



WARHAMMER

AGE OF SIGMAR

SHADOW & PAIN

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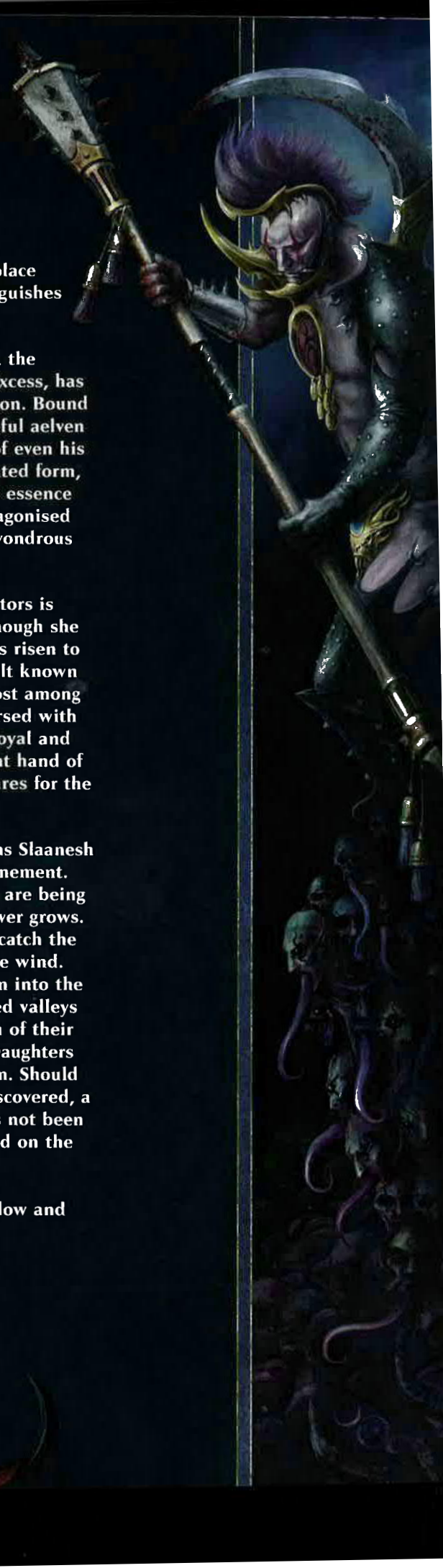
In the depths of Uhl-Gysh, in a place
between shadow and light, a god languishes
in chains.

For many long centuries, Slaanesh, the
Dark Prince of Chaos and Lord of Excess, has
been confined within this twilit prison. Bound
with chains of paradox by the vengeful aelven
pantheon, he lies beyond the gaze of even his
brothers in darkness. From his bloated form,
the aelven gods have extracted the essence
of their devoured people, soul by agonised
soul, and crafted new races both wondrous
and terrible.

Counted amongst Slaanesh's captors is
Morathi, High Oracle of Khaine. Though she
is no god - at least not yet - she has risen to
command a bloodthirsty warrior-cult known
as the Daughters of Khaine. Foremost among
her servants are the Scáthborn. Cursed with
the visages of monsters, they are loyal and
ferocious champions, the strong right hand of
their sorcerous mistress as she prepares for the
wars to come.

It is well that she does so, for long has Slaanesh
schemed to break free of his confinement.
One by one, the chains binding him are being
shattered, and little by little his power grows.
As it does, his Godseeker acolytes catch the
scent of their absent lord upon the wind.
With each passing year, more stream into the
realm of Ulgu, ravaging its shadowed valleys
and penumbral kingdoms in search of their
lost deity. Amidst the gloom, the Daughters
of Khaine stand ready to repel them. Should
they fail and Slaanesh's prison be discovered, a
monstrous evil the like of which has not been
seen for centuries will be unleashed on the
realms once more.

The stage is set for a clash of shadow and
sensation.



THE SHADOWS WRITHE

Deep within Ulgu, the mysterious Realm of Shadow, Morathi plots. Though she and the aelven pantheon have long kept Slaanesh fettered with paradoxical chains, the hour draws ever nearer when the Dark Prince will inevitably break free of his bonds. When that day dawns, the High Oracle of Khaine intends to be prepared.

The ancient aelf-witch known as Morathi has been many things over her epoch-spanning existence: a sorceress of rare and terrible power; High Oracle of Khaine, the aelven god of murder; mother of Malerion, Lord of Shadows. One thing she has never been, however, is a fool.

It was during the final years of the Age of Myth that the aelven pantheon succeeded in trapping Slaanesh within the Hidden Gloaming of Uhl-Gysh. The seeds of this grand plan, however, were sown long prior; it was in many ways an act of desperation. Upon awakening in the Mortal Realms, the aelven gods were horrified to discover how few of their kin had escaped the demise of the world-that-was. Most had been consumed by Slaanesh, for aelf souls shine more brightly than any other and the Lord of Excess could not resist such a banquet.

Only by using themselves as bait and trapping Slaanesh with a paradoxical mixture of light and shadow magic were the aelven pantheon able to bind their nemesis. Slaanesh's greed cost him more than just his growing primacy amongst the Dark Gods; with barbed hooks of crepuscular magics dug deep into his essence, the pantheon were able to slowly and painfully extract the devoured aelven souls from their prisoner, forging them into new breeds of aelvenkind that they hoped would exceed any that came before and embody their chosen domains of Hysh and Ulgu.

Of the aelven deities and powers that played a part in the capture of Slaanesh, Morathi's contribution was arguably the most critical. She herself had once been a prisoner in the gullet of the Dark Prince, and her true, monstrous serpentine form was proof that some of the god's power had bound itself to her. Her knowledge of Slaanesh's essential nature went far beyond that of

even the wisest scholars of Hysh; only with her aid could the precise incantations needed to have even a hope of capturing the Chaos God be formulated. It was this assistance that saw Morathi earn a portion of the aelven souls recovered from Slaanesh, with which she vowed to create a new civilisation dedicated to the worship of Khaine.

Morathi also knew from her experience that the Dark Prince could not be bound indefinitely. Slaanesh's godhood is drawn from any and all emotions felt to excess – even positive sensations empower this foul being if they are experienced to the fullest. The thought of destroying Slaanesh entirely, then, was laughable, and the longer he was incarcerated, the more time he would have to exploit some unforeseen weakness in the trap laid for him by the aelven gods. It was inevitable that, eventually, the Dark Prince would escape and seek vengeance upon his captors.



THE WISDOM OF MORATHI

Though they had sought her aid in capturing Slaanesh, most of the aelven pantheon did not pay heed to Morathi's warnings. Tyrion was too proud and had long distrusted the Shadow Queen. Malerion, if anything, bore even more ill will towards his mother; the Lord of Shadows declared that the wards restraining Slaanesh remained strong, and within the shrouded citadel of Druchiroth, he and his

reborn disciples spun their own webs of intrigue. Only Teclis, ever the wisest of his kin, gave Morathi's words due consideration. Yet as much as he may have wished to investigate the veracity of the Shadow Queen's claims, the many other crises threatening the realms – not least of which were those brought into being by the aelves of Hysh themselves – required the archmage's attention. If Morathi was to prepare for the Dark Prince's return, it appeared that she would have to do so alone.

Throughout the waning years of the Age of Myth, the horrors of the Age of Chaos and the Cathtrar Dhule – the War of Shadows that saw countless armies battle amidst the gloom-shrouded lands of Ulgu – and the dawning of the Age of Sigmar, Morathi carried out her schemes in secret. It was not difficult to obscure her true goals. Those who noted the growing power of her blood-cult, the savage yet alluring Daughters of Khaine, saw only a spiteful creature lusting after greater power. In truth, this was more accurate than Morathi may have wished to believe; always had she been a creature of duplicity and jealousy, and the Shadow Queen's lack of divinity was a constant barb in her pride. Though her intentions may not have been entirely noble, Morathi's wisdom and foresight were to prove essential in the wars that would one day blight the realms.

Quietly and patiently, Morathi worked her deceptive magics upon the arcane mechanisms that extracted aelven souls from Slaanesh and divided them between those responsible for the god's capture. The weighting in her favour was minute but, as the years passed, proved telling: hundreds of her Scáthborn elite emerged from the iron cauldron of rebirth known as the Máthcoir, swelling the Shadow Queen's hosts and providing her with a devoted

inner circle entirely loyal to her secretive aims. Though upsetting the division of reclaimed souls between the Realms of Shadow and Light threatened to destabilise Slaanesh's prison further, Morathi considered this a calculated risk.

The expansion of her armies was not Morathi's only method of preparing for Slaanesh's return. With the subtlety of a true mastermind, the High Oracle wound an ever-expanding coil of manipulation and intrigue around those she outwardly called her allies. The kinslaying of the Blood Strife served not only to remove those Khainites who would challenge Morathi but also to eliminate any of her disciples whose excessive fanaticism or bloodlust would unintentionally empower Slaanesh. Though the ravages of Luxurious the Keeper brought untold suffering to the Thirteen Dominions of Ulgu, it also provided justification for Morathi to form the first of the Caillich Covens, gatherings of might from across the many sects of her cult that would fight under her exclusive command. Under shrouds of shadow, the High Oracle's agents spread across the Mortal Realms, searching for powerful artefacts – among them the Gloomcloak, the cursed Face of Khaine and the Widower Shard – with which to empower her champions.

'Our lives are but a winding hall of mirrors, and always do we fear the sight of our own reflection.'

- Passage from Ruminations upon the Thirsting One, by the Cathallar Ymerial

It was Morathi's sly urgings that convinced the Grand Conclave of Hammerhal to lend their armies to the march on Nagashizzar during the Time of Tribulations – an act that helped to deny the Great Necromancer total victory, bled a potential rival of its strength and reaffirmed her position as an ally of Sigmar's nascent empire in one fell swoop. The Daughters of Khaine would also begin to take to the field alongside the Stormcast Eternals with increasing regularity

once the High Oracle had given the command. Many of Sigmar's noble Stormhosts found the cunning and bloodthirsty nature of their new allies distasteful, yet some saw much to be admired in the uncompromising Khainites, the grim warriors of the Blooded Dawn and mysterious Barony of Thunder amongst them.

Owing to their largely still-shrouded nature, the Thirteen Dominions played host to few of Sigmar's cities. Even so, those founded amidst its bleak wastes and gloomy valleys – such as Greyspire, Umbramox and Darkdelve – soon forged oaths of blood with nearby Khainite temples in pursuit of mutual protection.

Each action, every rival slain or ally manipulated, was carried out to strengthen Morathi's position and ensure that when the Dark Prince returned, she would be ready.

Gradually, Morathi's shadow empire expanded, a black and blood-soaked rose whose roots sank deep into the bedrock of many lands – the Grey Realm above all. The High Oracle of Khaine's devoted Daughters stood eternally ready to carry out their mistress's every command, sharpened blades primed to slice through corrupted flesh and let the blood flow from within. They would not have to wait long, for Morathi was soon to put the next stage of her strategy into operation.



KNIVES IN THE GLOOM

Morathi's preparations were not intended to be purely reactive. The Shadow Queen sought to harness the power of sorcery and shadow, though the nature of her goals remained unclear even to her foremost acolytes. Throughout Ulgu, her zealous cultists were dispatched en masse to see their mistress's will done.

The Shadow Queen did not take part in the march on Nagashizzar. While some may have attributed her absence to callous manipulation, this was only half of the truth. The rising tide of undeath ensured that the Daughters of Khaine were fully occupied with defending their own domains. Moreover, though they had been pushed back in the bloody crusades of the Cathtrar Dhule, the forces of Chaos still claimed dominion over much of the Grey Realm. A Slaaneshi horde had even been so bold as to lay siege to Hagg Nar, high citadel of the Khainite faith; Morathi's leadership and the zealotry of her followers had eventually seen the Hedonites broken, but it marked the beginning of a new phase in the war for Ulgu.

