieking spirits swirls around this nightmarish form. The avatar of undeath gestures with one fleshless hand, and the ground beneath it erupts as hordes of skeletons burst from shallow graves, falling upon their new master's foes with rusted blades swinging. Nagash, the Great Necromancer, surveys the carnage with cold approval. Even as his enemies are torn apart, they rise again, slaughtering those they fought alongside mere moments earlier. Such is the will of Nagash, and such is the fate he desires for all living things.

For aeons beyond reckoning Nagash has haunted the Mortal Realms, plotting the elimination of all 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 patience limitless. Where his fellow gods rage and struggle, indulging their futile passions, the Great Necromancer weathers the ages, sowing the seeds of plots that may not achieve fruition for millennia. 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 cover all beneath their tireless tread. Come this day, Nagash will rule over an empire of pure order, a world free from daemonic corruption and pitiable mortal weakness.



All undead creatures serve Nagash, from lowly skeletal serfs to the most prideful of Vampire Lords. Some may think themselves the masters of their own destiny, but this is mere self-delusion. The Great Necromancer's adamantine will cannot be denied. With but a thought he can dominate even the mightiest undead creatures, slaving them to his desires.

From the mist-shrouded barrows of Ullenghast to the parched wastes of the Desert of Bones, Nagash lays claim to the entirety of Shyish, the Realm of

Death, and has already set in motion a plan of terrifying scale to wrest it back from the grip of Chaos. The centre of his power is Nagashizzar, a foreboding, shadow-shrouded necropolis that echoes to the screams of tormented souls. Here the Great Necromancer dwells, feeding upon other gods of the afterlife and consuming their power.

Nagash will suffer no rivals, and brook no interference with his schemes. The fate of all souls upon death shall be to fall into the grasp of the Great Necromancer. Any who would disrupt this process are forever marked as thieves and betrayers. The Chaos God Slaanesh and his followers must face justice, for the gluttonous Dark Prince has feasted on numberless aelven souls that by right belong to Shyish. No better are the arrogant aelf-gods Tyrion and Malerion, who stole away the spirit essences of their dead kin in order to rebuild their shattered civilisations. Most egregious of all are the actions of Sigmar the Soul-Thief, he who had the nerve to offer the hand of peace while looting the priceless souls of mortal champions to forge his celestial armies.

Nagash yearns to make each of these foes pay for their transgressions, though for now he bides his time. None know better than the Great Necromancer that revenge is a dish best served cold.





Nagash has haunted the realms for aeons, since long before the Age of Myth. In that time he has accumulated a wealth of arcane knowledge beyond the ken of mere mortals, and complete mastery over death.

Yet despite the Great Necromancer's immense power, even he could not escape the magical cataclysm which sundered the world-that-was. It was the God-King Sigmar who first came across Nagash's shattered essence, which lay buried beneath a mountain-cairn in Shyish, the Realm of Death. The two gods had never been more than reluctant allies, yet Sigmar knew that each of the newly formed Eight Realms would require a guardian to watch over it. The corrupting powers of Chaos would surely seek to despoil these lands, just as they had brought about the destruction of the old world. So it was that Sigmar freed Nagash, and the Great Necromancer joined the God-King's pantheon and took Shyish as his domain. The millennia that followed came to be known as the Age of Myth. It was a time of unrivalled wonder and hope. Great civilisations thrived even in the harsh environs of Shyish. Cities were raised, with soaring spires and strong walls. The sound of elegiac music drifted across the land, and the mortal races came together to honour the gods with works of art and culture.

Nagash cared nothing for these idle fancies, and felt no loyalty at all for the arrogant Sigmar. He began to hunt down and devour all the other gods of death in existence, consuming their power until he alone ruled over the afterlife. In Nagash's eyes, the natural cycle of death and rebirth was a thing to be twisted and moulded until it served his purpose alone. Nagash dwelt within the great citadel of Nagashizzar, at the centre of Shyish. No living creature could set foot within its walls, for it radiated an aura of dark magic that would wither their flesh in an instant. Its might only increased with the discovery of vast deposits of Shyishan realmstone at the far edge of the Realm of Death. This black, grainy substance – known as grave-sand, sand-of-time or mortis ash –

consisted of pure, crystallised death magic. At Nagash's direction, colossal inverted pyramids constructed from vitrified grave-sand were raised into the skies above Nagashizzar, drawing more and more dark energy to the centre of the Great Necromancer's power.

Then came the dawn of the Age of Chaos, when the invasion of the Chaos Gods drowned the Mortal Realms in a tidal wave of bloodshed and horror. These ancient beings hungered for the souls that had escaped them after the destruction of the world-that-was, and had put aside their own eternal power struggle to unite for this dark crusade. Perhaps, if Sigmar's pantheon had united against this threat, they might have triumphed, but the fractured alliance soon fell apart as each of its members pursued their own ends. Nagash abandoned Sigmar at the Battle of Burning Skies, where the forces of Chaos won a climactic victory. This betrayal unleashed the God-King's berserker rage. Across the Realm of Death Sigmar hunted the Great Necromancer, and Nagash only barely escaped from the warrior deity's blazing fury. In his rampage Sigmar decimated countless undead legions, and the fell rituals of Chaos sorcerers extinguished the baleful aura of death magic from much of Shyish. Nagash's power, once uncontested in this realm, could not hold back the tide.

For centuries the Barrow Wars raged on, and the legions of Nagash suffered defeat at every turn. The final hammer blow came before the gates of Nagashizzar. Archagon the Everchosen, first champion of the Dark Gods, cut the Lord of Undeath down, and Nagash's form came apart in an eruption of necromantic energies. His deathless armies collapsed in piles of dust and bone. Only a desperate counter-attack by Nagash's Mortarch lieutenants drove Archagon's hordes back long enough for the remains of the Great Necromancer to be reclaimed. The Mortarchs retreated to the forgotten underworld of Stygxx with their master's remains, the blood-drunk hordes of Chaos racing after them like slaving wolves.



NAGASH RESURGENT

For hundreds of years Nagash dwelt within the underworld of Stygxx, plotting revenge upon all those who had wronged him. When he returned to the Mortal Realms, the ground would shake beneath the tireless tread of his legions. His revenge would begin at the ruins of Nagashizzar.

Nagashizzar was Nagash's great capital in the Realm of Death, the seat of his power and a monument to all that he had accomplished in his long existence. It was a place born from the darkest of nightmares, a fortress-city of looming spires and twisting, mist-shrouded alleys populated by the risen dead. Great cathedrals of bone reached towards the gloaming sky, where flocks of grave-bats whirled and screeched. In vast underground mausoleum palaces the aristocracy of Shyish practised their ancient rituals and worshipped

their eternal lord and master. Such was the aura of death that emanated from the place that any mortal who set foot within its walls would find their flesh sloughing from their bones in desiccated clumps of grave-dust.

This dark grandeur came crashing down in the last years of the Age of Myth, when Archaon the Everchosen brought his armies to the gates of the dread citadel. The two clashed under the shadow of Nagashizzar, a display of magical and martial might that

shattered the ground and boiled the skies. Even at the heart of his own domain, Nagash could not stand before the Everchosen, swollen as he was with the resurgent power of Chaos. The Great Necromancer was struck down with a hacking blow from Archaon's blade, the Slayer of Kings, and the gates of Nagashizzar were torn open. Daemons spilled into the streets of that ghost-haunted metropolis, shattering monuments to the God of Death and falling upon anything that moved in a frenzy of destruction. Resistant to the





potent death magic that saturated the city, the children of the Ruinous Powers ran amok. The sack of Nagashizzar did not cease until the place was little more than a burning ruin.

It took one final, all-out assault led by the Mortarchs – Nagash's lieutenants – to reclaim what was left of the Great Necromancer's physical form. Even then, the essence of Nagash endured. As he regenerated within the underworld of Stygxx over the centuries that followed, Nagash brooded upon the crushing defeat he had suffered at the site of his greatest works. Such a grievous insult demanded satisfaction, though as ever the Great Necromancer would not be baited into rash action. Nagash would gather his strength until the time was right to deliver justice upon the invaders of Shyish. It was only when Sigmar's Tempest erupted across the Mortal Realms that Nagash knew the hour of his reconquest had come. With the resurgence of his power and the distraction caused by the God-King's renewed crusade, Nagash had a chance to seize his former stronghold from the clutches of Chaos.

The God of Death emerged from the Starless Gates at long last, and a swell of death magic swept across the land, summoning the fallen to fight for their master once more. The Legions of Nagash seemed almost infinite, a sea of bleached bone and grave-worn steel that blotted the earth for many hundreds of miles. Before this endless horde stood warriors of the Dark Gods, veterans who had waged countless wars against the dead. Even as these

matchless warriors hacked down scores of deathless soldiers, hundreds more burst from the earth. One by one, the followers of Chaos were dragged down and torn apart by skeletal hands. No sooner had they breathed their last than their bodies rose once more, given motion by the tide of deathly magic.

The eight black-iron keeps that the forces of Chaos had assembled around the ruins of Nagashizzar were torn down, their occupants butchered or enslaved. The Chaos Lords who had been tasked by Archagon with defending Nagashizzar faced a far worse fate. Their crucified bodies were hung from the walls of the recaptured city, and set alight with spirit-searing balefire. In undeath, those who had defied Nagash would burn for eternity, their screams echoing ceaselessly across the dread citadel. It was this chorus of torment that announced the return of the Great Necromancer to his seat of power.

Once more enthroned at the heart of Shyish, Nagash now turns his mind towards consolidation, preparing for his inevitable domination of all that slips from the mortal coil. Entreaties from Sigmar to join the war against Chaos have been spurned, for the God-King's rampant soul-theft has not been forgotten nor forgiven. Indeed, many of Nagash's agents have been dispatched upon important missions into lands controlled by Sigmar's faithful, searching for clues to the true nature of the Stormcast Eternals.

Reconstruction of Nagashizzar began immediately upon the Great Necromancer's return, and continues

apace. Nagash's stronghold is being remade greater and more terrible than ever before. Millions of undead thralls work tirelessly, driven by their master's irresistible will. Flesh and stone are moulded into soaring bastions. Necromancers raise walls of grasping skeletal hands and groaning skulls. Living slaves are worked until they expire, and find no respite from their bondage even in death.

It will take many lifetimes for Nagashizzar to reach its former glory, but Nagash can wait. There is much for him to accomplish in the meantime. The Mortarchs of Night and Blood are continuously dispatched to the Prime Innerlands and beyond on vengeful crusades. Their undead legions march relentlessly on, erasing the taint of Chaos from Shyish, and spreading the touch of death across the rest of the Mortal Realms. Arkhan, favoured disciple of Nagash, raises vast hordes of skeletons and sends them out towards the Realm's Edge. The process of gathering Shyishan realmstone has escalated greatly. Like marching ants, columns of undead slaves trail back to Nagashizzar, precious grave-sand clutched between their bony fingers. The Mortarch of Sacrament oversees the construction of yet more black pyramids, inverted and floating in the skies above Nagashizzar, each built and arranged to the exacting specifications of the God of Death.

The fell energies of Nagashizzar wax ever greater, and the Great Necromancer's influence spreads far and wide. Soon, all the realms will feel the chill touch of the grave.



THE MISSING SOULS

Souls are a priceless resource which can be used to power all manner of arcane rituals and creations. None lay so firm a claim upon the spirits of the deceased as Nagash, lord of the underworlds.

SIGMAR THE SOUL-THIEF

Nagash and the God-King Sigmar share a tempestuous history. At times they have been reluctant allies. More often, they have been hated foes, each possessing an adamant will and an unwavering belief in their own dominance that inevitably drew them to battle one another. Yet it was a single, desperate act upon Sigmar's part that rendered him a betrayer in the mind of the Great Necromancer, and set these two mythical figures upon an inevitable path to all-out war.

As the Age of Chaos drowned the Mortal Realms in bloodshed and terror, the God-King withdrew to the Realm

of Heavens, abandoning his scattered people so that the dream of culture and civilisation might live on. Deep within the palace of Sigmaron, seat of his power in the holy city of Azyrheim, Sigmar paced and plotted. He had sworn to return to save his tormented flock, but to do so he would need an army of unbreakable will, warriors who could stand unbowed and unafraid before the full horror of Chaos. Gathering his allies to his side, Sigmar began his greatest work.

The Stormcast Eternals, Sigmar's immortal champions, were blessed with superhuman strength and durability. They were clad in armour fashioned

THE MIRRORED CITY OF SHADESPIRE

Nothing exemplifies the lengths to which the Great Necromancer will go to punish those responsible for denying him his tithe of souls more than the fate of the great city of Shadespire. Once a majestic centre of science and innovation, Shadespire became famous throughout Shyish and beyond for the production of shadeglass – pure grave-sand vitrified and processed into crystal. This wondrous material possessed the ability to capture a being's soul upon death, allowing one to exist forever in a mirror-realm, shorn of their physical form. In this way beloved family members could converse with their deceased loved ones, and the city's ruling Katophranes – great mages, inventors and statesmen – could impart the breadth of their knowledge to the next generation.

Nagash looked upon the inhabitants of Shadespire, whom he saw as supremely arrogant, and was filled with cold fury. These mortal creatures dared to disrupt the sacred order of Shyish, and deny the God of Death his due. Such defiance required



within vast celestial forges, and bore weapons touched by the cleansing power of Sigmar's Tempest. Yet it was the blazing souls of these warriors that granted them their true strength. Each Stormcast was once a mortal hero of the realms who fell in battle against the foul worshippers of the Chaos Gods. As they stood upon the threshold of death, their spirit essence was claimed by the celestial storm, their bodies disappearing in a flash of lightning as they were drawn back to Sigmaron, the God-King's palace in Azyr. There they would be reformed and born again as the greatest warriors of Order that the realms had ever seen.

Nagash, mired in the centuries-long Barrow Wars against the hordes of Chaos invaders pouring into Shyish, felt a stream of precious souls slipping from his grasp. This could not be countenanced. As the father of necromancy and the undisputed master

of death, Nagash claimed the spirits of the deceased as his property alone. It was this very soul-matter that granted the Great Necromancer his formidable powers, and to steal it challenged the rigid hierarchy of the underworlds in an unforgivably reckless manner.

Nagash traced the stream of missing souls to the Heavens, and knew that Sigmar had taken what was rightfully his. His fury was absolute, a chilling rage that transformed the underworld of Stygxx into a frozen wasteland. However, there was nothing that could be done to repay this unforgivable slight while the armies of the Dark Gods massed before the gates of Nagashizzar. As always the Great Necromancer would bide his time, and wait for his enemies to reveal their weaknesses. In due course, the God-King's brazen theft would be avenged, and Sigmar would learn what it truly meant to cross the God of Death.

a fitting punishment. The Great Necromancer would show the people of Shadespire the true horror of a world without death. Their fate would serve as a warning to all mortals, reminding them of their true place.

Working a spell of terrible power, Nagash corrupted the magic of the shadeglass, and spirited Shadespire away into a dark, twisted twilight sub-realm, refracted between the Realms of Light and Shadow. No soul would ever escape the Mirrored City of Shadespire, for the very shadeglass that had offered eternal life now kept the spirits of the dead imprisoned for all time. Unable to pass on, the inhabitants of the city watched their flesh wither and rot away over the centuries, losing their minds to insanity and hopelessness. The ruins of Old Shadespire still stand, a gloom-shrouded testament to the futility of defying the God of Death. Tales are told across the Mortal Realms of roving bands of adventurers who have strayed too far within the borders of this cursed place, never to be seen again.



SOULS OF AELF-KIND

It was not only the God-King that had raised Nagash's ire with his brazen theft. The God of Death greatly coveted aelf-souls, for the spirits of these immortal beings blazed with potential. Such powerful spirit matter could be shaped and twisted into wondrously macabre creations, fused with bone and amethyst magic to create weapons of war, structures of radiant necromantic energy, or a thousand other artefacts. Yet so few of these priceless souls made their way to Shyish, for other hungering eyes were drawn to them.

As the world-that-was tore itself apart, countless mortal lives were snuffed out in an instant. Tormented, lost souls drifted through the aether, and were claimed by dark powers that reached forth hungrily from the Realm of Chaos. No deity indulged themselves so thoroughly as Slaanesh, the god of excess. The Dark Prince devoured so many aelf-souls that he grew bloated and sluggish, and was forced to take shelter lest his fellow gods took advantage of his weakened state to gain ground in the great game of dominance and intrigue that defined their every action.

It was Malerion and Tyrion, the gods of aelf-kind, who discovered Slaanesh and lured him into captivity. Desperate to restore their ailing race, they began to extract as many souls as they could from the helpless Chaos God. They performed this task in secret, in a distant sub-realm hidden from prying eyes, yet Nagash – connected to all things of the spirit realm – could feel a great bounty slipping from his

fingers, torn away by some unknown entity. His agents ventured far and wide in search of those responsible, yet Malerion and Tyrion had covered their tracks expertly.

Perhaps the culprits may have remained entirely unknown, were it not for the subterfuge of Morathi – mother of Malerion and Queen of the Shadow Realm. Morathi purported to aid her son and Tyrion in their endeavour, all the while secretly stealing a surplus bounty of aelf spirits away to Ulgu for her own sinister purposes. Malerion and Tyrion's careful plans had not accounted for Morathi's parasitic magic, masked behind spells of obfuscation and misdirection. Though Nagash still could not pinpoint Slaanesh's exact location, this torrent of stolen souls drew his eye to the aelven gods' duplicity.



It was not long before further acts of theft caught the Great Necromancer's attention. Across the Mortal Realms, trickles of spirit matter vanished into nothing, as if broken apart upon the wind. Something was preying upon mortal-kind, soul and flesh, whisking them away to an unknown realm. Great fleets of merchant ships or entire townships would disappear overnight. Not a fragment of their spiritual

essence

remained.

All that could be found were a few soulless bodies, left inert and comatose, unable to wake. This was no sudden surge in absent spirit matter, but a slow and steady dissipation. Even to Nagash it was subtle and barely noticeable, and that disturbed the Great Necromancer most of all. Arkhan the Black and his Legion of Sacrament were dispatched to discover the truth of these disappearances, but they found no sign of those responsible.

VENGEANCE AT HAND

Nagash has weathered these myriad indignities with great restraint, never indulging his simmering resentment. Now, as he sits once more upon the throne of Nagashizzar, the Great Necromancer puts in motion his plans for revenge against the Soul-Thief Sigmar, the covetous aelf-gods and the dark powers of Chaos who so shamelessly despoiled his rightful domain. The Great Necromancer is no longer content to dwell within Shyish, waiting and watching. He will bring his war to every corner of the Mortal Realms.

The Mortarchs have been unleashed in all their dark splendour, abandoning the cautious opportunism they favoured during the height of the Realmgate Wars in favour of total war. None are safe from their wrath. Queen Neferata's blood-cults and

vampire covens infest every stratum of Sigmarite society, feasting upon the lifeblood of the God-King's proud new cities. The Azyr-born Gestout dynasty in far-flung Anvilgard, the Pale Prince of Hammerhal, the Sanguinary Choir of Excelsis – the Mortarch of Blood's vampiric agents seem to have infiltrated everywhere. These intriguers, assassins and spies pave the way for the armies of the Legion of Blood. They employ their dark charisma to seduce and manipulate key civic and military figures, gathering influence slowly and subtly, only stepping from the shadows when the enemy is at their most vulnerable. Only then do Neferata's armies ride forth to feast upon their helpless prey.

Spates of vicious killings, bloody ambushes and the disappearance of entire mortal armies mark the dark work of Mannfred von Carstein's Legion of Night. The vampire's forces march deep into Sigmarite lands, burning and slaying at will. Bat-winged horrors strike from the gloaming night skies, snatching away helpless victims and sowing terror in the survivors. Skeletal warriors march and slay according to their master's cruel designs, butchering entire frontier towns and fortified outposts, stringing the mangled corpses of their victims up on the walls of

conquered townships for all to see. Culchasia burns. Voltisgard is but a shadow-haunted skeleton of its former might. The twin fortresses of the Crowfeast Peaks are strewn with the flayed bodies of their defenders. Von Carstein's rampage of terror has drawn out many armies of Stormcast Eternals and their allies in search of retribution, but so far the vampire has remained elusive. Meanwhile, the Sigmar-worshippers' outraged crusades of vengeance have left several major cities worryingly under-strength.



Ever loyal to the Great Necromancer, Arkhan the Black dispatches his Black Disciples on missions of the utmost importance, even as he oversees the construction of further inverted pyramids above Nagashizzar. The Legion of Sacrament seeks forbidden knowledge with a greater single-mindedness than ever before, venturing into enemy-controlled lands to loot ancient tombs, hidden library-cities and arcane repositories. Armies pour into Ulgu, the Realm of Shadows, where Nagash suspects the aelf-gods have hidden the captive Slaanesh. The dangers of this shrouded realm are myriad and horrifying, and many of these expeditions disappear without

trace. Yet there are always more corpses to raise and more deathmages willing to risk all for a taste of true power, and so Arkhan continues to search for those who dared steal from his master.

With all his pieces arranged upon the board, Nagash prepares to launch his war against the living, his grand plan for the conquest of the Mortal Realms. It is a gambit both astonishingly intricate and devilishly cunning, built upon plots that Nagash has woven over the course of thousands of years. Such an endeavour could only come from the mind of a being as patient and cold-blooded as the Great Necromancer. The true horror of this scheme is yet to be fully understood by his enemies, but even they can feel the power of Shyish rising to a shuddering crescendo.

Across the realms, barrow-mounds echo to the sound of marching boots, and withered corpses stir within dusty tombs. Witch-light auroras herald the coming of spirit-storms that tear the souls from the living and bring the dead clawing up from the soil in their multitudes. Terrified mortals cower within their cities, praying to their gods that strong walls and steady spears will protect them. Ancient forest spirits stir, awakened by the tread of deathless legions. Warriors of Chaos gaze from the battlements of their Dreadholds, eagerly anticipating the prospect of slaughter and suffering.

Death waxes ascendant. The time is coming for a final reckoning, an era of vengeance that will remind all traitors and pretenders who truly commands the spirits of the fallen.



THE REALM OF DEATH

Shyish is a realm of endings. Within its borders lie underworlds beyond counting, each summoned into being by the collective belief of mortal-kind, and formed from purest death magic. At the centre of it all, within the great citadel of Nagashizzar, dwells the Supreme Lord of the Undead.

The scattered civilisations of the Mortal Realms have each forged their own image of what awaits their souls after death, their own mythical concept of an underworld. All of these imagined afterlives coalesce in Shyish, the Realm of Death, shaped by such common ideologies and given form by pure amethyst magic. These new lands are settled by the souls of those who gave credence to them in life, growing in power and prominence with each new believer. Yet Shyish is, above all, a realm of endings. In time, the memories of these underworlds will fade, as the civilisations that gave birth to them are lost to history. Eventually, each will disperse into nothingness.

Though Shyish is a realm of the dead, it is not solely a grim or foreboding place. Its countless underworlds are astonishing in their splendour and variety. Athanasia is a land of peace and enlightenment, where souls fade and are reborn in an endless cycle. Hallost, the Land of Dead Heroes, echoes to the laughter and chanting of warrior tribes, battling side by side against hordes of monstrous fiends. These heroes die and are cremated each night, only to rise from the ashes the next morning to join their brothers and sisters in battle once more. The Latchkey Isle, by contrast, is a labyrinthine paradise filled with gleaming treasures locked away behind impassable doors, watched over by

solemn guard-beasts and wicked traps. Here, the spirits of the foremost thieves in all the realms gather to challenge themselves with the greatest heists they have ever known, each more taxing and thrilling than the last.

The living, too, populate Shyish, coexisting with the dead. The greatest concentrations of mortals can be found in the so-called Prime Innerlands, the central mass of Shyish, far from the deadly edge of the realmsphere, where amethyst magic gathers in such quantity that to venture there would spell the death of any living thing. Here, they forge an existence from the harsh wildernesses of Shyish. In these realms,



tradition is sacred above all, and the honoured dead walk amongst the living. A princess might seek counsel from the spirit of her long-deceased mother, or a band of deathless warriors might keep an eternal watch upon the city wall, having sworn an oath to protect the living.

Sometimes, the relationship between living and dead is one of mutual codependency. Other times it is fraught with strife and horror. The tomb-city of Gharnost is a gloom-shrouded metropolis ruled over by skeletal lords, where the living are enslaved, forced to build ever more elaborate and grander mausoleums for their pitiless overlords. The mortal populace – weary, ragged creatures bereft of hope – dread the grinding rattle that heralds the approach of the Corpse Carts. These reeking wagons halt outside the hovels

of the living, and the unfortunate residents are dragged out by skeletal watchmen and butchered, their corpses hurled into the grim conveyance to later be raised as mindless warriors of the lords of Gharnost.

During the Age of Chaos, many of the underworlds and civilisations of Shyish were overwhelmed by the daemonic hordes of the Dark Gods. Cities were levelled, and hungering gods devoured souls that had known contentment for an eternity. Scant few of the great civilisations of Shyish survived the purges, and the foul icons of Chaos were planted in every corner of the realm. The Dark Gods had long coveted the Realm of Death, for if they were to conquer the underworlds, mortal-kind would know no peace after death, only an eternity of damnation and torment at their cruel hands.

Even now, with a resurgent Nagash seated upon his throne in Nagashizzar, Shyish is a dangerous, treacherous place. Death magic swells at the Realm's Edge, and the monstrous beings that dwell there have begun to stray ever further into occupied lands. The Prime Innerlands are now riven by conflict, and the forces of Chaos, though embattled by the swelling legions of Nagash, remain in control of great swathes of the realm.

The power of Nagash's Black Pyramids radiates from the very centre of Shyish, within the city of Nagashizzar, turning the surrounding lands hostile and barren. The restless dead launch assaults upon the living with increasing regularity, and fell witch-light burns in the bruised skies. The people of Shyish know well their omens, and all can feel a change upon the bitter wind.



THE LEGIONS OF NAGASH

Nagash is the undisputed master of death. All lifeless things, from the carrion crawlers that writhe through the charnel mires of Shyish to the mightiest Vampire Lord, chafe under his dominating will. Yet even the Supreme Lord of the Undead cannot be in all places at once.

To ensure his domination of the Mortal Realms, Nagash turns to his great lieutenants, the Mortarchs. Each of these mighty beings wields formidable arcane power and military might, and is granted a sliver of Nagash's limitless power with which to command their own undead legions. The Mortarchs were chosen by Nagash not for their loyalty – only Arkhan the Black appears truly content in the face of his master's dominance – but for their unique and invaluable skills.

