

THE TOME CELESTIAL

Within the pages of the Tome Celestial can be found the greatest repository of knowledge on Sigmar's finest warriors - the Stormcast Eternals.

THE STEEL SOULS

The devout brethren led by Gardus Steel Soul are shining beacons of faith, sworn to deliver the Free Peoples from the predations of Chaos.

The Hallowed Knights are zealous crusaders without equal. The fourth Stormhost to be founded, they are unquestioningly loyal to Sigmar, and their faith in the holiness of his cause outshines that of any other Stormhost – so much so that even the God-King has expressed unease at the intensity of their worship of him. Perpetual prayer and ritual defines their culture, instilling them with an inner strength and purity that no battle has yet tarnished.

For the Hallowed Knights, the war against Chaos is a sacred quest for which no sacrifice is too great. The first canticle of their kindred – 'Much is demanded of those to whom much is given' – encapsulates this outlook, and it is one they repeat often, reminding themselves that great might is bestowed with great expectation. Indeed, the Hallowed Knights purposefully seek out the direst foes and the most benighted battlefields, deeming it their holy calling to pass through the darkest trials and emerge untainted. So formidable is their collective force of will that evil magic finds scant purchase upon them, often pattering against their armour as harmlessly as rain. As their bodies are clad in burnished silver plate, so their souls are armoured by faith, and they shine as saintly



guardians and martyrs in the eyes of the Free Peoples they protect.

While the tribulations of reforging have afflicted some Stormhosts with strange hallucinations or troubling erosions of the spirit, it seems that for the Hallowed Knights the cycle of death and rebirth only intensifies their inner fire, elevating them as ever greater paragons of devotion. This in itself can be shocking – those Hallowed Knights reforged time and again radiate an almost overwhelming sanctity, like archangels who walk amongst men. Such power often manifests visibly, as bright beams of light that escape from every opening in the armour, or nimbus-like haloes glowing above their silver helms. The Hallowed Knights hold these brethren in special honour, gifting them with sacred parchments that they might draw strength from Sigmar's holy writ.

Wherever the battles of the Hallowed Knights rage fiercest, the shining ranks of the Steel Souls Warrior Chamber are rarely absent. Led by famed Lord-Celestant Gardus of the Steel Soul, these heroic warriors epitomise the unquenchable spirit of the Hallowed Knights – by prayer and by blade they strive to bring justice and light to every land befouled by Chaos.

ONLY THE FAITHFUL

Many tales are told of the Silver Saviours by peoples once hopeless and enslaved. They tell of noble warriors who strode to their rescue, gleaming in the light of Sigmar's storms as they voiced the battle-cry 'Only the Faithful!' For the Hallowed Knights, the liberation of the innocent is one of the most important devotional acts – the more diabolical the foe, the more their downfall is proof of the Hallowed Knights' purity.

But some Hallowed Knights take this further still, by wearing unutterably foul objects about their person, secreted in reliquaries or linen wrappings. If such vile energies can be withstood, their reasoning goes, then their incorruptibility will be proved beyond doubt, and their resolve hardened for occasions when great evils might otherwise overwhelm them.



FAITH AND FORTITUDE

For the Hallowed Knights, triumph in battle is only part of their service to the God-King – in their view their duty is as much spiritual as martial. Away from the clamour of war, they devote many hours to ritual and prayerful contemplation, venerating Sigmar as creator and font of purity. This piety is expressed in many ways. Some Hallowed Knights withdraw as solitary anchorites to private cells, cleansing their spirits with low chanting and the study of Azyrite lore. Others don dark blue robes of pilgrimage and visit the many shrines at the heart of their temples and Stormkeeps, giving praise to shards of saintly bone or other, stranger relics that act as fulcrums of prayer. Still others favour devotional song, their sacred hymns filling the holy places like incense.

Whatever the manner of the Hallowed Knights' worship, their solemn Lord-Relictors are ever present, assuming the role of a priesthood to a much greater degree than their counterparts in other Stormhosts.

LORDS OF THE SHINING CITADEL

The Hallowed Knights have founded many Stormkeeps across the Mortal Realms, but none is greater than the Shining Citadel in the Aqshian city of Hallowheart. As the principal

THE SILVERED SAINT

Since Alarielle gave her blessing to the Hallowed Knights during the Realmgate Wars, there has been talk of a glowing figure sighted in and around their foremost Stormkeeps, particularly those in Ghyran, the Realm of Life.

Known only as the Silvered Saint, this androgynous, feather-winged being appears in reflections and even bodies of water to lend its blessing to those afflicted by doubt and fear, especially in times of great need.



staging post of their crusades, it is from this mighty fortress that the Hallowed Knights coordinate much of their grand war effort. Yet, like all Hallowed Knights Stormkeeps, the Shining Citadel is far more than a mere garrison. It is also a great nexus of faith, as much a centre of learning and religious observance as it is a military asset. Every detail of the Citadel's design speaks to this fact, from the bas-reliefs depicting the Twelve Ordeals of Lord Gardus to the Canticles of Faith carved into its towering pillars and archways. Through its vaulted shrines and sanctuaries the Hallowed Knights process solemnly, incanting pious words that brace them for the coming battles.