Many champions of the Dark Gods were now veterans of the ever-changing battles waged amidst the Shadowlands of Ulgu. They had learnt, just as well as their aelven adversaries, that there were few more vital strategic resources in the Grey Realm than the shadowpaths, ley

lines of Ulguan magic that could be used to cross great distances and navigate the enveloping banks of gloom that covered the land. Early invasions by Chaos forces – particularly those seeking the Dark Prince – had corrupted many shadowpaths already; with Malerion still refusing to stir from Druchiroth and the Stormcast and mortal inhabitants of Ulgu focused on wars of a more tangible kind, it was up to the Daughters of Khaine to spearhead the counter-attack to reclaim these shrouded pathways.



Morathi's reasons for desiring control of the shadowpaths were manifold. Denying the armies of Chaos access to them was vital, but so too was laying claim to the Ulguan energies that flowed there. By tapping into these wellsprings of shadow magic and the gossamer-

thin strands of realmstone that pooled there – the same substance that produced the great magical mists that wafted beneath the temple of Hagg Nar – the High Oracle and her inner circle empowered sinister, unseen rituals. Where the Khainites conquered, they fortified. The black towers that rose amidst the gloom were ostensibly temples of the Bloody-Handed God, but in reality they provided anchor points from which Morathi and her disciples harnessed the power of Ulgu and its mysterious, wisp-like shadowstone. Within their walls lurked garrisons of elite Scáthborn utterly loyal to their mistress.

Few among the Khainite faith knew of the Shadow Queen's experiments. Fewer still understood their purpose. Some believed Morathi wished to empower herself by swallowing all the shadows of Ulgu; others thought she sought new means of binding Slaanesh. There were even those who whispered of Morathi's agents travelling to the Eightpoints and returning with strange, sealed



nullstone containers. In the end, it mattered not. The Shadow Queen had commanded, and her Scáthborn would obey.

THE GLOAMING GATE

From barren Fuarthorn to fallen Narkath, war raged throughout Ulgu. Many black towers were raised by the Daughters of Khaine, but few were as crucial as that which protected the valley of Kiri'tar. Situated amidst the Umbral Veil, the darkest region of Ulgu and prime fiefdom of the Khainites, this mist-shrouded land was a magical nexus where the walls of reality grew thin. It was for this reason that Kiri'tar was sometimes known as the Gloaming Gate, for by tapping into the abundant grey magic there, a miniature Realmgate could be formed that led to Uhl-Gysh itself. Though this was known only by the upper echelons of the Khainite cult, the capture and fortification of Kiri'tar had been made a priority early in the war for the shadowpaths.

The task of seizing Kiri'tar was bestowed upon Tyralla of Hagg Nar. Tyralla was one of a refined breed of Melusai known as the Ironscales, champion war leaders of the blood-faith who could be trusted by the Shadow Queen to enact her orders implicitly. Even amongst

their number, Tyralla was renowned for her fanaticism. It was even whispered that she would rather suffer a thousand years of torment in the belly of hated Slaanesh than fail her mistress. It was little wonder, then, that Morathi entrusted her with this most crucial of tasks, which the Melusai war leader set about with typical fervour.

Kiri'tar had been settled by a tribe known as the Atropaiarchs. This Cabalist coven had long ago sworn their souls to ruin, offering the blood of their kin to the tainted shadows in return for arcane power. Tyralla knew that to face them in open conflict – especially in the magically volatile age of the Arcanum Optimar – would prove a costly victory. Instead, the Ironscale used cunning and tactical nuance to accomplish her goals. Khinerai Heartrenders descended from the sky each night, impaling hulking tribesmen and even members of the sorcerer cabal on their barbed javelins before disappearing back into the pitch-black skies. Hunting parties were set upon by slithering Melusai covens, their crystalline forms – faces etched in expressions of torment – left for their kin to find. Tyralla invoked the shadowy denizens of Ulgu, impressing upon them the authority of her mistress and compelling them

to demand higher and higher blood-prices from the Cabalists. Gradually, the strength of the Atropaiarchs was sapped, and battlelines were drawn as the sorcerers blamed one another for their fading power. Only when matters were at a tipping point did the Scáthborn strike.

The Scáthborn's attack was shocking in its savagery yet masterfully executed. Screaming praises to Khaine, the chosen of Morathi swarmed into the camp brandishing glaives and heartseeker bows, spearing their foes' organs with pinpoint accuracy. Tyralla herself slew the greatest of the sorcerers. Protected by wards Morathi had sewn into her very soul, the Ironscale felled the Chaos champion in single combat, crushing the life from him with her coils before ripping out his heart. Those tribesmen who survived the immediate massacre were seized and sacrificed in horrific bloodletting rituals. The shadows coiled around Tyralla's coven, a sure sign of Morathi's favour.

It was not long before Khainite sorcerers and indentured thralls had constructed the black tower of Kiri'tar over a wellspring of grey magic. Now it was the duty of the Scáthborn to defend it against those who stalked the gloom.



SEEKERS OF TORMENT

It was not only the Daughters of Khaine who sought to control the shadowpaths. The Godseekers of Slaanesh, crazed epicureans obsessed with tracking down their lost patron, also craved these wellsprings of shadow magic, believing that, within them, a clue to the Dark Prince's location could be found.

For most faiths of the Mortal Realms, to have their god stolen away would be nothing short of a disaster. Certainly, the devotees of the Dark Prince soon noticed something was amiss. Depraved offerings went unanswered. Summoning rituals required ever more obscene acts to bring forth the daemonic children of Slaanesh. Those that did manifest could not linger in the material plane for long, their forms rapidly becoming insubstantial. For a time, it seemed as if the aelven gods' gambit had succeeded.

But an excess of adversity is still excess. As the Age of Chaos dawned, the Hedonite hosts grew in power once more. In true Slaaneshi fashion, they accomplished this not by swearing mighty oaths to

rise above hardship, nor by uniting behind a single strong leader, but by cleaving to what had always made them strong: their obsessions. It was impossible for even the paradoxical gloom of Uhl-Gysh to entirely snuff out the Dark Prince's influence. As his devoted revelled in their depravity, the greatest amongst them found themselves able to receive godly boons – even though he was imprisoned, Slaanesh could sense the depredations of his faithful and regarded their heinous acts with an almost paternal pride.

How the favoured responded to these boons differed from host to host. The riotous armies of the Invaders cared little for their deity's plight, their sole desire being to spread anarchy and debauchery wherever they went.

The Pretenders, those champions powerful and arrogant enough to believe themselves to be Slaanesh's successor, denied that the blessings originated from their god, saying instead that they blossomed from the champion's own divine grandeur. Only the Godseekers claimed that these gifts were proof that Slaanesh could still be found. Bolstered by this conviction, the thrill-seeking cavalCADES charged off in search of the Dark Prince.

Though the notion that Slaanesh could be found within any conventional prison was laughable, just as Morathi had predicted, the Dark Prince had not simply languished in incarceration. He had deduced that the chains holding him were conjured through a paradoxical



mixture of shadow and light magic; indeed, they could only be sundered by a series of impossibilities that would confound the precise spellcraft used to forge them. Perhaps his captors had forgotten that Slaanesh revelled in the impossible. Either through active manipulation of mortalkind or by taking advantage of realm-shaking events such as the necroquake, the god had found subtle ways to influence or deceive allies and enemies alike into shattering his bindings one by one. It was not yet enough to escape, but there was just enough slack to see a measure of his essence leak from the prison. As one of the realms connected to Uhl-Gysh, much of this divine spoor drifted on the winds of Ulgu – and so, following the trail of their lost master, thousands of Godseekers poured into the Grey Realm.

REVELS IN DARKNESS

The vast majority of the Godseeker warbands that hurtled into the Realm of Shadow had little in the way of true strategy to guide them. Most simply charged into the roiling banks of gloom that smothered the land, never to be seen again, or joined the hosts laying siege to Hagg Nar to be broken by Morathi's rage. There were those, however, who displayed a greater degree of cunning.

Among those who sought more circumspect paths to finding the Dark Prince was the Lord of Pain known as Gestharyx the Realmstrider, one of the veteran martial lords of Slaanesh who had, over years of wild battle and sensation-seeking, turned the dealing-out of torment and death into a sickening art form. Much like the Khainites, Gestharyx was a native of Ulgu, though he had led his Godseekers across the plains of several realms. He had slain kings and toppled empires, indulged in vices beyond counting and subjected himself to every triumph and agony imaginable. To his side had been drawn mounted hosts, both mortal and daemonic, as well as scores of Daemonette handmaidens. Yet for all his success, for all his devotion, that most ultimate of rewards – daemonhood – remained

just beyond the champion's grasp. In Gestharyx's mind, a splinter of inspiration had lodged that would not fade. To achieve immortality, he would fulfil his destiny and track down his absent patron. He would be the one to succeed where so many others had failed.

There was little indication as to where Gestharyx ought to begin his search. The daemonic imps that followed his cavalcade whispered that the Everchosen knew, though he would divulge such knowledge to none. Ulgu quivered with the essence of Slaanesh, but to search the entirety of a realm would be impossible. But as Gestharyx observed the resurgent crusades of the Daughters of Khaine, particularly throughout the Umbral Veil, a suspicion began to formulate.



How Gestharyx contacted the mysterious skaven of the Clans Eshin, and what he offered in return for their aid, is unknown. From their hidden gloom-warrens, the ratmen divulged their long-accumulated knowledge of the shadowpaths. A plan soon resolved itself in the Lord of Pain's mind. By consulting his daemonic allies and allowing a true sensation-seeker's instincts to guide him, Gestharyx realised that many of the shadowpaths aligned with areas where Slaanesh's trace was especially intense. One strongpoint in particular pulsed with the essence of excess, revealed in whispers to be the black tower of Kiri'tar.

Gestharyx was not foolish enough to believe he could realise his ambition through simple aggression; such straightforward tactics were the domain of the Blood God's dullards. Besides, though he considered them to be painfully narrow-minded in some regards, he – like all Ulguans – had respect for the Khainites' ferocity in battle. Gestharyx instead approached the conflict far more insidiously. His first targets were not the tower of Kiri'tar and its

outer defences; instead, he made for the black towers that controlled less vital nodes of the shadowpaths and were garrisoned by less experienced Scáthborn.

'I hear him on the wind. I taste him on the breeze. When my flayed eyes grow hazy, I see his sinuous form dance at the edges of my vision. The Dark Prince is here, my devotees and debutantes. And we shall find him, even if we must tear this woefully dull realm asunder in the process.'

– Gestharyx the Realmstrider

Gestharyx's host attacked without warning, thundering through the gloom towards the defenders of the dark towers. Melusai were eviscerated beneath the shredding apparatus of daemonic chariots or spitted upon the barbed spears of whooping Hellstriders. Khinerai who sought refuge in the air were assailed by Daemonettes; scaling the angular walls of the towers, these creatures hurled themselves through the air to drag their leathery-winged foes to a painful doom. Those of the Scáthborn who survived the initial onslaught were soon captured by the depraved Hedonites. Here, Morathi's haste worked against her; by expanding her armies so swiftly, she had not allowed enough time to fully excise the taint of corruption from her reborn Handmaidens. Under horrific torture, the worshippers of Slaanesh were able to discover the dark power lurking in the soul of each Scáthborn. The revelation only further confirmed Gestharyx's belief – the Daughters of Khaine had something to do with Slaanesh's disappearance, and if he had to slay each and every aelf to discover what that was, then so be it.

Pausing only to subject the Scáthborn to a hideous demise, their captured soul-essence burning with agony, the Godseekers set off for the tower of Kiri'tar. There, they swore to discover the truth of the Dark Prince's disappearance – or, at the very least, leave a mighty offering for him in the debased remains of their foes.



WARS OF SHADE AND SIN

The Daughters of Khaine and Hedonites of Slaanesh are ancient enemies, consumed with mutual loathing since time immemorial. The war of the shadowpaths is but the latest conflict in a history of bitter battles, fierce aelf warriors and cruel sensation-seekers crossing blades once more by the will of their monstrous masters.

