

**FLASHPOINT
BROKEN REALMS**

THE
**TOME
CELESTIAL**

**Beneath the mountains of
Avalenoria in the Realm of Light
lurk the mordant children of
Ushoran. Cursed to degenerate
lives of cannibalism and deluded
grandeur, they are nonetheless
called to join Nagash's vast
legions of Ossiarch Bonereapers
in the conquest of Ymetrica.**



**THE
CHARNEL
KINGDOM**

**By Jordan Green, Jervis Johnson and
Sam Pearson**

THE DYING LIGHT

Long before the war of flesh and bone, another battle raged. Nagash, God of Undeath, had set his gaze on the domination of the Mortal Realms in their entirety. Many were the forces ranged against this ambition, but few drew his ire to such an extent as the mystical Lumineth aelves of Hysh. They had to be punished – terminally so.

Nagash's war against the living ground onwards. Across the realms, on every battlefield imaginable, his armies formed his executioner's axe. It was the era of the nadirite blade and the ice-cold claw of the gheist. Now more than ever, the Undying King fixated upon the foundation of his necrotopia – an eternal kingdom of death with him as sole master.

Furthermore, Nagash believed this end lay within his grasp. Already his armies had conquered much of Shyish. The raging fires of Aqshy could be quenched, the endless cycles that define Ghyran laid barren. Yet Hysh – that illuminated realm of wisdom and symmetry – presented Nagash with a more stubborn problem. Long had this radiant land been obscured from his sight, for the ordered magic of Light is a bane to impure necromantic energies. Though he understood little of the specifics, Nagash also knew full well that the twin gods Tyrion and Teclis had been using reclaimed – some would say stolen – souls to craft a new race in their image. No doubt these aelves would be endowed with the martial mastery and thaumaturgical prowess befitting their status. If any force in the realms had the potential to thwart Nagash's ambitions, it was undoubtedly the denizens of Hysh.

When the Lumineth Realm-lords finally marched out from Hysh to check his dark ambitions, Nagash met their aggression with typical cold ire – but also a flicker of relief. At last, Teclis, one of the few beings perhaps capable of matching him in matters of spellcraft, had shown his hand. War raged between the aelves and the dead across the Ossiarch Empire: necropolises were toppled, and upon the plains of Praetoris, a host of the elite Bonereapers was defeated by the finest of Hysh's military orders. The Ossiarch Bonereapers, however, had elevated the fashioning of undead warrior-constructs to macabre artistry. In their ancestral heartlands, and with the bones of so many aelven dead at their disposal, they were soon able to replenish their losses. All this was known to the Lumineth, but theirs was a war to spark hope in those peoples ground under the heel of the Ossiarch Empire, to prove that the deathless tyrants could be resisted. Even as the aelves returned to Hysh, however, Nagash was plotting retribution. Teclis had made his play. Now it was his turn.



THE YMETRICAN OFFENSIVE

Though doubtless satisfying on a personal level, the counter-invasion of Hysh was not purely an act of vindictive spite on Nagash's part. It was instead but one movement in the black clockwork of his schemes. While his armies spread ruin and terror, the Supreme Lord of the Undead had devised a new sorcerous ploy for ultimate victory. It was a notion horrifying in its demented brilliance, for Nagash intended no less than to spread the hunger of the Shyish Nadir across the cosmos through the darkest of rituals, draining the realms of vitality and life like sludge dragged through a Ghyranite swamp-skimmer's proboscis. Eventually, all would become one in Shyish, just as all beings became one in death.

Fulfilment of this insane master stroke could only be entrusted to Nagash's most formidable servants – the Mortarchs. Two of their number, Katakros and Olynder, were occupied with the campaign in the Eightpoints. Two others, cunning Mannfred and adaptable Neferata, had their own roles to play in this omniscient war. The task of humbling Hysh, therefore, fell to Arkhan the Black, Mortarch of Sacrament and most trusted disciple of Nagash. None save the Great Necromancer himself were as steeped in necromantic lore as Arkhan, and as such he was the natural choice to challenge this most mystic of realms. His personal Ossiarch legion – the Null Myriad – was the bane of sorcery, capable of withstanding even the deadly magics that the Lumineth would assuredly bring to bear against it.

Yet the Null Myriad did not advance upon Hysh alone. Cohorts of the Iron Masters, the Petrifex Elite and the Oblivion March all featured in the Ossiarch order of battle. So too did a detachment of the Mortis Praetorians, vaunted tithe-masters and the legion of Katakros himself. Overlords of Praetoris, they regarded the Lumineth's sully of their fiefdom as a personal insult and wished to repay the aelves in kind by assailing one of their foremost Great Nations: Ymetrica, land of a thousand peaks.

Amongst the Praetorian host was the Boneshaper Xaramos. A renowned member of the Mortisan order, Xaramos would play a vital role in the tithing of Ymetrica, ensuring that each Ossiarch cohort remained able to fulfil its role in Arkhan's strategy. But Xaramos was to prove his worth in other regards, particularly in the capacity of a diplomat. Though such matters were typically the province of the Emissarian caste, as representative of the premier Bonereaper legion, Xaramos was in a position to accept many oaths of fealty from other servants of Nagash. Arkhan's armies were therefore bolstered by dabblers in proscribed magics fled from the colleges of Settler's Gain, as well as hordes of degenerate mordants drawn from the shadows of Ymetrica.

Arkhan's invasion of Ymetrica, though a great scourge upon the Lumineth, was ultimately to be repulsed. This by itself was not a disaster; Arkhan had already acknowledged the possibility of Ymetrica's resistance exceeding his expectations and thus was prepared to flee to Haixiah, the Great Nation closest to the Perimeter

Inimical and most suffused in pure arcane energy. Though not as satisfying a target as Ymetrica, here the Mortarch could do Nagash's work confident in his security, for surely nothing alive could traverse so magically volatile a climate. However, circumstances gave Arkhan pause. Though his Null Myriad could withstand the aetheric pressure exerted upon Haixiah, the legion had been sorely battered in the retreat. More pressingly, the Lumineth had learnt from earlier mistakes: now, after each battle, the dead from both sides were immolated by the aelves. While this was a source of great spiritual anguish for the Hyshians, for the Ossiarchs, it presented a severe logistical problem. Without the harvested dead as a raw resource, they could not balance the ashen scales of war long enough to ensure victory. New sources of tithe-matter would have to be found, and swiftly.

Xaramos and his Praetorians had remained as a rearguard in Ymetrica during the Mortarch's retreat. As a result, the Boneshaper was well positioned to serve the Mortarch's designs. He was to locate a new supply of raw bone at any cost, use a portion to bolster his own forces and then deliver the remainder to the borders of Haixiah as part of a great pincer action. Any aelven force seeking to march on Arkhan would be caught between the Null Myriad and the Mortis Praetorians, soon to be destroyed. With their threat removed, the Mortarch would be free to complete his dread scheme, and Hysh's countdown to oblivion would begin.



THE CURSED MOUNTAINS

In the darkest corners of Hysh, unclean things lurk. Though the Lumineth have striven to elevate their home realm to a place of bright enlightenment, that radiance nevertheless casts long shadows – and in those forlorn places, the malodorous courts of the Flesh-eaters hold dominion.

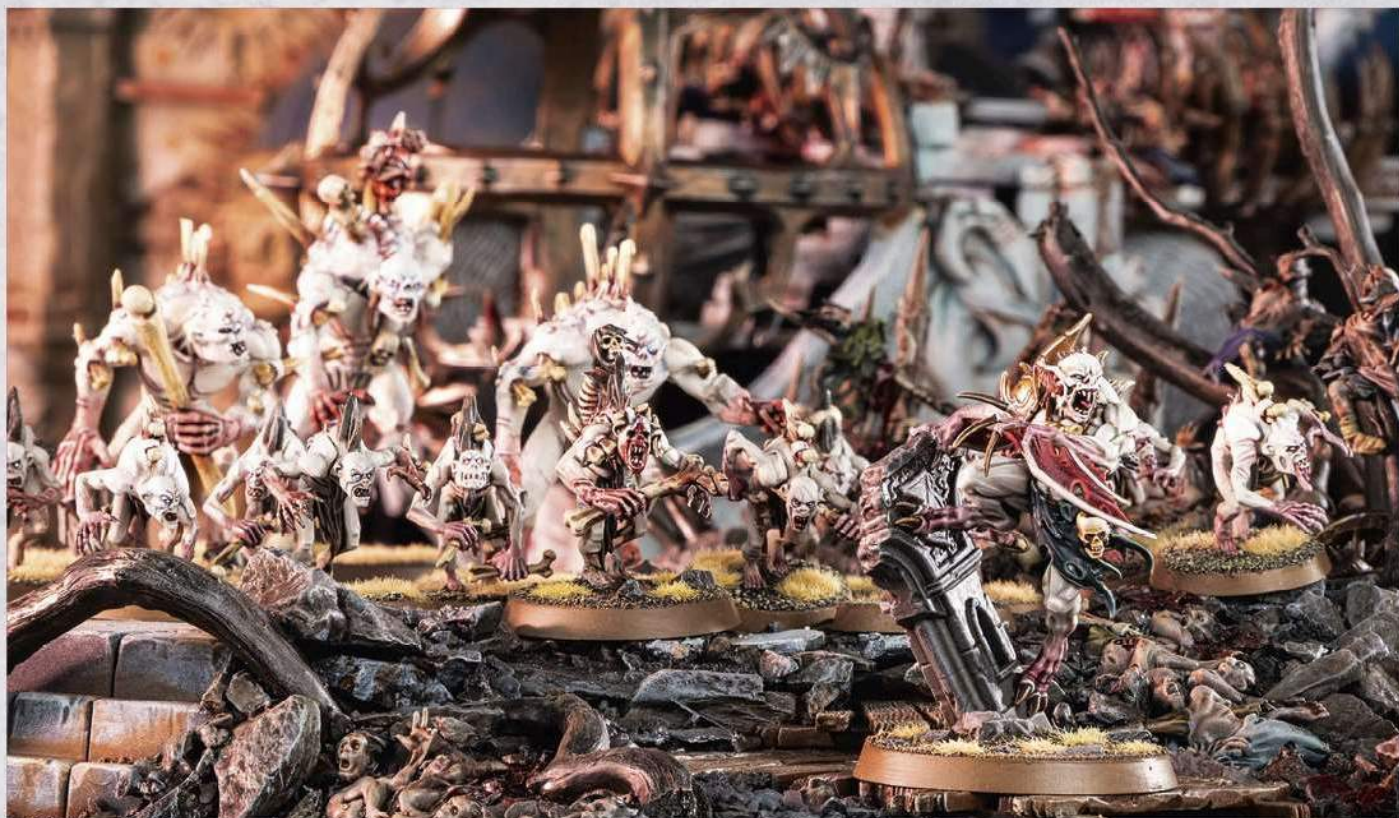
Standing towards the terminus of the sacred Avalenoria mountain range, the Vertiginous Peaks claw at Hysh's radiant skies. Yet though the aelves of Ymetrica have long possessed a bond with the spirits of their rugged home, no ascetic shrine-temples stand on the flanks of these clustered spears of rock. No sonorous lays echo through the valleys; no sacred offerings are left at the foot of the mountains. Alarith warrior-sages guard their perimeter, but they are content to accept the truth taught to them by their patron earth spirits: the Vertiginous Peaks are cursed, and to trespass there is to invite a terrible fate.

