

WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND BESTIARY



FACE DOWN TERRIFYING DAEMONS AND TITANIC MONSTERS IN THIS
BESTIARY OF THE MORTAL REALMS!

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INTRODUCTION

The Mortal Realms are besieged by monsters.

Packs of savage beasts stalk the wilderness beyond the walls. Parades of disquiet dead stirred by baleful magics haunt the nights, enacting terrible vengeance upon the living. Hordes of Orruks, Grots, and Gargants rampage unchecked, driven by little more than destruction and despoilment for their own amusement. And the innumerable servants of the Ruinous Powers that once brought about the end of the world take root wherever mortals tread. Even the blessed Cities of Sigmar — shining bastions of Order in the unforgiving realms — are not free from their share of monsters. Cultists scheme in the shadowed alleys and mangy rat-men skulk through festering sewers. Even well-meaning servants of Order can become twisted into embittered enemies, should the fates conspire it so.

This book provides a vast collection of great and terrible creatures to use in your Warhammer Age of Sigmar: Soulbound adventures, in addition to equipping you with plenty of advice on how best to build exciting encounters with these monstrous and maniacal foes

MORE MONSTERS!

Even a dedicated tome such as this is simply not large enough to contain or cage the incredible abundance of outlandish creatures that exist in the Mortal Realms. Be sure to keep an eye on our website, www.cubicle7games.com, for more supplements, PDFs, and published adventures. These often include additional stat-blocks for creatures that can be used to expand your collection of weird and wonderful monsters for Soulbound.

STATISTICS

Almost every creature in the Mortal Realms can be represented by a collection of statistics called a stat-block. These are presented throughout this book in the following format.

1. The creature's name.
2. The creature's size, type, subfaction (in parentheses), and role. See below for more information on creature type and role.
3. The creature's combat abilities, including Melee, Accuracy, Defence, Armour, Toughness, and Wounds and Mettle, if it has them. Creatures that can use a shield have this noted in parentheses beside Defence.
4. The creature's Speed, Initiative, Natural Awareness, and any Skills it has. A creature's Training and Focus in a Skill is noted in parentheses: +1d6 per level of Training and +1 per level of Focus.
5. The creature's Traits. Traits are special abilities and features the creature has, not unlike a player character's Talents.

1 FREEGUILD GUARD			
2 Medium Mortal (Human), Warrior			
⚔ Average	🎯 Poor	🛡 Average (Good with shield)	
3 Armour	Toughness	Wounds	Mettle
1	5	–	–
Speed: Normal Initiative: 2 Natural Awareness: 2 Skills: Determination (+1d6), Reflexes (+1d6, +1), Weapon Skill (+1d6, +1)			
TRAITS 5			
Massed Ranks: The regiments of the Freeguild Guard are organised and disciplined. If three or more Freeguild Guard are in the same Zone, their Melee increases one step.			
ATTACK 6			
Sword: Melee Attack (Average), 3d6, 1 + S Damage. <i>Slashing.</i> Halberd: Melee Attack (Average), 3d6, 1 + S Damage. <i>Piercing, Rend, Two-handed.</i>			
7 BODY	MIND	SOUL	
2	1	2	

6. The attacks a creature can make. These are listed as the type of attack as well as the creature's proficiency, their total dice pool for the attack, their Focus (if any), the Damage the attack deals, and the range (if applicable). Each attack also notes any Weapon Traits. Creatures cannot wield a *Two-handed* weapon and a shield unless otherwise noted.
7. The creature's Body, Mind, and Soul

CREATURE TYPE

Each entry lists the creature's type, and usually includes a subtype in parentheses that further defines the creature. A creature's type affects certain Traits it may have, or may be important for a character's Talent (such as *Sigmar's Judgement* affecting Daemons or servants of Chaos). The creature types found in this book are:

- ✧ **Automaton:** Automatons are constructs, sometimes imbued with a semblance of intelligence. Automatons can be works of science forged from metal and cogs, or magical constructs imbued with aetheric energy.
- ✧ **Beasts:** Beasts are mundane and monstrous creatures that are native to the Mortal Realms. Most beasts have rudimentary intelligence and cannot speak.
- ✧ **Daemons:** Daemons are unnatural creatures from the Realm of Chaos. Most Daemons serve one of the Chaos Gods.
- ✧ **Mortals:** Mortals are the humanoid inhabitants of the realms, and include Humans, Aelves, Duardin, Orruks, and more.
- ✧ **Spirits:** The realms are filled with strange spirits and magical creatures, such as the Spites that follow the Sylvaneth or the magical creations of spellcasters. Each spirit is unique, with some being able to create a corporeal form and others being little more than sparks of flame in the air.
- ✧ **Undead:** Undead are creatures given a semblance of life through necromancy and dark magic. Unlike spirits, the Undead are unnatural abominations.

CREATURE ROLE

Enemies are divided into five broad categories representing the threat they pose and their typical role on the battlefield. The roles are Minion, Swarm, Warrior, Champion, and Chosen.

MINION

A Minion is the weakest enemy you will face. These are usually the lowest rung of the ladder and also the most numerous, such as a Grot or Clanrat. Most small animals would be considered Minions.

- ✧ A Minion has 1 Toughness.

SWARM

A Swarm is a number of enemies that occupy the same space and attack as one. Certain Minions have a Trait that allows them to become a Swarm when 3 or more of them occupy the same Zone.

- ✧ A Swarm's Toughness is equal to the number of creatures in the Swarm. Each point of Damage kills a member of the Swarm.
- ✧ A Swarm adds +1d6 to attacks equal to its current Toughness (the number of creatures in the Swarm).
- ✧ A Swarm suffers double Damage from effects that target an area. This includes spells that target a Zone, Talents such as *Hail of Doom*, and Weapon Traits such as *Cleave* and *Blast*.
- ✧ A Swarm can't be disarmed, and is only affected by Conditions that target a Zone or area, such as the spell *Mystifying Miasma*.

WARRIOR

Warriors are capable combatants who are considerably tougher than Minions. A number of Warriors will often have a Champion to lead them. Warrior enemies include more than just melee-focused fighters, and encompasses archers, scouts, spellcasters, and large beasts.

- ✧ A Warrior's Toughness is equal to its Body + Mind + Soul.

CHAMPION

Champions are the leaders and heavy hitters of the Mortal Realms. They often lead a group of Warriors and Minions into battle.

- ✧ A Champion's Toughness is equal to its Body + Mind + Soul.
- ✧ A Champion has Mettle.

CHOSEN

The Chosen are the elite of the Mortal Realms. These creatures are often selected by a god or another powerful entity to enact their will in the realms. Chosen lead groups of Champions, Warriors, and Minions. A Chosen is akin to the Soulbound in strength and capability.

- ✧ A Chosen's Toughness is equal to its Body + Mind + Soul.
- ✧ A Chosen has Wounds.
- ✧ A Chosen has Mettle.

SIZE

From diminutive Grots to the almost incomprehensibly large Mega-Gargants, creatures come in all shapes and sizes in the Mortal Realms. Each creature's listing notes its size. Unless the creature is Enormous or Monstrous, size has no game effect but is useful for understanding the scale of the enemies you are facing. For more on size, see *Soulbound*, page 138.

BUILDING ENCOUNTERS

With the Mortal Realm's staggering array of monsters and outlandish locations at your fingertips, it is easy to feel overwhelmed with choice when building *Soulbound* encounters. This section offers some evergreen advice to help you make the most of the content in this book and craft memorable encounters for your group.

ENCOUNTER COMPLICATIONS

Remember that a Binding is not an army — a blunt tool to be thrown against the incalculable enemies of Order. They are a precise instrument, a wild-card that turns the tide of realm-spanning conflicts by striking in the right place, at the right time. As a result, combat for a Binding is rarely as simple as defeating their enemy with strength of arms.

A good *Soulbound* encounter should include one or more complications aside from combat. The Binding may find themselves in an unusual environment or up against a ticking clock. They might be tasked with protecting something valuable or dealing with a specific target. And their foes may be equipped with strange tactics or even be empowered by the very suffering they inflict upon the Mortal Realms.

The table below provides a wide variety of Encounter Complications. To elevate your encounters above simple arena battles, roll for a random result, choose your own complications, or use them as inspiration when building your encounters. You can even combine multiple complications to make truly difficult or climactic encounters, should your players be up to the challenge.

AGAINST THE ODDS

Soulbound are incredibly powerful characters, capable of defeating entire units of lesser warriors without breaking a sweat, while accomplishing heroic feats that most mortals can only imagine. But there is one universal truth all Bindings face: they are always against the odds.

Soulbound encounters should feature lots of enemies of varying kinds. With Swarms of weak Minions to show a party how strong they are, hardy Warriors to offer resistance, and deadly Champions or Chosen for them to lock blades with.

As parties grow in strength, so do the dangers they face. You can use the list below as a good measure for the number and type of creatures a party can expect to face at various levels of XP.

- ✧ **Starting Party:** 1–2 Swarms of up to 10 Minions, 1–2 Warriors per party member. Optional: 1 Champion or 1 Chosen to lead them.
- ✧ **15 - 35 XP:** 2–4 Swarms of up to 10 Minions, 2–4 Warriors per party member. Optional: 2 Champions or 1 Chosen to lead them.
- ✧ **36 - 50+ XP:** 4–8 Swarms of up to 10 Minions, 4–8 Warriors per party member. Optional: 4 Champions or 1 Chosen to lead them.

Of course, no two parties are alike. If you ever find these numbers are too weak or deadly for your party, consider weaving a 'benchmark encounter' or two into your adventure. These encounters feature multiple waves of various enemies, each of increasing power, hurled at the party one after the other.

ENCOUNTER COMPLICATIONS

1D6	1: Environmental	2: Tactical	3: Time Sensitive	4: Protection	5: Vital Target	6: Doom
1	A Hazard is spreading through the Zones.	The enemy has unusual or rare equipment.	The entire area will soon be destroyed.	A terrified group of innocents who cannot fight.	The leader of the enemy forces needs defeating.	Gains additional Mettle each round equal to Doom.
2	The environment is Obscured by smoke, fog or something worse.	The enemy fights defensively while waiting for reinforcements.	The party must deliver an item or message before it is too late.	Something must be escorted safely through a raging battle or deadly location.	An arcane or technological artefact carried by a specific foe.	Summons or bolsters allied Warriors or Swarms equal to Doom.
3	The floor or ceiling is collapsing.	The enemy uses ambushes or deadly traps.	The party must reach a location to stop an attack.	A fortification or choke point vital to a larger battle.	A set location that must be reclaimed.	Heals Toughness each round equal to Doom.
4	The battle takes place in a high or precarious location.	The enemy uses the environment to their advantage.	An area must be held until reinforcements can arrive.	An immobile ally, piece of fragile technology, or arcane artefact.	Capture a foe or free an ally in the midst of enemy forces.	Environmental Hazards become more deadly as Doom rises.
5	The location is unpredictably moving or lurching.	The enemy has overwhelming numbers and is relentless.	A specific foe must be caught or killed before they escape.	A captive animal or enemy warrior that wants to be freed.	A siege weapon or vehicle of great power or importance.	Gains additional Armour or Defense steps equal to Doom.
6	Natural predators or plantlife hunt allies and foes.	The enemy has formed an alliance against the party.	An arcane ritual or technological process must be completed.	A vehicle or large animal moving through enemy territory.	A monstrous foe among a crowd of innocent mortals.	The creature's equipment gains additional Traits if Doom is 3+.

Roll 1d6 to determine the row, then roll 1d6 to determine the column.

Take note of what type of enemies provided the greatest challenge and when it seems like they are reaching their breaking point, ease off the pressure and offer them an escape before their untimely demise. You can then use the information gathered to build future encounters that will challenge your unique party.

TIS BUT A FLESH WOUND

As mighty heroes of the Mortal Realms, **Soulbound** characters can take a great deal of punishment before they fall. But using Rests, healing magic, and Aqua Ghyranis, Toughness is a resource that is freely spent and easily reclaimed for most Soulbound and Stormcast Eternals. Only when a character begins to suffer Wounds do they really encounter true danger, as these are much harder to remove and in precious short supply.

Try to build your encounters so that each character suffers 1–2 Wounds per combat, otherwise they can simply restore their Toughness once the dust settles and continue as if nothing happened. Through successive combats, with little rest in between and mounting Wounds, a Binding will begin to feel as if the Great Necromancer himself is watching them with anticipation.

CLEVER CREATURES

Few beasts in the Mortal Realms are truly mindless. Even the most nightmarish monstrosity claims some form of cunning or self preservation instincts. The **Soulbound** system provides players with a selection of interesting Actions to use in combat (*Soulbound*, page 142). But always remember that the monsters you unleash upon them can and should use these Actions as well.

A battle-hardened Chaos Marauder may use a *Called Shot* to Disarm, Trip, or Stun their enemy. A brawny Orruk may *Shove* a foe off a raised platform into an *Environmental Hazard*, or *Grapple* them to let their allies pile in for a good crumping. A dextrous Skaven assassin may Dodge to weave through blows, while a regal Wight King might command their undead forces to Defend them or Help them succeed at a difficult task.

By using the same Actions the players have access to, you not only encourage them to embrace more creativity in combat, but also infuse their enemies with more personality and intelligence than their stat-block alone can give.

USING DOOM

Soulbound uses Doom (*Soulbound*, page 133) to represent rising dread and the enemies of Order growing in strength. This is a wonderful narrative tool, but it can also affect powerful or notable creatures a Binding might face.

If you want to make an important creature stand out from their kin, or pose a unique challenge to a party, consider granting them some form of Doom-interacting Trait or Attack. The Encounter Complications table includes a number of basic ways Doom effects can be applied to a creature, such as increased defensive or offensive abilities, but many of the creatures throughout this book also claim their own bespoke or outlandish Doom interactions. These abilities can easily be repurposed or swapped to basic Warriors, Champions, or Chosen to make a uniquely terrifying foe that your players won't forget.

Doom can also be used to make an environment stand out, as the realms themselves enact their own twisted and deadly whims in response to mounting unrest or corruption. *Doomed Lands* includes a collection of locations for each of the Mortal Realms that change and twist with Doom to provide a unique canvas for your most challenging encounters. For more information, see www.cubicle7games.com.

ADDITIONAL LOYAL COMPANIONS

The *Loyal Companion* Talent (*Soulbound*, page 86) offers a number of creatures to choose as a companion. The GM can allow players to choose from the following list of creatures from this book. Some of these require the character to be of a particular faction, which is noted in parentheses.

- * Aetherwing (Stormcast Eternals)
- * Bat Swarm
- * Demigryph (Free Peoples)
- * Frost Sabre
- * Ochtar (Idoneth Deepkin)
- * Spider

Champions of Order contains the Greater Loyal Companion Endeavour, which allows characters to bond with even more powerful creatures.

CITIES OF SIGMAR

Most Azyrites picture the Cities of Sigmar as Azyrheim in miniature. Concentric walls surround neatly partitioned neighbourhoods, over which towers a Stormkeep and its noble Stormcast Eternals. The free peoples are always ready to take up arms against their enemies, defending what little safety they have in the Mortal Realms. All Cities of Sigmar are defined by their iconic cannon-lined curtain walls, a symbol of hope and security to those within.

But while most Cities of Sigmar follow the same general template, those that adhere too rigidly to Azyrheim's example often encounter resistance. The most successful cities adapt to their harsh environments, creating new customs to survive the Mortal Realms. And while Sigmar's Devoted spread his creed wherever they go, some of the God-King's cities hold more faith than others.

Despite their differences, the Cities of Sigmar number among the largest and most active places of Order in the realms, simply because they open their gates to all. While Fyreslayer magmaholds, Seraphon temple-ships, and Idoneth enclaves remain as insular as they were during the Age of Chaos, the Cities of Sigmar welcome a stunning variety of immigrants, refugees, and diplomats inside their walls. They are imperfect, for bureaucratic corruption spreads like a bow wave before Sigmar's expanding empire. But despite their flaws, their combined efforts have loosened Chaos's grip on the realms. In each city, one can find something not seen for ages — people with hope, trying to make the best of a cruel world.

USING THEM IN YOUR GAME

People in the Cities of Sigmar have earthly concerns, like securing their next meal or keeping a roof over their head. But their circumstances are extraordinary, and this dichotomy defines life in the Mortal Realms. For most parties, a City of Sigmar is both the stakes of the adventure and the home to which they'll return once their trials are over. The heroes should get to know the city where they live — give them time to make friends with its citizens, discover its tucked-away neighbourhoods, and become familiar with its quirks. Endeavours are the perfect opportunity for scenes like this.

The cities are, generally, places of hope and optimism. But sanctuaries though they may be, they are not safe from corruption. Cults lurk in many Free Cities, whispering words of temptation, and filling the minds of Mortals with selfishness and greed, just as they did during the Age of Myth. Whether due to dark cults or the ever-present tension between those with wealth and those without, the Cities of Sigmar can serve as a backdrop to tell stories of cruelty and injustice, but also tales of hope, determination, and self-sacrifice.

Whether due to dark cults or the ever-present tension between those with wealth and those without, the Cities of Sigmar can serve as a backdrop to tell personal stories of cruelty and injustice, but also tales of hope, determination, and self-sacrifice. Daemons and undead may surround the walls, but evil also lurks within.

USING THEM IN COMBAT

The first tip for using Cities of Sigmar stat-blocks is that you often don't have to, especially if they're on the party's side. The occasional *'If you mess with one of us, you mess with all of us!'* moment can pay off if the heroes took action to set it up beforehand, but usually friendly forces work best when supporting the party off-screen. Even in a pitched battle, with scores of allies and enemies clashing against each other, you can ignore the round-by-round minutiae and track only what's relevant to play.

If the party has run afoul of the Free Cities, that's another matter. In particular, those with power — either because they head a Chaos cult or because that's just how the cities work — might resort to violent retaliation if the party threatens their position. The willingness of these underlings to kill, and to die, depends on what they believe they're fighting for.

In general, fighters from the Cities of Sigmar are organised and well trained. Despite lacking the bloodlust of an Orruk WAAAGH!, aetheric equipment, or outright immortality, they demonstrate surprising bravery in the face of impossible odds, and their presence provides a scale for players to compare against fantastical elements like Skaven and Mega-Gargants

ARCHER

Let the reckless charge forward to bloody glory. In the Mortal Realms, survivors learn to keep their distance. In Azyr, mounted Archers ride across starlit steppes, training to hit their targets in even the fiercest storms, while Chamonic spire-runners scramble to high vantage points, dipping their arrows in pools of flowing metal before firing. But though 'Archer' implies the use of a bow and arrow, ranged fighters from the Cities of Sigmar also use rifles, atlats, and chakram depending on their training and local traditions. No matter their weapon of choice, Archers strike down threats from afar.

MAGE

Most Mages study under the Collegiate Arcane, but others hone their arcane talent through self-exploration or ancestral tradition. Even those who enroll in the colleges find the curriculum varies wildly between locations, with some schools adhering strictly to dusty textbooks and others emphasising field experience. In Ghur, for example, colleges of every lore believe mages can learn best by observing beasts who wield magic instinctually, while

Ulguan instructors ask their students endless questions but never give them concrete answers. The Colleges recognise eight foundational Lores of Magic, but each lore contains such breadth that two mages of the same discipline could have vastly different abilities.

PRIEST

In worlds beset by violence and despair, only the truest faith prevails. And though gods may walk among mortals, their personal flaws and clear limits sometimes make them harder to worship than if they were intangible. Only those who remain devoted despite these challenges earn the privilege and the burden of wielding divine power. In the Cities of Sigmar, most Priests, unsurprisingly, follow Sigmar, but other Species worship other figures, such as Alarielle and Khaine. Some Priests belong to organised clergies, while others act independently as butcher-mystics, mercenary gardeners, or legal counsel.

WARRIOR

It takes immense courage for an ordinary person to look upon a landscape of cackling daemons, vengeful spectres, and city-smashing Gargants, and then decide to pick up a weapon and join the fray — and the Mortal Realms offer little option. Warriors across the realms fight, using whatever combination of grit and ingenuity that will get them to tomorrow. Most Warriors wield swords, such as heavy longswords made from sharpened ironoak or blazing dao, but those who train to fight in formation use halberds and pikes. Though war often demands they march far afield, Warriors fight best when defending their homes and the people they love.

CULTIST

No one thinks they'll ever become a Cultist, even after they've done it. Charismatic recruiters isolate the naive and the desperate, luring them in with increasingly brazen lies while cutting them off from their past life. Once accepted into the family, the Cultist gains praise and purpose, all while they learn to crush self-doubt and independent thought. But while cult leaders think themselves masters of their flock, they too eventually become thralls, for the Ruinous Powers find these organisations easy prey. After it belongs to Chaos, the cult commits any act to please their distant masters, and few Cultists have the will to face what they've become.

LAYING A FOUNDATION

Like their homes, fighters from the Cities of Sigmar follow general templates but diverge depending on their environments. The stat-blocks here are fairly simple, and you're encouraged to customise them to suit your needs. An easy change, for example, is to make these creatures Minions by reducing their Toughness to 1 and giving them the *Swarm* Trait.

When looking for customisation options, the Talents in *Soulbound* and *Champions of Order* are a good place to start. You could also take Traits from other stat-blocks, or give your Cities of Sigmar creatures additional Training or Focus. We recommend giving them extra Focus if you're new to homebrewing *Soulbound*, as that way you don't have to recalculate anything.

Think about how a creature's upbringing would affect their Skills. For example, a Warrior from Brightspear could have the *Underdog* Talent, while a Black Ark crew member might have *The Bigger They Are*.

ARCHER

Medium Mortal (Any), Warrior

 Poor	 Average	 Average	
Armour	Toughness	Wounds	Mettle
1	5	—	—
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+1d6, +1), Reflexes (+1d6)			
TRAITS			
Steady Your Aim: The Archer can forego their Move to increase their Accuracy one step until the start of their next turn.			
ATTACKS			
Bow: Ranged Attack (Average), 3d6, +1 F, 1 + S Damage, Long Range. <i>Piercing, Subtle, Two-handed.</i>			
BODY	MIND	SOUL	
2	2	1	

MAGE

Medium Mortal (Any), Warrior

 Poor	 Poor	 Poor	
Armour	Toughness	Wounds	Mettle
0	5	–	–
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Arcana (+1d6), Channelling (+1d6, +1), Lore (+1d6)			
TRAITS			
Spellcaster: The Mage is a spellcaster. They know the <i>Aetheric Armour, Arcane Blast, Arcane Bolt, and Mystic Shield</i> spells. The Mage also knows one spell from any presented in <i>Soulbound</i> , excluding The Deeps.			
ATTACKS			
Staff: Melee Attack (Poor), 1d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
BODY	MIND	SOUL	
1	2	2	

PRIEST

Medium Mortal (Any), Warrior

 Poor	 Poor	 Poor	
Armour	Toughness	Wounds	Mettle
0	5	–	–
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Determination (+1d6), Devotion (+1d6, +1), Theology (+1d6)			
TRAITS			
Blessed: The Priest wields a divine gift. The Priest has the Blessed Talent and knows 1 Miracle of their chosen god. The Priest ignores Mettle costs to activate Miracles but cannot use Mettle to sustain Miracles or cause additional effects.			
ATTACKS			
Warhammer: Melee Attack (Poor), 1d6, 1 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
1	2	2	

WARRIOR

Medium Mortal (Any), Warrior

 Average	 Poor	 Average (Good with shield)	
Armour	Toughness	Wounds	Mettle
2	5	–	–
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6, +1)			
TRAITS			
Stand Your Ground: The Warrior can forego their Move to increase their Defence one step until the start of their next turn.			
ATTACKS			
Pike: Melee Attack (Average), 3d6, +1 F, 2 + S Damage. <i>Piercing, Reach, Two-handed.</i>			
Sword: Melee Attack (Average), 3d6, +1 F, 1 + S Damage. <i>Slashing.</i>			
BODY	MIND	SOUL	
2	1	2	

CULTIST OPTIONS

Almost all Cultists eventually fall under the sway of Chaos. Each Cultist who follows a Chaos God has the corresponding Trait:

Servant of Khorne: The Cultist's *Profane Ritual* only summons **Bloodletters**. Whenever a creature dies or suffers a Wound, an ongoing ritual achieves two successes.

Servant of Tzeentch: The Cultist's *Profane Ritual* only summons **Brimstone Horrors**. The Cultist has Channelling (+2d6, +1) and can cast *Arcane Bolt*. Whenever a creature successfully casts a spell, an ongoing ritual achieves two successes.

Servant of Slaanesh: The Cultist's *Profane Ritual* only summons **Daemonettes**. Whenever a creature suffers Damage and doesn't die, an ongoing ritual achieves two successes.

Servant of Nurgle: The Cultist's *Profane Ritual* only summons **Plaguebearers**. A creature damaged by the Cultist's Dagger must make a **DN 4:1 Body (Fortitude)** Test or be Poisoned until the end of their next turn. Whenever a creature makes a Test while *Poisoned*, an ongoing ritual achieves two successes.

CULTIST

Medium Mortal (Corrupted by Chaos), Warrior

 Average	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
1	4	—	—

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Devotion (+1d6), Guile (+1d6), Stealth (+1d6), Weapon Skill (+1d6)

TRAITS

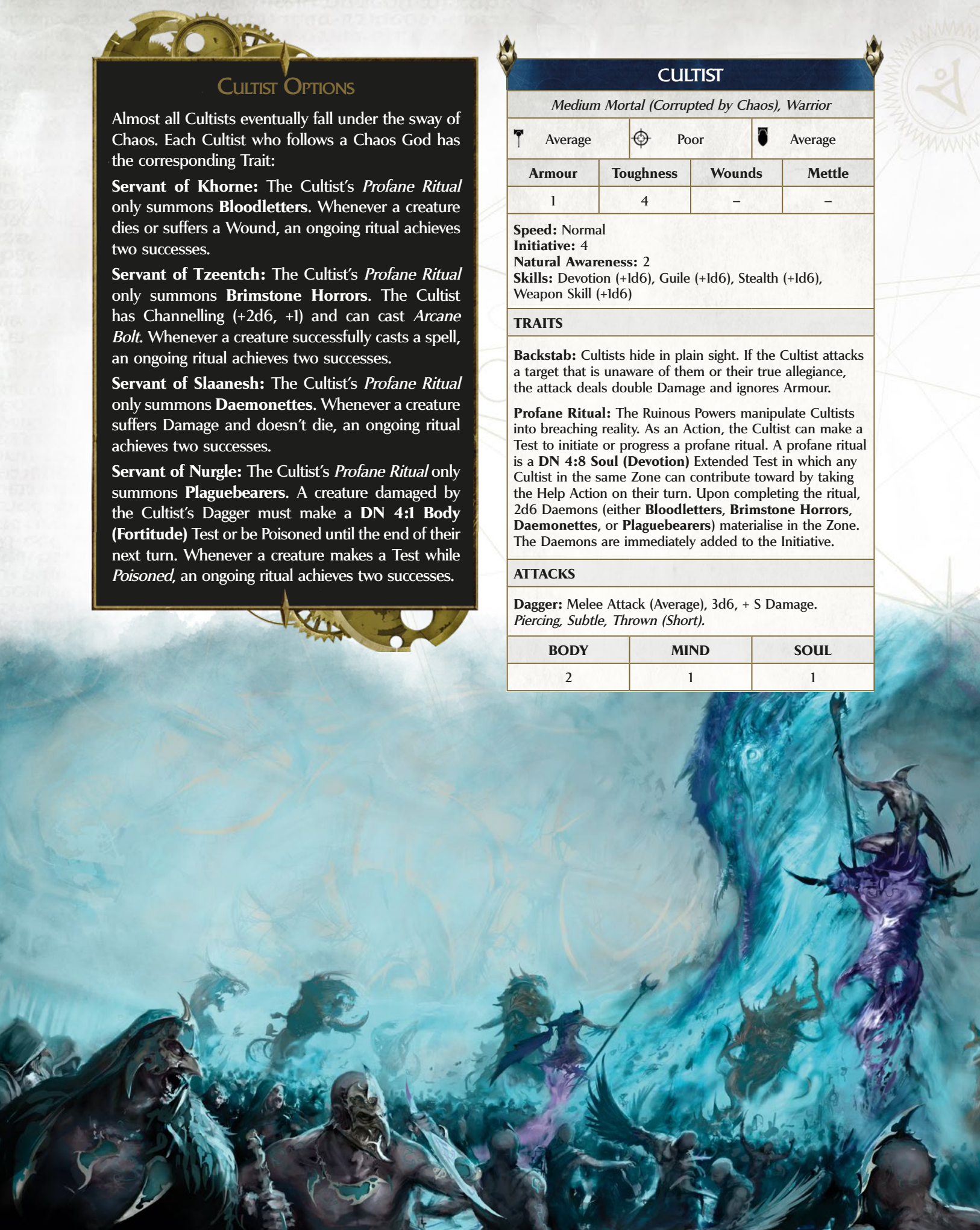
Backstab: Cultists hide in plain sight. If the Cultist attacks a target that is unaware of them or their true allegiance, the attack deals double Damage and ignores Armour.

Profane Ritual: The Ruinous Powers manipulate Cultists into breaching reality. As an Action, the Cultist can make a Test to initiate or progress a profane ritual. A profane ritual is a **DN 4:8 Soul (Devotion)** Extended Test in which any Cultist in the same Zone can contribute toward by taking the Help Action on their turn. Upon completing the ritual, 2d6 Daemons (either **Bloodletters**, **Brimstone Horrors**, **Daemonettes**, or **Plaguebearers**) materialise in the Zone. The Daemons are immediately added to the Initiative.

ATTACKS

Dagger: Melee Attack (Average), 3d6, + S Damage. *Piercing, Subtle, Thrown (Short).*

BODY	MIND	SOUL
2	1	1



FORCES OF ORDER

Sigmar does not face Chaos alone. Once, the entire Pantheon of Order stood beside him, and though many of the God-King's divine companions have since split off, gone into hiding, or declared their undying enmity against him, others still fight loyally by his side. In every realm outside Azyr, these cultures adapted and survived. Unlike the Forces of Death, they retain their free will and autonomy. Unlike the Forces of Destruction, they build up rather than tear down. And unlike the Forces of Chaos, they defy the Ruinous Powers no matter how futile resistance may seem.

But Order does not mean unified. The Lumineth secluded themselves for centuries, sending only the occasional emissary beyond Hysh as they cleaned up after their personal apocalypse. Conversely, the Daughters of Khaine have lived in Sigmar's cities since the God-King reopened Azyr, but Morathi's recent ambitions may soon call that alliance into question. Every Force of Order has experienced civil war, and internal tensions run high even in factions currently at peace.

Order does not mean benevolent either. The zealous, greedy, and tyrannical all rule among the Forces of Order, where strict laws and unquestioning dogma can smother mortal compassion. While many think of Order as Chaos's polar opposite, the truth is that the Chaos Gods only entered the realms because of selfish divisions between the free peoples. An inextricable link shall always exist between the denizens of this reality and the powers that rule the hellscape beyond it.

USING THEM IN YOUR GAME

If your party has Soulbound or Stormcast Eternals, your game already includes a Force of Order. Heroes don't come from a vacuum either, and you can create loved ones, mentors, rivals, and other Order NPCs from their backstories. Like the Cities of Sigmar, a settlement of Order can serve as a party's home base, which protects them and which they must protect in turn, and like the Cities of Sigmar, influential figures often begrudge the presence of meddling adventurers. But unlike the God-King's cities,

these factions witnessed the Age of Chaos firsthand, and they are slow to trust. Soulbound in particular often must act as go-betweens for the fractious Forces of Order, their uniquely diverse rosters showcasing what the free peoples can accomplish if they work together.

Among the Forces of Order, the common people usually have both a degree of agency and a desire to create rather than destroy. But these are general rules, and Order factions are certainly capable of atrocities such as razing entire cities due to the slightest hint of Chaos corruption. Confronting these evils may bring your party into conflict with the Forces of Order, at which point they have a difficult choice — fight and suffer the consequences, or be complicit and step down the path to corruption.

USING THEM IN COMBAT

The omnipresence of mortal danger spreads the Forces of Order thin, and if the party expects their support, they have to earn it. At their best, the Forces of Order combine into a diverse alliance, each strength covering another's weakness. A bloodthirsty Khainite Aelf has almost nothing in common with a Kharadron sharpshooter, but when they work together, the pairing is far more effective than the sum of its parts. At their worst, however, the free peoples succumb to squabbling and infighting, unable to put aside past grudges to face the threat in front of them. Sudden backstabbing or fanatical condemnations can prove the party's doom or salvation, depending on whose side they're on.

This chapter contains stat-blocks for Daughters of Khaine, Fyreslayers, Idoneth, Kharadron Overlords, Stormcast Eternals, and Sylvaneth, all of which have different fighting styles and philosophies on violence. In major cities, it's common to see these factions mingling amongst each other; in more dangerous lands, less so. In general, Order combatants don't just fight for the sake of fighting. They want resources, territory, or a specific person dead, and reasonable parties can settle more conflicts with words than with blades.

KHINERAI

The Aelven gods each received a portion of the souls saved from Slaanesh. With hers, Morathi braided the soul's anguish and bitter hatred, shadow magic, and her own blood together to create the twisted Scáthborn. When the Scáthborn leave their temples, some choose to use illusions to disguise their true forms, and many outsiders think them ordinary if disturbingly devout Aelves. Only before honouring their god and prophet with murder do they reveal themselves. The winged Scáthborn, called Khinerai, descend in shrieking flocks on their targets, ready to enact Morathi's revenge on any who have slighted her.

MELUSAI

Slithering through the shadows, the Melusai have the upper bodies of Aelves but the lower bodies of oversized serpents. Like their Khinerai siblings, the Melusai usually appear as normal Aelves to outsiders, but unveil their monstrous forms once the time comes for bloodshed. Loyal and cruel in equal measure, they serve as Morathi's spies both among rival free peoples and also within the Khainite temples themselves. Heretics caught by Melusai

BEYOND THE BATTLEFIELD

The Age of Chaos weeded out all civilians who couldn't defend themselves, but the Forces of Order still needed farmers, teachers, artists, medics, and shopkeepers to function as societies. Thus, great martial champions learned to fill these sorely needed roles, while the surviving labourers and craftspeople learned to fight.

This chapter provides stat-blocks to use these creatures in combat, but remember that they have lives off the battlefield as well. The days they spend as civilians are no less fantastical or dramatic than the ones spent fighting, and are arguably more vital to the fight against Chaos, Death, and Destruction – for without these fleeting moments of peace, what separates the Forces of Order from their enemies? A Lord-Arcanum might map the aetheric void when not at war, for example, while a Namarti builds lonely halls in the deep. Giving the party peeks into daily life makes the world feel more alive and believable.

informers pray to have their hearts sliced free in a quick, clean death, for otherwise the Melusai subject their victims to the scáth touch — an eternal torture as a crystal statue, utterly petrified but still painfully aware.

