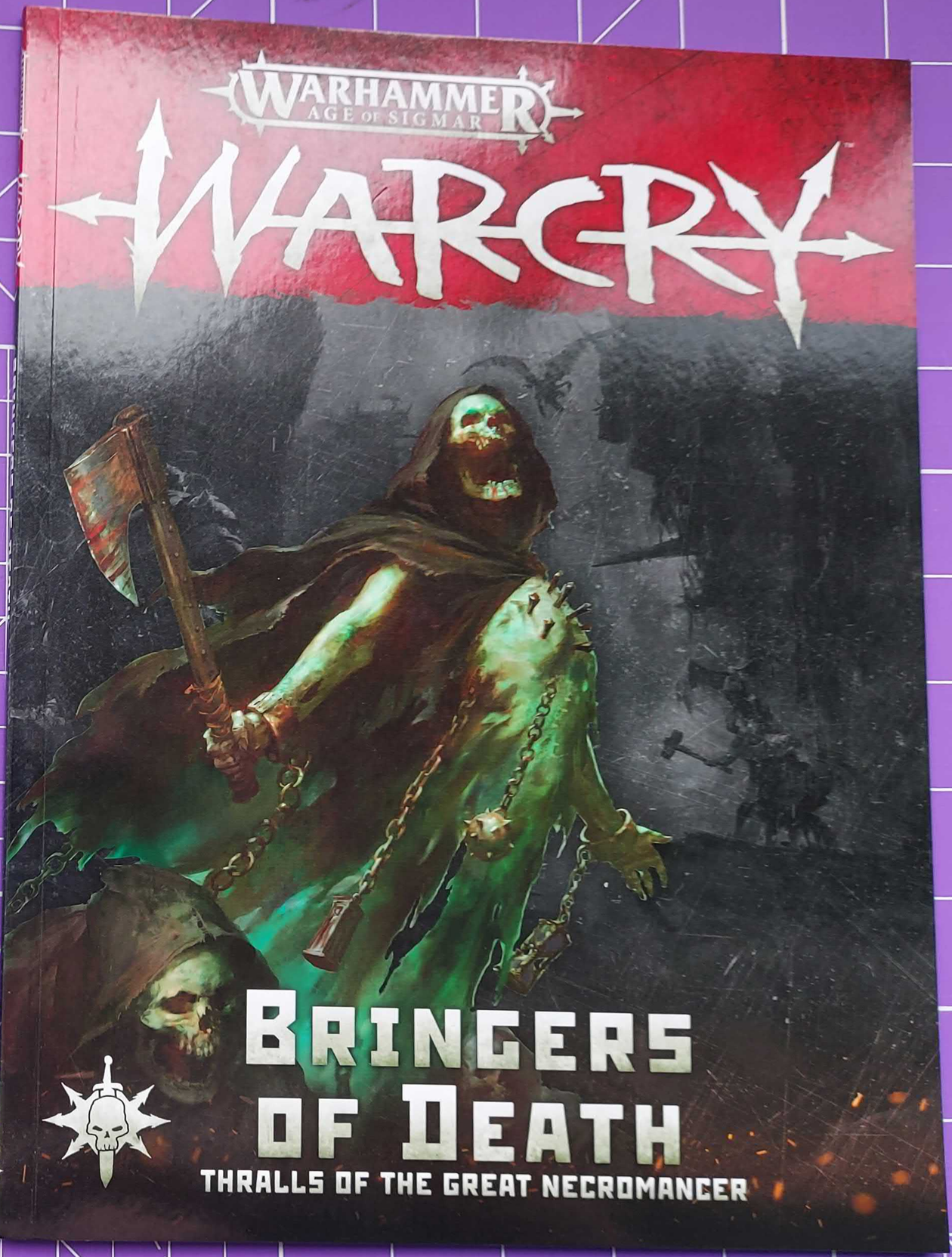
WARHAMMER
AGE OF SIGMAR

WARCRY



BRINGERS OF DEATH

THRALLS OF THE GREAT NECROMANCER

CONTENTS

LORDS OF DEMISE 2
HOW TO USE THIS BOOK 4
HEROES AND ALLIES 5
MONSTERS AND THRALLS 6
Death Monsters 9
Death Thralls 10
WARBANDS OF DEATH 12
FLESH-EATER COURTS 14
Abilities 16
Fighter Cards 17
LEGIONS OF NAGASH 18
Abilities 20
Fighter Cards 21
NIGHTHAUNT 24
Abilities 26
Fighter Cards 27
OSSIARCH BONEREAPERS . 30
Abilities 32
Fighter Cards 33
NARRATIVE PLAY 36
BACKGROUND TABLES 38
Flesh-eater Courts 38
Legions of Nagash 39
Nighthaunt 40
Ossiarch Bonereapers 41
DEATH FATED QUESTS 44
Dread Vengeance 46
Blooded Talons 48
The Grave of Gorsimax 50
Of Bone and Soul 52
Spoils of Victory 54
CHALLENGE BATTLES 56
The Royal Hunt 58
Thieves in the Night 59
A Grave Mistake 60
Death Comes Calling 61
Caged Lightning 62
Trial of the Five Blades 63
WARBAND ROSTERS 64

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Did the witless worshippers of the Dark Gods understand the doom they wrought for themselves when they butchered the people of the Allpoints and cast down their proud cities? Did they take heed of the bones they trampled beneath their conquering boots, or listen to the wailing of tormented spirits drifting on the aetheric winds?

If not, then more fool them.

Death stalks the Bloodwind Spoil. It lurks in the shadows of each sundered tomb and shattered mausoleum. It creeps through the night in Carngrad, stealing away damned souls before the coming of morning's crimson haze. In the wake of the greatest slaughters, across silent battlefields where only the carrion birds stir, the amethyst energies of dread Shyish – the realm of endings – settle across the land.

To these terminal places is drawn all the grim pageantry of the grave. Deranged cannibals, vengeful gheists and lock-wraiths, aristocratic vampires and skeletal conquerors – all march in the midnight armies, spreading horror and silent oblivion across the lands so presumptively claimed by the living.

Ruling over all these morbid hosts is Nagash – the Undying King, the Great Necromancer, Supreme Lord of the Undead and godly ruler of Shyish. He is the shadow that lurks in the corner of men's minds, reminding them of their ultimate mortality, and the rattling cry in the night that sees the dead rest uneasy in their graves. Nagash claims to desire order and justice, but only of the most twisted kind. He is a spiteful and tyrannical deity, brooding over every perceived slight and consumed with disdain for all that he does not possess.

Now, the Great Necromancer has made his designs for the lands of the Varanspire known. His armies have already invaded through the Shyishan arcway, establishing a terrible fortress wrought from bone and souls as their beachhead. Wandering warbands have spread far across the land, journeying to the Bloodwind Spoil at the behest of their masters on countless sinister quests. Then there are those champions of undeath who owe no direct allegiance to the lords of the coming Necrotopia, and who bring war and slaughter to the denizens of the Eightpoints entirely for their own purposes.

It matters not. The living will fall, the dead will rise, and even these lands of anarchy and ruin will be remade in the image of the Undying King. Unmoving. Unchanging. Unfeeling.

For all are one in Nagash. And Nagash is all.

LORDS OF DEMISE

The armies of undeath seek to turn all of creation – the Eightpoints included – into one endless tomb. Such is the will of Nagash, the tyrannical god of Shyish and the undisputed master of necromancy in the Mortal Realms. At his command, armies of risen grave-chattel and deranged mordants fight alongside shrieking spectres, darkly majestic vampire lords and bone-sculpted soldiers bedecked in morbid opulence. They are mortality and ending given form, and where they walk, mortals rightfully quake.

The warriors of undeath are remorseless, relentless, unstoppable – and with *Warcry: Bringers of Death*, they are yours to command. Whether you have long been steeped in the black art of necromancy or only recently converted to the cause of Nagash, within this unholy tome you will find everything you need to raise the legions of the grave and unleash them on your hapless foes in fast-paced and ferocious skirmish combat.

The units and factions that make up the Death range of Citadel Miniatures are dark, gothic and sinister. From the aristocratic Soulblight vampires to the ethereal terrors of the Nighthaunts and the pallid mordants that comprise the Flesh-eater Courts, they offer a window into the visceral and gothic horror of the Mortal Realms. Even the Eightpoints, a land lost to ruin and madness, must fear that which goes bump in the night. Painting a Death-aligned warband can be relatively straightforward – master the basics of bone and spirit-essence, and you'll be good to go! However, the forces of the undead also allow a great scope for creativity in painting and personalising your warband. In this book you'll find details of the grim history and culture of Nagash's armies, as well as what they seek to achieve in the lands of the Varanspire, be it spearheading the Great Necromancer's invasion of the Eightpoints or following more personal goals. A series of name and background generator tables has also been included, providing a quick and simple way of making your warband truly feel personal to you.

This book contains rules for using Flesh-eater Courts, Nighthaunt, Legions of Nagash and Ossiarch Bonereapers warbands in Warcry. Along with fighter cards for each type of warrior found in the ranks of the dead – from vicious Crypt Ghouls to hulking Necropolis Stalkers – every warband also possesses a suite of bespoke abilities, allowing you to represent their skills and preferred methods of fighting on the tabletop.

Bringers of Death contains a wealth of narrative play content for your undead warbands. A series of new fated quest campaigns allow you to pursue the Great Necromancer's sinister designs throughout the Bloodwind Spoil. By choosing the outcome of each campaign, your warband can affect the ongoing struggle for the Eightpoints, as well as earn potent new command traits and artefacts of power with which to terrorise the living.

Six new challenge battles, meanwhile, allow your battle-hardened warband to undertake missions designed to put your tactical skills to the test. These scenarios can be tough to win, but should you triumph you'll have access to a wealth of rewards with which to empower your warband even further – from collecting additional artefacts, to thralling mighty Zombie Dragons and Terrorgheists into your service!

The power of death sweeps across the land with relentless fury. Tombs yawn wide, and the spirits of the ancient slain cry out for vengeance. Now is the time for you to marshal your warbands and battle for dominance against the hated living. If you're new to Warcry, there's never been a better time to jump into the game of brutal skirmish combat. If you're a veteran of the Bloodwind Spoil, you'll find plenty of content to keep you gaming for a long time to come. So what are you waiting for? Nagash demands your obedience – call forth your warriors, and plunge into the maelstrom of battle!



Death magic abounds in the Eightpoints. Even the tyranny of Chaos cannot silence the might of the grave. Those skilled in the black arts can turn these morbid energies to their own ends, summoning forth grim and sinister warbands of those slain in the endless bloody battles.

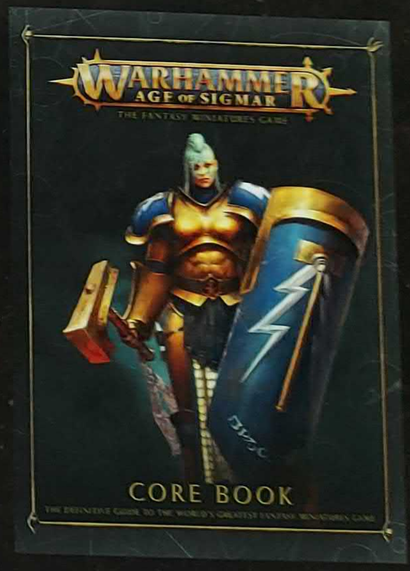
YOUR JOURNEY CONTINUES...

The jaw-dropping expanse of the Eight Realms is all but limitless, and so are the opportunities for exciting games of Warhammer Age of Sigmar.

The Warhammer Age of Sigmar Core Book is your in-depth guide to this fantastical setting. As well as a full and detailed history of the Mortal Realms, from the legendary tales of the Age of Myth to the triumphant crusades of the Stormcast Eternals, you will find a detailed overview of several of the most heavily contested realms. Included within are introductions to each of the Grand Alliances battling across these magical lands, from the tireless legions of Death to the rampaging, howling hordes of Destruction.

Exciting narrative sections, breathtaking world-building and detailed timelines – along with a showcase section presenting beautifully painted Citadel Miniatures in all their glory – will offer plenty of inspiration for your own hobby collection.

Of course, within the pages of the Core Book you will also find the full core rules for the Warhammer Age of Sigmar tabletop game, laying out each stage of a battle in intuitive and easy-to-follow stages. Whether you wish to take on your friends in a balanced competitive match, or prefer to simulate a mythic encounter between fantastical armies in the form of a narrative campaign, this weighty tome provides everything you need to lead your mighty army into battle!



HOW TO USE THIS BOOK

Warcry: Bringers of Death **contains all of the rules you need to field the Warcry warbands of Death on the battlefields of the Bloodwind Spoil and beyond.**

DEATH WARBANDS

The rules in this book will often refer to **Death warbands**. Every warband in Warcry belongs to one of the following 4 Grand Alliances: **Chaos**, **Death**, **Destruction** or **Order**. A Death warband is any warband that has one of the faction runemarks listed in the box on the right.



In addition, if any rules have the **Death** runemark (), those rules apply to all Death warbands. For example, the Death fated quests in this book all have the **Death** runemark () and can only be embarked upon by Death warbands.

The rules in this book are split into the following sections:

HEROES AND ALLIES

This section explains how to include heroes and allies in your warband.

MONSTERS AND THRALLS

This section contains rules for using monsters in your Warcry battles, including abilities for fighters to use against monsters and abilities for the monsters to use themselves. There are also rules for including monsters in your warband, plus fighter cards and abilities for the monsters and thralls available to a Death warband.

WARBANDS

This section includes all the abilities and fighter cards for Death warbands. There are 4 factions available to choose from.

CAMPAIGNS

This section includes 4 Death fated quests that any Death warband can embark upon.

CHALLENGE BATTLES

This section contains rules for playing challenge battles and includes 6 challenge battles that any Death warband can embark upon.

DEATH FACTION RUNEMARKS

Death

Flesh-eater Courts

Legions of Nagash

Nighthaunt

Ossiarch Bonereapers

HEROES AND ALLIES

In the Bloodwind Spoil, each day is a battle for survival. Many warbands seek to make alliances with powerful heroes and champions, for together they stand far greater chance of mastering the wilds than either does alone.

This section provides rules for special types of fighter known as **heroes** and **allies**. These rules allow you to include more than 1 fighter with the **Leader** runemark () in your warband, as well as fighters with a different faction runemark to your warband. This gives you even more ways to theme your warband and make it unique. For example, your Legions of Nagash warband might be led by two Necromancers who constantly plot against one another, or perhaps your Nighthaunts have been joined by a Mortisan Soulmason looking to further their knowledge in the manipulation of disembodied spirits.

If you have the *Warcry: Monsters and Mercenaries* expansion, the rules in this section supersede the allies rules in that book.



INCLUDING HEROES AND ALLIES IN YOUR WARBAND

Any fighter with the same faction runemark as your warband and the **Leader** runemark () can be included in your warband as a **hero**.

Any fighter with a different faction runemark to your warband and either the **Leader** runemark () or the **Ally** runemark () can be included in your warband as an **ally**. However, warbands can only include allies from the same Grand Alliance. For example, Death warbands can only include allies with a Death faction runemark.

There are limits on how many heroes and allies you can include in your warband, depending on the style of game you are playing.

OPEN AND MATCHED PLAY

In open play and matched play, when mustering for a battle, you can include 1 hero or ally in your warband. Heroes and allies cost points just like any other fighter, but allies are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark. In addition, when mustering your warband, heroes and allies are not considered to have the **Leader** runemark ().

NARRATIVE PLAY

In narrative play, heroes and allies can be added to your warband roster like any other fighter, either when you are first filling out your warband roster or during the Add and Remove Fighters step of the aftermath sequence.

Your warband roster can include up to 3 heroes or allies in any combination. When adding fighters to your warband roster, heroes and allies are not considered to have the **Leader** runemark () and do not count towards the maximum number of fighters you can add.

When mustering for a campaign battle, you can include 1 hero or ally from your warband roster for every 2 areas of territory your warband has dominated. For example, if you have 5 areas of dominated territory, you can include up to 2 heroes or allies from your warband roster in your warband for that campaign battle. Heroes and allies cost points just like any other fighter, but allies are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark. In addition, when mustering your warband, heroes and allies are not considered to have the **Leader** runemark ().