**'To banish evil is to serve Sigmar.
May His light be ever our guide.'**

- The Fourth Canticle of Faith

Within the vast precincts of the Shining Citadel stands the house of high worship known as the Celestrine Cathedral – a temple charged with such sanctity that it shines like a beacon to those with the witchsight. Word has it that pilgrims who walk through the Cathedral's inner gates are purified at once, even if the act burns part of their essence away in the process.

BOOKS OF THE FAITHFUL

For all its armouries and battlements, the Shining Citadel is also a hallowed repository of lore. Stored in a great chained library guarded by a select few Lord-

Relictors, the ironbound tomes known as the Books of the Faithful are said to record the fragmented mortal memories of every Hallowed Knight, acting as wellsprings of faith to all who read them.



The Warrior and Sacrosanct Chambers of the Hallowed Knights are joined by the Celestant-Prime to cleanse the Wailing Canyons of Moonclan Grots.



RELICS OF PURITY

The Hallowed Knights carry their piety into battle in various ways. For some warriors it is enough to hold true to Sigmar in their hearts, steeling themselves with the chanting of prayers. Others find the nearness of sacred relics and icons to have a powerful edifying effect, reminding them of exemplary crusaders now lost or evoking the memory of holy texts from which they draw strength.

It is not uncommon to see whole brotherhoods of Hallowed Knights wearing such devotional trappings to war. These can range from gilded triptychs mounted behind helmets to long strips of purple-dyed parchment wrapped around armoured limbs, inked with sacred hymns. The tribulations of Sigmar during the Age of Myth are a favourite theme, and the Knights will often labour on their chosen accoutrements personally, the manual task of crafting reliquaries or copying out ancient texts being in itself an important meditative act.

Some Hallowed Knights adorn themselves with relics so obscure that they seem to bear no link to the heritage of their Stormhost or the holy cause of Sigmar. In fact these items are deeply personal to each warrior, pertaining to their former lives as mortals. One might wear a vial of ashen soil around her neck, gathered from the ruins of a settlement she fell defending. Another might treasure the fragments of a broken throne from which he reigned in life, acting as a humbling reminder that fortune ebbs and flows, but Sigmar's rule is timeless and just.



TORNUS THE REDEEMED

Few Hallowed Knights have passed through greater tribulation than Tornus the Redeemed, whose road to salvation is legendary. In mortal life Tornus was a warrior guardian of the Everdawn tribe who stubbornly defended the Lifewells against the forces of Nurgle, until being captured and befouled in body and soul as a punishment for his defiance. The plagued being that emerged from these torments was given a formidable executioner's axe and renamed Torglug the Despised. Rising quickly in Nurgle's favour, Torglug came to command vast armies in the Plague God's name. He led the invasion that drove Alarielle from her final haven,

and almost captured the goddess before being bested by the Celestant-Prime. Recognising a buried seed of valour within him, the Celestant-Prime struck down Torglug with Ghal Maraz, killing him, but redeeming his blighted soul. That essence blazed to Sigmaron, where Tornus was reformed as a Knight-Venator of the Hallowed Knights. Fuelled by shame and anger, Tornus returned to Ghyran and fought heroically alongside Gardus of the Steel Soul and his Warrior Chamber. Borne aloft on crackling pinions of light and armed with an ornate realmhunter's bow, Tornus is no longer Nurgle's slave, but a warrior of righteous vengeance, remade to defend the helpless once more.



THE STEEL SOULS

Amongst the most celebrated chambers of the Hallowed Knights is the Warrior Chamber known as the Steel Souls, led by their namesake, Lord-Celestant Gardus of the Steel Soul. As the veterans of countless crusades, the Steel Souls are shining exemplars of their Stormhost's central tenets of humility, courage and sacrifice. Following the lead of Gardus, they plunge into nightmarish battles without hesitation, braving the direst hellscape to deliver Sigmar's justice.

Like all Warrior Chambers, the Steel Souls are a versatile fighting force. Nine Redeemer conclaves of Liberators form their tactical core, supported by agile Prosecutors, sharp-eyed Judicators and the might of six Paladin conclaves. While this structure is wholly orthodox, it is paired with a zealotry hardly matched throughout Sigmar's armies. Each Steel Souls conclave fights with the conviction of martyrs, seeming to embrace their own demise if it serves the God-King's wider goals.

