



WARHAMMER

AGE OF SIGMAR



— ORDER BATTLETOME —

DAUGHTERS OF KHAINE



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

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

The Age of Sigmar had begun.



CONTENTS

DAUGHTERS

OF KHAINE	4
Dancing with Shadows	6
Of Aelf-Souls and Empires	8
The Age of Chaos	10
The Blood Must Flow	12
War Covens of the Khainites	14
Temples of Blood	16
Morathi	19
Queens and Cauldrons	20
Witch Aelves	22
Sisters of Slaughter	23
Bloodwrack Sorceresses	24
Melusai	25
Doomfire Warlocks	26
Khinerai Harpies	27

THE WAR COVENS

OF KHAINE	28
The Disciples of Hagg Nar	40
Painting Your Daughters of Khaine	42

IN THE NAME

OF KHAINE	46
Forces of Khaine	48
The Temples of Khaine	49
Allegiance Abilities	50
Lore of Shadows	54
Prayers of the Khainite Cult	55
Hagg Nar	56
Draichi Ganeth	57
The Kraith	58
Khailebron	59
Battleplan: The Altar of War	60
Path to Glory Campaigns	62
Daughters of Khaine	
Warband Tables	64
Daughters of Khaine Tactics	66

WARSCROLLS

OF KHAINE	68
War Coven of Morathi	70
Cauldron Guard	71
Slaughter Troupe	72
Temple Nest	73

Shadow Patrol	74
Shadowhammer Compact	75
Morathi, High Oracle of Khaine	76
Morathi, the Shadow Queen	77
Hag Queen	78
Slaughter Queen	78
Avatar of Khaine	79
Hag Queen on Cauldron of Blood	80
Witch Aelves	81
Sisters of Slaughter	81
Slaughter Queen on	
Cauldron of Blood	82
Bloodwrack Shrine	84
Blood Sisters	85
Blood Stalkers	85
Bloodwrack Medusa	86
Doomfire Warlocks	86
Khinerai Heartrenders	87
Khinerai Lifetakers	87
Pitched Battle Profiles	88

WHAT'S NEXT?

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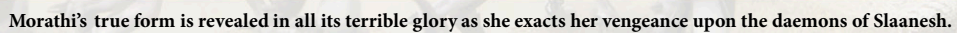
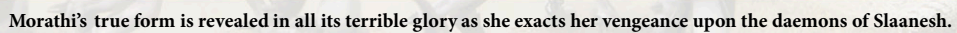
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DAUGHTERS OF KHAINE

They crave battle and seek power through bloodshed, honouring their deity with every kill. Even their closest allies shudder to witness the gory rituals that renew and reinvigorate these graceful murderers. They are the Daughters of Khaine, and to cross blades with them is to invite death.

The Daughters of Khaine move with quicksilver speed, carving into enemies like a whirlwind of steel. As blades flash, the she-aelves shed their visage of cold and distant beauty, their ecstatic faces alight with each fresh kill. To them the clash of arms is the height of their religion, holy rites practised and perfected with all the considerable skill and grace of aelf-kind. As blood is spilled, shrill dedications to Khaine ring out, and with each gore-splattered offering the Daughters rapturously grow in power and fury. In their frenzy, Khaine's worshippers are closest to their divinity, invigorated by his iron-hearted spirit and insatiable bloodlust. True to their merciless god, the Daughters of Khaine continue the slaughter until every last foe has fallen.

Khaine, the ancient aelven god of battle and bloodshed, was said to have been destroyed by the Chaos Gods – a claim vehemently denied by the matriarchal aelf cult. Indeed, to speak such heresy is a crime punishable by death – a sentence the militant order prosecutes with extreme zeal.

For ages, aelves of any kind were difficult to find, yet hidden within the shadowy realm of Ulgu the Daughters of Khaine flourished. With Sigmar's re-opening of Azyr the growing cult has spread still further. The Daughters of

have built shrines to Khaine in nearly all of the great settlements founded since the coming of the Age of Sigmar, although each of the rival sects names the seminal temple-city of Hagg Nar as the capital of their violent creed. As battle pilgrimages march in chanting procession to the aid of the forces of Order, the power of the Khainites continues to grow. A single person stands behind the unlikely revitalisation of a fallen people, and the promulgation of a fading religion: the infamous Morathi.

A living legend who predates the Age of Myth, Morathi is an aelven sorceress whose eldritch mastery rivals that of the gods. Her past is interwoven with countless schemes and falls from grace, and no few tales are told of her otherworldly beauty and fierce temper. Many know Morathi as the mother of Malerion, a being of immense power who has risen to immortality. It is a path Morathi herself seeks to emulate at any cost, and she has dedicated herself as never before to leading and growing the cult of Khaine with unmatched fervour.

The Daughters of Khaine are a mysterious order, hated by their enemies and misunderstood or even feared by their allies. However, none that have fought beside them would ever deny that the Daughters of

Khaine were not staunch enemies of Chaos. When Alarielle, Queen of the Sylvaneth, called for aid to reclaim her realm of Ghyran from the diseased grip of Nurgel's plague legions, none answered the call to battle with more zeal than did the Daughters of Khaine. It is not the corrupted alone that feel the Daughters' wrath, for countless foes and monsters have fallen before their blades. When the orruks of Grokhold threatened the newly raised city of Kurnothea, it was the Daughters of Khaine that stood shoulder to shoulder with the Stormcast Eternals to safeguard the burgeoning civilisation.

Yet despite their heroics, the savage Daughters have won little trust. Claims of extreme savagery and allegations of gruesome rituals and snake-bodied mutants give pause to even their most ardent supporters. Perhaps it is true that all is not as it seems with the Daughters of Khaine...



'In mine hand is the power and the might. None may withstand me. By the Will of Khaine I will bathe in the blood of my enemies.'

- Mantra of the Blood Promise







DANCING WITH SHADOWS

Nurtured in secrecy behind veils of shadow, the Daughters of Khaine have expanded from a small murder-cult of aelves clinging to an ancient religion to a developing power. In those earliest of days the cult – like Morathi herself – seemed doomed to dwindle, or to disappear altogether.

Both allies and foes seek to learn more about the Daughters of Khaine, for even those that fight alongside them have scant understanding of the cult, their practices or their unforgiving god. Such is not surprising, for this is a tale that traces its origins to Ulgu, the Realm of Shadows. It is a land of mists and misdirection, a place where lies and illusion hang as heavily as fog.

Morathi awoke early in the Age of Myth. After being captured in a nightmare she found herself hurtling downwards through grey clouds. Her descent from heights unknown ended in an explosion of steam as Morathi impacted the Umbralic Sea. Only her mastery of magic saved the sorceress, who found herself alone in a conjured sphere of protection, bobbing on the surface of a dismal ocean.

Morathi made landfall upon the barren shores of the Hellezar region in Ulgu. How long she wandered she did not recall, for after an age of torment it took time before Morathi's mind once more became her own. When at last she knew herself, Morathi began to tap into the arcane energies that permeate the Realm of Shadow. A master of dark sorcery, Morathi was naturally adept at wielding this new force. She needed it, for there was a time when she had traded blood sacrifices to Khaine in order to maintain her youthful vigour

and appearance, yet such offerings had ceased to work. And while Morathi's mind had teetered back into a fragile sanity, her body had not – her form was no longer aelven but that of some misshapen serpentine monster. It was reminiscent of Chaos and her tormentor, and such thoughts caused the sorceress anguish and self-loathing.

Desperate for companionship, Morathi found only gloom. Using her magics, she conjured forth spirits from the hidden places – mist elementals and shadow daemons. Morathi could not tell how much time she spent in the company of these entities, but with them she explored the wide expanses of those mysterious lands. She travelled all thirteen of the vast regions of Ulgu, uncovering innumerable secrets. During all her journeys Morathi encountered many creatures, yet she met none of her own kind.

As Morathi struggled to forget the past, the horror experienced by other creatures upon meeting her was a constant reminder of her ugliness that wormed its way deep into her soul. Bitter were Morathi's tears, for vanity had ever been her greatest failing. By bending the illusionary and shape-shifting magics of shadow to her will, and using the secrets whispered by her shadow daemon lovers, Morathi attempted to regain her old form. She

swallowed coils of penumbral magic and transformed to a semblance of her previous incarnation. However, when rage or passion overcame her, this visage was lost, and Morathi would writhe once more into the grotesque serpentine shape of her nightmares.

It was in her aelven form that her path crossed that of her son, Malerion. No joy came from the reunion of mother and child, for each held too many recriminations to ever forgive the other. Furthermore, Morathi was beside herself with jealousy, for Malerion was imbued with immense power. That he had gained immortality and an even greater affinity with the shadows than Morathi was only too apparent. Despite their mutual misgivings, each sought to join forces in hopes of finding others of aelf-kind in these new lands. So it was that when Sigmar's journeys brought him to Ulgu, he found Malerion and Morathi working together.



'For the blood to speak it must first flow. Ten cuts is better than one, save for the deft slash that opens an artery. For almighty Khaine, let your blade drink deeply, and often...'

- The Red Invocation



Morathi and Malerion had used their magics to raise up a great citadel – the foundations of Druchiroth, the ruling seat for the largest of the thirteen kingdoms of Ulgu. Sigmar aided them and, in turn, they joined his Great Alliance – a growing pantheon that united many disparate gods, titanic beasts and beings of great power. In this way Morathi and Malerion helped bring civilisation to each of the Mortal Realms, fostering cities and teaching the arcane arts to primitive peoples. Few aelves were discovered, however, and most of these settled in Azyrheim, the Celestial City.



During their time with the Great Alliance neither Malerion nor Morathi were fully trusted, though where her son drew praise for his help, Morathi was shunned. While Tyrion and Teclis – the rulers of Light – found common cause with Malerion, neither would deign to work alongside one whom they considered tainted. Rumours persisted that Morathi had willingly given herself to the Chaos God Slaanesh. Morathi refused to answer questions about her past, including how she had managed to escape her bondage and came to be in Ulgu.

Where once her charms allowed Morathi to manipulate others, her new attempts to entrance were rebuffed. Some, such as Sigmar, simply brushed aside her advances, but Nagash detected her spells of seduction and took great offense, striking her down. In the rage that followed, all saw her serpentine form for the first time, and she fled in shame. It was a blow Morathi would never forgive nor forget.

So Morathi left the Great Alliance and sought to establish her own dwellings in Ulgu. Malerion cruelly rejected her suggestion of splitting the rule of the Thirteen Dominions, for he claimed all the Shadowlands as his own. Her protests were met with scorn until, as either a jest or a plot to rid himself of her, Malerion granted his mother a small parcel of land in the middle of the Umbral Veil. This was perhaps the darkest and most impenetrable of all regions, and none save himself had ever returned from those cloying mists with their sanity intact. In this, Malerion underestimated his mother. Morathi bent the shadows into a protective shroud around her new land. Her only followers were the aelven witch-cults that maintained their worship of Khaine. To ensure their loyalty, Morathi built a temple to Khaine, naming it Hagg Nar, and taught them the secrets of navigating the murky currents.

Hagg Nar began as a pitiful kingdom, and Morathi brooded over her mean existence. She sought power and status, yet there seemed little opportunity to gain either. Her followers were few and clung dogmatically to a faith that Morathi felt was misplaced – she

believed the old gods dead, for she no longer felt their power. Yet this nadir of despair proved a turning point. She was not going to be content to fade away in a hidden demesne bereft of glory, nor would she merely manipulate from behind the throne. She would forsake her old ways, and rely upon no one but herself. Morathi did not yet know how she might gain the power that she sought, but the beginnings of an answer came in the form of Malerion. Her son arrived claiming they had, at last, found the lost aelf-souls from the world-that-was, and that they needed Morathi's aid in order to save them.

SLAANESH, THE GREAT ENEMY

The youngest of the four greater Chaos Gods is the Dark Prince, Slaanesh, the Lord of Pleasure. While Slaanesh hungers for the souls of all mortals, he finds those of aelves the most enticing. With their heightened senses and depth of emotion, aelves have the greatest capacity for empathy and discipline, but also therefore for decadence and depravity. Following the destruction of the world-that-was, the Dark Prince went missing. This was no accident, for the god had hidden himself, hoping to digest his overindulgent feast upon millions of aelven souls. Alas for the Dark Prince, he could not hide from Tzeentch, whose complex plots ensured that Slaanesh's location was revealed by the all-illuminating light of Teclis.



OF AELF-SOULS AND EMPIRES

Morathi sought followers and power, and through her own works she found both. Even as the civilisations of the Mortal Realms were threatened at the end of the Age of Myth by the coming of Chaos, a new force was building strength within the mist-shrouded lands of Ulgu.

It was Teclis who first heard the cries of tormented aelf-souls. Naught could remain concealed for long once he focused his beams of reason. Eager to reclaim the essences of their lost kin, the aelven gods Teclis, Tyrion and Malerion created a plan to lure Slaanesh out of hiding and into Uhl-Gysh, the Hidden Gloaming – a no-place that existed between the realms of Hysh and Ulgu. So desperate were the three that they recruited Morathi, for they needed a balance of light and shadow magic, and they suspected she had hidden knowledge of Slaanesh.

Upon seeing her true snake-form, Teclis had surmised correctly that Morathi herself had once been trapped within Slaanesh. That information, along with the tale of how she escaped would be needed, for the aelven gods hoped not only to punish Slaanesh for what he had done, but also to extract the swallowed souls that were still imprisoned within the god.

Reluctantly, Morathi shared her horrific memories for the first and only time. She spoke of her suffering and how she had caused the Dark Prince to vomit her back into reality. Armed with that knowledge, arcane preparations were made on a vast scale, and the energies of both the Realms of Hysh and Ulgu were harnessed as never before. The full tale of the mystical battles that

followed is long and harrowing, but the end result was this: using themselves as bait, the aelven gods, Morathi, and several cabals of sorcerers succeeded in not only entrapping Slaanesh, but also in beginning the slow process of extracting aelven souls from the Chaos God. The monumental deed could not have been done without the aid of Morathi's sorcery and the vile wisdoms garnered from her own grim experience in the god's belly.



Before long, the freed souls of captured aelves were being returned, streaming back into the Mortal Realms. To each of the aelven gods was given a portion of the newly liberated souls, and each in turn reshaped and reformed those energies as they saw fit. They were not reincarnations of the aelves of old,

for they could not be, as much had changed – the gods, their magic and even the souls themselves. Instead, new creatures were wrought. In Hysh luminous beings and angelic creatures of reason were born, while those Malerion took to Ulgu were formed into something darker, something majestic and terrible at the same time.

In return for her indispensable aid, Morathi had also demanded a share of reclaimed souls, for she had promised to remould that energy into new warriors of Khaine. The *Máthcoir*, an immense iron cauldron, was created – a place to store Morathi's newly claimed energies. There, beneath the temple of Hagg Nar, Morathi used enchantments, sacrificial power, raw shadow magic and her own blood to help whisper into existence new and suitable forms for these reclaimed souls. Thus were the first Melusai and Khinerai born. They became Morathi's Handmaidens, and aided all her new endeavours. They alone were allowed in the underhall of *Khruthú*. All of Hagg Nar was filled with the sounds of blood rituals to fuel the temple's expansion.

Where once Morathi had been ambivalent about the worship of Khaine, a new light had dawned upon her. Now she dedicated herself with righteous fury to the ancient god. Indeed, Morathi claimed that the god

of battle, cruelty and murder spoke to her, naming her as his High Oracle. She was to be a conduit for Khaine, a leader that would speak in his voice. Morathi revealed that Khaine had indeed fought the Chaos Gods and was broken into fragments, but was regaining power thanks to his worshippers. Witch Aelves were sent to scour the Mortal Realms for any signs of the shards of Khaine.

Meanwhile, in the Hidden Gloaming, a slow but steady trickle of souls was drawn out of the hellish mass that was the trapped Slaanesh. Not all the reclamations worked. Teclis' first enclave, the Idoneth, proved a disappointment, fleeing all contact with god or mortal and disappearing. Several monstrous creatures emerged from the shadows of Druchiroth and were quickly covered up by Malerion. For Morathi, those spirits too weak or damaged to accept full reconstitution were destined to become *leathanam* – an aelven word for 'half-soul'. Little more than slaves, these drones formed a male working class that served the she-aelves of the Khainite cults.

Despite these aberrations, the reclamation of souls from Slaanesh heralded a new age for all members of the aelven race, and the Daughters of Khaine in particular flourished. Within a few generations they were no longer a dwindling cult, and they kept growing. Hagg Nar was built up from a temple-stronghold to a shrine-filled city and then a city-state – a Khainite nation hidden within the mistfields. And still it was soon overcrowded. New problems beset Morathi, for it had always been the way of Khaine that the weak died,

or bowed their knee to the strong. The aelven males were sufficiently cowed – indeed, they were made that way – but rivalries between would-be Hag Queens flared up as they fought for supremacy within the Witch Aelf hierarchy. The maxim of survival of the fittest was fine to a point, but Morathi did not wish to see her growing armies tear themselves apart. Her remedy was to declare more shard-quests, and then she sent enclaves to establish entire new temple-colonies. Such was the word of Khaine, and so it was commanded.

The beginnings of new sects were established during this time, each separatist Hag Queen and her followers fixating upon some aspect of Khaine's worship, such as single combat, assassination or unchecked slaughter. Most built their own temples, but some embarked on an eternal pilgrimage in honour of Khaine. All still bowed before the High Oracle, for Morathi spoke with a voice of iron, and to all Daughters of Khaine, Morathi's words were still law, even as each faction began to forge their own rituals and identity. Some – like the Grydd Var or the Redblades – went too far, and were all but destroyed in what became known as the Blood Strife.

Although the Daughters of Khaine were growing in power, not all was well with the Mortal Realms. While the aelven gods focused their energies upon their elaborate trap and the recouping of their lost kin, Sigmar's Pantheon of Order had fractured and wars escalated across every realm as the forces of Chaos invaded upon hundreds of different fronts. So did the Age of Myth collapse and the Age of Chaos begin.



THE AGE OF CHAOS

The Daughters of Khaine do not seek to secure wealth and allies, for such is not the way of their god. To them, war is the finest tribute that can be laid before the altars of the bloody-handed deity. With the rise of Chaos in the Mortal Realms, it was an offering they were able to make ever more frequently.

As Chaos came into the Mortal Realms, the Daughters of Khaine marched out from Hagg Nar to ambush them, using shadowshifting magics to reach Realmgates from where they could travel anywhere the forces of Order needed them. Although Morathi and her followers remained distrusted, their aid in battles across the realms won over a handful of allies. Beggars could not be choosers, and few forces, if any, were despatched by Malerion, Tyrion or Teclis to aid the beleaguered Sigmarites as they fought to stem the oncoming tides of daemon legions and corrupted foes that beset them.

The Daughters of Khaine were bold and fearless in battle – willing to cross blades with any enemy, no matter how numerous or monstrous. Despite heroics by Khainite forces at many battles, the forces of Order were in retreat, with entire kingdoms crumbling. When Sigmar and Nagash broke their pact to war upon each other, the Chaos victory was all but complete. Following the Battle of Burning Skies, each faction of Order was left to fend for themselves, and Sigmar retreated to the Heavens, locking the Gates of Azyr behind him. Such momentous events were to usher in the Age of Chaos.

As the Chaos invasions truly set about their task of destroying and enslaving entire civilisations, it was the Shadowlands of Ulgu that perhaps felt the least repercussions. Khorne, Nurgle and Tzeentch all devoted the greater portion of their forces to different realms, and the minions that were sent into Ulgu boasted none of the most fearful greater daemon commanders. For many years, the obfuscating mists of the Shadowlands were enough to keep most invasions from wreaking great harm. Gradually, however, the raiding armies of Chaos became larger and more powerful, their assaults stabbing ever more deeply into Ulgu.



Some attacks were made by red reavers of Khorne or magic-seeking conclaves of Tzeentch. Most of the deadliest invaders, however, were the questing armies of the Dark Prince, who were being drawn to Ulgu following trails they alone could scent. They sought their absent god, and could sense something of his presence beckoning them like a siren's call.