If your warband can include thralls when mustering for a campaign battle, any heroes or allies you include in your warband do not decrease the number of thralls you can include, and vice versa.

Like other fighters, heroes and allies can receive destiny levels, players must make injury rolls for them and they can bear lesser artefacts. Heroes can bear artefacts of power and be chosen to become favoured warriors, but allies cannot.



HEROES AND ALLIES NEVER LEAD

When a fighter is included in a warband as a hero or ally, if they have the **Leader** runemark () on their fighter card, this runemark is only used to determine which abilities the fighter can use; the hero or ally is not considered to have the **Leader** runemark () for any other purpose or rule. This means that any rule that refers to the leader of a warband does not refer to any heroes or allies in that warband.

MONSTERS AND THRALLS

The Eightpoints is home to more than just corrupted tribesmen. Monsters and beasts of all kinds dwell in this tainted land; the strongest warbands seek to bind such creatures to their will, though that is easier said than done...

MONSTERS

This section refers a type of fighter known as a **monster**. Monsters are fighters with the **Gargantuan** runemark (◓).

If you have the *Warcry: Monsters and Mercenaries* expansion, the rules in this section supersede the monster rules in that book.

Monsters are subject to the following rules:

DEPLOYING MONSTERS

When monsters are deployed, they must be placed wholly within 5" horizontally of a deployment point instead of wholly within 3".

ACTIVATING MONSTERS

A monster can be activated 3 times in a battle round instead of only once, but each time it is activated, it can make only 1 action instead of 2. Each time a monster is activated, it can use 1 ability before or after its action.

If a monster makes a wait action, its activation immediately ends; the monster is not said to be waiting and the rules for waiting do not apply.

MOVE ACTIONS WITH MONSTERS

A monster can climb and jump like any other fighter; however, if at the end of a move action its base is not wholly on a platform or the battlefield floor, it is said to have fallen.

If a monster is said to have fallen, any part of the model's base can be placed on the point picked by your opponent instead of just the centre.

MONSTER-HUNTING ABILITIES

If any monsters are in play, all fighters except the monsters themselves and fighters with the **Beast** runemark (◒) can use the **Monster-hunting Abilities** shown opposite.

MONSTERS AND UNIVERSAL ABILITIES

Monsters cannot use universal abilities. Instead, if any monsters are in play, they can use the **Monster Abilities** shown opposite.

MONSTERS AND TREASURE

Monsters can never carry treasure.

THRALLS

On page 10 you will find fighter cards and abilities for 3 types of Thrall. Each of these fighters has the **Death** runemark (☠) and the **Thrall** runemark (⚳). These fighters can be included in Death warbands using the rules on page 49 of the Core Book.

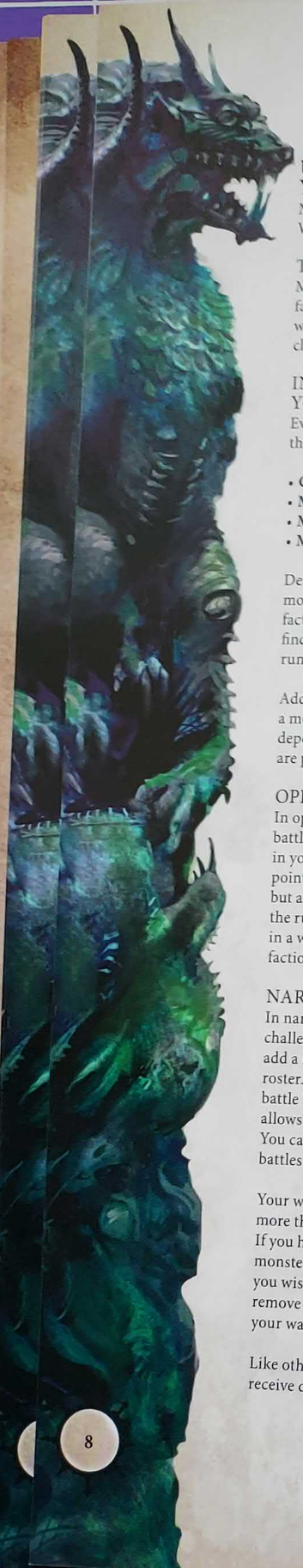


A Terrorgheist's deathly shriek can freeze a mortal heart with horror.

MONSTER-HUNTING ABILITIES	
	[Double] Binding Ropes: Pick an enemy fighter with the **Gargantuan** runemark (◓) within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the Move characteristic of that fighter (to a minimum of 3) until the end of the battle.
	[Double] Dodge and Evade: Until the end of the battle round, add the value of this ability to the Toughness characteristic of this fighter when it is being targeted by an attack action made by a fighter with the **Gargantuan** runemark (◓).
	[Double] Jump on its Back: Pick an enemy fighter with the **Gargantuan** runemark (◓). Until the end of the battle round, if that fighter starts a move action within 1" of this fighter, then after that move action, you can remove this fighter from the battlefield and set them up within 1" of that fighter.
	[Triple] Go for the Eyes: If the next attack action made by this fighter this activation that targets an enemy fighter with the **Gargantuan** runemark (◓) scores any critical hits, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that fighter until the end of the battle.
	[Triple] Gutting Strike: Add the value of this ability to the damage points allocated by each critical hit from attack actions made by this fighter this activation that have a Range characteristic of 3 or less and that target an enemy fighter with the **Gargantuan** runemark (◓).
	[Quad] Taunt: Pick a visible enemy fighter with the **Gargantuan** runemark (◓) that is within 6" of this fighter and roll a number of dice equal to the value of this ability. If a 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that fighter must target this fighter.



MONSTER ABILITIES	
	[Double] Monstrous Reach: Until the end of this fighter's activation, do not count the vertical distance when measuring the range for attack actions made by this fighter.
	[Triple] Drag and Maul: Pick a visible enemy fighter within 6" of this fighter. Remove that fighter from the battlefield and set them up within 1" of this fighter. Then, roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter.
	[Quad] Demolishing Rampage: Pick a terrain feature within 1" of this fighter. In an order of your choice, place each objective, treasure token and fighter that is on that terrain feature, and on any other terrain feature that is on that terrain feature, on the battlefield floor in a location of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each fighter placed on the battlefield in this manner suffers impact damage. Then, remove the terrain feature(s).



USING MONSTERS IN YOUR BATTLES

Monsters can be used in games of Warcry in the following ways:

TWIST CARDS

Monsters with the **Chaotic Beasts** faction runemark (🕷) can be used with any twist card that brings chaotic beasts into play.

INCLUDING MONSTERS IN YOUR WARBAND

Every monster in Warcry has one of the following faction runemarks:

- **Chaotic Beasts** (🕷)
- **Monsters of Order** (⚳)
- **Monsters of Death** (⚳)
- **Monsters of Destruction** (⚳)

Death warbands can include monsters with the **Monsters of Death** faction runemark (⚳). You can find the monsters with this faction runemark on the opposite page.

Additionally, the rules for including a monster in your warband vary depending on the style of game you are playing:

OPEN PLAY

In open play, when mustering for a battle, you can include 1 monster in your warband. Monsters cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.

NARRATIVE PLAY

In narrative play, winning certain challenge battles will allow you to add a monster to your warband roster. In this book, the challenge battle 'The Royal Hunt' (pg 58) allows a Death warband to do so. You can find the rules for challenge battles on pages 56-57.

Your warband roster can include no more than 1 monster at any time. If you have the option to add a new monster to your warband roster and you wish to do so, you must first remove the existing monster from your warband roster.

Like other fighters, monsters can receive destiny levels and players must make injury rolls for them. However, monsters can never bear lesser artefacts or artefacts of power and can never be chosen to become favoured warriors.

When mustering for a campaign battle, you can include 1 monster from your warband roster in your warband. Monsters cost points just like any other fighter but are ignored for the purposes of the rule that requires all fighters in a warband to share the same faction runemark.

In addition, if you are playing a convergence, only the Aspirant player can include any monsters in their warband.

MATCHED PLAY

Monsters cannot be included in warbands in matched play battles. However, if both players agree, players should feel free to use the open play rules for monsters in their matched play games to allow them to include 1 monster in their warband.





TERRORGHEIST

The piercing shriek of a Terrorgheist is enough to shatter the mind of any who hear it. Their rancid flesh seethes with dark magic, and from their hides burst swarms of bloodthirsty bats to assail those who manage to land a telling blow.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	12	4/8
11-20	10	3/6
21-30	8	3/6
31-40	6	2/4
41-49	4	1/2

TERRORGHEIST ABILITIES	
	[Double] Swooping Dive: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Death Scream: Roll 1 dice for each visible enemy fighter within 8" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Quad] Infested with Bats: A fighter can only use this ability if 10 or more damage points have been allocated to them. Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of this ability.

ZOMBIE DRAGON

With a dust-dry roar, the Zombie Dragon descends upon tattered wings. Its rancid breath is foul enough to kill with the briefest exhalation, and its baleful maw and sharp claws are capable of rending apart even the thickest armour.



DAMAGE TABLE		
Damage Points Allocated	Move	Damage
0-10	12	4/8
11-20	10	3/6
21-30	8	3/6
31-40	6	2/4
41-49	4	1/2

ZOMBIE DRAGON ABILITIES	
	[Double] Swooping Dive: Add half the value of this ability (rounding up) to the Move characteristic of this fighter for the next move action they make this activation.
	[Triple] Sword-like Claws: Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Quad] Pestilent Breath: Pick a visible enemy fighter within 8" of this fighter and roll a dice for that fighter and each other fighter within 3" of that fighter. On a 2-5 allocate a number of damage points to the fighter being rolled for equal to the value of this ability. On a 6, allocate a number of damage points to the fighter being rolled for equal to double the value of this ability.

DEATH THRALLS

It is not only the remains of warriors that can be bound by necromancy. Swarms of blood-hungry bats and the corpses of slavering wolves make war alongside the forces of Death, enthralled to the will of dark champions.

DEATH THRALL ABILITIES	
	[Double] Blood Suckers: Pick a visible enemy fighter within 1" of this fighter. Allocate D6 damage points to that fighter. Then, you can remove a number of damage points from this fighter equal to the roll.
	[Double] Slavering Charge: A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
	[Triple] Scent of Gore: A fighter can use this ability only if there is a visible enemy fighter within 1" of them that has 5 or more damage points allocated to them. This fighter makes a bonus attack action.

BAT SWARM						
M	1	5	2	1/3	75	10 | 2 | 6

DIRE WOLF						
M	1	3	3	1/3	70	8 | 3 | 10

FELL BAT						
M	1	3	3	2/4	105	10 | 3 | 12



The baying howl of a Dire Wolf is an infamous portent of doom across the realms.



WARBANDS OF DEATH

Within this section is contained all the information you will need to command four mighty factions dedicated to Death in your games of Warcry – the endless Legions of Nagash, crazed Flesh-eater Courts, terrifying Nighthaunts and elite Ossiarch Bonereapers. Detailed background information and unhallowed lore will reveal the dark motivations that guide these different forces, while a complete list of fighter cards grants you more options for building your deathless warbands than ever before.

Furthermore, each warband is supplemented by a set of ability cards for both leaders and regular fighters, allowing you to harness the terrible prowess of these sinister warriors on the battlefields of the Eightpoints.

'The Undying King knows all, mortal. The Undying King sees all. And he always gets his due, one way or the other.'

FLESH-EATER COURTS

In the ruins of civilisation lurk the Flesh-eater Courts. These degenerate cannibals are afflicted with a potent madness, seeing themselves as gallant lords even as they devour the flesh of interlopers.

The Age of Chaos was an era of unrivalled horror. Faced with the nightmarish daemon conquests and the predations of those mortals turned to the worship of the Dark Gods, it is little wonder that many civilisations resorted to forbidden practices to survive. In the most ravaged areas of the realms, cannibalism became commonplace when faced with the alternative of annihilation – and it was to these broken places that the dreaded abhorrants were first drawn.

In the veins of these cursed creatures bubbles the legacy of Ushoran, the legendary Carrion King and first to bear the abhorrant curse. Wherever the ghoul lords that were his unholy progeny established their dominions, their madness spread, binding the cannibalistic mordants – as the fallen people of these lands were now known – into deranged hierarchies. In the darkness they survived, clinging onto existence by violently savaging any Chaos-worshipping host that dared too near.

The tale of the Flesh-eater Courts is one of horror, but also of tragedy. These cursed creatures do not see the world as it truly is; utterly warped by the infectious madness of their abhorrant monarchs, they perceive themselves as hearty peasants and men-at-arms. Their masters are the great lords and ladies of their prosperous realms, surrounded by elegant courtiers and martial retainers. Often these gatherings will mirror the great court of Ushoran himself, for it was from him that the insanity of the Flesh-eaters was born. To the mordants, it is their enemies who are the degenerate monsters threatening their idyllic way of life. In battle the madness of these creatures fills the air like a choking miasma, only growing more intense as the mordants descend into violent feeding frenzies. Eventually, even their foes may begin to succumb to the delusions of the Flesh-eaters, receiving spontaneous visions of the warped reality in which the cannibal kingdoms exist.

The majority of mordants form the serf class of their hideous kingdoms. They are stooped and stunted creatures who hunger for the taste of fresh, and often still-living, meat. Known as Crypt Ghouls by those unfortunate enough to encounter them, they scuttle through the darkness in great mangy packs, falling on intruders to their domains in a flurry of filthy claws and sharp fangs. Crypt Horrors and winged Crypt Flayers form the knights of the realm; each has supped from the veins of their ruling abhorrant, becoming swollen with dark power and believing the bludgeoning bones they wield are shining blades of flawless craftsmanship. Though most mordants are individually frail, they inevitably swarm in great number, and the potency of their deranged convictions can lend them surprising strength.



'A toast! A toast, I say, to the gallant knights of the Crimson Font! Such skill! Such daring! Such worthy displays of valour! Now then, in their honour – let the grand feast begin!'

– Lord Splinterbone, prior to the devouring of the Scarsoul tribe

Each Flesh-eater Court is ruled over by a single abhorrant. Often, these Ghoul Kings and Archregents will be surrounded by their sired vampiric kin – known as Sycophants or the Royal Family – and attended to by Courtiers drawn from the ranks of the serfs and knights. Most courts will also feature a Varghulf as a martial champion, towering chiropteran monsters whose claws and fangs can tear through even duardin-forged plate with ease. The hierarchy of each Flesh-eater Court can prove surprisingly byzantine; many lesser abhorrants and Courtiers will possess their own grandiose titles and duties, such as the Matron of the Bloodnurseries or the Marquis Gruelsop. Yet though they may believe themselves cloaked in finery and playing the part of noble lords, the rulers of each Flesh-eater Court are monsters all, just as desperate as any of their subjects to sink their rotten fangs into warm and bloody meat.

The madness of the Flesh-eater Courts makes them almost impossible to predict. Even those outsiders who have some inkling into the nature of their curse cannot anticipate the way in which it will manifest, nor the lengths they will go to in order to defend their kingdoms. It is not uncommon for bands of mordants – sometimes known as Questing Gallants, at least in their own warped minds – to be dispatched to the Eightpoints on the whim of their abhorrant monarch; though few ever return to their blighted kingdoms, they inevitably drag down and devour those with the misfortune to cross their path.

The Flesh-eaters have a complex relationship with Nagash. The majority of mordants are not truly dead, but the megalomaniacal Great Necromancer considers them his property all the same. Though some courts offer willing fealty to Nagash, worshipping him as a mighty conqueror or benevolent god, others seek to put as much distance between them and their deathless oppressor as possible. Many such mordants have gravitated to the Eightpoints, where they are ruled over by Lord Splinterbone, self-proclaimed Baron of the Bloodwind Spoil.