Such devotion inevitably ravages the ranks of the Steel Souls, but they consider each reforging a step closer to Sigmar's own divine purity. The

TEGRUS OF THE SAINTED EYE

Wherever the Steel Souls strike, the hawk-like Prosecutor-Prime Tegrus wings through the sky, ready to cast down the worshippers of Chaos in Sigmar's name. In mortal life Tegrus was a gifted ranger, hunting down the Chaos warbands that infested his homeland. As a Prosecutor-Prime, Tegrus is a huntsman still, and it is to him that Lord Gardus turns first whenever the foe eludes him.



physical traits of some Steel Souls warriors are telling – so many deaths have they endured that their eyes blaze with celestial light, and their words resound as though voiced by heavenly choirs. The Azyrite energies that imbue the Steel Souls also counteract the evil influence of blights and maladies. While battling the hosts of the Plague God Nurgle in Ghyran, the Steel Souls contracted all manner of diseases, yet time and again their flesh was burned clean by inner fires that scarred their bodies but left their souls pure. It is a testament to their faith that the Steel Souls were able to endure these agonies and fight on, trusting in the inviolate light of Azyr. The battle honours of the Steel Souls are lauded in the Shining Citadel and beyond. Their deeds in support of Alarielle during the War of Life are legendary, and they have won further renown in the opening campaigns of the Soul Wars. It is not the way of the Hallowed Knights to celebrate such achievements purely for their strategic import, however. Each engagement with the enemy is a didactic moment, replete with spiritual lessons and deeper truths to be studied and unlocked. That the Steel Souls have opened up so many avenues of worship in this way is their most lasting accolade.



The Steel Souls battle the Nighthaunt in the depths of Shyish. Their strength of will and purity of purpose ensure their souls remain untarnished in this haunted land.

STEEL SOULS CHAMBER ORGANISATION

CHAMBER COMMAND

LORD-CELESTANT GARDUS STEEL SOUL

LORD-CASTELLANT LORRUS GRYMN

KNIGHT-AZYROS CADOC KEL

KNIGHT-HERALDOR KURUNTA,
LION OF THE HYAKETES

LORD-RELICTOR MORBUS STORMWARDEN

LORD-VERITANT CARUS IRON-OATH

KNIGHT-VENATOR ENYO THE SUNWINGED

KNIGHT-VEXILLOR ANGSTUN DRAHN



ANGELOS CONCLAVE



PROSECUTOR-PRIME TEGRUS OF THE SAINTED EYE AND RETINUE

PROSECUTOR-PRIME GADEON THE SOARER AND RETINUE

PROSECUTOR-PRIME RAPRIA EVERSWEFT AND RETINUE



PALADIN CONCLAVE



RETRIBUTOR-PRIME FEROS OF THE HEAVY
HAND AND RETINUE

PROTECTOR-PRIME KAHYA LOREGUARD AND
RETINUE

RETRIBUTOR-PRIME MARKIUS THE
PRAYERFUL AND RETINUE

DECIMATOR-PRIME DIOCLETIAN THE RAPT
AND RETINUE

PROTECTOR-PRIME SIGERIC CRYPTCHANTER
AND RETINUE

DECIMATOR-PRIME MACHUS SUREFAITH
AND RETINUE



REDEEMER CONCLAVE



LIBERATOR-PRIME AETIUS SHIELDBORN
AND RETINUE

LIBERATOR-PRIME TIBIUS THE HALOED
AND RETINUE

LIBERATOR-PRIME BEDA HOPESONG
AND RETINUE

LIBERATOR-PRIME DUNSTAN THE PIOUS
AND RETINUE

LIBERATOR-PRIME MAUDIS BRIGHTVEIL
AND RETINUE

LIBERATOR-PRIME JUSTINIAN TIDEHALTER
AND RETINUE

LIBERATOR-PRIME OSRIC ALTAR-SON
AND RETINUE

LIBERATOR-PRIME GODWIN ARGENTUS
AND RETINUE

LIBERATOR-PRIME JESRYNA THE STEADFAST
AND RETINUE



JUSTICAR CONCLAVE



JUDICATOR-PRIME SOLUS THE WATCHMAN AND RETINUE

JUDICATOR-PRIME FERRON STORMSHOCK AND RETINUE

JUDICATOR-PRIME BELIOS THE THRICE-PROVEN AND RETINUE



GARDUS OF THE STEEL SOUL

Lord-Celestant Gardus is a living beacon of hope. In all of Sigmar's hosts there is no subject more devout, and his qualities of honour, duty and sacrifice inflame the hearts of kings and lepers alike. Gardus is lord of the Steel Souls Warrior Chamber, and his holy example fills those he leads with immeasurable strength.

In mortal life Gardus was known as Garradan of Demesnus, a healer whose quiet courage brought succour to the sick and cursed. Garradan's constitution was legendary; not once did he contract an ailment from the moss-lepers and mildewed starvelings he tended. But when his grand hospice was attacked by the crazed Skinstealer tribe, Garradan's true calling became clear. Wielding a massive iron candlestick in each hand, he fought to the death in defence of the helpless, dying with a prayer for strength upon his lips.

'Each of us has known death, each has fallen far from Sigmar's light. But still he calls us back, and smiths us anew upon the holy Anvil. Knights, we are his hammer!'