Should Nagash require the corruption of a mortal city via the spreading of the Soulblight curse, he will turn to Neferata, Mortarch of Blood. Her covens and blood-cults are rife within the grand Cities of Sigmar, despite the best efforts of the Order of Azyr's agents to root them out. If a task demands martial expertise and vicious, low cunning, the Great Necromancer will turn to Mannfred von Carstein, Mortarch of Night, while the most sensitive and secretive missions are inevitably given to Arkhan, Mortarch of Sacrament.

Each Mortarch commands their own Legion, a gathering of undead warriors that fights according to the traditions and strategies favoured by its master. These are not strictly codified or organised armies. Detachments from each Legion may differ in size and

composition depending on the warlord chosen to command it, from a small yet powerful coven of Necromancers led by a Vampire Lord, to a kingdom-toppling tide of skeletal warriors marching under the banners of a Wight King.

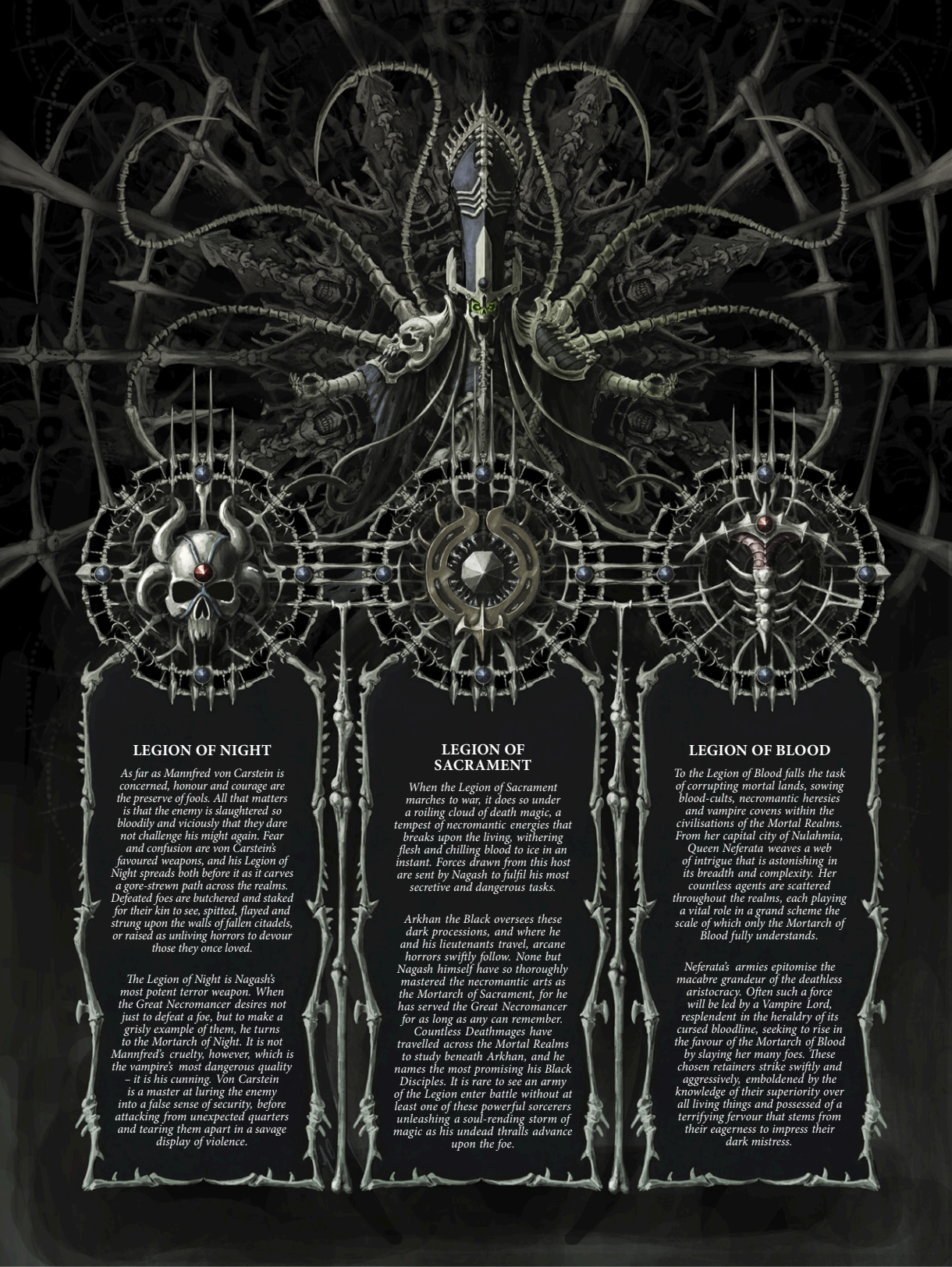
Just as Nagash cannot claim omnipotence, neither can his lieutenants oversee every battle and every campaign. Thus, the Mortarchs in turn delegate to their own favoured Necromancers or undead thralls. Mannfred von Carstein will commonly task a Vampire Lord of his court to sow carnage and terror amongst the living, a loud and bloody distraction that masks his more devious machinations. Arkhan's Black Disciples, charnel-priests steeped in necromantic power, supervise the Legion of Sacrament's ceaseless pursuit of relics and treasures from all corners of the realms. The Wight King Cortek leads the Blade of the Blood Queen in Neferata's name, an army of shambling corpses and bleach-boned warriors that has razed countless kingdoms to the ground in honour of her dark majesty.

The blood-mad Ghouls of the Flesh-eater Courts often fight alongside Nagash and his Mortarchs as powerful – if unpredictable – allies. Mordants are not truly undead creatures, and thus cannot be directly controlled by the Great Necromancer. Nevertheless, they

accept Nagash as the God of Death, even if many despise him, seeing him as a destroyer and tyrant that seeks to dominate them all. Despite this uneasy relationship, ghouls are commonly found amongst armies of the dead. Where Nagash's undead legions march, the ground is littered with corpses, and the Flesh-eater Courts will gladly form a fractious alliance if it ensures that they feed well.

At the foot of this pyramidal power structure are the foot soldiers and carrion-beasts of the deathless legions, beings that can be summoned and dominated at will by wielders of dark magic. Zombies and skeletons provide disposable fodder, front-line troops immune to mortal weaknesses such as fear and fatigue. These are the lowest forms of unlife, incapable of autonomous thought. They serve as they are called, spilling the blood of the living on behalf of their masters.

More dangerous and powerful creatures must be compelled to join the armies of the dead by necromantic rituals, or drawn forth by the aura of death and suffering they leave in their wake. The phantom cavalry known as Hexwraiths are drawn from the underworlds by the promise of mortal souls, for example, while Banshees are easily tempted by the opportunity to torment and punish the living.



LEGION OF NIGHT

As far as Mannfred von Carstein is concerned, honour and courage are the preserve of fools. All that matters is that the enemy is slaughtered so bloodily and viciously that they dare not challenge his might again. Fear and confusion are von Carstein's favoured weapons, and his Legion of Night spreads both before it as it carves a gore-strewn path across the realms. Defeated foes are butchered and staked for their kin to see, spitted, flayed and strung upon the walls of fallen citadels, or raised as unliving horrors to devour those they once loved.

The Legion of Night is Nagash's most potent terror weapon. When the Great Necromancer desires not just to defeat a foe, but to make a grisly example of them, he turns to the Mortarch of Night. It is not Mannfred's cruelty, however, which is the vampire's most dangerous quality – it is his cunning. Von Carstein is a master at luring the enemy into a false sense of security, before attacking from unexpected quarters and tearing them apart in a savage display of violence.

LEGION OF SACRAMENT

When the Legion of Sacrament marches to war, it does so under a roiling cloud of death magic, a tempest of necromantic energies that breaks upon the living, withering flesh and chilling blood to ice in an instant. Forces drawn from this host are sent by Nagash to fulfil his most secretive and dangerous tasks.

Arkhan the Black oversees these dark processions, and where he and his lieutenants travel, arcane horrors swiftly follow. None but Nagash himself have so thoroughly mastered the necromantic arts as the Mortarch of Sacrament, for he has served the Great Necromancer for as long as any can remember. Countless Deathmages have travelled across the Mortal Realms to study beneath Arkhan, and he names the most promising his Black Disciples. It is rare to see an army of the Legion enter battle without at least one of these powerful sorcerers unleashing a soul-rending storm of magic as his undead thralls advance upon the foe.

LEGION OF BLOOD

To the Legion of Blood falls the task of corrupting mortal lands, sowing blood-cults, necromantic heresies and vampire covens within the civilisations of the Mortal Realms. From her capital city of Nulahmia, Queen Neferata weaves a web of intrigue that is astonishing in its breadth and complexity. Her countless agents are scattered throughout the realms, each playing a vital role in a grand scheme the scale of which only the Mortarch of Blood fully understands.

Neferata's armies epitomise the macabre grandeur of the deathless aristocracy. Often such a force will be led by a Vampire Lord, resplendent in the heraldry of its cursed bloodline, seeking to rise in the favour of the Mortarch of Blood by slaying her many foes. These chosen retainers strike swiftly and aggressively, emboldened by the knowledge of their superiority over all living things and possessed of a terrifying fervour that stems from their eagerness to impress their dark mistress.

A LEGACY OF DARKNESS

To the immortal God of Death, the span of years is but the trickle of sand in an hourglass, counting down to the inevitable end of all things. As war consumes the Mortal Realms, the spectre of death spreads far and wide, and the fell power of Shyish waxes ever stronger.

EMPIRE OF BONES

DURING THE AGE OF MYTH NAGASH CONSTRUCTED THE Fortress-City of NAGASHIZZAR AT THE CENTRE OF SHYISH, AND RAISED VAST LEGIONS OF UNDEAD TO SECURE HIS GRASP UPON THE REALM. SEEKING TO CONSUME ALL THE UNDERWORLDS AND TAKE THEIR POWER FOR HIMSELF, HE CHARGED THE MORTARCHS, GENERALS OF FORMIDABLE NECROMANTIC POWER, WITH ENACTING HIS WILL.

THE EBON SCYTHE

The Age of Chaos began, and Nurgle's daemonic hosts invaded Shyish. Plaguebearers surged into the land of Ossea, and only the might of the Ebon Scythe – one thousand elite Morghast warriors – kept them at bay.

SOULSTORM

At the Battle of Dirge Peak, the Great Necromancer faced hordes of ravaging Bloodletters. He ripped the souls from thousands of mortal prisoners, and channelled the spirits of the slain to summon a vast ethereal host which tore through the Khornate daemons.

FIRES FROM BENEATH

Tzeentchian daemons boiled up from the Corpse-Mines of Ghaal, which had long provided Nagash with precious realmstone. The overseers turned their zombie slaves against the intruders, but the fires of change consumed all.

THE GREAT BETRAYAL

Nagash sensed a stream of precious souls slipping from his clutches. The spirits of fallen champions, swollen with power and potential, were being stolen away. He traced this theft to the Realm of Heavens, and to the God-King Sigmar. Nagash's fury was absolute. He swore vengeance upon Sigmar for this betrayal.

THE FALL OF NAGASHIZZAR

ARCHAON THE EVERCHOSEN DEFEATED NAGASH AT THE BATTLE OF BLACK SKIES, SHATTERING THE GREAT NECROMANCER'S PHYSICAL FORM AND SACKING HIS CAPITAL OF NAGASHIZZAR. THE MORTARCHS SECURED THE BROKEN REMAINS OF THEIR MASTER, AND RETREATED TO THE UNDERWORLD OF STYGXX. OVER THE FOLLOWING CENTURIES NAGASH SLOWLY RECUPERATED, ALL THE WHILE PLOTTING HIS REVENGE.

TEMPEST OF DEATH

A RESURGENT NAGASH BURST FROM THE STARLESS GATES, UNLEASHING A TEMPEST OF NECROMANTIC ENERGY THAT SWEEPED ACROSS THE REALM OF DEATH. THE ARMIES OF CHAOS FOUND THEMSELVES ASSAILED ON ALL FRONTS BY VAST HOSTS OF THE RISEN DEAD. THE LEGIONS OF NAGASH RECLAIMED THE RUINED CITADEL OF NAGASHIZZAR, SEAT OF THE DEATH GOD'S POWER.

DEATH AMONGST THE CLOUDS

Kharadron Overlords from Barak-Mor sought to harvest the aether-gold clouds which drifted about the peaks of Garnhak's Maw. As they drew close, the duardin were swarmed by hulking, leather-winged monsters which snatched scores of crewmen from the decks of their vessels.

PRAYERS FOR THE LOST

The Legion of Blood ambushed the Sons of the Storm at the Molten Lakes of Chamon. After three days of hard fighting the undead host was driven off. It was only in the aftermath of battle that the Stormcast Eternals realised that several of their number were missing, and had not been carried back to Azyr upon the storm.

CONSECRATED IN BLOOD

As the Sons of Mallus led an army of Flagellants in the consecration of the Blackiron Citadel, the sky began to darken. The ruins crumbled and reshaped around them, forming a red-walled fortress – the cursed Crimon Keep. Prince Vhordrai and his Blood Knights charged from this haunted lair, carving their way through the stunned Sigmairites.

LOST IN THE MIRE

The Flyblown Legion pursued the Mortarch of Night, Mannfred von Carstein, into the depths of Rotsoul Mire. As Putrid Blightkings waded after the fleeing vampire, thousands of Deadwalkers emerged from the swamp and fell upon them. Outnumbered and surrounded, the Nurgle-worshippers still had the best of the fighting, until von Carstein led a vicious counter-charge into the rear of their formation and wiped them out to a man.

INTO DARKNESS

Meremghar, greatest of Arkhan's Black Disciples, was tasked with leading a mission into the depths of Ulgu to seek the whereabouts of Slaanesh. His shambling host strode into the cloaking darkness of that fell realm, as lambent eyes looked on with predatory curiosity.

DIRE OMENS

ACROSS THE MORTAL REALMS OMENS OF DEATH AND SUFFERING WERE WITNESSED. STORMS OF SEARING WITCH-LIGHT SCARRED THE HEAVENS, AND CHILLING GRAVE-WINDS RUSHED THROUGH ANCIENT TOMBS, RAISING LONG-DEAD TYRANTS FROM THEIR SLUMBER. THE LEGIONS OF NAGASH GATHERED IN NUMBERS NOT WITNESSED SINCE THE HEIGHT OF THE AGE OF MYTH, AS SHYISH PREPARED FOR ALL-OUT WAR.



NAGASH

Nagash is the father of necromancy. By his skeletal hands have countless empires been cast down, their populations raised with necromantic magic to join his infinite legions. With a gesture he can summon an army of rotting cadavers, or tear 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 staff to bear upon those who dare oppose him. A freezing, ethereal storm envelops his victims, who scream in agonised horror as their very souls are torn from their bodies and consumed.

Nagash is the undisputed master of all undead creatures. When he goes to war the ground trembles beneath the tread of his endless legions, and blood-sucking bats flock thick enough to shroud the land in an impenetrable gloom. 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 Vampire Lords and vain tyrants of the barrow have attempted to defy his dominating will, but all such futile attempts have only ended in excruciating and humiliating torment, for the Great Necromancer never forgets an insult.

Merely to be in the presence of Nagash is enough to fill the most battle-hardened warrior with bone-deep terror. This is no foe that can be swept aside with cannon fire and slashing swords, but an unstoppable elemental force. Just as death cannot be conquered, nor can its master. Arrows,

bullets and arcane projectiles deflect harmlessly from Morikhane, the Great Necromancer's ensorcelled armour, as he unleashes a hail of spells that turn the battleground into a nightmarish killing field of twitching corpses and swirling trails of spirit matter.

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 the God of Death wields without a second thought. This bottomless reservoir of knowledge is stored within the pages of the Nine Books of Nagash. With a gesture, Nagash can call one of these tomes to hand, intoning the dreadful invocations within to obliterate his foes and snuff out their own pathetic attempts to harness magic.

In the time it takes a lesser wizard to weave a single spell, Nagash will unleash a tempest of devastation, sending soul-rending hurricanes and lances of pure entropic energy tearing through his foes. Indeed, so suffused is Nagash with necromantic power that his very touch can age any mortal hundreds of years in a moment, turning flesh and muscle to dust and leaving nothing but a grinning 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 purest Shyishan realminstone, which focus and channel the Great Necromancer's eldritch power into a devastatingly potent beam that can burn through the strongest magical shields, and allows Nagash to siphon the souls of the slain in order to heal his own wounds.

Though Nagash sees bladework as a crude pursuit, he has nonetheless learned its intricacies over countless lifetimes of war and bloodshed, and is a skilled swordsman. Those enemies who attempt to engage the God of Death are hewn down with deft sweeps of the Mortis Blade, their spirits severed from their bodies. Any mortals unfortunate or foolish enough to gaze into the lambent pits of the Great Necromancer's eyes find themselves stricken by the purest terror – their blood freezes in their veins and their hearts cease to beat as they stare into the face of death incarnate.





NEFERATA

First and most glorious of the Soulbright vampires is Neferata, Mortarch of Blood. She is a seducer and manipulator without peer, a weaver of lies, conspiracies and illusions whose fell influence can be felt all across the Mortal Realms.

Queen Neferata is the epitome of the aristocratic glory that so many of her kin strive to emulate. She rules from the domain of Neferatia, a kingdom fashioned in the image of a land she called her own in the distant past. Its capital city of Nulahmia is a macabre yet wondrously ornate metropolis in

which the living exist as chattel, utterly at the mercy of their vampire masters.

Neferata is a creature that thrives upon control and manipulation. She remembers a time when even Nagash was mortal, and some say that she was in fact the first to bear

the Soulbright curse, and that all other vampire bloodlines descend from hers. Certainly, she possesses a formidable magnetism even for one of her dark kind, and is able to bend the most implacable foes to her will. She masterfully exploits the innate lust for power and prestige that resides in her kin. The Court of Nulahmia is a hotbed of intrigue and treachery, where an ambitious vampire may ascend to the highest position of influence over many decades, only to be cast down or disposed of by a rival within a matter of days. This constant strife suits Neferata well. Not only does it ensure her subjects strive to accomplish the most prestigious deeds in the name of their mistress – thus ensuring their own ascension – but it prevents any one of her thralls from becoming too comfortable, and turning their eye towards the grandest throne of all.

Neferata's kin would do well not to challenge her rule, for she is a deadly opponent indeed. Those who witness her riding atop the ever-hungry dread abyssal, Nagadron, are struck dumb by her soul-stealing beauty and aura of majesty. Even as they stand transfixed, mouths agape, Neferata strikes them down with bolts of searing witch-light from Aken-seth, her sorcerous Staff of Pain, or cuts their life's thread with a barely perceptible slash of Akmet-har, the Dagger of Jet.





MANNFRED VON CARSTEIN

Mannfred von Carstein is a born survivor, a creature of cunning intellect and ever-shifting loyalties. He is Nagash's Mortarch of Night, a ruthless general and master of the necromantic arts who has led armies to war for millennia.

Darkly resplendent in the Armour of Templehof, a relic from a bygone age that resonates with fell power, Mannfred von Carstein rides to battle astride the dread abyssal Ashigaroth. He wields Gheistvor, the Sword of Unholy Power, a blade that drinks the souls of its victims and employs their life essence to fuel von Carstein's dark magic. With a gesture, the vampire can unleash a spectral tempest that tears the souls from those who feel its chilling touch.

Von Carstein rules from the underworld of Carstinia, a kingdom of eternal night dominated by foreboding castles and stretches of dense forest in which one can hear the constant baying of hounds and terrified screams. This gloom-shrouded region has been shaped according to the will of its master, recalling a faraway place from the ancient vampire's memory, lost to the ravages of time. From his seat in the city of Sternieste, von Carstein reigns over an empire of mindless undead and servile mortals, while risen corpses fashioned in the likenesses of former rivals attend to his every whim.

Despite this grandeur, in recent years von Carstein has spent more and more time on campaign, far away from Carstinia. For the eternally discontented vampire, even his grand domain has become a bitter reminder

of past failures, an unsatisfying illusion that never ceases to remind him of the limitations of his power. Though Nagash grants von Carstein the freedom to wage war as he sees fit, he maintains a close eye upon his mercurial general. The Great Necromancer knows well that von Carstein cares only for advancing his own ends, and would betray him without a second thought if the opportunity arose. Indeed, several times in the past the vampire has overstepped his bounds and invited harsh punishment.

For his part, Mannfred von Carstein has now grudgingly assumed the role of the willing servant, doing as he is bid without outward signs of rebellion. The Mortarch of Night may be duplicitous, but he is no fool. He knows that Nagash could turn him to ashes with but a thought, and has no intention of giving his master reason to do so. Thus, he plots in secret, waiting for an opportunity to break free from his leash and assume the mantle of undisputed master of death.

One might wonder why Nagash would keep such a dangerous and untrustworthy servant in a position of power. The truth is that few beings in all the Mortal Realms are as ruthlessly capable as Mannfred von Carstein. It was he who drew the Flyblown Legion

into the depths of Rotsoul Mire, where they were dragged down into the boiling murk by grasping, fleshless hands. It was he who finally breached the Citadel of Blades, building a tower of rotted corpses so vast that his armies could pour over the fortress' brass-spiked walls. He began and ended the decades-long War of the Nail, setting two mighty duardin empires against one another with a series of gruesome murders. There is seemingly no end to the list of outrages and infamies that von Carstein has caused over the long years of his existence. Inflicting terror and agony upon the mortal races is the only thing that eases his frustrated rage, if only for a fleeting moment.





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, his 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. In return for this unshakeable devotion, Nagash has blessed his favoured vassal with both incredible power and unique responsibility. Only Arkhan has glimpsed a fraction of the true scale of his master's ambition, for it is the Mortarch of Sacrament that is tasked with carrying out the God of Death's most delicate and difficult tasks.

The armies of Arkhan's Legion of Sacrament are supervised and commanded by the Mortarch's personal retinue of Necromancers, the Black Disciples. To be admitted to this unhallowed order of death-priests is to gain access to Arkhan's

bottomless repositories of necromantic knowledge. To even be considered for such an honour, an aspirant must demonstrate absolute dedication to the study of death magic, something which usually involves committing the most unthinkable atrocities against their fellow mortals. Arkhan often enters battle accompanied by one or more of his Black Disciples, and the aura of necromantic energies that surrounds these Deathmage covens empowers their rituals of desecration.

Though the Black Disciples are formidable wizards, even their arcane might pales in comparison to that of Arkhan. His mastery over death magic is second only to Nagash himself. Mounted upon the dread abyssal Razarak, a gift from Nagash, 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, their flesh sloughing away in clods of dust. With a simple command he can raise scores of corpses to fight in his name, or send a blizzard of amethyst shards tearing through his foes. Even as he unleashes the blackest magics to obliterate the living, Arkhan feeds upon the soul-stuff of the slain, restoring any damage done to his physical form.

Arkhan slays his foes with a cold dispassion, for his belief in Nagash's ultimate success is absolute. And when that day comes, when the legions of the dead have conquered the entirety of the Mortal Realms, the Mortarch of Sacrament will be at his master's side – as he has ever been.





MORGHASTS

The Morghasts are the finest of Nagash's undead creations, angels of death wielding blades of spectral energy that swoop down from on high to reap the souls of the living. They are the Death God's guardians and executioners, and they fight and slay in the vanguard of his legions.

Even the lowliest Necromancer can stitch together a ruined cadaver and breathe the chill energy of death into its frame, granting it motion. When the God of Death turns his hand to manipulating spirit-stuff and bone, however, he births something truly monstrous – the Morghasts. These mighty creations are amongst Nagash's greatest works – peerless killers, grimly majestic with their tattered wings and baroque armour, wielding spectral weapons that rend soul and flesh alike.

The Morghast Harbingers are Nagash's instruments of vengeance, raging death-constructs sent forth to utterly destroy those unfortunates who have angered the Supreme Lord of the Undead. Wielding spirit halberds or a spirit sword in each hand, these winged horrors swoop down into the thick of combat before spinning and leaping in a whirlwind of slashing blades, a dire shock to those who, until that point, had considered all undead as shambling automatons easily eluded in battle.

By contrast, the Morghast Archai are bodyguards and custodians, who protect Nagash's champions in battle. They will defend their ward with single-minded ferocity, closing ranks and ignoring the rain of blows that deflects harmlessly from their ebony-wrought armour, then lashing out to lop heads with their spectral blades in reply. These horrific weapons are just as swiftly turned by Nagash upon the Archai's charge if evidence of treachery comes to light.





SOULBLIGHT VAMPIRES

Amongst the most fearsome undead are those afflicted by the Soulblight Curse. These creatures of the night do not devolve into mindless beasts or shambling, rotting horrors. They retain the illusion of mortality, even as they gain unnatural strength and speed, and an unquenchable thirst for fresh blood.

PRINCE VHORDRAI

Wherever the skeletons of shattered fortresses scar the earth, wherever abandoned, doom-shrouded citadels or ancient, tumbledown castles loom upon the horizon, the curse of the Crimson Keep can manifest. The sky will darken with swirling clouds of carrion-bats. The earth will crack and flake like dried gore, and a scarlet glow will envelop these forgotten strongholds. Stone by stone, tower by tower, they will shift and warp into a red-walled keep, colossal and imposing, dominated by a great black-iron gatehouse. This is the lair of Prince Vhordrai, the feared Lord of the Crimson Keep. From this dread citadel he launches his crusades against the living, riding forth upon the great undead dragon Shordemaire to despoil and destroy.

Vhordrai is the first amongst Blood Knights, venerated as nothing less than a saint of slaughter by these undead cavaliers. His crusades of blood are the stuff of legend amongst their knightly orders. Many Blood Knights still regard it as a pilgrimage to seek out the Crimson Keep, and feast on the blood of worthy foes at the prince's side.

Yet Vhordrai is as much a prisoner as he is a conqueror. During the darkest days of the Age of Chaos, when Nagash's physical form was shattered by Archon and the forces of Chaos overran Shyish, Vhordrai saw an opportunity to be rid of the Great Necromancer. In Nagash's moment of weakness, the vampire sought to steal away what remained of his form, and to hurl that ragged remnant through

the corrupted Realmgate of Yulghuan. His plan was to let the Dark Gods feast on the essence of Nagash, if they so desired – this time, there would be no resurrection for the God of Death. It was Arkhan the Black, loyal as ever to his deathless master, who foiled Vhordrai's plans, defeating the traitorous vampire's armies and entombing him in a coffin made from Shyishan realmstone. There Vhordrai languished for an age, denied the taste of blood but kept from oblivion by the death magic resonating from his prison. When the resurgent Nagash finally released Vhordrai, the vampire was half insane.