Splinterbone has forged a tense truce with the Chaos warbands surrounding his macabre refuge, mercilessly slaughtering intruders but by and large content to keep to himself and indulge in his gory banquets. Yet Nagash's recent invasion of the Eightpoints, and the establishment of the great fortress of the Arx Terminus around the Shyishan arcway, threatens this long-standing ceasefire. Nagash's will is inviolate, his conviction chillingly intense; all that is lifeless must serve him, and the cursed abhorrants are no exception. Equally, the followers of the Dark Gods have grown well accustomed to hunting the beasts of the grave that infest their dominion. Warbands are often dispatched from Carngrad for the express purpose of hunting down abhorrants, and it is rumoured that the ingredients required for many dark rituals can be harvested from their remains. Should the invading armies of Death reach the Bloodwind Spoil proper, or the warbands of Chaos unite to strike at his kingdom of gore, Splinterbone and his ghouls will be forced to decide how far their neutrality will extend.

FLESH-EATER COURTS

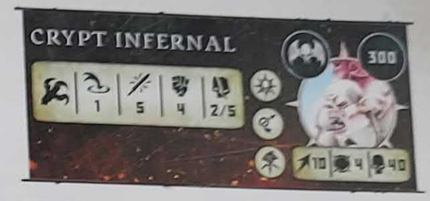
Though the Flesh-eaters believe themselves to be gallant knights, the reality is anything but. These degenerate beings fall upon their foes in a flurry of tearing claws and rancid fangs. Hulking brutes accompany the abhorrant lords, who rule their courts of delusion with a darkly regal authority.

FLESH-EATER COURTS FIGHTER ABILITIES	
	[Double] Feeding Frenzy: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points from this fighter equal to the value of this ability.
	[Double] Skewering Strike: Add 1 to the Strength characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less. In addition, if that attack action scores a critical hit, until the end of the battle round, the target fighter cannot make move actions or disengage actions.
	[Double] Chosen of the King: A fighter can use this ability only if they are within 6" of a visible friendly fighter with the **Leader** runemark (✲). Until the end of this fighter's activation, add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.
	[Triple] Death Scream: Roll 1 dice for each visible enemy fighter within 8" of this fighter. On a 5, allocate 1 damage point to the fighter being rolled for. On a 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.
	[Quad] The Royal Hunt: This fighter makes a bonus move action. Then, they can make a bonus attack action. In addition, add 1 to the Attacks characteristic of that attack action if this fighter is within 1" of a visible friendly fighter.

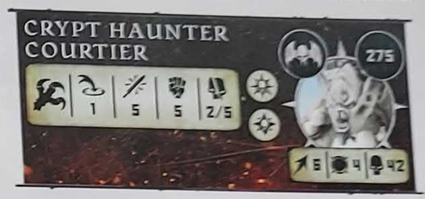
FLESH-EATER COURTS LEADER ABILITIES	
	[Double] Unnatural Vitality: Remove a number of damage points from this fighter equal to the value of this ability.
	[Triple] Terrifying Frenzy: Add the half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Triple] Bringer of Death: Add the value of this ability to the Move characteristic of friendly fighters within 6" of this fighter when this fighter uses this ability, until the end of the battle round.
	[Triple] Stir of Black Hunger: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 9" of this fighter.

FLESH-EATER COURTS QUESTING GALLANTS

























LEGIONS OF NAGASH

The armies of Nagash are vast and multifarious, filled with all manner of undead horrors. At the command of their dread master they rise from shallow graves, seeking to overwhelm the living in a relentless tide.

The Legions of Nagash are constituted of all those undead beings risen directly from the grave through the power of necromancy. From lowly skeletons and mindless Deadwalker zombies to the Soulblight aristocracy of the night, their armies can seem beyond counting to mortal eyes – after all, war is so prevalent across the Mortal Realms that the lands are rife with corpses both ancient and fresh waiting to be exploited by Nagash's servants. Though they lack the spectral powers of the Nighthaunts or the martial mastery of the Ossiarch hosts, the Legions of Nagash remain a chilling horror to face on the battlefield. Through them is the final fate of all life unveiled with a hideous honesty, a reminder of the decline and silent ending that will one day see all mortals – no matter how skilled or how powerful they may be – eventually drawn into the tyrannical and unbreakable grasp of the Great Necromancer.

'How long did I scrape in the bowels of Hallowheart's Collegiate, studying worthless cantrips and paying homage to some distant storm god? Now I have a patron who grants me all the power I seek – a patron who asks no more than that I accept the inevitable.'

- Heisner Wrek, Necromancer of Golvaria

The Legions of Nagash are led by the Mortarchs – ancient and powerful warlords steeped in deathly magics – and beyond them the Great Necromancer himself. However, even Nagash is not powerful enough to personally control all his minions. In practice the vast majority of these undead hosts are commanded by vampires, Wight Lords and Necromancers. Many of these champions are permitted a degree of autonomy to establish their own fiefdoms, so long as the will of their ruling Mortarch is obeyed. Their armies are both garrison militia and hosts of conquest, marching tirelessly across the realms to spread the dark power of their master.

The Legions of Nagash are filled out by ranks of corpses reanimated by dark magics and the will of the Great Necromancer's champions. Be they freshly slain Deadwalkers, still clad in rotting flesh and possessing the ability to moan mournfully, or shambling cohorts of skeletal warriors drawn forth from their barrows, these revenants overpower their foes through mindless determination and weight of numbers. Elite Grave Guard and mounted Black Knights wield deadly enchanted blades to carve through the heaviest of armour. Swollen chiropteran horrors circle above, waiting to descend upon and tear apart straggling foes. Striding at the head of these reanimant armies come the Soulblight aristocracy. These undead nobles are faster and stronger than any mortal, yet at the same time cursed with an all-consuming need to drink the blood of the living. Whether soaring on bat-like wings, riding on the back of necrotic chargers or having degenerated into violent blood-hungry beasts, even a single Soulblight vampire is easily the equal of scores of mortal warriors.

Yet the greatest strength of Nagash's armies is their ability to constantly reinforce themselves through harnessing the dark arts. Through tapping into their command of necromancy, the warlords of the undead ensure that those who fall soon return as thralls of the Great Necromancer. Not only does this grant them practically endless reserves of might, but the psychological effect on the living cannot be underestimated – after all, it takes a great deal of courage to fight against the corpses of one's former friends and kinsmen.

Nagash despises thieves of all kinds, but especially those who dare steal souls he considers rightfully his. Sigmar and the aelven pantheon have drawn the Great Necromancer's fury for this heinous crime, but the Chaos Gods – forever eager to devour mortal animus rather than let it pass on to Shyish – have not escaped Nagash's notice either. The God of the Dead will take any opportunity to undermine these rivals, commanding his armies to slaughter their servants and raise them anew in service to him. Thrallbands of cadaver-warriors led by cunning Necromancers travel to the lands of the Varanspire to wage campaigns of gruelling attrition against the worshippers of the Ruinous Powers, defiling their shrines and denying them access to precious seams of varanite realmstone. Each act bleeds the Dark Gods, little by little. Should Nagash triumph, even his fellow deities will be snuffed out – only death will remain.

Some of the Wight Lords who roam the Eightpoints have emerged amongst the Chaos-haunted wastes since the eruption of the necroquake. The roiling storm of death magic unleashed at the dawn of the Arcanum Optimar saw many fallen champions stir from their barrows and monolith-tombs. Still clad in ancient and corroded armour, they seek to pit their blades against their rival warriors as they did in life. Across the Bloodwind Spoil, would-be shamans exiled from their tribes sometimes turn to necromancy to bolster their abilities; though this grants them the power they seek, their soul is inevitably forfeit, either by being claimed by Nagash or through the predations of vengeful warriors sworn to the Dark Gods.





LEGIONS OF NAGASH

Every enemy slain by the Legions of Nagash provides another recruit for their deathless armies. The champions of these necromantic warbands are empowered by the black arts, wielding the magics of Shyish as easily as a mortal blademaster would a sword to annihilate their foes.

LEGIONS OF NAGASH FIGHTER ABILITIES	
	[Double] Shambling Horde: A fighter can use this ability only if they are within 6" of a visible friendly fighter with the **Leader** runemark (✲). This fighter can make a bonus move action a number of inches equal to half the value of this ability (rounding up).
	[Double] Chosen Champion: A fighter can only use this ability if they are within 6" of a visible friendly fighter with the **Leader** runemark (✲). Add 1 to the Attacks and Strength characteristics of attack actions made by this fighter this activation.
	[Double] Cursed Weapon: Until the end of this fighter's activation, add 1 to the damage points allocated by hits and critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less.
	[Triple] Blood-maddened Feeding Frenzy: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Triple] Thirst for Blood: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. You can remove a number of damage points equal to the value of this ability from this fighter.
	[Quad] Deathly Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick 1 visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that enemy fighter equal to the value of this ability.

LEGIONS OF NAGASH LEADER ABILITIES	
	[Double] Beheading Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by each critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Triple] Summon Undead: Pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.
	[Triple] Necrotic Siphon: Pick a visible friendly fighter within 6" of this fighter. Allocate a number of damage points to that fighter equal to value of this ability. Then, remove a number of damage points from this fighter equal to double the value of this ability.
	[Quad] Vanhel's Danse Macabre: A number of visible friendly fighters equal to the value of this ability that are within 6" of this fighter can each make a bonus move action or a bonus attack action (some can make bonus move actions, and others bonus attack actions).





















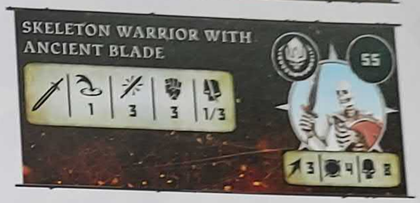




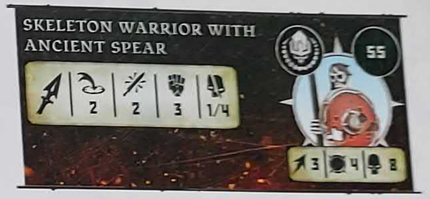














Even the subtlest and most cunning of adversaries can be overwhelmed by relentless waves of the remorseless dead.

NIGHTHAUNT

Nighthaunts are ethereal terrors consumed by their hatred of the living. Eyes aglow with balefire and spectral talons clutching cruel, ice-cold blades, they relish any opportunity to spread suffering and torment.

From the darkest of underworlds they come, the mournful processions of the Nighthaunts. A gathering of gheists, wraiths and spectres conjured forth from the darkest of children's fables, they are the souls of the wicked and the damned bound eternally into Nagash's service. Their ethereal forms flicker with a sinister light, and their doleful wailing can stop a man's heart through sheer fright.

As insubstantial beings, Nighthaunt spirits can float clean through solid objects and move with surprising speed when roused to war. Their grasping touch is capable of chilling a mortal right to their core; in turn, the Nighthaunts are immune to most conventional attacks, swords and hammers passing through their wraith-forms. Only a strike delivered with true conviction can hope to banish a Nighthaunt, a task easier said than done when confronted by these terrifying apparitions.

In ancient times, when he was still nominally allied to the Pantheon of Order, Nagash was worshipped by mortalkind not only as a god of death but also of terminal law. The Great Necromancer possesses a curious – some would say spiteful – sense of justice, and takes great satisfaction in doling out punishment upon sinners. Of course, the laws of Nagash are as harsh as they are intractable. A single error of judgement or act of desperation can see a soul condemned to an eternal punishment far outweighing their crime; then there are those who committed no sin save earning the Great Necromancer's displeasure, perhaps through honouring one of Shyish's ancient deities with more fervour than he, or healing mortal injuries and thus preventing new souls from entering the underworlds.

Whatever they were in life, all Nighthaunts have been remade in the dark furnace of Nagash's spite. Each of these maddened gheists is filled with a deep-seated loathing of the living, their only reprieve found in venting this hatred through acts of shrieking violence. They fight as the vanguard of the Great Necromancer's armies, a howling wave of terror and ethereal mania that can sweep across entire nations and leave them cold and lifeless.

When the necroquake – a vast storm of deathly magic – erupted from Nagashizzar in the wake of one of the Undying King's great schemes, the Nighthaunts were empowered as never before. Now there are few regions of the Mortal Realms which have not suffered under the malicious predations of these spirits. Mortals mark their doors with ancient superstitious symbols of warding and clutch blessed hawthorn sprigs tight – anything, to ward away the hideous gheists that now stalk the lands.



The nature of a Nighthaunt spirit is a bleak reflection of their crimes in life, and thus how it was called forth from the underworlds. Chainrasps and Spirit Hosts form the bulk of these ghastly processions, for they are the lowest of the spectral order and concerned only with indulging their cruelty and malice. Grimghast Reapers and Bladegheist Revenants are more powerful ethereal manifestations, the souls of cunning schemers or those who met their end in flailing panic, now perverted so they care for nothing save indiscriminate slaughter. The banshees of a Nighthaunt host sweep forth in a wave of slashing daggers and heart-stopping wails, accompanied by the fearful charge of Hexwraith riders. Perhaps most disturbing of all are the Dreadscythe Harridans. These damned souls were once healers, cursed and remade by Nagash to tear apart the living with bladed limbs. Unlike most Nighthaunts, their minds remain powerless but intact, forcing them to witness the cruelties they inflict while being unable to do anything to stop themselves.

Ruling these processions are gatherings of the most powerful spirits; the cursed traitors known as the Knights of Shrouds are the most infamous of these spectral commanders, but fallen sorcerers, cruel gaolers and wicked executioners all find their final fate amongst the unliving ranks. Their crimes in life were inevitably the most heinous, their powers the most useful to the Great Necromancer's designs, and thus they are denied their final rest and forced to serve Nagash for evermore.

The Nighthaunts can be found wherever the energies of death wax strongest. It is unsurprising, therefore, that a land as saturated in carnage as the Bloodwind Spoil would play host to a great multitude of these restless spirits. Countless ruins across the region are infested by sinister gheists, and on the darkest nights these spectral revenants amass to hunt for living foes upon which to slake their cold hatred. Entire shanty settlements have been annihilated by these howling Gheistgales, their flayed-flesh tents and crude possessions left eerily untouched whilst the living are nowhere to be seen.

In the wake of Nagash's invasion of the Eightpoints, in which the Nighthaunt processions played a substantial role fighting alongside the Ossiarch legions, these attacks have become all the more frequent and more spiteful. Often the only warning a living warband will receive is a weird spectral light shimmering in the air around them before a host of shrieking wraiths suddenly emerges from the shadows and viciously tears them limb from limb.

'The grave is wide, the grave is deep,

Pray do not come for me in my sleep.

Every Lyrian must always learn,

Those that go, sometimes return.

Born of night they hunt the dark,

With unseeing eyes, dead and stark.

The grave is wide, the grave is deep,

Blessed forever to always sleep.'

- Lyrian children's rhyme for the dead



Of the many nexuses of Shyishan energy found across the Bloodwind Spoil, perhaps the greatest is Lost Velorum. Buried in a landslide long ago, this subterranean metropolis was a spectral kingdom filled with the grief-stricken spirits of its former inhabitants. Nagash has expended great effort binding the spirits of Velorum to his will, but this is not the only such location to be found. Across the Spoil, ancient cairns and ritual sites stand, sealing away unquiet spirits through ritual magics. Should these sites be profaned and their wards broken, terrible horrors will be unleashed across the Bloodwind Spoil, eager to repay their many long years of imprisonment through an outpouring of frenzied murder.

NIGHTHAUNT

The Nighthaunt processions attack in a wave of terror, emerging from the darkest underworlds to harry the living. These tormented souls can stop a man's heart with the merest touch of their ice-cold claws, and are practically impervious to all but the most courageous and determined of attacks.