- Lord-Celestant Gardus

Sigmar listened well, and called Garradan's bright soul to Sigmaron. There he was reborn as Gardus and elevated to the rank of Lord-Celestant, for so evident were his talents in the Gladitorium. When the Storm of Sigmar broke, Gardus and his Steel Souls were hurled to the swamps of Ghyran, a dire duty ahead of them.

Since that first deployment, Gardus has endured much in Sigmar's service, falling in battle many times only to be remade as an ever greater vessel of purity. Yet even Gardus has not emerged unscathed from the daemonic horrors he has overcome. He once became trapped in the Garden of Nurgle after tumbling through the Gates of Dawn Realmgate, and since that time nightmares and visions of disease have haunted his mind.

Gardus leads the Steel Souls on foot, surrounded by a blazing corona of light which appears brighter after each victorious battle. Not for him a winged steed to bear him away from danger – he enters the fray shoulder to shoulder with his warriors, sharing the fate of those he commands. Such is the burden of the blessed.

MERCY IMPERISHABLE

While some Lord-Celestants are driven by a desire for vengeance or justice, Gardus has never lost the compassion that fuelled his mortal deeds. It has been said that this sense of mercy is both his greatest weakness and his greatest strength – for him, war is but the difficult first step on the path to salvation, and spilt blood the most temporary of inks. Some whisper that his true wish is only to rebuild that which he once lost, setting aside blade and hammer to tend to the sick once more.



HEROES OF THE STEEL SOULS

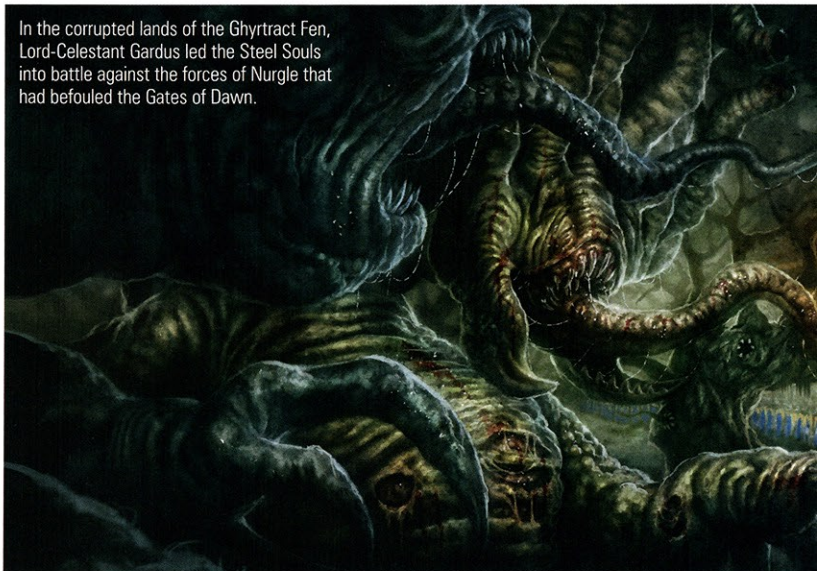
The lords and knights of the Steel Souls are the lead voices in their chamber's mighty chorus, guiding their brethren through the darkest tribulations by their heroic example.

Some of the most pious mortals spirited to Sigmarron during the Age of Chaos found themselves reforged as leaders beneath Gardus of the Steel Soul, each installed in a role that best mirrored their skills in mortal life. Led by this cadre of saintly heroes, the Steel Souls do not shirk from any challenge.

'By prayer and blade!'

- Prime Canticle of the Steel Souls

In the corrupted lands of the Ghyrtract Fen, Lord-Celestant Gardus led the Steel Souls into battle against the forces of Nurgle that had befouled the Gates of Dawn.



LORD-RELICTOR MORBUS STORMWARDEN

In mortal life, Morbus held the priestly rank of Ar-Morr in Baran-Ulut, a mountain kingdom in Shyish. In that role he watched over the rocky shrines of his people, and was their chief defender when skaven of the Clans Moulder mounted a shock attack to seize the shrines' realmstone-inlaid altars.

Ratmen corpses surrounded the Ar-Morr as he swung lethal arcs with his staff of office, until finally he was torn asunder by a monstrous Hell Pit Abomination. Great Sigmar looked on, and claimed the priest's zealous soul for Azyr. Lord-Relictor Morbus acts as a spiritual shepherd of the Hallowed Knights, culturing their worship of the God-King and purifying their holy places just as he once did in the shrines of Baran-Ulut.

DEEDS OF GLORY

During the War of Life, Morbus and many fellow Steel Souls found themselves trapped in the Garden of Nurgle. Never yielding to despair, he shielded the souls of the fallen that the Garden had ensnared, holding back the Plague God's corruptions. Prone to cryptic reflections, Morbus claimed to see gloomy portents in each daemonic assault he defeated – be they signs of redemption or spiritual lessons to be brooded on.