This was no act of forgiveness, for such is anathema to the Great Necromancer. Ever practical, Nagash sought to punish his general for his betrayal, but still desired to make use of his martial talents. Thus, he worked a spell that bound Vhordrai to his dread citadel forever. Though the Crimson Keep could emerge in any corner of the realms sufficiently saturated in death magic, its castellan would be condemned to an agonising final death if he strayed from its walls for more than a day. In this way Vhordrai could be kept on a short leash by Nagash. Vhordrai rages at his bondage, even as he delights in bringing ruin and death to the Great Necromancer's enemies. He is Nagash's armoured fist, a blunt instrument of death who rides forth with his Blood Knight retinue to slaughter and terrorise those who displease the God of Death.

THE SOULBLIGHT CURSE

Bearers of the Soulblight Curse are granted eternal life, formidable strength and unnatural resilience, but these gifts come at a terrible cost. The blighted suffer from insatiable hunger, and must glut themselves regularly upon fresh blood lest they lose themselves to their predatory urges and become little more than a ravening monster. There are all manner of folk stories and old wives' tales that tell of a vampire's fatal weaknesses, but in truth most of these are apocryphal. Neither swift-flowing rivers nor scattered seeds of sourwort pose a concern for vampires, and while they despise bright daylight it does not cause them to burst into flame. In any case, their preference for glooming darkness can be satisfied by the summoning of vast swarms of carrion bats to block out the sun. Ultimately, only the total destruction of a vampire's physical form can end its existence. Such a task is easier imagined than achieved.



COVEN THRONES

Granted immortality, many vampires aspire to a certain level of luxury in the belief that they are superior to all living things. These undead elite do not wade through the mud and grime of the battlefield, or lower themselves to ride some mindless, stinking beast. Instead, they are borne by nightmarishly opulent Coven Thrones. Crafted from bone and sinew, bound together by the darkest magic, these ornate carriages are held aloft by the tormented souls of the vampires' victims.

Regal and beautiful, a Vampire Queen reclines at the rear of the throne, idly sipping from a goblet of blood while she surveys the carnage of battle. Her handmaidens accompany her, each a creature of dark and beguiling aspect. They ensnare helpless mortals with their bewitching gaze, drawing them close where they can be pulled in and devoured. Should they catch a particularly impressive specimen, the queen will claim the unfortunate soul for herself, administering the Soulblight curse. This newborn vampire will serve the Vampire Queen as her paramour and champion for as long as they continue to amuse her.

The Vampire Queen's handmaidens are not only chosen for their astonishing beauty, but for their skill at augury and divination. Each Coven Throne bears an enchanted bowl filled to the brim with the blood of innocents. Within its swirling depths these vampires can glimpse visions of the future, allowing their queen to stay a step ahead of her enemies at all times.



BLOODSEEKER PALANQUINS

For some Soulblight vampires, the consumption of blood has become more than an unnatural imperative; it is an obsession that dominates every moment of their existence. These creatures are known as Sanguinarchs to their kin, though they also go by the title of Bloodmother or Red Widow in some corners of the Mortal Realms. To them, the pursuit of the perfect taste is high art. Sanguinarchs are often more deeply embedded in mortal society than many of their

kind, commonly posing as wealthy socialites or aristocratic eccentrics. The more circumspect of their number will spend centuries manipulating the dynastic structure of mortal kingdoms, arranging marriages and contriving liaisons between favourite bloodlines to ensure a piquant blend of flavours that is aged and refined over the generations. Others prefer a more immediate approach, and will take to the battlefield alongside great hosts of undead creatures in order to collect and sample the vitae of rulers, champions and noble warriors.



Seated upon the macabre luxury of a Bloodseeker Palanquin, the Sanguinarch directs her spectral bearers into the fray, enjoying the orchestra of screams unleashed by the banshees bound to her conveyance. Rivals, victims or thralls rewarded for their service with an eternity of torturous bondage, these unquiet wraiths hate the living almost as much as they despise their master. As their spirit-blades slice the enemy apart, the Sanguinarch catches sprays of blood in her chalice, judging whether it is worthy of her refined palette.

The exquisite brew that a Bloodseeker Palanquin bears to the battlefield is utterly intoxicating to other Soulblight vampires, who find their senses tantalised and their bloodlust rising to new heights. As the Sanguinarch watches delightedly, they fall upon the foe in an orgy of slaughter that stains the ground a deep crimson.

VAMPIRE LORDS

Across the Mortal Realms there are countless kingdoms and baronies ruled over by cruel Vampire Lords, whose living citizens exist as mere cattle for their masters. Few of these tyrants are able to control their horrific appetites for long, and so they march to war often, seeking new lands to subjugate and fresh victims to drink dry.

These creatures of the night vary greatly in appearance, often taking on aspects of the realms that they call home. While many vampires embrace the trappings of aristocracy, living in decadent luxury as they prey upon mortal-kind, others see no reason to hide their true nature.

The bestial, tribal chieftains of Ghur are savage and animalistic, their bodies covered in coarse hair and their fangs huge and jagged. By contrast, the ash vampires of Aqshy's Parching Wastes are pale-skinned and skeletally thin, their eyes pits of black and their claws as long as knives.

Vampire Lords have no need of living troops to make up their armies. The Soulblight curse commonly grants the afflicted an instinctual affinity with death magic, and they use this power to assemble vast hosts of the dead. These unliving troops not only act as effective disposable infantry, but also sow an atavistic terror amongst the foe that the vampires find invigorating.

Once the enemy is surrounded by clawing undead, Vampire Lords will indulge their passion for slaughter and mayhem. Eternal life has granted these creatures the opportunity to master the art of personal combat, and they number amongst the most formidable swordmasters in the realms. They will stride into the thick of battle to slice apart their prey, driving themselves into a frenzy as a scarlet rain splatters across their armour.

Vampire Lords are resilient enough to endure all but the most horrific wounds. Even if they are grievously injured, a draught of blood drained from an unfortunate mortal's veins will repair torn flesh and restore their murderous vitality in short order. Some even carry profane Chalices of Blood into battle, jewelled cups filled with potent vitae drained from particularly pious or honourable victims.

Many Vampire Lords, proud of their noble lineage, go to war upon nightmarish steeds, accompanied by a household guard of their ravenous kin. These dread cavaliers delight in the sensation of bodies crumpling under the iron-shod hooves of their steeds, and savour the screams of their prey as they run them down.

BLOOD KNIGHTS

Blood Knights are the elite cavalry of the Vampire Lords, Soulblight-cursed warriors mounted upon fell steeds, who bear lances and swords of ornate design. Chosen from their master's favoured get, they are terrifyingly potent warriors, capable of crushing entire enemy formations with the weight of their charge. Each has trained in the art of cavalry warfare for centuries, and uses the fearlessness of their Nightmare mount to smash a path through the most tightly packed battle line, revelling in the splatter of blood as they hack down their prey with practised ease.

Though Blood Knights often taken the role of an elite household guard, there are many questing bands of these undead cavaliers roaming the realms in search of glory and honour. They adhere to a strict warrior code, believing that only by mastering their innate bloodlust can they achieve martial perfection. Nonetheless, their concept of honour can seem perverse to their victims. There are tales of roving bands of these deathless champions vowing to rid settlements of the threat of rampaging monsters, only to demand a tithe of innocent civilians upon their return.



VARGHEISTS

Vargheists are the darkness in a Soulblight vampire's heart made manifest, the beast inside let loose to kill and slake its thirst with wanton abandon. These winged, bat-like abominations tower above their more civilised kin, their monstrous forms rippling with corded muscles strong enough to tear a man in half, jaws stuffed with huge yellowed fangs. When they scent prey, Vargheists will pursue it with single-minded ferocity. They swoop down from the skies upon their terrified victims, tearing and slashing them apart before lapping up the blood from their ravaged corpses.

Vargheists are spawned when a vampire is denied blood for too long – often as a form of torture at the hands of ruthless kin – and once they are turned, there is no reversing the process. Blood starvation is a common punishment among vampires, many of whom find the concept of losing one's mind to the monster within entirely repugnant. However, there are some who consider the transformation a form of sacred ascension. The Avengorii, a Soulblight dynasty from the Sascathran Dunes in the Realm of Beasts, honour their champions with *mas'ranga* – a ritual in which the individual willingly submits to being bound by heavy chains and are suspended face-down above a pool of boiling blood. This self-imposed torment drives their inner beast into a frenzy, accelerating the transformation process. Only once the metamorphosis is complete do they possess the strength to break free of their shackles, plunging into the bubbling vitae and quenching their ravenous thirst in great gulps.

FELL BATS

Fell Bats are monstrous carrion-beasts that have feasted upon corrupted carcasses, causing them to swell to grotesque proportions and stoking within them an insatiable hunger for fresh meat. These are no natural creatures of the realms – each is large as a man from nose-tip to tail, and possesses a pair of muscular, leathery wings so strong that the beast can haul a struggling victim into the sky. A single bite of a Fell Bat's oversized fangs can crunch through flesh and bone in a fountain of gore.

BAT SWARMS

When Soulblight vampires march to war, they do so in the shadow of immense flocks of chittering bats. So vast are these living clouds that they cast the battlefield in writhing darkness, which serves their masters all the better. Slaved to a vampire's will, these swarms attack the foe if so directed – a few such creatures are no more than a nuisance, but gathered in sufficient numbers they can inflict significant casualties upon massed formations, swarming over their victims and sucking their blood dry within minutes.





NIGHTHAUNT SPIRITS

In a flood of roiling ethereal energies, unquiet spirits boil up from the underworlds, seeking to take out their hatred upon the living. Scythe-wielding horsemen and ghostly war machines advance under a cloud of shrieking spectres, leaving nothing but the withered corpses of their victims in their wake.

CAIRN WRAITHS

The terrifying spectres known as Cairn Wraiths were once notorious mass murderers and executioners. Death became so familiar to these cold-hearted killers during their mortal life that they yearned to continue their reign of terror in death. Clad in swirling, shadowy robes and wielding wicked scythes, they delight in hacking down mortal warriors and watching the souls seep from their ruptured bodies. Any foe that attempts to strike back at a Cairn Wraith finds to their horror that their weapon barely makes an impact against the spirit's night-black

form. Such brave souls rarely have time for a second strike before the Wraith's glowing scythe whips across to strike their head from their shoulders.

BANSHEES

Tomb Banshees are the anguished shades of those who were betrayed or tormented in life by those closest to them, and are now driven solely by the desire for retribution against all living things. Such is the power of their sorrow and spite that they are anchored to the material realm, often dwelling amidst the ruins of their former homes and preying upon any mortals foolish

enough to trespass into their domain. Many wielders of dark magics seek to recruit these spirits into their undead armies, for they are deadly opponents – a Banshee's soul-rending scream can freeze the blood of mortal beings in their veins, killing them instantly.

HEXWRAITHS

Amongst the most feared Nighthaunt spirits are the fell riders known as Hexwraiths, ghostly figures that charge forth from the underworlds in search of souls to claim. Each of these creatures was a proud, cruel knight in life, and they maintain their fearsome





fighting skill in death. A single swipe of their spectral scythes can cut the cord between a soul and mortal flesh. The flickering flames that surround Hexwraiths are in fact the smouldering remnants of the souls these spirits have stolen during their rampages.

The Hexwraiths' incorporeal nature grants them protection against conventional weaponry, and allows them to hurtle through mountains, forests and castle walls alike without slowing. Rising into the air to pursue the enemy, their cruel laughter echoes across the battlefield as their terrified foes attempt to flee in vain.

BLACK COACHES

When a Soulbright vampire is slain, its physical form may crumble to dust, burst into flame or collapse into a mound of wriggling carrion-worms.

For the most powerful of their kind, even this does not necessarily spell the creature's end. Black Coaches are funerary carriages that bear the tattered remnants of a vampire's physical form, preserved by foul necromantic ritual. Driven by a Cairn Wraith and powered by the vampire's undying will, each Black Coach seeks out places of slaughter and battle. There, its dormant occupant can feed upon the energies of death, drinking in the aura of agony and grief and growing stronger with every passing moment.

The Black Coach will rumble towards the living with unnatural speed, crushing them beneath its ironbound wheels even as the Cairn Wraith slices its victims apart with a headsman's scythe. So thick does the aura of death about the Black Coach grow that the unholy carriage becomes a lodestone of

dark magic, swollen with necromantic energies and all but impossible to stop.

SPIRIT HOSTS

Spirit Hosts are a common sight amongst armies of the dead, sweeping above the shambling legions in a swirling nimbus of soul-stuff. These are the spirits of the damned, stripped of body and identity and merged into roiling clouds of ethereal energy, within which half-formed faces and grasping claws can be glimpsed. Spirit Hosts know nothing but a cold hatred for the living, for in mortal-kind they recognise a flicker of all they have lost. Despite their incorporeal nature, these entities are deadly in combat – their spectral weapons rend not flesh, but the very soul. The merest touch from such a blade can still a beating heart, literally frightening the life from the unfortunate victim.





THE DEATHRATTLE LEGIONS

The creak and clatter of bones and ancient iron heralds the advance of the Deathrattle legions. Skeletal warriors bedecked in relic armour march lockstep into the thick of battle, eyes blazing with baleful light as they dispassionately butcher the foe.

WIGHT KINGS

Scattered across the Mortal Realms are kingdoms of the grave, barrow-empires ruled over by ruthless undead despots. In life, these Wight Kings were great conquerors and generals who crushed nations beneath their iron-shod boots. Their hunger for war remains undiminished in death, and so they march at the head of vast skeletal armies, vanquishing all in their path. The living are either subjugated and enslaved, or slaughtered outright before being raised by the Wight King's fell powers to join his army of conquest.

Many mortal kings and emperors have made the mistake of assuming that the undead hosts assailing their realms are simply a mindless, swarming mass. In fact, under the command of a Wight King, Deathrattle legions are capable of precise and subtle manoeuvres that rival those of living armies. The sprawling phalanxes brought forth by these deathless tyrants obey their master's will unquestioningly and exactly. With feints, counter-assaults and flanking attacks, the Wight King will out-think and outfight its naive mortal enemies, stamping the life from their lands with grim and relentless inevitability.

Wight Kings are not only great generals and tacticians, but also formidable warriors. They possess an unnatural

resilience, for their antiquated armour has been blessed by dark magic, and their yellowed bones are as tough as cold iron. Centuries of warfare have forged them into masterful duellists, and they move with astonishing speed for beings so ancient. They wield relic weapons that bear vortal curses, dread blades that seek to strike the heads from their victims.

Wight Kings are fiercely proud and independent, and loath to bend the knee to any master – save, of course, for Nagash, whose domination can not be contested. Many vampires and Necromancers have arrogantly sought to bind these undead rulers to their will, only to discover to their horror that even their dark magic holds no sway over the Wight King's fearsome will. Such beings are sentenced to particularly cruel punishments for their arrogance.

Wiser heads seek to forge alliances with the Deathrattle monarchs based on the assurance of new lands for them to conquer, and the gift of fallen warriors with which they can bolster their skeletal armies. The Wight King Cortek has long served Queen Neferata, Mortarch of Blood, for under her guidance his domain has increased tenfold, and his ranks have swollen greatly with the risen corpses of her victims.

BLACK KNIGHTS

Black Knights were once noble scions, peerless cavaliers who galloped at the head of vast conquering armies. Now they are lifeless martial champions who ride and kill in service to their Wight King. They fight from the back of skeletal war steeds, charging into the enemy ranks with bone-cracking force, impaling their foes with expert thrusts of their long lances, or crushing them beneath the grinding hooves of their deathless mounts.

GRAVE GUARD

The Grave Guard are the elite infantry of the Deathrattle empires. Clad in ancient, pitted armour and wielding blades cursed by the darkest sorceries, they sweep through their foes like a freezing gale, cutting the enemy down with a ruthless precision honed by countless centuries of warfare.

Long ago, the Grave Guard were entombed alongside their lord. Grim rites were enacted over their corpses and battle-worn accoutrements to ensure that these warriors would continue to serve their master faithfully even in death. Their armour was blessed with fell enchantments, allowing the iron to turn aside wicked blows even as it grew rusted and worn through the ravages of time. Their weapons were woven with spells of darkness and despair, saturated



with malignant magic. In battle, each strike of these cursed blades severs the thread between soul and mortal flesh, dropping the lifeless body of their victim to the floor and dispatching their immortal spirit to the underworlds.

SKELETON WARRIORS

The skeletal populace of the Deathrattle kingdoms go to war at their king's command, arming themselves with pockmarked spears and blades, before mustering in perfect order beneath their deathless master's banners. Such a host is a truly chilling sight to witness; endless ranks of fleshless, grinning warriors, advancing in chilling synchronicity and utter silence to slaughter the living. There is no respite against this onslaught. Completely lacking pity or remorse, skeletal warriors will continue to kill until ordered to cease, hacking and stabbing tirelessly at their foes with no thought to their own protection.

In a grim mockery of mortal society, skeletons make up the majority of slaves and workers in the Realm of Death, and in shadowy kingdoms across the Mortal Realms. They have no need of rest, nor food or water, and thus may be worked until their very bones crumble and collapse. When their masters are not at war, they strip forests of wood, forge armour and weapons, and build great tomb-complexes and palaces in honour of their rulers. It is only when the haunting wail of battle-horns sounds that they abandon their civilian tools and take up corroded weapons, ready to fight for their liege.

The incantations that bring a skeleton to life may remain the same across the Mortal Realms, but the appearance of the risen dead can differ dramatically. Skeletons raised from the gloomy corpses of Ghyran are often riddled with corpse-fungi and creeper vines, which writhe obscenely between their mouldering bones. Necromancers native to Chamon often gild their undead servants with precious metals

and gems. Those of Aqshy are fond of wreathing their minions in ever-burning flames, enjoying the terrified screams as ranks of blazing skeletal warriors charge into the enemy, enveloping their victims in a crushing, burning embrace.





DEATHMAGES AND DEADWALKERS

Many wizards turn to the necromantic arts in search of power, sacrificing their mortal soul in exchange for mastery of deathly magic. These vile sorcerers call forth rotting corpses and the putrid remnants of carrion-beasts from the grave, turning them upon the living with sadistic delight.

NECROMANCERS

There are many reasons why a mortal might become entranced by the study of necromancy. Many savour the prospect of revenge, of raising vast armies of the dead to bring ruin down upon those who slighted them. Others seek immortality. For some, their

reasons were noble, and they sought only to restore life to beloved family members. Whatever their intentions, all are eventually corrupted by the twisted powers they call to hand. Each fresh horror they witness numbs them to the atrocities they are committing in the pursuit of their obsession.

Soon, they come to hold nothing but contempt for the living, seeing them as little more than specimens for their vile experiments. Whatever humanity they once possessed withers and dies, replaced by burning ambition and an unquenchable thirst for forbidden knowledge. Suffused with deathly magic, these creatures live far beyond their years, their skin growing pale and cold as a corpse, their hair thinning and their teeth yellowing. Eventually their withered heart ceases to beat, and they themselves become something neither alive nor truly dead, a sadistic monster that feeds upon suffering and loss.



In exchange for this erosion of their mortal soul, Necromancers are granted fearsome arcane power. They can animate dozens of corpses with a simple utterance, blast foes with lances of necrotic energy, and summon shields of bone to protect themselves from missiles. Enemies attempting to get close enough to strike a Necromancer are dragged down and torn apart by his undead minions. Slain foes swiftly rise again, eyes gleaming with witch-light, and fall upon their former comrades.

MORTIS ENGINES

The bodies of truly ancient Necromancers are so saturated with forbidden power that they radiate a potent aura of death magic. The remnants of these feared liche-lords



are often entombed within reliquaries known as Mortis Engines. Crafted from fused bone and sinew, these horrifying necro-arcane devices are powered by the baleful emanations unleashed by their host, and soar across the battlefield upon a roiling tide of spirits, the hateful souls of those that the Necromancer has bound to his eternal service. These wrathful spirits are watched over by a Corpsemaster, a deathless attendant immune to the withering death energies that pulse from the reliquary.

CORPSE CARTS

Armies of the dead are often accompanied to battle by the vile abominations known as Corpse Carts. These rickety wagons are stuffed with a groaning, shifting pile of carrion, and drawn by impaled corpses. At the rear is mounted an Unholy Lodestone, a profane relic saturated with necromantic energy. These carts are driven by withered creatures known as Corpsemasters, whose task it is to direct their foul conveyance to weak points in the undead line, where the foul energies holding rotten flesh and bone together have begun to dwindle. Some Corpse Carts are lit by braziers that burn with infernal flame. The smoke from these balefires contains particles of corrupted realmstone that sear the minds of enemy wizards, causing agony and temporary insanity.

ZOMBIES

Zombies are mindless, shambling corpses, given motion by the power of death magic. Raised from among the recently deceased, they are unsettling foes indeed, for they reek of the grave



and still bear a harrowing semblance to their living selves. Though they are clumsy and slow, possessing only the strength of their former mortal being, they are utterly tireless and immune to fear. If so ordered, a Zombie will pound upon a fortress gate until its bones shatter and its flesh tears, or march unflinchingly through a wall of searing flame. They will drown their foes with sheer weight of numbers, clawing and tearing at eyes, and sinking their rotten teeth into throats. Worse still, every living being butchered by a Zombie can then be brought back to life in turn, joining the ranks of the undead.

DIRE WOLVES

It is not only the rotting carcasses of the mortal races that can be raised by the power of death magic. Beasts of the wild, too, make deadly servants. Dire Wolves are raised from the remains of slaughtered pack hunters, and retain their powerful sense of smell and bone-crushing bite. Undeath also grants them endless reserves of stamina. Soulbright vampires have a particular fondness for raising these ravenous creatures, and often take part in macabre hunting trips alongside their undead hounds, with terrified mortals taking the place of fleeing game.



BEASTS OF THE GRAVE

Hulking monsters cast their shadows across the Mortal Realms, razor-fanged beasts whose desiccated flesh carries the sickening stench of the grave. Animated and empowered by dark sorcery, these deathless behemoths possess the strength to tear an ogor in two with a single motion.

TERRORGHEISTS

In aeons past, gigantic chiropterans soared in the skies above the Mortal Realms upon sail-like, membranous wings, leeching the lifeblood of colossal grazer-beasts and other megafauna. The cadaverous abominations known as Terrorgheists are all that remains of these once-mighty beasts. Now they are creatures of death, compelled to waken from their eternal slumber by necromantic magic and driven by a voracious hunger they can never sate.

The sword-length claws and massive jaws of a Terrorgheist are formidable weapons, but it is the creature's heart-stopping scream that makes it truly feared. As it drops out of the sky towards its prey, the Terrorgheist unleashes its killing shriek. Many of those who hear this dire sound are slain on the spot as their skulls come apart under the agonising pressure. Those few that survive are left reeling and near deaf, helpless as the Terrorgheist carves them apart.

Should a Terrorgheist be brought low by blade or spell, its body will burst as the dark energies holding its form together are violently discharged in a torrent of foetid juices and jagged shards of bone. The victory cries of the beast's slayers swiftly turn into terrified screams, however, for the flock of carrion-bats living parasitically within the Terrorgheist's cavernous ribcage will burst from its carcass in a chattering cloud, eagerly seeking a feast of fresh blood.





ZOMBIE DRAGONS

Existing in every aspect and variety depending on their environment, dragons are amongst the most majestic and fearsome creatures in the realms, able to decimate entire formations of warriors with a single gout of fiery breath. Though these legendary beasts are remarkably long-lived, they are not immortal. Scattered across the realms are solemn, secluded boneyards where dragons go to die, and to rest eternally amongst their kin.

Such sites are of particular interest to Necromancers and Vampire Lords, who covet the power and prestige of these draconic beasts. By weaving rituals of debasement and sacrifice, powerful wielders of necromantic magic can

raise the mouldering corpses of dragons, investing them with unnatural strength and tireless ferocity. Zombie Dragons possess no sentience of their own; they are held together only by the will of their master. Should its creator be slain, the magic providing the beast's unholy animus will dissipate, and its immense corpse will slump to the ground, inert.

Though their wings may be tattered and rotting, and their flesh ridden with corpse-worms, Zombie Dragons are no less deadly in undeath than they were in life. Blades and arrows deflect harmlessly from their coarse hides and sturdy bones. Their claws and huge fangs can puncture the thickest metal armour with ease, and the sheer force

of their impact from on high can crush whole regiments into bloody paste. Worse still, even the dragon's flaming breath has not escaped corruption in undeath, and now manifests as a pestilential gale that transforms the living into withered husks.

Many Vampire Lords consider Zombie Dragons to be the only mounts befitting their regal status. The combined might of Soulblight rider and undead monstrosity is enough to break the back of almost any army. As the Zombie Dragon descends to the earth with a ground-shaking impact, scores of warriors are flung through the air, broken and scattered, even as its fanged rider lops limbs and heads with both ancient skill and horrifying savagery.





ARMIES OF THE DEAD





The Great Necromancer Nagash summons his undying legions from their slumber. Grasping rust-tipped blades and battered shields, these warriors of tomb and barrow march forth to slay in the name of their eternal master.





Borne in majesty upon her Bloodseeker Palanquin, the Sanguinarch known as Vinhela the Ever-Thirsting leads a relentless assault against the Daemonettes of Slaanesh that have invaded the Shyish Innerlands.



A Terrorgeist unleashes its heart-stopping death shriek as it crawls from the ruins of ancient Penultima.



Arkhan the Black, first of the Mortarchs, feasts upon the souls of the living to fuel his immortal power.



The fearsome Prince Vhordrai, Lord of the Crimson Keep, ventures forth from his gloom-shrouded lair alongside a Bloodseeker Palanquin, seeking the finest draughts of mortal blood for his feast tables.



A Vampire Lord mounted upon a Zombie Dragon leads a retinue of loyal Blood Knights in a quest for fresh blood.



Vargheists are hulking, leather-winged beasts that rip and tear their prey apart in an animalistic frenzy.



Accompanied by a flight of winged terrors, Mannfred von Carstein descends upon an ancient mausoleum. At the Mortarch's command, long-dead warriors stir from their centuries-long rest to swell the ranks of his Legion of Night.



'EAVY METAL



Nagash is clad in Morikhane, the Black Armour, and bears Alakanash, the Staff of Power.



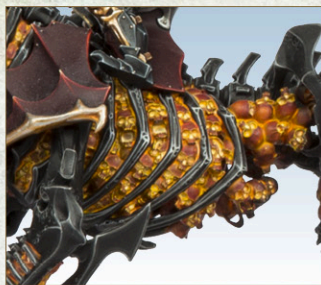
Zefet-nebtar, the Mortis Blade, is sheathed here in its grisly scabbard.



The Nine Books of Nagash are a matchless source of necromantic lore.