The mountains of Avalenoria are right to ward their disciples away. The curse of Ushoran has festered amidst the Vertiginous Peaks for many long years. Though ghouls keep no records, and their memories are filtered through a haze of madness, it is said that Ushoran once travelled through those lands and left behind a portion of his own radiant essence. Of course, what is majestic to the mordants is horrific madness to the sane. Whether or not this legend is true, the curse's claws have sunk deep into the Peaks. Chasms ring to the snarls of foul cannibals, and the air is choked with the stench of blood. Perhaps the Lumineth could expel the ghouls with enough conviction, but the cost of such a thorough purge would inevitably prove dreadful indeed.

The oxidised hue of the ghouls' flesh and slivers of chivalric temperament betray them as an offshoot of the Hollowmourn Grand Court. A more confounding question is whether they had brought their madness with them or if they degenerated only after settling in the Peaks. Amongst the scholars who know of the ghouls' presence, some even wonder whether the mountains themselves have succumbed to the abhorrants' curse, their once-noble spirits corrupted by insidious madness. If this were true, they would be as great cyclopean gods to the mordants, atavistic beings that demanded a consistent tribute of fresh gore from their cannibal worshippers.

Though the ghouls have long infested the Peaks, starvation has never blighted the morbid kingdom. Internecine cannibalism doubtless plays a part in this sustainability, but the indigenous creatures that prowl the ghouls' dominion also provide a steady source of meat, as do roaming Chaos warbands that would turn the Vertiginous Peaks into a staging area from which to strike deeper into Ymetrica. It is possible that this is why the lords of the Lumineth have permitted the ghouls to remain; the ruins of at least one half-built monastery belonging to the Slaaneshi Myrmidesh order speaks to the folly of those who attempt to settle within the mordants' domain.

As the cataclysm of the Soul Wars ignited, rulership of the Vertiginous Peaks belonged to the Archregent Gorstane Morteveall, otherwise known as the Bright Emperor. While some abhorrant monarchs loathed and feared Nagash as a tyrannical deity, Morteveall was most assuredly not amongst them; he was a true-in-the-blood devotee of the Great Necromancer, and in the strangely complex feudal structure that held sway in the Vertiginous Peaks, it was





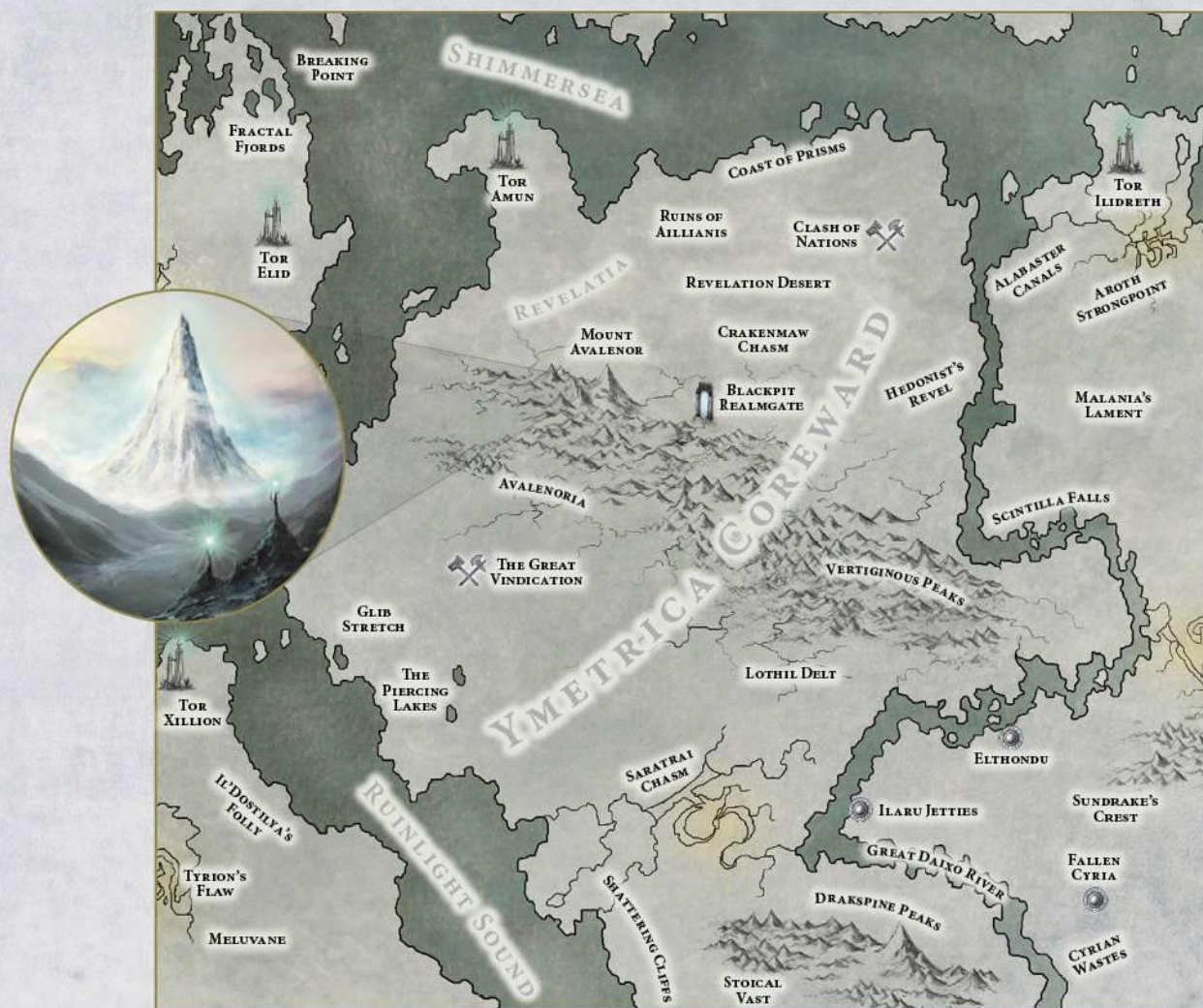
those who shared his gory faith who stood highest in his favour. Many of the foremost abhorrants of his court served as priests of the Undying King, their deranged flocks carving the flanks of the mountains into cadaverous shrines to Nagash's glory.

But not all the abhorrant nobility were so eager to join the Bright Emperor's cult. Chief amongst these was the Ghoulish King Varshorn. Though just as deranged and hungry for warm flesh as any of his cursed kindred, Varshorn was no fool. He recalled the tales of the Carrion King's imprisonment and knew that Nagash held no love for their people, save as a resource to be mercilessly exploited. Such heretical doubts did not endear him to the zealous Morteve. Varshorn was exiled in the guise of an honour and charged with custodianship of Starfang Mont. Though amongst the tallest of the Vertiginous Peaks, it was situated farthest from the gore-shrines dedicated to Nagash the Father and thus considered the least of the court's holdings. To Varshorn, however, it became a haven. There, he could shelter those who owed him fealty, preside over his domain and keep a weather eye out for the storm that, more and more, he believed would come to break against Morteve's empire.

Yet Varshorn was not content simply to react to whatever doom awaited them. Cautiously – the better to ward off scurrilous rumours of host-mustering that might stoke Morteve's suspicion – the Ghoulish King dispatched his scouts to the highest reaches of their new mountain home. They were ordered to search for beasts infused with necrotic power and drag them back to the lair in mouldering chains.

The cursed blood of these monsters was then served on Varshorn's banqueting table, blended with his own tainted ichor. Those mordant hunters afforded this boon morphed and twisted, their bodies swelling as claws elongated and gangly forearms became membranous wings. So was the Deadwatch of Starfang Mont expanded in force. The hulking Crypt Flyers were loosed into the mountain's rocky spires, there to establish hidden lairs and preemptively strike at anything deemed a threat.

In Varshorn's delusion, he believed these cannibalistic predators to be noble Pegasus riders, sworn to defend the realm against danger from both without and within. Brooding deep within his mountain fastness, the Ghoulish King turned his fractured mind towards preparing for the worst – whatever form it took.



BLACK HARVEST

The Ossiarch Bonereapers are pitiless executors of Nagash's will. When faced with adversity, they will do whatever they deem necessary to achieve victory – no matter how wantonly malevolent their actions seem to those who oppose them. To the Bonereapers, such criticisms are immaterial next to fulfilling their master's commands.

The inevitable bloodiness of the Ymetrican offensive did not particularly faze Gorstane Mortevevll. The Bright Emperor was quick to swear allegiance to Arkhan and was amongst the most zealous in committing his forces to the Mortarch's cause. Though out of favour, Varshorn and his serfs were still expected to do their part. While the Deadwatch of Starfang Mont continued its secretive vigil, the Archregent marshalled his warriors and took to the battlefield alongside the Bonereaper legions. To many of the deluded ghouls, this was only natural – these majestic warriors were none other than the chosen of Mortevevll's god, clad in shining battle plate and wielding holy weapons blessed in the waters of Nagash's own magnificent palace.

The Bonereapers saw this arrangement somewhat differently. To them, the mordants were little more than a barbarous auxiliary force – a necessary evil that would soon become obsolete. The ghouls were herded to the forefront of the advancing legions, rooting out would-be

ambushes and absorbing the brunt of the Lumineth's arrows and lances. Given that the mordants were so eager to fight and perish, who were the Bonereapers to deny them? That the ghouls also provided a ready supply of osseous matter did not go unnoticed, though any such harvests were carried out cautiously at first, in an effort to avoid dissent.