The process of soul extraction in the Hidden Gloaming was slow, but spells were in place to ensure the captured Slaanesh remained fast and undetected. However, a nefarious factor was also at play. Unbeknownst to her erstwhile allies, Morathi had added her own deceptive magics to the undertaking, so that the soul division was skewed slightly out of the agreed proportions, with a surfeit of spirits siphoned to Hagg Nar. This subterfuge was subtle, but slowly, inevitably, altered the

eldritch balance that kept the Dark Prince perfectly suspended between Hysh and Ulgu, trapped between the realms of light and shadow.

As the entrapped god tilted more closely to Ulgu, Slaanesh's most faithful servants begin to catch a familiar and much longed-for scent upon the winds. More and more questing armies penetrated the Shadowlands, searching for their lost god. So began what the aelves of Ulgu named the *Cathtrar Dhule* – the War of Shadows.

For the major battles of the War of Shadows, Morathi led the Daughters of Khaine from the fore. It was she who cast down the Keeper of Secrets Glittus and his Legion of Excess, and the whip-handed Krulla Sha'vhr and her Flayerhost. Battle was not her only recourse, however, for against

the unbeatable six warhosts of the betentacled Bovaxx the Despoiler, Morathi's coven of Medusae summoned a gaiste-maze – a shadow labyrinth that still covers part of the Umbral Veil, a dark cloud in which those hordes presumably still wander.

Yet the Daughters of Khaine did not win every battle, as larger and more-powerful armies invaded. Morathi called the first of the Caillich Covens – the gathering of forces from all the sects – to stave off defeat from Luxcious the Keeper, but not until after the exalted fiend destroyed the Temple of Druchxar. Luxcious may well have continued her scouring search of Ulgu had Sigmar not begun his war to reclaim the Mortal Realms, drawing off many Chaos forces. The Cathtrar Dhule paused, before once more erupting anew in the bitterly fought War of the Shadowpaths.





THE BLOOD MUST FLOW

The Daughters of Khaine have carved out their own empire, rising from an obscure cult from days long gone to an emergent power. They have done so not despite the constant violence, but because of it. Only conflict can make the strong stronger, for Khaine demands offerings of blood.

THE AGE OF MYTH

A time of gods and legends. In this shadowy era the foundations of the Khainite sects are laid.

EXPANSION OF HAGG NAR

Led by Morathi, the Daughters of Khaine spread outwards from the temple-city of Hagg Nar. The High Oracle has stolen the secret of Malerion's shadow-shifting magic, and those shadowpaths allow swift travel over the vast distances of Ulgu. Fighting all manner of foes across all Thirteen Dominions, the Daughters of Khaine secretly expand, establishing dozens of new temples.

THE GREAT CULLING

To purge new lands for settlement, monsters and orruk tribes are slain, alongside several clans of men. When Sigmar comes to avenge his peoples, Morathi points out that they had been tainted by Chaos, and that their deaths were necessary.

THE BLOOD STRIFE

The expansion out of Hagg Nar is not without growing pains, as each of the newly formed sects of Khaine seeks to dominate the others. Unchecked, natural rivalries descend into open battle. Morathi allows the civil war to run its bloody course, and uses it to weed out the weakest, as well as those she deems too ambitious.

A POWER TO RIVAL HAGG NAR

The temple at Ironshard – which will grow to become the major sect of Khelt Nar – is founded by Morathi, overtly because of its surrounding defensible lies upon the centre of a powerful spiral of shadow magic. To clear the surrounding lands, the shrine's Daughters of Khaine are forced to hunt down and kill hundreds of the most monstrous creatures of the Shadowlands, as well as dozens of Bonesplinter tribes. It is a task they revel in, and which sees Khelt Nar develop rapidly.

THE FRAGMENTED GOD

Although she secretly knows that she possesses the only surviving shard of Khaine, Morathi commands the god's followers to hasten his return to full strength by finding more lost splinters, and so many war covens are dispatched on holy missions to scour the Mortal Realms.

THE AGE OF CHAOS

The Chaos Gods rule the Mortal Realms. For the Daughters of Khaine, this is an age of secrecy and battle.

THE BEGINNING OF THE CATHTRAR DHULE

Although spared the brunt of the Dark Gods' attention in the early days of the Age of Chaos, it is not long before a

true assault upon Ulgu begins. Dozens of campaigns press inwards, assailing each of the Thirteen Dominions. The greatest nemesis of the Daughters of Khaine is the rapacious greater daemon Luxurious the Keeper.

THE FIRST CAILLICH COVEN

As the wars of the Cathtrar grow, Morathi is forced to call the first Caillich Coven – a summons where every Khainite temple sends a tithe of warriors to the High Oracle. Luxurious' legions are halted at the Battle of Druchxar – too late, however, to save the temple of Neff-Taal from utter corruption at the hands of Chaos.

THE SKAVEN WARS

The Realm of Shadows holds many secrets. Following a hidden path that spirals into a mist-labyrinth, Morathi seeks to establish a new colony, but instead discovers a lair of skaven assassins. So begins a series of retaliatory strikes that escalate into the Skaven Wars, a conflict that sees many Khainite temples raided by the elusive ratmen. From small, running skirmishes to vast battles, each side seeks to uncover and destroy the other's secret strongholds.

THE AGE OF SIGMAR

A new era begins. The Daughters of Khaine emerge from the shadows to aid the forces of Order, but they do so



only when it best suits their own needs and nefarious purposes. This is a time of new expansions, and a time when the war covens have to suppress or hide many of their coveted blood rites.

THE STORM OF SIGMAR

Sigmar launches his new war upon Chaos, beginning with an assault upon Aqshy, but soon sending his armies to all the Mortal Realms. Envoys search Ulgu for Morathi, but her shadow-spells keep all Khainite temples hidden from the God-King. When it finally suits her purpose, the two sides join forces for the first time at the Battle of Dolmen Heights.

RAIDERS FROM THE DEEP

In Ghyran, bands of Idoneth Deepkin emerge from the mists to ambush and capture a war pilgrimage of the Kraith that is aiding Alarielle in the War of Life. Realising there are easier targets, the mysterious sea-beings attempt to strike a truce, but as ever the Kraith are unrelenting. The Kraith pursue their attackers, plunging headlong into the mists with their teeth bared.

GROWING ALLIANCES

With the conclusion of Sigmar's offensive known as the Realmgate Wars, the forces of Order have gained many footholds across the Mortal Realms. As new cities are founded, the Khainites become ever more willing to join with the God-King's forces in order to drive back the counter-attacking armies of Chaos. The Daughters of Khaine fight in dozens of campaigns and hundreds of battles alongside these new allies. Of the different Stormcast Eternal Stormhosts, some never grow to

trust the Daughters of Khaine – notably the Hallowed Knights – while others, such as the Knights Excelsior, accept them gladly, even commending the battle zeal of their new-found allies.

Amongst the sylvaneth, those of the Dreadwood Glade fight most willingly alongside the war covens. As for the people of Azyrheim, it is the Scourge Privateers who most often find common cause with their distant aelven kindred. Some battles break out between the Daughters of Khaine and other factions of Order – such as the Atrocity at Excelsior or the three-day war within Vindicarum – but Morathi is quick to offer amends and punish the most egregious of her own forces.



RISE OF DRAICHI GANETH

Draichi Ganeth becomes the fastest growing of all the Khainite sects. They are the first to open shrines in the newly built cities of Order, and swiftly become the best known of the Daughters of Khaine due to their gladiatorial battles. Their armies frequently fight alongside Sigmar's Stormcast Eternals and the armies that march out of Azyrheim. Draichi Ganeth's destruction of the orruks outside the city of Kurnothea wins them many allies.

THE SEEKERS RETURN

The brief respite that followed the arrival of the Stormcast Eternals in Ulgu comes to an end as more and more mortal and immortal followers of Slaanesh pour into the realm. With the corruption of the shadowpaths by Chaos forces, the battles of the Cathtradr Dhule resume. Slaaneshi-led invasions strike over a dozen Khainite temples, and even Hagg Nar is besieged.

The campaign to control the shadowpath network begins with the First Battle of the Murkfields. With swift invasions, Chaos armies rule the pathways initially, but counter-attacks by war covens reclaim many of the major routes. Across the Shadowlands, such battles still rage, absorbing a great deal of Morathi's attention.

THE DEAD RISE UP

Portents of evil abound as the forces of Shyish gather in strength. Wherever there is a great concentration of Scáthborn, the spirits of the dead rise and attack. Nagash, Supreme Lord of the Undead, seeks to claim those errant aelven souls that have escaped death, for he considers them to be rightfully his. At the same time the Daughters of Khaine are called upon by their Order allies to help defend the major cities from the baleful forces that assail them. Only where political, territorial or monetary gains are to be made does Morathi command the war covens to join the fighting. There are, however, exceptions – whenever the enemy is Slaaneshi or undead in origin, the High Oracle orders her kin to enter the fray with vengeful zeal, for she will never forgive the masters of those two foes.



WAR COVENS OF THE KHAINITES

War covens are the most important organisations to the Daughters of Khaine, for it is through violence that the Khainites expand their territories, defend their temples and worship their god. The war coven structure and hierarchy has been passed down from the High Oracle herself.

There are many sects of Daughters of Khaine, each worshipping a different aspect of the aelf god of battle and bloodshed. Although the rites and rituals might differ, all the Khainites follow a strict hierarchy in their organisation.

All Khainites are either warriors that serve in their religious order, or they are leathanam, disregarded menials who are little more than worker drones. All sects save the Kraith are comprised of both. When battle is called, a temple will send forth its warrior congregation, known as a war coven. Larger sects –

such as Hagg Nar or Draichi Ganeth – have hundreds of war covens across dozens of temples, while the smallest of sects might have but one of each.

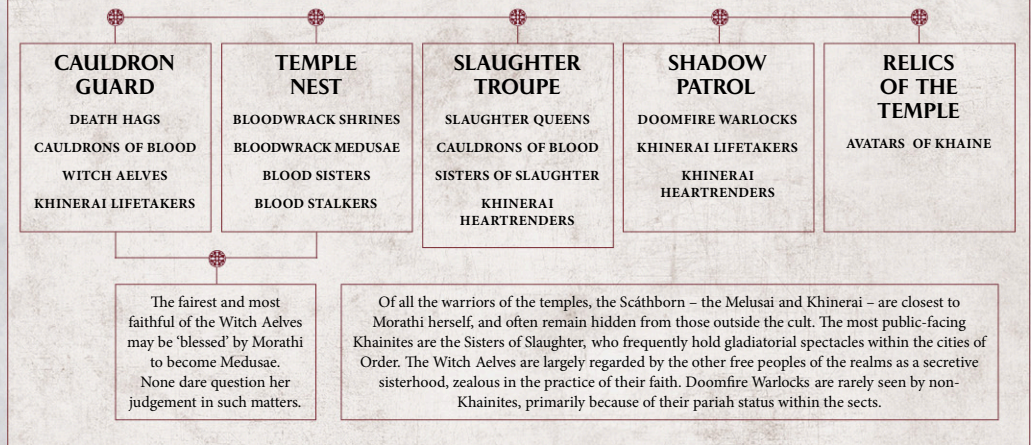
The leaders of a war coven also preside over the blood rites and rituals of their violent cult. First and foremost of them all, regardless of sect, is Morathi, the High Oracle. Her word is law for all sects, and she speaks with the iron voice of Khaine.

Beneath Morathi are the High Priestesses, which include the Slaughter Queens, Hag Queens and Bloodwrack

Medusae. They are the keepers of each shrine's most sacred artefacts, and commanders of the Sisterhood of Blood. The degree of authority held by each of these figures, along with their specific title, varies between the sects. For instance, the Kraith rank Slaughter Queens above the others, and refer to the leader of a war coven as a Bloodqueen, while Bloodwrack Medusae carry greater favour in Hagg Nar, and when one is appointed as leader of a war coven they become a Saim-Supremas. Such is the power of Morathi, however, that her favour can alter any ranking with but a



KHAINITE WAR COVEN



word. Should she favour a particular Kraith Hag Queen over a Slaughter Queen, the war coven's leadership will shift accordingly.

The troops of a war coven are divided into two categories – the Sisterhood of Blood and the Scáthborn. The Sisterhood of Blood are the most commonly seen, and to many they are the face of the Daughters of Khaine. They are the Witch Aelves and Sisters of Slaughter, the gladiatrices that fight public ritualised combats or shady pit fights. While such combats develop the participant's fighting prowess and offer potential to move upwards in the hierarchy, all members of the Sisterhood of Blood long for the rapture of war, where they might be granted Khaine's divine blessings.

The Scáthborn, also known as the Trueborn, Shadowborn or Morathi's Handmaidens, are those creatures formed from the aelf-souls regurgitated by Slaanesh and reformed by Morathi. They are the Melusai and the Khinerai – aelves whose new and twisted forms are often kept out of sight from outsiders, either hidden away in darkened shrines or veiled by illusion.

Most sects treat all Scáthborn as elite formations, where they hold a higher individual and unit ranking than their more comely kin from the Sisterhood of Blood. Certainly, Morathi uses them exclusively for her own honour guard – the vaunted Vyperic Guard, as well as the aerial Harbingers formation. The exception are the Kraith, as they are wanderers with no dedicated temples

of their own, and have less opportunity to secrete the Scáthborn. They do count them amongst their number, hidden by illusion, but tend to rank them less highly than other sects.

'Hear me my sisters, and I will tell you the one truth that matters: power. It matters not where or how we acquire it, only that we do so. We have all felt the taint of what happens to those who are defeated, and it must never happen again. Rise, my Scáthborn, for you are my will...'

- Morathi addressing her Melusai

THE IRON HEART OF KHAINE

Morathi was certain that Khaine had been destroyed when her blood rituals in the god's name no longer rejuvenated her, and she was forced to use shadow magic to extend her life. History had also always taught her that the aelf gods were cyclic beings, and that if any part of them remained they might one day rise again. Even while construction of the temple of Hagg Nar was underway, she looked for signs of the lost god. In Khaine she saw some glimmer of hope, and a plan began to take form in her scheming mind. Alas, her searches – both physical and mystic – uncovered no trace of the aelven god of battle, until finally she heard the faintest of heartbeats in her dreams. Guided by prescience, Morathi began a quest that would take all her guile and arcane skill, but eventually she found what she sought – Khaine's iron heart. It lay intact and was once again beginning to throb with resurgent power. The treasure was guarded by Kharybtar, Father of Kharybdisses. Sensing that the godbeast would be resistant to hostile sorcery, Morathi resorted to seduction, as she was desperate to claim

the heart before it drew the notice of others – most especially her son, Malerion. Yet when attempting to wrest the object for her own, she angered Kharybtar and was forced to do battle. It was an epic struggle that lasted for thirteen days, until Morathi, in her true form, constricted the godbeast in her crushing coils. However, Kharybtar did not lose consciousness before it dealt her a dire blow. Only her ability to absorb the energies beginning to pulse from her new-found treasure allowed Morathi to survive, and return with her secret to Hagg Nar. What happened to Kharybtar none can say...



TEMPLES OF BLOOD

HAGG NAR

Hagg Nar lies deep in the Umbral Veil, the darkest region of the Shadowlands. The first of the Daughters of Khaine temples, it was built atop the Helleflux, a geyser of shadow magic that spews shrouding mists. The greatest icons of their cult are here, including the Svartlepit and the master cauldron, the Máthcoir. None perform the blood rituals with as much authority as do the

Daughters of the First Temple, as those from Hagg Nar are known amongst their kind. They worship Khaine in all his guises, and control several lesser temples in Ulgu as well as smaller shrines in many of the Cities of Sigmar. Always ready to convert blood into tribute, there are no war covens more likely to march with a Cauldron of Blood than those from Hagg Nar.



DRAICHI GANETH

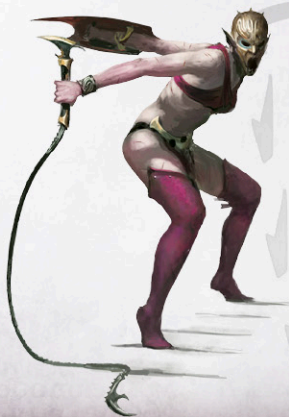
Draichi Ganeth translates as 'the bladed killers'. Their main temple is found in the northern barrens of Fuarthorn in Ulgu, but their war pilgrimages and lesser shrines can be found across the realms. Aelves of this sect are the most commonly seen of all the Daughters of Khaine, and few in the Cities of Sigmar have not witnessed their ritual combat displays. To Draichi Ganeth, it is through the killing blow that Khaine is most honoured, the act of beheading in particular, and they have thus earned the epithet 'the Executioner's Cult'.

The warriors of Draichi Ganeth shun stealth, and make no attempt to conceal their kills. Indeed, their war covens often herald their approach to the enemy before battle with gruesome triumphal processions, so that all might gather to witness the sect's proficiency at murder. They regard the more shadowy Daughters of Khaine as beneath them, and abstain from the use of poisons, for they staunchly believe that a true warrior has no need of anything but athletic poise and prowess with a blade.

THE KRAITH

The sect known as the Kraith, also called the Crimson Cult, are true disciples of slaughter, and have earned a reputation as the least compromising of all the Daughters of Khaine. Their bloodthirsty post-battle rites have led to allies reneging on their compact with the she-aelves out of sheer disgust, and caused even the most stalwart warriors of the Stormcast Eternals to shudder.

The Kraith do not maintain their own temples, for they believe the proper place to worship Khaine is the battlefield. They travel between the temples of other sects, or hire out their services clearing lands of monsters and fighting in gladiatorial arenas. They believe that all others – even other sects – are inferior, suited only to provide blood in which the Kraith might bathe.



KHAILEBRON

This sect has learned well the arts of concealment, stealth and obfuscation. Those who worship at the temples of Khailebron revere the assassin and the unseen killer, and strive to be masters of ambushes and sudden strikes. As a consequence, they are often tasked by Morathi to travel the realms on missions to deliver lethal messages on behalf of the High Oracle, to both enemies and erstwhile allies.



Khailebron's war covens maintain a public facade of performing troupes of blade dancers and graceful pitfighters, but the sect's true rituals are kept well hidden from prying eyes. They arrive in battle shrouded by rolling banks of mist, and revel in misdirection and illusion. Just when the enemy thinks they see the true threat, another attack strikes unlooked for to rip the heart out of their army.

KHELT NAR

Khelt Nar has become the fastest growing of the sects established by Morathi. It began as Ironshard, a single Khainite shrine founded by the High Oracle atop a flat-topped mountain of iron known as the Rothtor. Seeing the potential in that bounteous natural resource, Morathi used powerful sorcery to mould an imposing stronghold from the enormous ferrous precipice, as well as the lands surrounding it.

Despite the layers of shadow magic that obscure the temple-fortress of Khelt Nar, the forces of the Ruinous Powers have located and invaded it no fewer than six times. Each attack has thus far been thwarted but it has meant that the war covens of Khelt Nar have developed a hatred of Chaos that far transcends even that of their rival sects. The Khelt Nar have established over two dozen lesser temples all across Ulgu.



ICONS OF KHAINE

Each of the different Khainite sects can be identified by a unique symbol. Versions of these icons can be seen emblazoned onto banners, sculpted onto temples, tattooed onto flesh or even smeared on with the blood of their enemies.



Hagg Nar



Draichi Ganeth



The Kraith



Khailebron



Khelt Nar





MORATHI

She is the High Oracle of Khaine, the Shadow Queen and grand matriarch of the Daughters of Khaine. She is a creature of magic, manipulation and secrets – a blood-priestess of battle and a mistress of lies and hidden intrigues. She is Morathi, and she would be a god...

Morathi is an ancient being, a seeress unmatched in her mastery of dark magics. In addition to being able to summon the horrors of the nightshade-realm, she has used her spells to morph into a comely form – a radiant she-aelf framed by outstretched wings wrought of shadow-metal. So great is her supernatural beauty that foes stand mesmerised by her rapturous allure. It is a fatal mistake, for Morathi wields her spear Heartrender with cruel efficiency, and her bladed pinions are themselves razor-sharp weapons that can easily lop limbs and heads.