NIGHTHAUNT FIGHTER ABILITIES

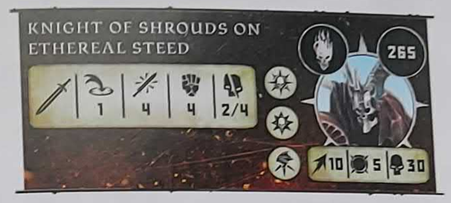
	[Double] Aura of Dread: Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability. Until the end of the battle round, subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by that fighter. A fighter can only be targeted once per battle round by this ability.
	[Double] Chilling Horde: A fighter can use this ability only if there is a visible friendly fighter with the **Minion** runemark (✦) within 3" of them. Add 1 to the Attacks and Strength characteristics of attack actions made by this fighter until the end of their activation.
	[Double] Soul-marked Prey: Pick a visible enemy fighter within 3" of this fighter with 1 or more damage points allocated to them. Until the end of the battle round, add 1 to the Strength characteristic of attack actions made by friendly fighters that target that fighter. A fighter cannot be picked to be the target of this ability more than once per battle round.
	[Triple] Harrowing Shriek: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice. On a 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.
	[Triple] Frightful Touch: Until the end of this fighter's activation, count each hit from attack actions made by them as a critical hit instead.
	[Quad] Reaped Like Corn: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

NIGHTHAUNT LEADER ABILITIES

	[Double] Beheading Strike: Add half the value of this ability (rounding up) to the damage points allocated by critical hits from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.
	[Double] Stolen Hours: At the end of this fighter's activation, heal a number of damage points allocated to this fighter equal to the number of damage points allocated to enemy fighters this activation.
	[Triple] Phantasmal Discorporation: A fighter can only use this ability if they are not within 3" of any enemy fighters. Remove this fighter from the battlefield and set them up anywhere on the battlefield floor more than 5" from any enemy fighters.
	[Triple] Unholy Light: Remove up to 1 damage point allocated to each friendly fighter within 6" of this fighter.
	[Triple] Spectral Summon: Pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.
	[Quad] Captured Soul-energy: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Remove a number of damage points to all visible friendly fighters within 6" of this fighter equal to the value of this ability.

NIGHTHAUNT GHEISTGALES



















Armour is no protection against the spectral blades of the Nighthaunts – courage and a will of iron are the only defence for those who dare stand against them.











RM-IC-S
(24"x18")

OSSIARCH BONEREAPERS

Bedecked in morbid finery and wielding deadly nadirite blades, the Ossiarch Bonereapers form the elite armies of undead. A relentless and disciplined legion of conquest, none can hope to stand before their tireless advance.

The Ossiarch Bonereapers embody Nagash's ultimate vision for the realms. They are no simple revenants drawn wholesale from the grave; each is an investment, a blend of arcane bone-masonry and necromantic soul-splicing to create the ultimate army of undeath. The body of each Ossiarch is a construct of bone, taken from the remains of the living and reshaped through dark magic. Their souls, contained within the black gems mounted upon their chests, are composite entities forged through the mixing of stolen animus. Nagash knows full well what qualities he prizes in his warriors. Discipline, loyalty and cold fury will be retained in the captured souls, whilst notions of honour, compassion and doubt will be brutally stripped away. Such is in keeping with the malicious precision through which Nagash rules his realm; the Ossiarchs are but an extension of these beliefs, a morbid legion of conquerors as darkly majestic as they are ruthless.

Commanded by their lieges and the soul-magic specialists of the Mortisan order, the Ossiarchs have expanded far from their empire in the Shyish Innerlands. The first of their number were created during the Age of Myth, hidden away in secret necropolises and catacombs until the call to war was given. The Mortarch who commands the Bonereaper legions, Orpheon Katakros, is perhaps the greatest military mind to ever bestride the realms, and one of the few to earn something approaching respect from the Great Necromancer. In ages past, his deathless form was destroyed by Sigmar, but so powerful was his spirit he could not be unmade entirely. Sealed away in a mystical Stormvault, he was recently freed through the efforts of Lady Olynder and her Nighthaunt processions, and now bends his every thought and action towards expanding Nagash's dominion.

Yet the true terror of the Bonereapers lies not in their grim appearance, nor their tactical mastery and relentless discipline, but the means by which they replenish their ranks and raise their osseous citadels. When a Bonereaper army arrives in a new land, they will level the Bone-tithe on its inhabitants; the living are commanded to bring forth great quantities of bone at regular intervals to appease their conquerors. Those who cannot, or will not, meet these demands are slaughtered, their remains and very souls taken as grisly reparations for the inconvenience they provided. How to collect the bones necessary for the tithe is often left to the mortal communities to determine; this has led to many terrible practices such as lotteries, voluntary sacrifice or self-mutilation being employed in an effort to stave off the wrath of Nagash's armies. The Ossiarchs are utterly uncaring of the horrors they enforce upon these subjugated peoples, so long as their demands continue to be met. Should it prove otherwise, they are always ready to respond in force.



The backbone of the Ossiarch legions are formed of ranks of Mortek Guard. Fearless, tireless and infused with the martial expertise of captured souls, these warriors are as proficient fighting in lockstep phalanxes as they are wielding their life-sapping nadirite blades in looser formations. Alongside them come the Kavalos Deathriders, the cavalry of the Bonereapers, and towering constructs of war sworn either to protect the leaders of the Ossiarch host or hunt down and slay the most troublesome enemies. The commanders and bone-mages who lead these armies or warbands are supremely confident in their abilities, and invested with centuries' worth of martial knowledge. Their foes soon find themselves outmanoeuvred and outmatched by strategies honed in the crucibles of countless wars, their remains taken to fuel the relentless conquests of the Ossiarchs.

The Ossiarchs have accomplished a feat unmatched by any other force on either side of the grave; they have established a permanent, large-scale and fortified foothold in the Eightpoints. Rising around the Shyish arcway is the morbid holdfast known as the Arx Terminus. This fortress is practically unassailable, a testament to the martial mastery of the Bonereapers and a symbol of defiance against Archaon's rule – indeed, it was quite literally built using the remains of the former garrison of Karheight, the fortress that once guarded the arcway. From here, compact Demi-Cohorts of Bonereapers strike out across the Eightpoints to spread terror, collect tithes of bone or lost relics forged from grave-sand, and cull the Chaos warbands that dwell in the wastes. Such is a never-ending task, for the ruinous tribes that make their home in the shadow of the Varanspire despise these intruders for their past conquests, and are forever eager to bring them to battle – only to be broken and harvested in turn.

'Seventh echelon forward twenty-seven paces before forming a shieldwall. Hold them at the parallel. Mortek Crawlers to begin saturation bombardment of their rear ranks. Deathrider lances, circle to twenty-two spear-thrusts away to await my signal. They have fought with competency and dignity, by mortal standards. Let us make this quick.'

– Katakros, Mortarch of the Necropolis, prior to the eradication of the 'Necrosian Gallants' Freeguilders

When not collecting new bones with which to expand their armies, the Ossiarch hosts plot their future conquests. To map out the Eightpoints – a land not only vast, but forever warping through the touch of Chaos – is an unimaginable task, but the armies of the dead are unrivalled in their patience. Little by little roving warbands take the measure of Archaon's domain, some of them even reaching as far as the Bloodwind Spoil. Such knowledge is recorded on great mortuary scrolls held in the record sepulchres of the Arx. When the Bonereapers attack in force again, they intend nothing less than to dominate the island-between-realms in its entirety.

OSSIARCH BONEREAPERS

Ossiarch warbands are comprised of disciplined and determined warriors, each arcanely fashioned from tithed bone and captured soul-essence. Their tactical mastery sees them outmanoeuvre and overwhelm their enemies, before hacking them to pieces with cold and precise blows.

OSSIARCH BONEREAPERS FIGHTER ABILITIES	
	[Double] Nadirite Weapon: Add 1 to the damage points allocated by each hit and critical hit from attack actions made by this fighter this activation that have a Range characteristic of 3 or less.
	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of this fighter. In addition, until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the **Bulwark** runemark (✠) while they are within 3" of this fighter.
	[Double] Hunt and Kill: A fighter can use this ability only if there is a visible enemy fighter within 6" of them. This fighter makes a bonus move action and must finish closer to the closest visible enemy fighter than they were at the start of that move action.
	[Triple] Deathrider Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Unbridled Ferocity: This fighter makes a bonus move action.
	[Quad] Blade-strike Aspect: Add the value of this ability to the Attacks characteristic of attack actions made by this fighter this activation.

OSSIARCH BONEREAPERS LEADER ABILITIES	
	[Double] Endless Duty: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
	[Triple] Soul-guide: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 3" of this fighter.
	[Triple] Unstoppable Advance: Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters that are in the same battle group as this fighter.
	[Triple] The Boneshaper's Art: Remove up to 1 damage point allocated to each friendly fighter within 6" of this fighter.
	[Quad] Soulreaper Scythe: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

OSSIARCH BONEREAPERS DEMI-COHORTS
















MORTEK GUARD WITH NADIRITE BLADE
1
3
3
1/3
85
3
5
10


KAVALOS DEATHRIDER WITH NADIRITE BLADE
1
3
3
2/4
170
8
5
20


MORTEK GUARD WITH NADIRITE SPEAR
2
2
3
1/4
85
3
5
10


KAVALOS DEATHRIDER WITH NADIRITE SPEAR
2
2
3
2/5
170
8
5
20


MORTEK GUARD WITH SOULCLEAVER GREATBLADE
1
3
4
2/5
95
3
4
10


IMMORTIS GUARD
1
2
5
3/5
200
4
5
30


NECROPOLIS STALKER WITH SPIRIT BLADES
1
5
4
2/5
200
5
4
30


MORGHAST ARCHAI WITH SPIRIT SWORDS
1
4
4
2/4
245


NECROPOLIS STALKER WITH DREAD FALCHIONS
1
3
5
3/6
205
5
4
30

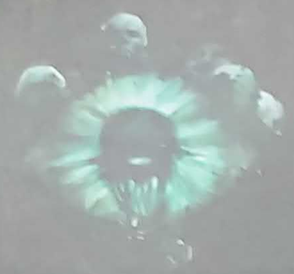

MORGHAST HARBINGER WITH SPIRIT HALBERD
1
2
5
3/5
235
3
4
35


MORGHAST ARCHAI WITH SPIRIT HALBERD
1
2
5
3/5
250
8
5
35


MORGHAST HARBINGER WITH SPIRIT SWORDS
1
4
4
2/4
230







BACKGROUND TABLES

One of the most exciting ways to engage with Warcry is through narrative play. There's nothing quite like taking a warband of warriors from a brand-new force to a host of seasoned veterans. This section of *Bringers of Death* is the first of two filled with additional content to expand on your narrative play experience.

On the following pages, you'll find name and background tables for each of the four factions featured in this book. These are great tools for personalising your warband, allowing you to individualise each warrior and divine the history and goals of your warband in moments. There's plenty of been fun to be had in employing the tables as-is, but you should also feel free to utilise them as inspiration for your own creations. The undead by their nature tend to possess sinister histories, so let your most ghoulish imaginings run wild!

'When the chains start a-rattling and the cold comes a-creeping, clutch your blades close. They're coming.'

FLESH-EATER COURTS

Victims of an ancient and terrible curse, the mordants of the Flesh-eater Courts believe themselves to be noble knights engaged in a battle against evil, when in fact they are cannibalistic monsters who prey upon the mortal races to satiate their ravenous hunger.

Mordants of the Flesh-eater Courts typically congregate in great numbers, bound tightly together by their shared delusion. Yet this same madness can inspire in others a more ambitious vision. Some mordants, visited by dreams of glory and honour, embark upon great quests across the realms, accompanied by a band of companions. The exact nature of these quests can differ greatly – one mordant might believe it is his destiny to save a fair maiden, while another might seek the legendary Chalice of Ushoran, progenitor-king of the courts.

FLESH-EATER COURTS FIRST NAMES

D10	Name
1	Glorich
2	Maldoros
3	Vushor
4	Glabios
5	Ubricht
6	Pergrin
7	Nathran
8	Regulus
9	Bromm
10	Edren

FLESH-EATER COURTS LAST NAMES

D10	Name
1	the Pious
2	Sunlord
3	the Noble
4	Drakeslayer
5	Oathtaker
6	of the White Order
7	Seeker of the Chalice
8	the Honourable
9	the Fasting Lord
10	the Merry

ORIGIN	
1	**Questing Knights** – Your warband has travelled far across the realms, leaving blood and death in its wake.
2	**Inheritors of Ushoran** – Your warriors believe that they are true inheritors of the Carrion King's power.
3	**Oathtakers** – To prove their honour, each of your warriors has sworn to uphold a sacred vow.
4	**Chevaliers** – In their delusion, your warriors believe they are riding mighty battle steeds.
5	**Feasting Champions** – Each night your warband holds a mighty feast of raw and dripping flesh.
6	**Dragonslayers** – Your warriors seek out the largest monsters to slay – and to subsequently devour.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Commanding Crown** – This warrior has stitched together a crown from hide and splintered bone.
2	**Gory Heraldry** – This warrior smears their skin with gore, believing they are displaying noble heraldry.
3	**Flashes of Clarity** – This warrior experiences terrible moments of clarity when feasting upon raw flesh.
4	**Honourable Duellist** – Even as they tear at their foe, this warrior believes they observe proper martial decorum.
5	**Anointed One** – This warrior believes they have been chosen by Ushoran himself for greatness.
6	**Appalling Reek** – This warrior's odour of rotting flesh and unwashed skin is truly abominable.

LEGIONS OF NAGASH

Nagash commands numberless hordes of undead. Yet even the Great Necromancer cannot be everywhere at once, and so he relies upon generals and agents to enforce his will.

Necromancers are mortal beings that have devoted themselves utterly to studying the deathly magic of Shyish, losing whatever humanity they might once have possessed in the process. Despite their damnation, they remain creatures of cunning and intellect. Thus it is they who are commonly tasked with sensitive missions on behalf of their master Nagash – those duties deemed beneath the attentions of the great lords of undeath. These Deathmages are able to summon hordes of skeletal soldiers and mindless zombies, a near-infinite resource which they can expend in order to achieve their goals.

LEGIONS OF NAGASH FIRST NAMES

D10	Name
1	Keinrich
2	Grallem
3	Lhusim
4	Rhedgar
5	Ghorben
6	Ornest
7	Malvolen
8	Rhaglan
9	Tollich
10	Ghurkan

LEGIONS OF NAGASH LAST NAMES

D10	Name
1	Vollmer
2	Hake
3	Sancren
4	Groust
5	Vallkren
6	Nerenech
7	Krossler
8	Creel
9	Wydren
10	Stohl

ORIGIN	
1	**Friends and Family** – Your warband consists of the risen corpses of those once closest to your leader.
2	**The Defeated** – Your warband is comprised of those foes your leader has slain in battle.
3	**Mouldering Experiments** – Your leader has often tested spells and alchemical solutions upon their warband.
4	**Jumble of Parts** – Your leader has stitched together this warband from mismatched corpse-parts.
5	**Faithful Servants** – Your leader has remade and repaired the flesh of this warband many times.
6	**Deathly Ranks** – Your warband hail from the same regiment or army, and still wear their colours in death.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Silent Companions** – This warrior often converses with his warband as if they were old friends.
2	**Morbid Collection** – This warrior takes great pride in their collection, ensuring they do not rot away.
3	**Student of the Sanctus Mortem** – This warrior studied beneath mighty Arkhan himself.
4	**Corpse-like Visage** – This warrior is horribly withered and worn, looking much like the corpses they command.
5	**Insane Laughter** – This warrior cackles and mutters to themselves incessantly.
6	**Eye for Quality** – This warrior is always looking out for fine specimens to add to their warband.

NIGHTHAUNT

The Nighthaunts are malevolent spirits cursed to an eternity of suffering and enslaved to the will of Nagash, Supreme Lord of the Undead.

Driven by an all-consuming hatred of living things, these spectral horrors sweep across the realms in great hosts, killing everything in their path. They remember only dim echoes of their past, fragments of the person they were, and half-faded memories of the events that led to their current predicament. This is enough to keep them in a state of perpetual torment, which pleases cruel Nagash. On occasion the Great Necromancer will assemble smaller groups of Nighthaunts in order to achieve a particularly delicate task. Their incorporeal nature and resistance to most physical damage makes the gheists particularly suited to such missions.