● AGE OF MYTH ●

QUEEN OF THE SHADOWS

After enduring centuries of torment, Morathi escapes from the gullet of Slaanesh. Deposited in the shadowy realm of Ulgu, she wanders for a time before being confronted by her son, Malerion. The reunion is bitter, but Morathi is eventually granted rulership of the Umbral Veil, the darkest and most decrepit of the Thirteen Dominions. Though this was intended as a calculated insult by Malerion, Morathi soon establishes the Daughters of Khaine – a matriarchal civilisation of aelfven warriors – amidst the darkness.

LIGHT IN THE GLOOM

Malerion and Morathi join Sigmar's pantheon, albeit in pursuit of their own inscrutable goals. Across the Thirteen Dominions, many strongholds of mortalkind rise, philosopher-fiefs and dream-worshipping empires that delight in intrigue and subtlety. Owing to its perilous reputation and ties to the Khainite faith, the Umbral Veil remains largely Morathi's domain; however, some mortal cities are established there – metropolises such as Shadowspike and Nathrimar that receive protection from the Daughters in return for secretly providing sacrificial victims from amongst their populace. Malerion and Morathi meet with the luminous lords of Hysh, Tyrion and his brother Teclis, and together they devise a plan to save their lost aelfven kin.

THE SUBTLE WAR

Though the banquet of aelf souls he devoured during the demise of the world-that-was satisfies him for a time, Slaanesh's hungering eyes soon fall upon the Mortal Realms. His daemonic children begin corrupting the inhabitants and establishing pleasure cults around each realm's Perimeter Inimical. The realms of Ulgu and Hysh, whose opposite natures and tendency to drive

mortals to obsession greatly appeal to the Dark Prince, are particularly affected. Through Slaanesh's meddling are tragedies such as the Spirefall of Hysh and the ravaging of Threstice engendered.

A PRINCE IN CHAINS

Slaanesh's greed gets the better of him and he falls into a trap laid by the aelfven gods. Using themselves as bait, the lords of Ulgu and Hysh imprison Slaanesh in the Hidden Gloaming of Uhl-Gysh, binding him with mystical obelisks and paradoxical chains. From the god's swollen body are aelf souls extracted and reborn, among them the Melusai and Khinerai of the Khainite hosts, though Morathi's warnings that Slaanesh will one day escape largely fall on deaf ears.



● AGE OF CHAOS ●

THE CATHTRAR DHULE

Though Slaanesh has been captured, the Age of Chaos sees the Hedonite hosts launch massive offensives against the Mortal Realms. In Ulgu, the bloody conflicts of the Cathtrar Dhule – or War of Shadows – rage, with Khainite murderess and Slaaneshi hedonist battling it out amidst the billowing banks of shadow.

THE MARCH OF TORMENT

The Hedonite hosts continue to win victory after victory in the treacherous lands of Ulgu. While Archaon's invading forces are swallowed by cloying mists in their hunt for Malerion, the Slaaneshi worshippers content themselves with spreading carnage. Empires and kingdoms throughout the Thirteen Dominions become little more than the tormented playthings of their malicious masters, and though the Daughters of Khaine – particularly the Scáthborn, those warriors formed from souls reclaimed from Slaanesh's imprisoned form – fight hard to drive off the invaders, little by little, they are forced to concede ground.

WRATH OF THE PRETENDER

At the head of a vast Hedonite host, Luxcious the Keeper, the self-declared Ur-Slaanesh, invades Ulgu. The Umbral Veil is particularly hard hit. The temple of Neff-Taal, already weakened in the savage internecine conflict of the Blood Strife, is wiped out and the bodies of its warriors violently possessed by Slaaneshi daemons. Shadowspike fares no better – its king is driven to madness by Luxcious whispering in his dreams and its populace sacrificed over six nights of bloodshed and horror, bringing the Keeper one step closer to the divine throne she seeks. As Luxcious's armies close in on Hagg Nar, Morathi forms the first of the Caillich Covens, armies drawn from across many sects of her cult. At the Battle of Druchxar, Luxcious and her legions are finally defeated, the Ur-Slaanesh impaled upon Morathi's own spear, Heartrender.

AGONISED EMANATIONS

Within his crepuscular prison, Slaanesh begins to influence events so as to shatter the chains binding him and replace them with illusions before any grow wise to his plans. It is a process that will continue over

many years to come, possible only with a god's immortal patience. As his spoor emanates from his prison and settles in Ulgu, hosts of frenzied Godseekers seek passage to the Grey Realm, either to find a trace of the Dark Prince or simply to revel in the ongoing battles and thrilling horrors to be experienced there.

THE SHADOWS LENGTHEN

As the Age of Chaos reaches its zenith, the future grows darker for the Daughters of Khaine. Many temples are raided by the insidious ratmen during the Skaven Wars, while the Hedonites of Slaanesh continue to haunt the mist-shrouded valleys and gloomy passes of the Thirteen Dominions. Morathi refuses to surrender, and the Khainites fight on with bloodthirsty resolve.

● AGE OF SIGMAR ●

FURY OF THE TEMPEST

After sequestering himself in Azyr for centuries, Sigmar unleashes his Stormcast Eternals to hurl back the scourge of Chaos. Though fewer battle in Ulgu than in other realms, their presence nevertheless aids the Khainites in their desperate fight for survival, and the first tentative alliances are formed between Morathi's cultists and the God-King's champions.

THE REALMSTRIDER GOES FORTH

Even as hope begins to return to the Mortal Realms, the predations of Chaos continue to loom large. One champion of Slaanesh, an Ulguan mortal by the name of Gestharyx, begins to rise to particular prominence. In the hunt for his absent god, the Lord of Pain leads his devoted followers in spreading depravity across several of the Mortal Realms. Most infamous is the sack of the Blazepeak bastion in Aqshy – after decapitating the captured relatives of Lord Armakal, Gestharyx has their heads magically re-animated, impaling them on the curving spikes of his armour to wail and moan as he seeks out and slays the shaman-king in grisly single combat.

THE SCALES UNBALANCED

With the aelven gods – save Teclis – still unwilling to listen to her dire warnings regarding the Dark Prince's escape, Morathi takes matters into her own hands. Secretly, she ensures the soul-extraction process is weighted in her favour. Doing so allows her to substantially reinforce her armies of Scáthborn, though, in turn, it weakens the bonds keeping Slaanesh imprisoned. The Shadow Queen establishes relations with the Grand Conclaves in several of Sigmar's nascent cities, bringing her regal authority to bear and compelling them to serve her own ends.



CITADEL OF GORE

During the Time of Tribulations, a coalition of Hedonite hosts and malevolent agents of the Clans Eshin penetrate deep enough into the Umbral Veil to lay siege to Hagg Nar. The invaders manage to force entry to the city itself; wicked chariots race through the streets while skaven Deathmasters hunt Khainite priestess-queens in the shadows of their own temples. Morathi eventually triumphs through the formation of another Caillich Coven. In the aftermath, the broken bodies of several Keepers of Secrets and Verminlord Deceivers are mounted upon Hagg Nar's bladed ramparts, half turned to crystal by the hideous scáth touch and left as a warning to any who would dare assault Morathi's stronghold.

THE DANCE MACABRE

Though Morathi and Slaanesh have long sought to manipulate events in their favour, the necroquake comes as a surprise to them both. Neither is

able to prevent the power of Shyish from spreading across creation. As the deathly winds blow strong, ancient spirits and buried cadavers rise en masse. In Ulgu, Hedonite and Khainite armies alike are forced to battle against wailing Nighthaunt processions and Deadwalker hordes. The sudden primacy of death over life sees another chain of paradox shatter; Morathi, meanwhile, regards the roiling tides of magic and manifestation of endless spells with great interest.

DOMAIN OF SERPENTS

The war of the shadowpaths begins as Morathi seeks to claim sites of penumbral power throughout Ulgu from which to work her mysterious rituals. While her agents hunt for artefacts of power in the newly revealed Stormvaults and the perilous lands of the Eightpoints, black towers are raised over magical wellsprings throughout the Grey Realm. Most vital is the tower of Kiri'tar, from which Uhl-Gysh can be easily accessed. It is garrisoned by the Shadow Queen's most fanatical Handmaiden, Tyralla of Hagg Nar.

A DARING PLAN

As his armies surge into Ulgu, Gestharyx deduces that the Daughters of Khaine are in part responsible for Slaanesh's disappearance, and that the tower of Kiri'tar may be the key to a grand revelation. Mustering his Godseekers, he begins to assault lesser towers throughout the Umbral Veil, studying their mystic wards and sacrificing captured prisoners to amass vast amounts of tortured soul-essence.

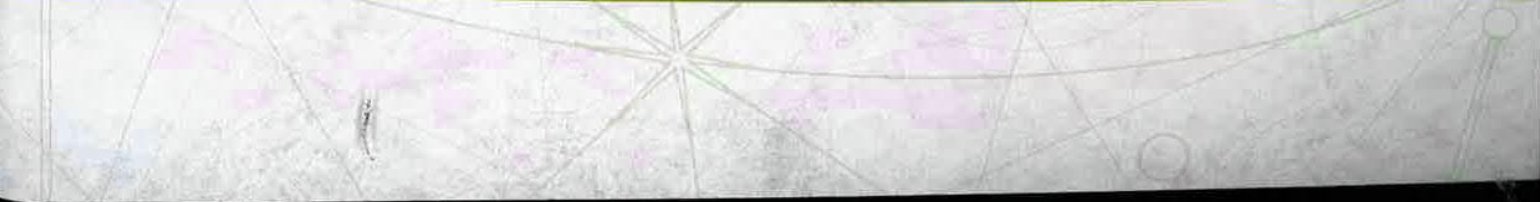
BLOOD AMIDST THE SHADOWS

Gestharyx's cavalcade launches a sudden, wild assault on Kiri'tar, seeking to use the tormented souls of the Scáthborn to fuel a perverse ritual of unmaking before overwhelming the defenders with sheer speed and ferocity. But Tyralla's coven stands ready to repel any threats emerging from the gloom. Should they fail and Slaanesh's prison be discovered, all of creation may yet pay the price.





Amidst the cloying darkness of Ulgu, a desperate battle between ancient enemies rages. Should the devotees of Slaanesh reach the prison of their stolen god, the results could be catastrophic – but the Daughters of Khaine are deadly warriors in their own right, and they will fight ferociously to destroy this most hated of foes.



DAUGHTERS OF KHAINE

The Daughters of Khaine are a cult of bloodthirsty aelves who worship the Lord of Murder, and none are more lethal than the Scáthborn, skilled warriors crafted from souls rescued from Slaanesh's gullet. Under the rulership of the Shadow Queen Morathi, they ply their deadly skills upon the battlefields of the Mortal Realms.

MELUSAI IRONSCALES

Like all Scáthborn, the serpentine Melusai are formed from the souls of aelves devoured by Slaanesh. Once freed from that agonising prison, these souls are brought deep within the dungeons of Hagg Nar to the great iron cauldron of rebirth known as the Máthcoir. There, they are mixed with penumbral sorcery and Morathi's own tainted blood to be reborn in the image of their mistress.

Fuelled by loathing, particularly towards the servants of their ancient tormentor, these serpent-bodied aelves are fanatical warriors, and the vast majority of Khainite sects will be allocated a nest of Melusai.

Because of their disturbing appearance, Melusai typically stay out of sight, either secreted inside the darkened temple-dungeons or disguised by illusion to appear as fair aelf-maidens.

The elite war leaders known as the Melusai Ironscales are one of the most dangerous breeds of Scáthborn to slither from the depths of the Máthcoir. They are still a rare sight for most Daughters of Khaine; the Sisterhood of Blood believes that they are formed from those souls whose faith in the Bloody-Handed God allowed them to endure their torment. The truth is somewhat more complex. The souls used in the creation of the Ironscales did indeed retain a sense of self better than most, but not because of zeal; rather, it was a burning desire for revenge against their race's age-old foe that allowed a wisp of self-awareness to cling on. Morathi well appreciated their desires. Upon extracting these souls from Slaanesh, the High Oracle took special care in shaping and blending them with the dark secrets she had learnt, crafting a new generation of Scáthborn champions to serve in her devoted armies.