The Bonereapers also identified those Flesh-eaters who were not consumed by Mortevevll's credo. While Arkhan masterminded the unravelling of Ymetrica, it was left to Xaramos and the Emissarian caste to negotiate with – and, if necessary, ensure the 'disposal' of – such undesirable elements. As such, the Mortis Praetorians often took to the field alongside Varshorn's court, the ferocity of the mordants alloyed to the tactical expertise of the Bonereapers. If these battles also saw certain mordant 'nobles' left exposed at key moments to be cut down by vengeful Lumineth, such things would be accepted as the tragic consequences of war.

It was expected that Varshorn would meet such an end. But over time, Xaramos found himself developing a militaristic appreciation for the Ghoul King. Though deranged and grotesque, the abhorrant could at least command his mordants with a measure of competency. In return, while Varshorn had not abandoned his suspicions, he found the focus on tangible goals and purity of purpose displayed by Xaramos to be a refreshing contrast to Mortevevll's escalating religious mania. Together, Xaramos





and Varshorn achieved notable successes, from the Silencing of the Glassisles to the Ravage of Elthondu. But when the Mortarch retreated, the intricate mechanisms of the bone-tithe began to derail. Xaramos was commanded to find a new supply – and fast.

THE REAPING HOUR

Perhaps even Xaramos could not say when he decided that the Flesh-eaters would be the target of this accelerated tithing. Likely it was not immediate, since for a time the progress of the Mortis Praetorians ground to an uncharacteristic halt. If anything, as their cohorts massed in the allied territory of the Vertiginous Peaks, their focus shifted to consolidation: first rose watchtowers, then walls, then nexus points around which the tithe would be massed. Bone was the resource required for Xaramos' osseomantic craft, and bone he received – willingly, at first.

The Ymetrican offensive had accomplished what decades of isolation could not – it had bled the Vertigon Court. The teeming population had been halved, sacrificed to appease the red equations of the Ossiarch strategoi. One might have predicted this would shake Morteve's faith. If anything, however, the reverse was true. This was the testing hour, the Archregent proselytised, when Nagash the Father would call upon his most devoted disciples to prove themselves. So were countless bone-strewn lairs ransacked and the great corpse-fanes torn down in search of raw materials. The ghouls believed they offered up stone and timber to their gracious allies; the Bonereapers saw no reason to disabuse them of this notion, provided their ever-escalating quota continued to be met.

Yet no matter how Xaramos tried to meet expectations, Arkhan's demands left no room for hesitation. Ghoul patrols were dispatched to hunt down monsters and claim their bones, heedless of the casualties they suffered in the process. Morteck Guard hauled away any mordant they claimed had blasphemed against the Great Necromancer. Abhorrants and courtiers who voiced dissent regarding this new regime disappeared without trace. Still the pressure on Xaramos to meet his grisly timetable did not slacken, even as his demands stretched the ghouls to their limits.

Although his exile to Starfang Mont had been intended as an insult, it also saw Varshorn evade the worst of the tithing. It was a hollow crown, for the Ghoul King seethed at the growing desolation of the realm. Yet though he had come to loathe the Ossiarch as callous tax collectors in service to an unseen master, he could not bring himself to believe Xaramos was responsible. If the Boneshaper could be negotiated with, then perhaps an agreeable line in the sand could be drawn. Varshorn sent word to Xaramos, bidding him travel to Starfang Mont and discuss their grievances over a feast. To his mild surprise, Xaramos accepted. Passing into one of the mountain's great caverns, the Boneshaper and his Morteck guardians were also accompanied by what the ghouls believed to be opulent wagons festooned with exotic spices and foodstuffs.

It was a trap. As the ghouls moved to 'break bread' with their guests, the closest of the wagons let out a rattling rumble. The Gothizzar Harvesters drew up to their full height as Morteck warriors unsheathed their nadirite blades. Varshorn's chief advisors were summarily slaughtered, spitted on glowing swords. Serfs were trampled under the steady advance of the Harvesters. From behind the Ossiarch lines, Xaramos watched the cavern descend into bloody bedlam. Who knew what thoughts danced behind his balefire eyes – what regrets, if any, unfolded as he watched the ruin of his old ally?

Varshorn escaped thanks to the devotion of his serfs. Long had their king sought to shield them; now this feudal debt was to be repaid. Mordants threw themselves forward with reckless abandon, selling their lives so the vampiric noble could flee. The Ghoul King howled in wrath, near overwhelmed by the desire to tear the traitors bodily asunder even as he withdrew into the caverns of Starfang Mont. All the while, the merciless stamp of the advancing Ossiarch hosts echoed, never fading from earshot.

But Varshorn knew that, in their haste to maintain the tithe, the Bonereapers had not reconnoitred Starfang Mont to the fullest extent. As the clamour of battle rang out from below, the Deadwatch stirred, wings flexing as they smelled blood on the wind ...



TIMES OF FLESH AND BONE

Though Hysh is a land of symmetry and reason, the taint of undeath can be found even here. The Vertigon Court has long nestled near the heart of mountainous Ymetrica like a cannibalistic cyst – and with the coming of the Ossiarch Bonereapers, the power of Shyish waxes ever further across the realm.

AGE OF MYTH

ORIGINS OF OBLIVION

Ushoran, the primogenitor of the abhorrant curse, falls from Nagash's favour, leading to a chain of events that will ultimately see the rise of the legendary First Court. At the same time, the Great Necromancer begins work on what will eventually become the Bonereaper legions – though this remains a closely guarded secret for many long centuries.

AGE OF CHAOS

AN OATH SUNDERED

As the Age of Chaos begins and daemons pour into the Mortal Realms, the Knights of the Hollowmourn – a gallant assemblage of royal families originating from Chamon – are charged by their emperor with finding and securing secret treasure vaults across the realms. But their enemies prove too mighty, and the crusade is reduced to tatters. The ragged survivors are easy prey for the spreading curse of Ushoran and soon degenerate into the Hollowmourn Grand Court. One branch of the court finds its way to the Vertiginous Peaks of Ymetrica, though none now recall whether this was before or after their ghoulish devolution. Here the Vertigon Court takes root, and the Peaks soon echo to the snarls of countless mordants.

HALLOWED GROUND

Though the Lumineth dearly wish to exterminate the ghouls and reclaim the Vertiginous Peaks, they are faced with far more immediate concerns. The Spirefall has erupted across Hysh, and as this civil war rages, the daemons of Slaanesh emerge to devour the prideful hearts of the aelves. Eventually a host of howling mortal Sybarites follow, including the Vyzamar blade-sect of the Myrmidesh. The doyenne of the Vyzamar, Thakaira of the Last Breath, seeks to establish a Slaaneshi citadel high amongst the Vertiginous Peaks. The blade-queen, however, has reckoned without the Vertigon Court's tenacity.

At first the ghouls assail the Hedonites in mere trickles, but those trickles soon become a torrent, and that torrent a flood. Eventually mordants spill from every shadowed nook and offal-strewn cranny. So thick is the press of bodies that the Myrmidesh have no room to

employ their bedazzling blade techniques. As their outrage at such artless war grows, so do the cracks in their mental defences – through which the curse of Ushoran takes hold. The few surviving Vyzamar are spared by the lords of the Vertigon Court and subsumed into their cannibal fiefs. As Lumineth scryers look upon these deeds, they realise that the ghouls serve a macabre purpose of their own and so choose to enact a strategy of uneasy containment as long as Hysh remains under the threat of Chaos.

AGE OF SIGMAR

THE BRIGHT EMPEROR

Through what he believes to be cunning politicking – in reality, an outpouring of violence against his rivals – Gorstane Mortevele becomes the dominant abhorrant in the Vertiginous Peaks. The Hollowmourn have traditionally numbered amongst the most zealous of all mordants, but Mortevele takes this to a new level. Dubbing himself the Bright Emperor, he declares his intent to bring the light of Nagash the Father to all the realms. Ghouls by the thousands are charged with erecting morbid corpse-fanes and carving the mountains into leering visages of Nagash, piling up colossal offerings of bone with the conviction of true fanatics.

Though Mortevele affects the image of a benevolent ruler, those abhorrants who remain loyal but are deemed lacking in faith are all but banished. Amongst these is the Ghoul King Varshorn. 'Gifted' with custodianship of lonely Starfang Mont, Varshorn – aware even in his own madness of Mortevele's instability – begins to take steps to expand the ranks of his winged Deadwatch. Should disaster strike, he is determined to be ready for it.

YMETRICA WITHERS

Led by the Mortarch Arkhan, the Ossiarch Bonereapers launch a mass offensive into Ymetrica. Amongst the ranks is a cohort of Mortis Praetorians including the Boneshaper Xaramos. It is urbane Xaramos who takes on much of the responsibility for coordinating with other deathly forces in Ymetrica, employing them as auxiliary troops to clear the way for the Ossiarch advance. Mortevele is swift to swear fealty, bringing with him almost the full force of the Vertigon Court.

THE RAVAGE OF ELTHONDU

The Ymetrican port of Elthondur has long stood against the predations of Chaos. To humble it, so judge the Ossiarch strategists, would send a powerful message. Xaramos and Varshorn are commanded to join forces to see it done, though at first neither thinks very much of the other.



Varshorn's scouts soon discover that the colossal, moss-covered pachyderm sages that roam along the Great Daiko River are honoured by the denizens of Elthondu. While the abhorrant leads a party of mordant beast-hunters, Xaramos considers how to exploit this information. He is surprised when Varshorn restrains his subjects long enough to return with several of the creatures' bloated carcasses. Working his boneshaping magic, Xaramos fashions ribbed hollows within the dead sages, complete with air pockets for the mordants. The carcasses are sent drifting downriver, where they are encountered by river patrols from Elthondu. With great solemnity, the bodies are returned to the city to be ritually burnt. Only then do the Shyishan hosts burst free, catching the Lumineth utterly by surprise. The aelves fight bravely, but as the remainder of the Ossiarch and mordant armies cross the Daiko on bone rafts, the city is overwhelmed. Elthondu becomes a charnel port, and Xaramos even agrees to attend the victory feast of the Flesh-eaters – though, of course, he does not partake.