VANARI AURALAN SENTINELS

To the Lumineth Realm-Lords of Hyish, few tools of death are as highly regarded as the graceful and powerful bows of the Auralan Sentinels. Though different units may employ bows and arrows of myriad and complex design against the dark horrors of the Mortal Realms, the result is the same: glimmering arrows that gracefully arc through the sky and pierce twisted armour and flesh with uncanny accuracy like lancing beams of light. By skilled use of these deadly weapons, Auralan Sentinels avoid the messy chaos of melee combat, bringing a swift and clean end to those they deem unworthy of direct confrontation.

NAMARTI

The word 'Namarti' means both blessed and damned. These Idoneth do not survive past infancy unless given stolen soul-stuff, but even then they live only a fraction of the typical Aelven lifespan. Smooth skin covers their eye sockets, runes scar their foreheads, and iron collars hang around their necks as a byproduct of the rituals that keep them alive. Namarti form the bulk of Idoneth society, and most work as tradespeople or labourers deep underwater, perfectly happy never to feel sunlight on their clammy skin. The Namarti that raid the surface have little choice, knowing that the survival of the Idoneth people depends on their sacrifice.

FYRESLAYER WARRIORS

Most Fyreslayers begin their training as Vulkite Berzerkers, and the first thing they learn is to never give in. The rank-and-file of the fyrds fear neither pain nor death, letting no wound, not even mortal ones, slow them down. Potent ur-gold runes are hammered into these warriors' flesh, empowering them with the spirit of Grimnir.

The Berzerkers are often led by fearsome Auric Runefathers, the head of a Fyreslayer lodge. While the lodges may practise different traditions before battle, many involving tattooing, beard braiding, and the application of ancestral hair products, they all remind the Fyreslayers why they fight: to honour Grimnir, who died in glory.

ARKANAUT ADMIRAL

Arkanaut Admirals hold a power above gods and kings, for they alone can command a Kharadron Captain on their own ship. The Admiral bears a heavy burden, for it is

their responsibility to ensure the whole airfleet is safe and profitable. Each Admiral reports to both their home port's Admirals Council and their fleet's board of directors, who can plummet their careers like a burst dirigible should they fail to meet projected revenues. Such demotions may seem harsh, but Admirals usually have a hefty retirement fund to cushion their fall.

GRUNDSTOK THUNDERER

The Grundstok Company's motto, 'kazar valrhank', means 'protect with honour', and while the Kharadron Code never defines honour, 'protect' is easy enough to understand. Grundcorp mercenaries are the best of the best, chosen by Captains and Admirals during a series of grueling drills called the Musterpress. Such elites have equipment to match, with a gun for every situation and sleek Gunhauler vessels to carry them, and in the field they take aim and fire with drilled precision. Their prices are steep, but demand is still high, for the skies teem with enough dangers that the Grundstok Thunderers put their training to use on every journey they take.

CASTIGATOR

As befits the foremost Force of Order, Stormcast Eternals have a complex and precise command structure. Each Stormcast belongs to a conclave, each conclave belongs to a chamber, and each chamber belongs to a Stormhost. These modular groupings can act independently or as part of a larger army, and each has its own specialties. The Castigators of the Justicar Conclaves, for example, are experts in ranged combat. They affix flasks filled with Stardrake storm-breath to the bolts of their greatbows, so that the projectiles banish both daemons and spectres when they shatter, and they can further augment these bolts with infusions of aetheric energy.

LIBERATOR

Not all heroes are leaders. The Liberators are the most numerous Stormcast Eternals, warriors lifted from humble origins due to their courage, resolve, and sense of justice. In their past lives, they defied the Ruinous Powers with whatever means were available to them, and now as scions of the heavens, they bear equipment worthy of their service. But whether they wield burnished shields, holy warhammers, or gleaming sigmarite blades, the Liberator's true weapon is always their shining spirit. Many ordinary people look to them for hope and inspiration, for the Liberators demonstrate how every act of resistance against tyranny counts, no matter how small it may seem.

LORD-ARCANUM

Lord-Arcanums lead the Sacrosanct Chambers, for they can wield the magic of the storm like no other. They bear a heavy responsibility, for Sigmar tasked them not only with guarding the Anvil of Apotheosis and soothing traumatised Stormcast souls, but also with fixing the flaw in the reforging process. For ages they worked at this problem in secret, but since the Necroquake their search has expanded to the frontlines, where they study esoteric ruins and other quasi-immortal species even as they fight the God-King's wars. No Stormcast is truly eternal until they find a solution.

LORD-VERITANT

None seek the truth more zealously than the Lord-Veritants. Though they can hold their own in pitched combat, the Lord-Veritant's true battlefield is the city, and all the courts, streets, and manors where corruption can fester — a heretic within the walls is a dozen times more dangerous than a warlord without. Their shining lantern peels back the foul illusions that daemons use to disguise themselves, and they often choose the most aggressive Gryph-hounds to accompany them and sniff out traitors. When they deem it necessary, and they often do, Lord-Veritants execute the guilty without trial, and none can escape the Lord-Veritant's judgment save the Lord-Veritants themselves.

DRYAD

The most numerous of the forest folk, Dryads are willowy creatures of resilient wood and wicked claws. Though they have gained infamy among non-Sylvaneth for their ferocity in battle — where they fly into a wild fury and are capable of shrugging off great blows or punching through armour with ease — they are not always driven to such violence. Their minds are simply impulsive and difficult to comprehend to most. They are insular and distrustful at the best of times, prone to suspicion and swift retribution for any who despoil the natural world.

TREELORD

Treelords rule the Sylvaneth Households, channelling and projecting the Spirit-Song that unites Alarielle's children. While most Noble Spirits can only traverse the realmroots as far as their senses allow, some Treelords are so spiritually in tune that they can cross many leagues through the spirit paths in a single stride. Spites often reside in their craggy bark, and growing plants bow to them at their passing. Young Treelords are energetic and belligerent, confident that their ligneous strength shall prevail over nature's enemies, but once they've seen a few centuries, they become wise and mellow Treelord Ancients.

KHINERAI			
Medium Mortal (Aelf), Warrior			
☞ Good	☉ Average	☠ Good (Great with shield)	
Armour	Toughness	Wounds	Mettle
0	7	–	–
Speed: Normal, Fly (Fast) Initiative: 5 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+1d6), Devotion (+2d6, +1), Intimidation (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)			
TRAITS			
Death from Above: Khinerai flit through the clouds and mists, scanning for openings to strike. When flying, the Khinerai's Defence increases one step and it has Advantage on Stealth Tests.			
Fight and Flight: After dealing Damage with its Barbed Javelin or Barbed Sickle, the Khinerai can move to an adjacent Zone as a Free Action.			
Heartpiercer Shield: Khinerai wield special shields which block then counterattack in a single motion. The Khinerai's Defence increases one step when targeted by a melee attack to Superb. If a creature within Close Range attacks the Khinerai but fails to do Damage, the Khinerai can immediately make an attack with its Heartpiercer Shield.			
ATTACKS			
Barbed Javelin: Melee Attack (Good), 5d6, + S Damage. <i>Piercing, Thrown (Medium).</i>			
Barbed Sickle: Melee Attack (Good), 5d6, 1 + S Damage. <i>Slashing.</i>			
Heartpiercer Shield: Melee Attack (Good), 5d6, + S Damage. <i>Piercing.</i>			
BODY	MIND	SOUL	
3	2	1	

MELUSAI			
Medium Mortal (Aelf), Warrior			
☞ PGoodoor	☉ Average	☠ Good	
Armour	Toughness	Wounds	Mettle
1	8	–	–
Speed: Normal Initiative: 6 Natural Awareness: 2 Skills: Awareness (+2d6), Ballistic Skill (+2d6), Devotion (+2d6, +1), Guile (+2d6), Intuition (+2d6), Reflexes (+2d6), Stealth (+1d6), Weapon Skill (+2d6)			
TRAITS			
Aim for the Heart: The Melusai aims for vitals with trained efficiency. If the Melusai's Heartseeker Bow or Heartshard Glaive inflict a Wound, the severity of the Wound increases one step.			
ATTACKS			
Crystal Touch: Melee Attack (Good), 5d6, + S Damage. <i>Ineffective.</i> The Melusai's touch petrifies its victims. If this attack inflicts a Wound, the target turns to crystal and becomes <i>Incapacitated</i> until healed by a sphere of Aqua Ghyranis or an equivalent effect.			
Heartshard Glaive: Melee Attack (Good), 5d6, 2 + S Damage. <i>Slashing, Reach, Two-handed.</i>			
Heartseeker Bow: Ranged Attack (Average), 5d6, 1 + S Damage, <i>Long Range. Subtle, Piercing, Two-handed.</i>			
BODY	MIND	SOUL	
3	2	3	



VANARI AURALAN SENTINELS

Medium Mortal (Aelf), Warrior

 Good	 Good	 Average	
Armour	Toughness	Wounds	Mettle
1	8	—	—
Speed: Normal Initiative: 6 Natural Awareness: 3 Skills: Awareness (+2d6, +1), Ballistic Skill (+2d6, +1), Reflexes (+1d6), Stealth (+1d6), Weapon Skill (+2d6)			
TRAITS			
Lofted Volley: Auralan Sentinels can use their many stringed bows to launch coordinated volleys of arrows at incredible distances. When attacking with their Auralan Bow, an Auralan Sentinel may instead choose a target within Long Range. The target does not gain the benefit of Partial Cover but the Auralan Sentinel's Accuracy is reduced by one step for this attack.			
ATTACKS			
Vanari Dagger: Melee Attack (Good), 5d6, + S Damage. <i>Piercing, Subtle.</i> Auralan Bow: Ranged Attack (Good), 5d6, +1 F, 1 + S Damage, Long Range. <i>Penetrating, Piercing, Subtle, Two-handed.</i>			
BODY	MIND	SOUL	
3	3	2	



NAMARTI

Medium Mortal (Aelf), Minion

 Average	 Average	 Average	
Armour	Toughness	Wounds	Mettle
1	1	—	—
Speed: Normal Initiative: 3 Natural Awareness: 1 Skills: Ballistic Skill (+1d6, +1), Reflexes (+1d6), Stealth (+1d6), Weapon Skill (+1d6, +1)			
TRAITS			
Eyeless: The Namarti is immune to being <i>Blinded</i> . Fluid Fighting Style: Namarti train to flow like water. At the start of its turn, the Namarti can assume the Sweeping Style or the Aimed Style. If the Namarti assumes the Sweeping Style, its Lanmari Blade gains the Cleave Trait and its Whisperbow gains the Spread Trait. If the Namarti assumes the Aimed Style, both its Lanmari Blade and its Whisperbow gain the <i>Penetrating</i> Trait.			
ATTACKS			
Lanmari Blade: Melee Attack (Average), 3d6, +1 F, 1 + S Damage. <i>Slashing.</i> Whisperbow: Ranged Attack (Average), 3d6, +1 F, 1 + S Damage, Long Range. <i>Piercing, Subtle, Two-handed.</i>			
BODY	MIND	SOUL	
2	2	1	



VULKITE BERZERKER

Medium Mortal (Duardin), Warrior

☞ Good	☹ Poor	☞ Average (Good with shield)
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Armour	Toughness	Wounds	Mettle
1	6	–	–

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Ballistic Skill (+1d6), Determination (+1d6, +1), Devotion (+1d6), Fortitude (+1d6), Weapon Skill (+1d6, +1)

TRAITS

Berserk Fury: The Vulkite Berzerker life ends in a blaze of glory. When the Vulkite Berzerker would die, it can make one final attack against any creature in the same Zone. Once the attack is resolved, the Vulkite Berzerker dies.

Relentless Assault: Some Vulkite Berzerkers eschew a shield to wield a Fyresteel Handaxe in each hand. While wielding a melee weapon in each hand, the Vulkite Berzerker's Melee increases one step.

Ur-gold Runes: The Fyreslayers hammer blessed ur-gold runes into their skin, channelling the power of Grimir. The Vulkite Berzerker can have a number of ur-gold runes equal to its Soul. See *Soulbound*, page 117 for a list of ur-gold runes. Most Vulkite Berzerkers choose a *Rune of Fury* and a *Rune of Searing Heat* (both included).

ATTACKS

Fyresteel Handaxe: Melee Attack (Good), 4d6, +1 F, 1 + S Damage. *Slashing, Subtle, Thrown (Short).*

Fyresteel War-pick: Melee Attack (Good), 4d6, +1 F, 2 + S Damage. *Piercing.*

BODY	MIND	SOUL
3	1	2

AURIC RUNEFATHER

Medium Mortal (Duardin), Chosen

☞ Superb	☹ Average	☞ Good
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Armour	Toughness	Wounds	Mettle
2	10	7	2

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Athletics (+2d6), Awareness (+2d6), Ballistic Skill (+2d6), Determination (+3d6, +1), Devotion (+2d6), Fortitude (+2d6), Intimidation (+2d6, +2), Might (+2d6), Reflexes (+1d6), Weapon Skill (+3d6, +2)

TRAITS

Lodge Leader: Auric Runefathers lead their lodges to war and inspire heroics even during the grimmest hour. All other Fyreslayers in the Auric Runefather's Zone increase their Melee by one step. If Doom is 3 or more, they also add an additional 1d6 to their dice pool when Charging, for a total of +2d6.

Stare Down: As an Action, the Runefather stares down a creature in its Zone. The creature must make a **Soul (Determination)** Test opposed by the Runefather's Soul (Intimidation) or become *Frightened* of the Runefather until the end of its next turn.

Ur-gold Runes: The Fyreslayers hammer blessed ur-gold runes into their skin, channelling the power of Grimir. The Auric Runefather can have a number of ur-gold runes equal to its Soul. See *Soulbound*, page 117 for a list of ur-gold runes. Most Auric Runefathers choose a *Rune of Awakened Steel* , a *Rune of Fury* , a *Rune of Iron Skin* , and a *Rune of Searing Heat* (all included).

ATTACKS

Fyresteel Handaxe: Melee Attack (Superb), 7d6, +2 F, 2 + S Damage. *Rend, Slashing, Subtle, Thrown (Short).*

Latchkey Grandaxe: Melee Attack (Superb), 7d6, +2 F, 3 + S Damage. *Rend, Slashing, Two-handed.* A creature damaged by this attack must make a **DN 4:X Body (Might or Reflexes)** Test, where X equals the Damage suffered. On a failure, a melee weapon the target is wielding permanently gains the *Ineffective* Trait.

BODY	MIND	SOUL
4	2	4



ARKANAUT ADMIRAL

Medium Mortal (Duardin), Chosen

 Average	 Good	 Average	
Armour	Toughness	Wounds	Mettle
3	10	7	2

Speed: Normal**Initiative:** 7**Natural Awareness:** 3**Skills:** Awareness (+2d6), Ballistic Skill (+2d6, +2), Guile (+2d6), Intuition (+2d6), Lore (+2d6, +1), Reflexes (+1d6), Survival (+3d6, +1), Weapon Skill (+2d6, +2)

TRAITS

If You Want a Job Done...: The Arkonaut Admiral knows some tasks just can't be delegated. The Arkonaut Admiral's Melee increases one step when targeting a creature with Wounds or Mettle.

Master of the Skies: The Arkonaut Admiral barks orders to its subordinates. As a Free Action at the start of its turn, it uses one of the following effects.

On My Mark, Fire!: Until the start of the Admiral's next turn, all friendly creatures within Short Range increase their Accuracy by one step.

Repel Boarders!: Until the start of the Admiral's next turn, all friendly creatures within Short Range gain Advantage on Opposed Tests when making the Shove Action.

Up and At Them!: Until the start of the Admiral's next turn, all friendly creatures within Short Range increase their Speed by one step.

ATTACKS

Skalfhammer: Melee Attack (Average), 4d6, +2 F, 3 + S Damage. *Aetheric, Crushing, Loud, Two-handed.*

Volley Pistol: Ranged Attack (Good), 4d6, +2 F, 1 + S Damage, Medium Range. *Aetheric, Loud, Piercing, Rend.*

BODY	MIND	SOUL
2	4	4

GRUNDSTOK THUNDERER

Medium Mortal (Duardin), Warrior

 Poor	 Good	 Average	
Armour	Toughness	Wounds	Mettle
2	7	—	—

Speed: Normal**Initiative:** 6**Natural Awareness:** 3**Skills:** Awareness (+2d6), Ballistic Skill (+2d6, +2), Determination (+1d6), Dexterity (+1d6), Lore (+1d6), Reflexes (+1d6)

TRAITS

Drive Them Back: Grundstok Thunderers specialise in close-range firefights. The Grundstok Thunderer does not suffer a penalty to Accuracy when attacking enemies in Close Range with ranged weapons.

Pin Them, Shred Them, Finish Them: Grundstok Thunderers coordinate their fire with lethal synergy. If the Thunderer gets a 6 on an Attack with a Penetrating weapon, the target is knocked *Prone*. If the Thunderer damages a *Prone* creature with a *Spread* weapon, the creature becomes *Stunned*. If the Thunderer damages a *Stunned* creature with a *Blast* weapon, the weapon deals double Damage.

ATTACKS

Aetheric Fumigator: Ranged Attack (Good), 4d6, +2 F, + S Damage, Short Range. *Aetheric, Two-handed.* When the Grundstok Thunderer attacks with this weapon, until the end of its next turn, its Zone becomes *Lightly Obscured* and a *Minor Hazard* which ignores non-Kharadon Armour.

Aethercannon: Ranged Attack (Good), 4d6, +2 F, 2 + S Damage, Medium Range. *Aetheric, Loud, Penetrating, Piercing, Two-handed.*

Aethershot Rifle: Ranged Attack (Good), 4d6, +2 F, 2 + S Damage, Long Range. *Aetheric, Loud, Piercing, Two-handed.*

Decksweeper: Ranged Attack (Good), 4d6, +2 F, 2 + S Damage, Medium Range. *Aetheric, Loud, Piercing, Spread, Two-handed.*

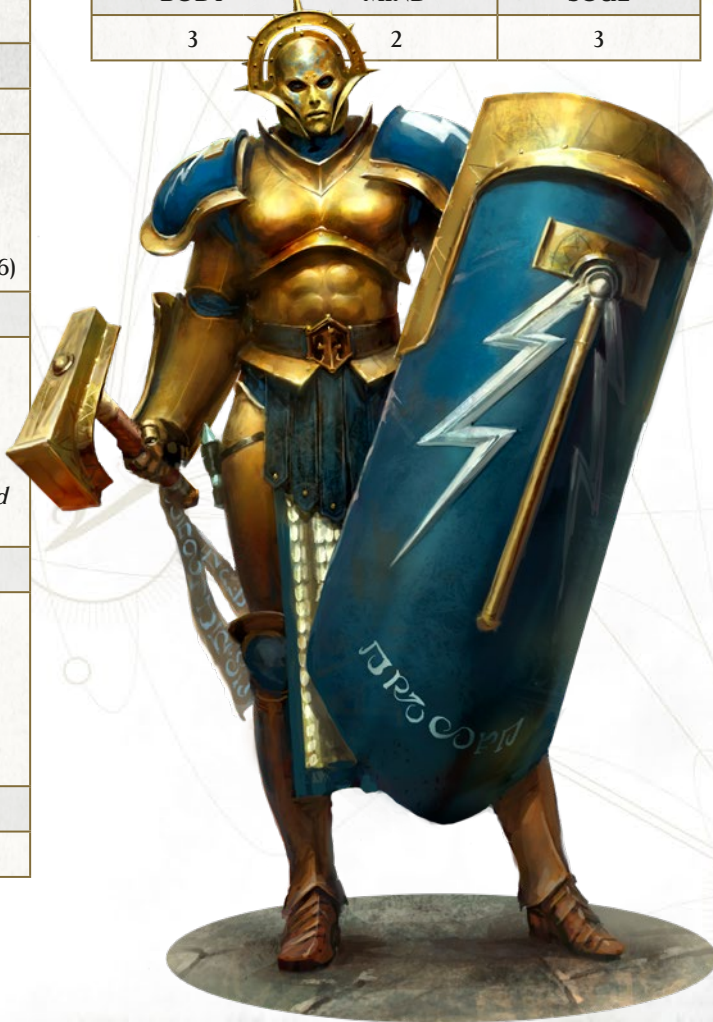
Grundstok Mortar: Ranged Attack (Good), 4d6, +2 F, 3 Damage, Medium Range. *Aetheric, Blast (3), Loud, Two-handed.*

BODY	MIND	SOUL
1	2	2



CASTIGATOR			
Medium Mortal (Stormcast Eternal), Warrior			
 Average	 Good	 Average	
Armour	Toughness	Wounds	Mettle
2	8	—	—
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Arcana (+2d6, +1), Awareness (+1d6), Ballistic Skill (+2d6, +1), Crafting (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Castigator Aetheric Channelling: The Castigator channels aetheric energy into its weapon. At the start of its turn, the Castigator chooses either accuracy or power. If the Castigator chooses accuracy, its Accuracy increases one step until the start of its next turn. If the Castigator chooses power, its Thunderhead Greatbow gains the <i>Rend</i> Trait until the start of its next turn.			
ATTACKS			
Heavy Stock: Melee Attack (Average), 4d6, + S Damage. <i>Crushing.</i>			
Thunderhead Greatbow: Ranged Attack (Good), 5d6, +1 F, 1 + S Damage, Long Range. <i>Penetrating, Piercing, Sigmarite, Reload, Two-handed.</i> This weapon deals +2 Damage against Daemons and Undead.			
BODY	MIND	SOUL	
3	3	2	

LIBERATOR			
<i>Medium Mortal (Stormcast Eternal), Warrior</i>			
Good	Poor	Average (Good with shield)	
Armour	Toughness	Wounds	Mettle
2	8	—	—
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Determination (+2d6), Reflexes (+1d6, +1), Weapon Skill (+2d6, +1)			
TRAITS			
Lay Low the Tyrants: The Liberator stands against any who abuse their power over others. The Liberator's Melee increases one step when targeting a creature with Training or Focus in Intimidation.			
Relentless Assault: Some Liberators wield a weapon in each hand. While wielding a melee weapon in each hand, the Liberator's Melee increases one step.			
ATTACKS			
Warblade: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. <i>Sigmarite, Slashing.</i> Warhammer: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. <i>Crushing, Sigmarite.</i>			
BODY	MIND	SOUL	
3	2	3	



LORD-ARCANUM

Medium Mortal (Stormcast Eternal), Chosen

 Good	 Good	 Good	
Armour	Toughness	Wounds	Mettle
3	13	7	2

Speed: Normal**Initiative:** 9**Natural Awareness:** 4**Skills:** Arcana (+3d6, +2), Awareness (+2d6), Channelling (+3d6, +3), Intuition (+1d6), Lore (+2d6, +1), Theology (+2d6, +1), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Spellcasting: The Lord-Arcanum is a spellcaster. They know the *Aetheric Armour*, *Arcane Barrier*, *Arcane Blast*, *Arcane Bolt*, *Chain Lightning*, *Comet of Casandora*, *Hallowed Ground*, *Mystic Shield* and *Thunderclap* spells. Additionally, they can unbind spells per the *Unbind* Talent.*Thunderclap:* DN 5:4. The Lord-Arcanum gathers the power of Azyr and unleashes a mighty thunderclap, stunning and deafening nearby enemies. Each enemy in the Lord-Arcanum's Zone is *Deafened* and *Stunned* until the start of her next turn. Each additional success extends the duration by 1 round.**Prime Electrids:** The power of Azyr crackles through the Lord-Arcanum's very body, allowing them to summon lightning as easily as others draw breath. If the Lord-Arcanum successfully casts a spell that deals Damage, the spell deals an additional +1 Damage.

ATTACKS

Aetherstave: Melee Attack (Good), 6d6, +1 F, 1 + S Damage. *Crushing, Magical.*

BODY	MIND	SOUL
4	6	3

LORD-VERITANT

Medium Mortal (Stormcast Eternal), Chosen

 Good	 Average	 Good	
Armour	Toughness	Wounds	Mettle
3	13	7	3

Speed: Normal**Initiative:** 9**Natural Awareness:** 3**Skills:** Awareness (+3d6), Beast Handling (+2d6), Devotion (+3d6, +2), Guile (+1d6), Intimidation (+3d6, +1), Intuition (+3d6, +2), Reflexes (+2d6), Theology (+2d6, +1), Weapon Skill (+2d6, +1)

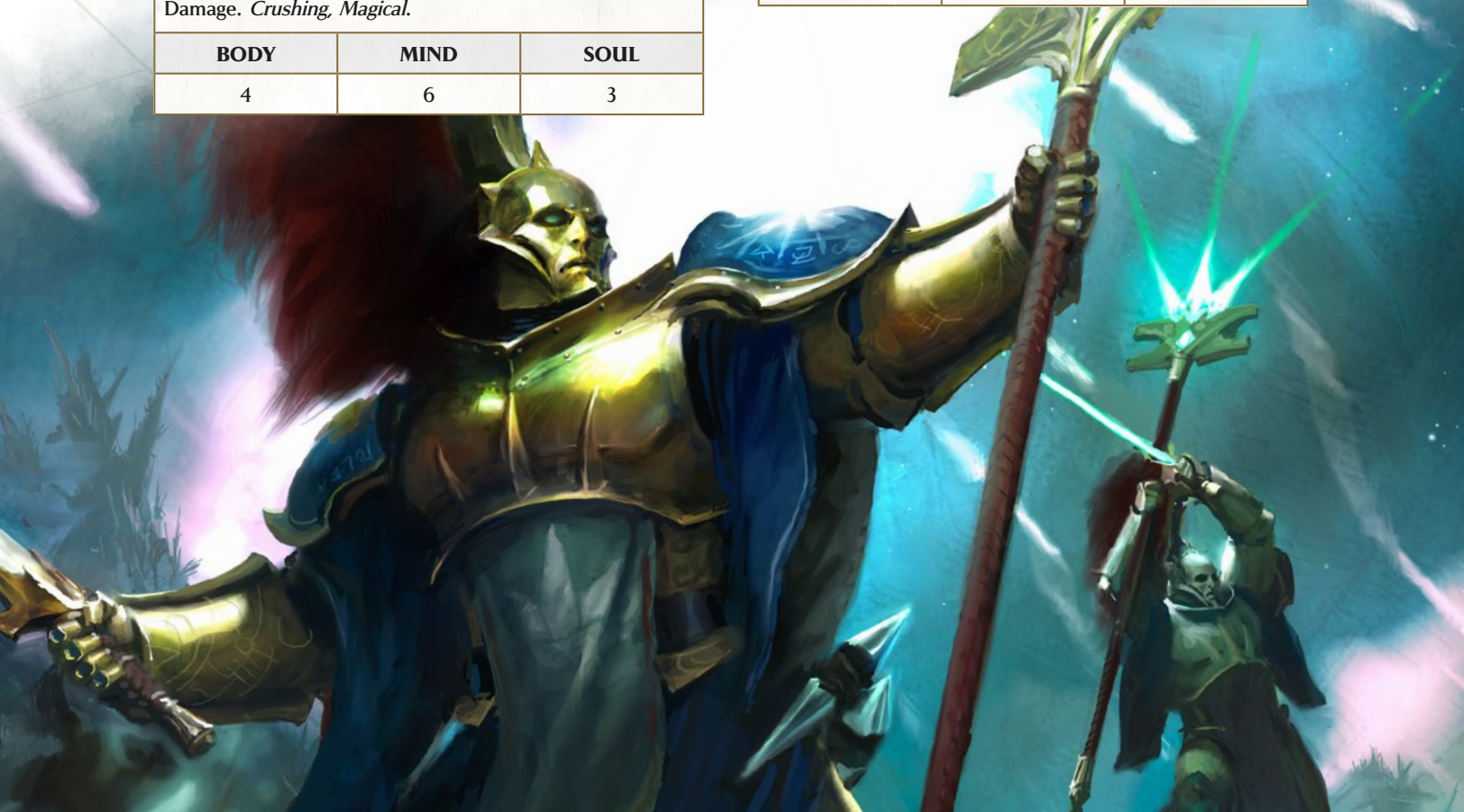
TRAITS

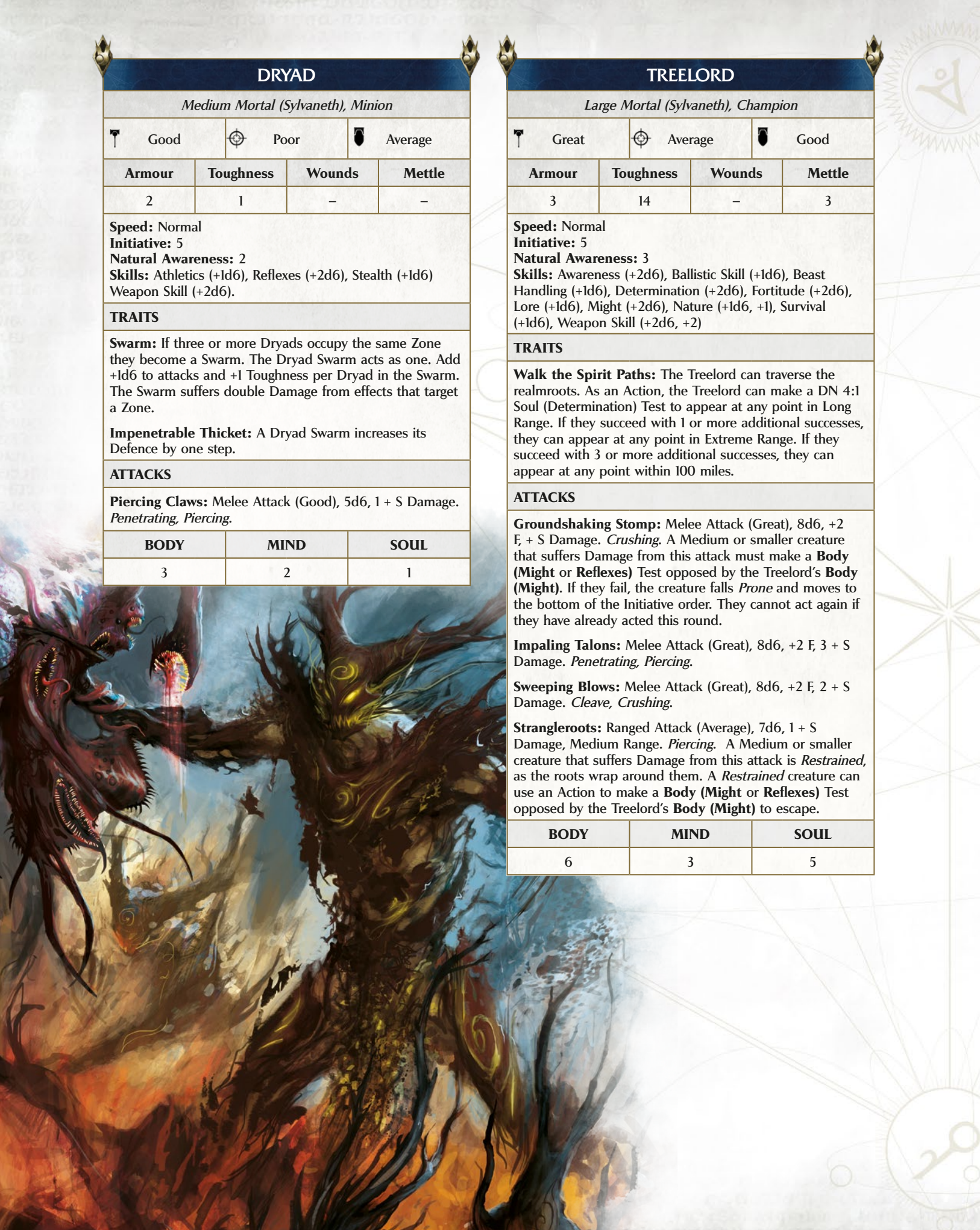
Lantern of Abjuration: The Lord-Veritant can unbind spells per the *Unbind* Talent, using **Soul (Devotion)** instead of **Mind (Channelling)**. The Difficulty of the Test decreases by 1 if the Lord-Veritant's Gryph-hound is within Short Range of the caster. If the Lord-Veritant passes with additional successes, the caster suffers Damage, ignoring Armour, equal to the number of additional successes.**Loyal Companion (Gryph-hound):** Lords-Veritant are often accompanied by aggressive **Gryph-hounds (Soulbound, page 306)**. The Lord-Veritant's Gryph-hound has a bonus to its Toughness equal to the Lord-Veritant's Soul.

ATTACKS

Judgment Blade: Melee Attack (Good), 6d6, +1 F, 1 + S Damage. *Sigmarite, Slashing.*

BODY	MIND	SOUL
4	4	5





DRYAD

Medium Mortal (Sylvaneth), Minion

 Good	 Poor	 Average
--	--	---

Armour	Toughness	Wounds	Mettle
2	1	–	–

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Athletics (+1d6), Reflexes (+2d6), Stealth (+1d6)

Weapon Skill (+2d6).

TRAITS

Swarm: If three or more Dryads occupy the same Zone they become a Swarm. The Dryad Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Dryad in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

Impenetrable Thicket: A Dryad Swarm increases its Defence by one step.

ATTACKS

Piercing Claws: Melee Attack (Good), 5d6, 1 + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
3	2	1

TREELORD

Large Mortal (Sylvaneth), Champion

 Great	 Average	 Good
---	---	--

Armour	Toughness	Wounds	Mettle
3	14	–	3

Speed: Normal

Initiative: 5

Natural Awareness: 3

Skills: Awareness (+2d6), Ballistic Skill (+1d6), Beast Handling (+1d6), Determination (+2d6), Fortitude (+2d6), Lore (+1d6), Might (+2d6), Nature (+1d6, +1), Survival (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Walk the Spirit Paths: The Treelord can traverse the realmroots. As an Action, the Treelord can make a DN 4:1 Soul (Determination) Test to appear at any point in Long Range. If they succeed with 1 or more additional successes, they can appear at any point in Extreme Range. If they succeed with 3 or more additional successes, they can appear at any point within 100 miles.

ATTACKS

Groundshaking Stomp: Melee Attack (Great), 8d6, +2 F, + S Damage. *Crushing.* A Medium or smaller creature that suffers Damage from this attack must make a **Body (Might or Reflexes)** Test opposed by the Treelord's **Body (Might)**. If they fail, the creature falls *Prone* and moves to the bottom of the Initiative order. They cannot act again if they have already acted this round.

Impaling Talons: Melee Attack (Great), 8d6, +2 F, 3 + S Damage. *Penetrating, Piercing.*

Sweeping Blows: Melee Attack (Great), 8d6, +2 F, 2 + S Damage. *Cleave, Crushing.*

Strangleroots: Ranged Attack (Average), 7d6, 1 + S Damage, Medium Range. *Piercing.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the roots wrap around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Treelord's **Body (Might)** to escape.

BODY	MIND	SOUL
6	3	5

MONSTERS AND BEASTS

For all creatures, great and small, surviving in the Mortal Realms is an ordeal. No gentle habitats exist here. The Chaos-controlled wastes are twisted nightmares where earth transitions into flesh without warning, and the gibbering horrors that stagger across these hellscape can only charitably be called animals. The only places untouched, or at least minimally scarred, by the Ruinous Powers are the ones where the realms themselves fought back — churning lead seas, amethyst deserts stalked by howling spirits, and so on. Even in Azyr, closed to Chaos, the hinterlands boom with thunderstorms and meteor impacts, and celestial tempests sweep away the irresolute.