As the matriarchal leader and High Oracle of the Daughters of Khaine, Morathi's every word is law, her every wish a command. With but a chanted invocation she can send members of the already-zealous warrior cult into a fever pitch, causing them to redouble their efforts to slaughter.

When diplomacy, sorcery or seduction are needed, Morathi maintains her aelf-queen guise, but at need, or when in the throes of the strongest of passions, Morathi reverts to her true form. It is a horrific sight to witness. Rippling waves of shadow emanate from her body, partially covering the violent transformation. Writhing sinuously, she twists into a towering new shape. Blazing eyes glow through the eldritch mists, which dissipate as enormous

bat-like wings unfold. Uncoiling to her full height Morathi emerges in her true shape, her flowing hair replaced with venomous snakes that hiss as they strike through the umbral wisps that still cling about her.

Whilst in her Shadow Queen form, Morathi's fury reaches new heights, and she has the power to thrust Heartrender through a pillar of stone. She has been known to wrap foes in her crushing coils, while using her tail's sting and crown of snakes to deliver darting attacks. Most deadly of all, she can focus all the self-loathing and spite inside her into a single transfixing gaze. Those that dare meet her eyes must have a will of iron lest their blood boil and they burst apart.

Once transformed into her monstrous self, it takes time for Morathi's rage to subside – hours, even days, may pass before she can reassume her aelf-queen aspect. So great was her anger during the Blood Strife Wars that she remained in her Shadow Queen form for months.

Throughout her impossibly long lifetime Morathi has been many things – wife, warrior, and the queen and power behind the throne of not one, but two aelven nations of the world-that-was. She was a high priestess of the aelf gods, a consort to daemons and a mother to a son that would ascend

to godhood. During all that time she was a spinner of half-truths and a manipulator of such scale that entire empires moved to the command of her sibilant whispers. That infamous past has been left behind, for Morathi has changed. Upon freeing herself from the torments of Slaanesh she has renounced her conniving plots, re-dedicating herself solely to Khaine. As his High Oracle, it is she who interprets the god of battle's wishes, and commands the war covens of the Daughters of Khaine.

And it is all a lie. Khaine is dead, his last vestiges of power and only hope for resurgence usurped, held within his iron heart and exploited by Morathi for her own benefit.

It is the most dangerous of games that Morathi plays, for she speaks with the voice of a dead god, issuing her own commands to an ever-growing order of religious warriors. Yet daily she draws strength from their blood offerings, while draining Khaine's iron heart dry of every last drop of power she can milk from its metallic chambers.

Morathi hopes to one day reap revenge upon all those who scorned, spurned or tormented her. She would use her rising power to achieve a dark apotheosis. With each drop of blood spilt in her cause, that day draws nearer.



QUEENS AND CAULDRONS

Hag Queens and Slaughter Queens are high priestesses of Khaine, and lead the war covens in both battle and in blood rites. It is they, along with the ominous Cauldrons of Blood, that channel their deity's murderous energies, summoning them through swordplay and shrill invocation.

The High Priestesses of the Khainite Cults are chosen from the covenite sisters – the Witch Aelves and the Sisters of Slaughter – by Morathi herself. The High Oracle often selects the most zealous of the sect for such an honour, but has been known to nominate those who have earned her favour by other means. The initiation rites that follow include a series of gory tests and blessings that culminate in the aspirant's immersion into a cauldron filled with shadow creatures from the nether-domains. Those that survive this final trial emerge more powerful than ever, able to channel Khaine's violent spirit.

HAG QUEENS

The High Priestesses known as Hag Queens are the guardians of Khaine's mysteries, and the leaders of their temple's rites. Through the teachings of the High Oracle the Hag Queens learn secret rituals, words of power and divine incantations that allow Khaine's energies to flow with all the gushing impetus of blood from a severed artery. It is the Hag Queens who mix any necessary poisons, as well as the potions that drive their fellow Khainites into a rapturous battle-rage. Perhaps the most important duty of these priestesses is to prepare the Cauldrons of Blood for the rituals of rebirth. These rites keep the covenite sisters youthful in appearance and

supple in body. All aelves, save the leathanam, have lifespans far greater than those whom they deem 'lesser races', such as men and orruks. Yet many of the covenite sisters, especially the Hag Queens themselves, have lived years beyond even the eldest of aelf-kind. Without their regular rejuvenation baths many would age rapidly or even die.



SLAUGHTER QUEENS

Those High Priestesses awarded the title of Slaughter Queen by Morathi are the martial leaders of the war covens, chosen for their skilled bladework and their fanaticism for dealing death.

In war a Slaughter Queen fights with a sword in each hand, weaving a pattern of red ruin as she advances. The Blade of Khaine – blessed with the furore of war – strikes with blurring speed, while the Deathsword is imbued with Morathi's scorn, and delivers the killing blow with an enchanted edge

that can slice gaping clefts in flesh or armour with even the slightest blow. Like Witch Aelves, a Slaughter Queen wears little in the way of armour, but instead relies upon feints, deft dodges and flawless acrobatics to avoid enemy blows.

A Slaughter Queen is a leader who can spur her war coven on to greater feats of violence or rally their wavering nerves through the sheer force of her will. A Slaughter Queen learns the killing words of power – appellations of Khaine that when shouted at the correct pitch can smite down an enemy or even blunt an incoming spell. She advances to battle either on foot or mounted upon a Cauldron of Blood.

CAULDRONS OF BLOOD

For a battle worthy of their finest ritual offerings, the war covens of the Daughters of Khaine bring forth the greatest of their religion's icons – the Cauldrons of Blood. Mounted on iron-shod wheels, these mobile shrines grind forward, propelled solely by the incantations of their riders, as if the machine itself was lured onwards by the promise of carnage.

Each Cauldron of Blood lies heavy with dark enchantments, its mere presence in the battle line inspiring to the Daughters of Khaine. When a Hag Queen accompanies the altar, she brings the

blood within the iron vat to a furious boil until it gives off billowing clouds of crimson steam. This offers strange protections, and Khainites nearby find themselves able to shrug off wounds or dodge blows more easily. Those fortunate enough to be offered a draught of the cauldron's brew find themselves plunged into an ecstasy of violence, their martial prowess magnified by the Lord of Murder. Brought to life by the blood rituals, the iron statue of Khaine upon the shrine roars its anger in torrents of molten metal blood, or swings its massive sword to hack down those that dare close with the cauldron. Sometimes these iron golems are given a life of their own, so that they stride the battle lines autonomously, fighting alongside their worshippers as powerful icons of the Murder God.

It is said that the Cauldrons of Blood are gifts from Khaine himself, who bestowed them upon his Daughters as a reward for their dedication to his cause. This, at least, is Morathi's claim each time she gifts one of the great iron cauldrons to the temple of a newly founded Khainite sect.

The covenites see it as a sign of their god's favour that the cauldrons never seem to overflow, no matter how much blood is poured within them following a battle – all assume Khaine himself takes the surplus as an offering. This is not the case, however – those fluids flow back to Hagg Nar through Morathi's magics, to the Mother of all Cauldrons, the Máthcoir. So does the High Oracle absorb and repurpose the blood's energies, using them for her own nefarious gain.



WITCH AELVES

The heart and soul of the Daughters of Khaine are the warriors known as Witch Aelves. Bloodthirsty and eager zealots, they fight at the forefront of nearly every war coven, seeking to lose control in the wanton frenzy of battle to better honour their violent god.



Witch Aelves are devotees of Khaine, their entire lives dedicated to serving their bloodthirsty deity. In stoic fashion they train endlessly. Weapons practice and mock duels take up the majority of their daily lives, yet these are not mere military drills, but religious ceremonies, treated with all the gravitas that other cults might use when reading their most holy of tomes or offering prayers to their god. For Witch Aelves, ritual combat hones martial prowess and sates a craving for violence, while duels fought against prisoners, captured beasts or gladiatorial opponents offer a chance to spill blood. However, it is only in battle where the followers of Khaine can truly immerse themselves in the holy rapture that bonds their souls with Khaine.

Witch Aelves fight with long daggers known as *sciansá* – steel blades tempered in blood and blessed by the Hag Queens. The *sciansá* is a holy tool for the worship of Khaine. Its razor-sharp edge slices easily through flesh, while some bear a notch that, with a subtle twist, causes maximum pain and profuse bleeding. Whether wielded in a pair or accompanied with a bladed buckler, a Witch Aelf weaves her *sciansá* in a blurring flurry of deadly attacks.

Before battle it might be said that Witch Aelves are staid, reserved or even cold, but in the midst of combat all of that is left behind. With an explosion of movement, Witch Aelves spin, feint, dodge and pirouette, twirling their blades in an increasingly violent dance. Steady voices become shrill with battle-lust and chants become shrieks. The presence of High Priestesses of their order inspire them to greater acts of carnage still, as does their own vicious bloodletting. As a Witch Aelf battle line devolves from an ordered march to a whirlwind of stabbing and slicing, they truly lose all self-control. Still-beating hearts are ripped from victims' chests and flesh is daubed with gore-red runes. Dancing like pale shadows the Witch Aelves weave a scarlet path through the orgy of destruction, revelling in the spray of jetting arteries.



SISTERS OF SLAUGHTER

Merciless masters of the lash, the Sisters of Slaughter leap into the fray and do not cease until all their foes lie dead. Sometimes even that is not enough to stop these vicious killers, for to them mutilation and bloodshed are acts of purest devotion to their cruel deity.

To the Sisters of Slaughter, combat is everything. Their entire lives are dedicated to fighting – melee is worship, and each drop of blood spilt is an offering to Khaine. They fight in an exaggerated style, spinning, leaping and posing dramatically as they use their whips and blades to trace ancient runes in enemy flesh.

The Sisters of Slaughter are a sub-cult considered extremist even by other Khainites. Whether absorbed by revenge or overcome with the murderous spirit of Khaine, the warriors take the vow of *druharú*, and don masks of living metal. Once, these were worn solely for the *Khielt-gadh*, a ritual combat that recreated the mythic battles of Khaine against the Chaos powers. In an excruciating rite using boiling blood and spells of bonding, those who would join the sisterhood permanently graft the helms onto their heads, the metal leering ever more cruelly as it scents blood. Only the most committed choose the face of Khaine over beauty. The screaming lasts for hours. Yet the trial is not complete until they have fought a series of ceremonial duels against established members. Those that do not succumb to blood loss become Sisters of Slaughter – gladiatrixes insanely dedicated to fighting in the name of Khaine.

Barbed whips – *kruip-lash*, in their own tongue – are the weapon of choice for the Sisters of Slaughter, and each practises her weaponcraft to levels of skill and precision only an aelf could achieve. With a simple flick of her wrist, a Sister can crack her *kruip-lash* so that it shears a gloomfly in half – an amazing feat, for the thumbnail-sized insects blend in with the cloying mists in which they are found. When the barbed whips are used in battle, the effect is far more devastating – the serpentine coils snap out to sever limbs, lacerate eyes or puncture armour to flay the flesh beneath. Some Sisters battle with a short stabbing blade in addition to their lash, while others prefer a bladed buckler that can turn enemy strikes and deliver a lethal counter-blow of its own.



BLOODWRACK SORCERESSES

Foes fall twisting in pain as the Bloodwrack Shrine closes upon them. Shadowy and disturbing images flash upon the arcane mirror, drawing opponents' eyes closer to the blood-bursting gaze of the writhing creature that slithers at its base. With a crash, the bladed shrine strikes home...



BLOODWRACK MEDUSAE

The ritual in which the serpents that crown Morathi in her Shadow Queen form bite a Witch Aelf may be regarded as both a boon and a curse. It is treated as a high honour by the Daughters of Khaine, and results in the agonising transformation of the chosen into a monstrous being blessed with a portion of Morathi's strength and magic. Bloodwrack Medusae wield sorcerous energies, and their eyes blaze with the power of death. Any who meet a Medusa's gaze find their body exsanguinated in a welter of gore. Those selected for the *Slith-onóir* – the ritual of receiving Morathi's special venom – are sometimes the rising champions of their sect, but others are chosen because they are openly contentious over Morathi's strictures. Regardless, after the ritual, Bloodwrack Medusae become Morathi's most faithful and loyal servants.

BLOODWRACK SHRINES

Some Bloodwrack Medusae are borne into battle atop mobile shrines. Propelled by unseen magics, the bladed Bloodwrack Shrine grinds forward to crash into the enemy battle line. Two shrineguards armed with long goadspears strike out, while the writhing Medusa uses her whisperclaw, spear and deadly gaze to join the slaughter. As formidable as the shrine is in close combat, however, it has another, more sinister purpose. A strange mirror known as a *scáthmre* stands at the shrine's centre, reflecting not just the Bloodwrack Medusa's deadly gaze, but also an agonising aura, a shadowy projection of the scathing hatred harboured by the monstrous serpentine creature.

*'Sssoon you too will feel your heart grow colder;
you will shed your skin into scales and be reborn
in the image of our one true master...'*

- Final Ritual of the Slith-onóir



MELUSAI

The dreaded Melusai are Scáthborn who bear the lower bodies of great serpents. They are cruel, cold-blooded and eager to inflict pain – seemingly the ideal Khainites – and serve Morathi as the elite ground-assault troops of her war covens.

The Melusai were once the souls of aelves devoured by Slaanesh. Upon being freed from that hellish incarceration, their energies were portioned off to Morathi. There, in the dungeons beneath Hagg Nar, these souls were mixed with shadow magic and Morathi's own blood to be reborn, reshaped in the image of their creator. Each of the Melusai is imbued with magic and the utmost faith in their master, along with a scornful hatred of their former enslaver, Slaanesh. Melusai are allocated to each temple sect of the Daughters of Khaine, acting not only as elite guard formations, but also as clandestine eyes and ears for the High Oracle, informing upon those that question the order of things, or ask too closely about Morathi's goals. Because of their strange appearance, Melusai stay out of sight, either secreted inside the darkened temples of Khaine or disguised by illusion to appear as other aelves. Although it is rumoured that there might be additional forms, during open battle two kinds of Melusai are regularly seen amongst the war covens.

BLOOD SISTERS

Blood Sisters are powerful warriors used as bodyguards to High Priestesses or Bloodwrack Medusae, or as a potent vanguard for the war covens. Each Blood Sister is equipped with a heartshard glaive – a heavy polearm ideal for driving through armour and ribs to cut out an opponent's heart. Blood Sisters can also channel the blackness of their tainted souls into a strike known as the 'scáth touch'. The lightest contact from such a blow can transform the victim into coiling mists, which solidify into an unmoving crystal statue that is still horrifically aware. As sensualists, the Blood Sisters consider an eternity of sensory deprivation the worst of all possible fates, hence their delight in inflicting it upon others. The ultimate in cruelty is for a Blood Sister to thrust her glaive quickly enough to slice out a foe's beating heart even while the scáth touch turns them to crystal. To be trapped forever in a state of unbearable pain is but a small sample of the torment the Melusai themselves have endured.

BLOOD STALKERS

The Blood Stalkers are Morathi's elite archers, a venomous guard who rain death from afar. Each bears a heartseeker bow, a weapon carved from the wood of the sentient ashdusk tree. The arrows loosed by such bows are blessed by Hag Queens, and imbued with the same enchantments as those that guide Morathi's own spear, Heartrender. With uncanny accuracy, these missiles streak across the battlefield to pierce their targets through the heart. In close combat, Blood Stalkers wield *scianlar*, long daggers forged to absorb the energies released when the bearer cuts the vital organs from the corpses of their victims after battle. Though it may seem so to their less monstrous sisters, these are no gory offerings to Khaine, but tributes destined to strengthen the Melusai's true master, Morathi.

Fheltóir placed the dripping heart in the altar's brazier and stepped back to watch the flames feed upon the sacrificial organ. The unnatural red light cast eerie shadows across the towering statue of Khaine. Fheltóir did not cross her daggers over the blood-fuelled fire, nor did she recite the traditional mantras. Instead, she spoke her own benediction.

'Here, Khaine, is the heart of the Hag who thought to lead our sisterhood. I hated her for she favoured the High Oracle over you, but I killed her because she was weak.' Fheltóir did not know if her god would hear, or how he might react, but she did not expect what happened next. Agonising pain paralysed her, as her body began to transform into crystal.

'Not wise...' hissed a voice from the shadows. Up rose Scála, a Melusai of the Blood Sisters and Keeper of the Shrine. 'It is the High Oracle alone who speaks with the Word of Iron.'



DOOMFIRE WARLOCKS

Dark shapes hurtle through the fog, shrouded from sight until they burst forth at speed. Masters of misdirection and hit-and-run attacks, Doomfire Warlocks encircle the foe, whittling them down with sorcery and crossbow fire before goading their steeds to charge in for the kill.

The Doomfire Warlocks are the light cavalry of the war covens. They harass foes with blasts of arcane flame and volleys of black-fletched bolts, worrying the enemy's flanks and slaying unprotected targets. As the main Khainite formations become engaged, these swift riders will charge in, scimitars drawn, to help overwhelm and finish off their distracted victims. Up close, Doomfire Warlocks are gaunt and pallid, their black eyes haunted and lacking any emotion save spite. Emblazoned upon their brows are hateful runes that cause them great pain, yet are also vital to keeping them alive. They are, quite literally, a cursed lot.

There are few male aelves in the temples and cities of the Daughters of Khaine, and fewer still in the military hierarchies of the war covens. This is no accident, but by nefarious design. Only the weakest and most broken of souls retrieved from Slaanesh by Morathi are used to create male aelves, and these are destined to serve as leathanam, wretches used by the Khainites for menial labours and worse. They are worked hard, fed poorly and drained of blood in daily rituals. It is Khaine's wish that only the strong survive; the weak must either perish or perform some task deemed worthy enough to warrant the gift of maintaining their paltry existence.

Not all aelf males are formed from souls that have been recovered from their torturous existence inside the Great Enemy. Those birthed to covenant sisters in the conventional fashion are likewise afflicted with a weakness of the body and spirit. This too is no coincidence, for the High Oracle long ago wrought a secret malediction that would touch all sons born of the Daughters of Khaine, allowing her to siphon off a portion of their soul-stuff to add to the ever-growing font of power stored by the Máthcoir.

Yet despite the crippling difficulties stacked against them, a number of these male whelps grow stronger than the others. These few, nurtured by the shadows themselves, develop an affinity with the darkness and an ability to absorb the mystic energies of Ulgu. Although Morathi recognises the potential of these males, she is leery of power she herself has not granted. To ensure their faith, each is branded with runes of control, although they are told such marks are wards against the soul-thievery of Slaanesh.

THE FATE OF KHAINE

Consumed in the fires of the demise of the world-that-was, the aelf gods were destroyed. They had ever been cyclical in nature, and it was possible that they could one day reform; however, there were many factors against them. Their worshippers were gone, and what little power they still possessed was sought after, especially by the Chaos Gods. Nagash too stalked the underworlds, while the coiled shadow of Malerion fed on blackness itself.

Many sought the broken shards of Khaine, though the greater number were claimed by Khorne. The Blood God melted that essence down and used it to forge weapons for his worthiest Bloodthirsters. Yet one item alone resisted the nova-blasts of Khorne's furnaces – the iron heart of Khaine. Again and again it was pounded, yet it would submit to neither hammer nor anvil. Enraged, the Blood God squeezed it for an age of mortals, but only eight drops of blood came forth, each smouldering upon the ground. When Khorne could gain no more satisfaction, he hurled the heart in snarling frustration. How the last remnant of the fallen god passed through the realms and ended in the lair of Kharybtar, father of Kharybdisses, before ultimately being recovered by Morathi is a tale in itself, for many others were drawn to its throbbing energies.



KHINERAI HARPIES

Shrieking harridans of the skies, the Khinerai Harpies descend from the clouds upon membranous pinions. They are the winged Children of Morathi, her vengeance given flight, and nowhere on the battlefield is safe from their vicious, swooping attacks.