KNIGHT-AZYROS CADOC KEL

When the soul that became Knight-Azyros Cadoc Kel ascended to Azyr, the Dark Gods must have wept – here was a being so bent on destruction that he could have become a great warlord of Chaos. Sigmar saw a pure and faithful heart in Cadoc however, and set him on a more righteous path as a protector of the weak. Lord Gardus soon learnt the best uses for his fiery Knight-Azyros. In battle, Cadoc fights like a maddened ghyr-lion, interested not in the redemption of his foes or the salvation of their souls, only their torment and doom. Wherever the light of Cadoc's lantern shines, his enemies know that the wrath of the heavens has come.

DEEDS OF GLORY

As a mortal, Cadoc was murdered by his cousin, the Khornate champion Ahazian Kel. As a Hallowed Knight, he harbours a bitter loathing for the servants of the Blood God and turns his savage blade upon the followers of Khorne whenever possible. His most celebrated deed to date was upon Bloodlust Bridge in Aqshy, where so many Bloodbound warriors fell to his starblade that the river below became dammed with their gory remains.

KNIGHT-HERALDOR KURUNTA

The self-styled Lion of the Hyaketes, Kurunta accepts the divinity of Sigmar with all the surety he once reserved for the Great Bull-Roarer – the god of the Felstone Plains peoples to whom he belonged as a mortal. Worship was never a contemplative act for him, it was simply what men did. Now, furnished with ample evidence of the God-King's power, Kurunta has accepted his new liege without question, though he has little interest in the lettered theologising pursued by some in his Stormhost. Built like the great bull he once called god, Kurunta is a stirring presence on the battlefield, and will tolerate no frailty in the battle-line.

DEEDS OF GLORY

Thick-set and indomitable, Kurunta has been known to slay Sigmar's foes even while disarmed. With only his war-horn to hand, he vanquished the Slaaneshi daemon known as the Singer-in-Darkness, first shattering her intoxicating song with the clarion-call of his war-horn before smiting her with his bare hands. In doing so, Kurunta saved his fellow Stormcasts – possibly even their souls – from her fatal allure.



LORD-CASTELLANT LORRUS GRYMN

If Gardus is the Steel Souls' sword, Lorrus Grymn is their unbreakable shield. Like all Lord-Castellants, he is a master of defensive warfare, and he works to bolster his chamber's resolve against every kind of threat, educating his brethren in the theories of war. It is a role he views with no less fervour than that of a priest, for a great debt of penance hangs over him. In mortal life he was known as Lurgun Blackpelt, the chieftain of a nomadic tribe who were set upon and massacred by Slaaneshi daemons while they migrated to fresh pastures. Though Lurgun fought fearlessly and slew dozens of daemons before he fell, the tragedy left a deep wound in his soul. As such, his every act as Lord-Castellant has been a prayer for atonement, adamant that he will never again be caught off-guard.

DEEDS OF GLORY

Following the loss of Lord Gardus at the battle for the Gates of Dawn, it was Lorrus who assumed overall command of the Steel Souls and upheld their mission in the Jade Kingdoms. The children of Alarielle still recall with thanks his part in defending them from the diseased servants of Nurgle. The Lord-Castellant's name is revered by the citizens of the Living City also, for it was he who held the Twelve-Thorn Gate against a besieging force of Rotbringers.



KNIGHT-VENATOR ENYO THE SUNWINGED

Formerly a Nyctean Guard of Cypria, the City of Scholars in Chamon, Enyo is a pragmatic and selfless warrior. She sees no honour in battle for its own sake – victory is the sole objective, for only through the ending of war can a tranquil, soulful existence be granted and true purity of spirit achieved.

If such a time came, she has mused, she would explore the vast, celestial sea with her Star-eagle Periphias, and come to a purer understanding of her faith. It is a dream that fires Enyo's heart, and there is no battlefield that can crush her indomitable spirit.

DEEDS OF GLORY

Like all Knights-Venator, Enyo is a superlative hunter and a deadly archer, and Lord Gardus has tasked her with the slaying of many formidable quarries since the beginning of the Realmgate Wars.

Amongst her most celebrated kills was the Akkrokama, a monstrous harkraken that threatened the floating city of Skydock in Azyr – a deed for which many thankful candles were lit in her honour.

KNIGHT-VEXILLOR ANGSTUN DRAHN

As Knight-Vexillor of the Steel Souls, Angstun shines like a lodestar, the sight of his incorruptible standard guiding the way for his brothers and sisters. Angstun embraces the role as an extension of his mortal days as a philosopher. Through learning and reason, he illuminated new paths for his people, and famously helped to forge an alliance between the Living City and the enigmatic duardin known as the Root Kings. As a conspicuous battlefield target, Angstun has been slain and reforged countless times, and a dazzling halo now hovers above his silver helm as a result, rendering his virtue plain for all to see.

DEEDS OF GLORY

When the Steel Souls were surrounded by spider-worshipping grots during their struggle upon the Great Green Torc, Angstun raised his voice above the maelstrom and prayed to the heavens for aid. From the stormy skies materialised a celestial comet that fell to earth and crushed an immense Arachnarok Spider. With the grots dismayed at the loss of the great beast, the Steel Souls' made a fighting retreat.