DREAD CALCULUS

Though the undead win a score of victories across Ymetrica, Arkhan is eventually forced to retreat. To make matters worse, the Lumineth begin to fastidiously burn the remains of both sides in the aftermath of battle, threatening a logistical nightmare for the Bonereapers. Xaramos begins the process of tithing the Flesh-eaters. Though Morteveall alters his teachings to accommodate this dark reaping, pressure soon piles upon the ghouls. Temples of bone are torn down to be replaced with Bonereaper strongholds, prized heirlooms of the Flesh-eaters are snatched away, and mordants vanish as the Ossiarchs enforce the brutal demands of their tithe.

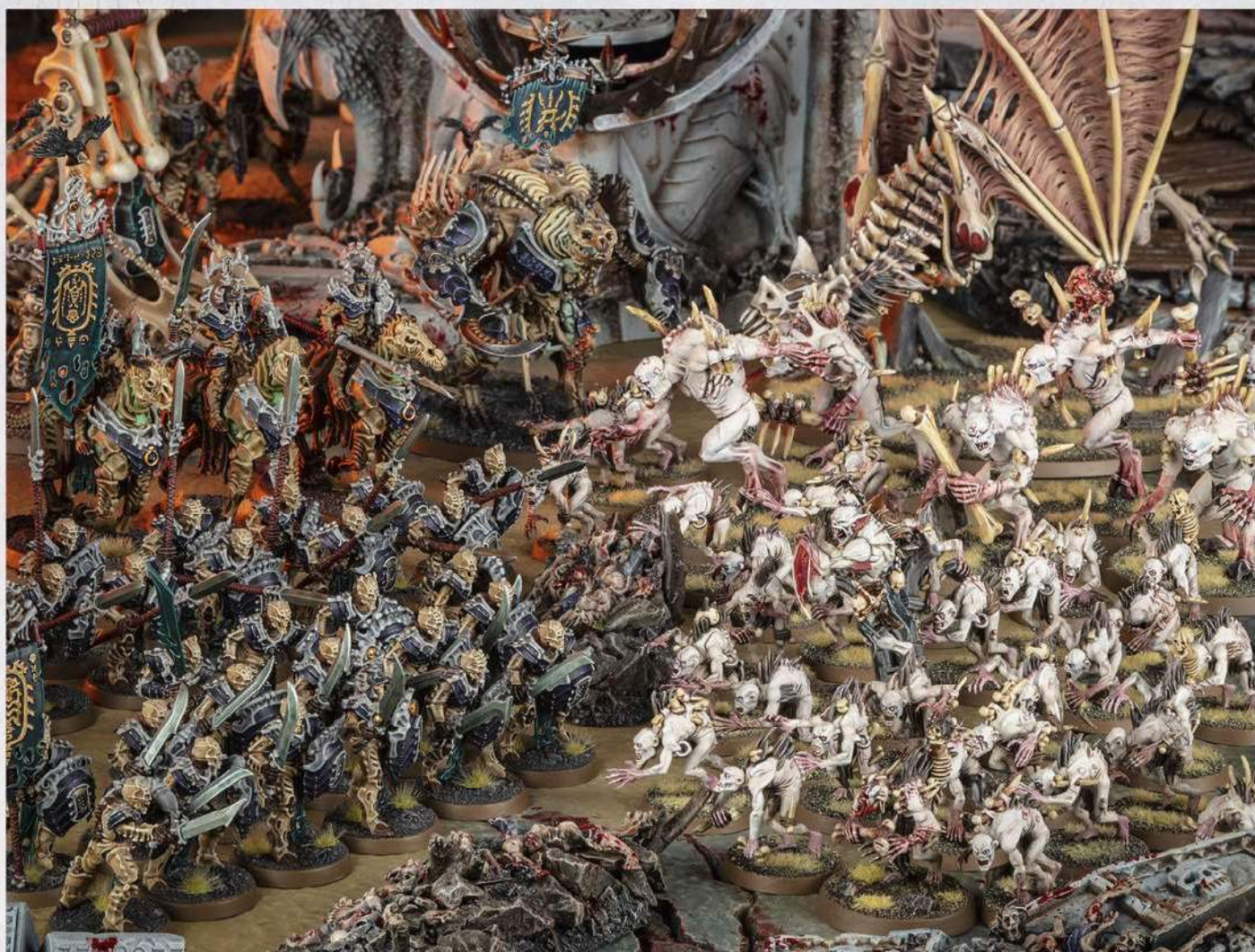
THE CHARNEL WAR

Varshorn, incensed by the insidious occupation of the Bonereapers, reaches the limits of his patience and refuses to pay the bone-tithe. However, with respect to his old ally Xaramos, he proposes a reconciliatory feast in which both sides may come to a more manageable arrangement. The Ossiarchs use this as an opportunity to spring a vicious trap, butchering many of the abhorrant's inner circle and forcing Varshorn to retreat along the crooked paths of the mountain. But the Bonereapers err in their haste to meet the tithe's demands and fail to scout out the area. Even as Varshorn flees, the Deadwatch of Starfang Mont hurry to their beloved king's side.



RISE OF THE DEAD

As Arkhan the Black's generals assail the Vertiginous Peaks, they find themselves lacking the resources to maintain their skeletal legions at full strength. Yet the mountains of Ymetrica are home to many ghoulish creatures. Perhaps reinforcements can be mustered.

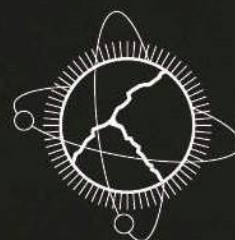


As you will likely have read in this issue's Tome Celestial, Arkhan the Black had to go to unusual lengths to maintain his armies at full strength during the invasion of Ymetrica. The Mortisan Boneshaper Xaramos even instigated an extermination of the Flesh-eater Courts in a bid to generate enough material to rebuild the Ossiarch legions. Over the next few pages, you will find Region of War rules for the Vertiginous Peaks and battleplans that pit the Ossiarch Bonereapers against their former allies: the ghouls of the Flesh-eater Courts.

WHAT ARE FLASHPOINTS?

Flashpoints are collections of articles that explore a particular region or conflict at a specific point in time. Flashpoints contain new rules for you to try out on the battlefield, plus new stories and background about the setting, giving you plenty of opportunities to theme your games. You could recreate some of the battles mentioned in the background, convert characters based on the heroes in the stories or build a new battlefield to represent one of the regions of war.

are always marked with the Flashpoint's symbol, making them easy to find in your copy of *White Dwarf*.



Flashpoints span multiple issues, and articles



REALM OF BATTLE

REGION OF WAR: THE VERTIGINOUS PEAKS

Even in glorious Hysh, there are unhallowed places that are steeped in darkness. Amongst the most sinister are the Vertiginous Peaks that stand at the heart of Ymetrica. There, the curse of Ushoran – the reality-warping madness that gave rise to the Flesh-eater Courts – lingers in the air like the ever-present scent of blood. Those whom it touches are likely to fall into crazed and violent delusion the longer they dwell among the mountains.

Should a traveller be of sufficiently strong will to resist this madness, they must still contend with the cannibal mordants and foul beasts that lurk in hidden lairs, ever hungering and ready to pounce upon the unwary. There is light here, but it is of a bloody and strange hue, refracted through the crystal shards that protrude from the sides of the mountains. The Archregent Gorstane Mortevele, self-proclaimed Bright Emperor of the Vertiginous Peaks, has gone one step further by erecting grisly shrines to Nagash that watch over the mountain range, corrupting the natural magics of Ymetrica with the suffocating powers of Death. Even Starfang Mont, seat of the outcast Ghoulish King Varshorn, is redolent with these dark energies, the soul of the mountain crying out for offerings of gore.

REALMSPHERE MAGIC

WIZARDS know the Pha's Protection spell from page 259 of the *Warhammer Age of Sigmar Core Book* in battles fought in this region, in addition to any other spells that they know.

REALM COMMANDS

You can use the Strike Quickly command ability from page 259 of the *Warhammer Age of Sigmar Core Book* in battles fought in this region, in addition to the command abilities that you are normally allowed to use.

REALMSCAPE FEATURES

If a battle takes place in this region, the player who picked the realm can roll a dice and look up the result on the table to see which realmscape feature rule applies for the battle. The result applies to both players.

D6 Realmscape Feature

- 1 Blood Light:** *Glowing red crystal shards tear through the surface of the Vertiginous Peaks, filling the landscape with a pale sanguine light.*

This realmscape feature has no effect on the battle, but it gives off a lovely light.

- 2 Unhallowed Places:** *The Vertiginous Peaks are desolate and steeped in darkness.*

Subtract 1 from the Bravery characteristic of units that do not have the DEATH keyword.

- 3 The Curse of Ushoran:** *The reality-warping madness that gave rise to the Flesh-eater Courts lingers in the air like the ever-present scent of blood.*

From the start of the third battle round, add 1 to hit rolls for attacks made with melee weapons, and subtract 1 from save rolls for attacks made with melee weapons.

- 4 Cannibal Mordants:** *Crazed flesh-eating creatures dwell in the hidden places of this realm.*

Roll a dice for each unit that finishes a normal move or charge move within 1" of any terrain features. On a 1, that unit suffers D3 mortal wounds.

- 5 Shrines to Nagash:** *Scattered across the Vertiginous Peaks are cadaverous shrines erected by Mortevele and dedicated to Nagash, which cry out for offerings of death and gore.*

At the start of each combat phase, you can pick 1 friendly unit within 1" of any terrain features and roll a dice. If the roll is less than the number of models from that unit that have been slain, you can add 1 to the Attacks characteristic of that unit's melee weapons in that combat phase.

- 6 Redolent with Dark Energies:** *Many areas of the Vertiginous Peaks are filled with the corrupting energy of death magic.*

If you are using the Spells of the Realms rules from *Malign Sorcery*, WIZARDS in both players' armies know the Spells of Shyish instead of the Spells of Hysh. In addition, add 1 to casting rolls for WIZARDS when they attempt to cast SHYISH endless spells.

A DESPERATE REARGUARD

The Boneshaper Xaramos has grievously betrayed Varshorn, his minions slaughtering many of Starfang Mont's finest 'knights'. Now, as the Ossiarchs seek to add them to their macabre tithe, the Ghoul King and his loyal serfs must survive long enough for reinforcements to arrive.