Such environments produce beasts to match. Some titanic creatures follow in the footsteps of godbeasts, too hardy to kill and accumulating scars with every passing season, while smaller beasts swarm together, mobbing their foes in shrieking tides and multiplying fast enough to outpace the rate at which they die. The pressure placed upon these species forces them to change quickly, and their bizarre magical adaptations sometimes make them appear more elemental than flesh. But even seemingly indomitable monsters can topple, as the bones littering the realms can testify.

The near-infinite expanse in each realmsphere contains more creatures than mortalkind could ever name. This chapter focuses on beasts from a few specific biomes — the deep oceans, Azyr's celestial reaches, and the Everwinter's fringes — but also includes famous or ubiquitous monsters from across the realms, as well as those commonly raised by the free peoples.

USING THEM IN YOUR GAME

Beasts have as many uses as they have varieties. The party can encounter them at random when exploring wild areas, emphasising the danger and making further exploration more tense. If something is amiss, they can reflect what's wrong before the heroes fully understand the situation: sickly beasts foreshadow Nurgle, frenzied ones herald Khorne, and so on. They colour the environment just with their presence, and the way characters relate to them can immediately communicate something about

their personality. (The 'kick the dog' trope is popular for a reason.) They can even serve as the main villain of an adventure. A rampaging Black Dragon or Thundertusk might not have the most subtle motives, but the quest to stop it can still yield interesting stories, and the situation might always be more complex than it seems.

Many monsters reside in inhospitable places, from the abyssal sea to the aetheric void. When the Ruinous Powers overran the realms, the wild creatures fled to places where even Chaos dared not follow, and there the beasts flourished. They are fearsome, deadly, and seldom tolerate intruders — but from a distance, when the party needs a reprieve, these beasts can spark hope and wonder too.

USING THEM IN COMBAT

Most wild animals avoid direct confrontation, if they can intimidate threats away and hiding if they cannot. Even when it comes to violence, few beasts fight to the death, preferring to submit or flee once they suffer serious injuries. But parties often face monsters driven to extremes by magical experimentation, frenzy-inducing curses, the sharp prods of vicious handlers, and so on. On top of that, the realms tend to produce ornery creatures who feel anger and bloodlust before pain.

Beasts fight guided by instinct, not strategy. Those defending their territory lash out at the most obvious target, while carnivores pick off the weak and drag them away for safer feeding. Consider how this creature might hunt or duel in the wild. Aetherwings and Phoenixes, for example, might dive, rake, and pull back into the air, relying on distance and speed to keep themselves safe. Consider also how the creature sees its opponents. A Drakespawn posturing against rivals behaves very differently from a Drakespawn ambushing prey.

Ultimately, though, you don't need to overthink it. Each beast has certain traits they rely on to survive, and they use these in obvious but effective ways.

AETHERWINGS

The reclusive Aetherwings nest in the high crags of Azyr's Sidereal Mountains, on the border where starlight gives way toward infinite darkness. Their plumage tends toward twilight blues and purples, and their sharp eyes can track a rat in the underbrush from a league away. Mortals know little else about them due to their preferred company — Aetherwings often fly beside Vanguard-Raptors, laconic Stormcast Eternal rangers who match the Aetherwing's distant temperament, and in turn Vanguard-Raptors guard the high eyries at all times. Why they must keep such close watch over the Aetherwing roosts, and what from, the Vanguard-Raptors never say.

ALLOPEX

When the mind-numbing Idoneth fog rolls away, survivors often find serrated, triangular teeth embedded in the corpses. These are the signature of the Alloplexes, sleek pelagic predators with sickle-finned tails, sandpaper skin, and insatiable appetites. Capable of scenting blood through both water and ethersea, Alloplexes hunt by tracking prey from below, then bursting upward with a

single, powerful bite. Their jaws are so strong and their teeth so sharp that they can crunch through the thick bone and hide, and as the blood draws more Alloplexes, even the largest prey soon disappear in the pink, churning froth.

ANCIENT MAGMADROTH

Magmadroth eggs are scorching black spheres, often found near ur-gold deposits. Juvenile Magmadroths, known as Youngbloods, grow at an astonishing rate and can accept a rider within months of hatching, but the Zharrgrim priesthood do not consider them adults until their growth plateaus and they demonstrate control over their blazing flames. Then, as centuries pass, their tempers — but never their volcanic bodies — cool. In the Coal-heart breeds of Magmadroth, their hearts and scales both harden as they become reclusive with age, while Ash-horn Ancients grow fiercely protective of their extended broods.

BAT SWARM

Bats have always held a close association with the Soulbright Vampires, answering the vampires' call and emerging in black streams from their caves to blot out the sun. Alone, these bats are opportunistic parasites, glutting themselves on livestock before retreating to their roosts, but in a swarm they descend like a single, hungry predator.

BLACK DRAGON

Black Dragons once dominated Narkath, where boiling acid lakes and sleeting black rain made them the noxious, iron-scaled terrors they are today. But when Narkath fell, so did they. Now the Black Dragons teeter near extinction, their last eggs safeguarded by the Order Serpentis, who maximise each one's potency by incubating them in the blood of ritually tortured victims. When they hatch, the Dragons are strong and healthy, immune to generations of inbreeding and disease, but also cursed with sadistic urges. They indulge in slaughter, with riders or without, for screams and splattered blood comfort them like a mother's embrace.

DEEPMARE

The Idoneth do not bond with most animals but break them. Deepmares, however, are one of the few beasts who connect with something in the Idoneth's flawed souls. Eel-like creatures with spiral horns, clawed forelimbs, and multiple lashing tails, Deepmares seem almost like mockeries of noble creatures which live in the light, much like the Idoneth themselves. Deepmares command the seas, hunting sharks and great fanged squid as prey. Though they prefer solitude, when a worthy Akhelian Monarch approaches them, they acquiesce to this one companion.

CAN I PET IT?

Every group has a player whose first instinct is to cuddle all creatures, and if that's how they have fun, encourage it! Many beasts listed here are viable options for the *Loyal Companion* Talent (see page 8 for a full list). Others can certainly be tamed with the *Greater Loyal Companion* Talent found in *Champions of Order*. They are not, however, pets to be won over with a single treat and belly rub*. These animals often consider their companions peers more than masters, and players must go to appropriate lengths to win one's respect. Lord-Arcanums astrally project to find their Tauralons, for example, while Ogors feed their own flesh to Mournfangs to cement their loyalty.

Even after joining a player, the beast should sometimes act on its own accord. Characters may roll their eyes if their companion misbehaves, but that willfulness separates living beings from automatons, and it pays off when the companion shows affection or solidarity unprompted.

**Treats and belly rubs usually help, though.*

DEMIGRYPH

Sure-footed Demigryphs are native to Azyr's alpine ranges. Their large paws and powerful hindlegs make them adept climbers, and they can scale a crumbling slope in a few confident leaps. The same adaptations make them vicious cavalry, leaping over spears or shield walls before ripping into the enemy with sharp claws and beaks. Azyrheim's noble scions have a long tradition of breeding and taming these mountain creatures to serve as their chivalric steeds, and when Sigmar's people spread across the realms so too did the Demigryphs.

GRIFFON

Griffons are one of the many gryph-beasts, distant cousins to the Gryph-charger, Gryph-hound, and Demigryph. Griffons rule Azyr's plains, where they match the scale of the vast fields and open skies. They shriek, whistle, and roar to communicate across these immense spaces, inspiring stomach-churning terror in all things who hear them up close. Though mostly found in the Celestial Realm, some scholars theorise they may have originated in Chamon, pointing to the deceased Lode-Griffon as evidence. Either way, Griffons have spread far from home, diversifying like the two-headed Ghurish Griffon to fit the lands they now inhabit.

DRACOLINE

Hailing from Azyr's mountain peaks, Dracolines are a ferocious mix of feline and dragon, and large enough for a fully armoured Stormcast Eternal to ride into battle. The reverberating roar of the beasts alone is enough to paralyse their prey with fear, but their claws are their true weapons. As Dracolines grow, they instinctively sharpen their claws on celestium realmstone deposits. This hones and charges their natural weapons with the crackling power of the storm, which they can release in blasts of scything energy when they pounce.

DRACOTH

Dracoths are heavenly creatures native to Azyr's hinterlands, though their exact genealogical link to Dracothion remains unknown. Like Stardrakes, Dracoths are highly intelligent, capable of understanding language even if they do not speak it, and they reincarnate in the aether when they die. Though they are more impulsive than their larger, far-ranging relatives, they share the same burning hatred of Chaos. Lucky explorers can sometimes see packs of these reptilian hunters starbathing together, storing celestial energies to unleash as crackling lightning — a familiar sight now on many battlefields, as Dracoths join Stormcast Eternals to fight their shared foe.

DRAKESPAWN

Swift and savage mounts of the Order Serpentis, Drakespawn are tall, bipedal reptiles protected by tough scales and a bad attitude. In the wild, Drakespawn hunt in agile packs, using bursts of staggering speed and fury to overcome their prey. The Order Serpentis have nurtured long pedigrees of these reptilian mounts, originating from wild Drakespawn.. But even Drakespawn that have been leashed for generations demand a firm hand to control once the hunt begins and blood starts to flow.

FLAMESPYRE PHOENIX

Great birds of aetheric flame, the Flamespyre Phoenixes are resplendent hunters and noble warriors who wield the primal fire of the godbeast known as the Ur-Phoenix as gracefully as they soar through the air. When angered, their naturally bright plumage explodes into searing flames, leaving scorching trails across the sky as they swoop and dive across the battlefield.

Though they are incapable of speech, they are capable of forming pacts and executing complex strategies when they need to. They perish in searing explosions, reigniting their souls anew.

FROST SABRE

A Frost Sabre's blood literally runs cold. They exude no body heat and their breath never fogs the air, making them more like invisible extensions of the Everwinter than corporeal beasts. Easily recognisable from their jutting lower fangs, Frost Sabres are hardy pack hunters who combine ambush tactics with formidable endurance. Even if the initial pounce does not finish their prey, Frost Sabre packs can stalk their victims for days, patiently watching as they bleed and freeze. They are utterly loyal to their hunting partners, and should they see another pack member at risk, they leap to their defence immediately.

KHARIBDYSS

Dragged from the darkest depths of the ocean floor and bound to service by the Order Serpentis, the Kharibdyss is a lumbering, five-headed nightmare birthed in a world without light or hope. Its cry can shatter the will of seasoned champions, its sharp teeth can pierce armour like overripe fruit, and to fall before it is to be ensnared by its fanged maw and consumed whole.

To the Order Serpentis, it is a grand and terrible beast, each hard won, but perfectly serves its purpose as a beast of war with little need for prompting.

LEVIADON

The Leviadon is a chelonian sea-beast covered by thick scales and a nigh-impenetrable shell. Adult Leviadons grow to truly immense sizes, using their massive bodies as living battering rams. They graze mostly on sea-weed, but on occasion they dive into the abyssal depths to hunt jellyfish and nautilus — and there, the Idoneth Embailors capture them. Only a *ma'harr*, a high-ranking Akhelian, may steer a bonded Leviadon, but Namarti often support the *ma'harr* from atop these living battering rams, striking with harpoons or beating eerie, enchanted drums.

MOURNFANG

Jowly, bellicose creatures with thick hides layered in fur, Mournfangs spend their adult lives blinded by their own tusks. The bony protrusions obscure most of their field of view, but Mournfangs compensate by ramming full-force into any smear their weak eyes can make out before questioning what it is or wants. They have expansive diets, but can survive without food for weeks during the bitterly harsh Everwinter. Should someone feed a Mournfang after these fasts, they may earn its lifelong gratitude, though it is just as likely they end up as its second course.

OCHTAR

Ochtars seem too soft to survive the raging seas. They are diminutive compared to their cousins the Krakens — though in truth they stretch taller than most mortals when fully extended — and they lack obvious defences. But their odd, prismatic eyes glint with alien intelligence, enough to wield tools and do sums. They make prized familiars for Idoneth Soul Wardens, assisting the bureaucrats with their tallies and guarding the Aelves when they leave the chorileums. For the latter purpose they often carry roguish weapons. Learning from example, wild Ochtars have started scavenging shipwrecks to arm themselves.

SPIDER

Arachnids have found great success in the realms, in part due to the tributes of Spiderfang Grots. Though Arachnaroks often fill the role of apex predator, smaller Spiders find niches as pack hunters and scavengers. Those favoured by Gloomspite Spider Riders, such as the Blistermere Skulkbaks and the Blue Cliffleapers, have potent venoms and pincer-like mouthparts capable of punching through both steel and carapace.

STONEHORN

A Stonehorn is a mammoth beast, a mountain of thick muscle and horn. Herds of these beasts graze on mineral quarries, crunching solid rock between gemstone teeth

as their eponymous diamond horns glint in the winter sunlight. Stonehorns charge with explosive power when roused, making them favoured beasts of war for the Ogor Mawtribes. Their protection, however, is also their curse, for if they do not migrate constantly, the joints in their stone skeletons fuse and lock up. Thus, poachers still shadow the herds, hoping to bind old and injured Stonehorns until they become living statues, and then sell them to decorate gaudy estates or unwitting museums.

THUNDERTUSK

While most beasts flee before the Everwinter, Thundertusks bring it with them. Raging cold surrounds them, and their breath can freeze rivers solid. The beasts themselves match the Everwinter's fury when they slip into the blind rage the Ogors call *gvarnak*, which happens most often when some fool threatens a Thundertusk calf within sight of the family matriarch. But though they are chilly in temperament as well as temperature, Ogors who feel a connection to the Everwinter can bond with them. These enterprising Beastclaw Raiders use them as living larders, hanging meat on their saddles to refrigerate as they ride with the storm.

STARDRAKE

Dracothion's eldest children descend from the heavens in brilliant starfalls. Though Stardrakes resemble dragons, the similarities are superficial; Stardrakes are celestial beings, both radiating starlight and feeding on it as much as they do the meat of lesser creatures. A Stardrake will never consume anything touched by Chaos, though — for those abominations they reserve incinerating lightning.

When they die, Stardrakes reincarnate among the stars, rising again to fight against Chaos. Foreseeing their extinction unless they act, the Stardrakes have ended their long isolation to defy the Ruinous Powers.

TAURALON

In the space between realms fly Tauralons, winged creatures with curling horns and capricious humours. Piscivores that feed on aether-native void-shoals, many Tauralons roost on the Sigmarabulum when not hunting or hunting or seeking their next challenge. When a meteorite passes the World-Ring, entire flocks leap from the eaves to chase it, head-butting the burning debris between each other once they catch up. If they spy more entertaining targets, like nervous Mustori or wayward astral projections, they do not hesitate to invite these newcomers to play, to the chagrin of Lords-Arcanum who have to dodge hurtling fireballs.

AETHERWING

Small Beast, Minion

 Average	 Poor	 Average
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Armour	Toughness	Wounds	Mettle
--------	-----------	--------	--------

0	1	–	–
---	---	---	---

Speed: Fly (Fast)**Initiative:** 4**Natural Awareness:** 2**Skills:** Awareness (+2d6, +1), Reflexes (+1d6), Survival (+1d6), Weapon Skill (+2d6)

TRAITS

Hunting Call: The Aetherwing is an excellent look-out. It and its bonded companion have Advantage on Opposed Tests to track or hunt creatures.**Watchful Guardians:** Aetherwings guard their bonded companions, harassing any enemies who get close. When the Aetherwing is within Close Range of an ally, its ally's Defence against melee attacks increases one step.

ATTACKS

Beak and Claws: Melee Attack (Average), 4d6, + S Damage. *Piercing*. After dealing Damage with this attack, the Aetherwing can move to an adjacent Zone as a Free Action.

BODY	MIND	SOUL
2	1	2

ALLOPEX

Large Beast, Warrior

 Great	 Poor	 Good
---	--	--

Armour	Toughness	Wounds	Mettle
--------	-----------	--------	--------

0	7	–	–
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Speed: Swim (Fast)**Initiative:** 4**Natural Awareness:** 2**Skills:** Awareness (+2d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Aquatic: An Allopex can only breathe water and ethersea.**Blood Scent:** The Allopex has Advantage on Opposed Tests to track any creature that has suffered a Wound.**Bloodthirsty Predator:** The scent of blood sends the Allopex into a frenzied hunger. If the Allopex is in the same Zone as any other creature that has suffered a Wound, the Allopex's Melee increases one step.

ATTACKS

Ferocious Bite: Melee Attack (Great), 7d6, 2 + S Damage. *Piercing, Rend*.

BODY	MIND	SOUL
5	1	1



BAT SWARM			
<i>Tiny Beast, Swarm (10 creatures)</i>			
Poor	Poor	Poor	
Armour	Toughness	Wounds	Mettle
0	10	–	–
Speed: Fly (Fast) Initiative: 3 Natural Awareness: 1 Skills: Awareness (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)			
TRAITS			
Cloud of Horror: Tearing, beating wings make it difficult to aim. Decrease the Melee and Accuracy of other creatures in the Bat Swarm's Zone by one step.			
ATTACKS			
Blood-Sucking Bite: Melee Attack (Poor), (2 + Toughness) d6, + S Damage. <i>Piercing.</i> If the Bat Swarm rolls a 6 on its attack roll, the target must make a DN 4:1 Body (Fortitude) Test or have their Body reduced by 1 until they Take a Breather.			
BODY	MIND	SOUL	
1	1	1	

ANCIENT MAGMADROTH			
<i>Enormous Beast, Chosen</i>			
Extraordinary	Poor	Superb	
Armour	Toughness	Wounds	Mettle
3	32	8	3
Speed: Normal Initiative: 3 Natural Awareness: 2 Skills: Awareness (+1d6), Fortitude (+3d6, +1), Might (+3d6, +2), Weapon Skill (+3d6, +2)			
TRAITS			
Ancient Flame: Ancient Magmadroths develop different temperaments as they grow older. An Ancient Magmadroth can have one of the following Traits.			
<i>Ash-horn Ancient:</i> Ash-horn Ancients defend their broods. Increase the Defence of all allies within Short Range by one step, including the Ancient Magmadroth itself.			
<i>Coal-heart Ancient:</i> Coal-heart Ancients have tempered scales. Its Armour is 4 and cannot be destroyed or bypassed by spells or features such as the Penetrating Trait.			
Born of Fire: The Ancient Magmadroth is immune to Hazards and Damage from intense heat or flames.			
Nigh Unkillable: The Ancient Magmadroth is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Roaring Fyrestream: The Ancient Magmadroth throws back its head and spews forth a wave of flaming bile that melts armour. As an Action, the Ancient Magmadroth can choose a Zone within Medium Range. Each target in that Zone must make a DN 4:3 Body (Reflexes) Test. On a failure, the target takes 4 Damage and their Armour is permanently reduced by 1.			
Ur-gold Runes: The leaders of the Fyreslayer lodges use Ancient Magmadroths as mounts, hammering ur-gold runes into the beast's flesh to strengthen it with Grinnir's blessing. When used as a Fyreslayer mount, an Ancient Magmadroth can have a number of ur-gold runes equal to its Soul. See <i>Soulbound</i> page 117 for a list of ur-gold runes.			
Volcanic Blood: Ancient Magmadroths pulse with the volcanic heat of Aqshy. Any creature that Damages the Ancient Magmadroth with a melee attack suffers 2 Damage as boiling hot blood spills over them.			
ATTACKS			
Blazing Maw: Melee Attack (Extraordinary), 21d6, +2 F, 2 + S Damage. <i>Penetrating, Slashing.</i>			
Claws: Melee Attack (Extraordinary), 12d6, +2 F, 1 + S Damage. <i>Rend, Slashing.</i>			
Lashing Tail: Melee Attack (Extraordinary), 12d6, +2 F, + S Damage. <i>Cleave, Crushing.</i> A creature damaged by this attack must make a DN 4:5 Body (Might) Test or be knocked <i>Prone</i> .			
BODY	MIND	SOUL	
9	2	5	



BLACK DRAGON

Enormous Beast, Champion

Great	Poor	Superb
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Armour	Toughness	Wounds	Mettle
2	22	–	1

Speed: Normal, Fly (Fast)**Initiative:** 6**Natural Awareness:** 2**Skills:** Awareness (+2d6), Fortitude (+1d6), Might (+1d6), Reflexes (+2d6), Weapon Skill (+1d6, +1)

TRAITS

Instinct for Torment: The Black Dragon knows how to draw out its victim's suffering. Once per encounter, when it inflicts a Wound on a creature, the Black Dragon can make it a **Lasting Wound**. Lasting Wounds cannot be healed until the creature's next Endeavour.

Nigh Unkillable: The Black Dragon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Noxious Breath: The Black Dragon unleashes a cloud of caustic gas. As an Action, the Black Dragon can choose a Zone within Medium Range. The Zone becomes a *Minor Hazard* which ignores Armour and is *Lightly Obscured*. Additionally, each target in that Zone must make a **DN 4:3 Body (Fortitude)** Test. On a failure, the target takes 4 Damage which ignores Armour and becomes *Poisoned* until the end of their next turn.

ATTACKS

Fearsome Jaws: Melee Attack (Great), 8d6, +1 F, 2 + S Damage. *Piercing, Rend*.

Razor-Sharp Claws: Melee Attack (Great), 8d6, +1 F, 1 + S Damage. *Slashing*.

BODY	MIND	SOUL
7	2	2

DEEPMARE

Large Beast, Champion

Great	Poor	Great
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Armour	Toughness	Wounds	Mettle
0	8	–	1

Speed: Swim (Fast)**Initiative:** 3**Natural Awareness:** 1**Skills:** Athletics (+1d6), Fortitude (+1d6), Might (+1d6), Reflexes (+2d6), Stealth (+1d6), Weapon Skill (+2d6)

TRAITS

Aquatic: A Deepmare can only breathe water and ethersea.

Goring Horn: If the Deepmare takes the Charge Action, it adds an additional +1d6 to its dice pool for the attack, for a total of +2d6. Additionally, if the Deepmare's Charge inflicts a Wound, the severity of the Wound increases one step.

ATTACKS

Fanged Jaw and Talons: Melee Attack (Great), 7d6, 1 + S Damage. *Piercing*.

Lashing Tails: Melee Attack (Great), 7d6, + S Damage. *Cleave, Crushing*.

BODY	MIND	SOUL
5	1	2



DEMIGRYPH

Large Beast, Warrior

⚔ Average
 🎯 Poor
 🛡️ Good

Armour	Toughness	Wounds	Mettle
--------	-----------	--------	--------

0	5	–	–
---	---	---	---

Speed: Fast

Initiative: 3

Natural Awareness: 1

Skills: Athletics (+2d6, +1), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Mountain Climber: The Demigryph never loses its footing. It is unaffected by *Difficult Terrain*. Additionally, triple its Body when determining its jumping distance (*Soulbound*, page 141).

ATTACKS

Beak and Talons: Melee Attack (Average), 4d6, 1 + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
------	------	------

3	1	1
---	---	---

GRIFFON

Enormous Beast, Champion

⚔ Great
 🎯 Poor
 🛡️ Great

Armour	Toughness	Wounds	Mettle
--------	-----------	--------	--------

0	16	–	1
---	----	---	---

Speed: Fast, Fly (Fast)

Initiative: 3

Natural Awareness: 1

Skills: Athletics (+1d6), Fortitude (+1d6), Intimidation (+2d6, +1), Might (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Nigh Unkillable: The Griffon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Piercing Bloodroar: The Griffon's war cry terrifies its foes. As an Action, the Griffon can roar. Creatures in the Griffon's Zone and any adjacent Zones must make a **DN 4:3 Soul (Determination)** Test or become *Frightened* of the Griffon until the start of its next turn.

ATTACKS

Deadly Beak: Melee Attack (Great), 8d6, 2 + S Damage. *Piercing.*

Razor Claws: Melee Attack (Great), 8d6, 1 + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
------	------	------

6	1	1
---	---	---





DRACOTH

Large Beast, Champion

 Great	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
2	9	—	1

Speed: Fast
Initiative: 3
Natural Awareness: 2
Skills: Awareness (+1d6), Channelling (+1d6), Might (+1d6), Weapon Skill (+2d6)

TRAITS

Hunter's Focus: A Dracoth savages its prey until there's nothing left. At the start of combat, the Dracoth can choose one creature within Long Range. The Dracoth's Melee increases one step for all attacks made against the target. If the target dies, the Dracoth can choose a new victim as a Free Action.

Storm Breath: The Dracoth can cast the *Chain Lightning* (*Soulbound*, page 273) spell, except the DN of the spell is 5:1 and the Dracoth can use Body (Channelling) instead of Mind (Channelling).

ATTACKS

Claws and Fangs: Melee Attack (Great), 7d6, 1 + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
5	2	2

DRACOLINE

Large Beast, Warrior

 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
0	8	—	—

Speed: Fast
Initiative: 2
Natural Awareness: 1
Skills: Awareness (+1d6), Might (+2d6), Weapon Skill (+1d6)

TRAITS

Supernatural Roar: The roar of a Dracoline is a terrifying, unearthly sound. As an Action, the Dracoline lets out a bellowing roar. Creatures in the Dracoline's Zone must make a **DN 4:2 Soul (Determination)** Test or be *Frightened* until the end of their next turn.

Thunderous Pounce: If the Dracoline takes the Charge Action and deals Damage, the target of its attack is knocked *Prone* and *Restrained*. A creature *Restrained* in this way must make a **DN 4:3 Body (Might or Reflexes)** Test to escape. Additionally, all creatures in the Zone suffer 3 Damage as a wave of crackling energy erupts from the Dracoline.

ATTACKS

Monstrous Claws: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
4	1	3



FLAMESPYRE PHOENIX

Enormous Beast, Champion

Great	Average	Great
-------	---------	-------

Armour	Toughness	Wounds	Mettle
1	14	–	–

Speed: Fly (Fast). The Flamespyre Phoenix has a Normal Speed on foot.

Initiative: 9

Natural Awareness: 4

Skills: Awareness (+3d6, +2), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Attuned to Magic: A Flamespyre Phoenix is imbued with potent magical energy. If an ally casts a spell while in the same Zone as the Flamespyre Phoenix, the caster gains +1 Armour until the start of their next turn.

Born of Fire: The Flamespyre Phoenix is immune to Hazards and Damage from intense heat or flames.

Phoenix Reborn: In the fires of battle, the phoenix is born anew. Once per day, if the Flamespyre Phoenix is killed, it returns to life at the start of its next turn with 14 Toughness.

Wake of Fire: Streams of flames surround the Flamespyre Phoenix. The Flamespyre Phoenix's Zone is a *Major Hazard* for any non-allies.

ATTACKS

Flaming Talons: Melee Attack (Great), 7d6, 1 + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
5	4	5

DRAKESPAWN

Large Beast, Warrior

Average	Poor	Average
---------	------	---------

Armour	Toughness	Wounds	Mettle
2	5	–	–

Speed: Fast

Initiative: 2

Natural Awareness: 1

Skills: Athletics (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Frenzy: If the Drakespawm suffers Damage, it flies into a frenzy. The Drakespawm's Defence decreases one step and its Melee increases one step. In this condition, the Drakespawm attacks the nearest creature in its Zone (including allies) until it or the target is slain. Alternatively, a creature known to the Drakespawm (such as through the *Loyal Companion* Talent) can use an Action to make a **DN 4:2 Soul (Beast Handling)** or **Body (Beast Handling)** Test to calm or control the Drakespawm. If the Drakespawm takes further Damage, it flies into a frenzy again.

ATTACKS

Savage Teeth and Claws: Melee Attack (Average), 4d6, 1 + S Damage. *Piercing, Rend.*

BODY	MIND	SOUL
3	1	1

FROSTHEART PHOENIX

A Frostheart Phoenix is a Flamespyre Phoenix with Determination (+1d6) and Weapon Skill (+2d6, +2). In addition, it does not have *Born of Fire*, *Phoenix Reborn*, and *Wake of Fire*. Instead, it has the Traits listed below. Its *Flaming Talons* attack is renamed *Ice-cold Talons*, but is otherwise identical.

Blizzard Aura: A chilling freeze surrounds the Frostheart Phoenix. Decrease the Melee and Speed of any enemies within Medium Range of the Frostheart Phoenix by one step.

Born of Ice: The Frostheart Phoenix is immune to Hazards and Damage from intense cold, ice, or snow.

KHARIBDYSS

Medium Mortal (Aelf), Minion

 Great	 Poor	 Great	
Armour	Toughness	Wounds	Mettle
2	20	—	2

Speed: Fast
Initiative: 5
Natural Awareness: 2
Skills: Awareness (+2d6), Fortitude (+2d6), Might (+2d6), Reflexes (+2d6), Weapon Skill (+2d6, +2)

TRAITS

Abyssal Howl: The Kharibdyss lets loose a spine-chilling roar when they scent their prey. As an Action, the Kharibdyss can let out a roar. Creatures in the Kharibdyss's Zone and any adjacent Zones must make a **DN 4:3 Soul (Determination)** Test. On a failure, the target is *Frightened* until the end of its next turn.

Feast of Bones: The Kharibdyss consumes the bodies of fallen enemies in its many fanged maws. If an attack from the Kharibdyss's Fanged Maw would cause a creature to become Mortally Wounded, they are instead devoured and killed instantly.

Nigh Unkillable: The Kharibdyss is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Many-headed Monstrosity: The Kharibdyss has five heads, one large and four smaller ones. The smaller heads deal an additional +1 Damage per head when the Kharibdyss attacks with its Fanged Maw (this is included below). A creature can use the *Called Shot* Action to try to sever one of the smaller heads instead of inflicting the *Stunned* Condition. If the attack deals at least 3 Damage, the head is severed and the Damage dealt by the Fanged Maw is reduced by 1. The larger head can not be severed in this way.

ATTACKS

Fanged Maw: Melee Attack (Great), 8d6, +2 F, 5 + S Damage. *Penetrating, Piercing.* Each result of 6 on this attack roll deals 1 Damage to all other creatures in the Kharibdyss's Zone and any adjacent Zones.

Spiked Tail: Melee Attack (Great), 8d6, +2 F, 2 + S Damage. *Crushing, Piercing.* A creature damaged by this attack must make a **DN 4:3 Body (Might)** Test or be knocked *Prone*.

BODY	MIND	SOUL
6	1	3

WAR HYDRA

A War Hydra is a Kharibdyss without *Abyssal Howl*, *Feast of Bones*, and *Spiked Tail*. Instead, it has the following Traits:

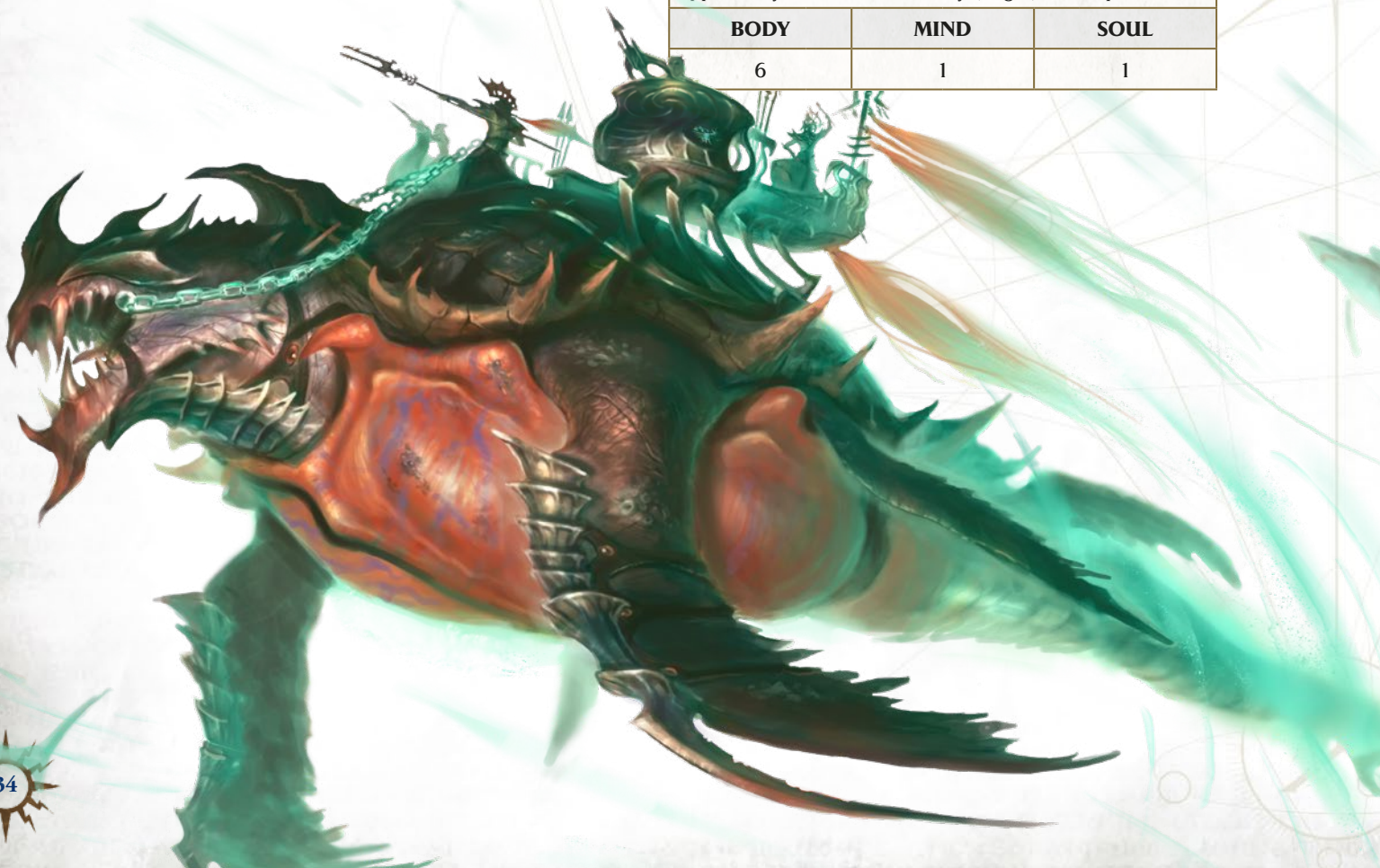
Fiery Breath: As an Action, the War Hydra can choose as many Zones within Medium Range as it has heads. Each target in each Zone must make a **DN 4:3 Body (Reflexes)** Test or take 3 Damage. The War Hydra can target the same Zone with multiple heads.

Regenerating Heads: At the start of its turn, the War Hydra regains 4 Toughness, up to its maximum. If any head has been severed, one head regrows.