The Ironscales are Morathi's trusted inner coven and, like the High Oracle, speak with the voice of their god. It is even whispered by some that the Vyperic Guard, the Shadow Queen's bloodsworn guardians, are privy to truths concealed from most of the sisterhood. As Morathi plots to seize ancient artefacts and sites of eldritch power to further her insidious schemes, it is the Ironscales who lead her conquering covens; the souls of each of these Scáthborn champions have been threaded with arcane wards that allow them to resist the magical energies they regularly encounter, though the ever-cautious High Oracle has ensured that her own sorceries are not so easy to turn aside. Wielding curved sacrificial daggers and serpent-crested staves known as keldrisaíth, they loose bolts of shadowy energy into the foe and strike down their enemies with lightning-fast blows. The coiling serpents atop these weapons are more than simple decoration: when the correct words



of power are spoken, they lunge forwards, distend their jaws and bury their sharp fangs deep into an enemy's chest, tearing out their heart in a single motion. By holding this gory offering aloft in supplication to Khaine, the Ironscales can tap into ancient blood sorcery, driving their Scáthborn kin into a violent frenzy that can collapse an entire battleline in a few gore-soaked minutes.

BLOOD SISTERS

Blood Sisters are powerful Melusai warriors, the most common to be found in the war covens of the Daughters of Khaine. In their hearts burn fierce zeal and depthless spite, remnants of their time in Slaanesh's gullet. Morathi's own teachings have only added fuel to this vengeful fire. Covens of these terrifying creatures slither forth at the vanguard of Khainite armies or else act as bodyguards to a sect's war leaders, both protecting them from harm and ensuring that Morathi's will is done.

Blood Sisters wield heartshard glaives, wicked polearms capable of punching through armour and bone to impale an enemy's still-beating heart in a single strike. Most terrifying, however, is their ability to channel their malice into the dreaded scáth touch. The lightest contact from such a blow can transform the victim into an unmoving crystal statue that is still horrifically aware of its own metamorphosis. Blood Sisters delight in cruelty and consider it the greatest expression of their murderous art. To them, given their own nature as sensualists, the worst fate they can inflict upon their enemies is to thrust their glaive quickly enough to slice out the foe's heart while transmuting them to still-living crystal. In doing so, the enemy is trapped forever in a state of unbearable pain, the agonised rictus etched on their features providing a small measure of recompense for the unimaginable torments the Melusai themselves have suffered.

BLOOD STALKERS

While most Khainites revel in dealing swift and gory death up close, the Melusai war maidens

known as Blood Stalkers take to the battlefield as elite archer covens. Worshipers of the Bloody-Handed God as a bringer of sudden, unforeseen or indiscriminate death, they form a venomous corps of sharpshooters who rain death from afar. While some of their sisters considered this method unworthy of true Khainites, Morathi quickly saw the value of the Blood Stalkers as assassins and long-range killers, granting them both her favour and the tools to ply their deadly trade.



In combat, the Blood Stalkers prove themselves equal to any of their kin. Each Stalker bears a heartseeker bow carved from the wood of the sentient ashdusk trees that form the gloomy forests of the Umbral Veil. Their arrows are blessed by Hag Queens and imbued with the same enchantments as those that guide Morathi's spear, Heartrender. With uncanny accuracy, these missiles streak across the battlefield to pierce their targets' hearts. When the enemy is close, the Blood Stalkers draw their scianlar, long daggers that absorb the energies released when the bearer bloodily extracts the vital organs from their victims. Though it may seem to their less monstrous sisters that their gory trophies are offerings to Khaine, they are in fact tributes intended to strengthen the Blood Stalkers' true patron, Morathi.

KHINERAI HEARTRENDERS

Like the Melusai, the bat-winged fiends known as Khinerai are Scáthborn – twisted fusions of daemon-tainted aelf soul, Morathi's blood, dark magic and a depthless

lust for vengeance. All Khinerai initially emerge from the Máthcoir, ascending from there into the city of Hagg Nar and the lightless sky beyond. Many broods of these vicious harpies can be found circling the soaring peaks of the Ashspires, dragging away unfortunate travellers throughout the Umbral Veil for purposes unknown. At each shade solstice, Morathi chooses flocks of Khinerai to dispatch to temple-sects across the Mortal Realms.

The Khinerai serve as Morathi's heralds, watchers and – when the need arises – assassins. Using their speed and agility, they observe their hapless prey from above and are adept at remaining concealed until their lethal talents are required. It is through their eyes that Morathi keeps abreast of her rivals' plans, and more than one of Sigmar's cities secretly plays host to a flock of Khinerai amidst the cathedral spires and grand bell towers.

Khinerai Heartrenders are ferocious skirmishers named for the Shadow Queen's own spear, and like that dread weapon, they strike with matchless speed and precision. Down from the dark clouds they come, streams of vapour still clinging to their bodies, before suddenly pulling up and using their momentum to launch cruelly barbed javelins with great force. These spike-riddled projectiles are more than capable of skewering both a mounted warrior and their steed without slowing. The Heartrenders do not stop to watch the gory aftermath of their arrival; always do they seek new prey, their powerful wings carrying them to another part of the battlefield in moments, 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 scanning for their next victim. Should a lone enemy champion or band of bloodied stragglers present themselves, the Heartrenders will launch a last salvo of cruel missiles before diving into close range, employing their sharpened shields to impale their foes and bathing in the hot spray of blood that showers forth.

HEDONITES OF SLAANESH

Whooping and moaning, the Hedonites of Slaanesh surge across the battlefield at lightning speed. Be they glory-seeking mortal or soul-hungering daemon, each is a devotee of perverse excess in all its forms. Agony, whether suffered or inflicted, empowers them, and their sharp claws tear through armour and flesh with sickening ease.

LORDS OF PAIN

Strutting at the forefront of the Hedonite armies come the Lords of Pain, paragons of Slaanesh's degenerate faith. Each has dedicated themselves body and soul to the pursuit of excess, experiencing dark joys and terrible agonies beyond counting, yet still they cannot help but seek out even greater torments to revel in. In their quest for new sensations with which to sate their innermost desires, the Lords of Pain have travelled far and wide. Their hellish crusades have unleashed horror upon those who have had the ill-fortune of crossing their paths.

Though disciples of Slaanesh are encouraged to indulge in a wide spectrum of depravities, most come to exemplify one particular obsession above all others. While many such champions emulate one of the six circles of seduction found within the Dark Prince's realm, some become fixated on more divergent vices. In the case of the Lord of Pain, this preoccupation is centred upon enduring and inflicting agony on a grand scale. Such champions often originate from the vile martial orders dedicated to Slaanesh; they have trained themselves to the peak of mortal capability until they are able to slay even the greatest of adversaries with but a few tormenting blows. They are sadists through and through, having honed their skills in the art of inflicting crippling pain until it becomes the focus of their existence.

The Dark Prince looks upon these decadents with profound interest, for pain is a visceral and extreme experience in which all mortals can share. Those champions of Slaanesh destined to become Lords of Pain soon find themselves devoid of any sense of contentment outside spreading their agonising gifts. Where once these chosen warriors used the inflicting of precise torment as a means to demonstrate their skill

in battle, now it has become an end unto itself – a spiral of blessed agony from which there is no escape.

Clad in gilded finery and bearing wild tattoos and crests of hair, it is impossible to miss the Lords of Pain. In their wake come hordes of shrieking disciples, each wishing to emulate their master and earn Slaanesh's favour. When battle is joined, none can doubt a Lord of Pain's skill in the doling-out of death and torment. Many years of depravity has left them largely injured to agony; those blows that do connect produce little more than a shudder of fleeting joy from the champion. Their armour is festooned with curved spikes and sharpened crescent-blades that lacerate and tear with each swift motion, and the barbed soulpiercer maces they swing shatter bones and puncture flesh without slaying outright, leaving those struck down to twitch and convulse in agony for hours on end before death eventually claims them.



HELLSTRIDERS

Hellstriders are mortal devotees of torment who hunt atop impossibly swift daemonic Steeds of Slaanesh. They fight to inflict pain and despair, landing grievous blows intended to drag out the agonising moment of death. Some Hellstriders fight with spear-like blades that long ago

bonded to their flesh, while others carry writhing lashes that move with an intelligence of their own. These barbed whips strike with incredible speed, splitting skin, ripping out throats and flensing muscle from bone.

Slaanesh finds the desperation of others exhilarating, especially in mortals who strive for greatness but possess neither the strength, cunning nor willpower to achieve it. To these ambitious beings, Slaanesh – or, in his absence, one of his chosen greater daemons – offers a tempting bargain: a Steed of Slaanesh, to bear the chosen one from one glorious victory to the next, in exchange for a simple tribute of souls. Few offered this insidious pact can find the strength to resist, for with such a kingly gift, they will surely rise to lordship amongst the Hedonites. However, once they sit astride the daemonic Steed and the pact is sealed, they are never again able to dismount. Though they do not yet realise it, they have become Slaanesh's willing slaves for all time.

As a Hellstrider reaps new souls, their efforts are rewarded by the Dark Prince. The mortal's twisted form is invigorated by a potent draught of sensation that leaves them shuddering in delight. However, such pleasure does not last for long, and it is addictive in the extreme. At battle's end, all that is left are pangs of suffering and a monomaniacal hunger to experience Slaanesh's favour once again. Not even the dream of becoming a mighty warlord endures. The Hellstriders have cursed themselves to an eternal hunt; they must fight to feed their addiction to pain and torment – or die from its withdrawal.

HELLFLAYERS

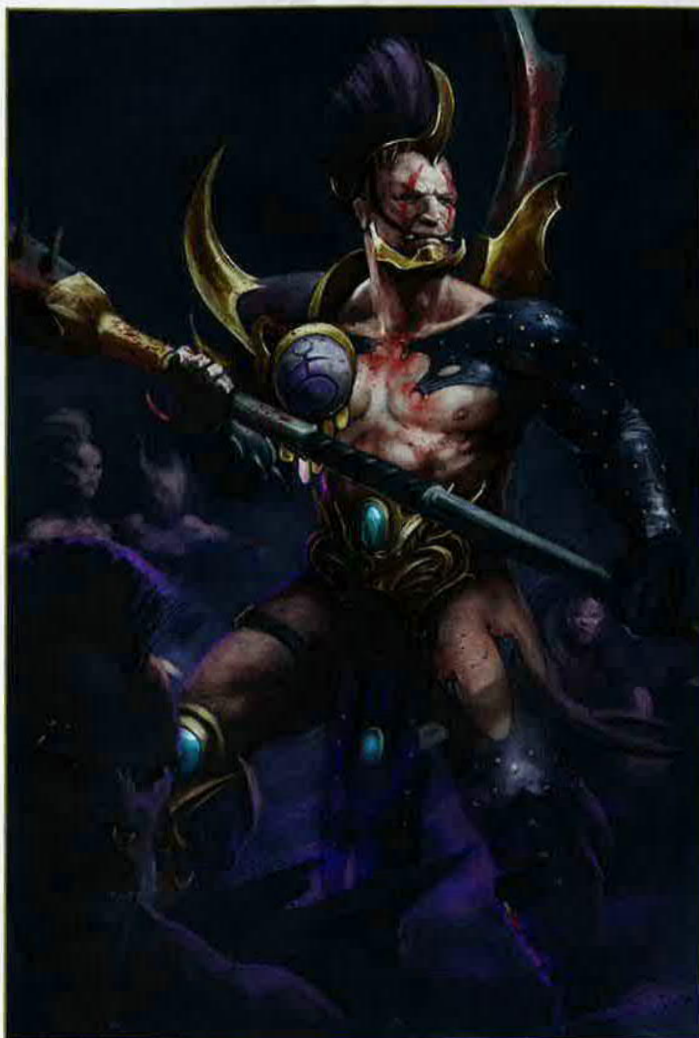
Chariots are a common sight amongst the maniac Hedonite hosts. Not only do they provide a commanding vantage point from

which egotistical Heralds can see and be seen, their slender-yet-robust construction and whirling, threshing blades make them perfect for driving into the enemy ranks and unleashing a spectacle of slaughter. The greatest number of charioteers can be found in the hosts of the Godseekers, for these devotees of speed delight in the thrilling agonies a chariot can induce.