Varshorn bade his warriors halt (*howled a wordless command*) and turned back the way they had come. Around them, the walls of the cavern echoed to the relentless march of the Ossiarchs. Their pursuers did not close with any great speed, but neither did they slip out of earshot. In hindsight, Varshorn wondered why he had allowed himself to trust them. He had seen how worship of Nagash had unmade Morteveel. It was foolish to think that an army crafted by the Father (*raised by the Great Necromancer's black arts*) could ever have had the wellbeing of the Vertigon Court in mind.

'My lord,' gasped the sergeant-at-arms of his surviving militia (*sarled the Crypt Ghast from a mouth of broken fangs*) as he halted beside Varshorn. 'We must not tarry. The Reapers will be upon us before we know it.'

'Nothing can stop that now,' Varshorn said (*gibbered, eyes alight*

with the need for violence), his head inclining in a brief nod. For a moment, the need to throw himself at the invaders and exact retribution – *to feed his bloody hungers* – proved nearly overwhelming. One thought, clear amidst the rage, suppressed it – Xaramos. Xaramos must pay. As his composure returned, his warriors bowed their heads (*stared at him with wild, bloodshot eyes, subdued by their monarch's aura of brutality*), awaiting his next command with utmost loyalty.

'We cannot stop them. But perhaps we can slow them long enough for salvation to reach us,' he said as his eyes settled onto the elegantly fluted pillars (*jagged columns of rock festooned with mouldering entrails*) worked into the stone hall. 'We must bring down those pillars. Summon the men; sound the clarion horn. Each second we claim is a chance to repay the Reapers their infidelity.'

'Let us do this, your highness,' the sergeant-at-arms insisted as he drew his blade (*swung a blood-caked femur through the air*) and snorted with battlelust. 'Long have you safeguarded us from the Bright Emperor's madness. It is our turn to serve you. We will not fail.'

Varshorn did not reply at first, his eyes focused on the cavern's entrance. Figures were coming into view, accompanied by the merciless tread of armoured feet. Alongside columns of infantry clad in the colours of false nobility strode the fire-breathing drake that had slaughtered so many of his knights. And there – a flicker of abyssal magic, skulking behind the lines. Faithless Xaramos was here. Varshorn drew his sword with an elegant flourish (*bared his fangs with a predatory growl*) and silently swore revenge upon the sorcerer once more.

'So be it,' he nodded. 'Let us deny them their prize long as we can.'





BATTLEPLAN 1

CAVERNS OF DEATH

THE VERTIGINOUS PEAKS

Use the Region of War rules from page 25. The realmscape feature for this battle must be Shrines to Nagash.

THE ARMIES

One player is the Flesh-eater Courts player. Their opponent is the Ossiarch Bonereapers player.

The Flesh-eater Courts player must use a Flesh-eater Courts army and the Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. Their armies must consist of the following units:

Flesh-eater Courts:

- 1 Abhorrant Ghoul King (Varshorn). Varshorn is the general of the Flesh-eater Courts army.
- 2 other FLESH-EATER COURTS units.

Ossiarch Bonereapers:

- 1 Mortisan Boneshaper (Xamos). Xamos is the general of the Ossiarch Bonereapers army.
- 2 other OSSIARCH BONEREAPERS units.

UNIT SELECTION

With the exception of Varshorn and Xamos, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A HERO with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The Flesh-eater Courts player sets up their army first, wholly within their territory.

The Ossiarch Bonereapers player then sets up their army wholly within their territory and more than 12" from any enemy units. The territories are shown on the map.

FIRST TURN

The Ossiarch Bonereapers player takes the first turn in the first battle round.

SCATTERED DEBRIS

In order to slow the progress of the Bonereapers' advance, Varshorn has ordered his serfs to tear down stone columns around the chamber.

Units cannot run in this battle. In addition, subtract 1 from charge rolls in this battle.

BATTLE LENGTH

Starting from the third battle round, at the end of each battle round, roll a dice and add the number of the current battle round to the roll. On a 7+, the battle ends. On any other roll, the battle continues.

GLORIOUS VICTORY

At the end of the battle, if Xamos has been slain and Varshorn has not, the Flesh-eater Courts player wins a **major victory**.

At the end of the battle, if Varshorn has been slain and Xamos has not, the Ossiarch Bonereapers player wins a **major victory**.

At the end of the battle, if neither Xamos nor Varshorn has been slain, the Flesh-eater Courts player wins a **minor victory**.

At the end of the battle, if both Xamos and Varshorn have been slain, the Ossiarch Bonereapers player wins a **minor victory**.



FLIGHT OF THE DEADWATCH

As Varshorn and his ghouls fight to delay the Ossiarch onslaught, salvation takes wing. Alerted by the battles now raging across Starfang Mont, the Deadwatch sally forth from their mountaintop eyries to their lord's side. But so too do the Bonereapers seek to tip the balance of war in their favour...

Sir Pazzuli nudged his winged steed (*adjusted his leathery pinions*) to swoop downwards, gritting his teeth as the bracing high-altitude winds whistled around him. Even from on high, the champion of King Varshorn's Pegasus riders (*favoured Crypt Infernal*) could hear the sounds of battle ringing across the flanks of their mountainous citadel. Great hosts of Nagash's Reapers marched along the outer passes, preparing to join those in pursuit of the king.

Brave bands of the peasantry formed ranks against their advance (*packs of mordants spilled from the darkness, screaming in maniacal outrage as they fell upon the invaders*), only to be mercilessly cut down by the Reapers' ensorcelled blades.

Pazzuli did not know exactly what had occurred to bring the two sides to blows, but it mattered little. All

that was important was reaching Varshorn's side.

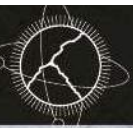
'There, kinsmen!' As his alabaster-white Pegasus brayed between his legs (*he let out a soul-rending screech of fury*), Pazzuli spied a column of enemies snaking through an undefended mountain pass. A cohort of armoured riders accompanied one of their hulking thrall-beasts, their pace slow but unrelenting. The armies of the king were hard pressed as it was. Few could be spared to defend this opening into Starfang Mont; worse still, Pazzuli realised, this path was one of many that led to the inner chambers of the mountain where King Varshorn had likely formed his defence. Should they arrive uncontested, it could prove the tipping factor in a decisive encounter.

Loosing a mighty battle cry, Pazzuli drew his gleaming silver blade (*flexed his wicked talons*), its edge

catching the brilliant light of Hysh. The knight-commander led his brethren in a daring dive, swooping into the narrow mountain cleft. They ducked and weaved around spars of rock and tumbling boulders, never breaking pace, though Sir Azathain let out a strangled cry as he clipped the jagged edge of the pass and plummeted to the ground in a ragged heap.

The rearmost Reaper knights turned to face the charge of the Pegasus riders. Pazzuli briefly stared into the leering face (*skull that was not a skull*) of the closest before lashing out with his blade. The Reaper was pitched from his saddle and smashed into the ground as his fellows wheeled about. But still the flame-spitting monster lumbered on, eating up the distance towards the opening to the mountain. If they could not stop it, Pazzuli knew, then King Varshorn's life was surely measured in hours.





BATTLEPLAN 2

A RACE AGAINST OBLIVION

THE VERTIGINOUS PEAKS

Use the Region of War rules from page 25. The realmscape feature for this battle must be Cannibal Mordants.

THE ARMIES

One player is the Flesh-eater Courts player. Their opponent is the Ossiarch Bonereapers player.

The Flesh-eater Courts player must use a Flesh-eater Courts army and the Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. Their armies must consist of the following units:

Flesh-eater Courts:

- 1 unit of Crypt Flyers.
- 2 other FLESH-EATER COURTS units.

Ossiarch Bonereapers:

- 1 Gothizzar Harvester.
- 2 other OSSARCH BONEREAPERS units.

The Flesh-eater Courts player can pick 1 Crypt Infernal in their army to be Sir Pazzuli (see right).



UNIT SELECTION

With the exception of the Crypt Flyers and Gothizzar Harvester units, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A HERO with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The Ossiarch Bonereapers player sets up their army first. The Gothizzar Harvester must be set up as shown on the map. Then, the rest of their army must be set up wholly within 12" of the Gothizzar Harvester.

The Flesh-eater Courts player then sets up their army wholly within 6" of the Deadwatch edge of the battlefield and more than 12" from all enemy units.

DANGEROUS PASSAGE

The route to the battlefield is fraught with peril for flying creatures.

The Ossiarch Bonereapers player must roll a dice after each Flesh-eater Courts Crypt Flyer model other than Sir Pazzuli is set up. On a 6, that model is slain.

SIR PAZZULI

Sir Pazzuli is the leader of the Deadwatch of Starfang Mont.

Sir Pazzuli is a Crypt Infernal. In addition, add 2 to Sir Pazzuli's Wounds characteristic, and add 1 to hit rolls for attacks made with Sir Pazzuli's Piercing Talons.

BATTLE LENGTH

The battle ends either when the Gothizzar Harvester is destroyed or if, at the start of the Ossiarch Bonereapers player's turn, the Gothizzar Harvester is within 6" of the mountain pass edge of the battlefield.

GLORIOUS VICTORY

At the end of the battle, if the Gothizzar Harvester has been destroyed and Sir Pazzuli has not been slain, the Flesh-eater Courts player wins a **major victory**.

At the end of the battle, if the Gothizzar Harvester has been destroyed and Sir Pazzuli has been slain, the Flesh-eater Courts player wins a **minor victory**.

At the end of the battle, if the Gothizzar Harvester has not been destroyed and Sir Pazzuli has been slain, the Ossiarch Bonereapers player wins a **major victory**.

At the end of the battle, if the Gothizzar Harvester has not been destroyed and Sir Pazzuli has not been slain, the Ossiarch Bonereapers player wins a **minor victory**.

THE GREED OF NAGASH

Varshorn's resistance has proven irritatingly spirited, but now matters are drawing to a close. The Bonereapers set a ferocious pace of pursuit, and the abhorrant has nowhere left to run. For Xaramos, it is a chance to end the whole sorry affair – but such can only be achieved if the Ghoul King falls.

Blood splashed around the Boneshaper's feet as he entered the cavern. Smell was one of many things discarded upon his fashioning, and for that he was grateful. Gore showered the walls and no doubt reeked to wretched Azyr. Still, there was bone to be found in plentiful quantities, even before one considered the slain ghouls. The thudding tread of the Harvesters followed close behind his advancing Praetorians, punctuated by the hissing roar of the green-black fireballs they vomited forth into the milling ranks of mordants.