FROST SABRE			
<i>Medium Beast, Warrior</i>			
☞ Good	☹ Poor	☹ Average	
Armour	Toughness	Wounds	Mettle
0	6	–	–
Speed: Fast Initiative: 1 Natural Awareness: 1 Skills: Fortitude (+1d6), Stealth (+2d6, +1), Survival (+1d6), Weapon Skill (+2d6)			
TRAITS			
Ambush: If the Frost Sabre attacks a creature that is unaware of it, the attack ignores Armour. Born of Ice: The Frost Sabre is immune to Hazards and Damage from intense cold, ice, or snow. Pack Coordination: Frost Sabres hunt in packs. The Frost Sabre's Melee increases one step if another Frost Sabre or a bonded companion is in the same Zone.			
ATTACKS			
Elongated Fangs: Melee Attack (Good), 6d6, 1 + S Damage. <i>Penetrating, Piercing.</i>			
BODY	MIND	SOUL	
4	1	1	

LEVIADON			
<i>Enormous Beast, Champion</i>			
☞ Great	☹ Poor	☹ Great	
Armour	Toughness	Wounds	Mettle
3	16	–	1
Speed: Swim (Fast). The Leviadon has a Slow Speed on land. Initiative: 1 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+2d6), Weapon Skill (+2d6)			
TRAITS			
Ram: The Leviadon slams into a vehicle, fortification, or crowd. If the Leviadon takes the Charge Action, everyone in the Zone where it ends its movement must make a DN 5:4 Body (Reflexes) Test. On a failure, a creature is knocked Prone. If a target gets no successes on the Test, they are knocked into another Zone. Nigh Unkillable: The Leviadon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above. Well Protected: The Leviadon's shell raises its Defence by one step (already included).			
ATTACKS			
Crushing Jaws: Melee Attack (Great), 8d6, 1 + S Damage. <i>Piercing, Rend.</i> A Large or smaller creature that suffers Damage from this attack is Restrained as the Leviadon clamps its jaws down on them. A <i>Restrained</i> creature can use an Action to make a Body (Might or Reflexes) Test opposed by the Leviadon's Body (Might) to escape.			
BODY	MIND	SOUL	
6	1	1	



MOURNFANG

Large Beast, Warrior

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
1	10	—	—

Speed: Fast**Initiative:** 1**Natural Awareness:** 1**Skills:** Determination (+2d6), Fortitude (+2d6), Might (+1d6), Weapon Skill (+1d6)

TRAITS

Indiscriminate Omnivore: As an Action, the Mournfang can eat any loose object, such as a corpse or a dropped weapon, and heal 1d6 Toughness. Non-magical items are immediately destroyed, while magical items can be retrieved from the Mournfang's belly or dung.

Iron Will: Only the most grievous wounds can stop a Mournfang mid-rampage. The Mournfang adds its Training in Determination to its Toughness (already included).

Unstoppable Charge: If the Mournfang takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, any creature hit by the Mournfang's Charge is knocked *Prone*.

ATTACKS

Tusks: Melee Attack (Good), 6d6, 2 + S Damage. *Piercing*.

BODY	MIND	SOUL
5	1	2



OCHTAR

Medium Beast, Warrior

 Average	 Average	 Average (Good with shield)	
Armour	Toughness	Wounds	Mettle
0	6	—	—

Speed: Swim (Fast)**Initiative:** 6**Natural Awareness:** 3**Skills:** Awareness (+2d6), Lore (+1d6, +1), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Additional Limbs: The Ochtar has eight tentacles. It can wield any combination of one-handed weapons, two-handed weapons, or a shield as long as it has a tentacle free. The Ochtar can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (*Soulbound*, page 148).

Aquatic: An Ochtar can only breathe water and ethersea.

Expert Arithmetician: The Ochtar has an eidetic memory for numbers and figures. With an Ochtar Loyal Companion, you always have an accurate count of things it has seen.

Many-Limbed Defence: The Ochtar protects itself and its allies with a confusing blur of tentacles. If the Ochtar takes the Defend or Dodge Actions, its Defence increases two steps until the start of its next turn.

ATTACKS

Serrated Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing*.

Spiked Cudgel: Melee Attack (Average), 3d6, 1 + S Damage. *Crushing*.

Writhing Tentacles: Melee Attack (Average), 3d6, + S Damage. *Cleave, Crushing*.

BODY	MIND	SOUL
2	3	1



STONEHORN			
<i>Enormous Beast, Champion</i>			
Great	Poor	Great	
Armour	Toughness	Wounds	Mettle
3	22	–	2
Speed: Fast Initiative: 1 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+2d6), Weapon Skill (+1d6)			
TRAITS			
Earth-shattering Strength: The Stonehorn demolishes everything in its path. When the Stonehorn enters a Zone, replace all <i>Partial Cover</i> , <i>Total Cover</i> , and other destructible Environmental Traits in that Zone with a <i>Difficult Terrain</i> Trait, which the Stonehorn ignores.			
Nigh Unkillable: The Stonehorn is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
ATTACKS			
Rock-hard Horns: Melee Attack (Great), 8d6, 1 + S Damage. <i>Crushing.</i> A creature damaged by this attack must make a DN 4:5 Body (Might) Test or be knocked <i>Prone</i> .			
Trampling Hooves: Melee Attack (Great), 8d6, 2 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
7	1	3	

THUNDERTUSK			
<i>Enormous Beast, Champion</i>			
Great	Poor	Great	
Armour	Toughness	Wounds	Mettle
2	22	–	1
Speed: Normal Initiative: 1 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+2d6), Weapon Skill (+1d6)			
TRAITS			
Born of Ice: The Thundertusk is immune to Hazards and Damage from intense cold, ice, or snow.			
Frost-Wreathed Breath: The Thundertusk breathes a blast of ice. As an Action, the Thundertusk can choose a Zone within Medium Range. That Zone gains a Deadly Hazard Trait. The Damage from this Hazard ignores Armour.			
Nigh Unkillable: The Thundertusk is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Numbing Chill: The freezing aura surrounding the Thundertusk slows the muscles of those not accustomed to cold. Decrease the Melee, Defence, and Speed of enemy creatures within Medium Range of the Thundertusk by one step.			
ATTACKS			
Colossal Tusks: Melee Attack (Great), 8d6, 1 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
7	2	2	



STARDRAKE

Monstrous Beast, Chosen

 Superb	 Good	 Great	
Armour	Toughness	Wounds	Mettle
3	36	9	2

Speed: Normal, Fly (Fast)**Initiative:** 7**Natural Awareness:** 4**Skills:** Arcana (+2d6), Awareness (+1d6), Channelling (+2d6, +1), Determination (+2d6), Fortitude (+1d6), Might (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Arcane Lineage: Stardrakes possess innate power over the magic of the realms. Decrease the Complexity of Mind (Channelling) Tests by 1 (to a minimum of 1) for friendly spellcasters within Long Range, and increase the Complexity by 1 for enemy spellcasters.**Lord of the Heavens:** The Stardrake can cast the *Chain Lightning* and *Comet of Casandora* spells, except the DN of the spells is 5:1 and the Stardrake can use Body (Channelling) instead of Mind (Channelling).**Nigh Unkillable:** The Stardrake is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

ATTACKS

Cavernous Jaws: Melee Attack (Superb), 10d6, +1 F, 1 + S Damage. *Piercing*. If this attack would cause a Large or smaller creature to become Mortally Wounded, they are instead swallowed and killed instantly.**Great Claws:** Melee Attack (Superb), 10d6, +1 F, 2 + S Damage. *Rend, Slashing*.**Sweeping Tail:** Melee Attack (Superb), 10d6, +1 F, + S Damage. *Crushing*. A creature damaged by this attack must make a **DN 4:4 Body (Might)** Test or be knocked *Prone*.

BODY	MIND	SOUL
8	6	4

SPIDER

Medium Beast, Warrior

 Average	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
2	4	—	—

Speed: Speed: Normal**Initiative:** 3**Natural Awareness:** 1**Skills:** Awareness (+1d6), Reflexes (+1d6), Stealth (+2d6, +1), Weapon Skill (+2d6)

TRAITS

Wall Crawler: The Spider can skitter along any surface as if it were flat ground.

ATTACKS

Fangs: Melee Attack (Average), 4d6, 1 + S Damage. *Rend, Slashing*. A creature damaged by this attack must make a **DN 4:1 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
2	1	1



TAURALON

Enormous Beast, Champion

Great	Poor	Great		
Armour	Toughness	Wounds	Mettle	
0	11	-	1	

Speed: Normal, Fly (Fast)

Initiative: 5

Natural Awareness: 1

Skills: Awareness (+1d6), Athletics (+2d6), Entertain (+1d6, +1), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Celestial Arua: The Tauralon glows with the bright light of Azyr. The aura removes any *Obscured* Environmental Trait in its Zone and adjacent Zones.

Comet Trail: The Tauralon leaves a trail of sparkling

Azyrite energy that settles on those below, foretelling their doom. Enemy creatures the Tauralon passes over with its movement must make a **DN 4:2 Body (Reflexes)** Test. On a failure, their Defence decreases one step until the start of the Tauralon's next turn.

Meteoric Strike: If the Tauralon takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, all creatures in the Zone suffer 3 Damage as a shockwave ripples from the Tauralon's point of impact.

ATTACKS

Horns and Stamping Hooves: Melee Attack (Great), 8d6, 1 + S Damage. *Crushing.*

BODY	MIND	SOUL
7	2	2



SERAPHON

They come from the stars — reptilian warriors trailing comet tails of light and burning atmosphere, wielding golden artefacts that crackle with celestial energies. As implacable as the wheeling cosmos, the Seraphon combine cold-blooded precision with single-minded ferocity. Each Seraphon subspecies, from the brutal Saurus to the nimble Skinks to the ancient Slann, plays a different role in the Great Plan, but all work with unshakeable resolve toward defeating the Eternal Enemy: Chaos.

Not even the Seraphon fully understand their origins. Their progenitors, the Old Ones, descended from the void in silver ships, carrying relics that could warp reality with a thought. Some say the Old Ones crafted the realmgates with their matchless science, while others contend these god-beings did their great work on other worlds, constructing the ziggurats that now double as void-sailing vessels. None live who remember the Old Ones except the Slann, and even they only recall the Old Ones' power — perhaps as a side effect of the catastrophe that took their creators, perhaps as a deliberate measure to protect themselves from mind-breaking trauma. With the Old Ones gone, the Seraphon have ascribed to their creators godly personas, and little separates truth from myth.

What is certain, though, is that the Seraphon have an inextricable link to the heavens. Whether they dwell among the stars as Starborne or among the Mortal Realms as Coalesced, Seraphon use constellations and cosmic portents to guide their unending labour. If the orphaned children of the Old Ones can but finish what their creators started, then they may be able to restore order once more to the cosmos.

USING THEM IN YOUR GAME

While Seraphon are fundamentally flesh and blood, those who dwell in the heavens have an otherworldly impermanence to them, and their Slann Starmasters must fashion these 'Starborne' into physical form for them to enter the lower realms. Only after descending and staying for generations do they absorb the realmsphere's ambient magic, becoming 'Coalesced' who have sacrificed the ability to transmute into pure starlight for an instinctual

earthly strength. Before including Seraphon in your game, decide whether they are Starborne or Coalesced, as the choice to focus on their alien versus animal nature will influence your narrative.

Whatever their alignment, the Seraphon operate in ways most mortals struggle to understand. Riches and glory mean nothing to them, and they plan at a near incomprehensible scale. Seraphon can be enigmatic allies for any Order-aligned party, but they can also become foes if the heroes refuse to accept the Great Plan's merciless arithmetic. The same Seraphon can be both, for they are without sentiment, factoring neither favour nor grudges into their decisions. Coalesced Seraphon exist in all realms, particularly Chamon and Ghur, while Starborne Seraphon can appear anywhere the stars shine.

RUMOURS

'There was a great rumbling from the jungle and the canopy parted. They say the lizards walk upright there.'

— Notes from a Charrwind Coast Explorer

'No childhoods, no families, no hearts. They just crawl out their pools like that, mean and full of teeth from the start. You ask me, they're more like daemons than people.'

'Ever since the meteor showers, the air tastes different. Our seeds won't take to the soil, and the treefliers keep abandoning their nests. Our jungle is changing, and it won't have room for us by the time it's done.'

'Each grain of sand lies in perfect arcane alignment. Disturb one, and the Saurus will scatter your bits so far even Old Bones won't find them.'

'I looked upon the stars and wept. As their priest closed my wounds, when I asked why they had saved me, they just stared into my eyes, through me.'

USING THEM IN COMBAT

Each Seraphon fills a critical role on the battlefield. Saurus are disciplined but ferocious warriors who could just as easily execute a complex tactical manoeuvre as they could bite out someone's jugular, while Skinks support the frontline from a distance, using blinding spells or dizzying venoms to disorient their foes. Their reptilian warbeasts perform specialist functions, from agile scouts to implacable siegebreakers. Finally, if the battle is truly critical to the Great Plan, a Slann might appear to glass the battlefield with cosmic fire, all while unbinding enemy spells with the flick of a finger.

The Seraphon should feel like organised, coordinated combatants. They assist each other often, and they utilise the full breadth of Actions rather than just Attack mindlessly. At the same time, they care little about restraint or mercy, and their priorities regarding collateral damage never quite align with those of other mortals. If the party faces Seraphon as enemies, the Seraphon's weakness lies in their reliance on planned synergies. It isn't easy to disrupt the extensive contingencies of the Great Plan, but the party can prevail if they get the Seraphon into a situation their oracles did not anticipate.

BASTILADON

The Skinks possess no proof that the Old Ones meddled with the Bastiladon's form, but how else could these living fortresses have come into being? According to legend, the Old Ones made the Bastiladons by compacting celestial energy as tight as possible, before layering the shining atom — the Bastiladon's unyielding soul — with

shield-scales harder than sigmarite. Though ponderous, Bastiladons stop at nothing, and any creature who irritates the behemoth enough to draw its attention must contend with its bone-shattering clubbed tail. 'Bastiladon-scale plate armour' fetches high prices, though enterprising Trade Pioneers find it easier to sell fakes than to pry anything off the invulnerable beasts.

CARNOSAUR

The Carnosaur is a giant bipedal lizard whose powerful, clawed forelimbs are balanced by its tree-trunk-thick lashing tail. Adolescent Carnosaurs run down their prey like wolves, but as they grow older and stockier, they begin to favour ambush tactics, pinning down their meals with their forelimbs before ripping into them with vice-like jaws. The ferocious bellow of a Carnosaur triggers a primal fear buried deep within any living creature, and sends jungle life for miles around rushing for safety. The Seraphon have been known to raise Carnosaurs from the egg as mounts for use in battle, but feral Carnosaurs are untameable killing machines.

CHAMELEON SKINK

Like flowing, mottled shadows, Chameleon Skinks can hide in vibrant jungles and crowded streets alike. This Skink subspecies possesses the unique ability to fade from view, their scales shifting colour to match their surroundings, which has led to their frequent deployment as scouts, snipers, and assassins. They embody the dark between stars rather than the radiant constellations themselves, and many Chameleon Skinks find it easy to coalesce in the swirling mists of Ulgu. Some Starpriests even theorise the Realm of Shadow played a role in the Chameleon Skinks' creation, its magic seeping into their spawning pools as their temple-ships drifted toward the heavens.

KROXIGOR

Kroxigors are fewer than Skinks and Saurus but physically the largest by far. These crocodilian brutes can labour at the same task for days on end, and they have proven key to the construction of Coalesced temple-cities appearing across the realms. Skinks often enlist these diligent giants in tasks where force outweighs dexterity, and the Kroxigors obey without complaint — for Kroxigors are an exception to the stereotype of the heartless lizard, possessing a deep connection to their little companions. With scales as tough as sigmarite and jaws that can snap Ossiarch-enforced bone, they are good friends to have indeed.

STARLIT OR SAVAGE

Seraphon can be either Starborne or Coalesced. Apply one of the following Traits to any Seraphon.

Starborne: Starborne are of the heavens, and celestial magic permeates their very being. When they die, they erupt in a flash of blinding light. Enemies in their Zone must make a DN 4:1 Body (Reflexes) Test or be Blinded until the end of their next turn.

Coalesced: Coalesced have lived away from the heavens for too long, and have embraced their savage nature. Their Melee increases one step, and they deal +1 Damage on all attacks.

RAZORDON

In the primordial wilderness, predation can come from any angle, so it helps to have a defence that shoots in all directions. Razordons can flex their back muscles to fire the spines that run along their bodies, then finish off anything that survived the shredding storm with a blow from their clubbed, spiked tails. These reptilian beasts must nest in locations infused with Azyrite energy to regrow their spines with such speed, and so Razordon packs guard their territories jealously against rivals. Their handlers learn to announce their presence from a distance, lest they get pincushioned for spooking their charges.

RIPPERDACTYL

Ripperdactyls are the most aggressive creatures to grace Seraphon skies. Perpetually incensed by anything that moves, their metabolisms stoked by their constant fury, Ripperdactyls descend in shrieking flocks on any creature they detect regardless of its size or innocence. In particular, Ripperdactyls cannot resist the taste of Blot Toads, who excrete a mild toxin the Ripperdactyls find stimulating. Trackers easily recognise the signs of a recent Blot Toad hunt, for Ripperdactyls tear wide swathes through the jungle in their frenzy to reach the toads, and usually swallow whatever poor creatures they accidentally snap up along the way.

TERRADON

Combining speed with stamina, leathery-winged Terradons dominate the skies above Seraphon jungle canopies. They can glide for days if the thermal currents are kind, but when they sight prey, they dive with the speed of falling meteors. Powerful back legs and gripping talons allow them to lift their prey high into the air, where the flock can toy with their helpless, thrashing meal at their leisure. While non-Seraphon watching them might mistake their playfulness for cold-blooded cruelty, Terradons are actually highly social, intelligent animals, capable of taking direction, forming close bonds, and anticipating where their dropped payloads will fall.

SALAMANDER

Some Skinks believe Salamanders are living embodiments of stellar fire, the first of their kind incubated by the Old Ones inside cosmic furnaces, while Fyreslayers wonder if they might descend from the deceased godbeast Vulcatrrix. These reptilian carnivores swim through lava like water, and have inflatable sacs on their necks filled with pyrophoric acid. Several feral populations have coalesced in Aqshy, where the locals revere them as spirits of fire, but no Human, Aelf, or Duardin has ever succeeded in

domesticating them. Their history in the Great Parch suggests Seraphon have been active in the Bright Realm far longer than most mortals would assume.

SAURUS GUARD

Saurus live for the single purpose of war, but even that one purpose can have many facets. The stalwart warriors called the Saurus Guard train their whole lives to defend and watch, rather than invade and raze, for they have the sacred duty of protecting the Slann. Rather than spawn together, Saurus Guard emerge alone or in pairs, silently picking up the shields of fallen siblings whom they have never met — and so Guard cohorts often have long histories, litanies of deeds that other species might take pride in but which Saurus see only as their duty to keep uninterrupted.

SAURUS OLDBLOOD

Saurus learn from every battle, accumulating strategies alongside their scars. The eldest spawn-lords develop an instinctive grasp of command, and though most Saurus are taciturn by nature, they need not explain their reasoning for their tactics to be effective. A simple hierarchy exists among Saurus, with Scar-Veterans nominated from their cohorts and grizzled Oldbloods leading whole constellations, but these rankings shift without fuss when a commander wins victory in battle or ritual combat. Oldbloods prove themselves over centuries to earn their command, but Saurus champions with specialist functions are often spawned specifically for their tasks.

SKINK

Skinks are humanoid lizard creatures, typically with bright blue or green skin and yellow eyes. They stand between four and five feet tall, not including their brightly coloured crests, and are the most numerous of the many Seraphon. Their native language is a mix of clicks and whistles, and Skinks who speak the language of other mortals are rare.

While Skinks will decorate their bodies with warpaint, bracelets, armbands, and necklaces, they rarely wear clothes of any kind. Like all Seraphon, Skinks are a rare sight in the Mortal Realms, and their appearance always attracts attention.

SKINK STARPRIEST

The terrible burden of spawning alone falls upon the Skink Starpriests. These siblingless Skink clergy hone their magic under the cold tutelage of elder Starseers or even the Slann themselves, but most have an intuitive grasp on the arcane from the moment they emerge from the spawning pools.

Perhaps as a result of their lonely existences, Starpriests have a reputation for gregariousness and often serve as ambassadors to the free cities. They perform divinations for the cold-blooded and warm-blooded alike, wielding techno-arcane relics as symbols of their authority.

SLANN STARMASTER

Corpulent, toad-like creatures drifting on celestite palanquins, the Slann are easy to underestimate — but with a slow blink or dismissive flick, they can flatten cities. Having learned magic from the Old Ones themselves, the Slann are wizards rivaled by only a handful in all the realms.

But the Slann are dying out, for none have spawned since the Old Ones disappeared. A growing urgency grips the surviving generations as more perish on the battlefield or slip into the deep slumber. They are determined to see the Great Plan to completion, for without them, who else will?

STEGADON

Stegadons are herd beasts who eat just about anything and can learn to tolerate the company of smaller creatures. They radiate steadfast calm, whether they hatched from the egg or emerged shimmering from the spawning pools, and in them many Seraphon see a reminder of the Old Ones' majesty and might. But despite their amiable nature, they react immediately when threatened, bellowing defiance as the adults surround their young with a shieldwall of lowered crests. Stegadons are among the most long-lived of the Seraphon's beasts, leading to deep connections with their handlers.

BASTILADON			
Enormous Beast, Champion			
 Great	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
5	20	—	2
Speed: Slow Initiative: 1 Natural Awareness: 1 Skills: Determination (+2d6, +1), Fortitude (+3d6, +3), Might (+2d6), Weapon Skill (+1d6)			
TRAITS			
Living Fortress: Mundane weapons shatter on the Bastiladon's armour. If a creature attacks the Bastiladon with a non-Magical melee weapon and fails to do Damage, the weapon it attacked with breaks and gains the Ineffective Trait until it is repaired. Nigh Unkillable: The Bastiladon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above. Ponderous Weight: The Bastiladon cannot be knocked Prone or moved against its will.			
ATTACKS			
Bludgeoning Tail: Melee Attack (Great), 7d6, 2 + S Damage. <i>Crushing.</i> A creature damaged by this attack must make a DN 4:3 Body (Might) Test or be knocked Prone.			
BODY	MIND	SOUL	
3	3	2	



CARNOSAUR

Enormous Beast, Champion

 Superb	 Poor	 Great	
Armour	Toughness	Wounds	Mettle
3	24	—	2

Speed: Fast**Initiative:** 4**Natural Awareness:** 2**Skills:** Athletics (+3d6), Awareness (+2d6), Fortitude (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Blood Frenzy: The scent of blood drives the Carnosaur into a frenzied rage. If the Carnosaur is in the same Zone as any creature who has suffered a Wound, its Melee increases one step.

Nigh Unkillable: The Carnosaur is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Terrifying: The Carnosaur is a terrifying monstrosity that strikes fear into the hearts of its foes. Any creature that starts its turn within Medium Range of the Carnosaur must make a **DN 4:2 Soul (Determination)** Test or become *Frightened* until the start of its next turn.

ATTACKS

Clawed Forelimbs: Melee Attack (Superb), 9d6, 1 + S Damage. *Piercing*. A creature damaged by this attack must make a **DN 4:3 Body (Might)** Test or be knocked *Prone* and become *Restrained*.

Lashing Tail: Melee Attack (Superb), 9d6, + S Damage. *Cleave, Crushing*. All creatures damaged by this attack must make a **DN 4:3 Body (Might)** Test or be knocked *Prone*.

Massive Jaws: Melee Attack (Superb), 9d6, 2 + S Damage. *Crushing, Piercing, Rend*.

BODY	MIND	SOUL
7	1	4

CHAMELEON SKINK

Small Mortal (Seraphon), Minion

 Average	 Good	 Good	
Armour	Toughness	Wounds	Mettle
0	1	—	—

Speed: Normal**Initiative:** 8**Natural Awareness:** 3**Skills:** Awareness (+2d6), Ballistic Skill (+2d6, +2), Reflexes (+2d6), Stealth (+3d6, +2), Survival (+2d6), Weapon Skill (+2d6)

TRAITS

Chameleon Ambush: If the Chameleon Skink attacks a creature that is unaware of it, the attack deals double Damage and ignores Armour.

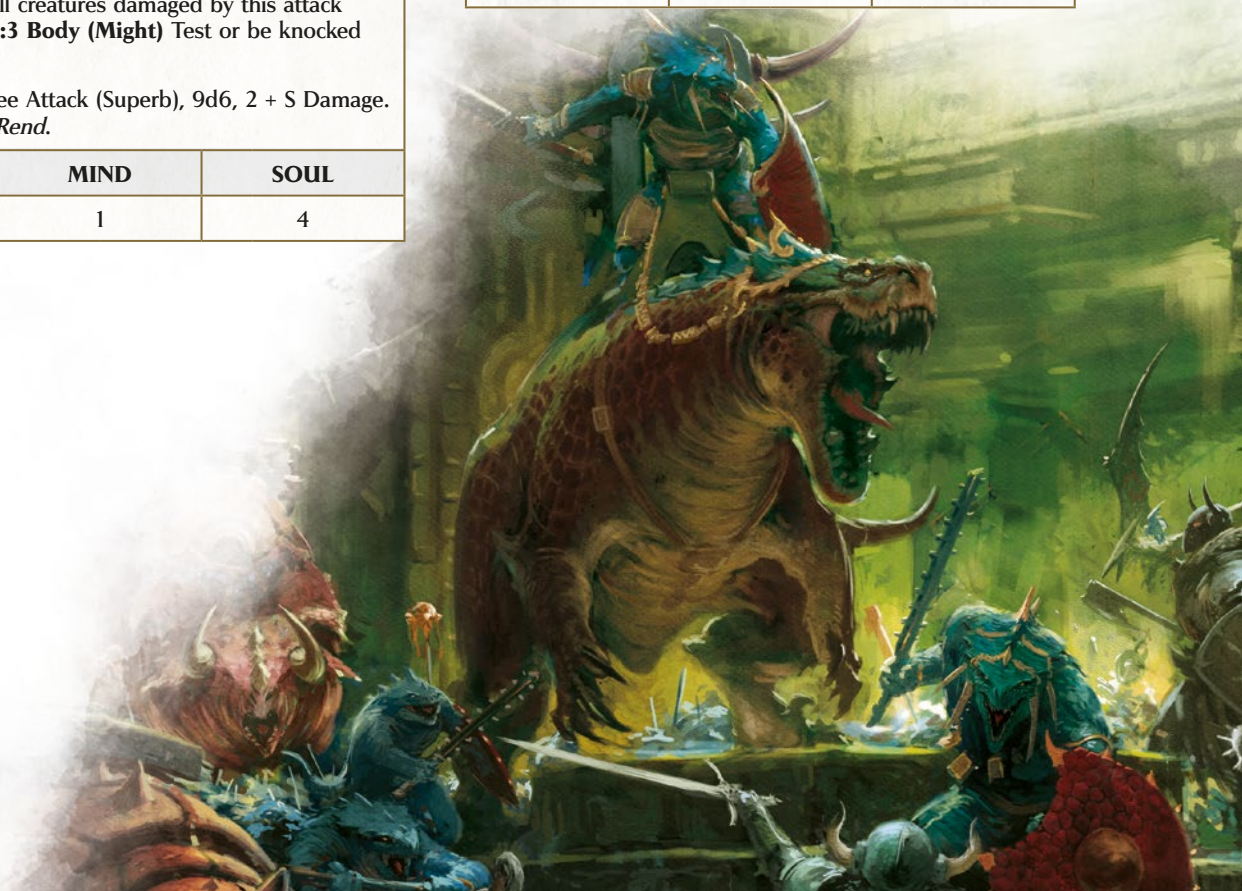
Perfect Mimicry: The Chameleon Skink's scales change colour to match its surroundings. Its Defence increases one step (included above). Additionally, once per turn, the Chameleon Skink can Hide as a Free Action.

ATTACKS

Celestite Dagger: Melee Attack (Average), 3d6, + S Damage. *Piercing*.

Dartpipe: Ranged Attack (Good), 3d6, +2 F, + S Damage, Long Range. *Piercing, Subtle*. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
1	4	1





KROXIGOR

Large Mortal (Seraphon), Warrior

 Great	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
3	10	—	—

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Determination (+2d6), Fortitude (+1d6), Might (+2d6, +1), Weapon Skill (+2d6)

TRAITS

Battle Synergy: Kroxigors fight harder when defending their Skink companions. The Kroxigor's Melee increases one step while it is within Medium Range of friendly Skinks. In addition, it acts on the Skink's Initiative, not its own.

ATTACKS

Drakebite Maul: Melee Attack (Great), 7d6, 2 + S Damage. *Crushing, Two-handed.*

Moon Hammer: Melee Attack (Great), 7d6, 1 + S Damage. *Cleave, Crushing, Two-handed.*

Vice-like Jaws: Melee Attack (Great), 7d6, + S Damage. *Crushing, Piercing.* A creature Damaged by this attack is *Restrained*. On its turn, the Kroxigor can use an Action to deal 5 Damage to a creature it is biting. This Damage ignores Armour. A *Restrained* creature can use an Action to make a **Body** (Might or Reflexes) Test opposed by the Kroxigor's **Body** (Might) to escape.

BODY	MIND	SOUL
5	1	4

RAZORDON

Large Beast, Warrior

 Average	 Average	 Average	
Armour	Toughness	Wounds	Mettle
2	5	—	—

Speed: Fast

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+2d6), Ballistic Skill (+2d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Instinctive Defence: Razordons are highly territorial and unleash a storm of barbs when threatened. When a creature enters Close Range with the Razordon, it can immediately use a Free Action to attack the creature with its Volley of Spikes.

ATTACKS

Spiked Tail: Melee Attack (Average), 4d6, 2 + S Damage. *Crushing, Penetrating, Piercing.*

Volley of Spikes: Ranged Attack (Average), 3d6, + S Damage, Long Range. *Close, Piercing, Spread.* This attack gains the *Rend* Trait if it targets a creature in Short Range.

BODY	MIND	SOUL
3	1	1



TERRADON

Large Beast, Warrior

Average	Poor	Good
---------	------	------

Armour	Toughness	Wounds	Mettle
0	5	—	—

Speed: Fly (Fast). The Terradon has a Slow Speed on land.
Initiative: 4
Natural Awareness: 1
Skills: Awareness (+1d6), Might (+2d6, +1), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Grasping Talons: Terradons are adept at lifting heavy weights. If the Terradon successfully Grapples a Medium or smaller creature, it can carry the creature with it as it flies. The Terradon can drop the creature, who suffers 1 Damage per 10 feet fallen. If the creature lands on another creature, they both suffer this Damage, plus additional Damage equal to the falling creature's Armour.

ATTACKS

Razor-sharp Jaws: Melee Attack (Average), 4d6, 1 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
3	1	1

SALAMANDER

Large Beast, Warrior

Average	Average	Poor
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Armour	Toughness	Wounds	Mettle
1	4	—	—

Speed: Fast, Swim (Fast)
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Ballistic Skill (+2d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Born of Fire: The Salamander is immune to Hazards and Damage from intense heat or flames.

ATTACKS

Burning Jaws: Melee Attack (Average), 3d6, 1 + S Damage. *Piercing, Rend.*

Stream of Fire: Ranged Attack (Average), 4d6, 2 + S Damage, Medium Range. *Rend, Spread.*

BODY	MIND	SOUL
2	1	1

RIPPERDACTYL

Large Beast, Warrior

Good	Poor	Average
------	------	---------

Armour	Toughness	Wounds	Mettle
0	5	—	—

Speed: Fly (Fast). The Ripperdactyl has a Slow Speed on land.
Initiative: 4
Natural Awareness: 2
Skills: Awareness (+2d6), Intimidation (+1d6), Reflexes (+1d6), Weapon Skill (+2d6)

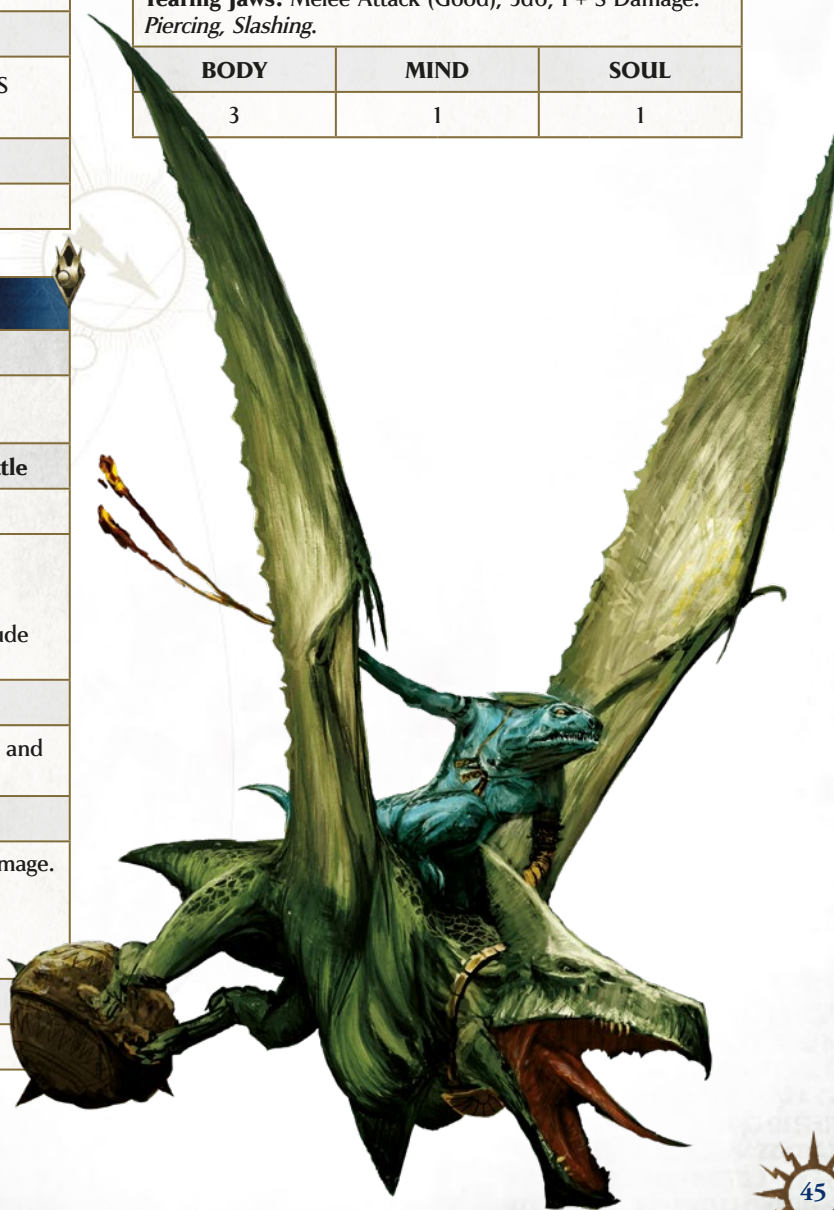
TRAITS

Voracious Appetite: Ripperdactyls tear chunks from their prey while they're still alive. If the Ripperdactyl's Tearing Jaws inflict a Wound, the severity of the Wound increases one step.

ATTACKS

Tearing Jaws: Melee Attack (Good), 5d6, 1 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
3	1	1



SAURUS OLDBLOOD

Medium Mortal (Seraphon), Champion

Great	Average	Great (Superb with shield)
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Armour	Toughness	Wounds	Mettle
2	12	–	2

Speed: Normal

Initiative: 7

Natural Awareness: 3

Skills: Awareness (+2d6), Determination (+2d6, +1), Fortitude (+2d6, +1), Intimidation (+2d6), Lore (+1d6, +1), Reflexes (+2d6), Weapon Skill (+3d6, +2)

TRAITS

Cold Ferocity: Saurus commanders fight with both fury and discipline. When the Oldblood makes a Test, it can spend 1 Mettle to double both its Training and its Focus.