Nagash, Supreme Lord of the Undead



Ashigaro's form is crammed with the skulls of the meek.



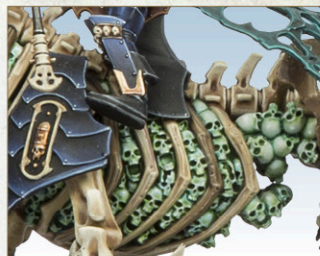
Spiteful revenant spirits swirl around Mannfred's mount, lashing out at the living with spectral blades.



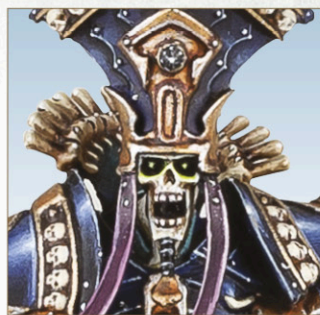
Mannfred von Carstein, Mortarch of Night



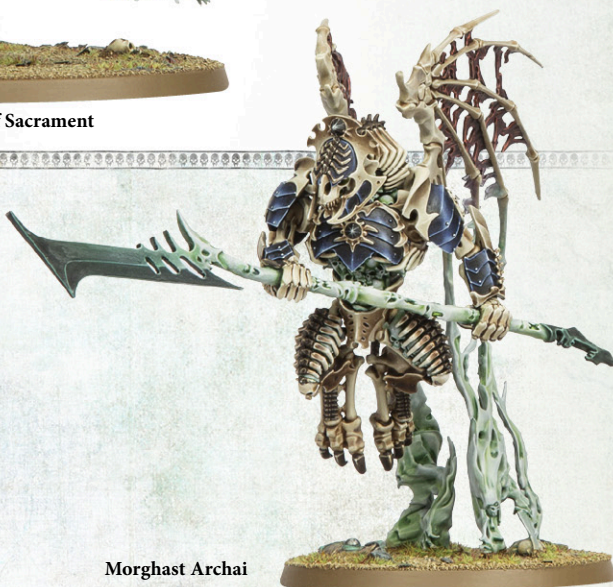
Arkhan the Black, Mortarch of Sacrament



The dread abyssal Razarak is hungry for the souls of traitors.



Arkhan's darkly ornate armour is an echo of his master's own.



Morghast Archai



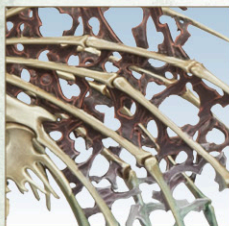
Neferata, Mortarch of Blood



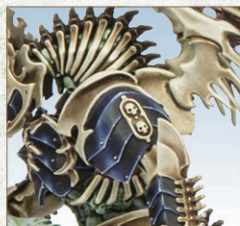
The Mortarch of Blood's dark majesty is accentuated by her opulent robes.



Neferata's morbidly extravagant headdress is an ostentatious symbol of her royal status.



Morghasts swoop into battle on tattered wings.



The ebon-wrought armour of the Morghast Archai



Morghast Harbinger



THE TWILIGHT SCOURGE

The Twilight Scourge is among the most feared of Mannfred von Carstein's armies of terror. At his command it has cut a swathe of torment across the Mortal Realms, leaving only darkness, ruin and the flayed corpses of countless victims in its passing.

Mannfred von Carstein himself often leads the Twilight Scourge into battle, mounted upon his dread abyssal Ashigaroth and accompanied by a retinue of Morghests – fearsome killers in thrall to Nagash, who rarely

leave von Carstein's side. As battle approaches, the skeletal ranks of the Coldshield March arrange themselves into a grinding phalanx bristling with rust-tipped spears, relentlessly driving the foe before them. At the head of this

host strides the ambitious and cruel Wight King Vorklain, accompanied by his elite guard of Black Knights and Grave Guard. At his side marches the wizened Necromancer Korsk and his Corpse Cart – a locus of necromancy



which lends awful strength to his magic. A Mortis Engine further shrouds the battlefield in a chilling aura of death. While the legions of the Coldshield pin the enemy formation in place, fell beasts fall from the sky to tear at its flanks. The Terrorgheist known as Old Daggertooth crushes scores of warriors beneath its rotting bulk, while flights of Vargheists bound into battle. These frenzied creatures are held in check by the will of the Vampire Lord Culchir, Master of the Bloodhunt.

1. Mannfred von Carstein
2. Vampire Lord
3. Wight King
4. Mortis Engine
5. Corpse Cart
6. Necromancer
7. Morghast Archai
8. Morghast Harbingers
9. Grave Guard
10. Black Knights
11. Skeleton Warriors
12. Vargheists
13. Terrorgheist





PAINTING YOUR LEGION

A fully assembled and painted Legions of Nagash collection is a vision of macabre splendour, blending darkly gothic iconography with gruesome, flesh-and-bone horror. In the following pages you will find a painting guide and several essential techniques for bringing your undead army to life.

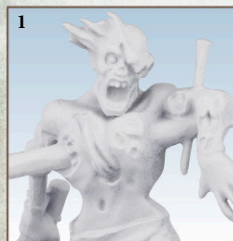
For many, one of the most enjoyable aspects of the Warhammer hobby is painting their models. Whether you choose to collect one of the armies presented in this book, or invent a colour scheme of your own, the tips on these pages will help you paint your collection to a standard worthy of the Great Necromancer.

BONE



Undercoat with Corax White Spray, then wash with Seraphim Sepia. Layer the raised areas with Ushabti Bone, and finish with a drybrush of Pallid Wych Flesh.

ZOMBIE FLESH



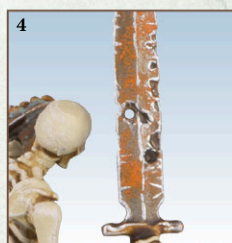
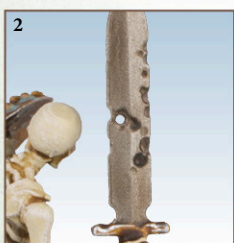
To begin, spray the model with an undercoat of Corax White.

Next, apply an all-over wash of Athonian Camoshade.

Layer with Rakarth Flesh, avoiding the recesses where the shade has gathered.

Finally, apply an edge highlight of Pallid Wych Flesh.

RUSTED BLADES



Apply a basecoat of Leadbelcher.

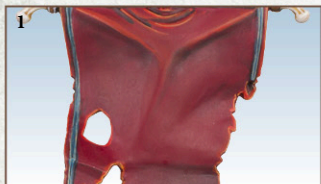
Follow with an all-over wash of Agrax Earthshade.

Next, stipple on patches of Ryza Rust.

Finally, edge highlight with Stormhost Silver.



LEGION OF BLOOD BANNER



1 Basecoat with Khorne Red, shade the folds with Nuln Oil, and then highlight the raised areas with Evil Sunz Scarlet.



2 Next, carefully apply two thin lines of Ushabti Bone using an S Layer Brush.



3 Using the same method, add several more thin, curved lines to form a ribcage shape.



4 Using the existing lines as a guide, fill out the shape with Ushabti Bone.



5 Apply Khorne Red to the indicated areas, cutting into the symbol to sharpen its edges and give it depth.



6 Finally, highlight the edges of the symbol and paint circles into its holes with Pallid Wych Flesh.

BRASS VERDIGRIS



1 Basecoat the metal sections with Brass Scorpion.



2 Wash all over with Agrax Earthshade.



3 Apply an edge highlight of Stormhost Silver.



4 Finish by applying Nihilakh Oxide to the recesses.

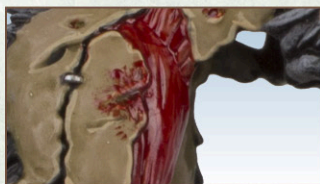
DIRE WOLF



Flesh: Basecoat with Baneblade Brown, shade with Athonian Camoshade, then highlight with more Baneblade Brown.



Fur: Basecoat with Abaddon Black, then drybrush with Skavenblight Dingo followed by Administratum Grey.



Muscle: Basecoat with Bugman's Glow, and then apply an all-over layer of Blood for the Blood God.



VAMPIRE FACE



1
Begin by undercoating the head with Corax White Spray.



2
Apply an all-over wash of Reikland Fleshshade.



3
Layer with Pallid Wych Flesh, avoiding areas where the shade has gathered.



4
Apply an edge highlight of White Scar to the most prominent details.



5
Fill in the eyes and mouth with Rhinox Hide.



6
Carefully pick out the eyes and teeth with White Scar.



7
Add dots to the eyes with Abaddon Black.



8
To finish, smear the vampire's mouth with Blood for the Blood God.

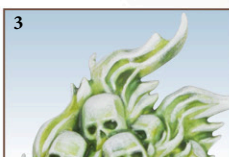
BALEFIRE



1
Over a Corax White undercoat, add an all-over wash of Biel-Tan Green.



2
When the wash has dried, glaze the area with Lamenters Yellow.

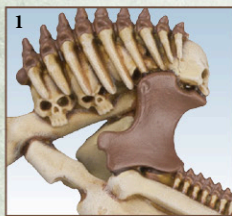


3
Next, add a layer of Ulthuan Grey to the skulls and raised areas of flame.

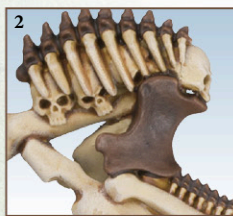


4
Finish with an edge highlight of White Scar.

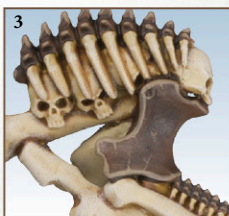
PETRIFIED BONE



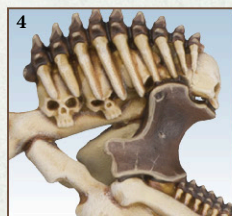
1
Start with a basecoat of Gorthor Brown.



2
Next, apply an all-over wash of Agrax Earthshade.



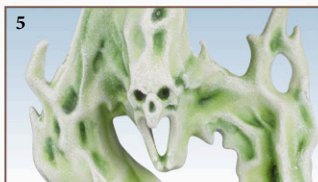
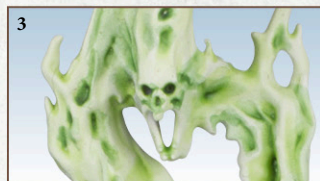
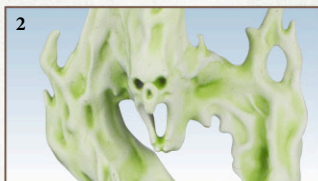
3
Add an edge highlight of Baneblade Brown.



4
Finish with another, thinner highlight of Karak Stone.



SPIRITS



Over a Corax White undercoat (1), apply an even blend of Waywatcher Green and Lahmian Medium (2). Apply a wash of Biel-Tan Green into the recesses (3). Drybrush with Ulthuan Grey (4), and finish with a highlight of White Scar (5).

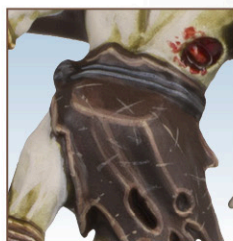
SPECIAL EFFECTS



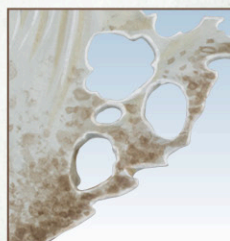
Liberally apply Blood for the Blood God to create the effect of dripping gore.



Typhus Corrosion is a great technical paint for adding patches of grime and dirt.



Create scratches and tears with the same paint colour used to highlight the area.

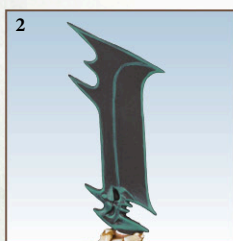


Carefully dab fabric areas with Agrax Earthshade to give a dirty, stained look.

MORGHAST BLADES



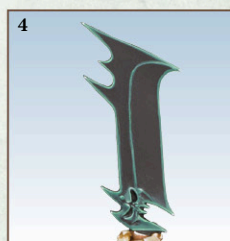
Begin by applying a basecoat of Abaddon Black.



Edge highlight with Kabalite Green. Add a thin line down the centre of the blade.



Add a finer edge highlight of Sybarite Green, tracing the same lines.



Finish by adding several small dots of Ulthuan Grey.

DEATH ASCENDANT







FORCES OF DEATH

On the following pages you will find rules and abilities for your Legions of Nagash army. These include powerful allegiance abilities and items, exciting battleplans, and warscrolls and battalions that describe the relentless cohorts of Nagash's undead legions in games of *Warhammer Age of Sigmar*.

ALLEGIANCE

When you choose your army, you can also choose an allegiance for it. If you do so, you can use the allegiance abilities that correspond to the allegiance you have chosen.

If an army could have more than one allegiance, you must pick one to apply to it during the game. The allegiance you choose will apply for the duration of the battle, even if you add new units to the army during the battle that have a different allegiance.

GRAND ALLIANCES

An army can have allegiance to a Grand Alliance if all the units in the army are

part of that Grand Alliance (including any units that you assign a keyword to during set-up). On pages 74-75 you will find a set of allegiance abilities you may use if all units in your army have the **DEATH** allegiance.

FACTIONS

An army can have allegiance to a faction instead of a Grand Alliance if all the units in the army have the keyword for that faction, including any units that you assign a keyword to during set-up. For example, if all of the units in an army have the **SOULBLIGHT** keyword, then the army can have allegiance to the **SOULBLIGHT** faction instead of the Death Grand Alliance.

Similarly, if all the units in an army have the **LEGION OF NIGHT** keyword, then the army can have allegiance to the **LEGION OF NIGHT** faction instead.

LEGIONS OF NAGASH

When you are choosing your army, you may decide it is taken from one of the Legions of Nagash. If you do, choose one of the following faction keywords. All units and warscroll battalions in your army selected from this battletome gain that keyword.

- **GRAND HOST OF NAGASH**
- **LEGION OF SACRAMENT**
- **LEGION OF BLOOD**
- **LEGION OF NIGHT**





Battle Traits: An army united in undeath and marching beneath the same ragged banner receives powerful boons. See pages 62-69 for the battle traits available to armies taken from one of the Legions of Nagash.

Command Traits: Undead armies are an extension of their undying master's indomitable will, obeying their commands unquestioningly. Each of the allegiances detailed in this battletome has a selection of command traits available to its generals.

Artefacts of Power: Each legion holds a vast repository of fell magical items to aid in the domination of the living. Each allegiance has a selection of artefacts available to its **HEROES**.

NAMED CHARACTERS

Beings such as Nagash or Mannfred von Carstein are singular and mighty warriors, with their own unique

personalities and approaches to war. They may not be given any additional command traits or artefacts of power.

MOUNTS

Some heroes have a mount, such as a battle steed, a powerful monster that they can ride, or a massive war machine that they can stand upon. In all such cases, any command traits or magical artefacts can only be used to affect attacks made by the hero, and have no effect on attacks made by their mount unless specifically stated otherwise.

BATTLEPLANS

The Legions of Nagash have their own unique methods and tactics in war, often taking advantage of enemies unprepared for the horror of facing such relentless fighters. The battleplans on pages 76-79 allow you to conduct your army in the same manner as the famed generals of undeath.

PATH TO GLORY

On pages 80-84 you will find rules for playing a Path to Glory campaign. These enable you to field your Legions of Nagash miniatures as a formidable warband, and fight an immersive campaign in which your forces grow stronger with each victory. Included are warband tables to help you collect your army, as well as rewards tables for your champion and their followers.

WARSCROLL BATTALIONS

This section describes formations made up of several units that combine their strengths to gain powerful new abilities.

WARSCROLLS

This section describes the characteristics and abilities of the individual Legions of Nagash models and units.



ALLEGIANCE ABILITIES: GRAND HOST OF NAGASH

This section describes the allegiance abilities available to an army taken from the Grand Host of Nagash, including battle traits, command traits and artefacts of power.

UNITS

A GRAND HOST OF NAGASH army may include any of the units in this battletome. If Nagash is included, he must be the army's general.

ARTEFACTS OF POWER

If a GRAND HOST OF NAGASH army includes any **HEROES**, then one may bear an Artefact of Nagash. Declare which hero has the artefact after picking your general, and then pick which artefact the hero has. Alternatively, roll a dice on the table opposite to randomly generate one.

You may choose one additional **HERO** to have an Artefact of Nagash for each warscroll battalion in your army. The same model cannot have more than one Artefact of Nagash.

COMMAND TRAITS

If the general of a GRAND HOST OF NAGASH army is a **HERO**, they can have one of the command traits from the table on the right. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

MAGIC

All **WIZARDS** in a GRAND HOST OF NAGASH army know an additional spell from one of the Lores of the Dead (pg 70-71). If Nagash is included in the army, he instead knows an additional 3 spells from the Lores of the Dead.



COMMAND TRAITS

D6 Command Trait

- Master of Death:** Re-roll results of 1 (i.e. rolls of 1-2 on a D3) for friendly units affected by a Deathly Invocation ability that are within 12" of this general.
- Chosen Champion:** Add 1 to the Damage characteristic of melee weapons used by this general for attacks made against enemy **HEROES**.
- Bane of the Living:** Re-roll wound rolls of 1 for this general for attacks made against enemy units that do not have the **DEATH** keyword.
- Aura of Ages:** At the start of the combat phase, roll a dice for each enemy unit within 3" of this general. On a 4+ subtract 1 from hit rolls made for that unit until the end of the combat phase.
- Ancient Strategist:** Re-roll failed charge rolls for friendly **DEATHRATTLE** and **MORGHAST** units that are within 9" of this general.
- Lord of Nagashizzar:** Add 1 to the Attacks characteristic of melee weapons used by friendly **DEATHRATTLE** units that are within 6" of this general.

BATTLE TRAITS

The Unquiet Dead: After territories have been determined, but before any units have been set up, you may pick up to 2 points in your territory and up to 2 points anywhere on the battlefield to be gravesites. You may wish to place suitable markers on these points. Instead of setting up a **SUMMONABLE** unit on the battlefield, you can place it to one side and say that it is set up in the grave. You can do this with as many units as you wish.

At the end of your movement phase, for each **DEATH HERO** within 9" of a gravesite, you may pick a single unit in the grave and set it up wholly within 9"

of that gravesite and more than 9" from any enemy models. Any model that is unable to be set up in this way is slain. If a unit is still in the grave at the end of the battle, it is considered to be slain.

Gravesites have the following ability:

Invigorating Aura: At the start of your hero phase, pick a friendly **SUMMONABLE** unit within 9" of this gravesite. You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

ARTEFACTS OF NAGASH

D6 Artefact

- 1 **Deathforged Chain:** This spectral chain winds and twists through torn flesh and shattered bone, knitting the bearer's ruined form back together and allowing them to fight through catastrophic wounds.

At the start of your hero phase, the bearer heals 1 wound that has been allocated to it.

- 2 **Balefire Lantern:** This lantern burns with a sickly purple light, and discharges a noxious smoke which sears the minds of those who stray too close.

Subtract 1 from wound rolls for enemy units within 6" of the bearer. In addition, re-roll successful casting rolls for enemy WIZARDS within 6" of the bearer.

- 3 **Grave-sand Timeglass:** This unassuming memento mori contains the very sands of time, the captured span of a mortal life. With but a motion the bearer can cause their victim to age centuries in mere moments, eventually turning them to dust and ashes.

Whilst the bearer is on the battlefield, once per battle, in your hero phase, you can pick an enemy HERO on the battlefield. The enemy hero suffers D3 mortal wounds. At the start of each of your subsequent hero phases, roll a dice. On a 4+ the enemy hero suffers 1 mortal wound.

- 4 **Ossific Diadem:** This crown of blackened bone was crafted from the remains of an ancient Necromancer, and carries a fraction of that being's unholy power.

Roll a dice each time you allocate a wound or mortal wound to a friendly DEATHRATTLE model within 12" of the bearer. On a 6+ the wound is negated.

- 5 **Amethyst Shard:** This sliver of crystallised death magic radiates an aura of such horrific potency that it turns living flesh to dust.

Once per battle, in your hero phase, you can declare that the bearer will merge the shard with one of their melee weapons. Pick one of the bearer's melee weapons. Until your next hero phase, add 1 to hit and wound rolls made for that weapon.

- 6 **Terrorgeist Mantle:** This ragged cloak is crafted from the hide of an undead chiropteran and imbued with death magic, allowing the wearer to call upon the creature's lethal sonic screech.

In your shooting phase, you can declare that the bearer will unleash a death shriek. Pick an enemy unit within 10" of the bearer and roll 2 dice. If the total is higher than the enemy unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference.

Deathless Minions: Roll a dice each time you allocate a wound or mortal wound to a friendly DEATH unit within 6" of your general or another friendly DEATH HERO. On a 6+ the wound is negated.

Chosen Guardians: Add 1 to the Attacks characteristic of all melee weapons used by GRAND HOST OF NAGASH MORGHAST units.

Legions Innumerable: In your hero phase, you may roll a dice for each friendly GRAND HOST OF NAGASH SUMMONABLE unit on the battlefield. On a 5+ you can heal up to D3 wounds that have been allocated to it. For units with a Wounds characteristic of 1, return 1 slain model to the unit for each wound that would have been healed.

COMMAND ABILITY

The general of a GRAND HOST OF NAGASH army has the following additional command ability:

Endless Legions: If your general uses this ability, choose a gravesite within 9" of them. You may pick a friendly SUMMONABLE unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.

ALLEGIANCE ABILITIES: LEGION OF SACRAMENT

This section describes the allegiance abilities available to an army taken from Arkhan the Black's Legion of Sacrament, including battle traits, command traits and artefacts of power.

UNITS

A LEGION OF SACRAMENT army may include any of the units in this battletome, apart from Nagash. If it includes any MORTARCHS, then it must include Arkhan the Black, and he must be the army's general.

ARTEFACTS OF POWER

If a LEGION OF SACRAMENT army includes any HEROES, then one may bear an Artefact of Sacrament. Declare which hero has the artefact after picking your general, and then pick which artefact the hero has. Alternatively, roll a dice on the table opposite to randomly generate one.

You may choose one additional HERO to have an Artefact of Sacrament for each warscroll battalion in your army. The same model cannot have more than one Artefact of Sacrament.

COMMAND TRAITS

If the general of a LEGION OF SACRAMENT army is a HERO, they can have one of the command traits from the table on the right. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

MAGIC

All WIZARDS in a LEGION OF SACRAMENT army know an additional spell from one of the Lores of the Dead (pg 70-71).

COMMAND TRAITS

D6 Command Trait

- Emissary of the Master:** You can re-roll failed charge rolls for friendly DEATH units that are within 6" of this general at the start of the charge phase.
- Mark of the Favoured:** Each time this general is selected as the target of an attack in the combat phase, roll a dice. On a 6+ the attacking unit suffers a mortal wound.
- Dark Acolyte:** This general is a WIZARD that knows the Arcane Bolt and Mystic Shield spells, as well as a single spell from one of the Lores of the Dead. If this general is already a WIZARD, they may generate an additional spell from one of the Lores of the Dead.
- Mastery of Death:** At the start of your hero phase, all friendly DEATH units within 6" of this general may immediately make a move of up to 3" as if it were your movement phase. They may not run as part of this move.
- Peerless Commander:** This general may summon a unit from a gravesite (see below) whilst they are within 12" rather than 9".
- Bound to the Master:** This general may use Arkhan the Black's First of the Mortarchs command ability (pg 97).

BATTLE TRAITS

The Unquiet Dead: After territories have been determined, but before any units have been set up, you may pick up to 2 points in your territory and up to 2 points anywhere on the battlefield to be gravesites. You may wish to place suitable markers on these points. Instead of setting up a SUMMONABLE unit on the battlefield, you can place it to one side and say that it is set up in the grave. You can do this with as many units as you wish.

At the end of your movement phase, for each DEATH HERO within 9" of a gravesite, you may pick a single unit in the grave and set it up wholly within 9"

of that gravesite and more than 9" from any enemy models. Any model that is unable to be set up in this way is slain. If a unit is still in the grave at the end of the battle, it is considered to be slain.

Gravesites have the following ability:

Invigorating Aura: At the start of your hero phase, pick a friendly SUMMONABLE unit within 9" of this gravesite. You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

ARTEFACTS OF SACRAMENT

D6 Artefact

- 1 **Spiritcage:** This lantern burns with sickly green balefire. It captures the spirit energy of the slain, and channels it to empower nearby undead.

Whenever an enemy **HERO** is slain within 6" of the bearer, add 1 to wound rolls for friendly **DEATH** units within 12" of the bearer until the end of the turn.

- 2 **Shroud of Darkness:** Woven from strands of pure night, this shadowy mantle renders its bearer all but invisible.

Subtract 1 from the hit rolls of attacks that target the bearer in the shooting phase if the attacking unit is within 8" of the bearer. Subtract 2 from the hit rolls of attacks that target the bearer in the shooting phase if the attacking unit is more than 8" away from the bearer.

- 3 **Asylumatacae:** This casket contains the tortured spirits of insane murderers. Once opened, their directionless fury is unleashed upon the living.

Once per battle, in your hero phase, you can declare that the bearer will open the Asylumatacae. If you do so, roll a dice. On a 1 the bearer suffers a mortal wound. On a 2+ each enemy unit within 12" of the bearer suffers 1 mortal wound.

- 4 **Wristbands of Black Gold:** These ornately crafted wristguards act as negative lodestones, deflecting incoming arrows, bullets and even cannonballs.

Roll a dice each time you allocate a wound or mortal wound to the bearer in the shooting phase. On a 4+ the wound is negated.

- 5 **Azyrbane Standard:** This banner is woven from the skin of a Sigmarite battle wizard, and deconsecrated with the blood of the God-King's faithful.

Subtract 1 from wound rolls for enemy units within 6" of the bearer. In addition, re-roll successful casting rolls for **ORDER WIZARDS** within 6" of the bearer.

- 6 **Black Gem:** When this obsidian crystal is shattered, it unleashes a raging spectral cyclone that snuffs out the life force of those who feel its chill bite.

Once per battle, in your hero phase, you can declare that the bearer will shatter the Black Gem. Pick a point on the battlefield within 8" of the bearer. Roll a dice for each unit within 3" of this point. On a 6+, one model from that unit is slain. If the unit has any models with wounds allocated to it, then that model must be the model that is slain.

Deathless Minions: Roll a dice each time you allocate a wound or mortal wound to a friendly **DEATH** unit within 6" of your general or another friendly **DEATH HERO**. On a 6+ the wound is negated.

The Master's Teachings: Whenever an enemy unit is destroyed, before removing the last model, you may pick one of your gravesites within 6" of that model. Roll a dice, then remove the model. On a 4+, you may pick a

friendly **SUMMONABLE** unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.