NIGHTHAUNT FIRST NAMES

D10	Name
1	Old
2	Dreidrich
3	Choker
4	Varclav
5	Dravoch
6	Scarabeg
7	Pater
8	Wilhem
9	Lady
10	Agneth

NIGHTHAUNT LAST NAMES

D10	Name
1	Rattlebones
2	Blacksoul
3	Turncoat
4	Scratchfinger
5	Whispergheist
6	Fraycloak
7	Gallows
8	Chillbreath
9	Gravetouch
10	Merciful

ORIGIN	
1	**Wrongfully Executed** – Your warband consists of executed innocents, consumed by bitterness.
2	**Lady Olynder's Flock** – Your warband hails from Dolorum, domain of the Mortarch of Grief.
3	**Traitors All** – Your warband consists of those spirits who committed a great treason in life.
4	**Deluded Spirits** – Your warriors believe they will find atonement in service to Nagash.
5	**Lost Company** – Your warriors fought together in life, and do so eternally in death.
6	**Kinslayers** – Your warband is comprised of those who slew their own kin, damning their souls forever.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Lambent Glow** – This warrior is surrounded by swirling witch-lights.
2	**Grim Recitation** – This warrior is condemned to endlessly recite the crimes they committed in life.
3	**Hatred of Azyr** – This warrior despises above all those who serve the will of the Heavens.
4	**Face of Terror** – This warrior delights in crippling their foes with sheer terror before striking a killing blow.
5	**Unending Sorrow** – This warrior weeps and wails even as they slaughter the living.
6	**Worshipper of Nagash** – This warrior is convinced that if they please Nagash, he will end their torment.

OSSIARCH BONEREAPERS

The elite legions of Nagash's deathless armies, the Ossiarch Bonereapers have cut a deadly swathe across the Mortal Realms. Under the leadership of Katakros, Mortarch of the Necropolis, their goal is to render all of creation into a silent paradise of death.

The Ossiarchs seek neither gold nor glory; they covet the bones of the living. From these, the Mortisan acolytes fashion new cohorts of Bonereaper warriors, their animus provided by the composite souls of defeated enemies. Their armies are disciplined and professional, acting in perfect concert to destroy the foe. Yet not every military action conducted by the Ossiarchs is fought on a grand scale. Small warrior bands are often dispatched on tasks of particular import, more and more of which have been observed fighting in the lands of the Bloodwind Spoil.

OSSIARCH FIRST NAMES

D10	Name
1	Xaroc
2	Mordokar
3	Lorthis
4	Cyriol
5	Razakai
6	Andronarchus
7	Vorshensis
8	Garon
9	Arkalax
10	Tyrath

OSSIARCH LAST NAMES

D10	Name
1	Spyrarch
2	Demophax
3	Pasaak
4	Markellion
5	Xza
6	Lorridoras
7	Kaesus
8	Salluk
9	Vtarko
10	Crole

ORIGIN	
1	**Tithe-lords** – Your warband is highly exacting when overseeing the bone-tithe.
2	**Hardened by Time** – The bones of your warriors have hardened over the years to become nearly impervious.
3	**Twisted Honour** – Your warriors believe themselves to possess a strange form of nobility.
4	**Deathless Ambition** – Your warband seeks nothing more than to conquer the Bloodwind Spoil in its entirety, one slain foe at a time if need be.
5	**Inured to the Arcane** – Your warband has much experience fighting protean horrors formed of Shyishan magic.
6	**Fury of the Dead** – Through your warriors, the Great Necromancer unleashes his wrath on his foes.

LEADER/FAVOURED WARRIOR BACKGROUND	
1	**Ancient Lord** – This warrior's composite soul is made from the animus of many former denizens of the Allpoints.
2	**Loather of Life** – This warrior feels nothing but utter contempt for all that lives.
3	**Student of the Master** – This warrior has extensively studied the military writings of the Mortarch Katakros.
4	**Demoted** – This warrior was once a mighty Liege, but they have since been remade in lesser stature for a grave failing.
5	**Deathly Silent** – This warrior never speaks a word, imposing their will through actions alone.
6	**Voice of Nagash** – This warrior's rasping voice inspires a soul-deep dread in all who hear it.



CAMPAIGNS AND CHALLENGES

In the following section, you'll discover four new fated quests for use in narrative play. These are tailor-made for Death warbands, and explore the motivations that drive them in the lands of the Bloodwind Spoil. Whether you serve the will of Mortarchs or quest for power of your own, each will see you travel far and encounter many dangers. It is up to you to decide how they end, and whether you will strive for Honour or Glory.

For those looking to truly test their tactical abilities, six new challenge battles have also been included for use in your campaigns. Representing the kind of bespoke set-piece battles an undead warband may face, each of these can be tough to win – but the rewards to be earned from their completion are great indeed!

'Will you run, little mortal? Will you hide? Or will you bear blades and fight? It matters not. The grave yawns wide for you.'

DEATH FATED QUESTS

Warriors fight for many reasons, be it the pursuit of treasure, lust for power or a simple love of war. Those who battle amidst the Bloodwind Spoil are no different, though each warlord's story is defined by their choices and character.

In this section, you will find 4 special campaign quests known as **fated quests**. To use these quests, refer to page 63 of the Core Book.

BRINGERS OF DEATH

The fated quests in this book each have the **Death** runemark (☠). This means they can only be embarked upon by Death warbands.

When embarking upon one of these fated quests, you can choose 1 Death faction runemark to apply to the fated quest (pg 4).

The fated quests in this book use the territory rules opposite.



TERRAIN CARDS

The terrain cards for the fated quests in this book use scenery models from *Warcry: Catacombs*.

If you do not have the scenery models from *Warcry: Catacombs* but you do have scenery models from either a Ravaged Lands terrain set or the older *Warcry Starter Set*, the player controlling the Adversary warband can choose one of the terrain cards from that set to use instead.

DEATH FATED QUEST TERRITORY RULES

Dominate Territory: *As the power of a warband grows, so too does the extent of the territory to which it can lay claim.*

You can spend 10 glory points to dominate a territory. Mark on your warband roster how many territories you dominate.

Dominating territory offers the following bonus:

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50.

In addition, for each territory dominated by your warband, you can include 1 thrall in your warband when mustering for a campaign battle.

Thralls included in this manner are not added to your warband roster and cost points like any other fighter. Thralls can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.



HONOUR OR GLORY

Even the most noble champion may occasionally sully their soul in pursuit of glory, while a black-hearted rogue might reveal themselves to possess a shred of honour – albeit only if it benefits them to show it. In the corrupted lands of the Eightpoints, it is a warrior's deeds alone that define them and chart the course of their destiny.

The campaign outcomes for fated quests differ from those in the Core Book. When you complete a fated quest, you have to make a choice between **Honour** or **Glory** before you claim your reward.



If you choose Glory, your reward will be an artefact of power.

If you choose Honour, your reward will be an exalted command trait.

EXALTED COMMAND TRAITS

Exalted command traits represent qualities so strong that they come to define a warrior for the rest of their life.

The first time you receive an exalted command trait, it must be given to your leader, and it replaces any existing command trait that they might have.

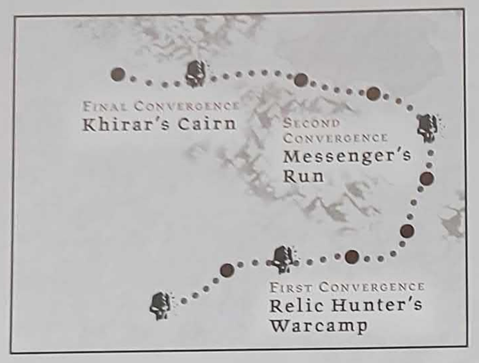
Once your leader has been given an exalted command trait, any future exalted command traits received are discarded.

Exalted command traits can never be given to a favoured warrior.





DREAD VENGEANCE



Scattered throughout the Eightpoints are countless barrows and cairns. The spirits of the dead are drawn to these places like moths to a flickering lamp, drinking deep of the Shyishan magics there. But – through the use of morbid rites and terrible rituals – these reservoirs of death magic can just as easily become prisons for wayward spirits.

One such trapped spirit is Pater Khirar. In ancient days, Khirar was a powerful but cruel wizard who presided over one of the Allpoints' foremost arcane colleges. He was overthrown by his students when his vile experiments into soul-blending were discovered, his spirit sealed away in a sigil-marked tomb. Now, Khirar must be unleashed once more. You must open the warlock's tomb, and turn his power to your own designs.

D3	Artefact of Power
1	**Fragment of the Nine:** *This scrap of faded parchment is inked with dark magics rumoured to stem from the Nine Books of Nagash.* Once per battle, the bearer can use this artefact as an action. If they do so, remove 2D6 damage points allocated to the bearer.
2	**Soulharvest Sickle:** *Where once this wicked blade harvested only crops, now it is a reaper of men.* Add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
3	**Gravesand Bauble:** *The bearer of this vitrified realmstone trinket can command the passage of mortality around them.* Add 1 to the Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less. In addition, each time the bearer makes a wait action, you can remove 1 damage point allocated to them.

D3	Command Trait
1	**Deathless:** *No matter how many times this revenant is apparently destroyed, they always seem to return more powerful than ever.* After a campaign battle, you can make a destiny roll for this fighter even if they were taken down during the battle.
2	**A Bone to Pick:** *This warrior is particularly thorough when striking at foes who have wronged them.* Add 2 to the Attacks characteristic of attack actions made by this fighter that target an enemy fighter who has targeted them with an attack action this battle.
3	**Fear Itself:** *Even the most stalwart of heroes find their resolve wavering when confronted by this nightmarish being.* Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target this fighter.

FIRST CONVERGENCE: PIECES OF THE PAST

To free Khirar's spirit, you will need to collect a key artefact used in the original binding ritual – the sorcerer's own stave. This relic has changed hands many times over the years, but whispers tell you that a new warband has recently come into possession of the relic. Their warcamp is not too far from your current location; fight your way through these warriors and take what is yours.

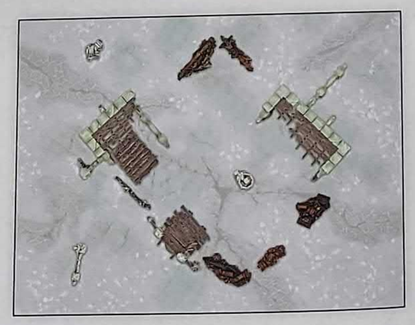
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Seize Territory

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: SILENT AS THE GRAVE

Your attack on the enemy camp was swift and thorough, but it seems that word travels quickly in the Eightpoints. Now, runners have been sent to rouse the support of those mortal warbands camped in the region – for old hatreds can be temporarily set aside to ensure the ancient dead do not return. Hunt down these messengers and ensure they take their knowledge to the grave.

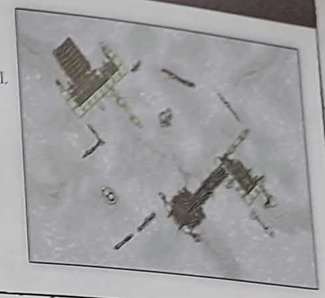
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: The Messenger

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: UNCHAINED

You have arrived at Khirar's ancient cairn, but you are not alone. It seems that at least one rival warband has learned of your intent, and mobilised to stop you. Yet you are unperturbed – with their deaths, they will simply fuel the morbid ritual of unbinding you must perform. The sorcerer's stave pulses with fell energies, as if Khirar's entombed spirit knows its release is close at hand. Go now, and see your dread task done.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: The Ritual

The Aspirant warband is the defender.

Twist: Foreboding Location



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

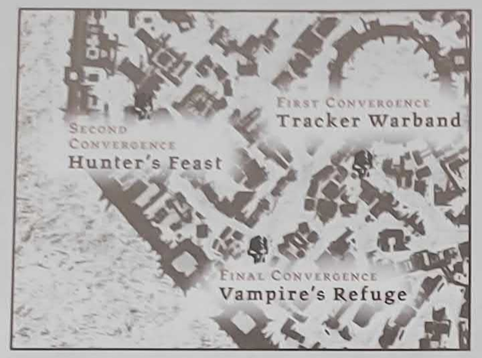
As the last of your enemies falls, their soul is captured in the cloying amethyst winds that now surround the cairn. With a tormented howl, the sundered mortal essence is dragged into the growing magical storm. The sorcerer's stave, planted firmly atop the burial mound, pulses with a fell light – as do the runes of warding that imprison Khirar's spirit beneath the cairn, flaring brightly before guttering out as Shyishan energy overpowers them. A triumphant shriek fills the air as the warlock's spirit attempts to emerge. Necromantic energies swirl around the hideous gheist in a hypnotising aurora, great floods of balefire pouring from his skeletal mouth and empty eye sockets.

However, Khirar's joy is short-lived as his spirit find itself unable to entirely vacate the barrow. In a rage he demands you complete the ritual. In return, you inform the sorcerer that you desire only his power – not necessarily his freedom. Howling in outrage, Khirar eventually composes himself enough to offer a deal: free him, and he will teach you to harness the energies of Shyish with greater skill than ever before. It is a tempting offer – but, then again, you could simply take such arcane strength by force through claiming his stave. Either way your task will be complete; the decision is up to you.

HONOUR
If you choose Honour, turn to page 54 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 55 to see the outcome and claim your reward.

BLOODED TALONS



There are many subtle weapons in the arsenal of Nagashizzar, from dire curses and forbidden magics to an intricate network of vampiric spies. The Blood Queen Neferata in particular has expended great effort in cultivating this web of intrigue, ensuring no secret can escape her.

Even Carngrad has been infiltrated by these undead agents; however, no deception is flawless. Recently, it has come to light that a prime lieutenant of one of the Talons – the rulers of that forbidding city – is afflicted by the Soulblight curse. Now hired killers stalk the streets, seeking the vampire before they can escape the city. Here is a chance to curry favour with the Mortarch of Blood; fight your way into Carngrad, and ensure that the vampire cannot be made to give up her secrets.

D3	Artefact of Power
1	**Goblet of Vitae:** *When fresh blood is poured into this ruby-encrusted goblet, the air is charged with potent Shyishan energies.* Each time an enemy fighter not from a Death warband is taken down by an attack action made by the bearer that has a Range characteristic of 3 or less, you gain 1 wild dice which can be used from the next hero phase.
2	**Hourglass of Lost Moments** *As dark flakes of crystal slowly pour through this hourglass, the bearer seems to act outside the normal flow of time.* Once per battle, the bearer can use this artefact to make a bonus move action or bonus attack action.
3	**The Judgement Rope:** *This mouldering noose was used to slay a murderer too vicious for even the denizens of Carngrad. His spirit clings to it still.* After each attack action made by the bearer that has a Range characteristic of 3 or less, the target suffers impact damage.

D3	Command Trait
1	**Dark Aristocracy:** *This urbane warrior lures foes into a state of vulnerability before striking.* Add 2 to the damage points allocated to enemy fighters by each hit and critical hit from attack actions made by this fighter that have a Range characteristic of 3 or less and target a fighter that has activated this battle round.
2	**Bump in the Night:** *This warrior keeps to the darkness before attacking their disoriented prey.* Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target this fighter.
3	**Empowered by Demise:** *This fiend feasts upon the energies of death that surround each kill.* Each time an enemy fighter not from a Death warband is taken down by an attack action made by this fighter that has a Range characteristic of 3 or less, you can remove D3 damage points from this fighter.

FIRST CONVERGENCE: A PRELIMINARY STRIKE

You have not yet been able to track down the errant vampire, but there is no shortage of pursuing warbands for you to vent your displeasure on. One in particular has drawn your attention; several of their members are experienced trackers who have fought against the dead before. Isolate these potential problems and send their souls screaming into the underworlds.

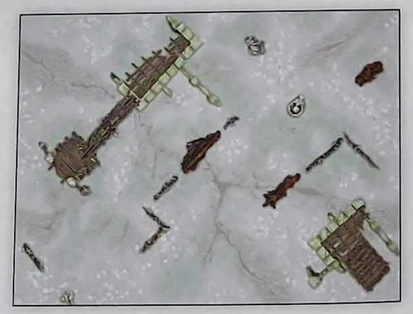
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Isolated

The Aspirant warband is the Attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: GAMES AT DINNER

Awareness is growing that an outside force seeks to thwart the hunt for the vampire. You must be more creative in waylaying and dealing with your prey. A great feast has been called to cement the alliance between two warbands the night before their pursuit of the vampire begins. It will no doubt feature great quantities of blood-grog and looted flame-ale – a pity, then, were these stocks to be poisoned before the feast could begin.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: The Raid

The Aspirant warband is the Attacker.