Wrath of the Seraphon: The Saurus Oldblood commands its allies to fight without reservation. As an Action, the Oldblood can choose a creature within Medium Range. Until the start of the Oldblood's next turn, the chosen creature's Melee increases one step and its Speed increases to Fast.

ATTACKS

Celestite Greatblade: Melee Attack (Great), 8d6, +2 F, 2 + S Damage. *Cleave, Slashing, Two-handed.*

Celestite Warspear: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Piercing, Reach.* Each result of 6 on an attack roll with this weapon ignores Armour.

Fearsome Jaws: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Crushing, Piercing.*

BODY	MIND	SOUL
5	3	4

SAURUS GUARD

Medium Mortal (Seraphon), Warrior

Good	Poor	Good (Great with shield)
------	------	--------------------------

Armour	Toughness	Wounds	Mettle
2	10	–	–

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Awareness (+2d6), Determination (+2d6, +1), Devotion (+1d6), Fortitude (+2d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Selfless Protectors: Saurus Guard live to protect their sacred charges. The Saurus Guard can Defend as a Free Action.

ATTACKS

Celestite Polearm: Melee Attack (Good), 6d6, +2 F, 1 + S Damage. *Piercing, Reach.*

Powerful Jaws: Melee Attack (Good), 6d6, +2 F, 1 + S Damage. *Crushing, Piercing.*

BODY	MIND	SOUL
4	2	4

SAURUS VARIANTS

Several Saurus commander variants exist. Instead of *Wrath of the Seraphon*, they have the listed Traits.

An Astrolith Bearer has the following Traits:

Celestial Conduit: Seraphon spellcasters within Medium Range gain +1d6 for Mind (Channelling) Tests, and the range of their spells increases by one step.

Revivifying Energies: At the start of the Astrolith Bearer's turn, each Seraphon within Medium Range heals 3 Toughness, up to their maximum.

An Eternity Warden has the Saurus Guard's *Selfless Protectors* Trait.

A Scar-Veteran has *Wrath of the Seraphon*, but only has Weapon Skill (+2d6, +1).

A Sunblood has the following Traits:

Primal Rage: If the Sunblood reduces a creature to 0 Toughness, it loses the Cold Ferocity Trait. It can no longer apply Focus to Tests, but it recovers 2 Mettle per turn.

Scent of Weakness: As an Action, the Sunblood can choose a creature within Medium Range. Until the start of the Sunblood's next turn, increase the severity of Wounds inflicted on the chosen creature by one step.



SKINK STARPRIEST

Small Mortal (Seraphon), Champion

 Poor	 Good	 Poor	
Armour	Toughness	Wounds	Mettle
1	9	—	2

Speed: Normal**Initiative:** 8**Natural Awareness:** 4**Skills:** Arcana (+2d6), Awareness (+2d6), Ballistic Skill (+1d6), Channelling (+2d6, +2), Devotion (+2d6), Guile (+1d6), Reflexes (+1d6), Theology (+2d6, +1)

TRAITS

Astral Herald: Starpriests divine the future through complex star-rituals. The Starpriest has a number of Prophetic Insights equal to its Mind plus its Training in Arcana (for a total of 7). After making a Test of any kind, the Starpriest can expend a number of Prophetic Insights to add an equal number of successes to the result. It recovers its Prophetic Insights after a Rest.

Serpent Staff: The Starpriest's twin-headed staff drips with deadly venom. Once per turn as a Free Action, the Starpriest can coat the weapon of an ally within Close Range with the venom. A creature damaged by a venom-coated weapon must make a **DN 4:2 Body (Fortitude)** Test or be Poisoned until the end of their next turn.

Spellcaster: The Skink Starpriest is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Blazing Starlight*, and *Mystic Shield* spells. Additionally, the Skink Starpriest can unbind spells per the *Unbind* Talent.

Blazing Starlight: DN 6:2. The Starpriest summons the blazing light of the distant stars. The Skink Starpriest chooses a creature within Long Range. The target must make a **DN 4:S Body (Reflexes)** Test. On a failure, the target is *Blinded* until the start of the Starpriest's next turn. Each additional success extends the duration by 1 round. Alternatively, the Starpriest can select an additional target with each additional success.

ATTACKS

Venombolt: Ranged Attack (Good), 2d6, + S Damage, Long Range. *Magical, Piercing*. Each result of 6 on an attack roll with this weapon ignores Armour. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
1	5	3

SKINK

Small Mortal (Seraphon), Minion

 Average	 Good	 Average (Good with shield)	
Armour	Toughness	Wounds	Mettle
0	1	—	—

Speed: Normal**Initiative:** 6**Natural Awareness:** 2**Skills:** Awareness (+1d6), Ballistic Skill (+2d6), Reflexes (+2d6), Stealth (+1d6, +1), Weapon Skill (+2d6)

TRAITS

Swarm: If three or more Skinks occupy the same Zone they become a Swarm. The Skinks act as one. Add +1d6 to attacks and +1 Toughness per Skink in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACKS

Celestial Dagger: Melee Attack (Average), 3d6, + S Damage. *Piercing*.

Meteoric Javelin: Ranged Attack (Good), 3d6, + S Damage. *Piercing*.

BODY	MIND	SOUL
1	3	1





SLANN STARMASTER

Medium Mortal (Seraphon), Chosen



Poor



Extraordinary



Poor

Armour

Toughness

Wounds

Mettle

2

18

9

4

Speed: Fly (Slow)

Initiative: 12

Natural Awareness: 6

Skills: Arcana (+3d6, +2), Awareness (+2d6), Ballistic Skill (+1d6), Channelling (+3d6, +3), Determination (+3d6), Devotion (+2d6), Intuition (+2d6), Lore (+3d6, +2), Nature (+2d6, +2), Theology (+3d6, +2)

TRAITS

Arcane Vassal: The Slann Starmaster can use friendly Skink spellcasters to determine the range from which it can cast spells.

Foresight: Slann hold every branch of destiny in their minds like an elaborate map. The Slann has a number of Prophetic Insights equal to its Mind plus its Training in Arcana (for a total of 13). After making a Test of any kind, the Slann can expend a number of Prophetic Insights to add an equal number of successes to the result. Alternatively, after a creature within Long Range makes a Test, the Slann can expend Prophetic Insights to subtract successes from the result. If Doom is 5 or more, the Slann must expend two Prophetic Insights for either of these effects. It recovers its Prophetic Insights after a Rest.

Gift from the Heavens: The Slann buoys its allies up on currents of celestial energy. As a Free Action on its turn, the Slann can choose a creature within Long Range. The chosen creature gains a Fly (Normal) speed until the start of the Slann's next turn, and its Defence against ranged attacks increases one step.

Masters of Order: The Slann Starmaster can unbind spells from any range.

Spellcaster: The Slann Starmaster is a spellcaster. It knows all the Celestial spells listed in the *Soulbound* rulebook as well as the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, and *Mystic Shield* spells. Additionally, the Slann Starmaster can unbind spells per the *Unbind* Talent.

ATTACKS

Azure Lightning: Ranged Attack (Extraordinary), 11d6, + S Damage, Short Range. *Close, Magical*. The Slann Starmaster can use Mind (Ballistic Skill) instead of Body (Ballistic Skill) to determine the dice pool for this attack (already included).

BODY

MIND

SOUL

1

10

7

STEGADON

Enormous Beast, Champion

 Great	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
3	20	—	2

Speed: Fly (Slow)
Initiative: 12
Natural Awareness: 6
Skills: Arcana (+3d6, +2), Awareness (+2d6), Ballistic Skill (+1d6), Channelling (+3d6, +3), Determination (+3d6), Devotion (+2d6), Intuition (+2d6), Lore (+3d6, +2), Nature (+2d6, +2), Theology (+3d6, +2)

TRAITS

Armoured Crest: The Stegadon lowers its crest to the most dangerous threat. At the start of its turn, the Stegadon can choose one creature within Long Range. Its Defence against that creature increases one step until the start of its next turn.

Nigh Unkillable: The Stegadon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Steadfast Majesty: Stegadons radiate calm, and those under their protection find themselves emboldened. Allies within Long Range of the Stegadon are immune to being *Frightened*.

Unstoppable Stampede: If the Stegadon takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, it destroys any *Partial Cover*, *Total Cover*, or other destructible Environmental Traits in the target's Zone, and any creature hit by the Stegadon's Charge is knocked *Prone*.

ATTACKS		
Crushing Stomps: Melee Attack (Great), 8d6, +1 F, 1 + S Damage. <i>Crushing.</i> A creature damaged by this attack suffers 2 additional Damage if the creature is <i>Prone</i> .		
Grinding Jaws: Melee Attack (Great), 8d6, +1 F, + S Damage. <i>Crushing, Piercing, Rend.</i>		
Massive Horns: Melee Attack (Great), 8d6, +1 F, 2 + S Damage. <i>Piercing.</i> The Stegadon can only use this attack against the creature targeted by its Armoured Crest Trait.		
BODY	MIND	SOUL
1	10	7



BEASTS OF CHAOS

Every creature has a place in the natural order, their relationships ranging from symbiotic to predatory, their niches composing an intricate, delicate communal web. But the Beasts of Chaos abhor order, natural or otherwise, and recognise no distinctions between the hunter and its prey, the sentient and the mindless, or the mortal and the divine. They believe only in the division between the strong and the weak.

The most common Beasts of Chaos combine horns, hooves, and shaggy manes with a humanoid silhouette, but others have everything from mammut tusks to mantis claws to claws to shark-like heads. Those who try to understand their chimeric forms always fail, for these creatures are senselessness personified. Drawing on the most vicious aspects of both their Human and animal halves, they slaughter their way through wild and settled lands alike, tearing at the fabric of reality with each profane act. They were ancient before Sigmar set foot in the realms, and to those protean days they wish to return.

While some servile herds dedicate themselves to one Ruinous Power or another, most beastfolk serve no masters and believe no dogmas. Their twisted brand of anarchy permits any cruelty or desecration so long as they have the strength to commit it, and they leave justification as a contemptible afterthought. Raw, mutating Chaos flows through the ruins the beastfolk leave in their single-minded crusade against civilisation, and the more they erode the boundaries between realms, the more places become as horrific an amalgamation of parts as the Beasts of Chaos themselves.

USING THEM IN YOUR GAME

The mish-mash nature of the Beasts of Chaos makes them a flexible narrative tool. They can exist at any scale, from scattered raiders to a stampeding army, and they can exist in any environment, from the freezing tundra to the steaming jungle. Oftentimes, the Beasts of Chaos dwell in ancient, forsaken places and have a folkloric twist, but they can also serve as symptoms of a new evil, belched forth from the mutating monuments of living rock called Herdstones.

The Beasts of Chaos work best as reflections of the people who defy them, for they display proudly what most mortals are desperate to hide — that they are animals cobbled together from inconsistent parts, clawing viciously for the power to indulge crude desires. Freedom means everything to them, but the tragic irony is that in pursuit of that freedom, the Beasts of Chaos often slave themselves to a domineering alphabeast, a Chaos God, or their basest instincts instead.

Legends from the Age of Myth describe peaceful beastfolk, though few can say whether they still live or even existed at all. Should your party seek Beasts of Chaos as allies, remember that anarchy can take many forms.

RUMOURS

‘A storm dwelled in Azyr before the God-King, and one day that storm will break you.’

— Beastlord Thurgrak

‘Gor-kin beget gor-kin unlike any sane species. Have you ever seen one emerge from the living, braying rock, still dripping amniotic fluid? No? Count yourself lucky.’

‘We thought to outwit them, braying beasts that they are. But they snuck up behind us, crippled the aether-engines, smeared the cannons with gore. They understand the things we make, even if they hate them.’

‘Reap not the soulless ones, Isharann. Their essence has no place in our chorrileums.’

‘They worship the echo of a dead god. He has no body now, but looking at what the Gavespawn have wrought — all that flesh and stone and sludge, slurring together — I think they’re making him one.’

USING THEM IN COMBAT

The forms of the Beasts are myriad, but their beasterds fall into a few general categories. Brayherds look the most Human but hold mortalkind in no less contempt, composed mainly of swift, goat-like Gors who specialise in raids and ambushes. Warherds, on the other hand, include the burly Bullgors and their towering cousins, who need no tactic more sophisticated than a bellowing, head-on assault. Finally, the Dragon Ogors of the Thunderscorn beasterds use their momentum to devastating effect, riding down their enemies with all the swiftness and fury of the storm.

Of course, the Beasts of Chaos themselves care little for such neat classifications, and these herds fuse and split as they see fit. This can happen during a single encounter, for the revelries of one beast compel all nearby beastfolk to join in. But unlike Orruks, for example, who find joy in a good scrap, the Beasts of Chaos take pleasure in seeing civilisation torn down. In combat, they do whatever their witnesses find most shocking or taboo, the gore-slick rubble steadily devolving into an insensate nightmare around them. To face the beastfolk, the party must learn to adapt quickly, for battle against the true children of Chaos has no constants.

UNENDING SERVITUDE

Few beastfolk consciously choose to follow the Chaos Gods, but the Ruinous Powers bestow gifts on all who indulge in their corrupting aspects. After accepting this unearned strength, the blessed beast has only one choice – rule or die. If they prevail over their kin and become alphabeast, then whole herds can become pawns in the Great Game. The free beasterds look upon these willing thralls with disgust, but even as their former kin reject them, these Beasts of Chaos find new companionship among their god's other servants.

You can easily mix Beasts of Chaos among the forces of Khorne, Tzeentch, Slaanesh, and Nurgle. Their appearances and motives warp when seen through the lens of their patron's obsession, but the irrationality core to their existence remains the same. Consider giving them Traits common to the faction to represent their new allegiance, such as *Blood for the Blood God* or *Grandfather's Blessing*.

BEASTLORD

When a cloven-hoofed Gor thinks to usurp the alphabeast of its herd, challenger and champion meet in single combat. The only stricture governing the duel is that no self-respecting Gor-kin would even think of offering — or accepting — help after the fighters enter the ring. The herd's ruler must earn the mantle of Beastlord through their strength alone. This strength is well-earned, because everything Gors do to survive they do on their own. Gibbering abominations and bored herdmates threaten to kill them at every turn, and during raids into neighbouring territories, the Gors know their fellow beasts shall not protect them if they misstep. They train alone, scavenge for food alone, and craft their armour alone. If a Gor brings offerings to the fray's Herdstone, it is not out of any gratitude to their community, but because they seek the minimum possible acceptance needed to live.

The one thing Gor-kin do together is fight, and for that they need a Beastlord to bind their will into one. Braying as they cut down rival champions, the Beastlord must prove their strength against all challengers to maintain control of the herd. They are an idol their Gor followers aspire to become — and, someday, kill.

BULLGOR

The largest Gor-kin suffer a curse called the bloodgreed. Long ago, their ancestors cannibalised their kin to steal their strength and, like the Flesh-eater Courts, their curse awoke an insatiable hunger. Generations later, the bloodgreed has only grown stronger, and all Bullgors feel a compulsion to eat still-living bodies. While most Bullgors resemble their namesake, Chaos has warped many of them, and there exist Bullgors with rhinoxen, beetle, and Grunta-like features. Despite their disparities in form, they are united by temperament, each of them unsubtle, reckless, and assured of their own strength.

CYGOR

Bullgors who consume mage-flesh eventually become Cygors. The warping energies in their diet stretch them to gargantuan proportions, while their eyes merge into a single, glowing orb. This cyclopean organ can no longer see the physical world but instead perceives only magic. While most objects have a faint outline in the Cygor's vision, enchanted ruins and mystic artefacts shine like warm fires, and mages actively casting spells glare like irresistible beacons. When Cygors detect wizards wielding the arcane, they begin by devouring the caster's soul itself, but invariably get around to munching the meat and bones as well.

GHORGON

The original Bullgors received the bloodgreed curse after cannibalising their own kin, and Bullgors who repeat that sin find the condition amplified. Now called Ghorgons, they look like a fusion of all the siblings they ate, with multiple arms and multiple mouths, standing double to triple the height of a typical Bullgor. While most Gorkin are at least capable of coherent thought, a Ghorgon's hunger overwhelms whatever sentience it possesses. Their bellies rule their every action, and while a strong-willed alphabeast can steer a Ghorgon toward the battlefield, once there are no more foes to consume then the Ghorgon does not hesitate to devour its allies.

GOR

A Gor among Humans would surely dominate, their physical superiority plain to see in their curling horns, long canines, and broad frames. But such is the fierce competition among the Beasts of Chaos that Gors actually sit near the bottom of the food chain, above only the stumpy Ungors whom they torment regularly. They form the bulk of the beastherds, performing grunt work like patrolling or providing the herdstones with offerings, and though explicit cooperation is rare among Gors, their sheer numbers often prove their greatest asset. In frothing stampedes, they descend upon the untainted lands, egging each other on to ever more obscene acts of despoilment.

GREAT BRAY-SHAMAN

By birth or by choice, some Gors feel the pull of the arcane stronger than others. Like all beastfolk, they rely on instinct, not guidance, to study this fraught discipline, but such is their affinity to Chaos that many prospective soothsayers survive to master the art — albeit twisted beyond recognition. Where they walk, plants writhe and sprout teeth, while uroboroses of mutant worms boil forth from the churning earth. Their eyes glisten as they watch Chaos flow beneath the film of this paltry reality, until with a bellow, the Bray-Shaman directs their herd to the next site where ruinous degeneration awaits their summoning.

CHIMERA

Children from Azyrheim to the Eightpoints grow up on stories of Chimeras. But it is one thing to imagine a Chimera before bedtime, and another to watch it swooping over the badlands, belching flame and picking apart prey between three hungry mouths. Traditionally, its three heads are draconic, leonine, and avian, but like all Beasts of Chaos, they demonstrate considerable variation between environments. Some even have Human, Aelf, and Duardin heads, for these mortals are all animals just as capable

of cruel savagery. Each head has its own personality and particular appetites, but though they squabble often, they work in deadly harmony once the hunt begins.

COCKATRICE

Crumbling statues mark the territories of Cockatrices, reclusive creatures who join the beastherds only when the time comes to add fresh meat to their caches. These sinuous hunters move with sleek, precise discipline as they skulk after their quarry, but when they pounce, they become a frenzied blur of feathers and talons. Their eyes glow with mad light, and those who meet the Cockatrice's gaze find their bones fusing, their skin prickling as it flushes grey and turns to stone. Still alive and aware, the Cockatrice's victims wait helplessly until the beast decides to pick their petrified shells apart and glut itself on the meat encased within.

RAZORGOR

Tuskhors are many-horned beasts which roam the Chaos wastes. From a distance, one could almost mistake them for a boar or Grunta, but once they mutate into red-eyed Razorgors, there can be no doubt they belong to Chaos. Razorgor muscles swell to the point that they burst through the skin, and the exposed flesh crawls with warped parasites. Other mutations depend on the individual, but they range from barbed tentacles to writhing bristles to mouths at the ends of their tails. As is the case with many Chaos mutants, Razorgors possess voracious appetites, their instinct to feed hijacked to make them despoil and destroy.

Razorgors use the **Grunta** stat-block (*Soulbound*, page 309), with the following additional Trait:

- ✱ **Bizarre Mutation:** The Razorgor's Large Tusks and Hooves have one of the following Traits at random: *Penetrating*, *Reach*, or *Restraining*.

DRAGON OGOR SHAGGOTH

Long ago, the Dragon Ogors accepted a bargain with the Chaos Gods — unending servitude for unending life. But despite their incredible resilience and their immunity to age, Dragon Ogors can still die in battle. Few survive the millennia needed to become a Shaggoth, but those who do are more demigods than mortals, incarnations of thunder and lightning itself. The Shaggoths remember when the Dragon Ogors ruled Azyr, and to this day they despise Sigmar for taking the heavens from them. The appearance of the Stormcast Eternals only further incensed them, and now they ride to show the God-King how true storm-wrought immortals fight.

BEASTLORD

Medium Mortal (Corrupted by Chaos), Champion

 Great	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
3	9	—	2

Speed: Normal

Initiative: 3

Natural Awareness: 2

Skills: Athletics (+1d6), Beast Handling (+1d6), Crafting (+1d6), Intimidation (+2d6, +1), Guile (+2d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Grisly Trophy: The Beastlord raises its enemy's severed head for all to see. If an attack from the Beastlord's Man-ripper Axe would cause a creature to become Mortally Wounded, they are instead decapitated and killed instantly. Until the end of the Beastlord's next turn, friendly Beasts of Chaos within Medium Range of the Beastlord increase their Melee by one step.

Hatred of Heroes: The Beastlord must prove itself against all other champions. The Beastlord's Melee increases one step against creatures with Mettle or Wounds.

Relentless Assault: The Beastlord wields a Man-ripper Axe in each hand. While wielding a melee weapon in each hand, the Beastlord's Melee increases one step (already included).

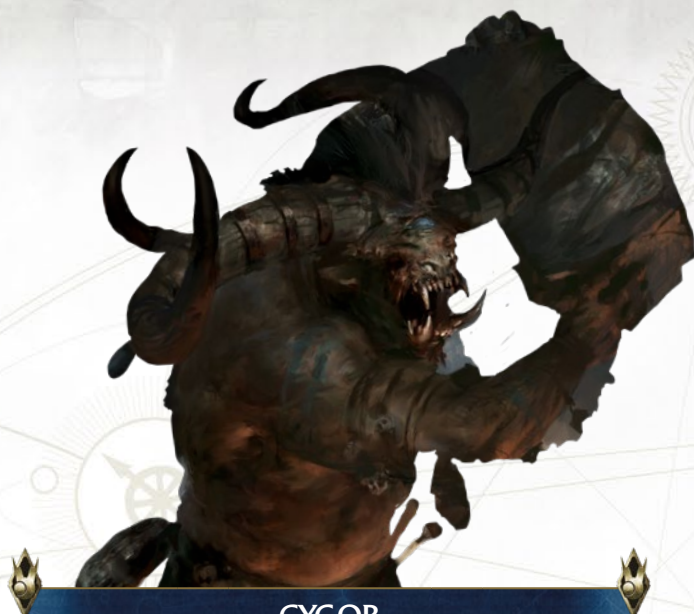
ATTACKS

Man-ripper Axe: Melee Attack (Great), 6d6, +2 F, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
4	2	3



BULLGOR			
<i>Large Mortal (Corrupted by Chaos), Warrior</i>			
 Great	 Poor	 Good (Great with Shield)	
Armour	Toughness	Wounds	Mettle
1	8	—	—
Speed: Normal Initiative: 3 Natural Awareness: 2 Skills: Awareness (+2d6), Determination (+1d6), Fortitude (+1d6), Might (+2d6), Weapon Skill (+2d6, +1)			
TRAITS			
Bloodgreed: Bullgors possess a compulsive need for bloodshed. If the Bullgor's melee attacks inflict a Wound, the severity of the Wound increases one step.			
Relentless Assault: Bullgors become whirlwinds of iron and muscle when dual wielding. While wielding a melee weapon in each hand, the Bullgor's Melee increases one step.			
ATTACKS			
Bullgor Axe: Melee Attack (Great), 7d6, +1 F, 1 + S Damage. <i>Slashing</i> .			
Bullgor Great Axe: Melee Attack (Great), +1 F, 7d6, 2 + S Damage. <i>Rend, Slashing, Two-handed</i> .			
Bullgor Horns: Melee Attack (Great), 7d6, +1 F, + S Damage. <i>Piercing</i> . This attack deals +2 Damage when used with the Charge Action.			
BODY	MIND	SOUL	
5	1	2	



CYGOR			
<i>Enormous Mortal (Corrupted by Chaos), Champion</i>			
 Great	 Average	 Good	
Armour	Toughness	Wounds	Mettle
1	22	—	2
Speed: Normal Initiative: 5 Natural Awareness: 3 Skills: Awareness (+3d6, +1), Ballistic Skill (+2d6, +2), Channelling (+2d6), Determination (+1d6), Fortitude (+2d6), Might (+3d6), Weapon Skill (+2d6)			
TRAITS			
Ghostsight: The Cygor's single eye perceives magic, not gross matter. The Cygor is immune to being <i>Blinded</i> and has the <i>Witch-Sight</i> Talent (<i>Soulbound</i> , page 92). In addition, its Melee and Accuracy increase one step when it is attacking a spellcaster.			
Nigh Unkillable: The Cygor is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
Soul-eater: When the Cygor consumes spells, it tears away chunks from the caster's soul. The Cygor can unbind spells per the <i>Unbind</i> Talent, except that it uses Body (Channelling) instead of Mind (Channelling). If the Cygor successfully unbinds a spell, the caster suffers X Damage ignoring Armour and the Cygor heals X Toughness, where X is equal to the difference in successes.			
ATTACKS			
Massive Horns: Melee Attack (Great), 8d6, 2 + S Damage. <i>Piercing</i> .			
Desecrated Boulder: Ranged Attack (Average), 8d6, +2 F, 1 + S Damage, Long Range. <i>Crushing, Loud, Magical, Spread</i> . A creature hit by this Attack must make a DN 5:2 Body (Might or Reflexes) Test or be knocked <i>Prone</i> .			
BODY	MIND	SOUL	
6	2	3	



GHORGON

Enormous Mortal (Corrupted by Chaos), Champion

 Superb	 Poor	 Great	
Armour	Toughness	Wounds	Mettle
1	22	—	2

Speed: Normal**Initiative:** 3**Natural Awareness:** 2**Skills:** Awareness (+2d6), Determination (+1d6), Fortitude (+2d6), Might (+3d6), Weapon Skill (+2d6, +2)

TRAITS

Nigh Unkillable: The Ghorgon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.**Ravenous Bloodgreed:** The bloodgreed of Ghorgons has been exacerbated by their cannibalism. All Wounds the Ghorgon inflicts become Deadly Wounds.**Swallow Whole:** The Ghorgon stuffs its still-screaming victims down its gullet. If an attack from the Ghorgon's Huge Slavering Maw would cause a Large or smaller creature to become Mortally Wounded, they are instead swallowed and killed instantly.

ATTACKS

Butchering Blades: Melee Attack (Superb), 9d6, +2 F, 2 + S Damage. *Reach, Slashing.***Huge Slavering Maw:** Melee Attack (Superb), 9d6, +2 F, 1 + S Damage. *Crushing.*

BODY	MIND	SOUL
7	1	3

GOR

Medium Mortal (Corrupted by Chaos), Minion

 Average	 Poor	 Average (Good with Shield)	
Armour	Toughness	Wounds	Mettle
0	1	—	—

Speed: Normal**Initiative:** 3**Natural Awareness:** 1**Skills:** Athletics (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Anarchy and Mayhem: When two or more Gors occupy the same Zone, their melee attacks deal +1 Damage.**Relentless Assault:** While wielding a melee weapon in each hand, the Gor's Melee increases one step.**Swarm:** If three or more Gors occupy the same Zone they become a Swarm. The Gor Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Gor in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACKS

Gor Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
2	2	1





GREAT BRAY-SHAMAN

Medium Mortal (Corrupted by Chaos), Champion

Average	Good	Good	
Armour	Toughness	Wounds	Mettle
0	10	–	1

Speed: Normal
Initiative: 9
Natural Awareness: 4
Skills: Athletics (+1d6), Awareness (+2d6), Beast Handling (+1d6), Channelling (+2d6, +2), Intuition (+2d6), Reflexes (+2d6), Theology (+2d6, +1), Weapon Skill (+1d6)

TRAITS

Infuse with Bestial Vigour: The Chaos energy swirling around the Great Bray-Shaman invigorates its herdmates. Friendly Beasts of Chaos that start their turn within Medium Range of the Great Bray-Shaman increase their Speed to Fast.

One with Chaos: The Great Bray-Shaman can perceive Chaos energy as it flows through the realms. The Bray-Shaman has the *Witch-Sight* Talent. Additionally, the Great Bray-Shaman adds +1d6 per Doom to all Channelling Tests.

Spellcasting: The Great Bray-Shaman is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Devolve* spells. Additionally, the Great Bray-Shaman can unbind spells per the *Unbind* Talent.

Devolve: DN 5:2. The Great Bray-Shaman degenerates the minds of its enemies. The Great Bray-Shaman chooses one target within Long Range. The target can no longer apply Training or Focus in a Skill of the Bray-Shaman's choosing until the start of the Bray-Shaman's next turn. Each additional success extends the duration by 1 round.

ATTACKS

Fetish Staff: Melee Attack (Average), 4d6, + S Damage. *Crushing, Reach.*

BODY	MIND	SOUL
3	5	2

CHIMERA

Enormous Beast (Corrupted by Chaos), Champion

 Superb	 Poor	 Superb	
Armour	Toughness	Wounds	Mettle
1	20	—	1

Speed: Fast, Fly (Fast)**Initiative:** 7**Natural Awareness:** 2**Skills:** Athletics (+2d6, +1), Awareness (+3d6), Intimidation (+1d6), Reflexes (+3d6), Survival (+2d6, +1), Weapon Skill (+2d6)

TRAITS

Draconic Head's Fiery Breath: The Chimera's draconic head spews billowing flame. As an Action, the Chimera can choose a Zone within Medium Range. Each target in that Zone must make a **DN 4:3 Body (Reflexes)** Test. On a failure, the target takes 4 Damage and their Armour is permanently reduced by 1.

Nigh Unkillable: The Chimera is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Three-Headed Monstrosity: The Chimera has three heads which work in concert to rip apart prey. If the Chimera makes melee attacks with two different heads in the same turn, the second head adds an additional +3d6 to its dice pool for its attack (as if the Chimera used the Help Action on itself). In addition, a Called Shot Action targeting the Chimera's Head does not make it *Stunned*. Instead, the attacker must specify which head it is targeting, and if the attack deals Damage then that head cannot attack until the end of the Chimera's next turn.

Vicious Charge: If the Chimera takes the Charge Action, it adds an additional +1d6 to its dice pool for the attack, for a total of +2d6. Additionally, if the Chimera's Charge inflicts a Wound, the severity of the Wound increases one step.

ATTACKS

Avian Head: Melee Attack (Superb), 9d6, 1 + S Damage. *Piercing, Rend.*

Draconic Head: Melee Attack (Superb), 9d6, 1 + S Damage. *Penetrating, Piercing.*

Leonine Head: Melee Attack (Superb), 9d6, 1 + S Damage. *Piercing.* This attack deals +2 Damage to creatures with an Armour value of 0.

Mauling Claws: Melee Attack (Superb), 9d6, + S Damage. *Slashing.*

BODY	MIND	SOUL
7	1	2

COCKATRICE

Enormous Beast (Corrupted by Chaos), Champion

 Great	 Poor	 Great	
Armour	Toughness	Wounds	Mettle
0	14	—	1

Speed: Fast, Fly (Fast)**Initiative:** 3**Natural Awareness:** 1**Skills:** Athletics (+1d6), Reflexes (+2d6, +2), Stealth (+2d6, +1), Survival (+1d6), Weapon Skill (+2d6)

TRAITS

Maddened Ferocity: The Cockatrice goes berserk once it pounces. If the Cockatrice takes the Charge Action, it adds an additional +1d6 to its dice pool for the attack, for a total of +2d6. Additionally, as a Free Action, it can choose to reduce its Defence a number of steps to increase its Melee an equal number of steps until the start of its next turn.

Nigh Unkillable: The Cockatrice is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Petrifying Gaze: The Cockatrice's warping gaze turns its foes to stone. Any enemy creature that starts its turn in Medium Range of the Cockatrice must make a **DN 5:X Body (Reflexes)** Test, where X is equal to the current Doom. On a success, the creature becomes *Blinded* until the start of their next turn as they look away. On a failure, the creature becomes *Incapacitated* due to being turned to stone until healed by a sphere of Aqua Ghyranis or an equivalent effect.

ATTACKS

Sword-like Talons: Melee Attack (Great), 7d6, 1 + S Damage. *Slashing.*

Vicious Beak: Melee Attack (Great), 7d6, 1 + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
5	1	1





DRAGON OGOR SHAGGOTH

Large Mortal (Corrupted by Chaos), Chosen

Great

Good

Great

Armour

Toughness

Wounds

Mettle

3

13

7

2

Speed: Fast
Initiative: 10
Natural Awareness: 4
Skills: Athletics (+2d6), Awareness (+2d6), Beast Handling (+1d6), Channelling (+3d6), Determination (+3d6), Fortitude (+3d6, +2), Lore (+2d6, +2), Reflexes (+3d6), Survival (+1d6), Weapon Skill (+3d6, +1)

TRAITS

Beneath the Tempest: Storms heal the Dragon Ogor's wounds. If the Dragon Ogor Shaggoth would suffer Damage from electricity, heavy wind, a Celestial spell, or other storm-like effects, it heals X Toughness instead, where X is equal to the current Doom.

Spellcasting: The Dragon Ogor Shaggoth is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Summon Lightning* spells. Additionally, the Dragon Ogor Shaggoth can unbind spells per the *Unbind* Talent.

Summon Lightning: DN 5:2. The Dragon Ogor Shaggoth calls down the fury of the storm. The Dragon Ogor Shaggoth chooses a Zone within Medium Range, which gains the *Minor Hazard* Trait until the start of the Shaggoth's next turn. Each additional success extends the duration by 1 round. Alternatively, the Shaggoth can increase the severity of the Hazard one step per two additional successes.

ATTACKS

Storm-wrought Axe: Melee Attack (Great), 8d6, +1 F, 2 + S Damage. *Slashing*, *Two-handed*.

Sweeping Tail: Melee Attack (Great), 8d6, +1 F, + S Damage. *Crushing*. A creature damaged by this attack must make a DN 4:3 **Body (Might)** Test or be knocked *Prone*.

Taloned Forelimbs: Melee Attack (Great), 8d6, +1 F, 1 + S Damage. *Rend*, *Slashing*.

BODY

MIND

SOUL

5

5

4

BLADES OF KHORNE

War. Murder. Strife. These things are eternal. Life is short and peace is temporary. At most, harmony exists to make the rush of adrenaline and anger more acute when war returns. The Blood God Khorne exists to embody these truths — wherever there is murder, there is Khorne. Wherever there is rage, hate, and bloodlust, his influence seeps into the minds of mortals, filling their heads with his mantra, Blood for the Blood God.

Followers of the Blood God, devotees of slaughter, the Blades of Khorne sow carnage and reap death. All they, like their god, care about is that blood should flow, no matter whose. Daemons pour forth from the Realm of Chaos, baying for blood and harvesting skulls for their malevolent deity's throne.

Khorne's only desire is to see the Mortal Realms ripped apart by endless war, and his followers work tirelessly to bring about that ambition. Khorne rules them from his Brass Citadel in the Realm of Chaos, seated atop a throne of skulls that grows with every life ended in his name. He sends forth daemons to aid his servants, these abominations spurring them on to greater acts of bloodshed.

Khorne's favour falls on those with the highest kill counts, and the Deathbringers, Skullgrinders, Slaughterpriests, and other devotees compete to reach new heights of bloodshed. In some ways, the Blades of Khorne are the simplest of the forces of Chaos, single minded in their pursuit of primal carnage. With daemonic war machines and fang-mawed beasts they can also be the most terrifying.