The first Daemonettes to bring the strange chariot contraptions known as Hellflayers to war were rebels who did so without Slaanesh's permission. In the Realm of Chaos, Hellflayers were once used to mow Slaanesh's hellish gardens. There, those souls who had wronged the Dark Prince were planted, buried under the fleshy sediment with only their forearms and lower legs sticking above the ground. A curse of regrowth was cast upon these unfortunates, for none are allowed to die in Slaanesh's gardens without his permission. Each day, the Hellflayers rode over these fields of outstretched limbs, their lacerating star-shaped blades cutting fingers, toes, hands and feet from the buried prisoners – these extremities are rich in nerves, and their sudden mutilation always provoked an extreme reaction. Overnight, the limbs of the imprisoned souls regrew, ready for the Hellflayers to slice them to ribbons the next day. It was not long before a clique of Daemonettes, tired of this duty, thought to bring their contraption to war upon the material plane, where it proved just as adept at slicing through massed ranks of enemies. As it did so, the foe was transmuted into an intoxicating mist and eagerly breathed in by the Allurer riding upon the Hellflyer. Though the presumptuous crew were transformed into cold marble statues as punishment, the machine proved so effective that it has been used by the Hedonites ever since.

DAEMONETTES

The lesser daemons of Slaanesh are known by a multitude of names: Bringers of Joyous Degradation, Soul-Sirens, Maidens of Excess, or simply Daemonettes. Each is roughly humanoid and androgynous in appearance, their eyes black as



the void and their arms ending in razor-sharp claws. The mixture of revulsion and attraction that fills those who gaze upon a Daemonette perfectly encapsulates all that the Dark Prince embodies. Each was created from the twisted desires of mortals, and thus they are possessed of a hypnotic glamour that enthralls all but the most strong-willed. Even in the midst of battle, a soporific musk clings to these sensuous horrors, the Daemonettes tittering in cruel tongues as they dance among their stupefied enemies, elegantly slicing tendons and arteries with the tips of their wicked appendages.

Packs of Daemonettes form the core of many Slaaneshi armies,

and even though the Dark Prince is missing, his gilded palace echoes with joyous cries as the daemonic handmaidens satisfy their every whim and perversion. They are lithe and incredibly swift, able to dance through a storm of blades and deliver a flurry of killing strikes.

Favoured mortal champions are often surrounded by a court of swooning Daemonettes, for these beings are sycophantic by nature and are drawn to those who earn the favour of their infernal master. Yet such champions must beware, for Daemonettes are capricious and jealous beings, and they care little who suffers under their malicious attentions as long as Slaanesh's gift of blissful agony is spread.

WARRIORS OF SHADOW

The Godseekers Host of Gestharyx the Realmstrider stalks the Umbral Veil, their aim to seize the mystical Gloaming Gate – and with it, a means to find their stolen deity. The elite Scáthborn of the Daughters of Khaine stand ready to repel them and preserve the many secrets hidden amidst the darkness of Ulgu.



Lord of Pain



The Lord of Pain Gestharyx leads his cavalcade through the roiling mist-banks of Ulgu, determined to find a path to Slaanesh's twilight prison.





Hellflayers are hideous soul-threshing devices capable of scything down entire ranks of mortals in a single charge.





Hellstriders have traded away their very souls for the power offered by a Steed of Slaanesh.



Armed with vicious claw-spears, these Hellstriders are capable of riding down any foe.



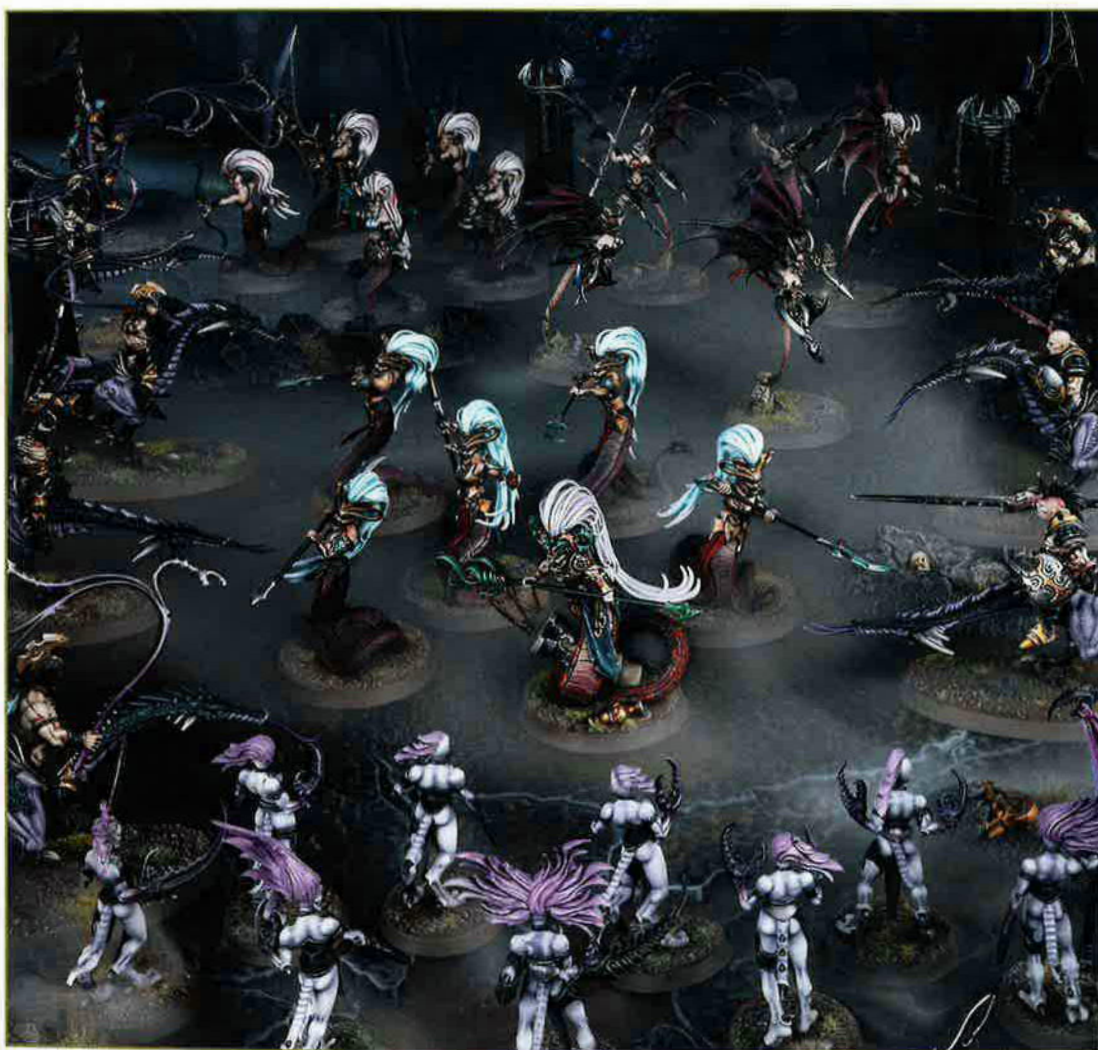
Daemonettes are endowed with their god's obsessive cruelty, and they delight in tormenting hapless mortals.



The Daughters of Khaine strike from the shadows, bringing Gestharyx's host to battle with terrifying swiftness.



Melusai Ironscale



The Ironscale Tyralla leads her reborn sisters in a vicious strike against the Slaaneshi hosts. Even the daemon children of the Dark Prince cannot stand before their skill and raw zealotry.



Blood Stalkers use their enchanted heartseeker bows to pick off targets from a distance.



Blood Sisters can turn flesh to unfeeling crystal with a single touch – a terrifying fate for the followers of Slaanesh.



The wicked javelins of the Khinerai Heartrenders can punch straight through the thickest plate armour.





Swooping down from the gloom-shrouded skies, a flock of shrieking Khinerai set upon a roving band of Slaaneshi outriders.

DECEPTION AND DEPRAVITY

The following pages contain all of the rules you need to use the models from *Shadow & Pain* in games of Warhammer Age of Sigmar. They include warscrolls and warscroll battalions for the models as well as battleplans that allow you to recreate the clashes between Morathi's Scáthborn and the Hedonites of Slaanesh.

REALM OF BATTLE

The Region of War rules on the following page include realmsphere magic, realm commands and realmscape features for battles that take place within the Umbral Veil in Ulgu.

BATTLEPLANS

This section includes three new narrative battleplans (pg 26-31).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with the miniatures included in *Shadow & Pain*. The warscrolls are divided into warscrolls for battalions and warscrolls for units.

WARSCROLL BATTALIONS

These are formations made up of several units that combine their

strengths to gain powerful new abilities (pg 32-33).

WARSCROLLS

The rules for using a unit, along with its characteristics and abilities, are detailed on its warscroll. A warscroll for each unit in *Shadow & Pain* is included here (pg 34-40).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and warscroll battalions in this book (pg 40).

PLAY AIDS

Shadow & Pain includes a cardboard sheet with the following punch-out rulers, counters and markers:

2 × Rulers: These rulers are marked in inches and can be used to measure distances in your games.

10 × Command point counters: Use these counters to keep track of each player's command points.

6 × Objective markers: These markers are used to show the location of objectives in two of the battleplans (pg 27, 31).

1 × Wrath of the Scáthborn marker: Used to show that a unit has been affected by the Wrath of the Scáthborn command ability (pg 34).

2 × Paragon of Depravity markers: Used to show that a unit has been affected by the Paragon of Depravity command ability (pg 38).



REALM OF BATTLE

REGION OF WAR: THE UMBRAL VEIL

REALMSPHERE MAGIC

WIZARDS know the following spell in battles fought in this region, in addition to any other spells that they know.

Judgement of Shadow: *By speaking out loud the thirteen whispered words of arcane power, the caster can manipulate the shadows to consume their hapless foes.*

Judgement of Shadow has a casting value of 7. If successfully cast, pick 1 enemy unit within 12" of the caster and visible to them, and roll 7 dice. For each roll that is less than that unit's unmodified Save characteristic, that unit suffers 1 mortal wound. Rolls of 1 always fail to inflict a mortal wound on the target. A Save characteristic of '-' counts as a 6 for the purposes of this rule.

REALM COMMANDS

You can use the following command abilities in battles fought in this region in addition to the command abilities that you are normally allowed to use.

On Mel: *The champion imposes their will on nearby allies, commanding them to re-form amidst the enshrouding darkness.*

You can use this command ability once per battle at the end of your movement phase. If you do so, pick 1 friendly unit wholly within 18" of a friendly **HERO** with this command ability. Remove that unit from the battlefield and set it up again wholly within 6" of that friendly **HERO** and more than 9" from any enemy units.

REALMSCAPE FEATURES

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

D6 Realmscape Feature

- 1 Shrouded Lands:** *A veil of gloom hangs over this region, but no immediate dangers are apparent.*

This realmscape feature has no effect on the battle.

- 2 Dense with Fog:** *The cloying fog that fills the Umbral Veil is intimidating to say the least, leaving the armies hesitant to advance.*

Units cannot run or charge in the first battle round.

- 3 Hazy Front Line:** *The gloomy battlefield hinders any who seek to lay low their enemy at range.*

Subtract 1 from hit rolls for attacks made with missile weapons.

- 4 Shadow Stalkers:** *Unknown beasts and penumbral monsters lurk within the very fabric of the Veil, ready to snatch away unsuspecting warriors as soon as they misstep.*

At the end of each battle round, starting with the player who had the second turn, the players take it in turns to pick 1 enemy unit on the battlefield and roll a dice. On a 6, that unit suffers D3 mortal wounds. The players continue rolling in this manner until each unit on the battlefield has been rolled for once.

- 5 Swallowed by Shadow:** *The Umbral Veil misdirects and translocates trespassers seemingly at random, warping clear paths into deadly ambushes and vantage points into exposed flanks.*

At the end of each battle round, starting with the player who had the second turn, the players take it in turns to pick 1 unit from their army that is on the battlefield and roll a dice. On a 6, they can remove that unit from the battlefield and set it up again more than 9" from any enemy units and more than 6" from any objectives. The players continue rolling in this manner until each unit on the battlefield has been rolled for once.