The Black Disciples: Friendly **LEGION OF SACRAMENT WIZARDS** may add 1 to casting rolls.

COMMAND ABILITY

The general of a **LEGION OF SACRAMENT** army has the following additional command ability:

Endless Legions: If your general uses this ability, choose a gravesite within 9" of them. You may pick a friendly **SUMMONABLE** unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.

ALLEGIANCE ABILITIES: LEGION OF BLOOD

This section describes the allegiance abilities available to an army taken from Neferata's Legion of Blood, including battle traits, command traits and artefacts of power.

UNITS

A LEGION OF BLOOD army may include any of the units in this battletome, apart from Nagash. If it includes any MORTARCHS, then it must include Neferata, and she must be the army's general.

ARTEFACTS OF POWER

If a LEGION OF BLOOD army includes any HEROES, then one may bear an Artefact of Blood. Declare which hero has the artefact after picking your general, and then pick which artefact the hero has. Alternatively, roll a dice on the table opposite to randomly generate one.

You may choose one additional HERO to have an Artefact of Blood for each warscroll battalion in your army. The same model cannot have more than one Artefact of Blood.

COMMAND TRAITS

If the general of a LEGION OF BLOOD army is a HERO, they can have one of the command traits from the table on the right. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

MAGIC

All WIZARDS in a LEGION OF BLOOD army know an additional spell from one of the Lores of the Dead (pg 70-71).

COMMAND TRAITS

D6 Command Trait

- Swift Strikes:** Each time you make a hit roll of 6+ in the combat phase for this general, you can make one additional hit roll for the same weapon against the same target.
- Soul-crushing Contempt:** If this general slays any models in the combat phase, subtract 1 from the Bravery characteristic of the slain model's unit until the end of the turn.
- Aristocracy of Blood:** You can re-roll failed charge rolls for friendly SOULBLIGHT units that are within 9" of this general at the start of the charge phase.
- Aura of Dark Majesty:** Subtract 1 from the hit rolls of attacks that target this general in the combat phase.
- Walking Death:** If the hit roll for an attack made with one of this general's melee weapons is 6+, do not roll to wound. Instead, the target suffers a number of mortal wounds equal to the Damage characteristic of that weapon.
- Sanguine Blur:** Add 2" to this general's Move characteristic. In addition, you can re-roll failed charge rolls for this general.

BATTLE TRAITS

The Unquiet Dead: After territories have been determined, but before any units have been set up, you may pick up to 2 points in your territory and up to 2 points anywhere on the battlefield to be gravesites. You may wish to place suitable markers on these points. Instead of setting up a SUMMONABLE unit on the battlefield, you can place it to one side and say that it is set up in the grave. You can do this with as many units as you wish.

At the end of your movement phase, for each DEATH HERO within 9" of a gravesite, you may pick a single unit in the grave and set it up wholly within 9"

of that gravesite and more than 9" from any enemy models. Any model that is unable to be set up in this way is slain. If a unit is still in the grave at the end of the battle, it is considered to be slain.

Gravesites have the following ability:

Invigorating Aura: At the start of your hero phase, pick a friendly SUMMONABLE unit within 9" of this gravesite. You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

ARTEFACTS OF BLOOD

D6 Artefact

- 1 Ring of Dominion:** The faceted crimson gem upon this ring contains the blood of an ancient vampire. Its magic can dominate the minds of lesser beings.

When the bearer is selected to fight in the combat phase, you can pick an enemy model within 3" of them and roll a dice. On a 5+ you can pick a melee weapon that the enemy model is armed with (though not one that has a value for one or more characteristics that is given as '★' or 'See below'). For this combat phase, the bearer of this ring may attack with that weapon in addition to their own.

- 2 Shadeglass Decanter:** This cursed vessel siphons away the souls of the living, capturing them forever.

After armies have been set up but before the first battle round, select an enemy **HERO**. In your hero phase, as long as that hero is on the battlefield, you can roll a dice. If the result is higher than the number of the current battle round, that hero suffers 1 mortal wound.

- 3 Orb of Enchantment:** To glance into the swirling depths of this crystal orb is to become hypnotised by alluring visions and half-glimpsed futures.

Once per battle, at the start of the combat phase, you can pick an enemy **HERO** within 3" of the bearer. In that combat phase, that enemy hero may not pile in, attack or use abilities.

- 4 Soulbound Garments:** Woven with dark magic, these richly embroidered clothes are as tough as steel plate.

Re-roll save rolls of 1 for the bearer.

- 5 Oubliette Arcana:** This casket resembles a miniature coffin carved from ivory and black wood. It captures arcane energy, allowing the bearer to redirect an enemy wizard's magic.

When an enemy **WIZARD** successfully casts a spell within 30" of the bearer, instead of attempting to unbind it you can declare that the Oubliette Arcana will attempt to capture the magical energies. Roll a dice. On a 6+ the spell is negated and has no effect. In addition, that spell may not be cast again by that **WIZARD** for the rest of the battle.

- 6 Amulet of Screams:** The bearer of this amulet can flood their foe's mind with the tormented howling of damned souls, leaving them terrified and reeling.

Once per battle, when an enemy **WIZARD** successfully casts a spell, instead of attempting to unbind it you can declare that the bearer will use the Amulet of Screams. If you do so, roll a dice. On a 2+ the spell is negated and has no effect.

Deathless Minions: Roll a dice each time you allocate a wound or mortal wound to a friendly **DEATH** unit within 6" of your general or another friendly **DEATH HERO**. On a 6+ the wound is negated.

Immortal Majesty: Subtract 1 from the Bravery characteristic of enemy units within 6" of any friendly **LEGION OF BLOOD** units.

Favoured Retainers: Add 1 to the Attacks characteristic of all melee weapons used by friendly **LEGION OF BLOOD VAMPIRE LORDS** and **LEGION OF BLOOD Blood Knights**.

COMMAND ABILITY

The general of a **LEGION OF BLOOD** army has the following additional command ability:

Endless Legions: If your general uses this ability, choose a gravesite within 9" of them. You may pick a friendly **SUMMONABLE** unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.

ALLEGIANCE ABILITIES: LEGION OF NIGHT

This section describes the allegiance abilities available to an army taken from Mannfred von Carstein's Legion of Night, including battle traits, command traits and artefacts of power.

UNITS

A LEGION OF NIGHT army may include any of the units in this battletome, apart from Nagash. If it includes any MORTARCHS, then it must include Mannfred von Carstein, and he must be the army's general.

ARTEFACTS OF POWER

If a LEGION OF NIGHT army includes any HEROES, then one may bear an Artefact of Night. Declare which hero has the artefact after picking your general, and then pick which artefact the hero has. Alternatively, roll a dice on the table opposite to randomly generate one.

You may choose one additional HERO to have an Artefact of Night for each warscroll battalion in your army. The same model cannot have more than one Artefact of Night.

COMMAND TRAITS

If the general of a LEGION OF NIGHT army is a HERO, they can have one of the command traits from the table on the right. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

COMMAND TRAITS

D6 Command Trait

- Above Suspicion:** This general may be set up in ambush in addition to the 3 units normally allowed by the Ageless Cunning battle trait (see below).
- Swift Form:** Add 2" to this general's Move characteristic. In addition, add 2" to the distance they can move when they run.
- Unbending Will:** Friendly LEGION OF NIGHT units within 12" of this general may re-roll failed battleshock tests.
- Merciless Hunter:** Re-roll wound rolls of 1 for this general.
- Unholy Impetus:** If this general slays any models in the combat phase, pick a friendly LEGION OF NIGHT unit within 3" of the general. Add 1 to the Attacks characteristic of that unit's melee weapons until the end of the phase.
- Terrifying Visage:** Subtract 1 from the Bravery characteristic of enemy units within 6" of this general.

MAGIC

All WIZARDS in a LEGION OF NIGHT army know an additional spell from one of the Lore of the Dead (pg 70-71).

BATTLE TRAITS

The Unquiet Dead: After territories have been determined, but before any units have been set up, you may pick up to 2 points in your territory and up to 2 points anywhere on the battlefield to be gravesites. You may wish to place suitable markers on these points. Instead of setting up a SUMMONABLE unit on the battlefield, you can place it to one side and say that it is set up in the grave. You can do this with as many units as you wish.

At the end of your movement phase, for each DEATH HERO within 9" of a gravesite, you may pick a single unit in

the grave and set it up wholly within 9" of that gravesite and more than 9" from any enemy models. Any model that is unable to be set up in this way is slain. If a unit is still in the grave at the end of the battle, it is considered to be slain.

Gravesites have the following ability:

Invigorating Aura: At the start of your hero phase, pick a friendly SUMMONABLE unit within 9" of this gravesite. You can either heal D3 wounds that have been allocated to it or, if no wounds are currently allocated to the unit, you may return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

ARTEFACTS OF NIGHT

D6 Artefact

- 1 **Vial of the Pure Blood:** A vial of blood drained from the most pious or righteous mortals can greatly invigorate a creature of the night.

Once per battle, in your hero phase, you can declare that the bearer will drink from the Vial of Pure Blood. If you do so, you can add 1 to hit and wound rolls for the bearer until your next hero phase.

- 2 **Shard of Night:** This black leather brigandine was crafted from the hide of an Abyssal Stalker, and grants the wearer that creature's shadowy aura.

Subtract 1 from the hit rolls of attacks that target the bearer in the shooting phase.

- 3 **Gem of Exsanguination:** This crimson stone pulses hungrily. It craves fresh blood, and its magic is strong enough to burst the arteries of its victims, greedily siphoning their vitae in a tempest of gore.

Once per battle, at the start of the combat phase, you can pick an enemy unit within 6" of the bearer and roll a dice. On a 1 nothing happens. On a 2-5 the unit suffers D3 mortal wounds. On a 6+ the unit suffers D6 mortal wounds.

- 4 **Chiropterik Cloak:** This bat-winged cloak is covered with razor-sharp claws. Feasting upon blood drives it into a frenzy, causing it to lash and tear at nearby foes.

At the start of the combat phase, you can declare that the bearer will feed the Chiropterik Cloak. If you do so, the bearer suffers 1 mortal wound. During that combat phase, each time the hit roll of an attack that targets the bearer is 1 or less, the attacking unit suffers 1 mortal wound after all its attacks have been resolved.

- 5 **Morbheg's Claw:** This blackened talon is said to belong to Morbheg, father of Terrorheists.

In your hero phase, you can declare that the bearer will carve sigils in the ground with this claw. If you do so, they may not move, charge or attack this turn, but you can add 2 to casting rolls made for friendly **LEGION OF NIGHT WIZARDS** within 12" of the bearer.

- 6 **Curseblade:** This cursed blade is destined to feast upon the soul of a particular foe.

After armies have been set up but before the first battle round begins, you can pick an enemy **HERO**. In your hero phase, as long as the enemy hero is on the battlefield, you can roll a dice. On a 4+ that enemy hero suffers 1 mortal wound and you may heal a wound that has been allocated to the bearer.

Deathless Minions: Roll a dice each time you allocate a wound or mortal wound to a friendly **DEATH** unit within 6" of your general or another friendly **DEATH HERO**. On a 6+ the wound is negated.

The Bait: Add 1 to save rolls for friendly **LEGION OF NIGHT DEATHRATTLE** units that are wholly within your territory.

Ageless Cunning: Instead of setting up a **LEGION OF NIGHT** unit on the battlefield, you can place it to one side and say that it is set up in ambush. You can do this with up to 3 units. At the end of any of your movement phases, you can set up any of the units in ambush wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

COMMAND ABILITY

The general of a **LEGION OF NIGHT** army has the following additional command ability:

Endless Legions: If your general uses this ability, choose a gravesite within 9" of them. You may pick a friendly **SUMMONABLE** unit that has been destroyed and set it up again wholly within 9" of that gravesite and more than 9" from any enemy models.

LORES OF THE DEAD

Deathmages and other casters of necromantic magic draw their powers directly from the realm of Shyish, channelling its morbid energies to wither and ruin their foes.

WIZARDS that know an additional spell (or spells) from one of the Lore of the Dead, as described in their army's allegiance abilities, generate their spells from the following tables.

You must generate any additional spells for **DEATHMAGES WIZARDS** from the Lore of the Deathmages, whilst those for **VAMPIRE WIZARDS** must be generated from the Lore of the Vampires.

For **DEATHLORDS WIZARDS**, you may generate each of their additional spells from either lore. To generate a spell, either pick the spell or roll a D6 to randomly determine it.



LORE OF THE DEATHMAGES

1. OVERWHELMING DREAD

The target of this curse is overcome with a sensation of creeping doom, causing them to cower in fear.

Overwhelming Dread has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from hit rolls for that unit and subtract 1 from that unit's Bravery characteristic.

2. FADING VIGOUR

The wizard saps the vitality from his enemies until they can barely raise their weapons.

Fading Vigour has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until the start of your next hero phase, subtract 1 from the Attacks characteristic of that unit's melee weapons (to a minimum of 1), and roll only a single dice when making charge rolls for it.

3. SPECTRAL GRASP

With a gesture the caster summons dozens of spectral hands into existence, which grasp hold of nearby enemies.

Spectral Grasp has a casting value of 6. If successfully cast, pick a terrain feature within 18" of the caster that is visible to them. Until your next hero phase, halve the Move characteristic (rounding down) of enemy units within 3" of any terrain features affected by any Spectral Grasp spells at the start of their movement phase.

4. PRISON OF GRIEF

The caster curses his victims to live out the greatest tragedy in their lives over and over again, drowning their will to fight in waves of sorrow and self-pity.

Prison of Grief has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them. Until your next hero phase, before a unit affected by any Prison of Grief spells moves, roll a dice. On a 5+ the unit may not move in that phase.

5. DECREPIFY

The wizard causes the muscles of an enemy champion to atrophy, robbing them of their strength.

Decrepify has a casting value of 6. If successfully cast, pick an enemy **HERO** within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from wound rolls made for that model and subtract 1 from the Damage characteristics of that model's melee weapons (to a minimum of 1).

6. SOUL HARVEST

The caster summons a ghostly scythe which slices through their enemies, cutting the cord tethering spirit to flesh.

Soul Harvest has a casting value of 7. If successfully cast, each enemy unit within 3" of the caster suffers D3 mortal wounds. Then, roll a dice for each mortal wound that was allocated to an enemy unit and not negated. For each 5+, heal 1 wound that has been allocated to the caster.



LOCUS OF SHYISH

If you make an unmodified casting roll of 9+ for a **DEATH WIZARD** that is attempting to cast a spell from the Lore of the Deathmages or the Lore of the Vampires, and it is not unbound, then after resolving the effects of that spell you may immediately resolve them for a second time.

For example, Overwhelming Dread is successfully cast on a casting roll of 9 and is not unbound. After resolving the effects against the target unit, you may choose a second target unit, or the same target unit again, and resolve the effects a second time. If the same unit is picked twice, your opponent will therefore subtract 2 from hit rolls for that unit, and subtract 2 from its Bravery characteristic.



LORE OF THE VAMPIRES

1. BLADES OF SHYISH

The wizard summons a whirlwind of lambent spirit blades to slice through his enemies.

Blades of Shyish has a casting value of 5. If successfully cast, roll a dice for each enemy unit within 12" of the caster. On a 5+ that unit suffers 1 mortal wound.

2. SPIRIT GALE

The wizard calls forth spectral winds that howl through the ranks of the foe, tearing the souls from their bodies.

Spirit Gale has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them and roll 3 dice. For each 5+, that unit suffers 1 mortal wound. In addition, if 2 of these dice show the same number, subtract 1 from hit rolls for that unit until your next hero phase. If all 3 dice show the same number, subtract 1 from hit and wound rolls for that unit until your next hero phase instead.

3. VILE TRANSFERENCE

The caster siphons the animus from nearby foes and uses it to restore the mangled forms of his undead servants.

Vile Transference has a casting value of 7. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them, and a friendly **DEATH** unit within 6" of that enemy unit. The enemy unit suffers D3 mortal wounds. Then, for each of these wounds that was allocated and not negated, you can heal 1 wound allocated to the friendly unit.

4. AMETHYSTINE PINIONS

Incorporeal amethyst wings grow from the caster's back, allowing him to soar above the battlefield.

Amethystine Pinions has a casting value of 5. If successfully cast, until your next hero phase add 5" to the caster's Move characteristic and the caster can fly.

5. SOULPIKE

The caster places a hex on his foes so that, should they move too hastily or aggressively, they risk impaling their own souls on a shimmering forest of purple-black spears.

Soulpike has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until your next hero phase, after a unit affected by any Soulpike spells makes a charge move, roll a number of dice equal to the result of their charge roll. For each 5+, that unit suffers 1 mortal wound.

6. AMARANTHINE ORB

The wizard hurls a pulsing globe of pure necrotic magic which turns flesh and bone to ash in an instant.

Amaranthine Orb has a casting value of 7. If successfully cast, pick a point on the battlefield within 12" of the caster and draw an imaginary straight line 1mm wide between that point and the closest part of the caster. Roll a dice for each unit (friend or foe, apart from the caster) that has any models beneath this line. On a 4+ that unit suffers D6 mortal wounds.



ALLEGIANCE ABILITIES: SOULBLIGHT

This section describes the allegiance abilities available to a Soulblight army, including battle traits, command traits and artefacts of power.

ARTEFACTS OF POWER

If a SOULBLIGHT army includes any HEROES, then one may bear a Soulblight Artefact. Declare which hero has the artefact after picking your general, and then pick which artefact the hero has. Alternatively, roll a dice on the table opposite to randomly generate one.

You may choose one additional HERO to have a Soulblight Artefact for each warscroll battalion in your army. The same model cannot have more than one Soulblight Artefact.

COMMAND TRAITS

If the general of a SOULBLIGHT army is a HERO, they can have one of the command traits from the table on the right. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

MAGIC

All WIZARDS in a SOULBLIGHT army know an additional spell from the Lore of the Vampires (pg 71).

BATTLE TRAITS

Deathless Thralls: Roll a dice each time you allocate a wound or mortal wound to a friendly SOULBLIGHT unit within 6" of your general or another SOULBLIGHT HERO from your army. On a 6+ the wound is negated.

The Bloodlines: Before you select your general's command trait, pick one of the following bloodlines for the army to have. The associated traits apply to all SOULBLIGHT units from your army for the duration of the battle, even if the general is slain (if you must select a new general during the battle, do not generate a new bloodline for the army).

Dragon Warriors: You can re-roll hit rolls of 1 for models that have the Dragon Warriors bloodline if they charged in the same turn.

Lords of Night: Models with the Lords of Night bloodline receive the benefits of the Deathless Thralls battle trait even if they are not within 6" of the general or another friendly SOULBLIGHT HERO.

Necromantic: Add 1 to casting and unbinding rolls for WIZARDS with the Necromantic bloodline. In addition, subtract 1 from the Bravery characteristic of enemy units that are within 6" of one or more models with the Necromantic bloodline.

Swift Death: Add 2" to the Move characteristic of all models that have the Swift Death bloodline. In addition, Swift Death models can always move as if they can fly.

COMMAND TRAITS

D6 Command Trait

- Curse of the Revenant:** Add 1 to this general's Wounds characteristic.
- Deathless Duellist:** Re-roll hits rolls of 1 for this general when they attack an enemy HERO in the combat phase.
- Transfix:** At the start of the combat phase, pick one enemy HERO within 3" of this general. Until the end of the phase, subtract 1 from hit rolls for the model you picked when it targets the general.
- Mist Form:** If this general retreats, they can move as if they can fly and they can still charge in the same turn.
- Killing Blow:** Wound rolls of 6+ for attacks made by this general in the combat phase inflict a mortal wound in addition to any other damage they inflict.
- Blood Fury:** Add 1 to the Attacks characteristic of melee weapons used by this general.

SOULBLIGHT ARTEFACTS

D6 Artefact

- 1 **The Slaking Blade:** The corrupted sentence within this living weapon thirsts always for blood, and only after it has shed enough does it bestow rewards upon its wielder.

Pick one of the bearer's melee weapons. Keep a tally of the number of wounds allocated as a result of attacks made with that weapon. As soon as the total reaches 6 or more, the bearer heals D3 wounds that have been allocated to them, and you can add 1 to the Damage characteristic of that weapon for the rest of the battle.

- 2 **The Scabbing Plate:** This armour feeds on the blood spilled across its facets, using the still-warm essence to instantly seal any rents.

At the end of any combat phase in which the bearer caused any wounds to be allocated to any enemy models, you can heal 1 wound that has been allocated to the bearer.

- 3 **Crimson Wing:** Swooping silently through the sky, this bat-like familiar follows the pulse of its terrified prey for leagues before diving in for the kill.

In your shooting phase, you can pick an enemy unit within 30" of the bearer and roll a dice. On a roll of 3+ that unit suffers 1 mortal wound.

- 4 **Sigil of the Sanguine Throne:** The symbol on this ring marks the wearer as being of the von Carstein bloodline, and it demands deference from even the loftiest of Vampire Lords.

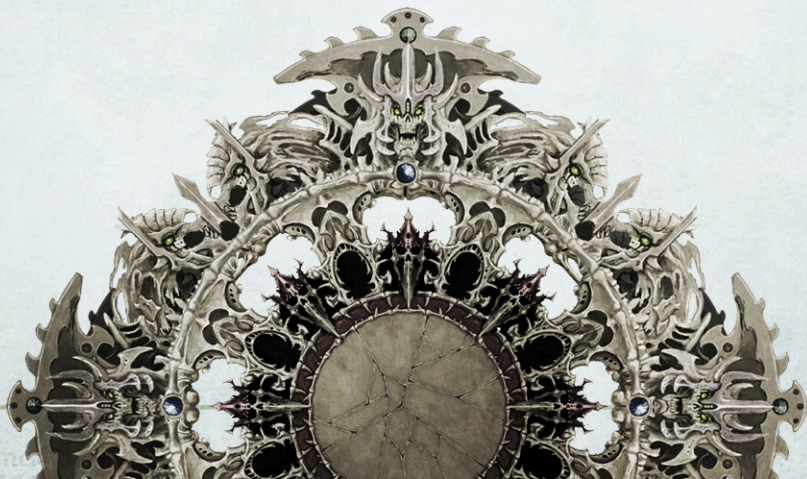
Once per charge phase, you can re-roll a failed charge roll made for a friendly **VAMPIRE** unit within 12" of the bearer.

- 5 **The Saccharine Goblet:** Blood sipped from this chalice is sweeter and more invigorating than any other, but unless quickly refilled the Saccharine Goblet will drain the drinker's own essence.

At start of the combat phase, you can declare that the bearer will drink from the Saccharine Goblet. If you do so, you can add 1 to hit and wound rolls for the bearer until the end of the phase. However, if no wounds are allocated as a result of these attacks, then the bearer suffers D3 mortal wounds.

- 6 **Ruby Vial:** With but a single drop poured onto the ground from this delicate receptacle, a wound opens in the sky and a deluge of blood begins to fall.

Once per battle, in your hero phase, you can declare that the bearer will open the Ruby Vial. If you do so, then until your next hero phase, subtract 1 from the Bravery characteristic of enemy units and subtract 1 from the result of any charge rolls made for them.



ALLEGIANCE ABILITIES: DEATH

This section describes the allegiance abilities available to a Death army, including battle traits, command traits and artefacts of power.

BATTLE TRAITS

Deathless Minions: Roll a dice each time you allocate a wound or mortal wound to a friendly DEATH unit within 6" of your general or another friendly DEATH HERO. On a 6+ the wound is negated.

COMMAND TRAITS

If the general of a DEATH army is a HERO, they can have one of the command traits from the table on the right. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

ARTEFACTS OF POWER

If a DEATH army includes any HEROES, then one may bear an Artefact of Death. Declare which hero has the artefact after picking your general, and then pick which artefact the hero has. Alternatively, roll a dice on the table opposite to randomly generate one.

You may choose one additional HERO to have an Artefact of Death for each warscroll battalion in your army. The same model cannot have more than one Artefact of Death.



COMMAND TRAITS

D6 Command Trait

- 1 **Ruler of the Night:** Friendly DEATH units are affected by the Deathless Minions battle trait if they are within 12" of this general rather than only 6".
- 2 **Predator of the Shadows:** Add 1 to hit and wound rolls for this general if they are in cover.
- 3 **Death Incarnate:** In your hero phase, pick an enemy unit within 3" of this general and roll two dice. If the total rolled equals or exceeds the enemy unit's Bravery, it suffers D3 mortal wounds.
- 4 **Master of the Black Arts:** This general is a WIZARD who knows the Arcane Bolt and Mystic Shield spells. If this general is already a WIZARD, add 1 to all of their casting and unbinding rolls.
- 5 **Red Fury:** Roll a dice after this general attacks in the combat phase. On a 5+ they can immediately pile in and attack again (any such attacks do not generate further attacks in this way).
- 6 **Supernatural Horror:** Double the number of models that flee from enemy units if they are within 12" of this general in the battleshock phase.

ARTEFACTS OF DEATH

D6 Artefact

- 1 **Cursed Book:** Every Cursed Book is filled with the writings of depraved practitioners of the necromantic arts. They radiate an aura of pure evil that has an enervating effect on nearby living creatures.

Subtract 1 from the hit rolls of any unit within 3" of the bearer unless it has the **DEATH** keyword.

- 2 **Cloak of Mists and Shadows:** At a word of command, the wearer of this cloak can transform into a cloud of dark mist that swirls swiftly across the battlefield.

In the combat phase, instead of piling in and attacking with the bearer, you can remove them from the battlefield and set them up again within 12" of their original location and more than 3" from any enemy models. If this is impossible, the bearer remains in their current location.

- 3 **Blade of Dark Summons:** This blade pulses with dark magic. Its wielder can draw upon this power to summon the minions of Death to the battlefield to fight at their side.

Once per battle, in your hero phase, you can set up a **SUMMONABLE DEATH** unit wholly within 12" of the bearer and more than 3" from any enemy models, and add it to your army. The models in the unit must have a combined Wounds characteristic of no more than a 2D6 roll.

- 4 **Black Amulet:** The longer this maleficent ebony jewel is left to absorb necromantic magic, the deadlier the effects when it is finally unleashed.

Once per battle, in your hero phase, the bearer can unleash the magic stored in the Black Amulet. When it does so, pick an enemy unit within 12" of the bearer. The unit you pick suffers a number of mortal wounds equal to the number of the current battle round. You cannot pick a unit with the **DEATH** keyword.

- 5 **Tomb Blade:** This evil weapon steals the life energy of those it slays and uses it to vitalise the undead.

Pick one of the bearer's melee weapons. For each wound roll of 6+ you make for this weapon, you can heal 1 wound allocated to the bearer or a friendly **DEATH** model within 6" of the bearer.