USING THEM IN YOUR GAME

The Blades of Khorne are not subtle and rarely have long-term schemes. They're best used when it's time for a tide of blood to wash away every other fear and hope. When you introduce the servants of Khorne to an adventure, it's going to end in bloodshed, preferably on a massive scale. Big set-piece battles with high stakes and serious consequences are a common and fun way to use Khorne.

On the other hand, cults of Khorne can take root anywhere prowess in battle is prized, where war is accepted as a fact of life, and the lure of violence tempts even the righteous. Which is to say it can take root anywhere in the Mortal Realms, where war is essential to survival. Fighting Khorne can require vigilance, self-reflection, and moderation, and force characters to take a look at themselves: the worshippers of Khorne revelling in slaughter are a bloodstained mirror of their own actions.

Remember too that meeting violence with violence plays right into Khorne's plan. All blood spilled honours him, and every corpse rotting on the battlefield is a monument to his victory. If they fight Khorne on his terms, can they really ever win?

RUMOURS

'The Blood God cares not for whence the blood is spilled, only that it flows.'

'Only a fool underestimates even a small band of Bloodletters. They do not need sleep, they do not need food. They are true beings of total war. Alas we mortals are not.'

'A good warrior tempers their anger upon the battlefield. Submitting to blood rage is a sure-fire way to draw the attention of the Blood God.'

'Khorne may have the largest armies, but he is also the easiest to manipulate. Though that's not saying much.'

'Never seen anything like it. Normally, you show someone the colour of their insides and they're more like to piss themselves and flee. But this one? She just kept coming! The more blood she leaked, the faster and harder she decapitated the men.'

USING THEM IN COMBAT

When you use Khorne's forces in combat, show no restraint. Make the characters scared to face these bloodthirsty warriors with only three feet of steel to defend themselves. Murder, mutilate, and show no quarter. Other enemies might fight until a character is wounded or surrenders. The Blades of Khorne do not.

Although they revel in slaughter they are not a mob. In fact, few armies have a better understanding of the art of war than the worshippers of Khorne. They know how to send cavalry to break foot troops, how to grind opponents to a fine paste between pincers of troops, and not to charge a battery of guns. Fight smart. Their ferocity is daunting but it's much more terrifying when combined with strategy.

Show the ugly nature of Khorne before you unleash it on the characters: bodies with their heads removed or other trophies taken, the flayed, limbless carcasses the victorious Khornate forces so proudly display. Khornate forces are impatient and it's rare to find them on the defensive. They bring the battle to their enemies. Even if they're caught on their home territory, they're always ready to fight. They're hard to surprise, and quick to rally.

ASPIRING DEATHBRINGER

Hierarchies within a Khorne army are always malleable, given constant war and internal violence. Most are Deathbringers, Exalted Deathbringers, and Deathbringers who aspire to become Exalted. They slaughter their ways

across battlefields, racking up a list of kills high enough to catch the eye of their god. Armed with axes and hammers these armoured warriors stride across battlefields, cleaving flesh and cracking bone. Any creature that shows fear becomes the Aspiring Deathbringer's next prey, its screams music to the warrior's ears. Around them, Bloodbound fighters exult in the death their leader brings about. As they progress towards full Deathbringer status they begin to mutate, and they wear their changes proudly.

EXALTED DEATHBRINGER

When an Aspiring Deathbringer takes enough lives and leaves a long enough trail of dismembered bodies behind them, they are promoted to an Exalted Deathbringer, one of Khorne's favoured troops. They scar their flesh with Chaos runes, replace their axes with huge blades no normal warrior could wield, and stride back into the fray. The Exalted Deathbringer is a tornado of murder. Their natural home is the theatre of war and away from it they create their own battlefield. They leave trails of suffering and mutilation behind them, and are drawn inevitably towards the nearest source of conflict.

BLOODMASTER

Bloodmasters, known as the Heralds of Khorne, are the leaders of warbands and regiments of lesser daemons. Bloodletters follow them into battle, ready to kill and die at their command. Even more ferocious than the daemons they lead, Bloodmasters inspire the Bloodletters under their command with a powerful aura that drives them to murderous frenzies. Bloodmasters are powerful, whether alone or at the head of a group of Bloodletters. Like many daemons, the safest way to deal with them is to stop the Chaos sorcerers who summon them before the portals open to the Realm of Chaos and these monsters spill out.

BLOODSECRATOR

Bloodsecreators are the high priests of Khorne. Some claim that Bloodsecreators are created where the energies of Chaos flow into the Mortal Realms, others that it requires the ritual carving of flesh, and still others that Khorne chooses these mortals for his mark. When a mortal becomes a Bloodsecrator, they lose everything that made them Human almost in an instant. When first created they instinctively begin a pilgrimage that takes them to the Blood God's realm, to be rewarded by their master and creator. If they survive, they're granted icons of Chaos to carry back, to rally other servants of the Blood God behind them and rip open portals to the Realm of Chaos into the Mortal Realms.

THE BLOOD LEGIONS

All of Khorne's servants pursue battle and reap slaughter. They do not do so in a uniform manner.

The **Reapers of Vengeance** are a legion of daemons led by a Bloodthirster, dispatched against Khorne's most hated foes. Their desire to turn a foe into scraps of meat and spatters of blood, is entirely personal and once summoned forth the only way to be free of them is death. Theirs or yours.

The **Bloodlords** are Khorne's most powerful daemoniac servants, and they do not sully their blades with the blood of any but the most powerful mortals – a profound relief to every other living creature.

In Aqshy, Korghos Khul leads the **Goretide** on a self-imposed mission to conquer the Realm of Fire. It seems entirely possible he will succeed.

The **Skullfiend Tribe**, led by Skardrax the Slayer, are Human, in a technical, biological sense. There is nothing humane about the zeal with which they decapitate their enemies and brandish their trophies.

Bloodseccrators have lost their ability to reason, and they no longer recognise any of the people, places, or things that mattered to them before their change, but they're still recognisable. A former ally, mouth full of bloody froth as they charge down the characters, makes a memorable encounter.

BLOODTHIRSTER

Bloodthirsters are the greatest and most fearsome of Khorne's daemons, thus only the greatest Chaos sorcerers are capable of summoning them. Once on the battlefield their hooves shake the ground and the earth splits, magma and sulphurous gases boiling up where they tread and shockwaves sending their foes stumbling back though never quite out of reach.

At full strength, Bloodthirsters are devastating. They're nigh unkillable but landing a few wounds can temper some of their fury — though many fighters would have to give their lives to even slow one down. When Bloodthirsters join the fray, wise foes leave it.

JUGGERNAUT

With brass and iron hides, and blood of molten fire, Juggernauts are rage-fuelled beasts forged in the heart of Khorne's domain. The ground blackens beneath their shod hooves; their heaving, armoured skin is marked with sigils of Khorne that radiate with baleful heat. Their savage horns will punch through any who stand before their steam-wrought charge. Overcoming and breaking in a wild Juggernaut is a deed worthy of blood-soaked song, and a sign of Khorne's favour, but many more prospective champions perish beneath the smouldering mass of a Juggernaut than go on to master and ride one.

LORD OF KHORNE

The Lords of Khorne are some of the most powerful mortals in Khorne's service. Not only have they slaughtered hundreds or thousands to reach their exalted position in his armies, but they must slaughter ever greater foes to remain in the Blood God's favour, for he is relentlessly demanding and quick to withdraw his gifts should a servant prove a disappointment. For this reason, a Lord of Khorne is drawn to the most impressive of enemies, those worthy of an end only the Lord of Khorne can deliver. When they strike a foe with their axe, they open a portal to Khorne's realm, flinging their unlucky victim through to die there... or perhaps feel their blood stir and join the service of Khorne. They'll carve a swathe through other fighters or helpless civilians to reach someone who offers them a challenge, but they barely notice doing so.

The Lords of Khorne don't fight alone. They're usually accompanied by loyal Flesh Hounds and mounted on steam belching Juggernauts.

SKULLGRINDER

The armies of Khorne are renowned for their heavy iron weapons. Those blades are tools of worship and devotion, and they must be finely crafted in service of bloodshed. The Skullgrinders are the warrior-smiths who forge these weapons on anvils once used to cave in the heads of sacrificial victims. Skullgrinders are no mere craftspeople. When they stride into battle they swing red-hot anvils on lengths of chain as weapons, shattering foes' skulls and frying the contents.

They join Khornate clans for a time, crafting weapons and fighting alongside them. Then they disappear back into the wilderness, reappearing to lend their skills elsewhere.

SLAUGHTERPRIEST

Slaughterpriests are Khorne's bellicose prophets. Their shouts boil men's blood or awaken them to frenzy. When a Slaughterpriest chants outside a city walls, defenders charge out to meet him, reduced to frenzied, battle-crazed mobs. Slaughterpriests consume the heartblood of their foes, mixed with daemon gore and warpstone and combined into potions that would kill most mortals. After imbibing, their bodies thicken and swell, adding obscene slabs of muscle and cracking and reshaping bone into long, unnaturally strong limbs. This holy transformation is only bestowed on those who are worthy. Others who drink the draught warp into Chaos Spawn or choke on their own boiling blood.

WRATHMONGER

The musclebound Wrathmongers straddle the line between mortal and daemon as grossly swollen and brawny, somewhat humanoid, creatures. Their blood boils with fury and they move within a scalding, coppery mist that is their infernal fury seeping from their pores. That mist has brought whole armies to collapse. When mortals breathe it in, they take on Khorne's fury. Losing the ability to tell friend from foe, they turn on one another, slaughtering captured Khornate forces and ruthlessly assaulting their allies.

Wrathmongers take their new form when they undergo the Rite of the Brass Cage. The details are mysterious but the Slaughterpriests say Khorne bestows knowledge on those worthy of it.

ASPIRING DEATHBRINGER

Medium Mortal (Corrupted by Chaos), Warrior

 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
2	6	–	–

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Might (+1d6), Weapon Skill (+2d6)

TRAITS

Bane of Cowards: Nothing infuriates the Aspiring Deathbringer more than a coward. Once per turn, if an enemy leaves the Aspiring Deathbringer's Zone, the Deathbringer can immediately Charge after them as a Free Action.

Blood for the Blood God: The sight of blood sends the Aspiring Deathbringer into a frenzied rage. If the Aspiring Deathbringer is in the same Zone as any creature who has suffered a Wound, the Aspiring Deathbringer's Melee increases one step.

Dual Wielding: The Aspiring Deathbringer wields a Goreaxe and Skullhammer. The Aspiring Deathbringer can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (see *Soulbound*, page 148).

ATTACKS

Goreaxe: Melee Attack (Good), 6d6, 1 + S Damage. *Slashing.*

Skullhammer: Melee Attack (Good), 6d6, 1 + S Damage. *Crushing.*

BODY	MIND	SOUL
4	1	1

EXALTED DEATHBRINGER

Medium Mortal (Blades of Khorne), Champion

 Great	 Poor	 Average (Good with Rune-marked Shield or Skullgouger)
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Speed: Normal

Initiative: 2

Natural Awareness: 1

Skills: Awareness (+1d6), Fortitude (+2d6), Might (+2d6), Weapon Skill (+3d6, +1)

TRAITS

Blood for the Blood God: The sight of blood sends the Exalted Deathbringer into a frenzied rage. If the Exalted Deathbringer is in the same Zone as any creature who has suffered a Wound, the Exalted Deathbringer's Melee increases one step.

Rune-marked Shield: A Rune-marked Shield makes an Exalted Deathbringer resistant to magic. The Exalted Deathbringer doubles their dice pool for any Tests to resist the effects of a spell. Additionally, the Exalted Deathbringer's Armour is doubled for the purposes of calculating Damage from spells.

Skullgouger: The Exalted Deathbringer makes a brutal counter-attack with its Skullgouger. Once per turn when the Exalted Deathbringer is dealt Damage by a creature within Close Range that it is aware of, it can make an attack with its Skullgouger.

ATTACKS

Impaling Spear: Melee Attack (Great), 7d6, +1 F, 1 + S Damage. *Piercing, Penetrating, Two-handed.* If this attack inflicts a Wound, the severity of the Wound increases one step. A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the spear is driven through their body. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Exalted Deathbringer's Body (Might) to escape.

Ruinous Axe: Melee Attack (Great), 7d6, +1 F, 1 + S Damage. *Slashing.*

Skullgouger: Melee Attack (Great), 7d6, +1 F, + S Damage. *Defensive, Piercing.*

BODY	MIND	SOUL
4	1	2



BLOODMASTER

Medium Daemon (Blades of Khorne), Champion

 Great	 Poor	 Good
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Armour	Toughness	Wounds	Mettle
1	9	–	1

Speed: Normal**Initiative:** 5**Natural Awareness:** 2**Skills:** Awareness (+2d6), Might (+1d6), Performance (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Blood for the Blood God: The sight of blood sends the Bloodmaster into a frenzied rage. If the Bloodmaster is in the same Zone as any creature who has suffered a Wound, the Bloodmaster's Melee increases one step.

Decapitating Blow: There are few weapons so feared as the hell-forged blades of the Bloodmasters. If an attack from the Bloodmaster's Blade of Blood would cause a creature to become Mortally Wounded, they are instead decapitated and killed instantly.

Main and Slaughter: The Bloodmaster's blade is sharpened by pain and suffering. Its Blade of Blood deals +1 Damage per Doom.

The Blood Must Flow: The Bloodmaster rallies lesser daemons to bloody slaughter. Once per turn, Bloodletters and Bloodreapers that start their turn in the same Zone as the Bloodmaster can Charge as a Free Action.

ATTACKS

Blade of Blood: Melee Attack (Great), 7d6, +1 F, 1 + Doom + S Damage. *Slashing*.

BODY	MIND	SOUL
5	2	2



BLOODSECRATOR

Medium Mortal (Corrupted by Chaos), Warrior

 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
2	6	—	—

Speed: Normal

Initiative: 2

Natural Awareness: 1

Skills: Awareness (+1d6), Devotion (+2d6, +1), Lore (+1d6), Might (+1d6), Theology (+2d6) Weapon Skill (+2d6)

TRAITS

Blood for the Blood God: The sight of blood sends the Bloodsecrator into a frenzied rage. If the Bloodsecrator is in the same Zone as any creature who has suffered a Wound, the Bloodsecrator's Melee increases one step.

Portal of Skulls: When the Bloodsecrator drives their Icon of Khorne into the ground, the Blood God's energy erupts into the Mortal Realms. As an action, the Bloodsecrator opens the Portal of Skulls. Once the portal is open, the Bloodsecrator cannot move until they close the portal. While open, the portal has the following effects:

Loathsome Sorcery: The Difficulty and Complexity of all Channelling Tests in the Zone increases by one.

Rage of Khorne: Khorne worshippers and daemons in the Zone cannot be *Frightened* and deal +1 Damage per Doom.

ATTACKS

Ensorcelled Axe: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
3	1	2

SKULLGRINDER

Medium Mortal (Blades of Khorne), Champion

 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
2	7	—	1

Speed: Normal

Initiative: 2

Natural Awareness: 1

Skills: Crafting (+2d6, +2), Devotion (+2d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Blood for the Blood God: The sight of blood sends the Skullgrinder into a frenzied rage. If the Skullgrinder is in the same Zone as any creature who has suffered a Wound, the Skullgrinder's Melee increases one step.

Favoured by Khorne: The bloody arcs of gore that surround the Skullgrinder are an inspiration to all who seek Khorne's approval. Other Mortal worshippers of Khorne that start their turn in the same Zone as the Skullgrinder add the Skullgrinder's Training in Devotion (+2d6) to melee attacks.

ATTACKS

Brazen Anvil: Melee Attack (Good), 5d6, 2 + S, +1 F Damage. *Crushing, Rend, Two-handed.* If an attack from this weapon deals a Wound, the severity of the Wound increases one step.

BODY	MIND	SOUL
4	1	2



SLAUGHTERPRIEST

Medium Mortal (Blades of Khorne), Champion

Good	Poor	Average
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Armour	Toughness	Wounds	Mettle
1	9	–	2

Speed: Normal**Initiative:** 2**Natural Awareness:** 1**Skills:** Awareness (+1d6), Determination (+1d6), Devotion (+2d6, +2), Weapon Skill (+2d6)

TRAITS

Blood for the Blood God: The sight of blood sends the Slaughterpriest into a frenzied rage. If the Slaughterpriest is in the same Zone as any creature who has suffered a Wound, the Slaughterpriest's Melee increases one step.

Blood-fuelled Prayers: As an Action, the Slaughterpriest can pray to Khorne for aid. Choose one of the following Miracles:

Blood Boil: The Slaughterpriest causes its victim's blood to boil. The Slaughterpriest chooses a target within Medium Range and makes a Soul (Devotion) Test opposed by the target's **Body (Fortitude)**. The target suffers Damage equal to the difference in successes. This Damage ignores Armour.

Blood Bind: The Slaughterpriest binds the blood of its enemies, forcing them to obey. The Slaughterpriest chooses a target within Medium Range and makes a Soul (Devotion) Test opposed by the target's **Soul (Determination)**. If the Slaughterpriest succeeds, the target is *Restrained* until the start of the Slaughterpriest's next turn. The Slaughterpriest can use an Action to force the target to move to an adjacent Zone, even if doing so would cause it direct harm.

Scorn of Sorcery: A Slaughterpriest shares their god's hatred for sorcery. The Slaughterpriest can attempt to unbind a spell per the *Unbind* Talent, using Soul (Devotion) instead of Mind (Channelling).

ATTACKS

Bloodbathed Axe: Melee Attack (Good), 6d6, 2 + S Damage. *Slashing, Two-handed.*

BODY	MIND	SOUL
4	1	4

WRATHMONGER

Medium Daemon (Blades of Khorne), Warrior

Great	Poor	Good
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Armour	Toughness	Wounds	Mettle
1	6	–	–

Speed: Normal**Initiative:** 3**Natural Awareness:** 1**Skills:** Awareness (+1d6), Determination (+1d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Blood for the Blood God: The sight of blood sends the Wrathmonger into a frenzied rage. If the Wrathmonger is in the same Zone as any creature who has suffered a Wound, the Wrathmonger's Melee increases one step.

Blood Fury: When the Wrathmonger dies, its killer enters a frenzy, no longer able to tell friend from foe. A creature that kills a Wrathmonger must make a **DN 4:2 Mind (Determination)** Test. On a failure, it must spend its next turn moving to attack the nearest creature.

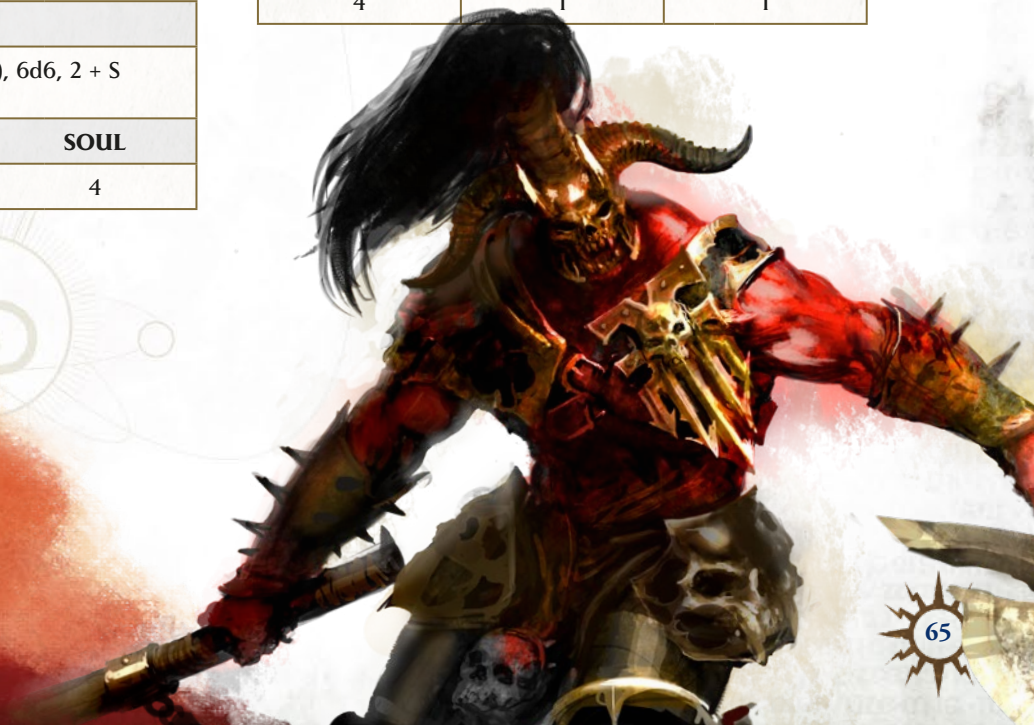
Crimson Haze: Vapours of blood and gore fill the air around the Wrathmonger. All creatures (friend or foe) that start their turn in the same Zone as the Wrathmonger add +1d6 to their Attacks.

Furious Assault: The Wrathmonger wields a Wrath-flail in each hand – deadly barbed chains topped with a spiked metal head – and their unstoppable momentum cracks skulls and shields alike. The Wrathmonger's Melee increases one step when wielding a Wrath-flail in each hand (included above).

ATTACKS

Wrath-flails: Melee Attack (Great), 6d6, 1 + S, +1 E Damage. *Crushing.*

BODY	MIND	SOUL
4	1	1



LORD OF KHORNE			
<i>Medium Mortal (Blades of Khorne), Chosen</i>			
Superb	Poor	Great (Superb with Brass-Clad Shield)	
Armour	Toughness	Wounds	Mettle
3	12	6	2
Speed: Normal Initiative: 3 Natural Awareness: 2 Skills: Awareness (+1d6), Beast Handling (+1d6), Fortitude (+1d6), Might (+2d6), Weapon Skill (+3d6, +2)			
TRAITS			
Blood for the Blood God: The sight of blood sends the Lord of Khorne into a frenzied rage. If the Lord of Khorne is in the same Zone as any creature who has suffered a Wound, the Lord of Khorne's Melee increases one step.			
Blood Stampede: At the Lord of Khorne's command, daemons and mortals alike eviscerate their enemies underfoot. Blades of Khorne in the same Zone as the Lord of Khorne deal an additional +1 Damage when taking the Charge Action.			
Brass-Clad Shield: This brazen shield turns away even the deadliest spells. The Lord of Khorne doubles their dice pool for any Tests to resist the effects of a spell. Additionally, the Lord of Khorne's Armour is doubled for the purposes of calculating Damage from spells.			
ATTACKS			
Wrathforged Axe: Melee Attack (Superb), 10d6, +2 F, 1 + Doom + S Damage. <i>Rend, Slashing.</i>			
BODY	MIND	SOUL	
7	2	3	

JUGGERNAUT			
<i>Large Daemon (Blades of Khorne), Warrior</i>			
Great	Poor	Good	
Armour	Toughness	Wounds	Mettle
3	8	–	–
Speed: Fast Initiative: 2 Natural Awareness: 1 Skills: Fortitude (+2d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Murderous Charge: If the Juggernaut or its rider takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, any creature hit by the Juggernaut's Charge is knocked <i>Prone</i> . If the target suffers a Wound from the attack, the severity of the Wound increases one step.			
ATTACKS			
Brazen Hooves: Melee Attack (Good), 7d6, 1 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
5	1	2	





BLOODTHIRSTER

Enormous Daemon (Blades of Khorne), Chosen

✦ Extraordinary	☉ Good	☠ Extraordinary	
Armour	Toughness	Wounds	Mettle
3	44	11	4

Speed: Normal, Fly (Normal)

Initiative: 10

Natural Awareness: 4

Skills: Awareness (+2d6), Fortitude (+3d6), Determination (+2d6), Intimidation (+3d6), Might (+3d6, +3), Reflexes (+2d6), Weapon Skill (+3d6, +3)

TRAITS

Blood for the Blood God: The sight of blood sends the Bloodthirster into a frenzied rage. If the Bloodthirster is in the same Zone as any creature who has suffered a Wound, the Bloodthirster's Melee increases one step.

Nigh Unkillable: The Bloodthirster is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

The Land Rebels: While the Bloodthirster is on the ground, that Zone becomes a *Major Hazard* of boiling lava and broken rock. If Doom is 3 or more, a firestorm follows the Bloodthirster into battle. Both the Zone the Bloodthirster is in and all Zones below it (if it is flying) become *Major Hazards*. Daemons and servants of Khorne are not affected by the Hazards.

Outrageous Carnage: The Bloodthirster is filled with the boundless rage of the Blood God himself. The Bloodthirster recovers an additional Mettle at the start of its turn equal to the current Doom.

Rune-crown of Khorne: Rune-crowns emanate a powerful anti-magic aura. Once per turn, the Bloodthirster can attempt to unbind a spell per the *Unbind* Talent, using Body (Might) instead of Mind (Channelling).

ATTACKS

Mighty Axe of Khorne: Melee Attack (Extraordinary), 12d6, +3 F, 1 + S Damage. *Penetrating, Slashing*. If an attack from this weapon deals a Wound, the severity of the Wound increases one step.

Lash of Khorne: Melee Attack (Extraordinary), 12d6, +3 F, + S Damage. *Reach, Restraining, Slashing*. A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the lash wraps around them. At the start of its turn, a creature *Restrained* by the lash suffers 1 + Doom Damage as thick barbs pierce their skin. A *Restrained* creature can use an Action to make a DN 4:4 Body (Might or Reflexes) Test to escape.

BODY	MIND	SOUL
9	6	7

DISCIPLES OF TZEENTCH

Chaos: A word that evokes fear throughout the Mortal Realms, conjuring images of depraved cults, blood sacrifices, and corruption beyond comprehension. While the Chaos Gods number five, only one represents Chaos in its raw form. Tzeentch, the Changer of the Ways, embraces change in all forms and his ambitious disciples thrive in the destruction his changes create. As magic changes the realms, so does it change the disciples themselves. Each follower of Tzeentch is changed by his arcane might in some form, whether their bodies are warped or they themselves develop magical talents. After time spent in the Change Lord's glory, they begin to subtly glow, their colorful shimmer bedazzling their victims before death.

To the Disciples of Tzeentch, all power stems from the arcane and is merely supplemented by physical might. For them, combat with the bow, sword, or gun is as crass and simplistic as a child playing with sticks. Their aim is to warp the very fabric of reality itself, and no blunderbuss or sword alone can do that. While many disciples carry weapons for protection, their first instinct is always toward spellcraft.

The Changer of the Ways favours secrecy almost as much as he reveres change, making his devotees gifted spies and infiltrators. Arcane institutions and governing bodies throughout the realms have felt their touch at one time or another. While the lower acolytes look like common denizens of the realms, Tzeentch gifts his favoured with increasingly bizarre mutations. From the bouncing ball-shaped Blue Horrors to the massive avian Lord of Change, Tzeentch's favoured are all gifted with magic and mayhem.

USING THEM IN YOUR GAME

Due to their propensity for secrecy, both from one another and from the greater realms, Disciples of Tzeentch make excellent secret antagonists. Many a Soulbound has arrived at a city to investigate a Skaven threat or push back an Orruk horde only to learn that Tzeentchian cultists were the true threat pulling the strings. Tzeentch's faithful weave elaborate webs of secrets and lies, and no one is ever quite sure who is a disciple until their telltale mutations are revealed.

Anyone with an eye to change can fall prey to Tzeentch's sway, though he holds particular influence over mages who delve too deeply into dark secrets. Once they are under his spell, they become committed utterly to furthering Tzeentch's goals, sometimes without even knowing it. Early in their studies, an ambitious Battlemage may take part in Tzeentchian schemes without yet being drawn into his official worship.

While the Disciples of Tzeentch form hierarchies based around Tzeentch's blessings, with the most 'gifted' at the top, few are in charge for long. The one thing that is ever constant is change, and change in leadership can always be counted on.

RUMOURS

'Go back for him? Are you mad? They turned his legs to insects! If he isn't dead by now, he'll wish he was.'
— Alfie "Ale Thief" Aaelenhad, Notorious Thief of Ale

'Never let your guard down around these daemons! You see one beast, giggling and pink? I see seven.'

'It's a truth most malign that the Architect of Fate delights on preying upon the hopes and dreams of mortals. Thus, we must be wary of seeking that out with our station.'

'Too many a great mind has set out on the path to enlightenment with the most noble of questions, only to end their days mutated and misled by the very answers they uncover.'

'It was a big flapping bird shooting fire out of its beak! No, I wasn't snorting deffcaps again, I saw the sword bird opening portals!'

'Water, salt, or blankets may do for your everyday fires, my love, but the only dealing with blue flames is to run as fast as your legs can take you.'

USING THEM IN COMBAT

Disciples of Tzeentch are primarily magical antagonists, only getting close when absolutely necessary. The notable exceptions to this are the Flamers, the Lords of Change, and the Ogroid Thaumaturges. The Flamers love chaos, the Lords of Change are terrifying greater daemons, and Ogroid Thaumaturges often prefer to stand back and work magic, but once in the heat of battle cannot help themselves.

High-ranking Disciples of Tzeentch can fly due to the taming of toothy daemons they convert into Discs of Tzeentch. They take advantage of this as much as possible, staying well out of range of melee combat, causing hazards in the battlefield, and mutating terrain and foe alike.

Daemons fight without fear, for they cannot truly die. Instead, they return to Tzeentch's side where they are painfully reborn into a more dangerous and chaotic creature than before. Any Tzeentchian Daemon killed in battle eventually returns. They remember who killed them and hunt them down mercilessly, intent on sharing Tzeentch's mutagenic boons with their killer.

DISCS OF TZEENTCH

Each Disc of Tzeentch was once a daemon known as a Screamer. The most powerful disciples seek out these entities, bind them to their will, and transmogrify them into a more pleasing and battle-efficient shape. The discs are rendered harder than steel and covered with spikes, teeth, blades, eyestalks, and powerfully hungry jaws. Flying through the air on a combination of magical winds and ectoplasm, the mage who can command the allegiance of a Screamer is a powerful one indeed.

The Discs of Tzeentch, for their part, maintain a tenuous alliance with their tamer. If their rider is killed, they revert to their original form unless immediately approached by a magic user they deem worthy of their respect. While their riders are typically daemoniac or severely mutated mortals, there have been the rare sorcerers seen to ride a disc taken as a trophy from a slain Herald.

Disciples of Tzeentch are skilled on the battlefield, but most are rarely forced into a fight. They prefer manipulating the strands of reality into chaotic knots from behind the scenes. It is rare to find one alone, for the powerful plot in small groups and the minions act as unending Swarms.

BLUE SCRIBES

Occasionally, Tzeentch creates creatures to serve a specific purpose, elevating them above a screaming hoard. P'tarix and Xirat'p, better known as the Blue Scribes, are two such creations. Similar in form to their Blue Horror cousins, the Blue Scribes roam the realms in search of every spell in existence. Though they work in tandem, they distrust one another absolutely. Upon their creation, Tzeentch seeded jealousy between the two and yet bound them together, for neither can do their job alone. P'tarix writes the magical symbols but is unable to cast them, while Xirat'p can cast the symbols but is unable to decipher their meaning. Eternally irritable, they fly together on a disc, P'tarix stabbing at enemies with a quill made from a Lord of Change's wings while Xirat'p shouts spells. They will not cease until every spell that has ever been or will ever be is recorded within their scrolls.

CURSELING

Powerful wizards blessed by Tzeentch with the boon of a second consciousness growing out of their torsos, Curselings are formidable indeed. Called the Eye of Tzeentch by their fellow cultists, Curselings were once mages who delved too deeply into forbidden knowledge, which festered into a daemoniac spirit known as a Tretchlet. Tretchlets form a symbiotic relationship with their host, feeding on their flesh while encouraging the mage's tendency to seek out greater mysteries. Whispering dark secrets in the Curseling's ear, Tretchlets devour spells and spit them back out at their opponents, protecting their host from harm. Curselings are valued as inquisitors, for their Tretchlets can taste lies in the air and have a knack for pulling secrets out of the most hardened prisoner.

FLAMER

Consisting of a conical body bursting with mouths, teeth, claws, and faces rendered in horrifying screams, the Flamers of Tzeentch are a truly bizarre sight. Propelled by shooting wyrdflame out of the toothy maws that serve as a foot, they fly through the air expelling multicoloured flame and cackling loudly. Flamers love nothing more than setting the world on fire and gladly besiege enemy encampments. Their flames form small simulacra of their victims' death throes and continue to dance, screaming and burning long after the Flamer has died.

GAUNT SUMMONER

Among the highest ranked of Tzeentch's followers are the multi-eyed, three-armed Gaunt Summoners. Only nine in number, they wield the power to call upon fellow disciples from the Realm of Chaos itself. When not taking to the battlefield or planning grand conspiracies, they love nothing more than abducting travellers and imprisoning them in their Silver Towers. These massive labyrinthian spires are filled with puzzles, traps, daemons, and twisted arcane machines, each designed to test the capabilities of any trapped within. More likely, of course, they die agonising deaths while the Gaunt Summoner watches. When in battle, the Gaunt Summoners fly in on their Discs of Tzeentch, conjuring daemons and blasting warfire across the field.

HERALD OF TZEENTCH

Screaming into battle, the Heralds of Tzeentch lead waves of Tzeentchian Horrors. They announce their presence with cacophonous laughter and multicoloured blasts of arcane fire. The Heralds are ambitious, clever tacticians, and are quickly able to change the tide of a battle. As Tzeentch is ever-changing, one type of Herald is not sufficient. There are three: the Changelaster, the Fateskimmer, and the Fluxmaster. Fluxmaster Heralds are blessed with unique Discs of Tzeentch, while the more common Changelasters fight alongside the Horrors they lead. The Fateskimmer Herald commands a powerful Chariot of Tzeentch, pulled by writhing and snapping Screamers, flying daemons that rend the flesh from their prey. Often a Herald will busy a larger enemy while directing their troops to overrun smaller foes.

MAGISTER

The greatest mortal mages in Tzeentch's cult, the Magisters are as wise as they are frightening. Gifted with avian features, horns, or multiple eyes and limbs by the Lord of Change, they revel in passing his mutagenic gifts onto others. The most ambitious Magisters are eventually transformed into daemons, welcomed with hundreds of flaming arms into Tzeentch's inner circle. Ambitious and eager to achieve daemonhood, Magisters have a tendency to delve too deeply into their magic, and pay the price.

Magisters are often found at the centre of Tzeentchian cults, weaving a complex web of deceptions and plots to further their lord's desires. Many within a cult of Tzeentch never meet a Magister, or even know they exist. When a Magister brings their arcane might to bear, it typically heralds the culmination of a grand conspiracy.

LORD OF CHANGE

The Lords of Change, arranged in nine orders of unknowable hierarchies, are Tzeentch's most trusted generals. Massive in size, they tower over the battlefield, barking orders from their beaks and surveying the area with their multitude of eyes. Their gargantuan wings create arcane whirlwinds when they take flight, much to the dismay of Kharadron pilots. More devastating than the Feathered Lords' physiques, however, is their sorcerous might. Able to corrupt realmgates and open rifts to the Realm of Chaos, they fill the Mortal Realms with devastation. Each lord is ever wary of the other, for they all compete for Tzeentch's favour. Were they to work together instead of constantly spying upon and undermining each other, they could be unstoppable. Tzeentch seems to encourage their fighting, however, which keeps each of them from overpowering the others.