A CHRONICLE OF DEVOTION

The Hallowed Knights consider every combat posting to be a convocation of worship. Like the prayers they chant in their chapels, their deeds on crusade are exaltations of a different kind, voiced by blade and hammer. To fulfil the strategic wishes of Azyr is to answer a divine calling, while to fall in the attempt is an act of purest martyrdom.

No chamber exemplifies this fact more than the Steel Souls. Zealous beyond measure, the warriors of Lord Gardus have waded through the foulest horrors in Sigmar's service, and regard the ordeal of reforging as no less than the pinnacle of the ritual of war. Amongst the many battle honours of the Steel Souls, the chamber's noble deeds in Ghyran during the War of Life still shine bright in memory and song. It was a campaign that confirmed the Sylvaneth as strong allies of the Hallowed Knights, and the putrid followers of Nurgle as their most hated foes.

THE AGE OF SIGMAR

THE GATES OF DAWN

Seeing the Jade Kingdoms overrun by the minions of Nurgle and the power of Alarielle the Everqueen withered and dormant, Sigmar casts his Stormcast Eternals into Ghyran, choosing the incorruptible Hallowed Knights as the tip of the lightning bolt. The Knights are tasked with the seizing of critical Realmgates, with the Steel Souls despatched to close the most perilous of them all – the waterfall portal known as the Gates of Dawn. Fighting through a noxious fog, Lord Gardus and his warriors engage the daemon legions and strive to fell their foul leader, the immense Great Unclean One Bolathrax. Yet the Realmgate stands, and in an act of fearless sacrifice Lord Gardus plunges through it himself, luring Bolathrax after him. The daemon's corpulent bulk brings the Gates of Dawn crashing down, winning the Hallowed Knights their victory, but Steel Soul is left stranded beyond the portal, finding himself in the hellish Garden of Nurgle itself. In those lands the God-King holds no sway, and it is thought that the Lord-Celestant's fate must surely be dire.

THE DIRGEHORN SILENCED

Nurgle's taint still remains in Ghyran, and a chilling drone rings across the land, putting the Sylvaneth to flight. It falls to the Stormhosts to destroy its source – the dread artefact known as the Dirgehorn, mounted upon the Profane Tor by the Beastlord Gluhak. The depleted ranks of the Steel Souls lead the way, shining as beacons for the disheartened to follow. But they enter the jaws of a trap – the Dirgehorn has cursed the landscape, animating foliage and swamps to infect and consume the questing Stormcasts. The befouled land claims many, yet not one of the fallen hails from the Hallowed Knights, the rot and rust finding no purchase on their gleaming armour and weapons. A deadly focus drives them on, and they reach the Profane Tor only to be assailed by beastmen lurking in the twisted trees. Terrible battle is joined, and for every Hallowed Knight sent blazing back to the heavens, a dozen savage mutants are slain. Lorrus Grymn and his Paladins cut a savage path through Gluhak's hordes, and Grymn is first to stagger onto the Tor's summit and set eyes upon the Dirgehorn. Sigmar's Tempest breaks above as lumbering Rotbringers led by Gutrot Spume join the fray. Lorrus Grymn battles through nonetheless, and personally defeats Spume while his Paladins silence the Dirgehorn.

THE FIRST TRUE ALLIANCE

An army of Nurgle Rotbringers ambush Alarielle's handmaiden, the Lady of Vines and overpowers her bodyguard. All seems lost until a grime-streaked figure bursts into the fray. Gardus the Steel Soul returns to the Mortal Realms weary but untainted, and single-handedly saves the Dryad from her attackers. For the first time, a true alliance between Stormcast Eternals and the



Sylvaneth seems possible. Yet the Steel Souls are only briefly reunited with their commander, for he is slain soon after at the battle to defend Athelwyrd, Alarielle's innermost sanctuary. The legendary zeal of the Steel Souls is reaffirmed during this battle, and the Sylvaneth stir at last to mete out a grim retribution.

THE GREAT GREEN TORC

Following his reforging, Lord Gardus and the Hallowed Knights join the Anvils of the Heldenhammer on a mission to the strange skyborne landmass known as the Great Green Torc. Made from the soulstuff of a dozen seasons, the Torc is central to Archaon Everchosen's grand scheme to shackle the godbeast Behemat to his service. In a world-splitting clamour the Stormcast Eternals strike from Azyr, the very footfalls of the Hallowed Knights cleansing the land of the filthy miasma spread by Nurgle. An ambush of beastmen is swiftly put to flight, but in their retreat the beasts lead Sigmar's champions into the territory of the spider-worshipping tribes of Arachnia. Hundreds of greenskin spider riders fall upon the Stormcast Eternals, forcing them into a fighting retreat. But the route is blocked by yet more beastmen, and Lord Gardus quickly commits his Steel Souls to a sacrificial stand, buying time for the Anvils to escape. Only once the black-clad Stormcasts are safe does Gardus order the disengagement of his few remaining warriors. Smashing a path through the press with his hammer, he leads the Steel Souls to the very edge of the Great Green Torc, where they unflinchingly hurl themselves from the precipice, vanishing one by one into the stormclouds that fringe the Torc. The grot chieftain howls in triumph, foreseeing all too little of the fateful outcome of the Steel Souls' sacrifice.