- 6 **Ring of Immortality:** If the bearer of this ring is struck down, it transports them from danger and restores some of their power. However, once used, it cannot be used again until the next moon rises.

The first time the bearer is slain, before removing them from the battlefield, roll a dice. On a 3+ the bearer is not slain and D3 wounds allocated to them are healed (any excess damage is negated). Then, remove the bearer from the battlefield and set them up again within 18" of their original location and more than 3" from any enemy models.



TURN THE TABLES

HOW TO USE BATTLEPLANS

This book contains two battleplans, each of which enables you to fight a battle that epitomises the way the Legions of Nagash wage war. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle is fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

A band of undead champions find themselves encircled by a far larger force, their shambling minions struck down and torn apart. The arrogant mortals believe the day is won, but they face the all-conquering power of death itself. Every living warrior cut down is animated with necromantic magic, raised as an unliving weapon and set upon its former comrades...

THE ARMIES

One player commands a group of heroes from the Legions of Nagash and their opponent commands the army encircling their position. The Legions of Nagash player may only select units with the **HERO** keyword. The Encircling player's army should be approximately 50% larger than the Legions of Nagash player's army. Each army has a unique command ability, shown on the right.

LEGIONS OF NAGASH OBJECTIVES

The enemy have you surrounded! Your forces are smashed, but while you still stand, you can strike down the foe and turn their own dead against them!

ENCIRCLER'S OBJECTIVES

You have the enemy commanders cornered and at your mercy. You must destroy them swiftly before they can raise another army!

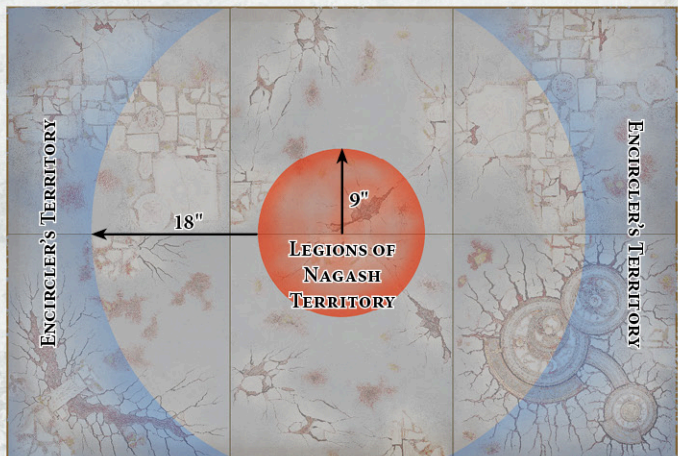


LEGIONS OF NAGASH COMMAND ABILITY

Desecration: If your general uses this ability, until your next hero phase, each enemy unit within 6" of any slain unit markers (see The Dead Rise, opposite) must re-roll successful battleshock tests.

ENCIRCLER'S COMMAND ABILITY

Flee! If your general uses this ability, you may pick a friendly unit with less than 25% of its starting number of models remaining. Remove that unit from the battlefield. It does not count as slain for the purposes of The Dead Rise.





THE BATTLEFIELD

Set up terrain using the instructions on the *Warhammer Age of Sigmar* rules sheet. You may wish to have a hill or raised area at the centre of the battlefield upon which the Legions of Nagash force can conduct its last stand.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the Legions of Nagash player sets up their army in their territory first. After this, the Encircler must split their army into 2 groups, as evenly as possible. They then set up one group in each of their territories.

FIRST TURN

The Legions of Nagash player decides who takes the first turn in the first battle round.

THE DEAD RISE

Whenever a unit from the Encircling player's army is destroyed, mark the position of the last model to be removed (a coin is ideal for this), along with a note of the combined Wounds characteristic total for that unit. At the end of each turn, the Legions of Nagash player may set up a **SUMMONABLE** unit with a combined Wounds characteristic equal to or less than the destroyed unit, wholly within 9" of the marker and more than 9" from any enemy models, and add it to their army. If they do so, remove the marker.

Designer's Note: *When setting up a SUMMONABLE unit using The Dead Rise, above, we find it makes the battle far more evocative if you set up a unit appropriate to the one that was destroyed. For example, units of Zombies and Skeleton Warriors would be suitable replacements for units of infantry, whereas Black Knights would be a good replacement for cavalry.*

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. If a player has no models left at the end of any battle round, the battle ends and their opponent wins a **major victory**. Otherwise, the game ends at the end of the fifth battle round. The Encircling player wins a **major victory** if they destroy more than 75% of their opponent's **HEROES**. The Encircling player wins a **minor victory** if they destroy more than 50% of their opponent's **HEROES**. If the Encircling player destroys fewer than 50% of their opponent's **HEROES**, the Legions of Nagash player wins a **major victory** (only **HEROES** that were set up at the start of the game count towards these victory conditions).

ANCIENT WARRIORS

Graveyards, mausoleums and gore-strewn battlefields are fine recruiting grounds for the Legions of Nagash, for they are ripe with corpses that can be suffused with necromantic energy, dragged from their graves to join the endless armies of the Great Necromancer. Many battles are fought between the legions and those who seek to prevent the desecration of their ancient tombs. This battleplan lets you re-enact such a battle, pitting a host of the Legions of Nagash that seeks to defile a hallowed resting place against a force of outraged guardians. These defenders could be zealous Sigmar-worshippers, feral boneyard orrorks or even skull-hoarding Bloodreavers.

THE ARMIES

One player commands an army from the Legions of Nagash, and their opponent commands the region's defenders, striking out to protect their honoured dead from being raised into eternal servitude.

LEGIONS OF NAGASH OBJECTIVES

These ancient gravesites will provide a bountiful supply of new fighters to swell your ranks. Free these valuable assets from their entombment and you will be unstoppable!

DEFENDER'S OBJECTIVES

The foul minions of Nagash seek to disturb the eternal rest of your honoured dead. Such sacrilege cannot be allowed to come to pass. March out and destroy their forces before they can turn your own ancestors against you!

LEGIONS OF NAGASH COMMAND ABILITY

Be Quick! If your general uses this ability, add 3" to the Move characteristic of friendly **DEATH HEROES** within 9" of them until the end of the following movement phase.

DEFENDER'S COMMAND ABILITY

Barricade the Entrance: If your general uses this ability, pick a friendly unit within 3" of a cairn entrance. Until your next hero phase, whilst that unit remains within 3" of that entrance, the Legions of Nagash player may not summon any units from it.

THE BATTLEFIELD

The battlefield represents a series of tombs set into the sides of a valley. Generate the scenery for this battle as described on the *Warhammer Age of Sigmar* rules sheet. You may wish to mark the six cairn entrances, as shown on the map, with suitable markers.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the Defender sets up their army in their territory first. Then, the Legions of Nagash player sets up their army in their territory.

FIRST TURN

The Legions of Nagash player decides who takes the first turn in the first battle round.





ANCIENT TOMBS

At the end of each of the Legions of Nagash player's movement phases, if a friendly **DEATH HERO** is within 3" of a cairn entrance, they may declare that they will summon new forces from it. Roll a D3 on the following table to see what kind of unit is summoned, then place the unit wholly within 9" of the cairn entrance and more than 9" from any enemy models. If you are unable to place the unit, or do not wish to, then the newly raised warriors may instead lurk within the tomb and not take part in the battle. The cairn entrance is then marked as having been defiled and may not be summoned from again. You may wish to remove its marker from the battlefield to represent this.

D3 RESULT

Ancient General's Honoured Mausoleum

Choose one unit:

- 1
 - Up to 20 Skeleton Warriors
 - Up to 10 Grave Guard
 - Up to 5 Black Knights
 - 1 **WIGHT KING**

Noble Household's Ancestral Tomb

Choose one unit:

- 2
 - Up to 20 Skeleton Warriors
 - Up to 3 Spirit Hosts
 - Up to 5 Hexwraiths
 - 1 Tomb Banshee

Royal Bloodline's Gilded Crypt

Choose one unit:

- 3
 - Up to 30 Skeleton Warriors
 - Up to 20 Grave Guard
 - Up to 3 Spirit Hosts
 - Up to 1 **WIGHT KING** and up to 1 Tomb Banshee

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if a player has no models left at the end of any battle round, the battle ends and their opponent wins a **major victory**. Otherwise, the game ends at the end of the fifth battle round. If 2 or fewer cairn entrances have been defiled, the defender wins a **major victory**. If 3 cairn entrances have been defiled, the defender wins a **minor victory**. If 4 or more cairn entrances have been defiled, the Legions of Nagash player wins a **major victory**.



PATH TO GLORY CAMPAIGNS

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is 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 warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

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

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty champion battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

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 an allegiance for your warband. Each allegiance 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 battle tome let you collect a warband with the **GRAND HOST OF NAGASH**, **LEGION OF SACRAMENT**, **LEGION OF BLOOD** or **LEGION OF NIGHT** allegiance, but other *Warhammer Age of Sigmar* publications include warband tables to let you collect other warbands from the Grand Alliances of **ORDER**, **CHAOS**, **DEATH** and **DESTRUCTION**.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. 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 generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.

4. Your followers need to be organised into units. The follower 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. Chaos warband followers can only be given the mark of their champion's patron. Record all of the information about your followers on your warband roster.

5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can start with a Follower's Reward. No champion or unit can start the Path to Glory campaign with more than one reward each.



6. 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 WARI

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 can use any of the battleplans available for *Warhammer Age of Sigmar*. There are some battleplans, for example in the *General's Handbook*, that have been designed specifically for use in Path to Glory campaigns.

The units you use for a game must be those on your roster. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

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, and 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. Glory can be increased by fighting and winning battles, as described next. 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 on the D3 if you 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, as described below.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a dice to determine which option to take (1-2 = Additional Followers, 3-4 = Champion's Reward, 5-6 = Follower's Reward).

1 Additional Followers: More

followers flock to your banner.

Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.

2 Champion's Reward: Your

champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.

3 Follower's Reward: Your warriors

become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign; either 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 either 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 numbers of extra units that must join it 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, say that 15 are needed.

LEGIONS OF NAGASH WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle. All followers must have the same allegiance as the champion (either Legion of Blood, Grand Host of Nagash, and so on).

CHAMPION TABLE

Grand Host of Nagash	Legion of Sacrament	Legion of Blood	Legion of Night	Followers
Vampire Lord on Zombie Dragon	Vampire Lord on Zombie Dragon	Vampire Lord on Zombie Dragon	Vampire Lord on Zombie Dragon	4 units
		Coven Throne		5 units
Vampire Lord	Necromancer	Vampire Lord	Wight King	6 units

RETINUE FOLLOWERS TABLE

D6	Grand Host of Nagash	Legion of Sacrament	Legion of Blood	Legion of Night
1	1 Morghast Harbinger	1 Morghast Archai or 1 Morghast Harbinger	5 Blood Knights	3 Vargheists
2	1 Morghast Archai	5 Black Knights	5 Black Knights	5 Black Knights
3	10 Skeleton Warriors	5 Grave Guard	10 Skeleton Warriors	10 Skeleton Warriors
4	10 Skeleton Warriors	10 Skeleton Warriors	10 Skeleton Warriors	10 Skeleton Warriors
5	5 Black Knights	20 Zombies	3 Spirit Hosts	5 Grave Guard
6	1 Mortis Engine	1 Corpse Cart	1 Bloodseeker Palanquin	10 Dire Wolves

HERO FOLLOWERS TABLE

D6	Followers
1-3	1 Wight King
4	1 Necromancer
5	1 Cairn Wraith
6	1 Tomb Banshee

ELITE RETINUE FOLLOWERS TABLE

(Uses 2 rolls, or 1 roll and 1 Glory Point. A warband cannot have more than one of each type of MONSTER including any ridden by its champion.)

D6	Followers
1-3	1 Terrorgeist
4-6	1 Zombie Dragon

CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they will be granted many rewards by Nagash as they gain power, or suffer an eternity of torment should they fail him.

2D6	Reward	2D6	Reward
2	Unfavoured: The champion has displeased Nagash. If the champion is ever slain, you lose D3 Glory Points (to a minimum of 0), and must remove all rewards your champion has gained from this table so far from your warband roster.	5	Monarch of the Dead: Add 1 to your champion's Bravery characteristic. In addition, add 1 to the Bravery characteristic of other units from their warband that are within 9" of them.
3	Fluctuating Form: Roll a dice for the champion at the start of your hero phase. On a 1, the champion suffers 1 mortal wound. On a 2-5 nothing happens. On a 6, you can heal 1 wound that has been allocated to the champion.	6	Stench of Death: Subtract 1 from the Bravery characteristic of units within 6" of your champion unless they have the DEATH keyword.
4	Unholy Resilience: Add 1 to your champion's Wounds characteristic.	7	Savage Strike: You can add 1 to the Damage characteristic of Melee weapons used by the champion.
		8	Soulforged Weapon: Pick a weapon used by the champion (it cannot be a weapon used by a mount if they have one). Add 1 to hit rolls made for that weapon.
		9	Ancient Hatred: Pick a Grand Alliance keyword. You can re-roll hit rolls of 1 for the champion against units with that keyword.
		10	Deathbound Plate: You can re-roll failed save rolls for your champion.
		11	Spectral Protector: The champion may attempt to unbind one spell in your hero phase in the same manner as a WIZARD. If the champion is already a WIZARD, they may instead attempt to unbind one additional spell in the enemy hero phase.
		12	Skill of Ages: Pick a weapon carried by your champion (it cannot be a weapon used by a mount if they have one). Each time you make a hit roll of 6+ for this weapon the attack is automatically successful. Determine damage normally (do not make a wound or save roll).

MONSTER FOLLOWERS REWARDS TABLE

As your champion progresses along the Path to Glory, the monsters they raise to fight by their side will be gifted with ever greater destructive abilities.

- D6 Reward**
- 1-2 Filth-encrusted Claws and Teeth:** Each time you make a hit roll of 6+ for this monster, add 1 to the Damage characteristic of that attack.
- 3-4 Creature of Darkness:** In the shooting phase, subtract 6" from the Range characteristic of attacks that target this monster.
- 5-6 Resilient Monstrosity:** Add 1 to the monster's Wounds characteristic.

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, it will gain more followers, and especially deadly units will become feared across the Mortal Realms.

- D6 Reward**
- 1-2 The Danse Macabre:** Once per battle, in your hero phase, you can declare that this unit will perform the Danse Macabre. The unit can run and charge in that turn.
- 3-4 The Restless Dead:** If this unit is affected by a Deathly Invocation ability, you can re-roll failed hit rolls of 1 for it until the end of the turn. Re-roll this reward if the unit is not **SUMMONABLE**.
- 5-6 Eternal Thralls:** This unit does not have to take battleshock tests. Instead, in the battleshock phase, you can heal D3 wounds that have been allocated to the unit. If the models in the unit have a Wounds characteristic of 1, then you can instead return D3 slain models to the unit.



PATH TO GLORY WARBAND ROSTER

WARBAND NAME:

ALLEGIANCE:

GLORY POINTS:

CHAMPION

NAME:

WARSCROLL:

OPTIONS & REWARDS:

.....

.....

FOLLOWERS

NAME:

TYPE & SIZE:

OPTIONS & REWARDS:

.....

NAME:

TYPE & SIZE:

OPTIONS & REWARDS:

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THE PATH TO GLORY

(Use this however you wish to chronicle
your warband's rise to power)

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FIGHTING BATTLES WITH THE LEGIONS OF NAGASH

Collecting your army is just the beginning. Whether you have a small undead force or the makings of a grand host, there are many ways to use your Legions of Nagash Citadel Miniatures in games of Warhammer Age of Sigmar, forging legends of your own and testing your skill as a general.

The Legions of Nagash have a wide variety of tools at their disposal to bring the vision of their undying master to the Mortal Realms. One of the most useful of these are the gravesites gained from The Unquiet Dead battle trait.

Gravesites complement a range of strategies for all kinds of battleplan. You can use them to place full-strength units in control of objective markers, attack enemy units from an unexpected direction, or reinforce an important hero who has been trapped by the enemy. Placing your gravesites further forward can allow you to swarm the foe with large units of cheap models that can be constantly replenished with

the Deathly Invocation ability. A canny opponent could surround these sites with their own troops, and prevent you being able to raise reinforcement units from a tactically crucial site. However, this can create an opportunity for a tactical deception, where an opponent may believe that they need to move a valuable unit into position to stop you from raising a unit from a gravesite, before discovering you had a different plan altogether.

Similarly, you may not want to place your gravesites too close to objective markers, as this may allow an opponent to simultaneously hold that objective and block your gravesite from being

used with a single unit. Placing your gravesites further back and evenly spacing them gives you a nice coverage of the battlefield. It allows you to bring your summonable units on wherever they are needed, whether it's for a big push into your opponent's territory, to reinforce a crumbling flank, or to counter an enemy unit which has appeared unexpectedly behind your lines.

Whatever your play style, with a Legions of Nagash army it's always important to ensure you keep plenty of cheap heroes around – such as Cairn Wraiths or Necromancers – to make full use of your gravesites.



THEMING YOUR ARMY

Theming an army is a great way to shape your collection, and certain themes may lend themselves more readily to one or another type of play – open play, narrative play or matched play. Here are some examples of how you might theme a collection, and what sort of battles you might fight.

NAGASHIZZAR GUARD

- Nagash, Supreme Lord of the Undead
- 1 Vampire Lord
- 1 Necromancer
- 2 units of Morghast Archai
- 2 units of Morghast Harbingers
- 3 units of Grave Guard

The Nagashizzar Guard contains large numbers of Nagash's finest undead minions. His cadre of Morghasts surround him and protect him while he dominates the battlefield with his magical prowess. This is a very elite force designed to look great on the tabletop with a very striking centrepiece model. The Vampire Lord and Necromancer are powerful spellcasters and fighters in their own right, but in this army they also give

Nagash the opportunity to cast their spells in addition to his own extensive repertoire! This is a collection that lends itself well to open or narrative play battles, as it is a bit of an unusual army and a challenge to face for your opponents. A narrative battleplan in which an enemy army must fight through Nagash's waves of elite troops and slay him is very evocative, and will provide opportunities for bragging rights should they be successful!

NEFERATA'S VAMPIRE ENTOURAGE

- Neferata, Mortarch of Blood
- 2 units of Morghast Harbingers
- 1 Vampire Lord on Zombie Dragon
- 1 Bloodseeker Palanquin
- 2 units of Vargheists

This force is built around one thing: speed! Every unit is able to cross the battlefield rapidly so you can make sure these elite fighters get to be where you want them to be for maximum damage. Neferata and the Bloodseeker Palanquin give a fantastic range of bonuses to the vampiric fighters nearby too, making these already formidable fighters even faster and more powerful. This force has also been themed around units which can fly, making it ideal for

creating your own narrative battleplans set high above the battlefield, perhaps fighting an airborne force of Kharadron Overlords, or a Stormcast Eternals Angelos Conclave force. This army can easily be expanded with more Morghast units or Vargheists, as well as Fell Bats or Bat Swarms to really provide a wide variety of flying units, and create a collection which will look great on the battlefield as well as bring swift death to the foes of Nagash!

PRINCE VHORDRAI'S CRIMSON HOST

- 1 Castellans of the Crimson Keep battalion:
 - Prince Vhordrai
 - 3 units of Blood Knights
- 1 Vampire Lord on Nightmare
- 3 units of Blood Knights

Prince Vhordrai's Crimson Host is a collection based around the Castellans of the Crimson Keep warscroll battalion. The army is split into two forces. Three units of Blood Knights, led by one of Vhordrai's trusted lieutenants, a Vampire Lord mounted on a Nightmare steed, will all begin the game on the battlefield. The other half of the army, Prince Vhordrai and three more units of Blood Knights, will use The Shifting Keep – one of the abilities

on the battalion's warscroll – to arrive on the battlefield either behind or on the flank of the enemy force, crushing them between two ground-shaking charges of heavily armoured vampire cavalry! If you choose to take this army from the Legion of Blood, these units will get an even bigger boost from the Favoured Retainers battle trait, as well as ensuring your opponent's battleshock tests are particularly punishing after your charging units fight.



WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, and to represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to it.

Every Citadel Miniature in the Warhammer range has its own *warscroll*, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. More information about what a warscroll contains, along with a number of hints and tips for their use, can be found on the page opposite.

In addition, you can organise the units in your army into a special type of formation by using a *warscroll battalion*. Doing so will give you access

to additional abilities that can be used by the units in the battalion.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually.

Usually, a unit can only belong to one battalion, and so can only benefit

from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.

The key below explains what you will find on a warscroll battalion.



- 1. Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.
- 2. Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.
- 3. Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.
- 4. Allegiance:** If a battalion has an allegiance, it can be included in an army that has that allegiance even if some of the units in the battalion are from a different faction. However, its units only benefit from that army's allegiance abilities if they have the appropriate keyword on their warscroll.

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that phase.

Generate any random values for a weapon (except Damage) each time it is chosen as

the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. When determining random damage in step four of the attack sequence, generate the value for each successful attack the weapon makes; the result is the damage for that single successful attack.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

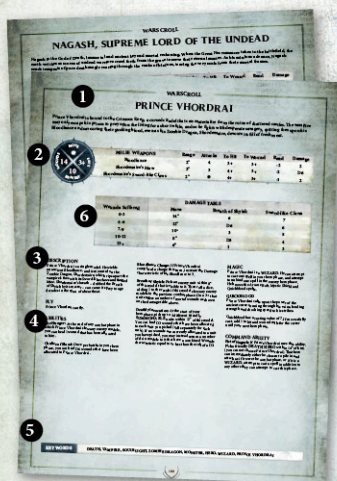
If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of ‘-’: Some models have a Save of ‘-’. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to ‘all DEATHRATTLE models’. This means that it would apply to models that have the DEATHRATTLE keyword on their warscroll.

Minimum Range: Some weapons have a minimum range. For example ‘6”-48”’. The weapon cannot shoot at an enemy unit that is within the minimum range.

Weapons: Some models can be armed with two identical weapons. When the model attacks with these weapons, do not double the number of attacks that the weapons make; usually, the model gets an additional ability instead.



- Title:** The name of the model that the warscroll describes.
- Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.
- Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).
- Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
- Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.
- Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.



GRAND HOST OF NAGASH THE FIRST COHORT

The First Cohort is the Great Necromancer's personal guard and retinue. Its warriors form an unbreachable phalanx around their liege-lord, protecting his physical form at all costs.

ORGANISATION

The First Cohort consists of the following units:

- Nagash
- 1 unit of **MORGHASTS**
- 3 or more units chosen in any combination from the following list:
 - Skeleton Warriors
 - Grave Guard
 - Black Knights

ABILITIES

Ceaseless Vigil: Each time a wound or mortal wound is allocated to Nagash, you may pick a **MORGHAST** unit from the First Cohort within 3" of him and roll a dice. On a 3+ you may allocate that wound or mortal wound to the chosen **MORGHAST** unit instead.

Eternal Servitude: If Nagash uses his Deathly Invocation ability (pg 96) on any **SUMMONABLE** unit from the First Cohort, you can treat the D3 result as 3 instead of rolling the dice.



LEGION OF SACRAMENT LORDS OF SACRAMENT

Arkhan and his Black Disciples form a nexus of necromantic power upon the battlefield, channelling their spells of destruction and death through the nightmarish focus of a Mortis Engine.

ORGANISATION

The Lords of Sacrament battalion consists of the following units:

- Arkhan the Black, Mortarch of Sacrament
- 2 or more Necromancers
- 1 Mortis Engine

ABILITIES

Unearthly Focus: In your hero phase, each WIZARD from the Lords of Sacrament may cast an additional spell whilst they are within 6" of the battalion's Mortis Engine.

Swirling Spirits: In the shooting phase, add 1 to save rolls for units from the Lords of Sacrament whilst they are within 6" of the battalion's Mortis Engine.

WARSCROLL BATTALION



DEATH DEATHMARCH

A relentless wall of bone and ancient steel, the Deathmarch follows its undead king into war, its crypt-cursed blades and ancient spears ready to bring death to the races of the realms.

ORGANISATION

A Deathmarch consists of the following units:

- 1 WIGHT KING
- 1 unit of Black Knights
- 1 unit of Grave Guard
- 3 units of Skeleton Warriors

ABILITIES

Unbreaking Ranks: At the start of your hero phase, you can return 1 slain model to each Deathmarch unit that is within 9" of the battalion's **WIGHT KING**.

March of the Dead: In your hero phase, the **WIGHT KING** and all units from his Deathmarch that are within 9" of him can make a move of up to 4" as if it were your Movement phase (models cannot run as part of this move).

WARSCROLL BATTALION



DEATH CASTELLANS OF THE CRIMSON KEEP

Temporarily released from the confines of their cursed citadel, Prince Vhordrai and his loyal retinue of lancers fall upon the foe with desperate hunger, glutting themselves upon blood and slaughter.

ORGANISATION

The Castellans of the Crimson Keep battalion consist of the following units:

- Prince Vhordrai
- 3 or more units of Blood Knights

ABILITIES

The Shifting Keep: At the start of the game, after territories have been determined, but before any units have been set up, pick a battlefield edge. Instead of setting up this battalion, you may place it to one side and say that it is set up in the Crimson Keep. At the end of any of your movement phases you may set up any units from this battalion wholly within 6" of the chosen battlefield edge and more than 9" from enemy models.

In the Shadow of the Keep: Whilst they are within 15" of the battlefield edge picked as described in the Shifting Keep ability above, you can re-roll failed hit rolls for the Templar Lances or Blades used by units of Blood Knights in this battalion.



LEGION OF BLOOD COURT OF NULAHMIA

Vampire courtiers and generals high in Queen Neferata's regard are rewarded with a place at her side in battle, and the honour of sampling the intoxicating brews of her favoured Sanguinarchs.

ORGANISATION

The Court of Nulahmia consists of the following units:

- Neferata, Mortarch of Blood
- 2 or more **VAMPIRE LORDS**
- 1 Bloodseeker Palanquin

ABILITIES

The Adevore: Whilst she is within 9" of this battalion's Bloodseeker Palanquin, you may re-roll failed hit rolls for Neferata if the target is an enemy **HERO**.

Scent of Blood: At the start of your movement phase, units from the Court of Nulahmia that are within 9" of the battalion's Bloodseeker Palanquin may add 4" to their Move characteristic until the end of the phase.



LEGION OF NIGHT NIGHTFALL PACK

The Mortarch of Night greatly relishes the terror that ensues when a pack of bat-winged Vargheists smashes into the rear of a stunned enemy formation, ripping and tearing with tooth and claw.