Twist: Dusk



FINAL CONVERGENCE: HALTING THE TIDE

You have followed the vampire's trail to a crumbling ruin on the eastern outskirts of Carngrad. However, you are not alone in your pursuit. Before you can confront the spy the stomp of armoured feet announces the arrival of another hunting party. Their blades flash in the blood-red night, their faces those of veteran warriors. You must not allow them to reach the vampire's hiding place, or all your efforts will come to nothing.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: No Mercy

Twist: No Holding Back



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

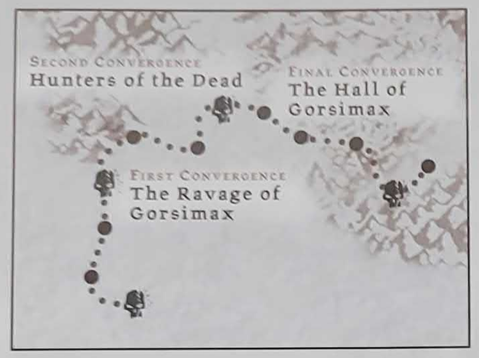
With your enemies driven off, you enter the ruins and search for the vampire. It does not take long. You soon find the spy laid out upon a rickety bier – and she is not alone. With her is a mortal marked with tribal tattoos; at first you think he means to bedevil her, but you are proven wrong as he draws a blade and places himself between you and your quarry. Stifling a snarl of pain, the vampire explains that she was wounded in her flight from the Talon's trophy hall, and has only remained undetected thanks to the assistance of her mortal companion. As they look at one another, you feel the briefest stirring of a long-dead emotion deep within your being. It is probably nothing – at least, that is what you tell yourself.

However, the question of what to do about the unforeseen situation remains. The vampire insists that she has no intent to betray her mistress – though nor does she plan to return to Neferata's court to face the Mortarch's displeasure. She and her mortal companion intend to escape the city the next night, and from there disappear into the wastes. In return for your silence, she offers you knowledge of the many secrets she has garnered over her time in Carngrad. It is not a course of action entirely without merit. Of course, you could always deal with the matter in a more definitive fashion…

HONOUR
If you choose Honour, turn to page 54 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 55 to see the outcome and claim your reward.

THE GRAVE OF GORSIMAX



Across the Eightpoints, barbarian tribes still tell tales of Gorsimax – the elder drake who ravaged the lands long ago, whose teeth were as sharp as cut diamonds and whose abyssal fires could melt mountains. Many great heroes rode out to slay Gorsimax, only to end their days in the dragon's gullet. Only age proved capable of laying the great beast low, the wizened creature at last retreating to its mountainous lair to pass into legend.

But Nagash cares nothing for the concerns of age and infirmity. He demands obedience from the dead, eternal and unquestioning. Gorsimax must be made to serve. You have been charged with following the trails of deathly magic that thread through the mountains to uncover the lair of the fallen dragon. From there, it is simply a matter of calling him to war once more.

D3	Artefact of Power
1	**Skullshard Sceptre:** *One who wields this imposing, macabre sceptre is marked as a true noble of undeath.* If the bearer is included in your warband, you begin the battle with 1 additional wild dice.
2	**Blade of the Fallen Slayer:** *This sword was found on the blackened corpse of a would-be dragon slayer. Its edge remains sharp and deadly.* Add 1 to the damage points allocated to enemy fighters by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.
3	**Helm of the Black Winds:** *The wearer of this ominous helmet can move as swiftly as a chilling midnight storm.* Add 1 to the Move characteristic of the bearer.

D3	Command Trait
1	**Ancient Tactician:** *This warrior has studied countless arts of war over the centuries, and their battlefield mastery is frightening to behold.* Once per battle, the bearer can use the Inspiring Presence ability without using any ability dice.
2	**Master of the Black Arts:** *This warrior's animus is thoroughly steeped in the morbid energies of Shyish.* When this fighter makes a wait action, you can remove D6 damage points allocated to them.
3	**The Weakness of Life:** *This warrior takes a cruel delight in falling upon enemies who are flagging, and demonstrating how frail they truly are…* Add 2 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less and target an enemy fighter with 5 or more damage points allocated to them.

FIRST CONVERGENCE: RAVAGED

Even many centuries after the dragon's death, the Ravage of Gorsimax is a haunted land, filled with smouldering ruins and scattered corpses. Wandering bandits roam this place, eager to test their blades against any prey that presents itself. Sure enough, before long you notice figures emerging from the shadows of the ruins; you must stand firm and repulse this crude ambush.

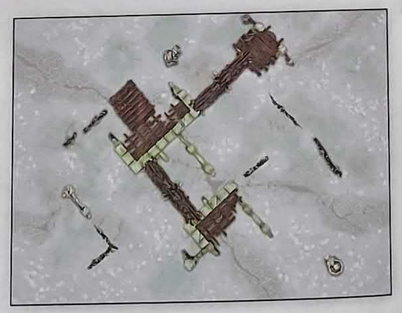
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Assassinate

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: PETTY VENGEANCE

Your journey has taken you into the mountains, through winding valleys and past jagged bluffs of rock. You believe you are closing in on the dragon's cavernous lair. However, you soon hear tell of a warband that has taken up residence in the area, and prides itself on destroying the undead creatures drawn to the mountains. This cannot stand. Obliterate their camp, and any who would attempt to stop you.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Seize Territory

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: TIDE OF DEMISE

With vengeance sated, you make haste for the grave-lair of Gorsimax. Before long you discover a trail to follow; bones and torn meat line the path, leading you into the deepest region of the mountains. Eventually you arrive at a fang-mawed cavern entrance. Your surroundings ring to the sound of battle – hunched and rangy figures locked in combat against another warband. Fall upon this second group from behind and annihilate their rearguard.

BATTLEPLAN
Terrain: See map.

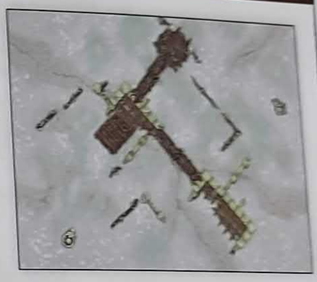
Deployment: Hold Out

The Aspirant warband uses the blue deployment points.

Victory: Conquer

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



CAMPAIGN OUTCOME

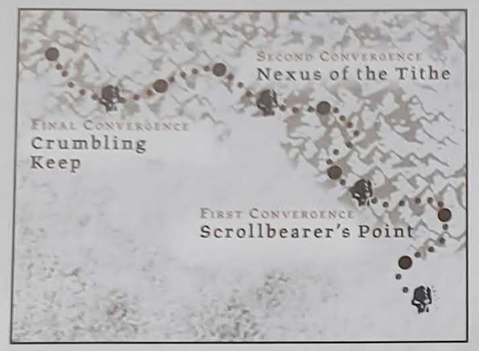
If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

With one set of potential adversaries annihilated, you turn your attention to the second – the rangy figures spotted prior. At first you intend merely to scatter or slaughter them and force an entrance to Gorsimax's lair. Your blade is stayed, however, when you realise the identity of those defending the cavern entrance; each is a degenerated Flesh-eater, their claws still slick with gore. The largest amongst their number shuffles forth, bidding you welcome to the home of his monastic brethren – in reality, a charnel pit of bones and rotten meat. The mordant appears to know why you have come, and swiftly bids you follow him into the cavern.

Following your guide down into the darkness, you observe many other ghouls in what seem to be acts of worship. Before long you arrive at the grave of Gorsimax himself. The dragon's skeleton is colossal, its majesty undimmed in death. Around it stand all manner of macabre shrines and grisly totems that are themselves saturated in amethyst magic, whether their custodians realise it or not. Clearly, the skeleton is revered by the Flesh-eaters as some kind of guardian spirit. Many of the mordants fell in the battle at the entrance, and the survivors' fate is in your grasp. You could display a modicum of pragmatic honour and simply leave them be, earning their gratitude and helping them extend their deranged influence over the mountains. Then again, you came here to reanimate the beast once more – given the power of the osseous shrines and the deathly energies that you are already redolent with, all it would take now is one little push…

HONOUR	GLORY
If you choose Honour, turn to page 54 to see the outcome and claim your reward.	If you choose Glory, turn to page 55 to see the outcome and claim your reward.

OF BONE AND SOUL



Something strange is happening in the Bloodwind Spoil. Though the Ossiarch Bonereapers have yet to make serious ingress into this land, preliminary forces have already been dispatched to ensure a constant supply of bone is available. Recently, however, tithe nexus sites have been overwhelmed and defiled with increasing regularity, while marching cohorts are outmanoeuvred and second-guessed by marauding tribes. It is as if the enemies of the Ossiarchs have somehow learnt of their strategies and – admittedly limited – vulnerabilities.

The lords of the Arx Terminus have dispatched many warbands to discover the cause of this sudden reversal. If left unchecked, it could severely hamper their future plans. Discover how the tribes of the Spoil have gained such knowledge, and ensure they can do so no more.

D3	Artefact of Power
1	**Shadeglass Dagger:** *A relic of lost Shadespire, this jagged weapon can swiftly capture an enemy's soul.* The Strength characteristic of attack actions made by the bearer that have a Range characteristic of 3 or less always counts as being higher than the target's Toughness characteristic.
2	**Chillblade:** *To be nicked by this soul-chilling sword is to be assailed by a punishing, slowing cold.* After each attack action made by the bearer that has a Range characteristic of 3 or less , roll a dice. On a 2+, until the end of the battle round, the target fighter cannot make move actions or disengage actions.
3	**The Bale Chimes:** *To hear the soft, echoing report of these chimes is to be marked for a swift and sudden demise.* Subtract 1 from the Toughness characteristic (to a minimum of 1) of enemy fighters while they are within 6" of the bearer.

D3	Command Trait
1	**Grand Null:** *This warrior has stared into the oblivion of the Shyish Nadir, and has grown resistant to hostile magics as a result.* Subtract 3 (to a minimum of 1) from the damage points allocated to this fighter from attack actions that have the **Blast** runemark ().
2	**Inescapable:** *Like the silent hand of death, none can hope to halt this warrior's advance.* Add 1 to the Move characteristic of this fighter.
3	**Red Fury:** *The sight of the weakling living throws this warrior into a terrifying frenzy.* Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less.

FIRST CONVERGENCE: A SPECIAL DELIVERY

Your search has brought you to the territory of a group notorious for bedevilling the Bonereapers of the Bloodwind Spoil. You have observed their leader consulting tattered scrolls that are delivered with a precise regularity. This bears further investigation; intercept the delivery of one such scroll, and make certain the messenger does not live to tell as much.

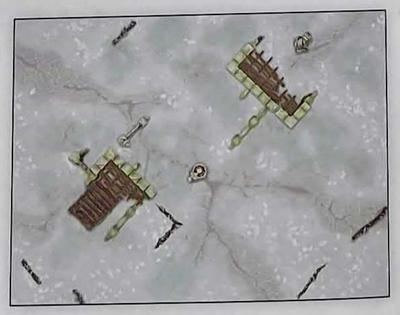
BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: Defend the Find

The Aspirant warband is the attacker.

Twist: Draw a twist card as normal.



SECOND CONVERGENCE: DESECRATION AND OBLITERATION

The language upon the scrolls is a mongrel dialect, but you can detect certain elements shared with the tongue of the Ossiarch empire. The orders written upon the parchment are highly specific, detailing precisely when to strike at each tithe nexus or Bonereaper patrol. You deduce that a nearby nexus will soon come under attack; lie in wait, and offer the would-be raiders an unpleasant surprise.

BATTLEPLAN
Terrain: See map.

Deployment: Draw a deployment card as normal.

Victory: No Mercy

Twist: Draw a twist card as normal.



FINAL CONVERGENCE: OUT OF MIND

Through the excruciating interrogation of a captured raider, you believe you have deduced where the scrolls are delivered from. Following his directions through harsh and barren terrain, you soon arrive at a crumbling and age-worn keep. The land is eerily quiet, devoid of the usual chanting and bellowing that fills the domain of the Chaos-worshippers. Fight through the guards left outside the keep and get to the bottom of this mystery.

BATTLEPLAN
Terrain: See map.

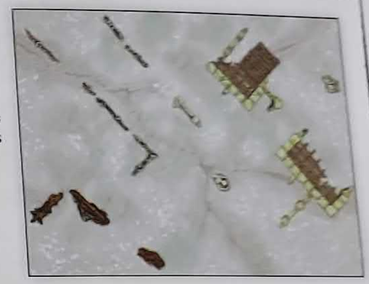
Deployment: Show of Strength

The Aspirant warband uses the blue deployment points

Victory: The Gauntlet

The Aspirant warband is the defender.

Twist: Draw a twist card as normal.



CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. Read the text below, and then choose either **Honour** or **Glory**.

You make your way up the winding passages and stairwells of the keep, noting the piles of bones stacked with a curious precision at irregular intervals. Eventually, you reach a circular chamber situated at the top of the tallest tower. A candle of human tallow burns within, desiccated parchment and Raptoryx-feather quills covering the floor. Upon a once-grand throne at the centre of the chamber sits an Ossiarch Bonereaper. The construct warrior's body is pitted by cracks and fractures, the phylactery upon his chest splintered and leaking eldritch non-light. When he speaks, his rattling tones seem to convey many voices at once.

The Bonereaper greets you, bidding you to halt and listen to his tale. He wastes little time in explaining that his soultrap gem was damaged during the vicious fighting that accompanied Katakros' grand invasion of the Eightpoints. Though the blended souls within had been largely subsumed by the arts of the Mortisans, when their prison was disrupted and they were exposed to the warping magics of the land, these vestigial spirit-traces regained enough power to fight him for control of his own body. Isolated from his cohort, he wandered to the Bloodwind Spoil, forced by the raging souls to offer his knowledge to the surrounding tribes to take vengeance against his rightful masters. The Bonereaper urges you to destroy him, and surely you will. But what next? Will you preserve his phylactery in the hope that it can be repaired, and a chance for redemption offered? Or will you look down on failure more harshly?

HONOUR
If you choose Honour, turn to page 54 to see the outcome and claim your reward.

GLORY
If you choose Glory, turn to page 55 to see the outcome and claim your reward.

SPOILS OF VICTORY

Through battle and bloodshed, you and your warband have emerged triumphant. Across the Bloodwind Spoil lie the broken remains of your foes, their ambition no match for your cunning and skill-at-arms. Whether you will cleave to an honourable path, or risk damning yourself in pursuit of greater glory, is up to you to decide…

On these pages you will find conclusions for each of the narrative campaign quests provided in this book. If you chose the path to Honour, you will find your reward on this page. If you chose the path to Glory, your reward awaits on the page opposite.

HONOUR

DREAD VENGEANCE – UNBURDENED

Unleashing the sorcerous wraith to menace the Eightpoints seems an appropriate punishment for the craven living. You complete the final steps of the ritual, sundering the ancient bonds. With a triumphant howl, Khirar's spirit streaks away to begin its vengeance – though not before fulfilling his end of the bargain and granting you a measure of his long-hoarded power in the dark arts.

EXALTED COMMAND TRAIT
Abyssal Horror: *Bolstered by the malign power of Pater Khirar, you are a being from darkest nightmare, a scourge on all that lives.*

Each time an enemy fighter within 3" of this fighter uses an ability, roll a dice. If the roll is equal to or higher than the value of that ability, the ability cannot be used and the ability dice used for it are discarded.

BLOODED TALONS – COLD HEART

It is not mercy that stays your hand. Your battle against the warband outside was not without cost, and you could not guarantee a clean victory over even a wounded vampire. Surely, that is the reason. The vampire is grateful all the same, swearing she will give you no cause to regret your decision – and soon sharing her knowledge of the many warbands that fight in and around Carngrad's ramshackle borders.