Similar to their kin the Melusai, the Khinerai Harpies are the twisted offspring of daemon-tainted aelf soul, Morathi's blood and magics, and vengeance itself. All Khinerai are formed in Hagg Nar, where their broods can be found upon the soaring Ashspires. At each shade solstice, the ritual of Gristead takes place, and Morathi chooses flocks to send to each temple-sect across the Mortal Realms.

KHINERAI HEARTRENDERS

The Khinerai Heartrenders sweep out of the skies, dark streaks that cut swiftly through low clouds. With streams of vapour still clinging to their bodies, the winged aelves pull up, using their forward momentum to help launch cruelly barbed javelins with great force. These spike-ridden spears travel with such velocity that they can skewer both a mounted warrior and their steed, and still maintain enough impetus to embed themselves deep into the ground. The Heartrenders do not stop to watch, however, and are instantly flapping away to another part of the battlefield, new javelins materialising out of the mists into their hands. Constantly in motion, they quickly dart out of range of any return attacks, all the while their hawk-sharp eyes scanning for their next victims. Should a tempting enough target present itself, the Heartrenders will forgo their missile assault and dive straight into combat.

KHINERAI LIFETAKERS

Tucking their wings close, the Khinerai known as Lifetakers plummet downwards at high speeds. At the last moment they spread their leathery pinions, snapping their descent as they swing their sickle-blades with maximum force. Foes that survive this devastating assault can strike back, but any who fight the Khinerai must be on guard, for they are masters at using

their claw-like heartpiercer shields to not only parry blows but to puncture vital organs. Even as nearby enemies rally to pin the Khinerai Lifetakers in combat, the Harpies rise above the melee in a flurry of beating wings, looking for the most vulnerable target to strike next. For such unfortunates, the last thing they will hear is a sudden rush of wind before the Lifetakers' deadly assault reaps its toll.





THE WAR COVENS OF KHAINE





With their kruiplashes snapping, the Sisters of Slaughter lead the charge beneath the all-seeing gaze of Morathi.



Blood and ritual, slaughter and war. From out of the Shadowlands of Ulgu, Morathi leads the Daughters of Khaine.



Hagg Nar
Witch Aelf Hag



Kraith
Sister of Slaughter



Khailebron
Witch Aelf



Draichi Ganeth
Witch Aelf



Khelt Nar
Witch Aelf



After unravelling her enemy's illusionary magics, Morathi leads a war coven to crush the servants of Tzeentch.



Morathi sends her forces crashing into the undead lines, for none may assail the Temples of Khaine with impunity.



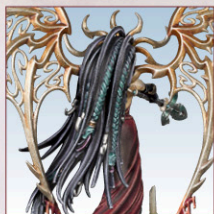
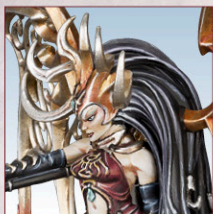


Led by a Bloodwrack Medusa, Blood Sisters and Blood Stalkers prepare to eradicate another orruk tribe.



Hurling bolts of dark flame, Doomfire Warlocks spearhead a war coven centred around a Cauldron of Blood.

'EAVY METAL



Morathi's cold but stunningly beautiful appearance is accentuated by bladed wings of gold.



In her true form, Morathi bears the magical runes of her cult and carries the fabled iron heart of Khaine.



Morathi, High Oracle of Khaine

Morathi, the Shadow Queen



Blood Stalker Krone



Blood Stalkers



Blood Sister Gorgai



Blood Sisters



Khineraï Lifetaker Harridyn



Khineraï Lifetakers

'EAVY METAL



Khinerai Heartrender Shryke



Khinerai Heartrenders



Witch Aelf Hag



Witch Aelves



Witch Aelf Standard Bearer



Master of Warlocks



Doomfire Warlocks

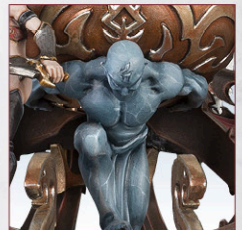
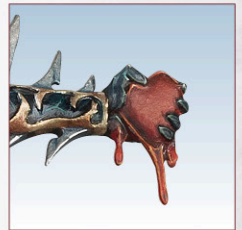




Slaughter Queen on Cauldron of Blood



When animated by sorcery, the Avatar of Khaine can spew torrents of burning blood into the enemy.





THE DISCIPLES OF HAGG NAR

If you are going to conquer the Mortal Realms, it helps to have an army, and there are none more vicious than a Daughters of Khaine war coven. These pages offer a brief guide to mustering your own fanatical force, and show an example of a war coven.

When collecting a *Warhammer Age of Sigmar* army, it's a good idea to have a plan. The choices you make when deciding which units to include in your army might be based on the look of the models, how you envision them

performing on the tabletop, a narrative found in a battletome or perhaps one of your own invention, or anything in between. There is no single right way to collect your force! Here is how we assembled the Disciples of Hagg Nar.

First, we centred our war coven around Morathi. Her Shadow Queen incarnation is simply too amazing a model to pass up – it's a joy to paint too, and a terror upon the battlefield. To fill out the requirements for the



Temple Nest warscroll battalion, we needed to surround her with two units of Blood Stalkers, two units of Blood Sisters and a Bloodwrack Shrine. These elite warriors make a powerful bodyguard, and their inclusion gave us a bonus battalion ability on top. To increase the war coven's numbers we added Sisters of Slaughter and Witch Aelves – fast-moving infantry that can really unleash a lot of attacks, especially when led by a Slaughter Queen.

For high-flying, mobile units, some Khinerai Heartrenders and Lifetakers were added. Finally, we included the might and augmentative powers of a Hag Queen on Cauldron of Blood. This gave us all the requirements to field both a Slaughter Troupe and a Cauldron Guard battalion, giving the army even more formidable abilities. This force will hit hard, and has some potent shooting ability. We're now ready to spill blood in Khaine's name!

1. Morathi, the Shadow Queen
2. Bloodwrack Shrine
3. Slaughter Queen
4. Hag Queen on Cauldron of Blood
5. Blood Stalkers
6. Blood Sisters
7. Khinerai Heartrenders
8. Khinerai Lifetakers
9. Sisters of Slaughter
10. Witch Aelves

PAINTING YOUR DAUGHTERS OF KHAINE

A Daughters of Khaine army presents many opportunities to experiment with different skin tones, hair colours, textures and special effects. What follows here is a brief but straightforward guide, including key painting techniques and stage-by-stage walkthroughs to help you paint your war coven.

PALE SKIN



1 Undercoat with Corax White, then basecoat the skin with Pallid Wych Flesh.



2 Next, apply an all-over wash of Reikland Fleshshade to the skin.



3 Then, apply a layer of Pallid Wych Flesh, avoiding the shaded areas.

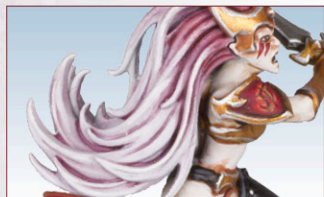


4 Highlight the skin with White Scar, adding dots for the eyes.



5 Lastly, with Rhinox Hide, add dots to the eyes and fill out the mouth.

HAGG NAR HAIR



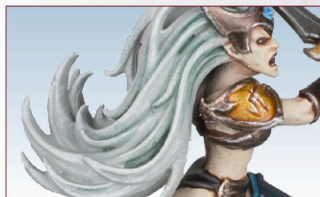
Undercoat with Corax White and shade with an even blend of Carroburg Crimson and Lahmian Medium. Layer the individual strands with White Scar, and glaze with Bloodletter towards the head.

KHELT NAR HAIR



Basecoat the hair with Abaddon Black, then highlight with Mechanicus Standard Grey and Administratum Grey. For the pink streaks, use Screamer Pink, Pink Horror, then Emperor's Children.

KHAILEBRON HAIR



Start with a basecoat of Celestra Grey. Apply an all-over wash of Coelia Greenshade evenly mixed with Lahmian Medium. Drybrush with Ulthuan Grey and finish with an edge highlight of White Scar.

BLOOD SHARDS & HEARTS



1 Begin with a basecoat of Khorne Red.



2 Edge highlight with Evil Sunz Scarlet.



3 Further bring out the details with Fire Dragon Bright.

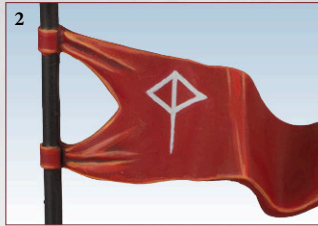


4 To finish, apply an all-over glaze of Spiritstone Red.

BANNER DESIGNS & TATTOOS



Carefully sketch out a diamond shape with Celestra Grey using an S Layer or Artificer Layer brush.



Next, add a vertical line down the centre of the diamond.



Now, paint two diagonal lines coming off the base of the diamond, forming a cross.



Add two more vertical lines, slightly curved, to finish the design. Tidy any mistakes with the original base colour.



You can use this same basic technique to add more symbols to your models in any colour you wish.

TOP TIP

It's a good idea to sketch out a symbol using a pen and paper before you attempt to paint it freehand on any of your models. Have it nearby as a reference while you paint. Mistakes can be tidied up by carefully applying the same base colour used for the area of the model you are painting on.

BLOOD



To paint large pools of gore like that in this cauldron of blood, start off with a basecoat of Mephiston Red. Follow that with an all-over wash of Agrax Earthshade. Drybrush with Evil Sunz Scarlet to pick out the texture, before adding a highlight of Fire Dragon Bright. To finish, apply 'Ardcoat for a glossy sheen.



To add smears of gore to weapons and armour, first gently flick the surface with Rhinox Hide, before liberally applying Blood for the Blood God.

TOP TIP

One thing to bear in mind when painting blood on your miniatures is that less is often more. Slathering too much Blood for the Blood God all over your models will make them look messy, and distract from finer details. The visual effect of a few carefully applied patches will be far more striking. Apply only a small amount of Blood for the Blood God to your paintbrush at a time, then angle your brush strokes in order to create convincing streaks. Slowly build up the layers of paint until you're happy with the result, rather than applying one thick layer.

MELUSAI SCALES



For the crimson areas, basecoat with Mephiston Red, then apply a wash of Agrax Earthshade. To finish, lightly drybrush with Kindleflame. For the black areas, simply basecoat with Abaddon Black and carefully edge highlight with The Fang. For the orange areas, apply a basecoat of Jokaero Orange, wash with Reikland Fleshshade, then edge highlight with Bestigor Flesh.



Spray with Corax White. Wash the outer skin with Coelia Greenshade, and drybrush with Skink Blue. For the purple areas, basecoat with Abaddon Black and highlight with Xereus Purple. Finish with a second highlight of Warpfiend Grey. For the red scales, basecoat with Khorne Red, wash with Nuln Oil and highlight with Evil Sunz Scarlet. Finish with a second highlight of Fire Dragon Bright.



Start with an undercoat of Corax White spray. For the green areas, layer with Elysian Green and then shade with Biel-Tan Green. Drybrush with Ogryn Camo, and finish with a highlight of Krieg Khaki. For the grey areas, basecoat with Celestra Grey, then wash with an even mix of Coelia Greenshade and Lahmian Medium. Add a final highlight of Ulthuan Grey. (For the red scales, see left.)

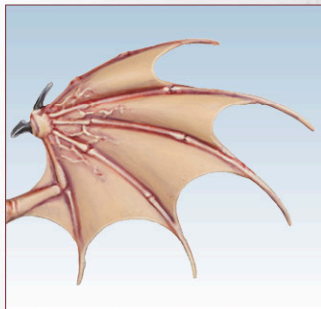
KHINERAI WINGS



Basecoat the skin with Khorne Red, then apply a recess shade of Nuln Oil. Highlight with Wazdakka Red, and then apply a second highlight of Wild Rider Red. For the claws, basecoat with Ushabti Bone, shade with Seraphim Sepia, and then highlight with Screaming Skull. Apply a final highlight of Pallid Wych Flesh.



Basecoat the skin with Abaddon Black. Next, apply a highlight of Xereus Purple, then Warpfiend Grey, and then a fine highlight of Emperor's Children on the extremities. For the claws, also basecoat with Abaddon Black. Next, add a highlight of Kabalite Green and then a second highlight of Administratum Grey.



Spray Corax White. Layer with Kislev Flesh, and wash with thinned-down Druchii Violet. Tidy with Kislev Flesh, and then work Blood for the Blood God into the recesses. Highlight with Flayed One Flesh. For the claws, basecoat with Abaddon Black, then highlight with Mechanicus Standard Grey and Administratum Grey.

BLOODWRACK SHRINE MIRROR



There is a simple but very effective technique you can use to replicate the reflective surface of glass and mirrors on your models. To begin, basecoat the area with Celestra Grey (1). Next, mix together a half-and-half blend of Coelia Greenshade and Lahmian Medium and apply a small amount into the recesses around the edge of the mirror (2). Then, lightly dapple this mix onto the mirror's surface, building up the colour on one side so that you get a smooth transition from light to dark. Remember to keep the paint thin – it's always easier to build up the colour gradually than to correct errors if you apply too much at once. Next, thin down some Ulthuan Grey with Lahmian Medium and carefully apply a few thin coats onto the lighter side of the mirror (3). Finally, apply Ardcoat across the entire area for a shiny finish (4).

SISTERS OF SLAUGHTER MASKS



Basecoat with Retributor Armour. Apply a thinned wash of Blood for the Blood God into the recesses, and tidy up the flat areas with more Retributor Armour. Finally, highlight with Stormhost Silver.



Basecoat with Ironbreaker, then shade the recesses with Drakenhof Nightshade. Next, apply a wash of Soulstone Blue thinned with Lahmian Medium. To finish, edge highlight with Stormhost Silver.

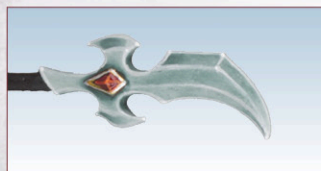


To start, basecoat the mask with Khorne Red, then wash all over with Nuln Oil. Layer with Evil Sunz Scarlet, avoiding the shaded areas, and finish off with a highlight of Fire Dragon Bright.

TOP TIP

A simple way to paint any gold areas on the masks is to basecoat them with Retributor Armour, then apply a wash of Reikland Fleshshade. Layer with another coat of Retributor Armour, avoiding the shaded areas, and finish with an edge highlight of Stormhost Silver.

HEARTSHARD GLAIVES



Basecoat the blade with Celestra Grey, then apply a wash of Coelia Greenshade. Highlight with Ulthuan Grey, and finish with an edge highlight of White Scar.



Basecoat with Leadbelcher. Next, apply a few thin coats of Blood for the Blood God. Lastly, highlight the edges and add some scratches with Stormhost Silver.



Start with a basecoat of Leadbelcher. Next, apply an all-over wash of Druchii Violet. To finish, simply add a fine highlight of Stormhost Silver to the edges of the blade.



IN THE NAME OF KHAINE





FORCES OF KHAINE

On the following pages you will find exciting rules for your Daughters of Khaine army. These include powerful allegiance abilities, magic spells and items, a new battleplan, and warscrolls and battalions that describe the armies of Morathi in games of *Warhammer Age of Sigmar*.

ALLEGIANCE ABILITIES

From shadowy magic and blood-fuelled prayers to esoteric artefacts of incredible power, this section provides rules and abilities for DAUGHTERS OF KHAINE armies.



ALLEGIANCE

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

On the following pages you will find a set of allegiance abilities that can be used for an army that has the DAUGHTERS OF KHAINE allegiance. In order to have the DAUGHTERS OF KHAINE allegiance, all of the units in the army must either have the DAUGHTERS OF KHAINE keyword, or be assigned the DAUGHTERS OF KHAINE keyword during set-up.

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

Battle Traits: An allied army fights with unity and cohesion, granting it additional boons. See page 50 for the battle traits available to DAUGHTERS OF KHAINE armies.

Command Traits: Each leader has their own style of command. See page 51 for the command traits available to DAUGHTERS OF KHAINE generals.

Artefacts of Power: These deadly treasures are borne by the mightiest champions of the Daughters of Khaine. See pages 52-53 for the artefacts your HEROES can be gifted.

Lores of Shadows: Morathi and her sorcerous followers wield the power of Ulgu in battle, unleashing shadow magic to beguile, befuddle and destroy their victims. See page 54 for the spells available to WIZARDS from your army.

Prayers of the Khainite Cult: Devoted followers of Khaine can beseech their god for aid in battle. See page 55 for the prayers available to PRIESTS from your army.

NAMED CHARACTER

Morathi is the supreme leader of the Daughters of Khaine, with her own personality and items of terrifying power. As such, she cannot have any additional command traits or artefacts of power in either of her forms.

MOUNTS

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



BATTLEPLAN

The Daughters of Khaine have their own unique methods and tactics in war – the battles they fight are unlike those of any other army. The battleplan on page 60 allows you to wage war as the High Oracle wills it.

PATH TO GLORY

On pages 62-65 you will find rules for playing a Path to Glory campaign and warband tables to help you collect your army.

WARSCROLL BATTALIONS

Pages 70-75 describe formations made up of several units that combine their strengths to gain powerful new abilities.

WARSCROLLS

Pages 76-87 describe the characteristics and abilities of the individual Daughters of Khaine models and units.

THE TEMPLES OF KHAINE

There are a number of different sects dedicated to Khaine, each fixated on a different aspect of their patron, and each maintaining their own war covens and temples. All bow before Morathi, but there are rivalries, as each sect strives to hold the greater part of their god's favour.

You can organise your collection of DAUGHTERS OF KHAINE miniatures as an army from one of the major temples of Khaine simply by painting it in the temple's colours. All DAUGHTERS OF KHAINE units and warscroll battalions in the army are then considered to be from that temple. For example, if you decided to organise your collection into an army of the Kraith, each unit would be considered a Kraith unit, and each warscroll battalion would be considered a Kraith warscroll battalion. This does not change their allegiance.

When you organise your collection to be an army from one of the four temples listed in this section, it benefits from a unique extra ability, has access to a bespoke command trait or artefact of power, and can include additional units in certain warscroll battalions. The rules for four of the major temples are presented on the following pages.

If you have created your own temple, you can simply use the rules for the temple whose backstory most closely resembles that of your own. For example, if you decide that your temple is known for its high numbers of Melusai, then you may wish to use the rules for Khailebron. If you do, then simply substitute the word 'Khailebron' with the name of your own temple in the rules for Khailebron on page 59.



ALLEGIANCE ABILITIES

Like a whirlwind of flashing blades, the war covens of the Daughters of Khaine are fast and deadly. This section describes the battle traits that a Daughters of Khaine army possesses, the command traits that its general can have, and the artefacts of power its heroes can be given.

BATTLE TRAITS

A DAUGHTERS OF KHAINE army has the following battle traits:

Fanatical Faith: *Such is the power of their belief that their god will protect them that the Daughters of Khaine can seemingly ignore mortal injuries.*

Roll a dice each time a wound or mortal wound is allocated to a friendly DAUGHTERS OF KHAINE model. On a 6+ the wound is negated.

Blood Rites: *As the Daughters of Khaine fight in battle they are led by priestesses in holy rites of bloodletting. As more and more sacrifices are offered to Khaine, these rituals grow in volume and potency and the faithful are imbued with a mote of their god's power.*

Friendly DAUGHTERS OF KHAINE units gain an ability each battle round, as shown on the table to the right. Note that all abilities are cumulative. For example, in the second battle round, re-roll rolls of 1 when a friendly DAUGHTERS OF KHAINE unit runs and also when it charges.

BLOOD RITES TABLE

Battle Round	Ability
--------------	---------

- | | |
|---|--|
| 1 | Quickening Bloodlust: <i>As battlelines are drawn, the hearts of Khaine's followers thump harder and their strides grow longer as they anticipate the battle to come.</i> |
|---|--|

Re-roll run rolls of 1 for this unit.

- | | |
|---|--|
| 2 | Headlong Fury: <i>Reciting the catechism of crimson hate, the Daughters of Khaine ready their blades and rush forwards in their eagerness to begin the slaughter.</i> |
|---|--|

Re-roll dice rolls of 1 when making charge rolls for this unit.