ORGANISATION

The Nightfall Pack consists of the following:

- Mannfred, Mortarch of Night
- 2 units of Vargheists
- 3 or more units of Skeleton Warriors

ABILITIES

Swooping Predators: On any turn in which they completed a successful charge move, add 1 to the Attacks characteristic of the Murderous Fangs and Talons of this battalion's Vargheists.

Call of the Night: If Mannfred uses his Deathly Invocation ability (pg 98) on any Skeleton Warriors unit from the Nightfall Pack, you may re-roll the D3 result for that unit.

NAGASH, SUPREME LORD OF THE UNDEAD

Nagash is the God of Death, immortal 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. As his minions advance, Nagash sends tempests of pure death magic roaring through the ranks of his foes, tearing the very souls from their mortal frames.



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
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

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

DESCRIPTION

Nagash is a single model. He fights with Zefet-nebtar, the Mortis Blade, and is protected by the black plates of Morikhane, his magical suit of armour. Around him swirl the Nine Books of Nagash, and in one hand he holds Alakanash, the Staff of Power. Even his deathly Gaze can strike down the most powerful of foes. Nagash is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Nagash can fly.

ABILITIES

The Staff of Power: Add Alakanash's modifier (listed in the damage table above) to casting and unbinding rolls for Nagash.

Frightful Touch: Each time you make a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Morikhane: Each time a mortal wound is allocated to Nagash, roll a dice. On a 4+ the mortal wound is negated. On a 6+ the attacking unit also suffers a mortal wound.

The Nine Books of Nagash: The Nine Books of Nagash allow him 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 the damage table above.

Deathly Invocation: At the start of your hero phase, pick up to 5 different friendly **SUMMONABLE** units on the battlefield. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

Death Magic Incarnate: You can re-roll any of the D3 rolls when using Nagash's Deathly Invocation ability (above).

MAGIC

Nagash is a **WIZARD**. He can attempt to cast three spells in your hero phase, and attempt to unbind three spells in the enemy hero phase. In addition, he can attempt to cast or unbind extra spells with the Nine Books of Nagash. He knows the Arcane Bolt, Mystic Shield, Hand of Dust and Soul Stealer spells, as well as any spells known by other **DEATH WIZARDS** on the battlefield.

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 an 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

Soul Stealer has a casting value of 6. If successfully cast, pick an enemy unit within 24" of the caster that is visible to them and roll two dice. If the total is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the total is at least double the unit's Bravery, it suffers D6 mortal wounds instead. For each mortal wound inflicted on the target, heal 1 wound that has been allocated to the caster.

COMMAND ABILITY

Supreme Lord of Death: If Nagash uses this ability, then until your next hero phase you can re-roll hit and save rolls of 1 for all friendly **DEATH** units. In addition, do not take battleshock tests for **DEATH** units affected by this ability.

KEYWORDS

DEATH, DEATHLORDS, MONSTER, HERO, PRIEST, WIZARD, NAGASH

ARKHAN THE BLACK, MORTARCH OF SACRAMENT

Arkhan the Black 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, unleashing soul-rending torrents of balefire and withering his foes to dust with a muttered curse.



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
Razarak's Ebon Claws	1"	★	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Ebon Claws	Khenash-an
0-2	16"	6	+2 cast /+2 unbind
3-4	13"	5	+2 cast /+1 unbind
5-6	10"	4	+1 cast /+1 unbind
7-8	7"	3	+1 cast
9+	4"	2	-

DESCRIPTION

Arkhan the Black is a single model. He fights with Zefet-kar, the Tomb Blade. Arkhan also carries Khenash-an, the Staff of Spirits – an arcane artefact that stores the magical energy Arkhan uses to empower his spells. He is mounted on the back of Razarak, a dread abyssal that strikes down Arkhan's foes with its Ebon Claws. Arkhan is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Arkhan the Black can fly.

ABILITIES

Feaster of Souls: At the end of any combat phase in which Arkhan slew any models, you can heal 2 wounds that have been allocated to him.

The Staff of Spirits: Add Khenash-an's modifier (listed in the damage table above) to casting and unbinding rolls for Arkhan.

Deathly Invocation: At the start of your hero phase, pick up to 4 different friendly **SUMMONABLE** units within 18" of Arkhan. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

Mortarch of Sacrament: You can re-roll any of the D3 rolls when using Arkhan's Deathly Invocation ability (above).

Frightful Touch: Each time you roll a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

MAGIC

Arkhan the Black is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Curse of Years spells. Arkhan also knows the spells of any **DEATH WIZARD** that is within 18" of him.

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 an enemy unit within 18" of the caster that is visible to them and roll ten dice. For each roll of 6, that unit suffers a mortal wound and you can roll an extra dice. For each roll of 5+ on these extra dice, the target suffers another mortal wound and you can roll another dice. Now, for each roll of 4+, the target suffers another 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.

COMMAND ABILITY

First of the Mortarchs: If Arkhan the Black uses this ability, then until the end of the hero phase all friendly **DEATH WIZARDS** within 18" of him can increase the range of their spells by 6".

KEYWORDS

DEATH, SKELETON, DEATHLORDS, MONSTER, HERO, WIZARD, MORTARCH, ARKHAN

MANNFRED, MORTARCH OF NIGHT

Mannfred von Carstein is as devious as he is deadly, a hate-filled creature of the night who delights in sowing terror and confusion amongst his prey. Countless are the mortal souls who have died in agony at the vampire's feet, hacked apart by Gheistvor, Sword of Unholy Power, or torn apart and devoured by his abyssal mount, Ashigaroth.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gheistvor	1"	4	3+	3+	-1	D3
Sickle-glaive	2"	2	3+	3+	-1	2
Ashigaroth's Ebon Claws	1"	✱	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Ebon Claws	Vigour of Undeath
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Mannfred, Mortarch of Night, is a single model. He is armed with Gheistvor, the Sword of Unholy Power, and a Sickle-glaive. He also wears the Armour of Templehof and is mounted on the back of Ashigaroth – a dread abyssal that strikes down the vampire's foes with its Ebon Claws. Mannfred is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Mannfred can fly.

ABILITIES

Fester of Souls: At the end of any combat phase in which Mannfred slew any models, you can heal 2 wounds that have been allocated to him.

Armour of Templehof: The first wound or mortal wound allocated to Mannfred each turn is negated.

Sword of Unholy Power: If Mannfred causes any wounds to be allocated using Gheistvor in the combat phase, you can add 1 to the next casting or unbinding roll you make for Mannfred.

Mortarch of Night: If Mannfred successfully cast any spells during your hero phase, you can add 1 to all hit and wound rolls for Gheistvor until your next hero phase.

Frightful Touch: Each time you roll a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Deathly Invocation: At the start of your hero phase, pick up to 4 different friendly **SUMMONABLE** units within 18" of Mannfred. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

Mannfred is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Wind of Death spells.

WIND OF DEATH

Mannfred sends forth a gust of spectral wind that tears the souls from the bodies of any who feel its chilling bite.

Wind of Death has a casting value of 7. If successfully cast, pick an enemy model within 18" of the caster that is visible to them. Each enemy unit within 6" of that model suffers 1 mortal wound, while the model's own unit suffers D3 mortal wounds.

COMMAND ABILITY

Vigour of Undeath: If Mannfred uses this ability, then until your next hero phase you can re-roll hit and wound rolls of 1 for friendly **DEATH** units that are within the range shown on the damage table.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, DEATHLORDS, MONSTER, HERO, WIZARD, MORTARCH, MANNFRED

NEFERATA, MORTARCH OF BLOOD

Queen Neferata is a being of dark beauty and overwhelming majesty, a true monarch of the undead. So entranced are the Mortarch of Blood's victims that they can barely aim their clumsy sword-strokes. With a predator's smile, Neferata weaves her way through their pitiful attacks, opening veins with her wicked dagger or blasting the life from foes with a hail of dark magic.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Akmet-har	1"	5	2+	3+	-1	1
Aken-seth	1"	2	2+	3+	-2	2
Nagadron's Skeletal Claws	1"	*	4+	3+	-2	2
Spirits' Spectral Claws and Daggers	1"	6	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Skeletal Claws	Twilight's Allure
0-2	16"	6	15"
3-4	13"	5	12"
5-6	10"	4	9"
7-8	7"	3	6"
9+	4"	2	3"

DESCRIPTION

Neferata is a single model. She is armed with Akmet-har, the Dagger of Jet, in one hand, and carries Aken-seth, the Staff of Pain, in the other. She is mounted on the back of Nagadron, a dread abyssal that strikes down Neferata's foes with its Skeletal Claws. Neferata is accompanied by a host of spirits that fight with Spectral Claws and Daggers.

FLY

Neferata can fly.

ABILITIES

Dagger of Jet: If a model is allocated any wounds from attacks made using Akmet-har but is not slain, roll a dice after Neferata has finished making all of her attacks. On a 6+ that model is slain.

Mortarch of Blood: At the end of any combat phase in which Neferata slew any models, you can heal 2 wounds that have been allocated to her. If Neferata slew any enemy **HERO** models this turn, you may heal 1 additional wound allocated to her.

Frightful Touch: Each time you make a hit roll of 6+ for the Spirits' Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Deathly Invocation: At the start of your hero phase, pick up to 4 different friendly **SUMMONABLE** units within 18" of Neferata. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

Neferata is a **WIZARD**. She can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Dark Mist spells.

DARK MIST

At her arcane command, tendrils of dark mist coil around Neferata's minions, turning their corporeal forms as insubstantial as smoke.

Dark Mist has a casting value of 6. If successfully cast, pick a friendly **DEATH** unit within 18" of the caster. Until your next hero phase, that unit can fly and you must ignore modifiers (positive or negative) when making save rolls for the unit.

COMMAND ABILITY

Twilight's Allure: If Neferata uses this ability, then until your next hero phase subtract 1 from hit rolls for enemy units that are within the range shown on the damage table.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, DEATHLORDS, MONSTER, HERO, WIZARD, MORTARCH, NEFERATA

PRINCE VHORDRAI

Prince Vhordrai is bound to the Crimson Keep, a cursed citadel that can materialise from the ruins of shattered castles. The vampire may only escape his prison to prey upon the living for a short while, and so he fights with desperate savagery, spitting foes upon his Bloodlance and savouring their gushing blood, even as his Zombie Dragon, Shordemaire, devours its fill of fresh meat.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodlance	2"	4	3+	3+	-2	2
Shordemaire's Maw	3"	3	4+	3+	-2	D6
Shordemaire's Sword-like Claws	2"	*	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE			
	Move	Breath of Shyish	Sword-like	Claws
0-3	14"	6	7	
4-6	12"	D6	6	
7-9	10"	3	5	
10-12	8"	D3	4	
13+	6"	1	3	

DESCRIPTION

Prince Vhordrai is a single model. He wields an ancient Bloodlance, and is mounted on the Zombie Dragon, Shordemaire, which rips apart the vampire's foes with its Sword-like claws and fanged Maw. Shordemaire's breath – dubbed the Breath of Shyish by its master – can cause its prey to age decades in the span of a heartbeat.

FLY

Prince Vhordrai can fly.

ABILITIES

The Hunger: At the end of any combat phase in which Prince Vhordrai slew any enemy models, you can heal 1 wound that has been allocated to him.

Chalice of Blood: Once per battle, in your hero phase, you can heal D6 wounds that have been allocated to Prince Vhordrai.

Bloodlance Charge: If Prince Vhordrai completed a charge this turn, increase the Damage characteristic of his Bloodlance to 3.

Breath of Shyish: Pick an enemy unit within 8" of this model that is visible to it. Then roll a dice, adding 1 to the result if this model slew any enemy models in the previous combat phase. On a 3+ that unit suffers a number of mortal wounds as shown on the damage table above.

Deathly Invocation: At the start of your hero phase, pick up to 3 different friendly **SUMMONABLE** units within 12" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

Prince Vhordrai 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 Quickblood spells.

QUICKBLOOD

Prince Vhordrai calls upon the power of the ancient curse running through his veins, lending strength and shocking speed to his strikes.

Quickblood has a casting value of 7. If successfully cast, add 1 to hit and wound rolls for the caster until your next hero phase.

COMMAND ABILITY

Fist of Nagash: If Prince Vhordrai uses this ability, pick a friendly **DEATH HERO** within 14" of him (you cannot choose Prince Vhordrai). That hero can immediately either be chosen to pile in and attack as if it were the combat phase, or if it is a **WIZARD**, attempt to cast a spell in addition to any others they can attempt to cast this phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, ZOMBIE DRAGON, MONSTER, HERO, WIZARD, PRINCE VHORDRAI

Prince Vhordrai is venerated by the Blood Knights as a saint of slaughter, and it is regarded as a great honour to ride at his side, bringing ruin and terror to the mortal races of the Eight Realms.



MORGHAST HARBINGERS

Morghast Harbingers are Nagash's weapons of vengeance, skeletal angels of death whose task is to obliterate those who have crossed the God of Death. These winged undead swoop from the skies upon trails of spectral matter to slam into their quarry, cutting down their terrified foes with brutal strikes from their spectral blades, which rend the soul as easily as they carve through flesh.



MELEE WEAPONS

Spirit Swords
Spirit Halberd

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-1	2
2"	3	3+	3+	-2	3

DESCRIPTION

A unit of Morghast Harbingers has any number of models. They are armed with brutal Spirit Halberds or a pair of Spirit Swords.

FLY

Morghast Harbingers can fly.

ABILITIES

Heralds of the Accursed One: Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any MORGHASTS.

Harbingers of Death: When making a charge roll for this unit, you may roll 3 dice instead of 2. In addition, you can declare a charge for this unit if it is within 18" of the enemy rather than 12".

KEYWORDS

DEATH, REANIMANT, MORGHAST, DEATHLORDS, MORGHAST HARBINGERS

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 as they claim the heads of traitors and marked enemies with every arcing swing of their spectral weapons.



MELEE WEAPONS

Spirit Halberd
Spirit Swords

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	3	3+	3+	-2	3
1"	5	3+	3+	-1	2

DESCRIPTION

A unit of Morghast Archai has any number of models. They are armed with brutal Spirit Halberds or a pair of Spirit Swords, and wear Ebon-wrought Armour.

FLY

Morghast Archai can fly.

ABILITIES

Heralds of the Accursed One: Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any MORGHASTS.

Ebon-wrought Armour: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+ the mortal wound is negated.

KEYWORDS

DEATH, REANIMANT, MORGHAST, DEATHLORDS, MORGHAST ARCHAI

VAMPIRE LORD ON ZOMBIE DRAGON

Many Vampire Lords see undead dragons as the only mounts worthy to bear them into battle. Sitting astride these cadaverous monsters, they soar into the fray, hacking and slicing with wicked blades or spitting helpless victims upon their great lances. Those not slain by the Vampire rider are crushed and torn apart by its steed, or withered to nothing by the creature's pestilential breath.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	3+	*	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathlance	1"	3	3+	3+	-1	2
Vampiric Sword	1"	4	3+	3+	-1	D3
Zombie Dragon's Maw	3"	3	4+	3+	-2	D6
Zombie Dragon's Sword-like Claws	2"	*	4+	3+	-1	2

DAMAGE TABLE					
Wounds Suffered	Move	Pestilential	Breath	Sword-like	Claws
0-3	14"		2+		7
4-6	12"		3+		6
7-9	10"		4+		5
10-12	8"		5+		4
13+	6"		6+		3

DESCRIPTION

A Vampire Lord on Zombie Dragon is a single model. Many of these Vampire Lords wield a Deathlance for maximum damage on the charge, whilst others slash their foes with a Vampiric Sword. Some carry an Ancient Shield emblazoned with dark heraldry, and a few also bear a Chalice of Blood. Each is mounted on a cadaverous Zombie Dragon which rips apart its foes with its Sword-like Claws and fanged Maw, and its Pestilential Breath can strip flesh from bone.

FLY

Vampire Lords on Zombie Dragons can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the result is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

The Hunger: At the end of any combat phase in which this model slew any enemy models, you can heal 1 wound that has been allocated to this model.

Deathlance Charge: If this model completed a charge this turn, increase the Damage characteristic of its Deathlance to 3.

Ancient Shield: A model with an Ancient Shield has a Save characteristic of 3+.

Chalice of Blood: If this model has a Chalice of Blood, then once per battle in your hero phase, you can heal D6 wounds that have been allocated to it.

Deathly Invocation: At the start of your hero phase, pick up to 3 different friendly **SUMMONABLE** units within 12" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

A Vampire Lord on Zombie Dragon 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 Blood Boil spells.

BLOOD BOIL

The Vampire Lord utters a curse that causes his foe's blood to boil in their veins.

Blood Boil has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. That unit suffers a mortal wound. If a model was allocated any wounds caused by this spell but was not slain, roll another dice. On a 4+ that model suffers another mortal wound. If the model is still not slain, roll another dice. It will suffer another mortal wound on a 4+. Keep rolling dice in this way until either the model is slain or you fail to cause a mortal wound.

COMMAND ABILITY

Dread Knight: If this model uses this ability, pick a friendly **DEATH** unit within 15" of it. Until your next hero phase, you can re-roll failed hit rolls for that unit.

KEYWORDS

DEATH, SOULBLIGHT, ZOMBIE DRAGON, MONSTER, HERO, WIZARD, VAMPIRE LORD

BLOOD KNIGHTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Templar Lance or Blade	1"	3	3+	3+	-1	1
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

A unit of Blood Knights has 5 or more models. Blood Knights are armed with Templar Lances or Blades and carry Bloodshields. They are mounted on Nightmares that attack the enemy with their Hooves and Teeth.

The leader of this unit is a Kastellan. Add 1 to the Attacks characteristic of a Kastellan's Templar Lance or Blade.

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any **DEATH** Standard Bearers.

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

The Hunger: At the end of any combat phase in which this unit slew any models, you can heal 1 wound that has been allocated to it.

Martial Fury: If this unit completed a charge this turn, increase the Damage characteristic of its Templar Lances or Blades to D3.

Bloodshields: Add 1 to the save rolls for a unit carrying Bloodshields against attacks that have a Rend characteristic of '-'.
 Bloodshields are destroyed when a unit is destroyed.

DEATH, VAMPIRE, SOULBLIGHT, BLOOD KNIGHTS

VARGHEISTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Murderous Fangs and Talons	1"	3	3+	3+	-1	2

A unit of Vargheists has 3 or more models. They tear their prey apart in a savage frenzy with their Murderous Fangs and Talons.

The leader of this unit is a Vargoyl. Add 1 to the Attacks characteristic of a Vargoyl's Murderous Fangs and Talons.

Vargheists can fly.

Blood-maddened Feeding Frenzy: Each time a model from this unit slays an enemy model, roll a dice. On a 6+ it can immediately make one additional attack against the same unit.

DEATH, VAMPIRE, SOULBLIGHT, VARGHEISTS

BAT SWARMS

Flocks of blood-hungry carrion bats often follow the armies of death to war, falling upon enemy troops in a tearing, beating cloud, sinking their teeth into veins and arteries to sup on the warm blood within. Few are the warriors who can maintain formation and discipline in the face of this agonising swarm.



MELEE WEAPONS

Razor-sharp Teeth

Range

3"

Attacks

5

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A Bat Swarm can have any number of models. The bats descend upon the battlefield in a screeching cloud of flapping leathery wings and Razor-sharp Teeth, crawling between their victims' armour joints and draining them of their life-essence.

FLY

Bat Swarms can fly.

ABILITIES

Cloud of Horror: Subtract 1 from hit rolls for enemy units that are within 12" of any Bat Swarms in the shooting phase.

Blood Suckers: At the end of any combat phase in which this unit caused any wounds to be allocated to any enemy models, you can heal all wounds that have been allocated to this unit.

KEYWORDS

DEATH, SOULBLIGHT, SUMMONABLE, BAT SWARMS

FELL BATS

Fell Bats are carrion-eating vermin that have grown bloated and huge from feasting upon rotting corpses. Larger than an adult human, they possess strong jaws and razor-sharp fangs powerful enough to crush their prey's skull with a single bite. The mere scent of fresh blood drives these horrid creatures into a vicious frenzy.



MELEE WEAPONS

Elongated Fangs

Range

1"

Attacks

3

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Fell Bats has 3 or more models. The beasts slice open their prey's flesh with Elongated Fangs before gorging on the gushing lifeblood in horrific, slurping draughts.

FLY

Fell Bats can fly.

ABILITIES

Scent of Gore: If an enemy model is slain within 6" of this unit, increase the Attacks characteristic of this unit's Elongated Fangs to 6 for the rest of the battle.

KEYWORDS

DEATH, SOULBLIGHT, SUMMONABLE, FELL BATS

VAMPIRE LORD

Vampire Lords are amongst the most powerful and fearsome undead creatures, possessing eternal life, unnatural speed and strength, and a ceaseless craving for fresh blood. Over their long centuries of existence they have mastered the martial arts, and in battle they are a whirlwind of devastation, carving foes apart with contemptuous ease or summoning dark magic to tear the life from their bodies.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spirit-possessed Blades	1"	4	3+	3+	-1	D3
Nightmare's Hooves and Teeth	1"	2	4+	4+	-	1

DESCRIPTION

A Vampire Lord is a single model. Each is armed with Spirit-possessed Blades, and some bear an enchanted Chalice of Blood into battle.

NIGHTMARE

Some Vampire Lords are mounted on a Nightmare steed; these have a Move of 10" rather than 5", and can attack with the Nightmare's Hooves and Teeth.

FLYING HORROR

Some Vampire Lords have membranous wings; these have a Move of 10" and can fly.

ABILITIES

The Hunger: At the end of any combat phase in which this model slew any enemy models, you can heal 1 wound that has been allocated to it.

Chalice of Blood: If this model has a Chalice of Blood, then once per battle in your hero phase, you can heal D6 wounds that have been allocated to it.

Deathly Invocation: At the start of your hero phase, pick up to 3 different friendly **SUMMONABLE** units within 12" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

A Vampire Lord is a **WIZARD**. They can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells.

COMMAND ABILITY

Blood Feast: If this model uses this ability, pick a friendly **DEATH** unit within 15" of it. Models in that unit make one extra attack with each of their melee weapons until your next hero phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, HERO, WIZARD, VAMPIRE LORD

BLOODSEEKER PALANQUIN

A Bloodseeker Palanquin is the dread conveyance of a Sanguinarch, an honoured vampire who seeks only the richest and most potent blood to sample. Leashed spirits and wailing banshees swirl about this construction of sinew and bone, and mounted at the front is a cauldron containing the Sanguinarch's finest concoction, an elixir utterly intoxicating to her Soulbright kin.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wail of the Damned	*	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sanguinarch's Bloodletting Blade	1"	4	3+	3+	-1	D3
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Wail of the Damned	Spectral Host
0-2	14"	9"	12
3-4	12"	8"	10
5-7	10"	7"	8
8-9	8"	6"	6
10+	4"	5"	4

DESCRIPTION

A Bloodseeker Palanquin is a single model. The Sanguinarch strikes at nearby foes with her Bloodletting Blade. She is mounted on a palanquin carried by a swirling Spectral Host that fights with shimmering Ethereal Weapons. Above the palanquin, the tortured banshee spirits of failed assistants scream a Wail of the Damned, while scanning the battlefield for choice specimens.

FLY

Bloodseeker Palanquins can fly.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for the Spectral Host's Ethereal Weapons, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

A Fine Vintage: If an enemy **HERO** is slain within 9" of this model, add 1 to the Attacks characteristic of any melee weapons used by friendly **SOULBRIGHT** units within 12" of this model until your next hero phase.

Wail of the Damned: When making a Wail of the Damned attack, roll two dice for each enemy unit within the range shown on the damage table. If the total is higher than that unit's Bravery, it suffers D3 mortal wounds.

Deathly Invocation: At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

The Sanguinarch on a Bloodseeker Palanquin is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Blood Siphon spells.

BLOOD SIPHON

With a contemptuous gesture, the Sanguinarch drains a torrent of blood from their victim's eyes, nose and mouth.

Blood Siphon has a casting value of 6. If successfully cast, pick an enemy **HERO** within 12" of the caster that is visible to them and roll a dice. On a 1-3 the hero suffers a mortal wound. On a 4-5 the hero suffers D3 mortal wounds. On a 6 the hero suffers D6 mortal wounds.

KEYWORDS

DEATH, VAMPIRE, SOULBRIGHT, MALIGNANT, HERO, WIZARD, BLOODSEEKER PALANQUIN

COVEN THRONE

Borne aloft by wailing spirits, a Vampire Queen's Covenant Throne flies ominously over the battlefield, guided by the visions of her Handmaidens. Nearby mortals are left dazed and helpless as they gaze upon the dark beauty of its immortal occupants. The Vampire Queen snatches up those she finds appealing, draining them dry before hurling their pale, bloodless corpses to the ground.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vampire Queen's Predatory Bite	1"	1	3+	4+	-	D3
Vampire Queen's Stiletto	1"	4	3+	3+	-1	1
Handmaidens' Needle-sharp Poniards	1"	✱	3+	3+	-	1
Spectral Host's Ethereal Weapons	1"	✱	5+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Handmaidens	Spectral Host
0-2	14"	8	12
3-4	12"	7	10
5-7	10"	6	8
8-9	8"	5	6
10+	4"	4	4

DESCRIPTION

A Covenant Throne is a single model. A beautiful Vampire Queen reclines on the throne, striking at any foe that approaches her with her Stiletto or draining them with her Predatory Bite. She is mounted on a Covenant Throne, attended by two Pallid Handmaidens that fight with Needle-sharp Poniards and protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons.

FLY

Covenant Thrones can fly.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for the Spectral Host's Ethereal Weapons, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Screaming Pool: Once per game, you can re-roll a single dice roll of your choice for this model.

The Hunger: At the end of any combat phase in which this model slew any enemy models, you can heal 1 wound that has been allocated to it. If this model slew any enemy **HERO** models this turn, you may heal 1 additional wound allocated to it.

Deathly Invocation: At the start of your hero phase, pick up to 3 different friendly **SUMMONABLE** units within 12" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

The Vampire Queen on a Covenant Throne is a **WIZARD**. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Beguile spells.

BEGUILE

Staring into her prey's eyes, the caster clouds their minds and steals their hearts.

Beguile has a casting value of 6. If successfully cast, pick an enemy unit within 12" of the caster that is visible to them and roll three dice. If the total is higher than that unit's Bravery, then until your next hero phase the caster cannot be selected as the target of any attacks made by that unit or spells cast by that unit.

COMMAND ABILITY

Tactical Insight: If this model uses this ability, pick a friendly **DEATH** unit within 12" of it. You can re-roll hit, wound and save rolls of 1 for that unit until your next hero phase.