'Xaramos!'

The bellow echoed through the caverns, bringing the Boneshaper's advance to a halt. He already knew the source. Varshorn waited atop an ancient dais. Light crept in from the open clefts in the cavern roof, refracted crimson by the bloody crystals set into the walls. Beneath

its glare, the abhorrant waited with something approaching patience, restraining his fury for a singular foe. It was almost admirable.

No. It was foolish and would be punished accordingly.

'Xaramos, you craven,' the abhorrant slurred. 'You, whom I named friend and considered the greatest of your kind. Now look at you, come to do the bidding of a tyrant realms away, at the cost of your honour.'

'Honour is immaterial,' Xaramos said, not entirely able to hide his irritation at this latest delay. The Boneshaper's talons twitched; a nearby Gothizzar Harvester shivered as its bone breastplate thickened. 'The Supreme Lord of the Dead must have his tithe.'

'No god is worth this!' the Ghoul King howled as the last of his brood congregated around him. 'You fight

for nothing save Nagash's vanity.'

'I fight for Nagash's vision. Not a mountain caked in gore.'

'It did not have to be this way,' Varshorn said in a faintly mournful tone. Something twinged in the back of Xaramos's mind, some emotion his blended souls half recalled. He told himself that it was displeasure. Nothing more.

The Boneshaper was about to reply when a screech shook the air. From the clefts in the cavern swooped winged mordants, their shrieks staggering even him. His Mortek warriors reacted quickly, forming a tight shieldwall as the Ossiarch cavalry charged into the throng of ghouls. Resolve hardened within Xaramos. There was no going back now.

'It always had to be this way.'

OSSIARCH BONEREAPERS PLAYER'S TERRITORY

FLESH-EATER COURTS PLAYER'S TERRITORY



BATTLEPLAN 3

TITHE IMMORTIS

THE VERTIGINOUS PEAKS

Use the Region of War rules from page 25. The realmscape feature for this battle must be Shrines to Nagash.

THE ARMIES

One player is the Flesh-eater Courts player. Their opponent is the Ossiarch Bonereapers player.

The Flesh-eater Courts player must use a Flesh-eater Courts army and the Ossiarch Bonereapers player must use an Ossiarch Bonereapers army. Their armies must consist of the following units:

Flesh-eater Courts:

- 1 Abhorrant Ghoul King (Varshorn). Varshorn is the general of the Flesh-eater Courts army.
- 4 other FLESH-EATER COURTS units.

Ossiarch Bonereapers:

- 1 Mortisan Boneshaper (Xamos). Xamos is the general of the Ossiarch Bonereapers army.
- 4 other OSSIARCH BONEREAPERS units.

UNIT SELECTION

With the exception of Varshorn and Xamos, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A Hero with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The players roll off, and the player who lost the roll-off sets up their army first, wholly within their territory.

Their opponent then sets up their army wholly within their territory and more than 12" from any enemy units. The territories are shown on the map.

DRAWN-OUT CONFLICT

As the battle progresses, new units arrive for both sides, replacing units that had been destroyed.

At the end of your movement phase, you can pick 1 friendly unit that has been destroyed and return it to your army. Set up the unit wholly within your own territory, within 6" of the edge of the battlefield and more than 9" from any enemy units.

BATTLE LENGTH

The battle lasts until either Varshorn or Xamos is slain.

GLORIOUS VICTORY

At the end of the battle, if Xamos has been slain and no wounds are allocated to Varshorn, the Flesh-eater Courts player wins a **major victory**.

At the end of the battle, if Xamos has been slain and any wounds are allocated to Varshorn, the Flesh-eater Courts player wins a **minor victory**.

At the end of the battle, if Varshorn has been slain and no wounds are allocated to Xamos, the Ossiarch Bonereapers player wins a **major victory**.

At the end of the battle, if Varshorn has been slain and any wounds are allocated to Xamos, the Ossiarch Bonereapers player wins a **minor victory**.



ANVIL OF DEATH

As undead warlords rise to prominence amidst the peaks of Ymetrica, some of them begin to make names for themselves on the fields of battle. Such martial skill and bloodthirsty savagery will not go unnoticed by the most benevolent Lord of Undeath.

This year's General's Handbook features the Anvil of Apotheosis, a set of rules named after Sigmar's forge upon which he creates the mighty Stormcast Eternals. These rules allow you to forge a unique warscroll from the ground up to represent your very own custom-made heroes in your Age of Sigmar battles. In this issue of *White Dwarf*, we expand on those rules and focus on the Flesh-eater Courts and Ossiarch Bonereapers, giving you a whole host of options for each of these

factions that you'll be able to use even if you don't have a copy of the current General's Handbook.

For the most noble paladins of the Flesh-eater Courts, you'll find a feast of gory details to make a uniquely delusional **ABHORRANT** or one of their loyal **COURTIERS**. For those of you that would rather throw in your lot with the Ossiarch Bonereapers, you'll be able to piece together your own **MORTISAN** or **LIEGE** bone by magical bone. Enjoy!

The rules in this section will enable you to create a unique hero of your own design for either the Flesh-eater Courts or the Ossiarch Bonereapers. A blank warscroll to record your hero upon can be printed out from www.warhammer-community.com.

There are 5 steps to follow to create your own hero. As you follow the steps, you will have a host of options to choose from, including powerful weapons and ferocious mounts. After completing all of the steps, you will be able to field your hero in your narrative play games of Age of Sigmar.

The 5 steps are as follows:

1. Set a destiny point limit for your hero.
2. Choose your hero's archetype.
3. Equip your hero with weapons from the armoury.
4. Choose a bestial companion (if any) for your hero.
5. Spend your remaining destiny points on any characteristic enhancements or abilities for your hero.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Many of the steps include **options** to give your hero a [Characteristic Enhancement] or an [Ability]. If the option gives a [Characteristic Enhancement], modify the characteristic as noted. If it gives an [Ability], write the ability in the 'Abilities' section of your hero's warscroll. The same characteristic enhancement can be chosen up to 3 times for your hero; however, the same ability cannot be chosen more than once. Lastly, some options will have **restrictions** that limit which keywords can or cannot take a certain option.

STEP 1 – THE DESTINY POINT LIMIT

When creating your hero, the first step is to pick 1 of the following destiny point limits for your hero:

Champion

Limit: 20 destiny points

Conqueror

Limit: 40 destiny points

As you complete the rest of the steps, each option you pick for your hero

will cost a certain number of **destiny points**. This will often be abbreviated as **DP**. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.

STEP 2 – ARCHETYPES

The second step is to pick the archetype for your hero. There are 4 to choose from in total: 2 for the Flesh-eater Courts – Abhorrant and Courtier – and 2 for the Ossiarch Bonereapers – Liege and Mortisan. The archetype you pick will cost a number of destiny points (as indicated in the upper-right corner of the archetype) and will populate your hero's Move, Wounds, Bravery and Save characteristics. The archetype will also give them a set of keywords and starting abilities, and there may be an optional rule you can choose for them. Write all of these down on your hero's warscroll after making your choice.





7

ABHORRANT

[Ability]	(Add the following to the warscroll): MAGIC This HERO is a WIZARD . They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table. COMMAND ABILITIES Summon Men-at-arms: You can use this command ability at the end of your movement phase. If you do so, pick 1 friendly model that has this command ability and has not used it before in the battle. That model summons 1 unit of up to 10 SERFS to the battlefield. The summoned unit is added to your army and must be set up wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.
Optional Rule:	You can pick 1 spell from the table overleaf and add it to the warscroll.
Keywords:	DEATH, VAMPIRE, FLESH-EATER COURTS, ABHORRANT, HERO, WIZARD



5

COURTIER

[Ability]	(Add the following to the warscroll): ABILITIES Muster Serfs: In your hero phase, if this model is in your army and on the battlefield, roll 6 dice. For each 2+, you can return 1 slain model to a friendly SERFS unit that is within 10" of this model. Slain models can be returned to more than one unit if you wish, but each successful dice roll can only be used to return a model to a single unit.
Keywords:	DEATH, MORDANT, FLESH-EATER COURTS, COURTIER, HERO



6

MORTISAN

[Ability]	(Add the following to the warscroll): MAGIC This HERO is a WIZARD . They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.
Optional Rule:	You can pick 1 spell from the table overleaf and add it to the warscroll.
Keywords:	DEATH, OSSIARCH BONEREAPERS, MORTISAN, HERO, WIZARD



6

LIEGE

[Ability]	(Add the following to the warscroll): COMMAND ABILITIES Endless Duty: You can use this command ability in your shooting phase or any combat phase. If you do so, pick 1 friendly OSSIARCH BONEREAPERS unit that is wholly within 12" of a model with this command ability. Add 1 to the Attacks characteristic of weapons used by that unit in that phase. You cannot pick the same unit to benefit from this command ability more than once per phase.
Optional Rule:	You can chose to give this hero the LIEGE-KAVALOS keyword, but if you do so, it must be given the Mounted Beast option (see step 4).
Keywords:	DEATH, OSSIARCH BONEREAPERS, LIEGE, HERO

SPELL TABLE

Ravenous Hunger: *The wizard invokes a relentless hunger for the flesh of the living, driving the warriors into a rabid frenzy.*

Ravenous Hunger has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. Add 1 to the Attacks characteristic of melee weapons used by that unit until your next hero phase.

Raise the Dead: *Powerful necromancy saturates the land around this wizard, bringing warriors back to the fore to fight again.*

Raise the Dead has a casting value of 7. If successfully cast, pick 1 friendly unit within 12" of the caster that is visible to them. You may return a number of slain models that have a combined Wounds characteristic of D6 or less to that unit.

Necrotic Leech: *Amethyst tendrils reach out from the caster, sapping the life force of the enemy before replenishing their allies with stolen vigour.*

Necrotic Leech has a casting value of 6. If successfully cast, pick 1 enemy unit within 12" of the caster that is visible to them and 1 friendly unit wholly within 12" of the caster that is visible to them. That enemy unit suffers D3 mortal wounds, then you can heal up to D3 wounds allocated to that friendly unit.

Immortal Will: *Nearby allies are in thrall to the will of the caster, who drives them forward to unleash fury upon the enemy.*

Immortal Will has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster that is visible to them. You can re-roll hit rolls of 1 for attacks made by that unit until your next hero phase.