THE HAUNTED FISSURE

The ripples of the Shyish necroquake shake the fabric of the Mortal Realms, awakening terrors long dormant and birthing sorcerous threats of new kinds. Rumours reach Azyr of a great fissure ripped into the arid Ghurlands, from which hordes of humanoid spectres drift in nightly hauntings to prey upon the peoples of the plains. Calling upon the Steel Souls, Sigmar instructs the renowned Warrior Chamber to quell this evil and liberate the innocent. The silvered brethren armour themselves with prayer and embark fearlessly, only to find that the region has been claimed by the Mortarch Arkhan the Black, whose deathless legions have pressed the mortal tribesfolk into slavery. The Steel Souls strike at the fissure, fighting ferocious battles with the forces of Death guarding its edge. Leading a detachment of Liberators and Paladins, Lord-Relictor Morbus Stormwarden breaches the defenders' line and descends deep into the ravaged earth. In those gloomy depths Morbus finds the remainder of the enslaved populace, exhausted by the forced excavation of a vast tomb-like edifice. Fired by faith, he leads a furious assault against Arkhan's ghostly overseers. Morbus and his Stormcasts fall to a warrior, but their sacrifice buys the tribesfolk time to flee. Meanwhile, the Steel Souls struggling against the Mortarch's forces on the surface are set upon by brutish Ironjawz orruks, drawn to the clamour of battle and hungry for whatever subterranean bounty seems so hotly contested. As the last of the liberated prisoners limp away from danger, the remaining Steel Souls are slain in blazes of blue light. The Hallowed Knights' sacrifice is feted in Azyr, but their grim findings in the fissure cast a shadow on Sigmar's mind. A new crusade approaches – but who will answer its call? Only the Faithful!



WARSCROLL BATTALIONS

These pages provide additional warscroll battalions, enabling you to field the fervent brethren of the Steel Souls chamber on the battlefield.

WARSCROLL BATTALION

STEEL SOULS WARRIOR CHAMBER



The Steel Souls Warrior Chamber are selfless heroes of many crusades, their deeds mirroring the zeal and purity of their Lord-Celestant, Gardus. No matter how sullied and tarnished they become, the Steel Souls always emerge uncorrupted from the horrors of battle. Undaunted by evil magic or disease, they enter battle as shining saints, each conclave knowing their role in the grand hymn of war.

ORGANISATION

A Steel Souls Warrior Chamber consists of the following warscroll battalions:

- 1 Steel Souls Lords of the Storm
- 3 Steel Souls Thunderhead Brotherhoods
- 3 Steel Souls Hammerstrike Forces

ABILITIES

Purifying Purge: *The bodies of the Steel Souls are so imbued with the energies of Azyr that their flesh constantly burns itself clean of afflictions in a cycle of rot and renewal.*

At the start of your hero phase, you can heal 1 wound allocated to each unit from this battalion.



WARSCROLL BATTALION

STEEL SOULS LORDS OF THE STORM

ORGANISATION

A Steel Souls Lords of the Storm battalion consists of the following units:

- 1 **HALLOWED KNIGHTS** Lord-Celestant (Gardus Steel Soul)
- 1 **HALLOWED KNIGHTS** Lord-Relictor (Morbus Stormwarden)
- 1 **HALLOWED KNIGHTS** Lord-Castellant (Lorrus Grymn)
- 0-1 unit of Gryph-hounds
- 1 **HALLOWED KNIGHTS** Knight-Azyros (Cadoc Kel)
- 1 **HALLOWED KNIGHTS** Knight-Heraldor (Kurunta)
- 1 **HALLOWED KNIGHTS** Knight-Venator (Enyo the Sunwinged)
- 1 **HALLOWED KNIGHTS** Knight-Vexillor (Angstun Drahn)

ABILITIES

Saintly Assault: *Calling upon the celestial grace of Sigmar, the lords of the Steel Souls engage the foe with zealous wrath.*

Once per battle, at the start of your charge phase, you can declare a Saintly Assault. If you do so, you can re-roll charge rolls for units from this battalion until the end of that phase. In addition, if you declare a Saintly Assault, add 1 to the Attacks characteristic of melee weapons used by units from this battalion until the end of that turn.

RESTRICTIONS

The Lord-Celestant model in this battalion cannot have a mount.

WARSCROLL BATTALION

STEEL SOULS THUNDERHEAD BROTHERHOOD

ORGANISATION

A Steel Souls Thunderhead Brotherhood consists of the following units:

- 3 units of **HALLOWED KNIGHTS** Liberators
- 2 units of **HALLOWED KNIGHTS** Judicators

ABILITIES

Strength Through Sacrifice: *The ranks of the Steel Souls are filled with willing martyrs whose sacrifices stoke the resolve of those still standing.*

At the end of the combat phase, if any models from a unit in this battalion were slain in that combat phase, add 1 to the Bravery characteristic of that unit until the end of that turn.