EXALTED COMMAND TRAIT
Whispers of Demise: *Even before matching blades with an enemy leader, you know all their secrets – and how to best them at their own game.*

Hit rolls for attack actions made by this fighter that target an enemy leader score a critical hit on a 5-6.

THE GRAVE OF GORSIMAX – TENDER MERCIES

The mordant cultists are inspired by your cold mercy. The leader of the monastic Flesh-eaters, seemingly filled with a newfound fervour, soon decrees that a crusade must be launched to bring the dragon god's creed to the heretics of the Bloodwind Spoil. You may not have raised the creature, but unleashing an army of ravening ghouls is arguably just as desirable an outcome. And who knows – perhaps there really is something to their bizarre creed.

EXALTED COMMAND TRAIT
Favour of the Dragon God: *Whether through sheer luck or the will of Gorsimax, destiny seems to favour you.*

During the aftermath sequence, when rolling for destiny levels, this fighter gains a destiny level on a 4+.

OF BONE AND SOUL – A MISTAKE RECTIFIED

The Bonereaper, soul-torn as he is, commends you for your honour in offering him a chance at redemption. Maybe this pleases you. Maybe you simply believe no investment of Nagash's should be thrown away without due cause. Still, you take care to preserve the phylactery as you dismantle the errant warrior, leaving the rampant spirits within to rage impotently. Such attention to detail will no doubt serve you well.

EXALTED COMMAND TRAIT
Precise and Thorough: *The forces of Death may not be flashy, but they do not leave loose ends in their wake. Each blow is intended to be terminal.*

Hit rolls for attack actions made by this fighter that have a Range characteristic of 3 or less score a critical hit on a 5-6.

GLORY

DREAD VENGEANCE – THE PRICE OF FREEDOM

Khirar rails against you as you speak the final words of the altered ritual – but it is no use. Though you tell yourself this is purely a pragmatic decision, you cannot help but feel a mote of cold satisfaction. Rather than freeing his spirit, your ritual has instead bound the sorcerer into his own ancient staff. His protests soon come to naught. Before long his essence is entrapped once more; this time, however, his imprisonment is far more permanent, and far more useful to your future designs in this cursed land.

ARTEFACT OF POWER
Khirar's Soulstave: *In ancient days, Pater Khirar performed horrific experiments concerning the nature of the soul. Now, through his staff, the power to twist and unshackle mortal essence is yours to command.*

Each time an enemy fighter not from a Death warband is taken down by an attack action made by the bearer that has a Range characteristic of 3 or less, you can remove a number of damage points allocated to the bearer equal to the Wounds characteristic of that enemy fighter.

BLOODED TALONS – NEFERATA'S REGARDS

The mortal falls swiftly, his weakling flesh-form spitted on the blades of your followers. The vampire, even in her injured state, proves somewhat more problematic; with a shriek of fury she rises from her bier, eyes wild and fangs flashing. Her skill is palpable, but in the end your warband manages to put her down, spearing her lifeless heart with the recovered blade of her own companion. Their silence is assured now, for which Neferata will doubtless be grateful – though you do deign to take the vampire's jet stiletto as a more tangible reward.

ARTEFACT OF POWER
The Nulahmian Entreaty: *This subtle but wickedly sharp blade has deposed dynasties and slit the throats of countless monarchs over its long existence.*

Add 2 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

THE GRAVE OF GORSIMAX – NO REST FOR THE WICKED

Rasping incantations spill from your mouth as you fall upon the mordants. The air is soon charged with deathly power – and sure enough, Gorsimax stirs. Balefire leaks from its eyes as the skeletal dragon rises, shaking off the dust of years before tearing through its cowering supplicants. Gorsimax's will is too strong to chain forever, and so you grudgingly release it to ravage the land at its own discretion. Even so, you take the tarnished crown of the ghouls' lord as a symbol of your success.

ARTEFACT OF POWER
Crown of the Abhorrant Acolyte: *Waves of creeping delusion emanate from this tarnished headpiece. Those who come under its influence must possess a dauntless will, or soon lose track of what is real.*

Roll a dice each time an enemy fighter within 3" of the bearer makes an attack action. On a 1-3, subtract 3 from the Attacks characteristic (to a minimum of 1), from that attack action.

OF BONE AND SOUL – NAGASH'S JUSTICE

The Bonereaper is torn between understanding your cold decision, and railing against you with a sickeningly mortal fervour. Either way, it is too damaged to put up much of a fight. You take the time to thoroughly obliterate the scrolls of errant knowledge, ensuring none can chance upon this place and learn the secrets of the dead. As for the souls that caused this problem, they will be far better served providing tormented, ethereal power to your favoured blade.

ARTEFACT OF POWER
Blade of Unhallowed Conquest: *The rogue spirits trapped within your cursed blade have long been driven mad by their confinement, and now hunger for the sweet soul-nectar of the living.*

Add 1 to the Attacks and Strength characteristics of attack actions made by the bearer that have a Range characteristic of 3 or less.

CHALLENGE BATTLES

The mightiest of warbands of the Bloodwind Spoil constantly seek out greater challenges to overcome. Few of these tests are more perilous, however, than facing off against one of the savage beasts of the Eightpoints.

This section introduces a type of campaign battle referred to as a **challenge battle**. Challenge battles are unique battles available to any warband currently embarked upon any campaign quest. In this section, you will find 6 challenge battles for your Death warbands to attempt.

HOW TO PLAY A CHALLENGE BATTLE

When you challenge an opponent to a campaign battle, if both players agree, you can instead choose to play a challenge battle.

In a challenge battle, one player, known as the **Challenger**, is attempting to overcome the challenge that has been set. This player's warband is referred to as the **Challenger warband**.

The other player, known as the **Adversary player**, is attempting to thwart the Challenger. Rather than controlling their own warband, the Adversary player instead controls fighters that are referred to as **adversaries**.

First, decide which challenge battle you will play, which player will be the Challenger and which player will be the Adversary.

Each challenge battle has 4 sections: **Set-up**, **Special Rules**, **Battleplan** and **The Spoils**.

SET-UP

The Set-up section of a challenge battle details how the players muster their warbands. The Challenger and the Adversary will have different rules they must follow.

In a challenge battle, dominated territories do not grant additional points to a warband and glory points cannot be spent on reinforcements.

ADVERSARIES

The Adversary will have a unique pool of fighters to choose from in each challenge battle. This may be a single large monster or a group of fighters using fighter cards from existing factions. In either case, the fighters controlled by the Adversary are never drawn from their warband roster, even if the same fighter card is used.

Adversaries do not have any destiny levels, artefacts or command traits unless it is specifically stated otherwise. In the aftermath sequence, the Adversary does not make injury rolls for these fighters, nor do they roll for destiny levels for them.



THE PREREQUISITE AND THE STAKE

Every challenge battle has a **prerequisite** and a **stake**. The prerequisite is the required number of dominated territories the Challenger warband must have. If the Challenger warband does not meet the prerequisite, the challenge battle cannot be played.

If the Challenger warband loses the challenge battle, they immediately lose a number of dominated territories equal to the stake. This represents the repercussions that the warband faces in the wake of their failure and the time they must spend recuperating their resources.

SPECIAL RULES

Challenge battles may have 1 or more **special rules**. These can be rules that apply to some or all fighters – akin to twists – or rules that alter the core rules for generating a battle.

BATTLEPLAN

The Battleplan section of each challenge battle explains how to generate the battleplan.

THE SPOILS

Each challenge battle has 1 or more **spoils**. If the Challenger warband wins the challenge battle, they receive 1 of the spoils of that challenge battle. In some cases, they may receive bonus spoils for completing a specific task.

TREASURE HOARD

One of the spoils of each challenge battle is the treasure hoard. If the Challenger picks this reward, they can make up to 3 additional search rolls on the lesser artefacts table (Core Book, pg 68-69) during the aftermath sequence of the battle.

ARTEFACTS OF POWER

Some spoils grant an artefact of power to be given to one of the fighters in the Challenger warband. An artefact of power can only be given to a fighter if no other fighters in the same warband bear the same artefact of power.

MONSTERS

Some spoils will let you add the monster adversary to your warband roster. If you choose such a reward, use the rules on pages 6-8.

THE AFTERMATH SEQUENCE

After each challenge battle, resolve the aftermath sequence (Core Book, pg 66-70) with the following amendments:

- Players do not receive glory points for playing a challenge battle.
- Injury rolls and destiny rolls are not made for adversaries.
- Neither player advances on their campaign progress tracker.

Note that both players can make 1 search roll on the lesser artefacts table as normal. When the Adversary does so, they must pick a fighter from one of their warbands that is embarked on a campaign quest to receive the lesser artefact.

PLAYING AGAIN

You can play through the same challenge battle as many times as you wish, even if you have already achieved victory. Note that certain spoils, such as artefacts of power, are limited to 1 per warband roster.

The Narrative of Challenge Battles

Challenge battles allow players to explore the Eightpoints in more ways than ever before. Nagash's will can manifest in all manner of ways; the Great Necromancer may demand you assist in capturing the spirit-essence of Sigmar's hated Stormcast Eternals, or descend into the fiery catacombs beneath the Bloodwind Spoil to enslave souls that have somehow eluded his clutches. In doing so you will have the opportunity to claim ancient treasures as your own, or bind powerful beasts of the grave to your cause.

These battles offer their own unique challenge, and are suited for both up-and-coming warbands as well as those that have completed their campaign quest and are yet to embark on a new one. For such warbands, challenge battles offer a set of difficult trials to overcome and a checklist of achievements to complete.

If you are looking to add a monster to your warband through a challenge battle, it is expected that you will first collect and paint the model yourself before challenging a friend to the challenge battle. For yourself, you get the chance the tame the wild monster and later add it to your warband roster. For your opponent, they get the chance to run amok through your warband with a very dangerous beast!

A lot of these challenge battles are designed to be very difficult for the Challenger, and completing all of them is something to be boastful of! It will require all your tactical cunning and often an abundance of artefacts of power and destiny levels to see you through to victory.

Good luck, and may the gods be on your side!



THE ROYAL HUNT



Hearken and make ready, for the hunt has been called! Lord Splinterbone, benevolent Baron of the Bloodwind Spoil, has risen from his feasting table and declared the beginning of a grand campaign against the monsters haunting his kingdom. The proud knights of Splinterbone's court have assembled, riding out to lay low these most terrible beasts.

Whether you share the abhorrant king's delusion or look upon the crazed ghoul lord with disdain, this hunt brings with it opportunity. The territories surrounding his grisly keep are saturated with amethyst magic, and populated by all manner of undead monsters – monstrous Zombie Dragons and bat-winged Terrorgheists. Splinterbone desires great deeds and heroic acts, but you know that victory comes in many forms – whether through defeating the creatures, or binding them to your service…

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of either:

- 1 Terrorgheist or
- 1 Zombie Dragon

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster a Death warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The combined points value of the fighters in the Challenger warband cannot exceed 3 times the points value of the adversary.

SPECIAL RULES

Battle Groups: The Challenger warband must be split into battle groups as normal. The adversary is not placed in a battle group.

The Hunt: Do not draw a terrain card, deployment card or twist card as normal. Instead, use the following rules:

Draw 3 terrain cards and place them face down. The players then roll off. If the Adversary player wins the roll-off, no cards are revealed. If the players tie, 1 card chosen by the Challenger player is revealed. If the Adversary player loses the roll-off, all the cards are revealed. The Challenger then picks 1 of the 3 terrain cards to be in play for the battle.

Repeat this process for the deployment card. Repeat this process for the twist card, but before drawing the 3 cards remove all twist cards with the **Wild Creatures** runemark and all those with the **Fate** runemark.

Deployment: The Challenger sets up all their battle groups first. The Adversary player then picks 1 of their deployment points and sets up the adversary as normal.

BATTLEPLAN

Terrain: See 'The Hunt' in the Special Rules box.

Deployment: See 'The Hunt' in the Special Rules box.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: See 'The Hunt' in the Special Rules box.

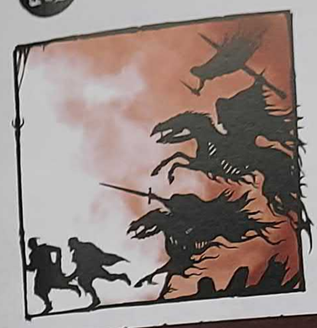
THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 57.

Monster: The monster adversary can be added to the Challenger's warband roster (pg 8).

THIEVES IN THE NIGHT



The arrogance of the living knows no bounds. It is not enough for their craven gods to steal souls from your master Nagash; they also engage in pettier theft, ransacking ancient tombs and disturbing the grave goods of the dead to satiate their petty greed. Now one group of foolish mortals has transgressed beyond the pale. They have raided the lands your people once ruled in life, and stolen from the barrows and tombs of your own kindred.

These thieves must be punished. Under a lurid night sky you have tracked them to a crumbling ruin, only to be confronted with an additional challenge. It appears these mortals have been busy raiding many tombs, not merely your own. The only recourse now is to slay as many as possible, and search their remains for your prize. With any luck, they will have no notion of your presence until it is far too late.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster a Death warband, and all fighters in the Challenger's warband must be chosen from the Challenger's warband roster.
2. All fighters in the Adversary player's warband must have the same faction runemark.
3. The combined points value of the fighters in each warband cannot exceed 1,250.

SPECIAL RULES

Deathly Hunters: Fighters in the Challenger's warband are not split into battle groups. In addition, when setting up the battle, the Challenger does not set up any fighters from their warband on the battlefield. Instead, they set up 18 counters, 6 for each battle group, on the battlefield as if they were fighters. For the counters, we recommend using spare 25mm bases.

During the battle, the counters are treated as fighters in the Challenger's warband and can make move actions with a Move characteristic of 6.

During the battle, the counters can be revealed by a number of means. When a counter is revealed, it is replaced by any fighter from the Challenger's warband that has not yet been set up on the battlefield.

A counter is revealed as follows:

- If the counter is targeted by an ability or attack action.
- If the counter is within 6" of an enemy fighter at the end of any action.
- If the Challenger player reveals the counter, which they can do at any point during its activation.

Once all fighters from the Challenger's warband have been set up, all remaining counters are removed from the battlefield.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary player picks 1 of them to be in play.

Deployment: Defiant Stand

The Challenger uses the red deployment points.

Victory: Defend the Find

The Challenger is the attacker. In addition, the defender wins the battle after 6 instead of 4 battle round if the attacker has not won the battle before then.

Twist: Dead of Night

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 57.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Relic of the Barrows: *This relic weapon has supped deep the blood of thieves and traitors. Those it scratches are soon overwhelmed by the magics of silent, morbid ending.*

Add 1 to the damage points allocated by each critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.

A GRAVE MISTAKE



It is perhaps a truism that the risen dead are not individually as skilled or ferocious as many of their rivals. However, the servants of Nagash have an advantage over the living that has often proving telling – access to a near-endless supply of reinforcements. Wherever mortals have fallen and their bones and spirits lie, those practised in the necromantic arts can bind them into service, drowning their enemies in a seemingly endless tide of undeath.

A mob of rampaging greenskins think they have you cornered, here amongst the ancient tombstones. In their barbarian fury they have walked into a trap, for the vast numbers of dead who haunt this place can easily be bound to your will. Slaughter these brutes through the marshalling of your deathless host, and in doing so, let word of your necromantic prowess be spread far and wide across the Bloodwind Spoil.

SET-UP

Prerequisite: 4 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger musters a Death warband that consists of 1 model. That model must be their leader, chosen from the Challenger's warband roster.
2. All adversaries must have the same faction runemark: either the **Bonesplitterz** runemark (▟) or the **Ironjawz** runemark (✠).
3. The Adversary player's warband can include up to 20 fighters.
4. The combined points value of the adversaries cannot exceed 1,500.

SPECIAL RULES

Battle Groups: The rules for battle groups are not used in this battle.

Grave Sites: The Challenger sets up 5 objectives on the battlefield floor, each more than 6" from any others. These objectives represent nodes of necromantic power.