KEYWORDS

DEATH, VAMPIRE, SOULBLIGHT, MALIGNANT, HERO, WIZARD, COVEN THRONE

MORTIS ENGINE

This nightmarish engine bears a reliquary containing the remains of a dead Necromancer. An intense aura of death magic surrounds this profane relic, bolstering the spells and rituals of nearby Deathmages. As this lodestone of necromantic power soars across the battlefield, the banshees and tortured spirits bound to its frame lash out at the living with spectral blades.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wail of the Damned	*	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corpsesmaster's Mortis Staff	1"	1	4+	3+	-1	D3
Spectral Host's Ethereal Weapons	1"	*	5+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Wail of the Damned	Ethereal Weapons
0-2	14"	9"	12
3-4	12"	8"	10
5-7	10"	7"	8
8-9	8"	6"	6
10+	4"	5"	4

DESCRIPTION

A Mortis Engine is a single model. At its heart is an ancient reliquary containing an inanimate Necromancer; the dark aura that radiates from it is a boon to nearby practitioners of death magic and a curse to all other spellcasters. The Mortis Engine is watched over by a deathless Corpsesmaster, who attacks any who approach too closely with a gnarled Mortis Staff. At great need, he can open the triple-locked reliquary, visiting its devastating energies upon the foe. He is protected by a swirling Spectral Host that fights with shimmering Ethereal Weapons, while above the Mortis Engine a cloud of banshees scream a Wail of the Damned, cursing those who hear it to a maddened demise.

FLY

Mortis Engines can fly.

ABILITIES

Wail of the Damned: When making a Wail of the Damned attack, roll two dice for each enemy unit within the range shown on the damage table. If the total is higher than that unit's Bravery, it suffers D3 mortal wounds.

Frightful Touch: Each time you make a hit roll of 6+ for the Spectral Host's Ethereal Weapons, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

The Reliquary: Once per battle, in your hero phase, you can declare that the Corpsesmaster will unleash the energies stored in the reliquary. When you do so, roll four dice and add the scores together to determine the range of this ability. Each unit within range is struck by a wave of necromantic force. **DEATH** units that are struck heal D3 wounds that have been allocated to them, while any other unit struck suffers D3 mortal wounds.

Bound Necromancer: Add 1 to casting rolls for **DEATH WIZARDS** within 12" of any Mortis Engines. Subtract 1 from casting rolls for **ORDER, DESTRUCTION** and **CHAOS WIZARDS** within 12" of any Mortis Engines.

KEYWORDS

DEATH, MALIGNANT, DEATHMAGES, MORTIS ENGINE

NECROMANCER

Necromancers have sacrificed everything in pursuit of the most forbidden lore, gaining mastery over the dead in exchange for their mortal soul. With a gesture they bring rotting corpses and skeletal warriors crawling up from the grave, binding them to their service.



MELEE WEAPONS

Necromancer's Staff

Range

Attacks

To Hit

To Wound

Rend

Damage

2"

1

4+

3+

-1

D3

DESCRIPTION

A Necromancer is a single model. He is armed with a Necromancer's Staff.

ABILITIES

Undead Minions: Before you allocate a wound to this model, you may pick a friendly **SUMMONABLE** unit within 3" and roll a dice. On a 4+ the wound is allocated to that unit instead.

Deathly Invocation: At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" of this model.

You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

MAGIC

A Necromancer 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 Vanhel's Danse Macabre spells.

VANHEL'S DANSE MACABRE

The undead are filled with magical energy that causes them to jerk forwards and attack with tireless, unnatural speed.

Vanhel's Danse Macabre has a casting value of 6. If successfully cast, pick a friendly **SUMMONABLE** unit within 18" of the caster. That unit can be chosen to pile in and attack twice in your next combat phase.

KEYWORDS

DEATH, NECROMANCER, DEATHMAGES, HERO, WIZARD

ZOMBIES

These rotting corpses are animated by necromantic magic. Though slow and clumsy, they will attack their prey with single-minded tirelessness, ignoring all but the most vicious wounds as they bite and tear at their unfortunate victims. Those they slay are raised in turn to join the ranks of the shambling horde.



MELEE WEAPONS

Zombie Bite

Range

Attacks

To Hit

To Wound

Rend

Damage

1"

1

5+

5+

-

1

DESCRIPTION

A unit of Zombies has 10 or more models. They shamble forwards in a rotting horde before tearing into exposed flesh with their Zombie Bites.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any **DEATH** Standard Bearers.

NOISE MAKER

Models in this unit may be Noise Makers. A unit that includes any Noise Makers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Dragged Down and Torn Apart: You can add 1 to hit and wound rolls for a unit of Zombies if it has 20 or more models, or 2 if it has 40 or more models.

The Newly Dead: At the end of the combat phase, roll a dice for each model slain by this unit. For each roll of a 6, add a Zombie to this unit.

Vigour Mortis: You can add 1 to hit rolls for this unit whilst it is within 9" of any friendly **CORPSE CARTS**.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, SUMMONABLE

CORPSE CART

WITH UNHOLY LODESTONE

Perhaps the most vile creation of the Deathmages is the abomination known as the Corpse Cart, a wagon piled with mutilated corpses and hauled by shambling Zombies. An Unholy Lodestone rests atop this dread conveyance, radiating a sickening aura of death that bolsters the vile rituals of nearby Necromancers.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corpsemaster's Goad	2"	2	4+	4+	-	1
Corpsemaster's Lash	1"	3	4+	4+	-	1
Zombies' Rusty Blades	1"	2D6	5+	5+	-	1

DESCRIPTION

A Corpse Cart is a single model. It is controlled by a Corpsemaster armed with either a wicked Goad or a cruel Lash, and dragged into battle by shambling Zombies who attack with Rusty Blades. Some Corpsemasters also carry a Cryptsword. Mounted on the back of the cart is an Unholy Lodestone, glowing with dark power.

ABILITIES

Unholy Lodestone: Add 1 to casting rolls for friendly **DEATH WIZARDS** within 18" of any Corpse Carts with an Unholy Lodestone.

Locus of Undeath: Whilst it is within 6" of this model, you can re-roll the dice to determine how many wounds are healed on a friendly **DEATH** unit picked as a target of a Deathly Invocation ability.

Cryptsword: Instead of attacking with his Goad or Lash in the combat phase, you may declare that a Corpsemaster with a Cryptsword will attempt to impale his victim's soul. If he does so, pick an enemy unit within 1" and roll a dice. On a 5+ the unit you picked suffers a mortal wound.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, CORPSE CART

CORPSE CART

WITH BALEFIRE BRAZIER

This wagon is fashioned from rotted wood, rusted metal and diseased flesh, and heaped with writhing body parts. Mounted upon its rear is a brazier that burns with sickening witch-light, unleashing billowing gusts of smoke flecked with realmstone particles. Enemy wizards that stray into this foul-smelling cloud die choking and screaming, driven to insanity by the corrupting fumes.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Corpsemaster's Goad	2"	2	4+	4+	-	1
Corpsemaster's Lash	1"	3	4+	4+	-	1
Zombies' Rusty Blades	1"	2D6	5+	5+	-	1

DESCRIPTION

A Corpse Cart is a single model. It is controlled by a Corpsemaster armed with either a wicked Goad or a cruel Lash, and dragged into battle by shambling Zombies who attack with Rusty Blades. Some Corpsemasters also carry a Cryptsword. Mounted on the back of the cart is a Balefire Brazier that casts its evil glow all around.

ABILITIES

Balefire Brazier: Subtract 1 from casting rolls for enemy **WIZARDS** that are within 18" of any Corpse Carts with Balefire Braziers.

Malefic Fumes: At the start of your hero phase, roll a dice for each enemy **WIZARD** within 6" any Corpse Carts with a Balefire Brazier. On a 4+ that unit suffers a mortal wound.

Cryptsword: Instead of attacking with his Goad or Lash in the combat phase, you may declare that a Corpsemaster with a Cryptsword will attempt to impale his victim's soul. If he does so, pick an enemy unit within 1" and roll a dice. On a 5+ the unit you picked suffers a mortal wound.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, CORPSE CART

TERRORGHEIST

The Terrorgheist is a bloodthirsty undead beast that hungrily rips apart its victims in welters of gore. Its piercing cry scythes through the enemy as it plunges into the fray, snapping and tearing through enemy battle lines. Should the beast be slain, another horror awaits its foes, as hundreds of shrieking bats burst from its remains to ravage those nearby.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death Shriek	10"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skeletal Claws	2"	✱	4+	3+	-1	D3
Fanged Maw	3"	3	4+	3+	-2	D6

Wounds Suffered	DAMAGE TABLE		
	Move	Death Shriek	Skeletal Claws
0-3	14"	6	4
4-6	12"	5	4
7-9	10"	4	3
10-12	8"	3	3
13+	6"	2	2

DESCRIPTION

A Terrorgheist is a single model. It wracks its foes with its Skeletal Claws and rips them in half with its Fanged Maw. Its piercing Death Shriek can freeze the lifeblood of those that hear it, killing them where they stand.

FLY

Terrorgheists can fly.

ABILITIES

Death Shriek: When making a Death Shriek attack, pick an enemy unit within range and roll a dice, adding the number shown in the damage table. If the total is higher than that unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference.

Gaping Maw: Each time you make a hit roll of 6+ for this model's Fanged Maw, the attack is automatically successful. Determine damage normally (do not make a wound or save roll) but increase the weapon's Damage characteristic to 6.

Infested: When this model is slain, before removing the model, each unit (friend or foe) within 3" of it suffers D3 mortal wounds.

KEYWORDS

DEATH, MONSTER, TERRORGHEIST

ZOMBIE DRAGON

With a deafening roar, the Zombie Dragon dives into battle on tattered wings and darkest magic. Eye sockets aglow with the necromantic energy that animates it, the beast shreds flesh, bone and steel with equal ease, its massive talons and snapping maw matched in their lethality only by its billowing pestilential breath.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Pestilential Breath	9"	1	3+	☀	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Snapping Maw	3"	3	4+	3+	-2	D6
Sword-like Claws	2"	☀	4+	3+	-1	2

Wounds Suffered	DAMAGE TABLE			
	Move	Pestilential Breath	Sword-like Claws	
0-3	14"	2+	7	
4-6	12"	3+	6	
7-9	10"	4+	5	
10-12	8"	5+	4	
13+	6"	6+	3	

DESCRIPTION

A Zombie Dragon is a single model. The Zombie Dragon rips apart its foes with its Sword-like Claws and Snapping Maw, and its Pestilential Breath can strip flesh from bone.

FLY

Zombie Dragons can fly.

ABILITIES

Pestilential Breath: Roll a dice when you attack with the Zombie Dragon's Pestilential Breath. If the roll is equal to or less than the number of models in the target unit, the attack scores a hit without needing to make a hit roll.

KEYWORDS

DEATH, MONSTER, ZOMBIE DRAGON

WARSCROLL

WIGHT KING

WITH BALEFUL TOMB BLADE

Wight Kings are the champions and rulers of the Deathrattle empires, skeletal tyrants whose lust for conquest and slaughter did not abate upon death. Filled with ancient pride and a blazing hatred of the living, they march at the head of vast undead hosts, hacking down their foes with contemptuous swipes of their cursed tomb blades.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Baleful Tomb Blade	1"	4	3+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

This Wight King is a single model bearing a Baleful Tomb Blade.

SKELETAL STEED

Some Wight Kings are mounted on Skeletal Steeds. They have a Move of 12" rather than 4" and can attack with the steed's Hooves and Teeth.

ABILITIES

Beheading Strike: If the wound roll for an attack made with a Baleful Tomb Blade is 6+, that attack has a Damage characteristic of D3.

Deathly Invocation: At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each

unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

COMMAND ABILITY

Lord of Bones: If this model uses this ability, pick a friendly **DEATHRATTLE** unit within 18" of it. Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING

WIGHT KING

WITH BLACK AXE

Called forth from his restless slumber by the promise of conquest and slaughter, this skeletal lord of undeath clutches a massive Black Axe. This many-notched blade, deconsecrated with the blood of innocents, has sent the souls of countless foes howling into the abyss.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Black Axe	1"	4	3+	3+	-1	1

DESCRIPTION

This Wight King is a single model bearing a Black Axe and wearing a heavy suit of Barrow Armour.

ABILITIES

Black Axe: If a model is allocated any wounds from attacks made using the Black Axe but is not slain, roll a dice after the Wight King has finished making all of its attacks. On a 6+ that model is slain.

Barrow Armour: Halve the number of wounds allocated to this model from each attack, rounding up (the remainder are negated).

Deathly Invocation: At the start of your hero phase, pick up to 2 different friendly **SUMMONABLE** units within 6" of this model. You can heal D3 wounds that have been allocated to each unit you picked (roll separately for each unit). If no wounds are currently allocated to a unit you have picked, you may instead return a number

of slain models to it that have a combined Wounds characteristic equal to or less than the roll of a D3.

COMMAND ABILITY

Lord of Bones: If this model uses this ability, pick a friendly **DEATHRATTLE** unit within 18" of it. Until your next hero phase, add 1 to the Attacks characteristic of that unit's melee weapons.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, HERO, WIGHT KING

BLACK KNIGHTS

These skeletal horsemen charge into battle upon fleshless steeds, slicing into the enemy ranks like a scythe that reaps the living. Their great lances punch through armour and bone with ease, smashing the life from dozens of enemy soldiers. All that the Black Knights leave in their wake are ruptured corpses and the chill aura of death.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barrow Lance	1"	2	3+	4+	-	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Black Knights has 5 or more models. Black Knights are armed with Barrow Lances and carry Crypt Shields. They ride Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

HELL KNIGHT

The leader of this unit is a Hell Knight. Add 1 to the Attacks characteristic of a Hell Knight's Barrow Lance.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units that are within 6" of any DEATH Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Deathly Charge: If this unit completed a charge this turn, add 1 to its wound rolls and add 1 to the Damage characteristic of its Barrow Lances.

Crypt Shields: You can add 1 to save rolls for this unit against attacks that have a Rend of '+'.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SUMMONABLE, BLACK KNIGHTS

GRAVE GUARD

Armed with ensorcelled blades and clad in ancient relic armour, the Grave Guard are the elite infantry of tomb and barrow, skeletal champions who march and slay in perfect formation. Each killing strike from their cursed swords severs the chord between soul and flesh, dropping the lifeless bodies of their victims to the floor.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wight Blade	1"	2	3+	4+	-1	1
Great Wight Blade	1"	2	3+	3+	-1	1

DESCRIPTION

A unit of Grave Guard has 5 or more models. Some units of Grave Guard are equipped with Wight Blades and Crypt Shields. Others are instead equipped with two-handed Great Wight Blades.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any DEATH Standard Bearers.

SENESCHAL

The leader of this unit is a Seneschal. Add 1 to the Attacks characteristic of a Seneschal's Wight Blade or Great Wight Blade.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Cursed Weapons: If the wound roll for an attack made with a Wight Blade or Great Wight Blade is 6+, double the Damage characteristic of that attack.

Crypt Shields: Add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend characteristic of '+'.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SUMMONABLE, GRAVE GUARD

SKELETON WARRIORS

When a Deathrattle king sends out the call to war, his skeletal thralls respond in their endless multitudes, arming themselves with ancient, pitted weapons and grasping battered shields. These revenant warriors fight in total silence, butchering the foe without rage, hatred or mercy for as long as their master wills it.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Blade	1"	1	4+	4+	-	1
Ancient Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Skeleton Warriors has 10 or more models. Some units are equipped with Ancient Blades, whilst others go to war with Ancient Spears. Units of Skeleton Warriors also carry battered Crypt Shields for protection.

SKELETON CHAMPION

The leader of this unit is a Skeleton Champion. Add 1 to the Attacks characteristic of a Skeleton Champion's Ancient Blade or Ancient Spear.

STANDARD BEARER

Models in this unit may be Standard Bearers. Subtract 1 from the Bravery characteristic of enemy units whilst they are within 6" of any DEATH Standard Bearers.

HORNBLOWER

Models in this unit may be Hornblowers. A unit that includes any Hornblowers can always move up to 6" when it charges, unless its charge roll is higher.

ABILITIES

Serve in Death: Add 1 to hit rolls for Skeleton Warriors units that are within 18" of any friendly DEATH HEROES.

Skeleton Legion: Add 1 to the Attacks characteristic of this unit's melee weapons if it has 20 or more models. Add 2 instead if it has 30 or more models.

Crypt Shields: Add 1 to save rolls for a unit carrying Crypt Shields against attacks that have a Rend characteristic of '+2'.

KEYWORDS

DEATH, SKELETON, DEATHRATTLE, SUMMONABLE, SKELETON WARRIORS

CAIRN WRAITH

The horrors known as Cairn Wraiths were once mass murderers or cruel executioners, mortals who developed such a taste for killing that upon death their unquiet spirits rose from the underworlds to continue their spree of terror. They reap the souls of the living with every swing of their spectral scythes, delighting in the fear and suffering they spread amongst the living.



MELEE WEAPONS

Reaper Scythe

Range

2"

Attacks

3

To Hit

4+

To Wound

3+

Rend

-1

Damage

2

DESCRIPTION

A Cairn Wraith is a single model. It attacks with a two-handed Reaper Scythe that harvests the souls of the enemy with each fell sweep.

FLY

Cairn Wraiths can fly.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for a Reaper Scythe, that attack inflicts 2 mortal wounds instead of the normal damage (do not make a wound or save roll).

Reaped Like Corn: If the target unit has 5 or more models, you can re-roll failed hit rolls for this model's Reaper Scythe.

Ethereal: Ignore modifiers (positive or negative) when making save rolls for this model.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, CAIRN WRAITH

TOMB BANSHEE

Tomb Banshees are apparitions of revenge and retribution. For countless lifetimes, these fell spirits have dwelt upon the dark deed that robbed them of vitality, love or contentment, becoming bitter and hate-filled. A single piercing scream from a Tomb Banshee is enough to freeze the life from even the bravest warrior.



MISSILE WEAPONS

Ghostly Howl

Range

10"

Attacks

1

To Hit

See below

To Wound

See below

Rend

See below

Damage

See below

MELEE WEAPONS

Chill Dagger

Range

1"

Attacks

1

To Hit

4+

To Wound

3+

Rend

-2

Damage

D3

DESCRIPTION

A Tomb Banshee is a single model. It is equipped with a Chill Dagger that freezes the heart of its victim with the merest scratch. A Tomb Banshee can also emit a Ghostly Howl to petrify its enemies.

FLY

Tomb Banshees can fly.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for a Chill Dagger, that attack inflicts D3 mortal wounds instead of the normal damage (do not make a wound or save roll).

Ethereal: Ignore modifiers (positive or negative) when making save rolls for this model.

Ghostly Howl: When making a Ghostly Howl attack, pick a target within range. Next, roll two dice and add the scores together. If the total is higher than that unit's Bravery characteristic, it suffers a number of mortal wounds equal to the difference.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, TOMB BANSHEE

WARSCROLL

HEXWRAITHS

Upon ghostly steeds, the Hexwraiths ride straight through their foes, turning blood to ice and snatching souls from screaming warriors. Once knights both proud and cruel, these ethereal killers relive their glory by visiting pain and death upon the mortal races of the realms.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Scythe	1"	2	4+	3+	-1	1
Skeletal Steed's Hooves and Teeth	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Hexwraiths has 5 or more models armed with glowing Spectral Scythes and riding Skeletal Steeds that lash out at the enemy with their Hooves and Teeth.

FLY

Hexwraiths can fly.

HELLWRAITH

The leader of this unit is a Hellwraith. Add 1 to the Attacks characteristic of a Hellwraith's Spectral Scythe.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for a Spectral Scythe, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

Ethereal: Ignore modifiers (positive or negative) when making save rolls for this unit.

Spectral Hunters: In the movement phase, immediately after this unit has moved, you can pick an enemy unit that was passed across by any models from this unit. If you do so, roll a dice for each Hexwraith that passed across that enemy unit. For each roll of 5+, that enemy unit suffers 1 mortal wound.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, HEXWRAITHS

BLACK COACH

Driven by a Cairn Wraith and bearing the remains of a slain vampire encased within an ensorcelled coffin, the Black Coach seeks out sites of great slaughter and suffering, swelling with dark magic as it runs down helpless mortals in an explosion of gore.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cairn Wraith's Reaper Scythe	1"	3	4+	3+	-1	2
Nightmares' Hooves and Teeth	1"	4	4+	4+	-	1

DESCRIPTION

A Black Coach is a single model. It is driven by a Cairn Wraith armed with a massive two-handed Reaper Scythe, and is pulled along by skeletal Nightmares that lash out at the foe with their Hooves and Teeth.

ABILITIES

Frightful Touch: Each time you make a hit roll of 6+ for the Cairn Wraith's Reaper Scythe, that attack inflicts 2 mortal wounds instead of the normal damage (do not make a wound or save roll).

Reaped Like Corn: If the target unit has 5 or more models, you can re-roll failed hit rolls for the Cairn Wraith's Reaper Scythe.

Evocation of Death: In your hero phase, roll a dice for each friendly **DEATH WIZARD** within 12" of this model. For each roll of 6, the Black Coach gains a level of power for the rest of the battle; these are cumulative and grant the following abilities:

First Level – Gleaming Scythes: After this model completes a charge, pick an enemy unit within 1" of this model. That unit suffers D3 mortal wounds.

Second Level – Unholy Vigour: This model has a Move characteristic of 14" instead of 10".

Third Level – Witch-fire: Add 1 to hit rolls for this model.

Fourth Level – Howling Winds: This model can fly.

Fifth Level – Nimbus of Darkness: This model can attempt to unbind one spell in the enemy hero phase as if it were a **WIZARD**.

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, HERO, BLACK COACH

SPIRIT HOSTS

Swirling above the massed armies of death come the Spirit Hosts. These are the souls of the damned, stripped of body and identity, screaming endlessly for the life they have lost. They long to take out their tormented rage upon the living, and the very touch of their spectral claws can turn blood to ice, or stop a heart from beating.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	6	5+	4+	-	1

DESCRIPTION

A unit of Spirit Hosts has 3 or more models. The spirits rend the souls of mortals with their Spectral Claws and Daggers.

FLY

Spirit Hosts can fly.

ABILITIES

Ethereal: Ignore modifiers (positive or negative) when making save rolls for this unit.

Frightful Touch: Each time you make a hit roll of 6+ for Spectral Claws and Daggers, that attack inflicts 1 mortal wound instead of the normal damage (do not make a wound or save roll).

KEYWORDS

DEATH, MALIGNANT, NIGHTHAUNT, SUMMONABLE, SPIRIT HOSTS

DIRE WOLVES

Dire Wolves are the rotting carcasses of dead beasts raised by necromantic magic, tireless and eternally ravenous. Their bottomless reserves of stamina allow them to track prey over hundreds of miles, never ceasing the chase until they feel the crunch of their quarry's bones between their rotting teeth.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotting Fangs and Claws	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Dire Wolves has 5 or more models. They savage their terrified prey with Rotting Fangs and Claws.

DOOM WOLF

The leader of this unit is a Doom Wolf. Add 1 to the Attacks characteristic of a Doom Wolf's Rotting Fangs and Claws.

ABILITIES

Slavering Charge: Add 1 to wound rolls for this unit if it completed a charge move this turn.

Vigour Necris: Add 1 to save rolls for this unit if it is within 9" of any friendly CORPSE CARTS.

KEYWORDS

DEATH, ZOMBIE, DEADWALKERS, SUMMONABLE, DIRE WOLVES

RULES

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field your undead legions in a Pitched Battle against any opponent.

LEGIONS OF NAGASH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Dire Wolves	5	30	60/320	Battleline	
Skeleton Warriors	10	40	80/280	Battleline	
Zombies	10	60	60/320	Battleline	
Mortis Engine	1	1	180	Behemoth	
Terrorgeist	1	1	300	Behemoth	
Zombie Dragon	1	1	300	Behemoth	
Cairn Wraith	1	1	60	Leader	
Necromancer	1	1	110	Leader	
Tomb Banshee	1	1	80	Leader	
Vampire Lord	1	1	140	Leader	
Wight King with Baleful Tomb Blade	1	1	120	Leader	
Wight King with Black Axe	1	1	120	Leader	
Arkhan the Black, Mortarch of Sacrament	1	1	320	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Bloodseeker Palanquin	1	1	320	Leader, Behemoth	
Coven Throne	1	1	260	Leader, Behemoth	
Mannfred, Mortarch of Night	1	1	420	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Nagash, Supreme Lord of the Undead	1	1	800	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Neferata, Mortarch of Blood	1	1	400	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Prince Vhordrai	1	1	480	Leader, Behemoth	Only one of this model can be included in a Pitched Battle army.
Vampire Lord on Zombie Dragon	1	1	440	Leader, Behemoth	
Bat Swarms	2	8	80		
Black Coach	1	1	120		
Black Knights	5	20	120		
Blood Knights	5	15	260		Battleline if army has SOULBLIGHT allegiance.
Corpse Cart with Balefire Brazier	1	1	80		
Corpse Cart with Unholy Lodestone	1	1	80		
Fell Bats	3	12	80		
Grave Guard	5	30	80/420		Battleline if army has GRAND HOST OF NAGASH allegiance.
Hexwraiths	5	20	160		Battleline if army has NIGHTHAUNT allegiance.
Morghast Archai	2	6	220		Battleline if army has GRAND HOST OF NAGASH allegiance and general is Nagash.
Morghast Harbingers	2	6	220		Battleline if army has GRAND HOST OF NAGASH allegiance and general is Nagash.
Spirit Hosts	3	12	120		Battleline if army has NIGHTHAUNT allegiance.
Vargheists	3	12	160		
Castellans of the Crimson Keep	-	-	90	Warscroll Battalion	
Court of Nulahmia	-	-	70	Warscroll Battalion	
Deathmarch	-	-	110	Warscroll Battalion	
Lords of Sacrament	-	-	70	Warscroll Battalion	
Nightfall Pack	-	-	140	Warscroll Battalion	
The First Cohort	-	-	160	Warscroll Battalion	
Grand Host of Nagash Allies: Flesh-eater Courts					
Legion of Sacrament Allies: Flesh-eater Courts					
Legion of Blood Allies: Flesh-eater Courts					
Legion of Night Allies: Flesh-eater Courts					
Soulblight Allies: Deadwalkers, Deathlords, Deathrattle, Deathmages, Nighthaunt					

WHAT'S NEXT?

Wreathed in clouds of droning flies and toxic spores, wielding rusted weapons and bilious magics, the Maggotkin spill over the lands like a tide of filth, corrupting and polluting all they touch until the noxious Garden of Nurgle bursts the bounds of the Realm of Chaos.