- 6 Under the Cover of Darkness:** *This region is an ideal place for launching ambushes, a strategy that both generals seek to employ.*

After terrain has been set up but before players start setting up their armies, the players roll off. Starting with the player who won the roll-off, each player can pick up to D3 units from their army and set them up in reserve instead of on the battlefield. At the end of their movement phase, a player can set up any reserve units from their army on the battlefield more than 9" from any enemy units. At the start of the fourth battle round, any models that are still in reserve are slain.

FROM OUT OF THE GLOOM

Through the choking mists that surrounded the tower of Kiri'tar, the devotees of the Dark Prince came whooping and howling. Under the canny leadership of Gestharyx, the Hedonites made for sites of arcane significance that were used to power the tower's sorcerous defences, intending to overwhelm them through dark rituals of agony.

The unforgiving blackness that swathed the Umbral Veil would have left any being utterly disoriented – and that was before one considered the deceitful whispers on the wind that were endemic to Ulgu or the shroud of concealment conjured by the Khainite sorcerers. But Gestharyx did not despair. He was a native of the Grey Realm, used to navigating its treacherous valleys and fens, and the extrasensory boons granted to him over the years of hunting for Slaanesh further aided him and his disciples. The murky air was redolent with the Dark Prince's psychic spoor; at last, Gestharyx would track him down and be granted the contentment that he so dearly desired.

First, however, there was the deadly prospect of the blood cultists to contend with. Though his followers would have the element of surprise, the Lord of Pain was experienced enough to know that the Daughters

of Khaine were a fearsome foe, and such was their loathing of Slaanesh's children that they would fight to the death to defend their stronghold.

Yet Gestharyx had a plan. The Slaaneshi lord had begun his campaign by studying and destroying isolated black towers with less formidable defences. By employing the most agonising tortures he could devise – and having spent decades plumbing the abyss of evil, Gestharyx was creative indeed in that regard – he had learnt much about the defences used to ward the Shadow Queen's imposing fortifications. He would now put that knowledge to use to breach the tower of Kiri'tar.

The Hedonites' arrival was announced by a Hellflayer's thundering charge. Round and round the threshing wheels spun, the sound of their deadly revolutions more akin to a chorus of screaming

souls than the screeching of an axle. In its wake strode Gestharyx, attended by a coterie of Daemonette handmaidens and whooping Hellstriders. His plan was not to storm the tower in one fell swoop but to shatter its defences by unleashing a storm of tainted soul-energy. The raw materials had already been acquired; the captured defenders of the towers he had conquered had died in agony, their soul-essence bursting with torturous power. Now Gestharyx planned to release it through profane ritual.

As the Slaaneshi warriors drew closer, the patrols that circled Kiri'tar's outskirts were massing. Harpies flapped through the dark skies as Melusai let out hissing war-screams. Gestharyx met their outrage with glee, hefting his wickedly barbed mace. The ritual site would be consecrated with the convulsing corpses of the Dark Prince's foes.



BATTLEPLAN

THE DANCE DIABOLIC

THE UMBRAL VEIL

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

THE ARMIES

One player is the Daughters of Khaine player. Their opponent is the Slaanesh player.

The Daughters of Khaine player must use a Daughters of Khaine army and the Slaanesh player must use a Slaanesh army. Their armies must consist of the following units:

Daughters of Khaine:

- 1 unit of 5 Blood Sisters.
- 1 unit of 5 Blood Stalkers.
- 1 unit of 5 Khinerai Heartrenders.

Slaanesh:

- 1 Lord of Pain.
- 1 unit of 10 Daemonettes.
- 1 Hellflayer.
- 2 units of 5 HELLSTRIDERS.

OBJECTIVES

Set up 4 objectives as shown on the map.

SET-UP

The players alternate setting up units one at a time, starting with the Slaanesh player. Units must be set up wholly within their territory. The territories are shown on the map.

Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

RITUAL SITES

By performing fell rituals at key sites around the outskirts of Kiri'tar, the Hedonites will be able to breach the tower's mystic defences.

Each objective on the battlefield represents a ritual site that the Slaanesh player must try to control and the Daughters of Khaine player must try to raze.

If the Daughters of Khaine player controls an objective at the end of their turn, they can raze it. If they do so, remove that objective from the battlefield.

BATTLE LENGTH

The battle lasts until a player wins a **major victory** or for 4 battle rounds, whichever happens first.

GLORIOUS VICTORY

At the end of each battle round after the first, if the Slaanesh player controls all 4 ritual sites, they win a **major victory**.

At the end of each battle round after the first, if the Daughters of Khaine player has razed all 4 ritual sites, they win a **major victory**.

The Slaanesh player wins a **minor victory** if all of the Daughters of Khaine player's units have been destroyed at the end of the battle.

The Daughters of Khaine player wins a **minor victory** if all of the Slaanesh player's units have been destroyed at the end of the battle.

If none of the above conditions have been met at the end of the battle, the battle is a **draw**.



PARADISE

The Hedonites had claimed early victories in sundering the black tower's mystical defences, but the Daughters of Khaine were cunning, and they had been primed for such an attack. Stealthy Melusai covens slithered through the shadows, falling upon isolated warbands of Hedonites and tearing through them with a bloodthirsty fury.

Tyralla, favoured of Hagg Nar, seethed with rage. It was not simply the fact that the debased ritual had banished the penumbral wards around the tower of Kiri'tar that stoked her ire, it was the fact that the devotees of the Dark Prince had dared attack at all. To lay eyes on their perverse forms reminded the Scáthborn warrior of the endless torments she suffered while her soul-essence was imprisoned within their foul god. It would have been easy to succumb to fury, laying about this most hated of foes with wrathful abandon.

But Tyralla was the chosen of the High Oracle, and she would not allow anger to blind her. These intruders would die, but they would die in a way that did not compromise her mistress's plan. Through sheer will, Tyralla forced the rage pulsating within her to freeze into ice-cold determination. The Ironscale would be akin to the rolling shadow-banks

of Ulgu – unseen, unexpected and leaving nothing in her wake but mist and whispers.

Kiri'tar's defences were not purely magical – Morathi and her inner circle were far too canny to trust in the arcane entirely. Having breached the outer wards, the enemy would have to navigate a series of gloomy valleys and work their way past grim crags before approaching the tower of Kiri'tar itself. The Ironscale knew she could not stop all the Hedonites from converging on the nexus of shadow magic – they were too numerous, and too demented, to simply buckle under pressure. But Tyralla also knew that she could trust in the impulsive nature of the debauched hosts to lead them astray. Warbands were already breaking off from the main force, hurtling through the shadows in search of new prey. The Melusai champion had dispatched her serpentine sisters to hunt these outliers, commanding them to

launch a series of merciless ambushes and bleed the Godseekers dry, one drop of tainted viscera at a time.

One such coven was led by the Ironscale herself. She could not completely deny herself a more personal form of vengeance. Already, she and her sisters had annihilated several bands of interlopers; the Hedonites may revel in pain, but to be forever transmuted into an aware-but-inert statue by the scáth touch inspired a particular dread in the sensation-seekers. The crystallised hearts hanging from the Melusai's waist clinked against one another in a sinister fashion. As her warriors slithered through the gloom, Tyralla spotted a warband of cavorting Slaaneshi outriders. The vile sensualists seemed unaware that eyes watched them from the darkness, but they would not remain ignorant for long. Behind her war-mask, Tyralla bared her teeth in readiness. Let Morathi's will be done.



BATTLEPLAN

THE COILS TIGHTEN

THE UMBRAL VEIL

Use the Region of War rules from page 25. The realmscape feature for this battle must be Dense with Fog.

THE ARMIES

One player is the Daughters of Khaine player. Their opponent is the Slaanesh player.

The Daughters of Khaine player must use a Daughters of Khaine army and the Slaanesh player must use a Slaanesh army. Their armies must consist of the following units:

Daughters of Khaine:

- 1 Melusai Ironscale.
- 1 unit of 5 Blood Sisters.
- 1 unit of 5 Blood Stalkers.
- 1 unit of 5 Khinerai Heartrenders.

Slaanesh:

- 1 unit of 10 Daemonettes.
- 1 Hellflyer.
- 2 units of 5 **HELLSTRIDERS**.

SET-UP

The players alternate setting up units one at a time, starting with the Daughters of Khaine player. Units must be set up wholly within their territory, more than 12" from enemy territory. The territories are shown on the map.

Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

AMBUSHED BY THE VEIL

The Daughters of Khaine are on home territory and have funnelled the Hedonites into a deadly trap.

The battlefield is divided into sections that represent the Scáthborn's chosen ambush site. Units cannot move into the areas marked on the map as 'Impassable Terrain'.

BATTLE LENGTH

The battle lasts for 4 battle rounds.

GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a **major victory**. If both players have the same number of victory points, use the tiebreaker to determine which player wins a **minor victory** or if the battle is a **draw**.

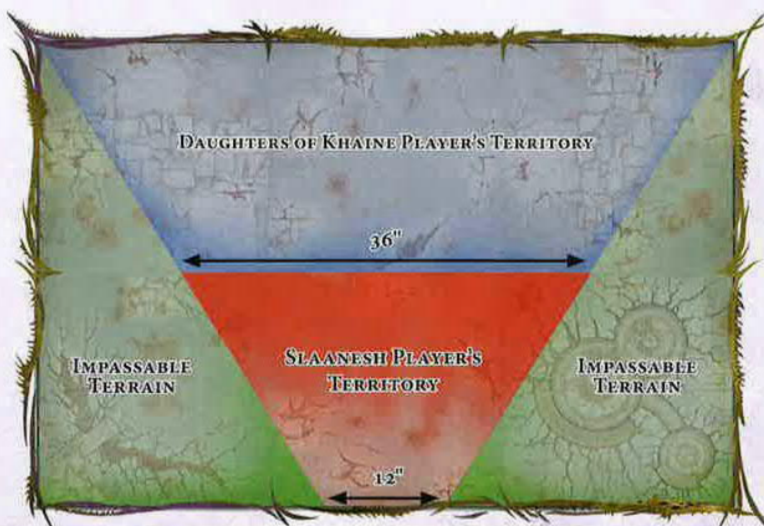
VICTORY POINTS

The Slaanesh player scores 1 victory point each time a friendly unit finishes a normal move wholly within enemy territory for the first time.

The Daughters of Khaine player scores 1 victory point each time an enemy unit is destroyed.

TIEBREAKER

If the players are tied on victory points at the end of the battle, each player adds up the Wounds characteristics of all enemy models that were slain during the battle. If one player has a higher total, that player wins a **minor victory**. If neither player has a higher total, the battle is a **draw**.



TOUCHING THE DIVINE

Through the efforts of the Melusai, many Hedonites fell before ever nearing the black tower of Kiri'tar, though Gestharyx's will had held much of his host together as they pressed the assault. Now, both sides converged in a battle that could dramatically shift the fortunes of the Mortal Realms.

With a manic grin, Gestharyx drove his remaining servants onwards towards the tower of Kiri'tar – and beyond that, the twilight sub-realm of Uhl-Gysh where Slaanesh languished. More so than ever before, the Lord of Pain could hear the call of his lost god. It was all around, wispy strands of lilac magic that threw his daemonic allies into an ecstatic frenzy.

That he and his followers had little hope of freeing Slaanesh was immaterial to Gestharyx. To breach the Hidden Gloaming had become the new obsession that he had long quested for. Through the darkness, the aelf-witches swarmed; a carpet of serpentine bodies snaked across the ground towards his host, and the air was filled with the beating of bat-like wings and the shrieking of vengeful harpies. In response, the Godseekers let out a discordant cry of their own, a cacophony of daemonic and mortal voices raised as one.

The sound rose and fell weirdly, seeming to come from all directions at once. Such was not the only display of Ulgu's mystifying power at work. A Hellflayer raced along at Gestharyx's side before disappearing into clouds of penumbral smoke. Moments later, it violently erupted back into being, its daemonic riders letting out a euphoric keening as their bladed contraption ploughed into the flanks of a Melusai coven.