Wall of Dust: *The caster conjures forth a wall of dust with the ferocity to strip flesh from bone.*

Wall of Dust has a casting value of 5. If successfully cast, pick 1 enemy unit and roll 1 dice for each model from that unit that is within 18" of the caster and visible to them. For each 6, that unit suffers 1 mortal wound.

Circle of Death: *The caster draws upon powerful Shyishan energies to unleash a wave of necrotic magic that engulfs nearby foes.*

Circle of Death has a casting value of 7. If successfully cast, roll 1 dice for each enemy unit within 12" of the caster and visible to them. On a 1, nothing happens. On a 2-3, that unit suffers 1 mortal wound. On a 4+, that unit suffers D3 mortal wounds.





STEP 3 - THE ARMOURY

The next step is to arm your hero with weapons from the armoury. There are different weapon options for the Ossiararch Bonereapers and the Flesh-eater Courts, as well as a Shield option that can be taken by both. A hero can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon.
- 2 different one-handed melee weapons.
- 2 of the same one-handed melee weapon (+1 DP).
- 1 one-handed melee weapon and a shield.
- 1 two-handed melee weapon.

The weapons and their profiles are listed in the table below, and each weapon costs a number of destiny points as noted in the rightmost column of the table.

For each weapon chosen, add the profile to your hero's warscroll and write the name of the weapon in the description section.

If your hero is armed with 2 of the same one-handed melee weapon, only add the weapon profile once to the warscroll but double its Attacks characteristic. This costs 1 additional destiny point on top of the destiny points cost for each weapon. For example, if your hero was armed with 2 Nadirite Blades, the Attacks characteristic would be 6 and it would cost 5 destiny points in total.

In step 5, you will be presented with options to improve your hero's weapons.



OSSIARCH BONEREAPERS ONE-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Spirit Dagger	1"	3	4+	4+	-1	1	1
Nadirite* Blade	1"	3	3+	4+	-	1	2
Dread Falchion	1"	3	4+	3+	-1	1	1
Nadirite* Spear	2"	3	4+	4+	-	1	2
Ossified Talon	1"	2	4+	4+	-1	1	0

*If your hero is armed with a Nadirite weapon, add the following ability to your hero's warscroll:

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

OSSIARCH BONEREAPERS TWO-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Soulcleaver Greatblade	1"	3	3+	3+	-2	2	3
Soul Scythe	2"	4	4+	4+	-1	1	1
Soul Staff	1"	3	4+	3+	-1	D3	1
Dread Halberd	2"	3	4+	3+	-2	2	2

FLESH-EATER COURTS ONE-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Bone Club	1"	3	4+	3+	-	2	1
Bloodied Fangs	1"	1	4+	3+	-1	3	1
Barrow Blade	1"	3	3+	4+	-	1	1
Decrepit Spear	2"	3	4+	4+	-	1	1
Filthy Talons	1"	4	4+	4+	-	1	1

FLESH-EATER COURTS TWO-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Massive Bone Club	1"	3	4+	3+	-1	3	2
Rusty Halberd	2"	3	4+	3+	-1	2	2
Ancient Great Sword	1"	3	3+	3+	-1	2	2

SHIELD

[Characteristic Enhancement] Improve your hero's Save characteristic by 1	DP 2
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STEP 4 – BESTIAL COMPANION

In this step, you need to decide whether or not your hero will have a bestial companion. There are 3 types of bestial companion: **Minor Beast**, **Mounted Beast** and **Gargantuan Beast**. A hero can only ever have 1 bestial companion picked for them. A Minor Beast follows or guards your hero, such as a swarm of bats or a constructed throne of bones. A Mounted Beast can be anything from an undead

stallion to an ethereal steed. A Gargantuan Beast is a truly colossal mount, such as a Zombie Dragon, Terrorgeist or Dread Abyssal. If you do not want to choose a bestial companion for your hero, you can skip this step.

You can pick 1 of the following bestial companions. Each costs a number of destiny points as listed in the table.

MINOR BEAST						
[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic						DP 4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3
Add the following text to your hero's description: MINOR BEAST: This model's Minor Beast attacks with its Claws and Maw. For rules purposes, it is treated the same as a mount.						

MOUNTED BEAST						
[Characteristic Enhancement] Add 2 to your hero's Wounds characteristic Change your hero's Move characteristic to 8"						DP 6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3
Add the following text to your hero's description: MOUNT: This model's Mounted Beast attacks with its Claws and Maw.						

GARGANTUAN BEAST						
[Characteristic Enhancement] Add 8 to your hero's Wounds characteristic Change your hero's Move characteristic to 10"						DP 15
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	2"	2	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	2
Add the following text to your hero's description:			DAMAGE TABLE			
MOUNT: This model's Gargantuan Beast attacks with its Claws and Maw.			Wounds Suffered	Move	Claws	Maw
			0-3	10"	6	4
			4-6	8"	5	3
			7-9	6"	4	2
			10-11	4"	3	1
			12+	2"	2	1
Add the following keywords to your hero's warscroll:						
MONSTER						
Add the damage table on the right to your hero's warscroll.						



If you have picked a bestial companion for your hero, you can pick any of the following options for them. Each option costs a number of destiny points as listed in the table.

BESTIAL COMPANION OPTIONS		
Winged Beast	<p>[Ability] Add the following text to your hero's description:</p> <p>FLY: This model can fly.</p> <p>Restrictions: No Minor Beast</p>	DP 4
Breath Attack	<p>[Ability] Breath Attack: In your shooting phase, you can pick 1 enemy unit within 6" of this model. Roll a number of dice equal to the number of models from that enemy unit that are within 6" of this model. For each 6, that enemy unit suffers 1 mortal wound.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 4
Vicious Charge	<p>[Ability] Vicious Charge: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.</p>	DP 1
Razor-sharp Claws	<p>[Characteristic Enhancement] Improve the Rend characteristic of the bestial companion's Claws by 1 (to a maximum of -3).</p>	DP 2
Poisonous Bite	<p>[Ability] Poisonous Bite: If the unmodified hit roll for an attack made with the bestial companion's Maw is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.</p>	DP 2
Gobble Attack	<p>[Ability] Gobble Attack: Each time this model attacks, after all of this model's attacks have been resolved, you can pick 1 enemy model within 1" of this model and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 3
Terror	<p>[Ability] Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 1
Savage Frenzy	<p>[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Add 1 to the Attacks characteristic of that weapon. For Gargantuan Beasts, add 1 to each row of the appropriate column in the damage table.</p>	DP 1
Lashing Tail	<p>[Ability] Lashing Tail: At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, that unit suffers D3 mortal wounds.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 3
Savage Ferocity	<p>[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Hit characteristic of that weapon by 1.</p>	DP 1
Savage Strength	<p>[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Wound characteristic of that weapon by 1.</p>	DP 1
Stomp	<p>[Ability] Stomp: At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.</p> <p>Restrictions: Gargantuan Beast only</p>	DP 2

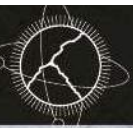
STEP 5 – CHARACTERISTIC ENHANCEMENTS AND ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the tables. In this step, you can also choose for your hero to

be accompanied by a Spirit Host. If you do so, this can be in addition to any other bestial companion they already have.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Unnatural Speed	[Characteristic Enhancement] Add 1" to your hero's Move characteristic.	DP 2
Dark Fortitude	[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic.	DP 1
Extra Armour	[Characteristic Enhancement] Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Ferocity	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Attacks characteristic of that weapon.	DP 2
Weapon Master	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Hit characteristic of that weapon by 1.	DP 2
Unholy Strength	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Wound characteristic of that weapon by 1.	DP 2
Mighty Weapon	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Honed Edge	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Master of Dark Magics	[Characteristic Enhancement] Increase the number of spells this hero can attempt to cast and unbind by 1. Restrictions: WIZARD only	DP 3
Dark Acolyte	[Ability] Dark Acolyte: Add 1 to casting and unbinding rolls for this model. Restrictions: WIZARD only	DP 3
Immortal Champion	[Ability] Immortal Champion: Add 1 to the Attacks characteristic of this model's melee weapons if it is within 3" of 10 or more enemy models when you pick the target unit(s) for its attacks.	DP 3

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Loyal Adjutant	[Ability] Loyal Adjutant: This model can be given a command trait in addition to the model picked to be your general.	DP 5
Insane Brilliance	[Ability] Insane Brilliance: Each time you spend a command point to allow this model to use a command ability, roll a dice. On a 5+, you receive 1 extra command point.	DP 3
Feed on Necromancy	[Ability] Feed on Necromancy: Each time a spell is successfully cast by a DEATH WIZARD within 12" of this model, you can heal 1 wound allocated to this model after the spell has been resolved.	DP 3
Harrowing Shriek	[Ability] Harrowing Shriek: In your hero phase, pick 1 enemy unit within 9" of this model and roll 2D6. If the roll is higher than that enemy unit's Bravery characteristic, that enemy unit suffers a number of mortal wounds equal to the difference between its Bravery characteristic and the roll.	DP 4
Master of Fiends	[Ability] Master of Fiends: In your hero phase, you can pick 1 friendly unit with a Wounds characteristic of 10 or more that is wholly within 9" of this model. If you do so, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to that unit, you can add 1 to the Damage characteristic of melee weapons used by that unit until your next hero phase.	DP 4
Hunter of the Living	[Ability] Hunter of the Living: This model can run and still charge in the same turn.	DP 4
Decapitating Strike	[Ability] Decapitating Strike: If the unmodified wound roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 4
Ride them Down	[Ability] Ride them Down: Add 1 to the Damage characteristic of melee weapons (not including mount weapons) with a Range characteristic of 2" if this model made a charge move in the same turn. Restrictions: Heroes on a Mounted Beast only	DP 1



CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Ebon-wrought Armour	[Ability] Ebon-wrought Armour: Each time you allocate a mortal wound to this unit, roll a dice. On a 5+, that mortal wound is negated.	DP 4
Ethereal Nature	[Ability] Ethereal Nature: Ignore modifiers (positive or negative) when making save rolls for attacks that target this model. Restrictions: Cannot be taken by a hero with a Save characteristic of 3+ or 2+.	DP 4
Shyishan Ward	[Ability] Shyishan Ward: Roll a dice each time a wound or mortal wound is allocated to this model. On a 6, that wound or mortal wound is negated.	DP 3

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Bat Wings	[Ability] Add the following text to your hero's description: FLY: This model can fly.	DP 4
Blood Frenzy	[Ability] Blood Frenzy: If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.	DP 3
Deathly Vigour	[Ability] Deathly Vigour: In your hero phase, you can roll a dice for this model. If you do so, on a 4+, heal up to D3 wounds allocated to this model.	DP 3

SPIRIT HOST						
Add the following melee weapon to your warscroll:						DP 4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	2	5+	5+	-	1
Add the following text to your hero's description:						
COMPANION: This hero is accompanied by a host of spirits that attack with their Spectral Claws and Daggers. For rules purposes, they are treated in the same manner as a mount.						
[Ability]	Add the following ability to your hero's warscroll: Frightful Touch: If the unmodified hit roll for an attack made with this model's Spectral Claws and Daggers is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).					
Optional Rule:	You can spend an additional 2 destiny points to add 2 to the Attacks characteristic of the Spirit Host's Spectral Claws and Daggers, or you can spend an additional 4 destiny points to add 4 to the Attacks characteristic instead.					