The Lords of Change are Tzeentch's elite commanders on the battlefield and genius schemers behind larger plots. A Lord of Change might lay seemingly dormant for centuries, pulling on the strings of fate as they subtly force dozens of Arcanite Cults to do their bidding. Mortal lives are playthings to Tzeentch's greatest daemons, who might sever one of their puppet's strings just to see how it falls.

OGROID THAUMATURGE

A hulking, horned sorcerer with magical runes embedded in their very skin, Ogroid Thaumaturges are a fearsome sight to behold. While they are skilled mages, they are nevertheless feared by many of their fellow cultists due to their reclusive nature and tendency toward angry outbursts. Ogroid Thaumaturges are renowned for their ability to wield wyrdflame, creating shapes in the fires that reflect Tzeentch's chaotic majesty.

Ogroid Thaumaturges are venerated by Tzaangors who flock to them for their immense build, erudite speeches, and arcane might. Mortal cults who venerate wyrdflame, such as the Pyropane, revere the Thaumaturges as examples of Tzeentch's might. They are viewed as a useful, brutal tool by the Gaunt Summoners and approached with caution by mortal Magisters. For their own part, some Ogroid Thaumaturges are happy to work with the Gaunt Summoners, rampaging up and down their Silver Towers, while others head off on their own to lead cults. Peace is never an Ogroid Thaumaturge's companion for long, however, for they are most at home where they can display their magical and martial prowess.

BLUE SCRIBES

Medium Daemons (Disciples of Tzeentch), Chosen

 Average	 Good	 Average	
Armour	Toughness	Wounds	Mettle
0	10	5	1

Speed: Normal. Can fly at Normal Speed when mounted on its *Disc of Tzeentch*.

Initiative: 6

Natural Awareness: 3

Skills: Arcana (+2d6, +2), Channelling (+3d6, +1), Lore (+3d6, +3), Reflexes (+1d6), Theology (+1d6), Weapon Skill (+2d6)

TRAITS

Disc of Tzeentch: The Blue Scribes fly atop a Disc of Tzeentch, which functions as a mount. On its turn, the Blue Scribes can use an Action to direct the Disc of Tzeentch to Attack with its *Teeth and Horns*.

Frantic Scribbling: The Blue Scribes seek any unknown incantations that might be used against them. Once per turn when a spell is cast, the Blue Scribes can make a Mind (Arcana) Test as a Free Action. The DN of the Test is equal to the DN of the spell. If the Test succeeds, the Blue Scribes successfully add the spell to a scroll. From then on, they can choose to cast that spell using their *Scrolls of Sorcery* Trait instead of determining a spell randomly.

Scrolls of Sorcery: The Blue Scribes have stacks of scrolls containing perfectly scribed spells from across the realms. As an Action, the Blue Scribes can cast one random spell using one of these scrolls. The spell does not require a Channelling Test and is instead automatically cast with the exact number of successes required. A spell cast in this way can not be unbound.

Spellcaster: The Blue Scribes are spellcasters. They know all Common spells, *Boon of Tzeentch*, and 5 other spells from any lore. Additionally, the Blue Scribes can unbind spells per the *Unbind* Talent.

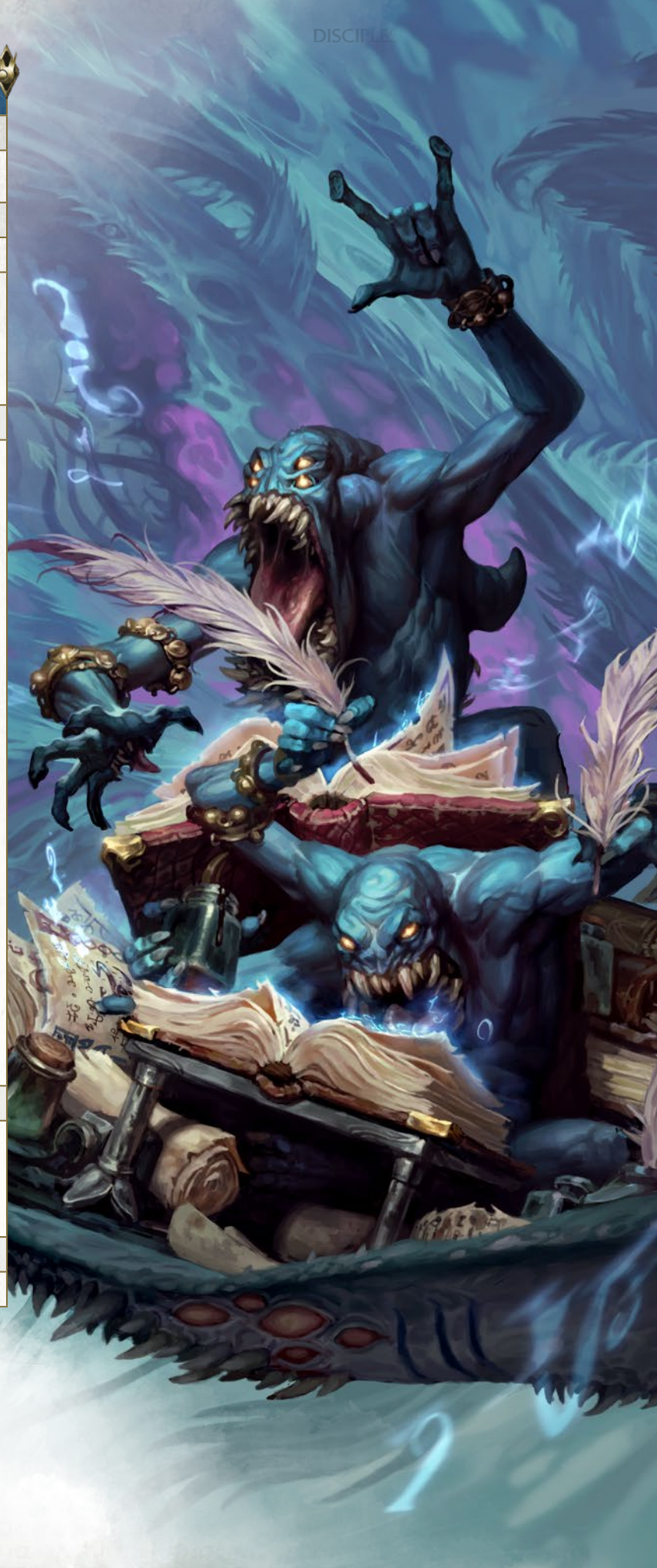
Boon of Tzeentch: DN 5:2. The Blue Scribes reach forth, tapping into an unseen hoard of arcane power. Until the start of the Blue Scribes' next turn, servants of Tzeentch in the Blue Scribes' Zone add +3d6 to all Channelling Tests. Each additional success extends the duration by 1 round.

ATTACKS

Sharpened Quill: Melee Attack (Average), 4d6, + S Damage. *Piercing, Subtle, Thrown (Short)*.

Teeth and Horns (Disc of Tzeentch): Melee Attack (Average), 4d6, 2 + S Damage. *Piercing*.

BODY	MIND	SOUL
2	6	2





EXALTED FLAMER

Exalted Flamers are more powerful than the average Flamer. They can project gouts of multicoloured, shifting wyrdflame that seems to have a mind of its own. The flames twist and writhe, forming hideous faces and ominous sigils as they consume all in their path. The Exalted Flamer is a Flamer with the following adjustments.

- * The Exalted Flamer is a Champion. It has 1 Mettle.
- * Replace its **Capricious Warpflame** attack with **Billowing Warpflame**.
- * **Billowing Warpflame:** Ranged Attack (Average), 5d6, 2 + S Damage, Medium Range. *Magical*. The target's Zone is filled with searing warpflame. The Zone becomes a Major Hazard, the Damage from this which ignores Armour. At the start of the next round, the warpflame leaves the Zone and moves to a randomly determined adjacent Zone.

FLAMER

Medium Daemon (Disciple of Tzeentch), Warrior

 Average	 Average	 Average	
Armour	Toughness	Wounds	Mettle
0	5	—	—

Speed: Normal, Fly (Normal)

Initiative: 2

Natural Awareness: 1

Skills: Ballistic Skill (+2d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Born of Warpflame: The Flamer is immune to Hazards and Damage from magical and non-magical heat and flames.

Guided by Billowing Flames: When Flamers gather together, they fill the area with multicolored flames. When two or more Flamers occupy the same Zone, the Zone becomes a *Major Hazard*.

Touched by Fire: When a Flamer is hit with a Melee Attack, their attacker suffers 2 Damage.

ATTACKS

Flaming Maw: Melee Attack (Average), 4d6, + S Damage. *Magical, Piercing*.

Capricious Warpflame: Ranged Attack (Average), 5d6, + S Damage, Medium Range. *Magical, Spread*.

BODY	MIND	SOUL
3	1	1

CURSELING

Medium Humanoid (Corrupted by Chaos), Champion

Good		Good		Average	
Armour	Toughness	Wounds	Mettle		
3	10	–	1		
Speed: Normal Initiative: 5 Natural Awareness: 3 Skills: Arcana (+2d6), Channelling (+2d6, +2), Guile (+1d6), Intimidation (+2d6), Intuition (+2d6, +2), Weapon Skill (+1d6)					
TRAITS					
Additional Limbs: The Curseling has three arms. It wields the Blazing Sword and Staff of Tzeentch simultaneously. The Curseling can attack with both weapons at once, splitting its dice pool as if it were dual wielding (<i>Soulbound</i> , page 148). Disrupter of the Arcane: When unbinding a spell, the Curseling doubles the dice gained from Training in Channelling (to +4d6). If the Curseling successfully unbinds					

a spell, they can immediately cast it as a Free Action using the same result as the unbinding. A spell cast in this way cannot be unbound.		
Spellcaster: The Curseling is a spellcaster. It knows the <i>Arcane Bolt</i> , <i>Arcane Wave</i> , <i>Mystic Shield</i> , and <i>Glean Magic</i> spells. Additionally, the Curseling can unbind spells per the <i>Unbind</i> Talent.		
<i>Glean Magic:</i> 5:2 The Curseling focuses their arcane energy to read the mind of one spellcaster within Medium Range. On a success, they learn one spell the target knows and may immediately cast it as a Free Action.		
ATTACKS		
Blazing Sword: Melee Attack (Good), 5d6, 1 + S Damage. <i>Rend, Slashing.</i>		
Staff of Tzeentch: Melee Attack (Good), 5d6, 1 + S Damage. <i>Crushing, Two-handed.</i>		
BODY	MIND	SOUL
4	5	1





LORDS OF THE SILVER TOWERS

The nine Gaunt Summoners are powerful wizards charged with furthering Tzeentch's impossibly intricate plans throughout the realms. Each summoner claims dominion over one of the nine Silver Towers – huge crystalline fortresses permeated with powerful change magic. These strange towers can appear anywhere in the Mortal Realms and leave only madness in their wake. The surrounding lands become twisted and warped, the pale light of Hysh fractures and becomes a maddening kaleidoscope of colour, and mortal minds fracture and break.

However, though the Gaunt Summoners are allies of Tzeentch, they now serve a new master – Archaon the Everchosen. Archaon, the mortal champion of the Dark Gods, sought out and claimed the true names of the nine Gaunt Summoners, binding them to his will. While Tzeentch seems content to allow this for now, the Gaunt Summoners chafe under the Everchosen's will. They conspire, scheme, and plot, waiting for the right moment to slip from within Archaon's iron grip.

GAUNT SUMMONER

Medium Daemon (Disciple of Tzeentch), Chosen

⚔ Average 🎯 Good 🛡 Average

Armour	Toughness	Wounds	Mettle
1	12	6	2

Speed: Normal. Can fly at Normal Speed when mounted on its *Disc of Tzeentch*.

Initiative: 7

Natural Awareness: 3

Skills: Arcana (+2d6), Awareness (+2d6), Channelling (+2d6, +2), Guile (+2d6), Intuition (+2d6), Lore (+2d6), Theology (+2d6)

TRAITS

Additional Limbs: The Gaunt Summoner has three arms. It wields its Changestaff and Warptongue Blade simultaneously. The Gaunt Summoner can attack with both weapons at once, splitting its dice pool as if it were dual wielding (*Soulbound*, page 148).

Book of Profane Secrets: The Gaunt Summoner whispers eldritch spells from its spellbook, summoning the forces of Chaos. The summoned creatures act according to the Gaunt Summoner's will. It can only summon one type of creature at a time. As an Action, the Gaunt Summoner summons a Swarm of 10 **Bloodletters**, **Brimstone Horrors**, **Daemonettes**, or **Plaguebearers** (see pages 316, 319, 323, and 325 respectively of *Soulbound*). If Doom is 5 or more, the Gaunt Summoner summons two Swarms. The Gaunt Summoner can only use this Action once per round.

Disc of Tzeentch: The Gaunt Summoner flies atop a Disc of Tzeentch, which functions as a mount. On its turn, the Gaunt Summoner can use an Action to direct the Disc of Tzeentch to Attack with its *Teeth and Horns*.

Spellcaster: The Gaunt Summoner is a spellcaster. It knows the *Aetheric Armor*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Infernal Flames* spells. Additionally, the Gaunt Summoner can unbind spells per the *Unbind* Talent.

Infernal Flames: DN 6:2. The Gaunt Summoner unleashes a rolling wave of wyrdfire. The Gaunt Summoner chooses a Zone within Medium Range. Each creature in the Zone suffers 1 Damage, which ignores Armour. This Damage increases by +1 per additional success.

ATTACKS

Changestaff: Melee Attack (Average), 3d6, 1 + S Damage. *Crushing, Two-handed*.

Warptongue Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Penetrating, Piercing*. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Incapacitated* until the start of the Gaunt Summoner's next turn.

Teeth and Horns (Disc of Tzeentch): Melee Attack (Average), 4d6, 2 + S Damage. *Piercing*.

BODY	MIND	SOUL
3	5	4

HERALD OF TZEENTCH

Large Daemon (Disciple of Tzeentch), Champion

 Good	 Good	 Good	
Armour	Toughness	Wounds	Mettle
0	9	—	1

Speed: Normal. Can Fly at Normal Speed when mounted on its Blazing Disc of Tzeentch.

Initiative: 6

Natural Awareness: 3

Skills: Awareness (+1d6), Ballistic Skill (+2d6), Channelling (+2d6), Might (+1d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Arcane Tome: When the Herald makes a Channelling Test, it can choose to reroll one of its dice.

Spellcaster: The Herald of Tzeentch is a spellcaster. It knows the *Arcane Blast*, *Arcane Bolt*, and *Mystic Shield* spells. Additionally, the Herald of Tzeentch can unbind spells per the *Unbind* Talent.

ATTACKS

Ritual Dagger: Melee Attack (Good), 5d6, + S Damage. *Piercing, Subtle.*

Staff of Change: Melee Attack (Good), 5d6, 1 + S Damage. *Crushing, Two-handed.*

Magical Flames: Ranged Attack (Good), 6d6, + S Damage, Medium Range. *Rend, Magical.*

BODY	MIND	SOUL
4	4	1

CHANGE, FATE, AND FLUX

Each type of Herald has a unique ability as part of their mutations. To create a specific Herald, add the following Traits to the **Herald of Tzeentch** stat-block:

Changecaster

Fortune and Fate: After achieving a total of 9 successes on Channelling Tests during a combat, the Changecaster can cast a spell as a Free Action.

Fateskimmer

Burning Chariot: The Fateskimmer rides on a Burning Chariot pulled by Screemers, which functions as a mount. It has a Fly Speed of Normal while mounted. On its turn, the Fateskimmer can use an Action to direct the Chariot to Attack with its Lamprey Bite.

Lamprey Bite: Melee Attack (Good), 4d6. 2 + S Damage. Piercing. If the target is Large or larger, the Chariot's Melee increases one step to Great.

Wake of Fire: The Fateskimmer causes destruction while flying through the air. Whenever it flies through a Zone, enemies in that Zone must succeed on a **DN 6:1 Body (Reflexes) Test** or suffer 3 Damage.

Fluxmaster

Blue Fire of Tzeentch: Whenever the Fluxmaster casts a spell that deals Damage, it deals +1 Damage as iridescent blue flame cascades over the target.

Disc of Tzeentch: The Fluxmaster flies atop a Disc of Tzeentch, which functions as a mount. It has a Fly Speed of Normal while mounted. On its turn, the Fluxmaster can use an Action to direct the Disc to Attack with its *Teeth and Horns* (Melee Attack (Average), 4d6. 2 + S Damage. Piercing).



MAGISTER

Medium Mortal (Corrupted by Chaos), Champion

Average

Good

Average

Armour

Toughness

Wounds

Mettle

2

9

–

1

Speed: Normal.

Initiative: 8

Natural Awareness: 3

Skills: Arcana (+2d6), Awareness (+2d6, +1), Channelling (+2d6, +2), Dexterity (+1d6), Guile (+3d6, +1), Intuition (+2d6), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Magic-touched:

The Magister is attuned to magical energy, but risks delving too deep into the source of its power. Once per turn when the Magister successfully casts a spell, it can immediately attempt to cast another spell as a Free Action. The Complexity of the second spell increases by 1. If the Magister fails to cast the second spell, it is transformed into a Tzeentchian Chaos Spawn (see page 119).

Spellcasting:

The Magister is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Arcane Wave*, *Mystic Shield*, and *Bolt of Change* spells. Additionally, the Magister can unbind spells per the *Unbind* Talent.

Bolt of Change:

DN 5:2. The Magister hurls a coruscating bolt of energy at their foe. One target within Long Range suffers 1 Damage. This Damage increases by +1 per additional success. If this spell would Mortally Wound a target, they are instead transformed into a Tzeentchian Chaos Spawn (see page 119) and become an NPC under the GM's control. If this happens to a player character, Doom increases by 1.

ATTACKS

Runestaff:

Melee Attack (Average), 4d6, 1 + S Damage. *Crushing, Two-handed.*

Warpsteel Sword:

Melee Attack (Average), 4d6, 1 + S Damage. *Slashing.* If this attack would Mortally Wound a target, they are instead transformed into a Tzeentchian Chaos Spawn (see page 119) and become an NPC under the GM's control. If this happens to a player character, Doom increases by 1.

BODY

MIND

SOUL

3

5

2



LORD OF CHANGE

Enormous Daemon (Disciples of Tzeentch), Chosen

Great	Extraordinary	Great	
Armour	Toughness	Wounds	Mettle
2	46	12	4

Speed: Fly (Fast). The Lord of Change has a Normal Speed on foot.

Initiative: 12

Natural Awareness: 6

Skills: Arcana (+3d6, +3), Awareness (+2d6), Ballistic Skill (+2d6, +1), Channelling (+3d6, +3), Determination (+1d6), Fortitude (+1d6), Guile (+3d6, +3), Intuition (+3d6, +3), Lore (+2d6, +2), Reflexes (+1d6), Weapon Skill (+1d6, +1)

TRAITS

Beacon of Sorcery: The area around the Lord of Change is saturated with raw magic. Allies in the Lord of Change's Zone add +4d6 to Channelling Tests.

Mastery of Magic: The Lord of Change embodies the grand designs of Tzeentch. As a Free Action, the Lord of Change can cast a number of spells equal to the current Doom.

Nigh Unkillable: The Lord of Change is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) x 2. This is included above.

Spell-thief: The Lord of Change steals the magic from a rival spellcaster. If the Lord of Change successfully unbinds a spell, it can immediately attempt to cast the same

spell as a Free Action. Alternatively, the Lord of Change can consume the spell to regain Toughness equal to the Difficulty plus the Complexity of the spell.

Spellcasting: The Lord of Change is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Infernal Gateway* spells. Additionally, the Lord of Change can unbind spells per the *Unbind* Talent.

Infernal Gateway: DN 5:4. The Lord of Change opens a portal to the Realm of Chaos, hurling enemies to their doom. Choose a Large or smaller creature within Long Range. They must make a **DN 4:S Body (Reflexes)** Test as a pink and blue vortex appears beneath them. On a failure, they are pulled into the Realm of Chaos and disappear until the start of the Lord of Change's next turn. Each additional success extends the duration by 1 round. At the end of the duration, the creature reappears in the spot where they disappeared and suffers 9 Damage.

ATTACKS

Beak and Talons: Melee Attack (Great), 7d6, + S Damage. *Magical, Piercing, Rend.*

Staff of Tzeentch: Melee Attack (Great), 7d6, 2 + S Damage. *Crushing, Magical, Two-handed.*

Rod of Sorcery: Ranged Attack (Extraordinary), 11d6, 1 + S Damage, *Long Range. Magical.*

BODY	MIND	SOUL
6	9	8



OGROID THAUMATURGE

Large Mortal (Corrupted by Chaos), Champion

 Superb	 Average	 Great	
Armour	Toughness	Wounds	Mettle
1 + Doom	26	–	1

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Arcana (+1d6), Awareness (+1d6), Channelling (+3d6, +1), Fortitude (+1d6), Guile (+1d6, +1), Intimidation (+2d6), Might (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Nigh Unkillable: The Ogroid Thaumaturge is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Brutal Rage: The Ogroid Thaumaturge thrives in the heat of battle. When it is below its maximum Toughness, its Melee increases one step.

Mighty Rampage: If the Ogroid Thaumaturge takes the Charge Action and uses its *Cloven Hooves*, it adds an additional 2d6 to its dice pool for the attack, for a total of +3d6. Additionally, any creature hit by the Ogroid's Charge is knocked *Prone*.

Spellcasting: The Ogroid Thaumaturge is a spellcaster. It knows the *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Choking Tendrils* spells. Additionally, the Ogroid can unbind spells per the *Unbind* Talent.

Choking Tendrils: 6:2. The Ogroid Thaumaturge unleashes lashes of arcane energy that strangle the life from its victims. The Ogroid Thaumaturge chooses a creature within Medium Range. The target must make a **DN 4:S Body (Might)** Test or be *Restrained* until the start of the Ogroid Thaumaturge's next turn. Each additional success extends the duration by 1 round. The Ogroid Thaumaturge recovers Toughness equal to the current Doom while a creature is *Restrained* by this spell.

ATTACKS

Cloven Hooves: Melee Attack (Superb), 10d6, +2 F, + S Damage. *Crushing*. When used as part of a Charge, this attack deals 1 + S Damage.

Great Horns: Melee Attack (Superb), 10d6, +2 F, 2 + S Damage. *Piercing, Rend*.

Thaumaturge Staff: Melee Attack (Superb), 10d6, +2 F, 1 + S Damage. *Cleave, Crushing, Two-handed*.

BODY	MIND	SOUL
8	3	2

HEDONITES OF SLAANESH

Pursuit of pleasure, pain, and excess fill the lives of the Hedonites of Slaanesh. Devoted to pursuing every feeling imaginable, they live incredibly intense and passionate lives. To a Slaanesh devotee, agony and ecstasy are sought simultaneously. They serve their god by continually seeking new levels of excess, quickly driving them beyond their former morality.

Slaanesh, the Dark Prince of Pleasure and Lord of Excess, has been almost entirely cut off from their followers. Long ago, the Aelven gods captured and imprisoned them using sixty-six magical chains woven from light and shadow magic. Slaanesh has yet to escape. However, through careful manipulation and planning, some of the sixty-six chains have been shattered and the Dark Prince has learned the methods to break many others. As each chain is broken, Slaanesh carefully replaces the bonds with illusory chains to disguise their progress. The Dark Prince's followers continue to indulge in ever-more excessive indulgences, eagerly awaiting their leader's return.

Devotees of beauty, the Hedonites strive to resemble their lost god as much as possible. They typically have pale skin and crab-like claws for providing precise bursts of acute pain. Those who encounter the Hedonites speak of the beauty and horror they inspire in equal measure. From the bestial Fiends to the musically bewitching Infernal Enrapturesses, each Hedonite has the ability to charm and/or terrify any who behold them.

Those pursuing beauty and perfection are particularly vulnerable to Slaanesh's captivating call. Artists, acrobats, and skilled crafters respond almost instantly to Slaanesh's clarion call, and quickly find themselves drawn into the pleasure palaces of the Hedonites. There, thinking of nothing but passion, they come to see personal relationships as nothing but tools to inflict emotional and physical pain upon upon others, and themselves.

USING THEM IN YOUR GAME

Wherever there is artistry, obsession, and drive, the Hedonites of Slaanesh are close behind. As the Hedonites create their own grisly art, they prey upon sensation,

they are drawn to those who inspire passion in others. In addition, they find that those engaging in artistic pursuits are most easily drawn into perfectionism, though this is not always the case. Slaanesh's minions may prey upon a factory manager obsessed with cleanliness and punctuality just as easily as they may a writer dedicated to preserving their own legacy — wherever there is excess and self-indulgence, the followers of Slaanesh are not far behind. Faced with Slaanesh's absence, the Hedonites have a wide variety of options open to them. While many remain loyal, converting mortals to their debauched revels, others may seek out another power to serve. A particularly ambitious Hedonite may seek to seize the empty throne for themselves, subjecting the rest of the followers, and eventually the realms, to their rule. There is, of course, the drive to wage war upon the Aelven gods, for they feel loss most profoundly. Where will they strike first? What havoc will Slaanesh wreak if they are successful?

RUMOURS

'It was like nothing I've ever seen. The settlers were all accounted for. But they were all out in the streets, starved, and frozen stiff in their finery. It's like they danced themselves to death.'

— Freeguild Sergeant Gwynhyffar Trueshot,
reporting on the Lost Colony of Aqshavon

'If you seek to root out corruption in the city, be sure to keep a wary eye on the artists. Nothing stinks worse than an unexpected rising star.'

'I saw her face once, only in shadow... yet still I see it clear as day every night. For years I have tried to capture her beauty, on the canvas, through song... but it's never quite right. Never perfect... Oh, what I would give to see her again.'

'If you're looking to cross blades with the Dark Prince's minions, you'd be wise to plug your ears, your nose... even your eyes themselves if possible.'

USING THEM IN COMBAT

The Hedonites of Slaanesh strike with dazzling swiftness due to their reliance on Steeds of Slaanesh, and the natural speed of Fiends. They serve as vanguards, poisoning their foes in the front lines. Further back, the Hedonites are adept at defeating spellcasters by unbinding their spells, healing from their arcane energy, and specifically targeting spellcasters. The Champions focus on any combatants with Channelling abilities, while their Warriors and Minions physically disable the rest, relying heavily on their betwitching perfumes, poisons, and ability to charm or stun their foes into submission. The Daemonettes may fight to the death — for they cannot truly die — being reborn in Slaanesh's dimension and thrilling in the agonising pain of rebirth. The Slaangor are also unlikely to flee combat, even when overwhelmed, for they only achieve gratification when in battle.

Slaaneshi faithful seek out combat, taking just as much joy in causing and receiving pain as they do in pleasure. Their main goals on the battlefield are not necessarily to win, but to make sure everyone experiences the fullest sensations possible. They are not partial to prolonged

sieges, preferring to get in close to their foes and feel a target's flesh upon their own. To a Hedonite of Slaanesh, the only failed battle is a boring one.

FIEND

With four scuttling limbs, the tail stinger of a scorpion, pincers of a crab, and the face of a nightmare, Fiends are a bizarre creation. Hunting in packs, they emit a musk that entices and immobilises their prey. When their victims are enraptured with dreams of pleasure, the Fiends rip them asunder. Any who encounters a Fiend — and lives to tell the tale — describes nightmarish visions of claws, blood, and an irresistible scent. Fiends communicate to one another in a shrill wail that can be heard across the realms. Years after a Fiend passes, their battlecry echoes on.

VICELEADER

Daemonettes who receive the Dark Prince's favour become the Heralds of Slaanesh, the most common of which is known as a Viceleader.

They serve as corrupted muses to mortals, bending them to a path of hedonism. Instead of inspiring great works of art or music, they twist a mortal's aspirations to violence, inhumanity, and cruelty. Preying on their victim's cruellest impulses, they urge them to indulge in narcissism, obsession, corruption, and self-destruction in order to achieve Slaanesh's eventual goal of corrupting all the realms, and remaking them in their own image. The Heralds pine for Slaanesh, knowing if the Dark Prince were truly gone, they would also cease to be.

INFERNAL ENRAPTURESS

To a daemon of Slaanesh, there is no greater pleasure than leading a mortal soul down the path of excess, and the Infernal Enraptureesses are virtuosos. Their songs reverberate over Slaanesh's domain, shifting from lilting sonatas to bombastic capriccios. They march ahead of Slaanesh's armies, appearing as muses to musicians in their dreams, showing them a perfect piece of music they may one day create if, of course, they work hard enough. Eventually, this mortal learns that to achieve perfection they must give their body to their muse, and become the Enraptureess' instrument of passion. The Enraptureess's lyre causes those who hear it to convulse wildly until their body fails, and prevents spellcasters from working intricate magic.

SERVING A LOST GOD

The Hedonites of Slaanesh are in a unique position as they serve a god who has disappeared. They are perhaps best equipped to continue their worship, however, as Slaanesh rewards obsession. While some casual believers are beginning to doubt the Dark Prince capable of returning, the devoted Heralds know that were their Lord to truly be destroyed, they would also cease to exist. They ardently believe the best way to prepare for the Lord of Excess' return is to cultivate their following. Daemonettes continue to infiltrate denizens of artists, poets, and dancers, preying on their deepest fears and darkest desires. Obsession and overwork are rewarded, perhaps with a Steed of Slaanesh, growing ever more bored in their pasture, or even transforming from mortal to daemon. To that end, the Hedonites sing songs, encourage depravity, and rip flesh asunder all in the name of sensation: pleasure, pain, and excess above all. Slaanesh must return, or all this is for nothing.

LORD OF PAIN

At the forefront of Slaanesh's mortal armies, the Lords of Pain stand out as paragons of degeneracy, travelling the realms in search of experiencing every depravity possible, though each eventually favours a particular vice as their grim passion. Armoured in barbed mail, they rip their own flesh while simultaneously tearing at their foes in an unending dance of blood and frustration. Swaths of sycophantic Painbringers follow Lords of Pain, aspiring to emulate their devotion to debauchery, and elevate themselves in the eyes of Slaanesh.

Having sampled countless vices and excesses, the Lords of Pain are inured to injury. They find the agony of death a keenly fascinating sensation, and they keep their foes alive, screaming for the end, for hours while observing closely and basking in their torment.

MYRMIDESH PAINBRINGER

An elite warrior cult, Myrmidesh Painbringers embody the pride of Slaanesh. Armoured in plate with helmets that entirely cover their faces, they view themselves as above the hordes of pleasure-seeking devotees that share their faith. To become a Painbringer, devotees undergo six martial trials ending in a devastating ritual where they imbibe six hallucinogenic potions and battle an ever-increasing number of foes.

Unlike their compatriots who hunger for sensation, Painbringers bide their time in battle, waiting for the perfect moment to strike. They pride themselves on efficiency and excellence, though the illusion is utterly shattered whenever they fail. Erupting into a rage, they violently lash out, incapable of moving on until the slight is repaid.

SHARDSPEAKER

Mortal sorcerers gifted shards of shattered magical mirrors, Shardspeakers reflect the terrifying depravity of the realms. Shardspeakers appear as if wreathed in mist, their bodies shrouded by perfumed daemons beckoning from the Dark Prince's glimmering Pleasure Palace.

Shardspeakers are particularly adept at drawing out hidden lusts or secret fears from even the staunchest hearts. Just by forcing a mortal to gaze into the shard, they freeze them in their tracks, have them confess their darkest desire, and then unravel their nervous system bit by bit. Combined with the power of the mirror, Shardspeakers can stop the deadliest foes in their tracks.

SLAANGOR FIENDBLOOD

Horned and clawed mutants dedicated wholly to slaughter, Slaangor Fiendbloods are Slaanesh's most bestial urges made manifest. With little regard for self-preservation, they charge headfirst into battle and fight to the death, no matter the odds. Slaangor live only for carnage, and when there is none to be found, they go about in a glassy-eyed stupor almost as if drugged.

The origin of the Slaangor is a dubious one, with every culture having a different tale. Similar in build to Gor, they are most likely their kin, yet tales abound of heroes tempted into imbibing the saliva or ichor of Slaanesh, and being thus transformed.

STEEDS OF SLAANESH

Faster than the wind, the Steed of Slaanesh is a powerful biped with a serpentine body propelled by long, muscular legs. Its scaly hide eternally shifts from soft blues to pastel purples to gentle ochres. These colourful daemonic mounts are a sign of Slaanesh's favour, for some of their greatest champions ride astride them. Daemonettes (*Soulbound*, page 323) known as Seekers of Slaanesh tame them while mortal Hellstriders are gifted Steeds they can never dismount. Any who wish to tame a Steed must intrigue them first, for they are always seeking new sensations, and live to taste ecstasies.

SYBARITES

The Sybarites are the Mortal followers of Slaanesh. Sybarite revellers race across the battlefield, their gleeful shrieks ringing through the air. Though the lowliest of Slaanesh's mortal Hedonites, they are nevertheless dedicated to the Lord of Excess and Prince of Pleasure's cause. The Blissbarb Archers make up the majority of Slaanesh's fighting force, while the mounted Slickblade Seekers serve as more advanced cavalry.

Always eager to prove themselves, Sybarites are constantly pushing their own potential for deadly excess and daring. Some of them, such as the Seekers of Slaanesh, have even taken to capturing and taming **Steeds of Slaanesh** as mounts. Using these powerful beasts' poison to coat their arrows, they entice, stupefy, and destroy their foes with rapacious delight.



CONTORTED EPITOME

A Contorted Epitome is one creature composed of three unique beings: a Mirror of Absorption and two Daemonettes. The Daemonettes are bound together, chosen for their ability to tolerate one another as much as their loyalty to Slaanesh, they grasp a Mirror of Absorption between them. The Mirror is a reservoir of Slaaneshi magic, designed to both absorb and cast spells. Preying on their enemy's narcissism, the Contorted Epitomes enthrall all who lay eyes on them. Those who gaze into the Mirror see their own fears and desires reflected, twisting them into the worst possible version of themselves. Most are stunned at the sight, and then quickly torn asunder by the Daemonettes.

The Mirror and the Daemonette attendants are carried on metallic tentacles that rend armour and grasp any who come too close. The Daemonettes Charm any who come near to look into the Mirror, all the better to rip their bodies into tiny pieces, and take pleasure in their screams of agony. The Mirror is difficult to destroy by magical means. It is far more vulnerable to a wooden club than the warfire of a Rat Ogor.



CONTORTED EPITOME

Large Daemon (Hedonites of Slaanesh), Champion

 Good	 Average	 Good	
Armour	Toughness	Wounds	Mettle
3	18	—	1 + Doom

Speed: Fast

Initiative: 7

Natural Awareness: 3

Skills: Athletics (+1d6), Channelling (+2d6, +2), Guile (+2d6), Intuition (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Horrible Fascination: Mortals see their hopes and fears reflected in the mirror. Any enemies within Short Range of the Contorted Epitome that can see it must succeed on a **DN 5:1 Soul (Determination)** Test. On a failure, the target is Incapacitated until the end of their next turn. If a target succeeds on this Test once, they become immune to this Trait until the end of combat.