Though he was no natural-born sorcerer, Gestharyx could feel the mystical energies of Ulgu saturating the air. Drawing upon dark secrets amassed over a depraved lifetime, the Lord of Pain tapped into the power and commanded his servants to do the same. A Khinerai flock darting towards Gestharyx was suddenly pounced upon by a cavorting pack of Daemonettes, razor-sharp claws tearing through leathery wings with ease. With a wild shout of exultation, Gestharyx

bade his followers to close on the gate to Uhl-Gysh. His grin faltered as the shadows bent and coiled once more; it was not his own warriors that now emerged from the mystical gloom but a host of the Khainite elites commanded by a serpentine warleader. She let out a vengeful shriek as their eyes met, levelling her staff towards the Slaaneshi champion in challenge.

The Melusai war leader was coming for him in a murderous fury. Should he fall, Gestharyx knew, his riotous hordes would break apart to follow their wild impulses, and any chance of reaching Slaanesh would be lost. Yet he could not afford to slow, lest the Khainites sealed the gate to Uhl-Gysh through ritual sorcery of their own. The only choice was to plunge into the deceitful shadow war and harness the power of the realm to fight his way towards the tower. The Dark Prince was waiting. Gestharyx would not fail.



BATTLEPLAN

HEART OF THE SHADOWS

THE UMBRAL VEIL

Use the Region of War rules from page 25. The realmscape feature for this battle must be Under the Cover of Darkness.

THE ARMIES

One player is the Daughters of Khaine player. Their opponent is the Slaanesh player. The Daughters of Khaine player must use a Daughters of Khaine army and the Slaanesh player must use a Slaanesh army. Their armies must consist of the following units:

Daughters of Khaine:

- 1 Melusai Ironscale.
- 1 unit of 5 Blood Sisters.
- 1 unit of 5 Blood Stalkers.
- 1 unit of 5 Khinerai Heartrenders.

Slaanesh:

- 1 Lord of Pain.
- 1 unit of 10 Daemonettes.
- 1 Hellflayer.
- 2 units of 5 HELLSTRIDERS.

OBJECTIVES

Set up 1 objective in the centre of the battlefield, as shown on the map.

SET-UP

The players roll off and then alternate setting up units one at a time, starting with the player who won the roll-off. Units must be set up wholly within their own territory, more than 12" from enemy territory. The territories are shown on the map. Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

THE SHADOWPATHS

The shadowpaths of Ulgu can be used to launch deadly ambushes.

The battlefield hosts 4 portals called 'shadowpaths'. Each shadowpath is 12" wide and located along a battlefield edge as shown on the map.

At the end of their movement phase, players can pick 1 friendly unit wholly within 6" of a shadowpath. If they do so, they must remove that unit from the battlefield and set it up again wholly within 6" of that shadowpath's twin, more than 9" from any enemy units.

For example, if a unit is removed from the battlefield via Shadowpath B in the top-left corner of the map,

that unit must be set up again wholly within 6" of Shadowpath B in the bottom-right corner of the map.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

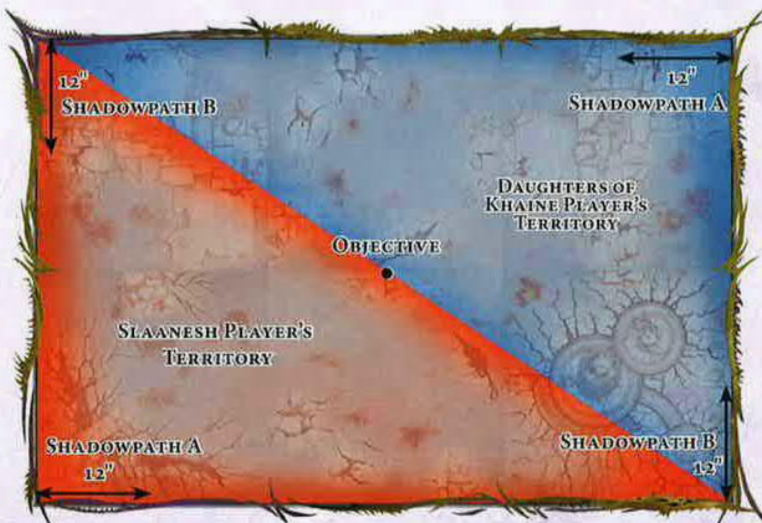
The player with the most victory points at the end of the battle wins a **major victory**. If both players have the same number of victory points, use the tiebreaker to determine which player wins a **minor victory** or if the battle is a **draw**.

VICTORY POINTS

Each player scores victory points at the end of each of their turns if they control the objective. The number of victory points is equal to the number of consecutive turns that the player has controlled the objective for (e.g. 1 on the turn they gained control, 2 at the end of the second turn, and so on).

TIEBREAKER

If the players are tied on victory points at the end of the battle, then each player adds up the total number of enemy models that have been slain during the battle. If one player has a higher total, that player wins a **minor victory**. If neither player has a higher total, the battle is a **draw**.



WARSCROLLS

This section includes new Daughters of Khaine and Hedonites of Slaanesh warscrolls and warscroll battalions. Updated August 2020; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION TYRALLA'S SCÁTHCOVEN



The Melusai Ironscale known as Tyralla commands a coven of warrior-zealots crafted from reclaimed aelven souls. Charged by their mistress, the High Oracle Morathi, with the guardianship of one of her sinister black towers, they will fight ferociously and without fear of pain to fulfil this most vital of duties.

ORGANISATION

- 1 Melusai Ironscale
- 1 unit of 5 Blood Sisters
- 1 unit of 5 Blood Stalkers
- 1 unit of 5 Khinerai Heartrenders

ABILITIES

Devoted to the Oracle: *Tyralla is amongst the most fanatical of Morathi's followers, and both she and her sisters will endure any pain to see the High Oracle's will done.*

You can re-roll save rolls of 1 for attacks that target friendly units from this battalion.

WARSCROLL BATTALION

GESTHARYX'S CAVALCADE



The Lord of Pain known as Gestharyx leads a cavalcade of maddened Godseekers as they ravage the realms in search of Slaanesh. These devotees of torment are utterly convinced that it is they who will finally locate the Dark Prince, and they charge into the most terrible of battles at a breakneck pace without fear or hesitation.

ORGANISATION

- 1 Lord of Pain
- 1 unit of 10 Daemonettes
- 1 Hellflayer
- 2 units of 5 **HELLSTRIDERS**

ABILITIES

Unyielding Seekers: *Gestharyx's disciples are relentless in their search for the Dark Prince; once they believe they have detected their god's scent, nothing can dissuade them from their maddened hunt.*

Do not take battleshock tests for friendly units from this battalion.



MELUSAI IRNSCALE

Crafted from the souls of aelves that blazed brightest with the need for revenge, the Melusai Ironscales serve Morathi as elite war leaders amongst the Scáthborn and are terrifying martial champions in their own right.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keldrisaith	18"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Keldrisaith	2"	3	3+	3+	-1	D3

DESCRIPTION

A Melusai Ironscale is a single model armed with a Keldrisaith.

ABILITIES

Blood of the Oracle: *The soul of each Melusai Ironscale has been specially experimented upon by Morathi to increase their resistance to hostile magics.*

Each time this model is affected by a spell or endless spell, you can roll a dice. If you do so, on a 5+, ignore the effects of that spell or endless spell on this model.

Gory Offering: *As a Melusai Ironscale holds the crystallised heart of a slain foe aloft, the power of Khaine pulses through it, empowering any fellow Melusai nearby.*

If any enemy models are slain by wounds inflicted by this model's attacks in the combat phase, you can add 1 to the Attacks characteristic of friendly MELUSAI units wholly within 12" of this model until the end of that phase.

Turned to Crystal: *The scáth touch of a Melusai Ironscale can permanently transmute an enemy into an immobile – though still fully conscious – crystal statue.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 3+, that enemy unit suffers 1 mortal wound.

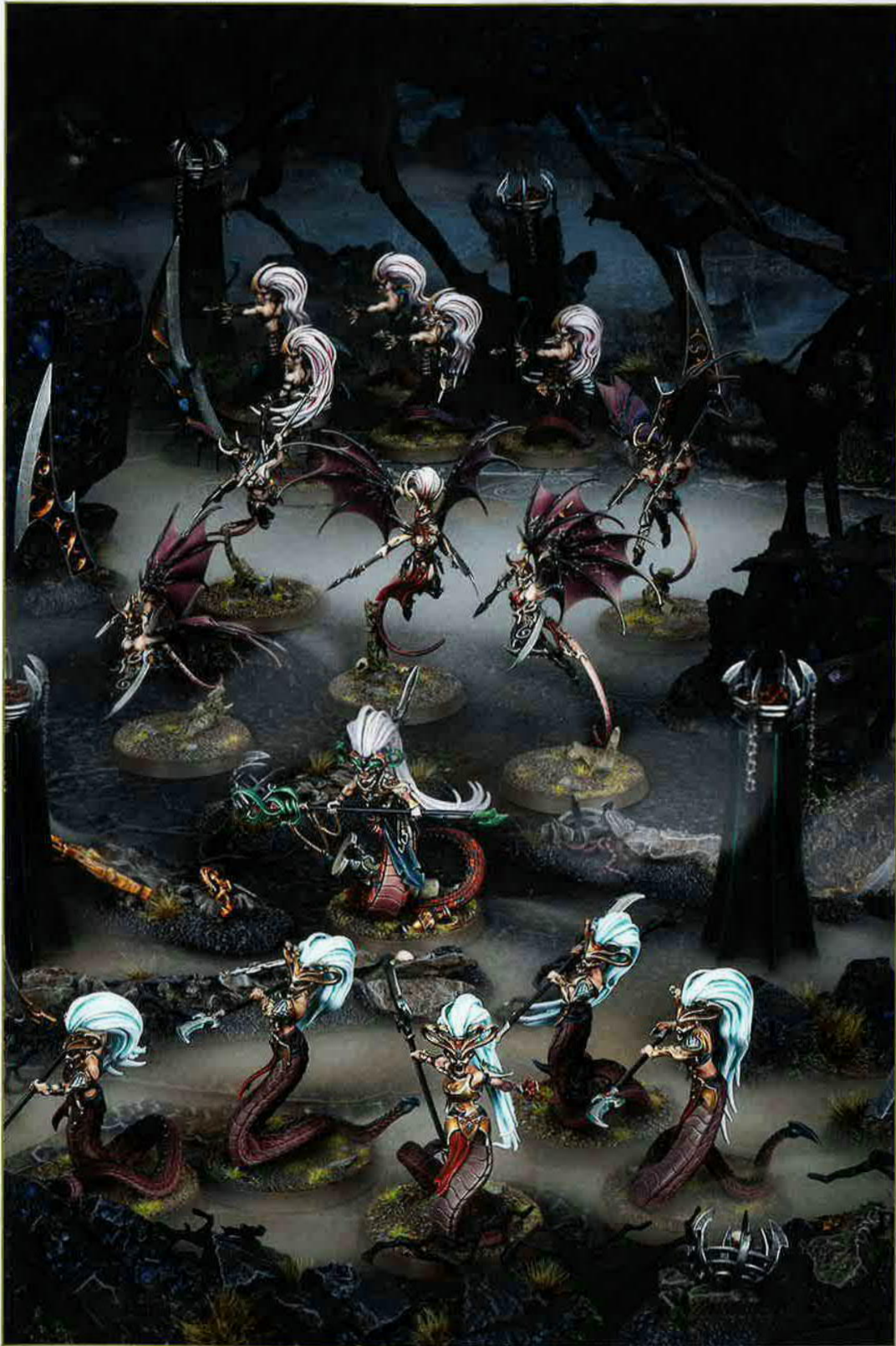
COMMAND ABILITY

Wrath of the Scáthborn: *With a shrieked prayer to Khaine and Morathi, an Ironscale leads her Melusai kin in the swift slaughter of the foe.*

You can use this command ability once per turn in your hero phase. If you do so, pick 1 friendly MELUSAI unit wholly within 12" of this model. Until your next hero phase, that unit can run and still shoot and/or charge later in the same turn. In addition, until your next hero phase, you can roll 2D6 instead of D6 when you make a run roll for that unit.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, MELUSAI, HERO, MELUSAI IRNSCALE



Her mere presence both an inspiration and a promise of glorious slaughter to come, this Melusai Ironscale leads an army of the Shadow Queen into battle, butchering the hated minions of the Dark Prince.