USING YOUR HERO IN BATTLE

Once you have created your hero, you are ready to field them in narrative play battles. Below are a number of ideas of how to incorporate your hero into your games of Age of Sigmar.

Campaign Games: If you are playing a campaign, you could agree that after each battle, players accrue D3 destiny points with which to improve their hero.

Open Play Games: With your opponent's permission, if you are using the Open War army generator, your hero can be picked to be a Champion or Conqueror

in your army depending on the destiny point limit for that hero.

Matched Play Games: Using these heroes in matched play is strictly a house rule and requires your opponent's permission. If you do so, count the number of destiny points you have spent on your hero and multiply the total by 10. This is the Pitched Battle points cost of that hero. In addition, your hero has the Leader battlefield role, unless it has the **MONSTER** keyword, in which case it has the Leader and Behemoth battlefield roles.

CRYPT GHOULS

Having read the exciting new rules and background for the Charnel Kingdom, you'll no doubt be wanting to paint some Crypt Ghouls, right? Studio army painter Tom Moore shows off two painting guides - one in the classic style, the other with Contrast paints.

Tom: Crypt Ghouls make up the rank and file of a Flesh-eater Courts army, so it's likely that you're going to need to paint quite a few of them! These two painting guides are designed to help you get your rank-and-file models painted quickly and easily but to a great standard.

CLASSIC STYLE

Because Crypt Ghouls are mostly flesh, I decided to undercoat the classic-style model with Grey Seer spray to give the skin a lighter, more sickly tone. Instead of using a humanlike flesh tone, I opted for the horrible rancid green skin that you can see in the battletome. The easiest way

BATTLE READY

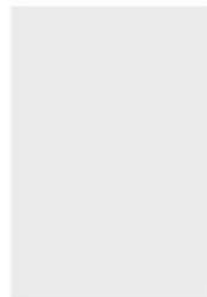
Using the stages to the right, Tom painted a Crypt Ghast Courtier so that it is ready for the battlefield. An army painted to this standard this would look brilliant.



GHASTLY SKIN



LANK HAIR

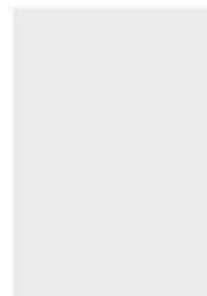
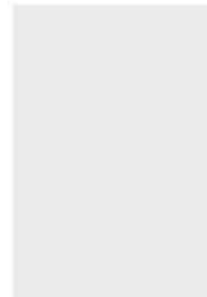


TEETH



PARADE READY

With a few extra highlights to each area of the model, Tom took the Battle Ready Courtier and made it Parade Ready. This cannibal is ready for war/lunch.



to achieve this look is with a wash of Athonian Camoshade, which does a lot of the work on the model for you. While I applied the Shade paint neatly for the sake of this painting guide, you really can slap on the paint when applying a wash like this. You're going to be basecoating the other areas with a different colour anyway, so who cares if you get a bit of green on the claws or bones?

TOP TIP

Once you've got a batch of Crypt Ghouls to a Battle Ready state, why not drybrush them to completion? Many of the final Layer colours are very similar, so instead of layering each colour on, you could try one overall drybrush of Screaming Skull instead. The final result will appear softer (as in fewer edge highlights) but still very effective. You could even apply a wash of Agrax Earthshade thinned down with Lahmian Medium to the whole model to help tie all the colours together.

PAINTING EYES

The Crypt Ghast Courtier that Tom painted lacks eyes, but we would be remiss not to show you how to paint them! Tom started by blocking out the area around the eyes with Rhinox Hide. He then painted in a tiny dot of Pallid Wych Flesh for the white squidgy bit and an even smaller dot of Abaddon Black for the iris and pupil.



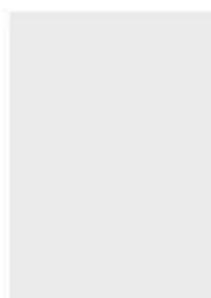
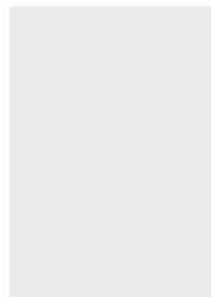
NAILS



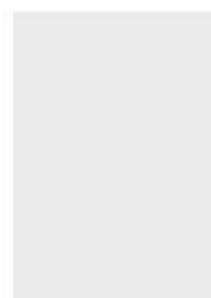
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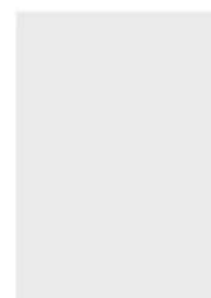
SCARS



OLD ROPE



METAL HOOK



BLOOD AND GORE



CONTRAST STYLE

The Contrast version of the Crypt Ghoul Courtier looks very similar to the classic version, but the process is significantly quicker – almost twice as fast, in fact!

The first thing to ensure is that you apply each of your Contrast paints carefully, particularly the Militarum Green basecoat. While this stage may take a little more time than the slap-it-on approach of a Shade paint, it essentially creates your shade and your first highlight for you, thereby saving time in the long run. As with most models, I started by painting the largest area first – in this case, the skin.

TOP TIP 1

If you accidentally get Contrast paint on an area that you've already painted (such as Wyldwood on the green skin), try mixing the relevant Contrast paint (in this case Militarum Green) with the undercoat colour (Grey Seer)

BATTLE READY

Using the stages to the right, Tom painted a Crypt Ghast Courtier using Contrast paints to great effect. Nice and simple, right?



PARADE READY

Tom added one or two highlights to each area of the model, taking this Courtier from Battle Ready to Parade Ready in no time at all.



and reapplying it to the area you accidentally painted over. We've found this to be a lot quicker than reapplying the undercoat and then the Contrast paint.

TOP TIP 2

Why not combine the two painting styles across your whole army? You could use the quicker Contrast paints on the rank and file and use the classic-style painting guide for your characters. You can even use the drybrushing tip we mentioned on the previous page for the final stages of your Contrast Ghouls.

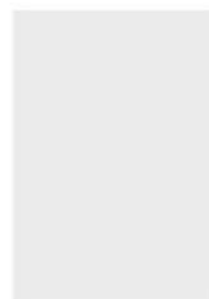
TOP TIP 3

Why stick with green? There are thirty-four colours in the Contrast paint range, and pretty much all of them are perfect for Ghoul skin. You could have Flesh Tearers Red Ghouls from Aqshy, perhaps. Or maybe Shyish Purple Ghouls from, well ... Shyish! There are lots of options.

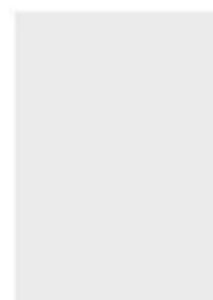
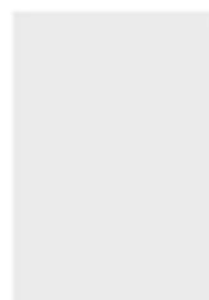
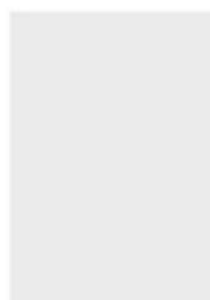
GHASTLY SKIN



LANC HAIR



TEETH



ALTERNATIVE SKIN TONES

Don't fancy painting green Ghouls? Not a problem, because Warhammer TV has you covered. There are three videos for painting Ghouls on our YouTube channel – one with green skin, one with pale skin (shown below) and one in painted in bright orange.



PAINTING BASES

Tom painted the bases of his Crypt Ghouls Courtiers using the traditional studio method. For the Battle Ready models, he applied a basecoat of Stirland Mud Technical paint and left it at that. For the Parade Ready Courtiers, he drybrushed the bases with Balor Brown and Screaming Skull. The base rim is painted with Steel Legion Drab. The patches of grass are from the Middenland Tufts set.



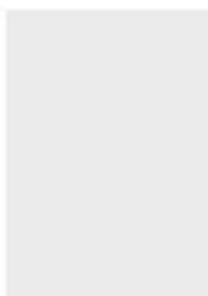
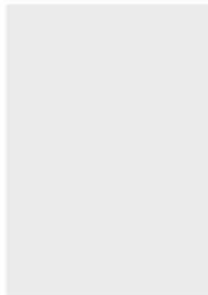
NAILS



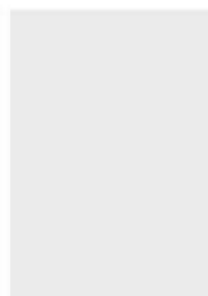
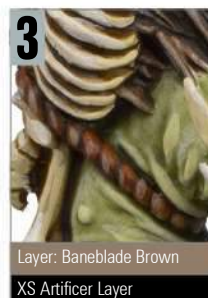
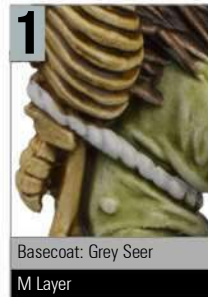
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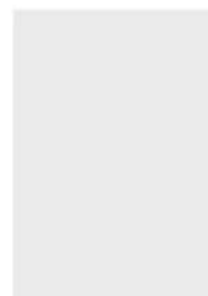
SCARS



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BLOOD AND GORE