WARSCROLL BATTALION

STEEL SOULS HAMMERSTRIKE FORCE

ORGANISATION

A Steel Souls Hammerstrike Force consists of the following units:

- 2 units of **HALLOWED KNIGHTS** Paladins
- 1 unit of **HALLOWED KNIGHTS** Prosecutors

ABILITIES

Beacons of Faith: *So bright do the spirits of the Steel Souls burn that they have been known to banish hostile spells even before they are uttered.*

Subtract 1 from casting rolls for enemy **WIZARDS** while they are within 8" of any units from this battalion.

HALLOWED KNIGHTS

If you've just finished reading the Tome Celestial then you may well have been inspired to build and paint an army of Hallowed Knights of your own. But how do you get that silver armour looking so shiny? Fortunately, we've got a painting guide to show you how.



The Hallowed Knights are one of the most renowned of all the Stormhosts, their gleaming silver armour a symbol of hope and salvation across the Mortal Realms. With a few simple painting techniques you can have an army of them painted in no time, ready to conquer the battlefields of the realms. This painting guide has been applied to a Sequitor-Prime, though the colours and advice can be used to paint any Stormcast Eternals model, from a basic Liberator right up to the Celestant-Prime. Below you will find stage-by-stage painting guides for the Hallowed Knights, plus a few useful painting tips.

TOP TIP 1 – SPRAY BASECOATS

Spray basecoats are a great way to get large areas of a model painted in one go – ideal for armoured models like Stormcast Eternals. While most of a Sequitor's armour is covered up by their robes, it's still worthwhile undercoating them with Leadbelcher spray to keep the colour of their armour consistent with the rest of your army.

SILVER ARMOUR



Basecoat: Leadbelcher
Citadel Spray



Glaze: Guilliman Blue
M Glaze



Layer: Ironbreaker
M Layer



Layer: Ironbreaker
M Layer



Wash: Nuln Oil
M Shade



Layer: Stormhost Silver
S Layer

BLUE ARMOUR



Basecoat: Kantor Blue
S Base



Layer: Fenrisian Grey
XS Artificer Layer



Wash: Nuln Oil
M Shade



Layer: Altdorf Guard Blue
S Layer

GOLD TRIM



Basecoat: Retributor Armour
S Base



Wash: Reikland Fleshshade
Gloss
M Shade



Layer: Stormhost Silver
XS Artificer Layer

ON THE APP

METAL ARMOUR

The Hallowed Knights may be one of the most pure Stormhosts, but even their armour can get dirty sometimes! If you fancy a more weathered look to your army, why not try out some of these colour swatches from the Citadel Paint app.

Rusted Metal

Industrial Metal

Bronze

Light Brass

TOP TIP II – WORK FROM THE INSIDE OUT

Many painters often work from the inside of a model out, painting the lowest areas of a model – in this case the armour – first, then the next layer (the robes) and finally the details last. This should ensure that you never have to navigate your paint-laden brush past an area that you've already painted. On this model, all three armour colours – silver, gold and blue – were painted before the robes.

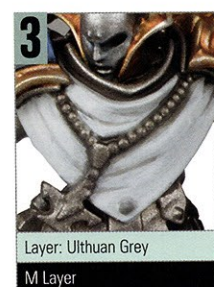
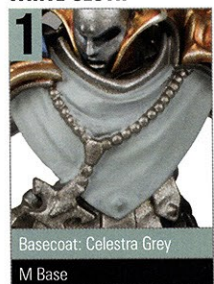
TOP TIP III – THE LITTLE DETAILS

It's often the little details that help bring a model to life. On this Sequitor-Prime, her stormsmite maul is painted differently to her armour to show that it's made of a different silver metal alloy. The vial at her waist is painted Ulthuan Grey and glazed with Guilliman Blue to match the cool colour scheme of her armour, while the embroidery on her robes is painted the same colour as her shield.

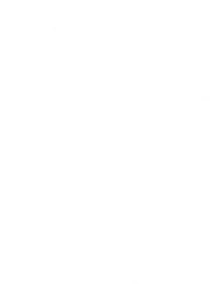
MAGENTA CLOTH



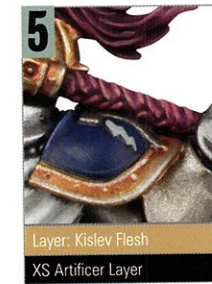
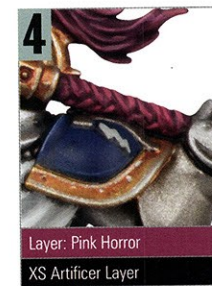
WHITE CLOTH



WEAPON BLADE



WEAPON BINDING



LEATHER GLOVES



HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each stage.

Each stage includes the following:

Photograph:

These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint:

The coloured bar names the technique shown in the picture along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it really easy to identify the right one.