- | | |
|---|---|
| 3 | Zealot's Rage: <i>The faithful chant the seventeen secret names of Khaine as they vent their rage in a flurry of blades. As they do so, the spirit of their murderous god is drawn to the battlefield.</i> |
|---|---|

Re-roll hit rolls of 1 for this unit. In addition, if this unit is an AVATAR OF KHAINE, it always counts as being Animated (see the model's warscroll).

- | | |
|---|--|
| 4 | Slaughterer's Strength: <i>Having anointed their blades with the foe's blood, Khaine's flock are imbued with shocking strength.</i> |
|---|--|

Re-roll wound rolls of 1 for this unit.

- | | |
|----|---|
| 5+ | Unquenchable Fervour: <i>With due sacrifice offered, the faithful are gripped by a vision of Khaine that banishes mortal fears and pain in an instant.</i> |
|----|---|

Re-roll save rolls of 1 for this unit. In addition, you do not need to take battleshock tests for this unit.

COMMAND TRAITS

If the general of a DAUGHTERS OF KHAINE army is a HERO, they can have one of the following command traits in addition to any others they have. You can either pick the trait or roll a dice to randomly determine it. If, for any reason, you must select a new general during a battle, immediately generate a trait for them.

'Listen sisters – our cauldron thirsts... Do not stop the slaughter until we have felt the hot lifeblood of every foe. Kill them. Kill them all.'

- Krylla, on the eve of the Solstice Slaughter

D6 Command Trait

- 1 Bathed in Blood:** *This general has bathed in the blood of the sacrificed before battle, rejuvenating herself and granting her healing powers.*

Increase this general's Wounds characteristic by 1. In addition, at the start of each of your hero phases, you can heal 1 wound that has been allocated to this general.

- 2 Zealous Orator:** *This general is a skilled demagogue whose fiery oratory and utter disdain for weakness inspires their followers to fight on in the face of impossible odds.*

Friendly DAUGHTERS OF KHAINE units within 14" of this general use this general's Bravery characteristic instead of their own.

- 3 Bloody Sacrificer:** *This general has sacrificed a hundred victims upon the altars of her temple, and is just as adept at offering lives to Khaine on the battlefield.*

Add 1 to hit rolls for this general's weapons.

- 4 Terrifying Beauty:** *This general is possessed of a supernatural beauty that both enchants and terrifies her foes.*

Subtract 1 from the hit rolls of attacks that target this general.

- 5 Mistress of Poisons:** *This general has intimate knowledge of all poisons, and coats her blades in an elixir that can kill a warrior with the merest scratch.*

Add 1 to the Damage characteristics of melee weapons wielded by this general.

- 6 True Believer:** *This general truly believes that they have been chosen for greatness, a conceit from which they nonetheless draw great strength.*

This general counts the current battle round number as being 1 higher than it actually is when determining what abilities they receive from the Blood Rites battle trait (pg 50). This is cumulative with other, similar abilities.



ARTEFACTS OF POWER

If a **DAUGHTERS OF KHAINE** army includes any **HEROES**, then one may bear an artefact of power. Declare which **HERO** has the artefact after picking your general, and then pick which artefact the **HERO** has. You can either pick the artefact, or roll a dice to randomly determine it.

If the **HERO** is a **WIZARD**, they may bear an item from the Artefacts of Shadow table (pg 53) instead of any other artefact, and if the **HERO** is a **PRIEST**, they may bear an item from the Relics of Khaine table (pg 53) instead of any other artefact. You may choose one additional **HERO** to have an

artefact for each warscroll battalion you include in your army. A **HERO** cannot have more than one artefact of power, and an army may not include duplicates of the same artefact of power.

GIFTS OF MORATHI

Any **DAUGHTERS OF KHAINE** **HERO** can be given one of the following gifts of Morathi.

D6 Gift of Morathi

- 1 **Crown of Woe:** *Forged from the Cult of Khaine's first sacrificial altar, an aura of dread surrounds the wearer of this baleful crown.*

Subtract 1 from their Bravery characteristic of enemy units that are within 7" of the bearer. The first time the bearer slays an enemy model, the range of this ability is increased to 14" for the remainder of the battle.

- 2 **Cursed Blade:** *An ancient weapon from the world-that-was, the Cursed Blade moves with a life of its own, seeking out the enemy's vital organs.*

Pick one of the bearer's melee weapons. Add 1 to hit rolls made for that weapon. In addition, each time a hit roll of 7+ is made for that weapon, the target suffers 1 mortal wound instead of the normal damage.

- 3 **Amulet of Dark Fire:** *This amulet wreathes the wearer in flames that burn magic instead of flesh, granting them powerful protection against spells.*

Roll a dice each time the bearer is allocated a mortal wound that was inflicted by an enemy spell. On a 4+ that wound is negated.

- 4 **Crone Blade:** *As a Crone Blade drinks deep of its victims' lifeblood, its wielder grows visibly younger before her enemies' very eyes, restoring her vigour and murderlust.*

Pick one of the bearer's melee weapons. Each time an enemy model is slain by an attack made with this weapon, you can heal 1 wound that has been allocated to the bearer.

- 5 **Thousand and One Dark Blessings:** *Morathi herself has bestowed this champion with blessings of preservation woven from the power of shadow.*

Add 1 to save rolls for the bearer.

- 6 **Bloodbane Venom:** *A deathly poison coats one of the wielder's blades that causes even the tiniest wound to bleed openly and profusely, exsanguinating the victim in seconds.*

Pick one of the bearer's melee weapons. If a model is allocated any wounds from attacks made using that weapon but is not slain, roll a dice after the bearer has finished making all of their attacks. If the roll equals or exceeds that model's Wounds characteristic, it is slain.

ARTEFACTS OF SHADOW

Any DAUGHTERS OF KHAINE HERO that is also a WIZARD can be given one of the following artefacts of shadow.

D6 Artefact of Shadow

- 1 **Shadow Stone:** *Crafted from a piece of darkest realmstone in another age, this unassuming item grants the bearer mastery of shadow magic.*

Re-roll dice rolls of 1 that are made as part of a casting roll for the bearer. In addition, add 1 to the casting roll if the bearer attempts to cast a spell from the Lore of Shadows (pg 54).

- 2 **Rune of Ulgu:** *This wizard is marked with the ever-shifting rune of Ulgu, granting them innate knowledge of the shadowy magic that saturates that realm.*

The bearer knows one additional spell from the Lore of Shadows (pg 54).

- 3 **The Mirror Glaive:** *The blade of this glaive is crafted from polished realmglass, which is not only as hard as steel but, in skilled hands, can absorb and reflect the energy of enemy sorceries.*

Each time the bearer unbinds an enemy spell, they can immediately attempt to cast either the Mystic Shield or Arcane Bolt spells as if it were your hero phase. Your opponent cannot attempt to unbind this spell if the casting roll is successful.

- 4 **Seven-fold Shadow:** *This wizard possesses a living shadow, one that moves on its own and can, at a command, envelop them entirely and transport them through the shadow realm.*

Once per battle, instead of moving the bearer in your movement phase, you can remove them from the battlefield and set them up anywhere on the battlefield more than 9" from any enemy models. This is their move for that movement phase.

- 5 **Crystal Heart:** *Morathi's jealousy was such that she turned this wizard's heart to living crystal. Great magic resides within the crystal, but every time this power is used another crack appears...*

The bearer can attempt to cast a second spell in each of your hero phases. If they do so, roll a dice before the casting roll is made. On a 1, the bearer suffers D3 mortal wounds.

- 6 **Shade Claw:** *Dipped in the Stygian depths of a gloom lake, this claw slips in and out of reality, passing through armour as if it were nothing.*

The bearer's Whisperclaw has a Rend characteristic of -2.

RELICS OF KHAINE

Any DAUGHTERS OF KHAINE PRIEST can be given one of the following relics of Khaine.

D6 Relic of Khaine

- 1 **Blood Sigil:** *This token is inscribed with a mysterious sigil of power and entrusted to only the highest-ranking members of the Khainite Cult.*

The bearer knows one additional prayer from the Prayers of the Khainite Cult (pg 55).

- 2 **Iron Circlet:** *During its forging, this headband was quenched in the blood of a sacrificed Slaughter Queen so that her indomitable faith would forever bolster the wearer's.*

Whenever the bearer prays, re-roll rolls of 1 when seeing if the prayer is successful or not.

- 3 **Rune of Khaine:** *Inscribed into the supplicant's forehead during a day-long ceremony, it is said that Khaine's bloody vengeance will find those who harm the bearer of this rune.*

When the bearer is slain, roll a dice. On a 1 nothing happens. On 2-5 the unit that slew them suffers D3 mortal wounds. On a 6 the unit that slew them suffers D6 mortal wounds.

- 4 **Crimson Shard:** *Rumoured to have been forged from a sliver of Khaine's own sword, this blade is amongst the cult's most holy artefacts.*

The bearer's Blade of Khaine has a To Wound characteristic of 2+.

- 5 **Khainite Pendant:** *Those who bear this pendant can call for Khaine's blessings as easily as breathing, but woe betide them if they are ever found unworthy.*

The bearer can pray three times in your hero phase. However, the first time a 1 is rolled when the bearer prays and they are found unworthy, they suffer D3 mortal wounds instead of 1.

- 6 **Hagbrew:** *Before the battle, this priestess has ceremonially imbibed a draught of the rare and potent Hagbrew, entering a berserker trance.*

Add 1 to wound rolls for the bearer's melee weapons.

LORE OF SHADOWS

There are none, save perhaps Malerion, who know more of the magic of Ulgu than does Morathi. Since the Age of Myth, the High Oracle of Khaine has taught her many disciples how to weave deadly illusions and summon lethal darkness using its power.

Each WIZARD in a DAUGHTERS OF KHAINE army knows one spell from the Lore of Shadows in addition to any others they know. You can either pick the spell, or roll a D6 on the table below to randomly determine it.

D6 Spell

- 1 **Steed of Shadows:** *A coal-black creature with wings of night materialises from the darkness and swoops across the battlefield, carrying the caster swiftly above the fray.*

Steed of Shadows has a casting value of 5. If successfully cast, then until the start of your next hero phase, the caster can fly and has a Move characteristic of 16".

- 2 **Pit of Shades:** *The wizard opens a rift to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a shadowy no-place filled with the incessant wailing of 'those who dwell beyond'.*

Pit of Shades has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Roll two dice and add the scores together. The enemy unit suffers 1 mortal wound for each point by which the total exceeds their Move characteristic.

- 3 **Mirror Dance:** *The wizard chants a spell of shifting, revealing a shadowpath between two distant allies that allows them to switch places in a heartbeat.*

Mirror Dance has a casting value of 4. If successfully cast, pick two friendly DAUGHTERS OF KHAINE HEROES within 24" of the caster. So long as neither HERO is within 6" of any other unit, the two models can swap positions on the battlefield (neither can be set up within 3" of any enemy units).

- 4 **The Withering:** *The wizard plants overwhelmingly vivid images of frailty and doubt in her foe's minds.*

The Withering has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until the start of your next hero phase, add 1 to wound rolls for attacks that target that unit.

- 5 **Mindrazor:** *The wizard summons spectral blades into her allies' hands, weapons whose edges are honed by the wielder's faith as much as the victim's fear.*

Mindrazor has a casting value of 7. If successfully cast, pick a friendly DAUGHTERS OF KHAINE unit within 18" of the caster. Until the start of your next hero phase, the Rend characteristic of that unit's melee weapons is improved by 1 (e.g. a Rend characteristic of '-' becomes -1). In addition, the Damage characteristic of the unit's melee weapons is increased by 1 while attacking a target that has a lower Bravery characteristic than they do.

- 6 **Shroud of Despair:** *Numbing darkness descends upon the battlefield, smothering the foe's will to fight.*

Shroud of Despair has a casting value of 4. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Until the start of your next hero phase, subtract 1 from the Bravery characteristic of that unit. If the spell was successfully cast with a casting roll of 8 or more, subtract D3 from that unit's Bravery instead.

PRAYERS OF THE KHAINITE CULT

Through blood, invocation, violence and gruesome rites, the followers of Khaine can summon power from a source beyond. Unbeknownst to them, however, such potent forces are channelled through a common source – Morathi's Máthcoir, the mother of all cauldrons.

Each PRIEST in a DAUGHTERS OF KHAINÉ army knows one prayer from the six Prayers of the Khainite Cult in addition to any others they know. You can either pick the prayer, or roll a D6 on the table below to randomly determine it.

A model that knows such a prayer can pray twice in your hero phase instead of only once. However, the same Prayer of the Khainite Cult can only be prayed for once in each of your hero phases, regardless of how many priests know that prayer.

D6 Prayer

- 1 **Catechism of Murder:** *Khaine's followers enter a killing frenzy that knows no bounds, lashing out in a slicing storm of razored steel that sees the ground become slick with the enemy's lifeblood.*

Pick a friendly DAUGHTERS OF KHAINÉ unit within 14" of the priest. Until the start of your next hero phase, each time you make a hit roll of 6 (after re-rolls, but before modifiers are applied) for that unit in the combat phase, that attack inflicts 2 hits instead of 1.

- 2 **Blessing of Khaine:** *Screaming her sisters' devotion to the skies, the priestess channels their faith into a potent aura of protection that turns aside the enemy's blows at the last moment.*

Pick a friendly DAUGHTERS OF KHAINÉ unit within 14" of the priest. Until the start of your next hero phase, re-roll failed Fanatical Faith rolls (pg 50) for that unit.

- 3 **Martyr's Sacrifice:** *The priestess shrieks an oath of vengeance and spite, beseeching Khaine to give those faithful who are struck down the strength to deliver one final blow.*

Pick a friendly DAUGHTERS OF KHAINÉ unit within 14" of the priest. Until the start of your next hero phase, each time a model from that unit is slain in the combat phase, roll a dice. On a 5 or 6 the attacking unit suffers 1 mortal wound after it has finished making all of its attacks.

- 4 **Crimson Rejuvenation:** *A coppery tang fills the air as a bloody mist with restorative powers surrounds Khaine's chosen, sealing their wounds in moments.*

Pick a friendly DAUGHTERS OF KHAINÉ unit within 14" of the priest (you cannot pick Morathi, in either of her forms). You can heal up to D3 wounds that have been allocated to a model from that unit.

- 5 **Covenant of the Iron Heart:** *The hearts of the Murder God's followers become as cold and hard as iron, crushing their fears and doubts and replacing them with a chilling contempt for weakness.*

Pick a friendly DAUGHTERS OF KHAINÉ unit within 14" of the priest. Until the start of your next hero phase, you do not need to take battleshock tests for that unit.

- 6 **Sacrament of Blood:** *The dreaded rune of Khaine spontaneously manifests on the brows of the faithful as if carved there by some ghostly knife, rivulets of blood running down their enraptured faces as they are saturated with the power of their deity.*

Pick a friendly DAUGHTERS OF KHAINÉ unit within 14" of the priest. Until the start of your next hero phase, that unit counts the current battle round number as being 1 higher than it actually is when determining what abilities it receives from the Blood Rites battle trait (pg 50). This is cumulative with other, similar abilities.

HAGG NAR

They are the Daughters of the First Temple, the Keepers of the Máthcoir, and the Chosen of Khaine. Hagg Nar is where Morathi first established herself in Ulgu, and where she rediscovered her faith and pledged herself anew to Khaine. The first temple of Khaine – the Helleheart – was built in the centre of what was to become the sprawling city of Hagg Nar. It remains the capital of all Khainites, a place where any aelf dedicated to the Murder God must one day pilgrimage. The Hagg Nar sect has spread out of the Umbral Veil, having built temples throughout Ulgu and established shrines in the newly established cities of Order.

It is said by other, jealous sects that the covenant sisters of Hagg Nar receive the greater portion of Morathi's blessings, and in many ways this accusation appears to hold some truth. None can equal the mastery those of Hagg Nar display at the blood rites – the rituals taught to all Daughters of Khaine by the High Oracle herself, which instil them with the terrible strength of their bloodthirsty deity. It is said that they possess secret knowledge of the incantations which will best court Khaine's favour, and at the Caillich Covens, it is the representatives of Hagg Nar who are shown deference and preferential treatment.



The Khainite sisters of Hag Narr wear red lacquered armour and usually bear a large amount of gold ornamentation, befitting of their lofty status as the First Temple. Many within the sect dye streaks into their hair with blood.

ABILITIES

Daughters of the First Temple: Whilst a Hagg Nar unit is benefiting from the Zealot's Rage ability from the Blood Rites battle trait (pg 50), you can re-roll all failed hit rolls for the unit instead of only re-rolling hit rolls of 1.

WARSCROLL BATTALIONS

A Hagg Nar Cauldron Guard battalion (pg 71) can also include 1 Avatar of Khaine (pg 79) or an additional CAULDRON OF BLOOD.

COMMAND TRAIT

A Hagg Nar general must have this command trait instead of one of those listed on page 51:

Devoted Disciples: *This general's belief is of such strength that they inspire fanatical devotion in their warriors, allowing them to stride with a righteous purpose in battle, heedless of pain or injury.*

Whenever you make a Fanatical Faith roll (pg 50) for a friendly Hagg Nar unit within 7" of this general, the wound is negated on a 5+ instead of a 6+.

DRAICHI GANETH

Bold and ostentatious, those of Draichi Ganeth – or the Executioner's Cult – believe that Khaine is best honoured through the killing blow. Each strives to achieve rapture through reaching the pinnacle of martial prowess. They seek victory not through cunning or manoeuvre, but through perfectly honed combat skills. Before battle they perform extravagant rites such as the *Colmthart* – the Dance of Scars – or the *Thair'nik* – the Crimson Mark. These rituals exhibit the bladecraft of the she-elves and foreshadow the manner in which they will defeat their foe. Once the enemy is vanquished in honourable combat, the Draichi Ganeth practise *Krish'lar* – the wearing of the foe's blood.

The first temple dedicated to the Draichi Ganeth can be found in the northern barrens of Fuarthorn in Ulgu, but they have spread further than any other sect. There are temples dedicated to this cult across each of the Mortal Realms, including a shrine in all of the major cities established during the Age of Sigmar. To the forces of Order, these are the most commonly seen of all the Daughters of Khaine, and they revel in the attention brought by their ritual combat displays, yet such shows cannot match their exultation in delivering the final blow to any that stand in their way.



The warriors of Draichi Ganeth do not colour their armour, preferring instead to wear plates of bare steel trimmed with silver, brass or gold. These, along with the scant fabric they wear, are often stained crimson with gore by battle's end.

ABILITIES

Bladed Killers: Add 1 to hit rolls for Draichi Ganeth units in the combat phase if they charged in the same turn.

WARSCROLL BATTALIONS

A Draichi Ganeth Slaughter Troupe battalion (pg 72) can also include up to 2 units of Witch Aelves.

ARTEFACT OF POWER

If your army includes any Draichi Ganeth **SLAUGHTER QUEENS**, one must have the following artefact of power instead of one chosen from pages 52-53:

The Darksword: *This black sword glistens with magic and constantly drips with fresh blood. When it is wielded in battle, the sharp tip of the blade leaves a gleaming red trail in the air.*

This **SLAUGHTER QUEEN'S** Deathsword has an Attacks characteristic of 4.

THE KRAITH

No other sect is as dedicated to slaughter as the Kraith, the dreaded Crimson Cult. The Kraith do not have their own temples or shrines, as they believe the true temple of Khaine is the battlefield. Instead, Kraith war covens wander the Mortal Realms in an endless pilgrimage in the name of the Murder God that takes them to the temples and shrines of the other sects. There, they offer their services to clear lands of monsters, to eliminate marauding orruk tribes or to fight in gladitoriums. They do not, however, possess the militaristic restraint of the Draichi Ganeth, and their 'bloodless rituals' never remain so for long.