BLOOD STALKERS

Drawing their ornate bows, the Blood Stalkers loose volleys of arrows that seek out their target's heart with uncanny accuracy. In close combat, they wield cruel curved blades, opening throats and carving out organs to offer in grisly sacrifice to Morathi.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartseeker Bow	24"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scianlar	1"	2	3+	4+	-	1
Blood Wyrn	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Blood Stalkers has any number of models, each armed with a Heartseeker Bow and Scianlar.

KRONE: 1 model in this unit can be a Krone. A Krone is armed with a Blood Wyrn in addition to its other weapons.

ABILITIES

Heartseekers: *The blood-blessed arrows loosed by these Melusai unerringly seek out the enemy's vital organs.*

If the unmodified hit roll for an attack made with a Heartseeker Bow is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, MELUSAI, BLOOD STALKERS

BLOOD SISTERS

Blood Sisters are Melusai, true daughters of the Shadow Queen. Channelling the hatred within their own tainted souls, each longs to drive their heartshard glaive deep into an enemy's vitals or to transmute flesh with their agonising scáth touch.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartshard Glaive	2"	3	3+	3+	-1	1

DESCRIPTION

A unit of Blood Sisters has any number of models, each armed with a Heartshard Glaive.

GORGAI: 1 model in this unit can be a Gorgai. Add 1 to the Attacks characteristic of that model's Heartshard Glaive.

ABILITIES

Turned to Crystal: *The scáth touch of a Blood Sister can permanently transmute an enemy into an immobile – though still fully conscious – crystal statue.*

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 3+, that enemy unit suffers 1 mortal wound.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, MELUSAI, BLOOD SISTERS



KHINERAI HEARTRENDERS



The Khinerai Heartrenders are merciless sky-predators that scan the battlefield for suitable quarry. Should they find a target to their liking, they will streak down from on high, hurling barbed javelins and slashing with cruel heartpiercer shields.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Javelin	12"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Javelin	2"	1	4+	4+	-1	1

DESCRIPTION

A unit of Khinerai Heartrenders has any number of models, each armed with a Barbed Javelin.

FLY: This unit can fly.

SHRYKE: 1 model in this unit can be a Shryke. Add 1 to the Attacks characteristic of that model's weapons.

ABILITIES

Death From Above: A Heartrender that has picked up sufficient momentum is capable of hurling their javelin with terrifying force.

This unit can run and still shoot later in the same turn. In addition, improve the Rend characteristic of this unit's Barbed Javelins by 1 if this unit was set up on the battlefield in the same turn.

Descend to Battle: The Khinerai delight in using their leathery wings to descend upon the foe from unexpected vectors.

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is circling high above as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from any enemy units. At the start of the fourth battle round, any models that are still in reserve are slain.

Fire and Flight: Heartrenders are masters of the hit-and-run strike, loosing volleys of sharpened projectiles before darting away.

In your shooting phase, after this unit shoots, you can roll a dice. If you do so, on a 4+, this unit can make a normal move of 6" (it cannot retreat or run).

Heartpiercer Shield: The bladed shields of the Khinerai are deadly close-quarters weapons in their own right.

Add 1 to save rolls for attacks made with melee weapons that target this unit. In addition, if the unmodified save roll for an attack made with a melee weapon that targets this unit is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, KHINERAI HARPIES, KHINERAI HEARTRENDERS

LORD OF PAIN

Lords of Pain are champions of Slaanesh who have sampled countless vices and excesses. Armed with wicked soulpiercer maces, they lead warbands of devoted followers and are always eager to demonstrate their mastery of all forms of agony.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulpiercer Mace	2"	5	3+	3+	-1	2

DESCRIPTION

A Lord of Pain is a single model armed with a Soulpiercer Mace.

ABILITIES

Share the Pain: *Lords of Pain have mastered every kind of torment and are adept at enduring the most terrible of agonies – as well as gifting the same sensation to their foes.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+, that wound or mortal wound is negated. In addition, if a wound or mortal wound is negated by this ability in the combat phase, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

COMMAND ABILITY

Paragon of Depravity: *Lords of Pain are held in awe by Slaanesh's mortal supplicants, who seek to emulate the excessive carnage perpetrated by these depraved champions.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **HEDONITE MORTAL** unit wholly within 12" of this model. You can re-roll hit rolls for attacks made by that unit in that phase.

KEYWORDS CHAOS, MORTAL, SLAANESH, HEDONITE, HERO, LORD OF PAIN

HELLFLAYER

Hellflayer chariots are driven through the meadows of Slaanesh's realm, dismembering those cursed to lie there in purgatory. On the battlefields of the Mortal Realms, they are roving weapons of war, their many scythes delivering death by a thousand cuts.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	4	3+	4+	-1	1
Piercing Claws and Flensing Whips	2"	6	3+	4+	-1	1
Poisoned Tongues	1"	4	3+	4+	-	1

DESCRIPTION

A Hellflayer is a single model commanded by an Allurer, who is armed with Piercing Claws.

CREW AND STEEDS: A Hellflayer has a Daemonette crew armed with Piercing Claws and Flensing Whips, and it is drawn by Steeds of Slaanesh that attack with their Poisoned Tongues. For rules purposes, the Daemonettes and Steeds of Slaanesh are treated in the same manner as a mount.

ABILITIES

Soulscent: *The whirling blades of this fearsome chariot mow down the enemy, transmuting their souls into an exhilarating incense.*

At the start of the combat phase, roll a dice for each enemy unit within 1" of this model. On a 4+, that enemy unit suffers D3 mortal wounds. In addition, for each 4+, add 1 to the Attacks characteristic of this model's melee weapons until the end of that phase.

KEYWORDS CHAOS, DAEMON, DAEMONETTE, SLAANESH, HEDONITE, HELLFLAYER

• WARSCROLL •

HELLSTRIDERS

WITH CLAW-SPEARS



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Devotees of torment, Hellstriders are mortals who have dedicated their lives to dealing out agonising pain in return for physical power. They inflict crippling and ultimately fatal wounds with the strange spear-like claws that grow on their arms.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claw-spear	1"	1	3+	4+	-1	1
Poisoned Tongue	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Hellstriders with Claw-spears has any number of models, each armed with a Claw-spear.

MOUNT: This unit's Steeds of Slaanesh each attack with their Poisoned Tongue.

HELLREAYER: 1 model in this unit can be a Hellreaver. Add 1 to the Attacks characteristic of a Hellreaver's Claw-spear.

STANDARD BEARERS: 1 in every 5 models in this unit can be a Hellstrider Banner Bearer, and 1 in every 5 models in this unit can be a Hellstrider Icon Bearer.

Hellstrider Banner Bearer: You can re-roll charge rolls for this unit while it includes any Hellstrider Banner Bearers.

Hellstrider Icon Bearer: Add 2 to the Bravery characteristic of this unit while it includes any Hellstrider Icon Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hellstrider Hornblower. If the unmodified roll for a battleshock test for an

enemy unit that is within 6" of this unit while this unit includes any Hellstrider Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Piercing Strike: When this band of Hellstriders closes on the foe, their lance-like arms puncture through any resistance they meet.

Add 1 to the Damage characteristic of this unit's Claw-spears if it made a charge move in the same turn.

KEYWORDS CHAOS, MORTAL, SLAANESH, HEDONITE, HELLSTRIDERS

• WARSCROLL •

HELLSTRIDERS

WITH HELLSOURGES



Hellstriders ride daemonic Steeds to war – indeed, they have no choice, for once they climb into the saddle, they can never dismount. Those who use the long, whip-like Hellscourge as their weapon of choice are experts in inflicting painful wounds.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hellscourge	3"	2	3+	4+	-	1
Poisoned Tongue	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Hellstriders with Hellsourges has any number of models, each armed with a Hellscourge.

MOUNT: This unit's Steeds of Slaanesh each attack with their Poisoned Tongue.

HELLREAYER: 1 model in this unit can be a Hellreaver. Add 1 to the Attacks characteristic of a Hellreaver's Hellscourge.

STANDARD BEARERS: 1 in every 5 models in this unit can be a Hellstrider Banner Bearer, and 1 in every 5 models in this unit can be a Hellstrider Icon Bearer.

Hellstrider Banner Bearer: You can re-roll charge rolls for this unit while it includes any Hellstrider Banner Bearers.

Hellstrider Icon Bearer: Add 2 to the Bravery characteristic of this unit while it includes any Hellstrider Icon Bearers.

HORNBLOWER: 1 in every 5 models in this unit can be a Hellstrider Hornblower. If the unmodified roll for a battleshock test for an

enemy unit that is within 6" of this unit while this unit includes any Hellstrider Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Hooked Tendrils: These Hellstriders wield Hellsourges, whose ferocious barbs tear through flesh and trap enemies in place.

In the combat phase, if this unit made a charge move in the same turn, subtract 1 from hit rolls for attacks that target this unit made by enemy models within 3" of this unit until the end of that phase.

KEYWORDS CHAOS, MORTAL, SLAANESH, HEDONITE, HELLSTRIDERS

DAEMONETTES

Possessed of impossible grace and grotesque beauty, Daemonettes of Slaanesh bound across the battlefield with sadistic glee. They are in constant competition with one another to see who can inflict the most pain upon the enemies of the Dark Prince.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Claws	1"	2	4+	4+	-1	1

DESCRIPTION

A unit of Daemonettes has any number of models, each armed with Piercing Claws.

ALLURER: 1 model in this unit can be an Allurer. Add 1 to the Attacks characteristic of an Allurer's Piercing Claws.

STANDARD BEARERS: 1 in every 5 models in this unit can either be a Daemonette Banner Bearer or Daemonette Icon Bearer.

Daemonette Banner Bearer: You can re-roll charge rolls for this unit while it includes any Daemonette Banner Bearers.

Daemonette Icon Bearer: If an unmodified battleshock roll of 1 is made for this unit while it includes any Daemonette Icon Bearers, you can add D6 models to this unit, and no models from this unit will flee in that phase.

HORNBLOWER: 1 in every 10 models in this unit can be a Daemonette Hornblower. If the unmodified roll for a battleshock test for an enemy unit that is within 6" of this unit while this unit includes any Daemonette Hornblowers is 1, that battleshock test must be re-rolled.

ABILITIES

Lithe and Swift: *Daemonettes surge across the battlefield with impossible swiftness.*

This unit can run and still charge later in the same turn.

KEYWORDS CHAOS, DAEMON, SLAANESH, HEDONITE, DAEMONETTES

PITCHED BATTLE PROFILES

The table below provides points for the warscrolls and warscroll battalions in this book for use in Pitched Battles. Updated August 2020; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

DAUGHTERS OF KHAINE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Melusai Ironscale	1	1	140	Leader	
Blood Sisters	5	20	140/480		Battleline in Daughters of Khaine army if general is a BLOODWRACK MEDUSA
Blood Stalkers	5	20	140		
Khinerai Heartrenders	5	20	90		
Tyralla's Scáthcoven	-	-	120	Warscroll Battalion	

HEDONITES OF SLAANESH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Daemonettes	10	30	110/300	Battleline	
Lord of Pain	1	1	120	Leader	
Hellflayer	1	1	140		
Hellstriders with Claw-spears	5	20	100		
Hellstriders with Hellscourges	5	20	100		
Gestharyx's Cavalcade	-	-	140	Warscroll Battalion	





'It matters not to me why they have come here, the thrice-cursed children of the Dark Prince. Perhaps it is glory that motivates them, or arrogance, or madness, or a simple desire to die. Ulgu is ours. The shadows, the mists, the gloomy fens and the all-devouring darkness: all of it belongs to us. If the enemy has forgotten that immutable truth, then my sisters and I will be happy to remind them.'

Tyralla, Melusai Ironscale of HaggNar