Summon Undead: At the start of each combat phase, the Challenger rolls a dice for each objective they control. On a 1, the objective being rolled for loses its necromantic power and is removed from the battlefield. On a 2+, the Challenger can add D3 fighters to their warband. Each of these fighters must have the same faction runemark as their warband and a points cost each of 135 or less. They are not taken from the Challenger's warband roster and are removed from their warband at the end of the battle.

These fighters can be set up anywhere on the battlefield within 3" of the leader of the Challenger's warband.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Challenger player picks 1 of them to be in play.

Deployment: The Challenger sets up their fighter within 1" of the centre of the battlefield. Then the adversaries are set up anywhere on the battlefield within 1" of the battlefield edge.

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: Dead of Night

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 57.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Wand of Grasping Bone: *This osseous wand is a lodestone for Shyishan magic. With a simple gesture, a deathly champion can re-energise in a surge of necromantic energy.*

Once per battle, the bearer can use this artefact as an action. If they do so, pick a friendly fighter that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of the bearer. The fighter set up on the battlefield no longer counts as being taken down. Remove 2D6 damage points allocated to that fighter.

DEATH COMES CALLING



Of the many battles fought during the invasion of the Eightpoints, few matched the horror of Haradh's Torment. Here, the Bonereaper legions of Katakros – the Mortarch of the Necropolis himself – defeated a Chaos horde three times its size. Few emerged from that bloodbath, but some worshippers of the Dark Gods did escape the vengeance of the Ossiarchs. Now, one such warrior has risen to power, and assumed command of a mighty warband.

The lords of the Arx Terminus wish this foe destroyed – but not only that. All must know that Nagash's vengeance is inescapable. No doubt this warlord will have assembled his defences with cunning and care, but your benefactors have allowed for this – granting you the aid of a mighty Gothizzar Harvester to smash asunder his pathetic walls. Go, now – move in for the kill, and prove that none can defy the wrath of Nagashizzar.

SET-UP

Prerequisite: 4 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster a Death warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The Challenger warband also includes the Gothizzar Harvester (see below). This fighter does not cost any points and does not have a faction runemark. The Gothizzar Harvester can only use abilities that do not require a faction runemark.
3. All adversaries must have the same Chaos faction runemark, and 1 fighter must have the **Leader** runemark (✲).
4. Each warband can include up to 20 fighters.
5. The combined points value of the fighters in the Challenger warband cannot exceed 1,250.
6. The combined points value of the adversaries cannot exceed 1,500.

BATTLEPLAN

Terrain: See 'The Stronghold' in the Special Rules box.

Deployment: See 'The Stronghold' in the Special Rules box.

Victory: Assassinate

The Challenger warband is the attacker. In addition, the battle ends after 6 instead of 4 battle rounds.

Twist: Dusk

SPECIAL RULES

The Stronghold: The Adversary player sets up the battlefield terrain. They are encouraged to set up the terrain to resemble the stronghold of the Chaos Warlord they control.

Then, the Adversary player sets up all the fighters from the battle group that includes their leader within 9" of the centre of the battlefield. The other two battle groups are set up in reserve.

Then, the Challenger picks 2 battlefield edges and sets up each fighter from their warband within 1" of either battlefield edge.

In the reserve phase of the second battle round, the Adversary player sets up all the fighters from their battle groups in reserve within 1" of a battlefield edge not previously picked by the Challenger.

THE SPOILS

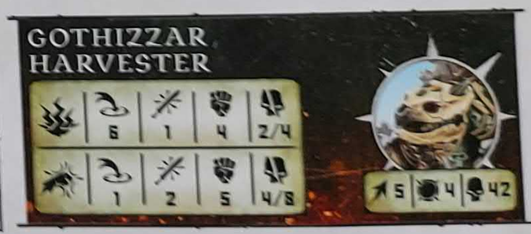
If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 57.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Tortured Soulgem: *A portion of the warlord's agonised soul is trapped within this black gemstone. When unleashed, its hideous wails can freeze the heart with terror.*

Once per battle, the bearer can use this artefact as a bonus action. If they do so, pick 1 visible enemy fighter within 6" of the bearer and roll a dice. On a 4+, that fighter cannot activate this battle round.



CAGED LIGHTNING



Of all those the Great Necromancer accuses of stealing souls from him, none are more hated than Sigmar, for his Stormcast Eternals are forged from warriors snatched from the precipice of death, or even worse, stolen directly from the underworlds of Shyish. Nagash's armies expend great effort to capture the essence of slain Stormcasts before they can return to Azyr, dragging them to arcane dungeons where terrible punishments await.

Spirit Torments are vital in this process, for their shacklegheist chains can contain even the celestial soul of a Stormcast. Your warband has been bidden by Vorcaw the Lockwraith, a particularly dolorous Spirit Torment, to help capture an errant soul loose in the Eightpoints. Several storm-mages have already arrived to work a binding ritual on the lightning gheist. You must assist Vorcaw in chaining the gheist, or risk Nagash's wrath.

SET-UP

Prerequisite: 4 dominated territories

Stake: 1 dominated territory

THE WARBANDS

The Challenger and the Adversary player each muster a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster a Death warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.
2. The Challenger warband also includes 1 Spirit Torment (referred to as 'Vorcaw the Lockwraith' during this battle). This fighter is treated as an ally but is not added to the Challenger's warband roster.
3. All fighters in the Adversary player's warband must have 1 of the following faction runemarks: **Stormcast Eternals Warrior Chamber** (⛉), **Stormcast Eternals Vanguard Auxiliary Chamber** (⸸) or **Stormcast Eternals Sacrosanct Chamber** (⸸).
4. The combined points value of the fighters in each warband cannot exceed 1,500.

SPECIAL RULES

Lightning Gheist: In this battle the objective represents the lightning gheist. Follow the normal rules for objectives with the following amendments:

At the start of the battle, the lightning gheist token is placed on the centre of the battlefield floor.

At the end of the hero phase of each battle round, starting with the player with the initiative, each player alternates spending 1 of their singles. Each time a single is spent, the player that spent it can move the lightning gheist up to a number of inches across the battlefield floor equal to the value of the single (wild dice used as singles have a value of 6). The lightning gheist can pass through fighters and terrain features but cannot move off the battlefield.

If a player has no more singles, they must choose to pass. When a player passes, their opponent can spend 1 more single before the sequence ends. Otherwise, after all singles have been spent, the sequence ends.

Captured Soul Energy: Each time an adversary is taken down within 9" of Vorcaw the Lockwraith, the Challenger gains 1 wild dice which can be used in the next hero phase.

BATTLEPLAN

Terrain: Draw 3 terrain cards; the Adversary player picks 1 of them to be in play.

Deployment: Defiant Stand

The Challenger uses the red deployment points.

Victory: The Ritual

The Challenger is the attacker. In addition, the objective is not placed as instructed. Instead, see 'Lightning Gheist' in the Special Rules box.

Twist: Deluge

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 57.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Fetters of the Oubliette: *In return for your assistance, Vorcaw has gifted you these enchanted chains drawn straight from the Great Oubliette, capable of binding even the most stubborn of enemies.*

Once per battle, the bearer can use this artefact as a bonus action. If they do so, pick 1 visible enemy fighter within 1" of the bearer and roll a dice. On a 2+, until the end of the battle, that fighter cannot make Move actions or Disengage actions while this fighter is within 1" of them.

TRIAL OF THE FIVE BLADES



The dungeons below the Eightpoints are ancient. Indeed, many were old even before the coming of the Everchosen and his armies. Within great barrows and subterranean sepulchres the kings and dynasts of yore were laid to rest, guarding their accrued wealth – and indeed, their very souls – through powerful enchantments. Yet no mystic cartouche or revenant curse can stop the Undying King from taking that which he believes to be his.

You have descended into the bowels of one such dungeon, intent on claiming the soul-energies of a fallen king. Yet his resting place is sealed by a warded stone gate, and guarded by the remains of his five greatest knights. To gain access to the tomb and feast upon the deathly energies within, you must defeat each of these mighty warriors to open the seal. Be warned, though, that the passage of years has not dimmed their unique and deadly skills.

SET-UP

Prerequisite: 2 dominated territories

Stake: 1 dominated territory

THE ADVERSARIES

The Adversary player musters a warband that consists of 5 fighters, each of which is one of the following:

- Wight King with Baleful Tomb Blade
- Wight King with Black Axe

THE CHALLENGER WARBAND

The Challenger musters a warband as described in the core rules (Core Book, pg 36), with the following amendments:

1. The Challenger must muster a Death warband, and all fighters in the Challenger warband must be chosen from the Challenger's warband roster.

BATTLEPLAN

Terrain: See map.

Designer's Note: *If the players have the* Catacombs Board Pack, *we recommend using the Halls of Velorum dungeon battlefield instead and setting up the dungeon scenery freely.*

Deployment: See 'Entering the Tomb' in the Special Rules box

Victory: A player wins the battle as soon as every fighter in their opponent's warband is taken down.

Twist: Dark Shadows



SPECIAL RULES

The King's Champions: Each of the fighters in the Adversary player's warband has a different title picked from the list below. Before the battle, the Adversary player picks 1 title for each of their fighters. Each title gives a bonus rule to that fighter.

The Flayed Knight: Add 1 to the Toughness characteristic of this fighter.

The Briar Knight: Add 1 to the Attacks characteristic of attack actions made by this fighter.

The Martyr Knight: Each time this fighter activates, you can remove D6 damage points allocated to them.

The Dolorous Knight: Count each critical hit from attack actions that target this fighter as a hit instead.

First Sword of the Fallen King: Each time this fighter activates, it can make a bonus move action or a bonus attack action.

Entering the Tomb: The players' warbands are not split into battle groups. To deploy, the Adversary player sets up their fighters wholly within 6" of the centre of the battlefield. Then, the Challenger picks 1 entrance tunnel and sets up their warband wholly within 6" of it.

THE SPOILS

If the Challenger wins the battle, they can choose 1 of the following spoils:

Treasure Hoard: See page 57.

Artefact of Power: The Challenger can give 1 fighter in their warband the following artefact of power:

Blade of the Deathless Order: *As if to add insult to injury, you have bound the souls of the five knights into this eldritch blade, and can call upon their powers to bolster you at crucial moments.*

Once per battle, the bearer can use this artefact to make a bonus attack action, or to remove D6 damage points allocated to them.

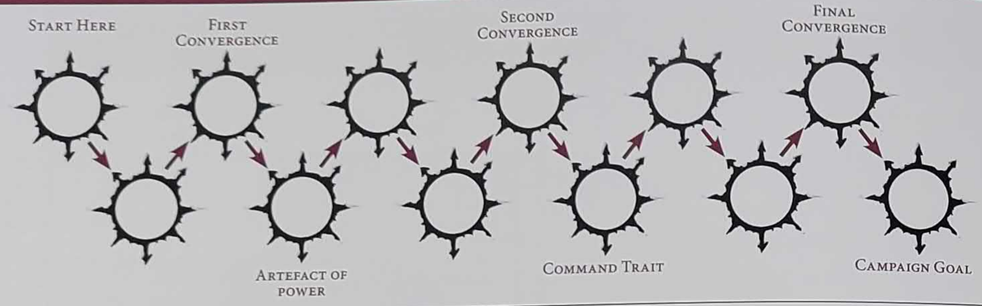
WARCRY WARBAND ROSTER

WARBAND NAME	GLORY POINTS	DOMINATED TERRITORY
		☼ ☼ ☼ ☼ ☼ ☼

WARBAND ORIGIN	PLAYER NAME

CAMPAIGN QUEST

CAMPAIGN PROGRESS TRACKER



MONSTER

FIGHTER NAME	FIGHTER TYPE	DESTINY LEVELS
		☼ ☼ ☼

HEROES AND ALLIES

FIGHTER NAME	FIGHTER TYPE	ARTEFACTS	DESTINY LEVELS
			☼ ☼ ☼
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			☼ ☼ ☼

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LEADER

LEADER NAME	LEADER FIGHTER TYPE	LEADER BACKGROUND

ARTEFACTS	COMMAND TRAIT	DESTINY LEVELS
		☼ ☼ ☼

FAVOURED WARRIOR

FAVOURED WARRIOR NAME	FAVOURED WARRIOR FIGHTER TYPE	FAVOURED WARRIOR BACKGROUND

ARTEFACTS	COMMAND TRAIT	DESTINY LEVELS
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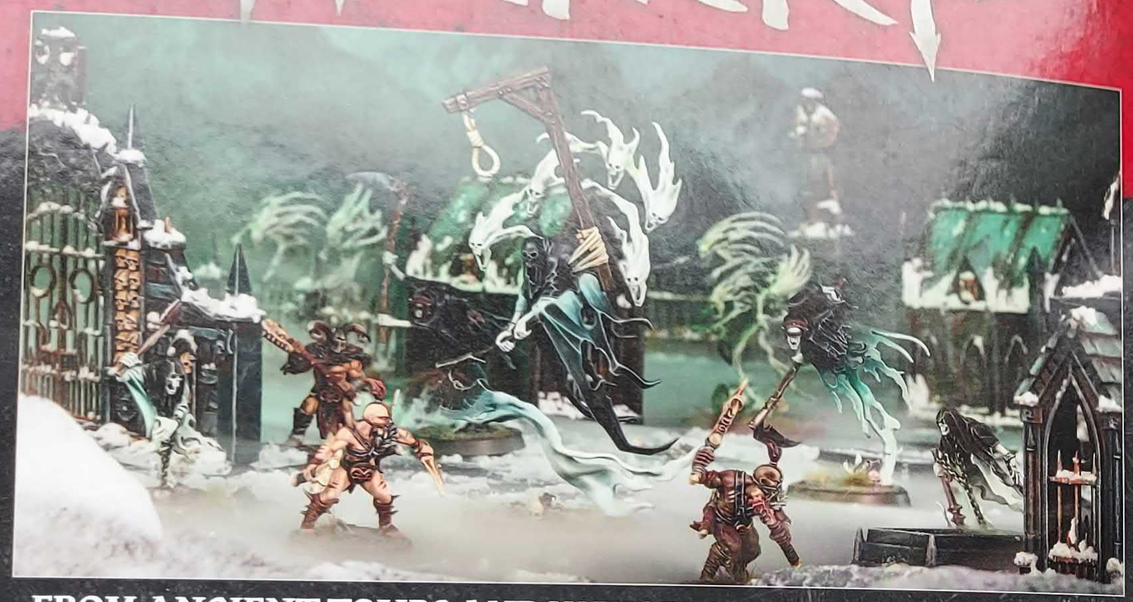
FIGHTERS

FIGHTER NAME	FIGHTER TYPE	ARTEFACTS	DESTINY LEVELS
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WARHAMMER AGE OF SIGMAR

WARCRY



FROM ANCIENT TOMBS AND UNHALLOWED GRAVEYARDS, THE DEAD RISE ACROSS THE BLOODWIND SPOIL!

The forces of Death are cold and relentless, a host of grim revenants and slavering cannibals unleashed to assail the living. Animated by the dark power of necromancy and slaved to the will of Nagash – the Supreme Lord of the Undead – they are a constant threat, terrifying to behold and remorseless in battle. Even the cursed lands of the Bloodwind Spoil are not free of their malice. Vampiric champions, skulking Necromancers and ancient Wight Lords lurk in the darkness. Vengeful gheists swoop from the tortured skies to vent their rage upon mortal flesh. Skeletal conquerors march out from macabre fortresses, demanding their tithe of bone and souls be met.

This book is an essential guide for anyone seeking to command the forces of Death in Warcry. Within, you'll find detailed background and complete rules for four warbands: the deranged Flesh-eater Courts, numberless Legions of Nagash, spectral Nighthaunts and elite Ossiarch Bonereapers. In addition, this book contains a host of content to expand your narrative play experience, from name and background generation tables to four fated quests and six challenge battles, providing even more ways for your deathless minions to terrorise the Eightpoints in the name of the Great Necromancer!

This book contains additional rules for Warcry, including fighter cards and ability tables for 4 warbands belonging to the Grand Alliance of Death. You will also find new content for narrative play, including 4 new fated quests and 6 new challenge battles for Death warbands.

You will need a copy of the Warcry Core Book to use the contents of this book.

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