Those dedicated to the Kraith sect sneer upon the Executioner's Cult, finding their controlled moderation to be weakness in another guise, for it is their belief that the Daughters of Khaine were meant to bathe in blood, not daub it on daintily. A kill need not be artistic or honourable, it is the killing itself that matters. The most famous of the Kraith is Krylla, a Slaughter Queen who is feared by foes and allies alike. It was she that perfected the art of coating blades with the deadly venom of Nagendra, a rite many Hag and Slaughter Queens have adopted.



Crimson or burgundy garments are the visual hallmarks of the Kraith. Their metal accoutrements usually bear red-gold trim, which contrasts with the cold green sheen of their armaments. Many Kraith stain their forearms with gore.

ABILITIES

Disciples of Slaughter: Roll a dice after a Kraith unit has fought in the combat phase if there are any enemy units within 3" of it. On a 6, you can pile in and attack with that unit for a second time.

WARSCROLL BATTALIONS

A Kraith Cauldron Guard battalion (pg 71) can include any number of additional Hag Queens (pg 78). It can also include any number of Slaughter Queens (pg 78).

ARTEFACT OF POWER

One Kraith **HERO** must have the following artefact of power instead of one chosen from pages 52-53:

Venom of Nagendra: *A single drop of this potent venom anoints this Daughter's blade, causing her victim's blood to boil in their veins, killing them in an explosive instant.*

Once per battle, just before this **HERO** is chosen to fight in the combat phase, she can use the Venom of Nagendra. When she does so, choose one of her melee weapons (but not a weapon used by a mount). That weapon's Attacks characteristic is 1 for the remainder of the phase, but if it hits, the target suffers D6 mortal wounds instead of the normal damage.

KHAILEBRON

The ways of the Khailebron are secretive, which is fitting, as they are a sect that worships Khaine's aspect as the assassin or unseen killer. There is but one temple dedicated to their cause, and its location is itself a carefully guarded secret, known only to those already sworn to their clandestine creed. By and large, the Khailebron are a nomadic sect who travel between the temples of the other sects. They act as a troupe of blade dancers, but in reality are on secret missions assigned to them by the High Oracle. If allies or even rebellious factions of Khainites cause Morathi problems, she turns to the Khailebron.

The Great Sorceress herself has taught the Khailebron shadow magics, and their war covens always march under cover of thick, cloying clouds of mist. No matter what the foe sees, or thinks they see, the warriors of Khailebron still manage to emerge from unexpected quarters, striking quickly and with great surprise. The slithering presence of the serpent-bodied Melusai is always felt amongst the Khailebron, although illusionary spells might mask their true visage when the war covens arrive in the cities of Order.



Blending in with the shadows, the leather and cloth worn by the Khailebron is dyed dark blue or purple. Their armour is brass or bronze, dulled to minimise any tell-tale glint, and their skin is often tattooed with jagged black designs.

ABILITIES

Concealment and Stealth: Subtract 1 from hit rolls that target Khailebron units in the shooting phase.

WARSCROLL BATTALIONS

A Khailebron Temple Nest battalion (pg 73) can include up to 2 additional MELUSAI units.

COMMAND TRAIT

A Khailebron general must have this command trait instead of one of those listed on page 51:

Mistress of Illusion: *This general is an illusionist of supreme skill, concealing the true position of her followers and guiding them through shadow paths with consummate ease.*

At the start of your hero phase, you can pick a friendly Khailebron unit within 7" of this general. If that unit is more than 3" from any enemy models, remove it from the battlefield and then set it up anywhere on the battlefield more than 9" from any enemy models. The unit cannot move in your next movement phase.

THE ALTAR OF WAR

HOW TO USE BATTLEPLANS

This battleplan enables you to fight a battle that epitomises the zealous and bloody fighting style of the Daughters of Khaine. This battle should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless specifically indicated otherwise. The battleplan includes a map reflecting the landscape on which the battle should be fought; the map shows a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

When the Daughters of Khaine take to war they offer the lifeblood of their enemies as a sacrifice upon the altar of the battlefield itself. As their foes are slain they draw great strength from their belief in Khaine, but should their own warriors be martyred in great numbers their faith may falter.

THE ARMIES

One player commands an army of DAUGHTERS OF KHAINE, and the other commands an army of adversaries.

DAUGHTERS OF KHAINE PLAYER'S OBJECTIVES

The Murder God requires a copious offering of freshly spilled gore if the blood rites are to be fulfilled and his followers are to receive his blessing. March forth and slay the unworthy without mercy, and feel Khaine's strength become your own!

ADVERSARY'S OBJECTIVES

A zealous mob approaches, intent on sacrificing your warriors in the name of their deity. Stand firm and slay them first, and they will realise that their so-called god has abandoned them.

THE BATTLEFIELD

The battlefield represents an ancient site that Khaine's followers deem should be consecrated with the blood of the slain.

Players can choose to set up any scenery as described on the *Warhammer Age of Sigmar* rules sheet, or use the example scenery shown on the map.

SET-UP

Starting with the adversary, each player takes it in turns to set up a unit anywhere wholly within their own territory as shown on the map.

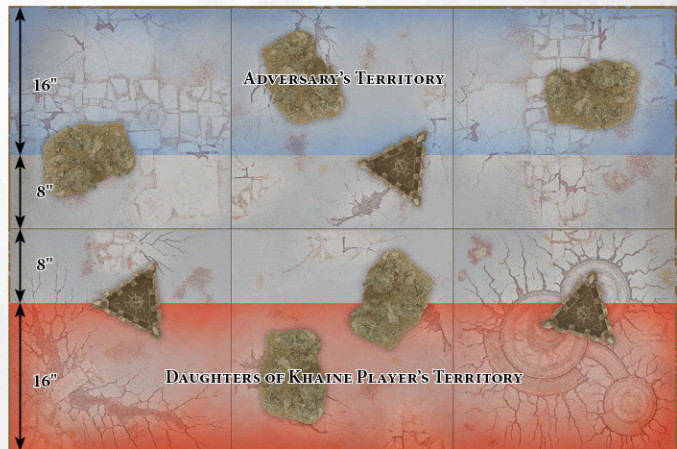
FIRST TURN

The Daughters of Khaine player chooses which player has the first turn in the first battle round.

THE BLOOD OFFERING

Keep count of how many enemy units were slain in each battle round. If, at the end of a battle round, more adversary units were slain than Daughters of Khaine units, the Daughters of Khaine player earns 1 blood offering point and their army has Khaine's Favour during the next battle round (see opposite). If, at the end of the battle round, more Daughters of Khaine units were slain than adversary units, the adversary player earns 1 blood offering point instead and the Daughters of Khaine army suffers Khaine's Displeasure during the next battle round (see opposite). No blood offering points are earned if an equal number of units were slain from each side during that battle round.

Adversary's Battlefield Edge



Daughters of Khaine Player's Battlefield Edge



KHAINE'S FAVOUR

The Daughters of Khaine feel empowered, and their belief in the supremacy of their god reaches new heights as their foes' blood saturates the battlefield.

Whilst your army has Khaine's Favour, friendly **DAUGHTERS OF KHAINE** units count the current battle round number as being 1 higher than it actually is when determining what abilities they receive from the Blood Rites battle trait (pg 50). This is cumulative with other, similar abilities.

KHAINE'S DISPLEASURE

The Daughters of Khaine feel that they have been abandoned by their god, for how else could their foe best them? Their faith is sorely shaken.

Whilst your army suffers Khaine's Displeasure, friendly **DAUGHTERS OF KHAINE** units lose their Fanatical Faith battle trait (pg 50).

VICTORY

Do not use any of the victory conditions on the Warhammer Age of Sigmar rules sheet. Instead, if a player has no models on the battlefield at the end of a battle round, the battle ends and their opponent wins a **major victory**.

Otherwise the battle lasts for five battle rounds. The player that has earned the most blood offering points by the end of the fifth battle round wins a **major victory**. Any other result is a draw.

'Hack them. Slay them. Let none escape, for their hearts shall burn upon our altars, their blood shall fill our cauldron. Let our tribute be so great that Khaine himself looks down from his iron throne.'

- Slaughter Queen Dhuzhar



PATH TO GLORY CAMPAIGNS

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

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

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

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

CREATING A WARBAND

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

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

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


1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the **DAUGHTERS OF KHAINE** allegiance, but other *Warhammer Age of Sigmar* publications include warband tables to let you collect other warbands from the Grand Alliances of **ORDER**, **CHAOS**, **DEATH** and **DESTRUCTION**.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.

3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.

4. Your followers need to be organised into units. The follower table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Chaos warband followers can only be given the mark of their champion's patron. Record all of the information about your followers on your warband roster.

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



6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!

TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and can use any of the battleplans available for *Warhammer Age of Sigmar*. There are some battleplans, for example in the *General's Handbook*, that have been designed specifically for use in Path to Glory campaigns.

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

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured, and they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.

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

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described below.

REWARDS OF BATTLE

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

1 Additional Followers: More

followers flock to your banner.

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

2 Champion's Reward: Your

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

3 Follower's Reward: Your warriors

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

ETERNAL GLORY

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

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

DAUGHTERS OF KHAINE WARBAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE

Champion	Followers
Slaughter Queen on Cauldron of Blood	2 units
Hag Queen on Cauldron of Blood	2 units
Bloodwrack Shrine	3 units
Bloodwrack Medusa	4 units
Slaughter Queen	4 units
Hag Queen	5 units

RETINUE FOLLOWERS TABLE

D6 Followers
1 10 Witch Aelves
2 10 Sisters of Slaughter
3 5 Khinerai Heartrenders
4 5 Khinerai Lifetakers
5 5 Blood Sisters
6 5 Blood Stalkers

ELITE RETINUE FOLLOWERS TABLE

(uses 2 rolls, or 1 roll and 1 Glory Point)

D6 Followers
1-2 5 Doomfire Warlocks
3 1 Avatar of Khaine
4 1 Bloodwrack Shrine
5 1 Hag Queen on Cauldron of Blood
6 1 Slaughter Queen on Cauldron of Blood

HERO FOLLOWER TABLE

D6 Followers
1-2 1 Hag Queen
3-4 1 Slaughter Queen
5-6 1 Bloodwrack Medusa

FOLLOWERS REWARDS TABLE

As your warband progresses along the Path to Glory, favoured units will become renowned across the Mortal Realms.

D6 Reward

- Evasive:** Re-roll hit rolls of 6 against this unit.
- Zealots:** This unit never has to take battleshock tests.
- Fleet of Foot:** Whenever this unit runs, it can move up to an extra 6" (you do not have to roll).
- Inured to Pain:** Re-roll save rolls of 1 for this unit.
- Khaine's Devotees:** When determining what abilities this unit receives from the Blood Rites battle trait (pg 50), it counts the battle round number as being 1 higher than it actually is. This is cumulative with other, similar effects.
- Blood Fury:** You can re-roll charge rolls for this unit.



CHAMPION REWARDS TABLE

As your champion progresses along the Path to Glory, they may be gifted with great rewards – or suffer an altogether more tragic fate...

2D6 Result

- 2 **Morathi's Jealousy:** Your champion's rising glory has stoked Morathi's jealousy. Should she ever fail in her appointed task, eternal servitude will be her fate. If the champion is ever slain, you lose D3 Glory Points (to a minimum of 0), and must remove all rewards your champion has gained from this table so far from your warband roster. If your warband has another **HERO**, that model now becomes your champion (if you do not have any **HEROES**, immediately generate one from the hero follower table to become your new champion). Write down your new champion's name on your warband roster ready for the next battle.
- 3 **Loss of Faith:** Your champion is sometimes cursed with despair and a loss of faith, which occasionally manifests as a seething rage. Roll a dice for the champion in each of your hero phases. On a 1, until your next hero phase, re-roll hit and wound rolls of 6 for your champion. On a 4+, until your next hero phase, re-roll hit and wound rolls of 1 for your champion.
- 4 **War Cry:** Once per battle, in your hero phase, your champion can loose a war cry. If they do so, add 1 to hit rolls for your champion and all units from their warband for the rest of the turn.
- 5 **Decapitating Strike:** When your champion is chosen to fight in the combat phase, instead of making any attacks, they can attempt a decapitating strike after piling in. If they do so, select a single model within 1" and roll a dice. If the roll exceeds that model's Wounds characteristic, it is slain.
- 6 **Poisoned Weapon:** Pick one weapon used by the champion (it cannot be a weapon used by their mount if they have one). Add 1 to hit rolls for attacks made with this weapon.
- 7 **Forever Youthful:** Add 1 to your champion's Wounds characteristic.
- 8 **Bloodthirsty Demagogue:** Add 1 to the Bravery characteristic of your champion and units from your warband that are within 8" of them.
- 9 **Blessed by Morathi:** If your champion is a **WIZARD**, add 1 to casting rolls made for them. If your champion is a **PRIEST**, add 1 to the dice roll when they pray to see whether the prayer is successful or not.
- 10 **Eager to Sacrifice:** Add 1 to run or charge rolls for your champion. Add 3 instead if there are any enemy **HEROES** within 12" of your champion.
- 11 **Perfervid Belief:** Re-roll failed Fanatical Faith rolls (pg 50) for your champion.
- 12 **High Priestess:** Whilst your champion is on the battlefield, count the battle round number as being 1 higher than it actually is when determining what abilities the units in your warband receive from the Blood Rites battle trait (pg 50). This is cumulative with other, similar effects.



DAUGHTERS OF KHAINE TACTICS

Once you have fought a few battles with your Daughters of Khaine, you will no doubt be eager to employ some more advanced tactics on the tabletop. Here we give some insights on how to use Morathi, and highlight several powerful combinations available to the different Khainite temples.

Morathi is unique in *Warhammer Age of Sigmar* in that she can transform into a different aspect – the Shadow Queen – during your battle. Both aspects of Morathi have their strengths and weaknesses.

Morathi as the High Oracle of Khaine is an excellent general. Her Worship Through Bloodshed command ability doubles up to two units' damage output for the turn. Furthermore, in this form Morathi is a wizard of almost unrivalled skill. Her Sorceress Supreme ability doubles the range of her spells,

meaning she can hurl arcane bolts across the battlefield from the start of the battle. However, in her Shadow Queen aspect, Morathi's ability to command and her magical capabilities are greatly diminished. Instead, she can fly across the battlefield before single-handedly butchering her way through the toughest opponents in combat, safe in the knowledge that, due to the Iron Heart of Khaine, she can suffer no more than 3 wounds a turn, making her very tough indeed. She also gains the ability to transfix an opponent with her deadly gaze, potentially laying them outright.

Whilst Morathi's transformation can happen when she suffers wounds, it is more likely to occur when you decide, and this makes for a very important decision. Transform her too soon and you miss out on all her wizardly prowess, but transform her too late and she might have suffered a lot of damage, and so might not be fighting at her full potential as the Shadow Queen. Remember that while the Iron Heart of Khaine means she can never lose more than 3 wounds a turn, any damage inflicted before her transformation is doubled upon her metamorphosis.



HAGG NAR: CAULDRONS OF BLOOD

A **CAULDRON OF BLOOD** makes for an exceptional Hagg Nar general, acting as a lynchpin and force-multiplier for the entire army. The combination of its Bloodshield ability and the Devoted Disciples command trait grants your fragile Daughters of Khaine much-needed protection. Consider the Thousand and One Dark Blessings artefact for this general too, making a tough model even more resilient. If you have other battalions, the Iron Circlet or

Khainite Pendant will ensure your prayers are answered, and the Avatar of Khaine atop the cauldron can awaken and add its attacks to the fray. Otherwise, make sure you also have another **PRIEST** or two, such as a Hag Queen. Remember that the Wrath of Khaine prayer is not one of the six Prayers of the Khainite cult, so can be attempted by more than one **PRIEST** in the same turn (besides, if you have several Avatars of Khaine, you will need several

PRIESTS to awaken them). That way you can also use the Crimson Rejuvenation prayer to mitigate any wounds your general does suffer, and Sacrament of Blood to ensure your units get the benefit of their First Daughter of Khaine ability that much quicker. Finally, if you have any Hagg Nar **WIZARDS** in your army, Mirror Dance is great, as it is able to transport your general to wherever they are needed the most to protect and boost your troops.

KHAILEBRON: BLOOD STALKERS

Whilst deadly at range, Blood Stalkers are vulnerable to any return fire, but the Khailebron's Concealment and Stealth ability will help to keep them alive whilst they slay the enemy from afar. To get even more out of their shooting, team them up with a **PRIEST** to use Sacrament of Blood in order to access the Zealot's Rage or Slaughterer's Strength abilities from

the Blood Rites table as soon as possible. Alternatively, use a Khailebron **WIZARD** to cast the Withering on your victims and watch that bow fire reap a bloody tally. If Khailebron Blood Stalkers are taken as part of a Temple Nest battalion, then to eliminate the threat they pose your opponent will need to close the distance to negate their Concealment and Stealth,

at which point they are forced into your Bloodwrack Shrine's Aura of Agony – which they would otherwise be trying hard to avoid. If you happen to have Morathi in your army, Blood Stalkers are good targets for her Worship Through Bloodshed ability, especially on turns 1 and 2, when they are unlikely to be in combat and Morathi has yet to transform into the Shadow Queen.

DRAICHI GANETH: BLOOD SISTERS

Draichi Ganeth Blood Sisters are very good shock-assault units, able to scythe through lesser infantry with ease and slay tough foes using their crystal touch. They are lethal on the charge, their Bladed Killers ability allowing you to add 1 to hit rolls for them, meaning that they can inflict mortal wounds on dice rolls of 3+. They should always be accompanied by a Draichi

Ganeth Slaughter Queen, preferably one on foot so that she can keep pace with them. The Catechism of Murder prayer means that any hit rolls of 6 made for the Blood Sisters inflict 2 hits – that's potentially 2 mortal wounds from each model. The Slaughter Queen, with her Deathsword, can then use her Dance of Doom prayer to make up to 8 attacks dealing D3 damage

each. In the next turn, use her Orgy of Slaughter ability on the Blood Sisters to allow them to fight again, hopefully freeing them up so that they can move and charge a second unit. They will now perform even better than they did in the previous battle round because of the extra benefit they will have gained from the Blood Rites battle trait.

THE KRAITH: WITCH AELVES

Several units of Kraith Witch Aelves can decimate the enemy, especially when used alongside a Kraith **WIZARD** who casts Mindrazor. The high number of attacks that the Witch Aelves can make maximises the damage potential of this combination, so long as you target units with a lower Bravery characteristic. Using such a unit alongside a Kraith general with the Zealous Orator command trait and/or an

AVATAR OF KHAINE will mean they will certainly be braver than any Battleline unit they face. If combined with a second **HERO** bearing the Crown of Woe, or a **WIZARD** casting Shroud of Despair, then even elite units need to beware. The reason this tactic works so well with the Kraith is their Disciples of Slaughter ability; if after attacking you roll a 6, then you get to fight with your boosted unit all over again.

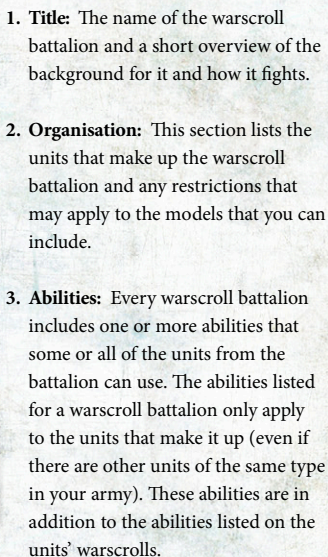
However, this unit of Witch Aelves will become a priority target for your opponent – they will do everything in their power to destroy it before it rampages through their lines. If a Kraith **PRIEST** can use the Martyr's Sacrifice on the unit then your opponent has a dilemma: even if they do attack first, there's still a good chance that the Witch Aelves will inflict significant damage in return.

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

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

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

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



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

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

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

Generate any random values for a weapon (except Damage) each time it is chosen as the weapon for an attack. Roll once and apply the result to all such weapons being used in the attack. The result applies for the rest of that phase. For Damage, generate a value for each weapon that inflicts damage.

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

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

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

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

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

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

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

1 MORATHI, THE SHADOW QUEEN

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DAUGHTERS OF KHAINE WAR COVEN OF MORATHI

No longer does Morathi attempt to rule through whispers and manipulation alone. Instead, she marches to battle at the fore of her own war coven, eager to smite down any that defy her will. Those who dare oppose the Daughters of Khaine find they must pay a steep price in their own blood.

ORGANISATION

The War Coven of Morathi consists of the following units and warscroll battalions:

- Morathi, High Oracle of Khaine
- 1 Cauldron Guard
- 1 Slaughter Troupe
- 1 Temple Nest
- 1 Shadow Patrol

ABILITIES

Blood Rituals: If your army has the DAUGHTERS OF KHAINE allegiance, units in this battalion count the current battle round number as being 1 higher than it actually is when determining what abilities they receive from the Blood Rites battle trait (pg 50). This is cumulative with other, similar abilities (e.g. the True Believer Command Trait or the Sacrament of Blood prayer).

Devout Followers: Do not take a battleshock test for War Coven of Morathi units that are within 18" of Morathi (in either of her forms) when the test is taken.



DAUGHTERS OF KHAINE CAULDRON GUARD

Raised to a state of frenzied devotion by the witchbrews of their Hag Queen, the Cauldron Guard rush forwards to carve a gaping wound in the enemy's ranks, a gory path along which the sect's most powerful icon may be delivered straight into the heart of battle.

ORGANISATION

A Cauldron Guard consists of the following units:

- 1 HAG QUEEN
- 2 units of Witch Aelves
- 2 units of Khinerai Lifetakers

ABILITIES

Frenzied Devotees: Add 1 to run and charge rolls made for units from this battalion.



DAUGHTERS OF KHAINE SLAUGHTER TROUPE

Honed in ritual duels, gladiatorial fights and battles beyond count, the skills of the Slaughter Troupe are razor-sharp. Yet they are not rage-blind berserkers, but canny fighters able to engage and disengage from melee as best serves their needs – charging into and out of combat at will.

ORGANISATION

A Slaughter Troupe consists of the following units:

- 1 SLAUGHTER QUEEN
- 2 units of Sisters of Slaughter
- 2 units of Khinerai Heartrenders

ABILITIES

Gladiatorial Acrobatics: Slaughter Troupe units that retreat can still shoot and charge in the same turn.



DAUGHTERS OF KHAINE TEMPLE NEST

With the speed of striking snakes, the Melusai of the Temple Nest move quickly to exploit any weakness. Against such supernatural peril the slightest hesitation or fumble can prove fatal, leaving the victim ripe for a heart-plucking stab or gazing directly into the blood-boiling stare of the Medusa.

ORGANISATION

A Temple Nest consist of the following units:

- 1 BLOODWRACK MEDUSA
- 2 units of Blood Stalkers
- 2 units of Blood Sisters

ABILITIES

Lethal Transfixion: Each time your opponent makes a hit roll of 1 when attacking a Temple Nest unit in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been made.



DAUGHTERS OF KHAINE SHADOW PATROL

The outriders and scouts of the war covens, Shadow Patrols are masters at finding secret paths. It is said they can travel via the shadows themselves, covering vast distances in the blink of an eye to appear from some unexpected quarter. Nowhere is safe from a sudden strike from out of the shadows.

ORGANISATION

A Shadow Patrol consists of the following units:

- 2 units of Doomfire Warlocks
- 4 units of KHINERAI HARPIES

ABILITIES

Shadowpaths: Once per battle round, instead of moving in your movement phase, one unit from this battalion that is more than 3" from any enemy models can move along the shadowpaths. If it does so, remove the unit from the battlefield, then set it up anywhere on the battlefield more than 9" from any enemy models. This is its move for that movement phase.



DAUGHTERS OF KHAINE SHADOWHAMMER COMPACT

The battle lust and blood rituals of the Khainites are disturbing to even the most hard-hearted Stormhosts of the Stormcast Eternals. However, when it comes to fighting the enemies of Order – especially the forces of Chaos – there are no allies more eager to slay than the Daughters of Khaine.

ORGANISATION

The Shadowhammer Compact consists of the following units:

- 1 Slaughter Queen
- 2 units of Witch Aelves
- 1 unit of **KHINERAI HARPIES**
- 1 unit of Blood Stalkers
- 2 units of Liberators
- 1 unit of Prosecutors
- 1 unit of Judicators

ABILITIES

Righteous Fervour: In your hero phase, choose one **DAUGHTERS OF KHAINE** unit from this battalion and one **STORMCAST ETERNAL** unit from this battalion that are within 6" of each other. Both units can either make a normal move as if it were your movement phase, shoot as if it were your shooting phase, or pile in and attack as if it were the combat phase. Both units must perform the same action (if only one of the units is able to perform the action you chose – for example, if one of the units shoots but the other has no missile weapons – then the other unit does nothing).

MORATHI, HIGH ORACLE OF KHAINE

The High Oracle of Khaine and dark sorceress supreme, Morathi is the matriarch of the zealous Daughters of Khaine. The arcane powers of shadow are hers to command. Her radiant beauty can mesmerise foes, leaving them open for a fatal thrust from Heartrender, her aptly named spear. Morathi is queen of deception, and there is more to her than meets the eye.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender	2"	3	3+	3+	-1	D3
Bladed Wings	2"	6	3+	3+	-1	1

DESCRIPTION

Morathi, High Oracle of Khaine is a single model. She attacks her foes with sweeping blows of her bladed wings, and with strikes from the magical spear, Heartrender. She also carries the Iron Heart of Khaine.

ABILITIES

Monstrous Transformation: At the start of your hero phase, Morathi can transform into her monstrous aspect. See the Morathi, the Shadow Queen warscroll (pg 77) for a description of how Morathi transforms.

The Truth Revealed: If Morathi is wounded, there is a chance she will no longer be able to contain her wrath and will transform into her monstrous aspect. Roll a dice at the start of your hero phase. If the result is equal to or less than the number of wounds currently allocated to Morathi, she transforms as described on the Morathi, the Shadow Queen warscroll (pg 77).

The Iron Heart of Khaine: Morathi, High Oracle of Khaine cannot be healed, but no more than 3 wounds can be allocated to her in any one turn. Any additional wounds and/or mortal wounds allocated to her in the same turn are negated and have no effect.

Sorceress Supreme: Add 1 to casting and unbinding rolls made for Morathi, High Oracle of Khaine. In addition, double the range of spells she attempts to cast.

Enchanting Beauty: Subtract 1 from the hit rolls of attacks that target Morathi, High Oracle of Khaine.

MAGIC

Morathi, High Oracle of Khaine is a **WIZARD**. She can attempt to cast three spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Arnzipal's Black Horror spells.

ARNZIPAL'S BLACK HORROR

A roiling black cloud of energy swirls into existence, smoking tendrils lashing out from it to clutch at those nearby.

Arnzipal's Black Horror has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them and roll a dice. On a 1 that unit suffers 1 mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.

COMMAND ABILITY

Worship Through Bloodshed: If Morathi, High Oracle of Khaine is your general, you can use this ability. If you do, pick up to 2 friendly **DAUGHTERS OF KHAINE** units within 14" of Morathi (you cannot choose Morathi herself). Those units can immediately shoot as if it were the shooting phase. Alternatively, if either unit is within 3" of an enemy unit, it can instead be chosen to pile in and attack as if it were the combat phase.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, HERO, WIZARD, MORATHI, HIGH ORACLE OF KHAINE

MORATHI, THE SHADOW QUEEN

Beneath Morathi's aura of beauty lies a darksome secret. Her true form is that of a monstrosity – her vast serpentine body blessed with enormous wings and crowned with writhing snakes. In her Shadow Queen form she possesses tremendous strength, venom so potent that the smallest drop can slay the mightiest warrior in moments, and her stare is death itself.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Morathi	6"	1	2+	—	See below	—
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender	2"	☀	3+	3+	-2	3
Crown of Serpents	1"	5	3+	3+	-	1
Envenomed Tail	3"	1	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Heartrender	Envenomed Tail
0-2	14"	6	6
3-4	12"	5	D6
5-7	10"	4	D6
8-9	8"	3	D3
10+	6"	2	D3

DESCRIPTION

Morathi, the Shadow Queen is a single model. She attacks her foes with the magical spear Heartrender, her Envenomed Tail and the darting bites of her Crown of Serpents. Morathi, the Shadow Queen also carries the Iron Heart of Khaine.

FLY

Morathi, the Shadow Queen can fly.

ABILITIES

Monstrous Revelation: Morathi's Shadow Queen model is not set up on the battlefield at the start of the battle. Instead, it is set up when Morathi, High Oracle of Khaine uses the Monstrous Transformation or The Truth Revealed ability (pg 76).

When Morathi transforms, her High Oracle of Khaine model is removed from the battlefield and her Shadow Queen model is set up on the spot where she was standing before her transformation. Morathi's Shadow Queen model can only be set up within 3" of an enemy unit if her High Oracle of Khaine model was within 3" of that unit before her transformation. If there is insufficient room to place Morathi exactly where she was standing before her transformation, simply place the model as close as possible to that spot where there is sufficient room. If, after her Shadow Queen model has been set up, Morathi is more than 14" away from the spot where she was standing before her transformation, she cannot move in the following movement phase.

Any wounds allocated to Morathi in her High Oracle of Khaine form prior to her transformation are carried over to her Shadow Queen form and then doubled. For example, if 3 wounds had been allocated to Morathi in her High Oracle of Khaine form before she transformed, she would be set up in her Shadow Queen form with 6 wounds already allocated to her.

Note that Morathi cannot transform back to her former aspect during the battle – once in her Shadow Queen form, she stays that way for the remainder of the battle.

If Morathi was your general in her High Oracle of Khaine form, she remains your general in her Shadow Queen form but she loses the Worship Through Bloodshed command ability.

Also note that Morathi in her Shadow Queen form loses the Sorceress Supreme and Enchanted Beauty abilities that she has in her High Oracle of Khaine form (pg 76), and she can attempt to cast and unbind fewer spells in her Shadow Queen form.

Gaze of Morathi: If a target is hit by the Gaze of Morathi, pick a model in the target unit and roll a dice. If the result exceeds that model's Wounds characteristic, it is slain.

The Iron Heart of Khaine: Morathi, the Shadow Queen cannot be healed, but no more than 3 wounds can be allocated to her in any one turn. Any additional wounds and/or mortal wounds allocated to her in the same turn are negated and have no effect.

MAGIC

Morathi, the Shadow Queen is a WIZARD. She can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. She knows the Arcane Bolt, Mystic Shield and Arnzipal's Black Horror spells.

ARNZIPAL'S BLACK HORROR

A roiling black cloud of energy swirls into existence, smoking tendrils lashing out from it to clutch at those nearby.

Arnzipal's Black Horror has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them, and roll a dice. On a 1 that unit suffers a mortal wound, on a 2 or 3 it suffers D3 mortal wounds, and on a 4+ it suffers D6 mortal wounds.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, MONSTER, HERO, WIZARD, MORATHI, THE SHADOW QUEEN

HAG QUEEN

A Hag Queen is a priestess of Khaine, learned in blood rituals and murder rites. Her curses bring death, and her draughts of witchbrew can stoke the fury of nearby Khainites, driving them to new, feverish heights of violence. Never to be outdone, a Hag Queen stabs, thrusts and slices with her deadly blade, offering her own gory tributes up to her god.



MELEE WEAPONS

Blade of Khaine

Range

1"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

DESCRIPTION

A Hag Queen is a single model. She carries a Blade of Khaine and a chalice of Witchbrew.

ABILITIES

Priestess of Khaine: In your hero phase, a Hag Queen can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. A Hag Queen knows the Rune of Khaine and Touch of Death prayers:

Rune of Khaine: The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

Witchbrew: Distilled from the blood of Slaughter Queens, witchbrew drives the imbibor into such an ecstasy of destruction that they will fight on in the face of impossible odds. In your hero phase, you can pick a friendly DAUGHTERS OF KHAINE unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for that unit's melee weapons, and you do not need to take battleshock tests for the unit.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, HERO, PRIEST, HAG QUEEN

SLAUGHTER QUEEN

It is a Slaughter Queen's role to embody the aggression and martial prowess of Khaine himself, and to lead the charge into battle. With a blade in each hand, the Slaughter Queen hacks and spins in the maelstrom of close combat, chanting battle rites to inspire Khainites and urging them forward to smite down all who oppose them. To bathe in the blood of her foes is her only true desire...



MELEE WEAPONS

Blade of Khaine

Range

1"

Attacks

4

To Hit

3+

To Wound

4+

Rend

-1

Damage

1

Deathsword

1"

3

3+

3+

-1

D3

DESCRIPTION

A Slaughter Queen is a single model. She wields a Blade of Khaine and a Deathsword.

ABILITIES

Priestess of Khaine: In your hero phase, a Slaughter Queen can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. A Slaughter Queen knows the Rune of Khaine, Touch of Death and Dance of Doom prayers:

Rune of Khaine: The Slaughter Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

Dance of Doom: Until your next hero phase, this model can be chosen to pile in and attack twice in the combat phase.

Pact of Blood: A Slaughter Queen can attempt to unbind one spell in the enemy hero phase as if it were a WIZARD.

COMMAND ABILITY

Orgy of Slaughter: If this model is your general, you can use this ability. If you do, pick a friendly DAUGHTERS OF KHAINE unit within 14" of this model. If that unit is within 3" of an enemy unit, it can pile in and attack as if it were the combat phase.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, HERO, PRIEST, SLAUGHTER QUEEN

AVATAR OF KHAINE

Using the power of blood sacrifices, Morathi calls upon the iron statues atop the Cauldrons of Blood. It is a rite she has taught all her priestesses, so that they too might animate the metal giants. When the words of power are spoken, the Avatars of Khaine stride out to fight the enemies of the Daughters of Khaine, hewing down foes with their blades, or engulfing them in jets of boiling blood.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avatar of Khaine's Sword	2"	4	3+	3+	-2	3

DESCRIPTION

An Avatar of Khaine is a single model. Animated by powerful blood rites, this towering statue can spew forth a Torrent of Burning Blood, and smites anything that stands in its way with destructive sweeps of its giant Sword.

ABILITIES

Wrath of Khaine: If your army includes any **AVATARS OF KHAINE**, friendly **DAUGHTERS OF KHAINE PRIESTS** know the Wrath of Khaine prayer in addition to any other prayers they know:

Wrath of Khaine: Pick a friendly **AVATAR OF KHAINE** on the battlefield – until your next hero phase, it is now Animated (see below).

Animated: The Avatar of Khaine cannot move, cannot shoot and cannot be selected to fight unless a friendly **DAUGHTERS OF KHAINE PRIEST**

used the Wrath of Khaine prayer to animate it in your preceding hero phase. Even if this model has not been animated it is still treated as a model in your army, with the exception that enemy units that begin their movement phase within 3" of it can either remain stationary or move normally – they do not have to retreat unless there is another enemy unit within 3" of them.

Idol of Worship: Add 1 to the Bravery characteristic of friendly **DAUGHTERS OF KHAINE** units that are within 7" of any friendly **AVATARS OF KHAINE**.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, TOTEM, AVATAR OF KHAINE

HAG QUEEN ON CAULDRON OF BLOOD

Greatest of all the Daughters of Khaine icons are the Cauldrons of Blood. These altars of war bear not only an iron effigy of Khaine, but also a sacrificial cauldron that is key to many powerful rituals. The presence of a Cauldron of Blood inspires nearby worshippers, offering them mystical protections while it crashes into enemy battle lines, wreaking havoc in the name of its murderous god.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Aelves' Sacrificial Knives	1"	☼	3+	4+	-	1
Hag Queen's Blade of Khaine	1"	4	3+	4+	-1	1
Avatar of Khaine's Sword	2"	4	3+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Sacrificial Knives	Bloodshield
0-2	6"	8	18"
3-5	5"	7	14"
6-8	4"	6	10"
9-10	3"	5	6"
11+	2"	4	2"

DESCRIPTION

A Hag Queen on Cauldron of Blood is a single model. The Hag Queen opens the throats of her victims with a Blade of Khaine whilst gifting the god's worshippers with draughts of Witchbrew from her chalice. The Cauldron of Blood upon which she stands is crewed by two Witch Aelves, who leap from its dais to attack with their Sacrificial Knives. Atop the cauldron looms an Avatar of Khaine, a towering statue that can be animated by powerful blood rites to spew forth a Torrent of Burning Blood before smiting anything that stands in its way with destructive sweeps of its giant Sword.

ABILITIES

Bladed Impact: Roll a dice if this model ends a charge move within 1" of any enemy units. On a 2+ the nearest enemy unit suffers D3 mortal wounds.

Bloodshield: The powerful magic that fuels the Cauldron of Blood grants it and nearby followers protection. The range of this ability is shown in the damage table above. Add 1 to saving throws for friendly DAUGHTERS OF KHAINE units that are wholly within this range of this model. A unit can only be affected by a single CAULDRON OF BLOOD'S Bloodshield ability at any one time.

Witchbrew: Distilled from the blood of Slaughter Queens, witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds. In your hero phase, you can pick a friendly DAUGHTERS OF KHAINE unit within 3" of this model to drink witchbrew. If you do, then until your next hero phase you can re-roll failed wound rolls for that unit's melee weapons, and you do not need to take battleshock tests for the unit.

Priestess of Khaine: In your hero phase, a Hag Queen on Cauldron of Blood can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. The Hag Queen knows the Rune of Khaine and Touch of Death prayers:

Rune of Khaine: The Hag Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

Wrath of Khaine: If your army includes any AVATARS OF KHAINE, friendly DAUGHTERS OF KHAINE PRIESTS know the Wrath of Khaine prayer in addition to any other prayers they know:

Wrath of Khaine: Pick a friendly AVATAR OF KHAINE on the battlefield; until your next hero phase it is now Animated (see below).

Animated: This model cannot use its Torrent of Burning Blood or Avatar of Khaine's Sword unless a friendly DAUGHTERS OF KHAINE PRIEST used the Wrath of Khaine prayer to animate its statue of Khaine in your preceding hero phase.

Idol of Worship: Add 1 to the Bravery characteristic of friendly DAUGHTERS OF KHAINE units that are within 7" of any friendly AVATARS OF KHAINE.

KEYWORDS

ORDER, AElf, DAUGHTERS OF KHAINE, TOTEM, HERO, PRIEST, WITCH AELVES, HAG QUEEN, AVATAR OF KHAINE, CAULDRON OF BLOOD

WITCH AELVES

Together, the Witch Aelves are the army of Khaine, devotees of bloodshed and murder. Relying upon speed and dexterity over armour, they dash into combat, slashing at the enemy with zealous abandon. The agonised cries, spurting blood and still-beating hearts of their foes are the finest offerings they can make to their cruel and violent god, who rewards them with a divine battle-frenzy.



MELEE WEAPONS

Sacrificial Knife

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Witch Aelves has 10 or more models. Some units are armed with pairs of Sacrificial Knives, whilst others fight with single Sacrificial Knives and Bladed Bucklers.

HAG

The leader of this unit is a Hag. Add 1 to hit rolls for a Hag.

HORNBLOWER

Models in this unit can be Hornblowers. A unit that includes any Hornblowers can charge even if it ran in the same turn.

STANDARD BEARER

Models in this unit can be Standard Bearers. If a unit includes any Standard Bearers when you take a battleshock test for it, roll two dice instead of one and discard the highest result.

ABILITIES

Paired Sacrificial Knives: Add 1 to the Attacks characteristic of a Witch Aelf's Sacrificial Knife if it is armed with a pair of Sacrificial Knives.

Frenzied Fervour: If this unit is within 8" of any friendly DAUGHTERS OF KHAINE HEROES in the combat phase, add 1 to the Attacks characteristic of its Sacrificial Knives until the end of the phase.

Bladed Bucklers: In the combat phase, Witch Aelves with Bladed Bucklers have a Save characteristic of 5+. In addition, each time you make a save roll of 6 for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), the attacking unit suffers 1 mortal wound after it has made all of its attacks.

KEYWORDS

ORDER, AELE, DAUGHTERS OF KHAINE, WITCH AELVES

SISTERS OF SLAUGHTER

Masters of the kruip-lash – the barbed whip – the Sisters of Slaughter are fanatical Khaine worshippers that have dedicated their lives and bodies to perfecting the art of dealing death. With skills honed in ritual duels and gladiatorial fights, the Sisters of Slaughter unleash their fury upon the battlefield, stopping at nothing to strike their foes again, and again, and again...



MELEE WEAPONS

Barbed Whip

Range

2"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

Sacrificial Knife

Range

1"

Attacks

1

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Sisters of Slaughter has 10 or more models. Some units are armed with Barbed Whips and Sacrificial Knives, whilst others fight with Barbed Whips and carry Bladed Bucklers.

HANDMAIDEN

The leader of this unit is a Handmaiden. Add 1 to hit rolls for a Handmaiden.

HORNBLOWER

Models in this unit can be Hornblowers. A unit that includes any Hornblowers can charge even if it ran in the same turn.

STANDARD BEARER

Models in this unit can be Standard Bearers. If a unit includes any Standard Bearers when you take a battleshock test for it, roll two dice instead of one and discard the highest result.

ABILITIES

Dance of Death: Sisters of Slaughter can be chosen to pile in and attack in the combat phase if they are within 6" of an enemy, and can move up to 6" when they pile in.

Bladed Bucklers: In the combat phase, Sisters of Slaughter with Bladed Bucklers have a Save characteristic of 5+. In addition, each time you make a save roll of 6 for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), the attacking unit suffers 1 mortal wound after it has made all of its attacks.

KEYWORDS

ORDER, AELE, DAUGHTERS OF KHAINE, SISTERS OF SLAUGHTER

SLAUGHTER QUEEN ON CAULDRON OF BLOOD

There is no greater calling for carnage than when a Slaughter Queen rides to battle atop a Cauldron of Blood. Upon her shrill invocation, the great icon of Khaine glows, emanating a heady smell of blood and an aura of violence that inspires the Daughters of Khaine to new heights of ferocity. Any foes not sliced apart are ground beneath iron-shod wheels or melted in geysers of boiling blood.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Witch Aelves' Sacrificial Knives	1"	✱	3+	4+	-	1
Slaughter Queen's Blade of Khaine	1"	4	3+	4+	-1	1
Slaughter Queen's Deathsword	1"	3	3+	3+	-1	D3
Avatar of Khaine's Sword	2"	4	3+	3+	-2	3

Wounds Suffered	DAMAGE TABLE		
	Move	Sacrificial Knives	Bloodshield
0-2	6"	8	18"
3-5	5"	7	14"
6-8	4"	6	10"
9-10	3"	5	6"
11+	2"	4	2"

DESCRIPTION

A Slaughter Queen on Cauldron of Blood is a single model. The Slaughter Queen opens the throats of her victims with a Blade of Khaine, and decapitates them using her Deathsword. The Cauldron of Blood upon which she stands is crewed by two Witch Aelves, who leap from its dais to attack with their Sacrificial Knives. Atop the Cauldron looms an Avatar of Khaine, a towering statue that can be animated by powerful blood rites to spew forth a Torrent of Burning Blood before smiting anything that stands in its way with destructive sweeps of its giant Sword.

ABILITIES

Bladed Impact: Roll a dice if this model ends a charge move within 1" of any enemy units. On a 2+ the nearest enemy unit suffers D3 mortal wounds.

Bloodshield: The powerful magic that fuels the Cauldron of Blood grants it and nearby followers protection. The range of this ability is shown in the damage table above. Add 1 to the saving throw of friendly DAUGHTERS OF KHAINE units that are wholly within this range of this model. A unit can only be affected by a single CAULDRON OF BLOOD'S Bloodshield ability at any one time.

Pact of Blood: A Slaughter Queen on a Cauldron of Blood can attempt to unbind one spell in the enemy hero phase as if it were a WIZARD.

Priestess of Khaine: In your hero phase, a Slaughter Queen on Cauldron of Blood can pray once. If she does, pick a prayer she knows and roll a dice. On a result of 1 she is found unworthy and suffers 1 mortal wound. On a 2 nothing happens. On a 3+ the prayer is successful and its effect takes place. The Slaughter Queen knows the Rune of Khaine and Touch of Death prayers:

Rune of Khaine: The Slaughter Queen's Blade of Khaine has a Damage characteristic of D3 instead of 1 until your next hero phase.

Touch of Death: Pick a unit within 3" of this model and then hide a dice in one of your hands. Your opponent must pick a hand; if that hand is holding the dice, the unit you picked suffers D3 mortal wounds.

Wrath of Khaine: If your army includes any AVATARS OF KHAINE, friendly DAUGHTERS OF KHAINE PRIESTS know the Wrath of Khaine prayer in addition to any other prayers they know:

Wrath of Khaine: Pick a friendly AVATAR OF KHAINE on the battlefield; until your next hero phase it is now Animated (see below).

Animated: This model cannot use its Torrent of Burning Blood or Avatar of Khaine's Sword unless a friendly DAUGHTERS OF KHAINE PRIEST used the Wrath of Khaine prayer to animate its statue of Khaine in your preceding hero phase.

Idol of Worship: Add 1 to the Bravery characteristic of friendly DAUGHTERS OF KHAINE units that are within 7" of any friendly AVATARS OF KHAINE.

COMMAND ABILITY

Orgy of Slaughter: If this model is your general, you can use this ability. If you do, pick a friendly DAUGHTERS OF KHAINE unit within 14" of this model. If that unit is within 3" of an enemy unit, it can pile in and attack as if it were the combat phase.

KEYWORDS

ORDER, AElf, DAUGHTERS OF KHAINE, TOTEM, HERO, PRIEST, WITCH AELVES, SLAUGHTER QUEEN, AVATAR OF KHAINE, CAULDRON OF BLOOD



Atop a Cauldron of Blood, a Slaughtering Queen exhorts her sisters to unleash new heights of violence upon the foe.

BLOODWRACK SHRINE

Doom spreads from the Bloodwrack Shrine, waves of agonising pain pouring out as the altar ploughs forward. Hissing, the Bloodwrack Medusa that slithers atop the shrine unleashes spells of malevolence while casting her deathly stare across the battlefield. Hell erupts when the bladed shrine hits enemy lines, as the Shrinekeepers and Medusa strike out in all their fury.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	10"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tail of Serpents	2"	D6	4+	4+	-	1
Whisperclaw	1"	4	4+	3+	-	1
Bloodwrack Spear	2"	2	3+	3+	-1	D3
Shrinekeepers' Goadstaves	2"	☀	3+	3+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Goadstaves	Aura of Agony
0-2	6"	6	2+
3-5	5"	5	2+
6-8	4"	4	3+
9-10	3"	3	4+
11+	2"	2	5+

DESCRIPTION

A Bloodwrack Shrine is a single model. It is commanded by a Bloodwrack Medusa who slashes at her enemies with her Whisperclaw and impales them upon a barbed Bloodwrack Spear. Even her writhing Tail of Serpents is capable of delivering a flurry of lethal bites. However, a Bloodwrack Medusa's stare is perhaps her most deadly weapon; should a victim's eyes lock with hers for even a second its lifeblood violently rebels, flooding from every pore until its body collapses into a pool of gore. The Bloodwrack Medusa is mounted upon a shrine crewed by two Shrinekeepers, who stab any who approach with their Goadstaves.

ABILITIES

Bladed Impact: Roll a dice if a Bloodwrack Shrine ends a charge move within 1" of an enemy unit. On a 2+ the nearest enemy unit suffers D3 mortal wounds.

Bloodwrack Stare: When making a Bloodwrack Stare attack, pick a unit that is visible to the Bloodwrack Shrine and roll a dice for each model in that unit that is within range; for each roll of 5+ the unit suffers 1 mortal wound.

Aura of Agony: Bloodwrack Shrines emit an aura that wracks enemies with waves of agony. Roll a dice for each enemy unit within 7" of any friendly Bloodwrack Shrines at the start of your hero phase. If the dice roll equals or beats the score listed on the damage table above, that unit suffers D3 mortal wounds as pure agony courses through them.

MAGIC

The Bloodwrack Medusa atop a Bloodwrack Shrine can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. A Bloodwrack Medusa knows the Arcane Bolt, Mystic Shield and Enfeebling Foe spells.

ENFEEBLING FOE

The Bloodwrack Medusa reaches into her victims' minds, sapping their strength.

Enfeebling Foe has a casting value of 5. If successfully cast, pick a unit within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from wound rolls for that unit in the combat phase.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, MELUSAI, HERO, WIZARD, BLOODWRACK MEDUSA, BLOODWRACK SHRINE

BLOOD SISTERS

Blood Sisters are Melusai, the true daughters of their creator, Morathi. In them are vengeance and spite made manifest. Each Blood Sister longs to drive their heartshard glaive deep into an enemy's vitals, spilling blood to aid their master's rituals. Channelling the hatred within their own tainted souls, the Blood Sisters can also transmute flesh with their agonising scáth touch.



MELEE WEAPONS

Heartshard Glaive

Crystal Touch

Range

2"

1"

Attacks

3

1

To Hit

3+

4+

To Wound

3+

—

Rend

-1

See below

Damage

1

—

DESCRIPTION

A unit of Blood Sisters has 5 or more models. They dispatch their foes with their Heartshard Glaives, and turn them to undying statues with their Crystal Touch.

GORGAI

The leader of this unit is a Gorgai. Add 1 to hit rolls for a Gorgai.

ABILITIES

Turned to Crystal: Each time you score a hit with a Crystal Touch, the target suffers 1 mortal wound.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, MELUSAI, BLOOD SISTERS

BLOOD STALKERS

Slithering forward and drawing their ornate bows, the Blood Stalkers loose volleys of arrows that seek out their target's hearts with uncanny accuracy. In close combat the Melusai wield their scianlar – the same daggers they use to cut the organs from their victims' corpses after battle, offering them up as gruesome sacrifices to their mistress-mother, Morathi.



MISSILE WEAPONS

Heartseeker Bow

MELEE WEAPONS

Sacrificial Dagger

Blood Wyrn

Range

24"

Range

1"

1"

Attacks

1

Attacks

2

1

To Hit

3+

To Hit

3+

3+

To Wound

3+

To Wound

4+

3+

Rend

-1

Rend

-

-

Damage

1

Damage

1

1

DESCRIPTION

A unit of Blood Stalkers has 5 or more models. They shoot their victims with Heartseeker Bows before cutting out their pierced hearts with Sacrificial Daggers.

KRONE

The leader of this unit is a Krone. Add 1 to hit rolls for a Krone. Many Krone are also accompanied by a Blood Wyrn.

ABILITIES

Heartseekers: Each time you make a hit roll of 6+ for this unit in the shooting phase, the target suffers 1 mortal wound instead of the normal damage.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, MELUSAI, BLOOD STALKERS

BLOODWRACK MEDUSA

The most powerful of Morathi's lieutenants are her Bloodwrack Medusae, sorceresses gifted – or cursed – with enormous serpentine bodies and heads crowned with snakes. They are so full of spite and shadow magic that to meet their horrific gaze can cause explosive haemorrhaging. Equally deadly in close quarters, a Bloodwrack Medusa dispatches her foes with claw, spear and snakebites.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	10"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Whisperclaw	1"	4	3+	3+	-	1
Tail of Serpents	2"	D6	4+	4+	-	1
Bloodwrack Spear	2"	2	3+	3+	-1	D3

DESCRIPTION

A Bloodwrack Medusa is a single model. She slashes at her enemies with her Whisperclaw and impales them upon a barbed Bloodwrack Spear. Even her writhing Tail of Serpents is capable of delivering a flurry of lethal bites. However, a Bloodwrack Medusa's stare is perhaps her most deadly weapon; should a victim's eyes lock with hers for even a second its lifeblood violently rebels, flooding from every pore until its body collapses into a pool of gore.

ABILITIES

Bloodwrack Stare: When making a Bloodwrack Stare attack, pick a unit that is visible to the Bloodwrack Medusa and roll a dice for each model in that unit that is within range; for each roll of 5+ the unit suffers 1 mortal wound.

MAGIC

A Bloodwrack Medusa can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows

the Arcane Bolt, Mystic Shield and Enfeebling Foe spells.

ENFEEBLING FOE

The Bloodwrack Medusa reaches into her victims' minds, sapping their strength.

Enfeebling Foe has a casting value of 5. If successfully cast, pick a unit within 18" of the caster that is visible to them. Until your next hero phase, subtract 1 from wound rolls for that unit in the combat phase.

KEYWORDS

ORDER, MELUSAI, DAUGHTERS OF KHAINE, HERO, WIZARD, BLOODWRACK MEDUSA

DOOMFIRE WARLOCKS

Bursting from the fog come the outriders of the war covens, the dreaded Doomfire Warlocks. They are masterful light cavalry, adept at harrying flanks with crossbow fire or launching sudden charges to cut down targets with their cursed scimitars. As warlocks, they can harness the power of shadow, hurling bolts of black flame to decimate the enemy before galloping back into the mists.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomfire Crossbow	10"	2	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Scimitar	1"	2	4+	4+	-1	1
Dark Steed's Vicious Bite	1"	2	4+	5+	-	1

DESCRIPTION

A unit of Doomfire Warlocks has 5 or more models. They are armed with Cursed Scimitars and ride Dark Steeds that have a Vicious Bite. Some units are also equipped with Doomfire Crossbows.

MASTER OF WARLOCKS

The leader of this unit is a Master of Warlocks. Add 1 to hit rolls for a Master of Warlocks' Cursed Scimitar and Doomfire Crossbow.

ABILITIES

Doomfire Coven: Add 1 to casting and unbinding rolls for this unit if it has 10 or more models.

MAGIC

A unit of Doomfire Warlocks can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. A unit of Doomfire Warlocks knows the Arcane Bolt, Mystic Shield and Doomfire spells.

DOOMFIRE

The Doomfire Warlocks hurl bolts of blazing black flame at their foes.

Doomfire has a casting value of 6. If successfully cast, pick an enemy unit within 18" of any model in the casting unit that is visible to it. The target unit suffers D3 mortal wounds if the casting unit has fewer than 5 models, D6 mortal wounds if it has 5 to 9 models, or 6 mortal wounds if it has 10 or more models.

KEYWORDS

ORDER, AELF, DAUGHTERS OF KHAINE, WIZARD, DOOMFIRE WARLOCKS

KHINERAI HEARTRENDERS

The Khinerai Heartrenders are swift and merciless, sky-predators that scan the battlefield for suitable quarry. These bat-winged aelves streak down from on high, using downward momentum to launch a volley of barbed javelins before swooping off to avoid any return fire. Should they find a target to their liking, they will plunge into combat, stabbing with their javelins and heartpiercer shields.



MISSILE WEAPONS

Barbed Javelin

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	1	3+	3+	-1	1

MELEE WEAPONS

Barbed Javelin

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	1	4+	4+	-1	1

DESCRIPTION

A unit of Khinerai Heartrenders has 5 or more models. They are equipped with Barbed Javelins and Heartpiercer Shields.

FLY

Khinerai Heartrenders can fly.

SHRYKE

The leader of this unit is a Shryke. Add 1 to hit rolls for a Shryke.

ABILITIES

Descend to Battle: Instead of setting up this unit on the battlefield, you can place it to one side and say it is circling high above. In any of your movement phases, it can descend to battle – set up the unit anywhere on the battlefield that is more than 9" from any enemy models. This is their move for that movement phase.

Fire and Flight: In your shooting phase, after this unit has finished making all of its attacks, roll a dice: on a 4+ it can make a 6" normal move as if it were your movement phase, but it cannot retreat or run as part of this move.

Death From Above: This unit can shoot even it ran in the same turn. In addition, in the shooting phase, change the Rend characteristic of this unit's Barbed Javelins to -2 if it was set up on the battlefield in the same turn.

Heartpiercer Shield: In the combat phase, Khinerai Heartrenders have a Save characteristic of 5+. In addition, each time you make a save roll of 6 for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), a Khinerai Heartrender pierces her assailant's heart with her shield – the attacking unit suffers 1 mortal wound after it has made all of its attacks.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, KHINERAI HARPIES, KHINERAI HEARTRENDERS

KHINERAI LIFETAKERS

Plummeting out of low clouds, the Khinerai Lifetakers are swift-attack specialists, elite ambushers that swoop into battle to scythe down foes with their barbed sickles. Given a chance, the Khinerai Lifetakers rake enemy formations already in combat, striking quickly before flapping out of the melee to seek other vulnerable prey.



MELEE WEAPONS

Barbed Sickle

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	3+	4+	-	1

DESCRIPTION

A unit of Khinerai Lifetakers has 5 or more models. They are equipped with Barbed Sickles and Heartpiercer Shields.

FLY

Khinerai Lifetakers can fly.

HARRIDYNN

The leader of this unit is a Harriidynn. Add 1 to hit rolls for a Harriidynn.

ABILITIES

Descend to Battle: Instead of setting up this unit on the battlefield, you can place it to one side and say it is circling high above. In any of your movement phases, it can descend to battle – set up the unit anywhere on the battlefield that is more than 9" from any enemy models. This is their move for that movement phase.

Fight and Flight: In the combat phase, after this unit has finished making all of its attacks, roll a dice: on a 4+ it can make a 6" normal move as if it were your movement phase, but it cannot run as part of this move.

Death on the Wind: Add 1 to the Damage characteristic of this unit's Barbed Sickles if it made a charge move in the same turn.

Heartpiercer Shield: In the combat phase, Khinerai Lifetakers have a Save characteristic of 5+. In addition, each time you make a save roll of 6 for such a unit in the combat phase (after re-rolls, but before any modifiers are applied), a Khinerai Lifetaker pierces her assailant's heart with her shield – the attacking unit suffers 1 mortal wound after it has made all of its attacks.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, KHINERAI HARPIES, KHINERAI LIFETAKERS

PITCHED BATTLE PROFILES

The table below provides points, minimum and maximum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Used alongside the rules for Pitched Battles in the *General's Handbook*, this provides you with everything you need to field your Daughters of Khaine army in a Pitched Battle against any opponent.

DAUGHTERS OF KHAINE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Sisters of Slaughter	10	30	120/300	Battleline	
Witch Aelves	10	30	100/270	Battleline	
Avatar of Khaine	1	1	180	Behemoth	
Bloodwrack Medusa	1	1	140	Leader	
Hag Queen	1	1	60	Leader	
Morathi, High Oracle of Khaine	1	1	480	Leader	Only one of this model can be included in a Pitched Battle army. This model can transform into Morathi, the Shadow Queen during the battle.
Slaughter Queen	1	1	100	Leader	
Bloodwrack Shrine	1	1	220	Leader, Behemoth	
Hag Queen on Cauldron of Blood	1	1	300	Leader, Behemoth	
Slaughter Queen on Cauldron of Blood	1	1	330	Leader, Behemoth	
Doomfire Warlocks	5	20	160		
Blood Sisters	5	20	140/480		Battleline if army has DAUGHTERS OF KHAINE allegiance and its general is a BLOODWRACK MEDUSA
Blood Stalkers	5	20	160		
Khinerai Heartrenders	5	20	80		
Khinerai Lifetakers	5	20	80/280		
Cauldron Guard	-	-	100	Warscroll Battalion	
Temple Nest	-	-	80	Warscroll Battalion	
Shadow Patrol	-	-	120	Warscroll Battalion	
Shadowhammer Compact	-	-	80	Warscroll Battalion	
Slaughter Troupe	-	-	80	Warscroll Battalion	
War Coven of Morathi	-	-	100	Warscroll Battalion	
Allies: Darkling Covens, Idoneth Deepkin, Order Serpents, Scourge Privateers, Shadowblades, Stormcast Eternals					

WHAT'S NEXT?

The Age of Sigmar has descended amongst thunder and vengeance, and with its coming, civilisation has taken root in the Mortal Realms once more. Already the shadows of a new peril are cast across the lands, omens of disaster speaking of a deathly curse that will afflict one and all.