Magic Resistance: The mirror's fiendish origin makes the Contorted Epitome resistant to magic. The Contorted Epitome doubles its dice pool for any Tests to resist the effects of a spell. Additionally, the Contorted Epitome's Armour is doubled for the purposes of calculating Damage from spells.

Resilient Menagerie: The Contorted Epitome's three creatures are difficult to kill. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Spellcasting: The Contorted Epitome is a spellcaster. It knows the *Arcane Bolt*, *Mystic Shield*, and *Overwhelming Acquiescence* spells. Additionally, the Contorted Epitome can unbind spells per the *Unbind* Talent.

Overwhelming Acquiescence: DN 5:3. A wave of euphoric energy washes over enemies. The Contorted Epitome chooses a number of enemies within Medium Range equal to 2 + the current Doom. The targets are Charmed until the start of the Contorted Epitome's next turn. Each additional success extends the duration by 1 round.

Swallow Energy: The Contorted Epitome steals intense magical energy. Once per turn, when the Contorted Epitome would suffer Damage from a spell, it instead heals that much Toughness, up to its maximum.

ATTACKS

Ravaging Claws: Melee Attack (Good), 6d6, 1 + S Damage. *Penetrating, Piercing.*

Coiling Tentacles: Melee Attack (Good), 6d6, 2 + S Damage. *Crushing, Piercing, Reach.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*. A *Restrained* creature can use an action to make a **Body (Might or Reflexes)** Test opposed by the Contorted Epitome's Body (Might) to escape.

BODY	MIND	SOUL
4	4	1



FIEND

Medium Daemon (Hedonites of Slaanesh), Warrior

 Great		 Poor		 Good	
Armour		Toughness		Wounds	
Mettle					
1		8		–	
Speed: Fast		Initiative: 4		Natural Awareness: 2	
Skills: Athletics (+1d6), Awareness (+1d6), Guile (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)					
TRAITS					
Disruptive Song: The Fiend's piercing shriek is devastating to any foe's concentration. Enemies that start their turn within Medium Range of the Fiend and can hear it must succeed on a DN 5:1 Soul (Determination) Test, or suffer a –1d6 penalty to their next Channelling Test.					

Soporific Musk: Fiends release a pervasive, oily musk that numbs the senses. When three or more Fiends are in the same Zone, the Melee, Accuracy, and Defence of non-Hedonites decreases one step.		
ATTACKS		
Deadly Pincers: Melee Attack (Great), 7d6, +1 F, 2 + S Damage. <i>Piercing, Penetrating.</i>		
Barbed Stinger: Melee Attack (Great), 7d6, +1 F, 1 + S, Damage. <i>Piercing, Reach.</i> A creature damaged by this weapon must make a DN 4:3 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.		
BODY	MIND	SOUL
5	2	1



VICELEADER

Medium Daemon (Hedonites of Slaanesh), Champion

Good

Average

Great

Armour	Toughness	Wounds	Mettle
2	9	–	1

Speed: Normal
Initiative: 8
Natural Awareness: 3
Skills: Awareness (+1d6), Channelling (+2d6, +1), Guile (+2d6), Intuition (+1d6), Reflexes (+3d6, +1), Weapon Skill (+2d6)

TRAITS

Lithe and Swift: The Viceleader does not reduce its Defence when it takes the Charge Action.

Spellcasting: The Viceleader is a spellcaster. It knows the *Arcane Bolt*, *Mystic Shield*, and *Acquiescence* spells.

Acquiescence: DN 5:1 The Herald casts a mist of desire over a foe. One non-Hedonite within Short Range must make a **DN 4:S Mind (Determination)** Test. On a failure, the target is *Charmed* until the start of the Herald's next turn. Each additional success extends the duration by 1 round.

ATTACKS

Ravaging Claws: Melee Attack (Good), 6d6, 1 + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
4	4	1

THE NUMBER OF SLAANESH

To Slaanesh, there is no aspect of numerical magic more alluring than six. Slaanesh's armies go to war in groups of this sacred number, his grand plans usually play out in six phases, and the Dark Prince's palace in the Realm of Chaos is surrounded by six concentric rings of excess, representing the six principal seductions by which he enthralls his devotees: Avidity, Gluttony, Carnality, Paramountcy, Vainglory, and Idolency. Slaanesh's mortal followers often augment their flesh with six-fold scars, or slice their tongues into six branching forks to better speak the sibilant Dark Tongue of their god. Many of his followers believe there are six hundred and sixty-six types of pleasure and pain.

LORD OF PAIN

Medium Mortal (Corrupted by Chaos), Chosen

Great	Poor	Good
-------	------	------

Armour	Toughness	Wounds	Mettle
2	10	5	2

Speed: Normal**Initiative:** 4**Natural Awareness:** 2**Skills:** Athletics (+1d6), Awareness (+1d6), Determination (+2d6, +2), Fortitude (+2d6, +2), Might (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Inured to Pain: The Lord of Pain finds ecstasy in suffering. If Doom is 3 or more, the Lord of Pain suffers 2 less Damage from Attacks.**Paragon of Depravity:** The presence of the Lord of Pain bolsters nearby Hedonites. Mortal allies that start their turn in the same Zone as the Lord of Pain deal +3 Damage on melee Attacks.**Share the Pain:** The Lord of Pain thrills in receiving pain, and granting it to others. Whenever the Lord of Pain takes Damage from a successful Attack, the attacking creature suffers half the damage taken by the Lord of Pain. If this kills the attacking creature, the Lord of Pain regains Toughness equal to the current Doom, up to its maximum.

ATTACKS

Soulpiercer Mace: Melee Attack (Great), 7d6, +1 F, 2 + S Damage. *Crushing, Piercing, Two-handed.*

BODY	MIND	SOUL
5	2	3





MYRMIDESH PAINBRINGER

Medium Mortal (Corrupted by Chaos), Warrior

☠

Good

☠

Poor

🛡

Average (Great with Painbringer Shield)

Armour	Toughness	Wounds	Mettle
3	6	–	–

Speed: Normal
Initiative: 4
Natural Awareness: 2
Skills: Athletics (+1d6), Awareness (+1d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Dance of the Wailing Blade: Myrmidesh Painbringers fight in a devastating dance both beautiful and deadly. If an attack from the Myrmidesh Painbringer's Wicked Scimitar would cause a creature to become Mortally Wounded, they are instead gutted and killed instantly.

Frenzy of Failure: Myrmidesh Painbringers cannot stand to lose. Once per round, if a Myrmidesh Painbringer misses with an Attack, it can immediately Attack the same target again as a Free Action. The Painbringer's Melee is decreased by one step for this Attack.

Painbringer Shield: Myrmidesh Painbringers wield their shields as extensions of their bodies. The Painbringer Shield increases Defence by two steps (included already) and cannot be disarmed, dropped, or removed unless the Myrmidesh Painbringer chooses to.

ATTACKS

Wicked Scimitar: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. *Slashing.*

BODY	MIND	SOUL
3	2	1



SHARDSPEAKER

Medium Mortal (Corrupted by Chaos), Chosen

Average	Good	Average
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Armour	Toughness	Wounds	Mettle
1	10	1	1

Speed: Normal**Initiative:** 6**Natural Awareness:** 3**Skills:** Arcana (+3d6), Channelling (+3d6, +1), Determination (+1d6), Intuition (+2d6), Guile (+2d6), Reflexes (+1d6), Stealth (+1d6)

TRAITS

Mist Lurkers: The Shardspeaker commands mist daemons through the veil of shadows. On its turn, the Shardspeaker can use an Action to direct the daemons to Attack with their *Shadow Claws*.

Spellcaster: The Shardspeaker is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Reflection Eternal* spells. Additionally, the Shardspeaker can unbind spells per the *Unbind* Talent.

Reflection Eternal: DN 6:1. The Shardspeaker distorts the vision of a foe. The Shardspeaker chooses one enemy they

can see within Medium Range. On a success, the target is Blinded until the end of their next turn. Each additional success increases the duration by 1 round.

Twisted Mirror: The Shardspeaker forces all who look at its mirror to face their inner self. As an action, the Shardspeaker chooses one enemy within Medium Range that can see it. The target must succeed on a **DN 5:3 Soul (Determination)** Test. On a failure, the target is *Incapacitated* until the end of their next turn.

ATTACKS

Haze Staff: Melee Attack (Average), 3d6, 1 + S Damage. *Crushing, Two-handed*.

Shadow Claws (Mist Daemons): Melee Attack (Average), 3d6, 1 + S Damage. *Magical, Penetrating, Slashing*. If the Shardspeaker has successfully cast a spell since the beginning of its last turn, it has Great Melee for this Attack and can add its Training in Channelling to the attack roll (+3d6).

BODY	MIND	SOUL
3	5	2



SLAANGOR FIENDBLOOD

Medium Mortal (Corrupted by Chaos), Warrior

 Great	 Average	 Great	
Armour	Toughness	Wounds	Mettle
1	8	–	–

Speed: Fast

Initiative: 6

Natural Awareness: 2

Skills: Awareness (+1d6), Might (+1d6), Reflexes (+2d6),
Weapon Skill (+2d6, +2)

TRAITS

Obsessive Violence: The fury of battle sends the Slaangor into a frenzied rage. If the Slaangor Fiendblood inflicts a Wound on a creature, it can immediately Attack the creature again as a Free Action.

Ready to Slaughter: The Slaangor Fiendblood adds its Training in Weapon Skill to its Initiative (included above).

Slaughter At Any Cost: If the Slaangor takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6.

ATTACKS

Razor Claws: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
4	4	5

SLAANGOR ORIGINS

There are many legends of how the Slaangor Fiendbloods came to be. The people of Ulgu whisper that one must perform six escalating rites of excess, culminating in supping the ichor from a Slaaneshi daemon-beast, in order to birth a Slaangor Fiendblood. The Woad Lords of Ghyran, on the other hand, claim that they are the result of the bloody slaughter enacted by the Slakefrays – Slaaneshi-worshipping Beasts of Chaos. The Woad Lords believe that the Fiendbloods rise fully formed from the writhing bodies piled around a herdstone.

The most common tale of the origins of the Slaangor Fiendbloods tells of an order of pure-hearted knights who were said to be incorruptible. One day, a stranger came to their keep seeking hospitality. In return, the

stranger offered a sup from his prized silver goblet. The knights could not resist, for they were celebrating a great victory, and agreed to the traveller's offer. Their hubris would be their undoing. Unbeknownst to them, the goblet contained a drop of Slaanesh's honeyed saliva and the daemoniac taint took root immediately. That night the knights were wracked with incomprehensible pain and the keep was filled with wails of agony. The next day, the knights awoke and looked in the mirror only to see a daemoniac horned head looking back at them, and twisted claws where their hands should be.

Regardless of their origin, the Slaangor Fiendbloods are avatars of Slaanesh's bestial urges and the embodiment of the primal lust that lurks in the hearts of mortals.

INFERNAL ENRAPTURESS

Medium Daemon (Hedonites of Slaanesh), Champion

 Average	 Good	 Good	
Armour	Toughness	Wounds	Mettle
1	10	—	2

Speed: Normal**Initiative:** 7**Natural Awareness:** 3**Skills:** Awareness (+1d6), Ballistic Skill (+2d6, +1), Channelling (+2d6), Dexterity (+1d6), Entertain (+2d6, +2) Guile (+2d6, +1), Intuition (+1d6), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Discordant Disruption: The blasting sound of the Infernal Enrapture's lyre makes channelling spells particularly exhausting. When a spell is cast within Medium Range, the Infernal Enrapture may immediately attempt to unbind it per the *Unbind* Talent. If successful, the caster takes 5 Damage, ignoring Armour.**Harmonic Alignment:** The music of the Infernal Enrapture boosts her compatriots' morale. Hedonites of Slaanesh that start their turn within Medium Range of the Infernal Enrapture increase their Melee one step.

ATTACKS

Ravaging Claws: Melee Attack (Average), 4d6, 1 + S Damage. *Penetrating, Piercing.***Cacophonous Melody:** Ranged Attack (Good), 5d6, +1 F, 2 + S Damage, Long Range. *Loud, Magical, Penetrating, Spread.* A creature that suffers Damage from this attack must make a **DN 4:2 Mind (Determination)** Test or be *Stunned* until the end of its next turn.

BODY	MIND	SOUL
1	2	2

STEED OF SLAANESH

Large Beast (Hedonites of Slaanesh), Warrior

 Average	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
1	6	—	—

Speed: Fast**Initiative:** 5**Natural Awareness:** 2**Skills:** Athletics (+1d6), Awareness (+1d6), Reflexes (+2d6), Survival (+2d6), Weapon Skill (+1d6)

TRAITS

Sensory Speed: The Steed of Slaanesh can sense desire in Mortals from over 100 miles away. They travel faster than sound to taste it. When the Steed of Slaanesh and its rider take the Charge Action, they can continue to move after making their attack, ending the Charge in an adjacent Zone. In addition, they have Focus (2) in Survival to track any target damaged by their Poisoned Tongue.

ATTACKS

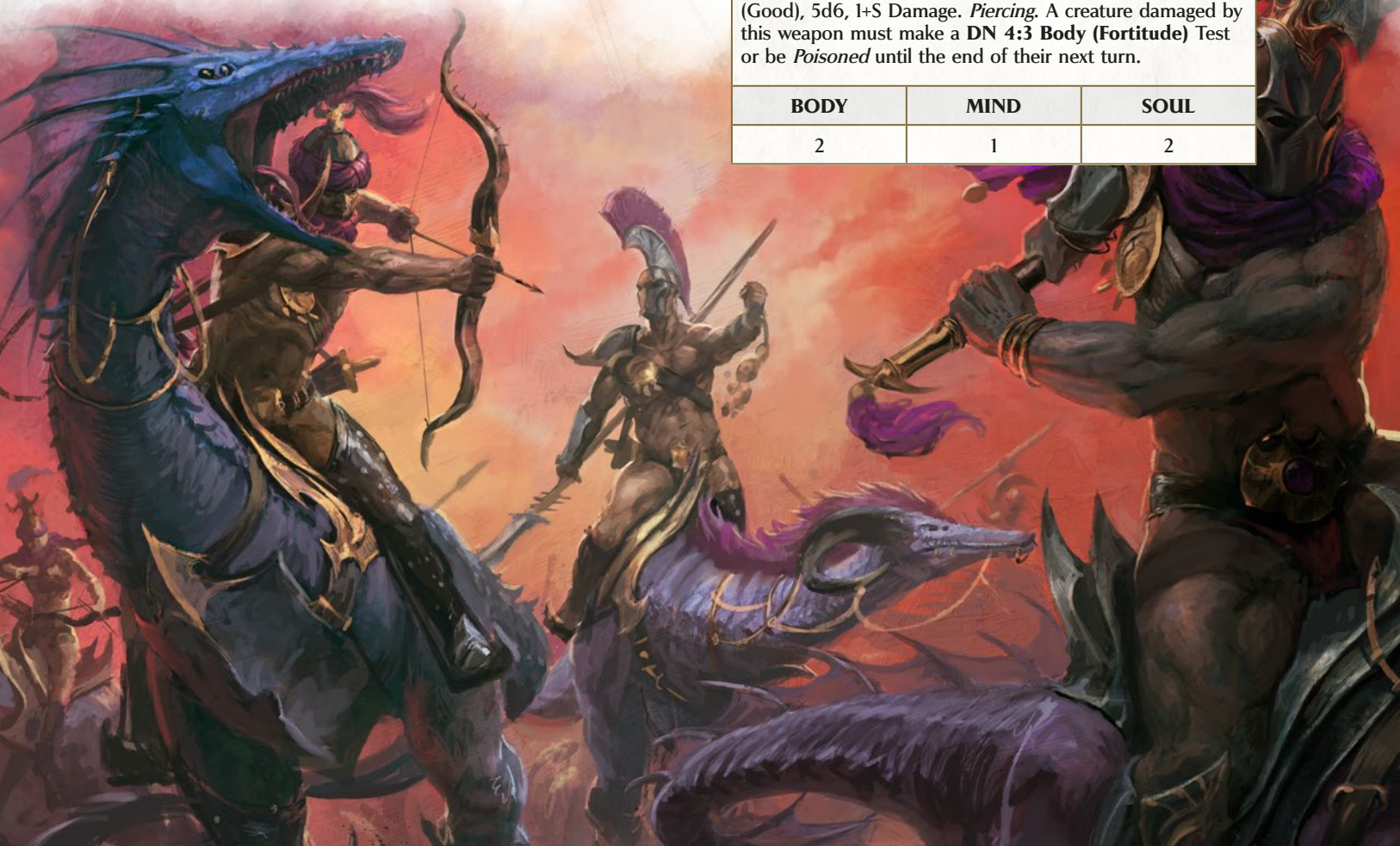
Poisoned Tongue: Melee Attack (Average), 4d6, 1 + S Damage. *Piercing.* A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
3	2	1



BLISSBARB ARCHERS			
<i>Medium Mortal (Corrupted by Chaos), Minion</i>			
Poor	Average	Average	
Armour	Toughness	Wounds	Mettle
1	1	–	–
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Athletics (+1d6), Awareness (+1d6), Ballistic Skill (+2d6), Reflexes (+1d6)			
TRAITS			
Light-footed Killers: Blissbarb Archers can deliver pinpoint shots even when cavorting across the battlefield. When the Blissbarb Archer takes the Run Action, it can attack with its Blissbarb Bow as a Free Action.			
ATTACKS			
Sybarite Blade: Melee Attack (Poor), 2d6, 1 + S Damage. <i>Slashing</i> .			
Blissbarb Bow: Ranged Attack (Average), 4d6, 1+S Damage, Long Range. <i>Piercing, Two-Handed</i> . A creature damaged by this weapon must make a DN 4:3 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.			
BODY	MIND	SOUL	
5	2	3	

SLICKBLADE SEEKERS			
<i>Medium Mortal (Corrupted by Chaos), Warrior</i>			
Average	Poor	Average	
Armour	Toughness	Wounds	Mettle
2	5	–	–
Speed: Normal, Fast when mounted on Steed of Slaanesh. Initiative: 3 Natural Awareness: 1 Skills: Athletics (+1d6), Awareness (+1d6), Beast Handling (+1d6), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Decapitating Strike: The Slickblade Glaives of Sybarites are gruesome weapons. If an attack from the Slickblade Glaive would cause a creature to become Mortally Wounded, they are decapitated instead and killed instantly.			
Steed of Slaanesh: Some Sybarites ride atop a Steed of Slaanesh, which functions as a mount. On its turn, the Sybarite can forego an Action to direct the Steed of Slaanesh to Attack with its Poisoned Tongue.			
Unrivalled Velocity: Sybarites are nimble whether mounted or on foot. They can Run and make an Attack Action in the same turn.			
ATTACKS			
Slickblade Glaive: Melee Attack (Average), 4d6, 1+S Damage. <i>Reach, Slashing, Two-Handed</i> .			
Poisoned Tongue (Steed of Slaanesh): Melee Attack (Good), 5d6, 1+S Damage. <i>Piercing</i> . A creature damaged by this weapon must make a DN 4:3 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.			
BODY	MIND	SOUL	
2	1	2	



MAGGOTKIN OF NURGLE

Everything rots. Blood-slicked champions, prodigal geniuses, paragons of beauty — all eventually become worm-feed. But from this cornucopia of decay, new life blossoms, and the Maggotkin of Nurgle love these vermin and phages with all their oozing hearts. Such creatures often go unappreciated by mortals, but the Maggotkin can rectify this simply by ensuring the host and their pox-ridden parasite get to know each other. When, inevitably, the victims of Nurgle's charity lose the will to resist, the Plague God opens their eyes to the beauty of wriggling larvae and swelling boils before he gives them new purpose in ushering in the undeniable.

In the Maggotkin's hands, growth and decay become indistinguishable from each other. Each phlegm-filled breath may sound like a dying person's last gasp, but perversely they only grow stronger as mites and poxes feed on their rotten bodies. The greatest Maggotkin count their victories not in battles won, but in diseases gathered and spread.

Every Maggotkin descends from Papa Nurgle, who holds no malice in his heart, except perhaps for his sibling deities. Instead, the Plague God views all beneath him with paternal affection, and even when he chastises those who reject his offerings, he does so out of twisted love. The Maggotkin embody his various moods, from indignant rage to chortling joy to self-pitying melancholy, and their power, like his, waxes and wanes in cycles. Each revolution brings the cosmos closer to their vision of paradise: a place where life grows from life ad infinitum, in increasingly putrid, dripping, squirming forms.

USING THEM IN YOUR GAME

The Garden of Nurgle teems with slimy, infectious daemons who reincarnate again and again to spread misery in the Mortal Realms. Nurgle's mortal followers, the Rotbringers, aspire to earn a place in this miasmal hell by spreading plagues and opening portals for the Plaguefather's nauseating menagerie. Many Rotbringers began with good intentions, studying disease to cure it or praying for strength when their bodies faltered, but Nurgle specialises in twisting people to fight for the inevitable rather than against it. Even Soulbound and their allies are not immune to his temptations.

Though most active in Ghyran, which he nearly drowned in filth during the Age of Chaos, Nurgle wields influence in every realm. He often allies with Clan Pestilens Skaven, but where short-sighted Skaven seek total ruination, Nurgle's children wish to maintain a constant, albeit corrupted, cycle of life.

Nurgle feeds on despair, and those who face him can never truly win, only delay losing. But there is something powerful and human about heroes acknowledging their inevitable failure, and then fighting for as long as they can anyway. Maggotkin can serve as foils for stories about hope and resilience, their supernatural durability opposed by the party's courage and resolve.

RUMOURS

'Sow the still-living meat with maggot frass and reaper-rot, then water it with pus. We shall make gardens of their bodies, and on the morrow taste the fruit they bear.'

'Two bloodshot eyes could mean anything — poor sleep, a lost love, too much time reading by candlelight. But if you see someone with one red eye? Run, and touch nothing on your way out.'

'I had a twin 'til I was seven months and seven days old. Then came the rider, on a nag more worms than flesh, who took her away. My parents weep for a daughter they think dead, and I permit them that kindness. They need not know what my sister has become.'

'Heed not the apothecary with their tinctures and salves! Faith alone shall shield us!'

— Devoted Brother Alinus, later known as Albilch the Poxherd

'Do not pray for water, lest Rotigus Rainfather hear. I promise you shall not welcome the deluge that follows.'

USING THEM IN COMBAT

Loathsome daemons and Rotbringers shamle forward at an unhurried pace, ignoring the arrows and magical bolts bouncing off their scabbed hides. Blades buried inside their guts hardly slow them down, and when the unlucky attacker pulls their weapon free, they become drenched in a fountain of ichor and acidic slime. Afterward, Nurgle's servants always let a few survivors escape, for these terrified vectors of plague and despair soften any strongholds in the Maggotkin's path before the Maggotkin even arrive.

The Maggotkin of Nurgle win battles of every scale through attrition, trusting their unnatural fortitude to prevail as their enemies choke, cough, and collapse around them. Battling Maggotkin is not a glorious contest of might so much as a grueling challenge where every attack and counterattack wears the party down a little more. To prevail, the heroes must capitalise on their ability to outmanoeuvre the slow Maggotkin and stay out of their reach, but even in victory the party must beware: the smallest wound can fester and rot if touched by Maggotkin weapons. While Soulbound and Stormcast Eternals can recover from the bulk of these diseases, only the gods themselves can resist Nurgle's most potent gifts.

SICKNESS AND DISEASE

Nurgle's preferred battlefield lies within his enemies, and his invasions can last months. Maggotkin rarely slaughter their enemies wholesale, but instead let the wounded survive with Nurgle's touch upon them. In time, the infected will claim more lives than the Maggotkin ever could in combat, and the most desperate might even join Nurgle's side. Most famous among his contagions is Nurgle's Rot, which transforms those it infects into cyclopean Plaguebearers, but billions more brew within his cauldron.

If a party member becomes infected by one of Nurgle's plagues, consider chipping away at their maximum Toughness, their maximum Wounds, or one of their Attributes as the sickness advances. The search for a cure could prompt further adventures as the party seeks lost panaceas, fonts of restorative magic, or divine favour. In the meantime, the afflicted must mind their proximity to others, for Nurgle always provides enough to share.

FECULENT GNARLMAW

When the blessed rot of Grandfather Nurgle reaches saturation and the soil itself succumbs to disease and plague, the seeds of Feculent Gnarlmaaws can bear their blighted fruit. Originating from the Garden of Nurgle itself, these towering carnivorous trees are spore-spewing and Nurgling-birthing gifts that perpetuate their daemoniac father's multitudinous blessings. It is whispered that the Gnarlmaaw's worm-like roots slither down through the very fabric of the realms themselves to writhe among those of their siblings in the Realm of Chaos, and that any mortal consumed by the trees is birthed upon the other side as an accursed Plaguebearer.

NURGLING

The diminutive children of Nurgle are rotund little daemons, swollen with weeping pus and sputtering gas that leaks through their sore-blighted skin. They giggle and cavort constantly, utterly blissful in their role as playful gift bringers. When they spot any tragic mortals lacking Nurgle's blessings, they rush towards them excitedly, to play nibble upon their flesh with their razor-sharp, filth-smeared teeth and horns. When slain, they pop like ripe boils, projecting their rotting insides with a gaseous burp in one final parting gift, accompanied by a shriek of joy as they further their beloved grandfather's work.

PLAGUE DRONE

All Maggotkin live by cycles, and when a Plaguebearer's standing waxes high, they may dip their Plaguesword seven times in a cauldron of filth, pick up a sack of stitched heads dripping with infectious slop, and become a Plague Drone. These flying knights go to battle astride Rot Flies, daemoniac beasts born when a slug-like Beast of Nurgle suffers one too many rejections and metamorphosises into a creature of hard chitin, buzzing wings, and burning spite. While most Maggotkin shamle leisurely along the warpaths, Plague Drones and Rot Flies zip through the skies in search of new victims to torment. Together, they pursue all who shamed their previous incarnations, a reminder that no disease stays in remission forever.

POXBRINGER

While Great Unclean Ones lead Nurgle's daemoniac Plague Legions, their concerns are as large as their mountainous bodies. The day-to-day command of the Tallybands falls to the Poxbringers, tall and bulky Plaguebearers crowned with rotting antlers. It takes more than physical strength to earn a Poxbringer's command — these mage-lieutenants wield unclean spells as easily as they do their broad Baleswords, chanting incantations that curdle their foe's

innards even as they hack through them. Once elevated from their lowly position as rank-and-file Plaguebearers, Poxbringers eagerly serve Nurgle and are among the easiest daemons for his cultists to summon into the Mortal Realms. Poxbringers despoil all that is good, and encourage their glum subordinates to take some pride in their work with the same solemn determination.

POX MAGGOTH

Pox Maggoths are irascible, gangle-limbed creatures with neither eyes nor ears, but long tongues which flicker out constantly, scenting the air. Multiple rings of teeth surround their leech-like maws, from which some Maggoths can belch gallons of corrosive bile, and translucent pustules line their bodies, trembling with Nurgle's accumulated gifts. Like all Maggotkin, they spread plague wherever they walk, though Maggoths seem to do it less out of joy than undiluted hatred toward all untainted things. Pox Maggoths are incredibly rare, with only three being known to exist. These terrifying creatures serve as mounts for the Maggoth Lords — Bloab Rotspawned, Orghotts Daemonspew, and Morbidex Twiceborn.

PUTRID BLIGHTKING

The other Chaos Gods may delight in their hordes of chaff, but Nurgle holds a higher standard for his favoured mortals. Putrid Blightkings come from all walks of life: many are soldiers, but others are scholars, bards, or apothecaries. Some compose poetry as they march, reflecting on past glories and laughing uproariously at each other's jests, while others exhibit Nurgle's darker moods and are constantly morose. But no one could look upon Nurgle's favoured champions and confuse them for anything noble, for these rancid hulks leak pus and bile with every step, ignoring the festering wounds from which their innards spill. The extraordinary resilience that characterises the Putrid Blightkings only strengthens as they accumulate rashes, lesions, and sores, and the more atrocities they commit to honour their god, the more obscene their lingering humanity becomes.

LORD OF PLAGUES

A Lord of Plagues is a powerful champion of Nurgle who sows rotting filth and sundered corpse-meat across the Mortal Realms. These grotesque warriors look out impassively from behind their executioner's mask, wielding a disease-infested blade as they cut a foul path through their foes. They spread disease and pestilence wherever they go — even the spray of their sickly blood infects those around them. A Lord of Plagues is typically belligerent and direct, leading the bloated hosts of the Plaguefather to where the fighting is thickest.

SLOPPITY BILEPIPER

When a Plaguebearer becomes infected with the Chortling Murrain, they abandon their dour demeanour and transform into capering entertainers, spreading literally infectious laughter wherever they go. Bilepipers are beloved by Nurglings, who find their antics hilarious, and find the sound of their pestilent Gutpipes intoxicating. Mortals who come into contact with a Bilepiper are not so lucky. The infectious Chortling Murrain causes its victims to laugh hysterically until their sides literally split, leaving them giggling in horror as their life draws to an end.

On the battlefield, Bilepipers are found near the force's commanders, dancing underfoot while they spew out wretched gurgling notes from their pipes. Once the enemy vanguard rots away and the walls crumble, the Bilepipers gleefully prance through city streets, spreading Nurgle's joy as the alleys flood with pus-filled blood. While a formidable daemon in their own right, Sloppity Bilepipers live to serve and entertain Nurgle's more bellicose children. While not as deadly with a Plaguesword or as resilient as other Maggotkin, the Bilepipers' siblings gladly fight and die for their beloved jesters.

Desperation lies beneath the Bilepiper's antics, though, for sooner or later the Chortling Murrain that infects them will run its course. Their fevered tomfoolery loses its edge, and japes that once made Great Unclean Ones boom with laughter now elicit only unamused silence. When this happens, the same sentence befalls every Sloppity Bilepiper — their heads get lopped off and affixed to a marroter, and their insides become repurposed for a fresh set of Gutpipes. These tools of the trade pass on to the next grinning jester to fall victim to the Chortling Murrain, who sings and dances as if to forget their looming fate.

SPOILPOX SCRIVENER

Spoilpox Scriveners begin every day by finding a high vantage point, clearing their oversized proboscises, and then unfurling a stained parchment covered in indecipherable shorthand. They glare at every Plaguebearer who shambles past, the scratching of their quills — which shimmer weirdly, made as they are from the plucked tailfeathers of Lords of Change — interrupted only by the occasional snuffle or barked recrimination. It is the Scrivener's duty to ensure the Plaguebearers stay on task and keep an accurate tally, and any who stumble have their name taken down in the Scrivener's exacting list of ne'er do wells. Their prodigious allergies to reality itself only worsen their tempers, and many a Spoilpox Scrivener has been known to bite someone's head off rather than deal further with their ineptitude.

BEAST OF NURGLE

Combine the worst aspects of a slug, a leech, a rotting corpse, and a walrus, and you might begin to understand the horror that is a Beast of Nurgle. These bounding monstrosities share their grandfather's joy and generosity, leaving acidic splotches in their wake as they range in search of friends. Utterly unaware of their own strength, they pulverise bones when they land on mortals and rip limbs to pieces in their eagerness to wrestle, but they are equally oblivious to their playmate's well-being and don't stop until long after they reduce their new friend to a slowly dissolving ragdoll.

Like all daemons, Beasts of Nurgle reflect their creators in miniature. Beasts of Nurgle in particular represent the Plague God's ebullient mirth, although they are just as capable of the morose, bitter mood swings that befall Nurgle when mortals reject his gifts. Defeated Beasts wallow in the Plague God's garden, little more than shreds of daemonic essence filled with misery and self-pity, until eventually an enervating wave of regrowth passes over them, and they swell once more into their chortling, joyous forms. How they recorporealise varies between individuals, but each daemon's method is equally disgusting.



BEAST OF NURGLE			
Large Daemon (Maggotkin of Nurgle), Warrior			
Good	Poor	Average	
Armour	Toughness	Wounds	Mettle
0	14	–	–
Speed: Fast Initiative: 2 Natural Awareness: 1 Skills: Athletics (+1d6, +1), Awareness (+1d6), Fortitude (+2d6), Might (+2d6), Weapon Skill (+1d6)			
TRAITS			
Acidic Slime Trail: The Beast of Nurgle exudes a corrosive slime as it bounds across the battlefield. Any Zone the Beast of Nurgle enters becomes a <i>Major Hazard</i> for any non-Maggotkin until the end of combat.			
Grandfather's Blessing: The Beast of Nurgle is immune to being Poisoned and any other effects associated with sickness and disease.			
Nigh Unkillable: The Beast of Nurgle is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.			
ATTACKS			
Claws and Tentacles: Melee Attack (Good), 5d6, + S Damage. <i>Slashing.</i> A creature damaged by this weapon must make a DN 4:3 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.			
Slobbering Tongue: Melee Attack (Good), 5d6, 1 + S Damage. <i>Reach, Restraining.</i> A creature damaged by this weapon must make a DN 4:3 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn.			
BODY	MIND	SOUL	
4	1	2	

NURGLING

Tiny Daemon (Maggotkin of Nurgle), Minion

 Poor	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
0	1	—	—

Speed: Normal**Initiative:** 4**Natural Awareness:** 1**Skills:** Awareness (+1d6), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+1d6)

TRAITS

Disease-ridden Demise: When a Nurgling dies, it erupts in a spray of thick mucus and noxious spores. Each creature in Close Range suffers 1 Damage, which ignores Armour, and must make a **DN 4:1 Body (Fortitude)** Test or become *Poisoned* until they complete a Rest.

Grandfather's Blessing: The Nurgling is immune to being Poisoned and any other effects associated with sickness and disease.

Swarm: If three or more Nurglings occupy the same Zone they become a Swarm. The Nurgling Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Nurgling in the Swarm. The Swarm suffers double Damage from effects that target a Zone. When a Nurgling Swarm is damaged, each creature in Close Range suffers the effects of its Disease-ridden Demise Trait. However, both the Damage suffered and the Complexity of the Test increase by 1 per Nurgling slain from a single source of Damage.

ATTACKS

Tiny Razor-sharp Teeth: Melee Attack (Average), 2d6, 1 + S Damage. *Slashing.* A creature damaged by this weapon must make a **DN 4:1 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
1	1	1

FECULENT GNARLMAW

Enormous Daemon (Maggotkin of Nurgle), Champion

 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
3	18	—	2

Speed: None**Initiative:** 1**Natural Awareness:** 1**Skills:** Might (+2d6), Weapon Skill (+2d6)

TRAITS

Garden of Nurgle: The Feculent Gnarlmau fills the area with noxious fumes and poisonous spores. Creatures who enter or start their turn in the same Zone as the Feculent Gnarlmau must make a **DN 4:2 Body (Fortitude)** Test or become *Poisoned* until the end of their next turn.

Grandfather's Blessing: The Feculent Gnarlmau is immune to being Poisoned and any other effects associated with sickness and disease.

Nigh Unkillable: The Feculent Gnarlmau is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Nurgling Eruption: Nurglings erupt from the boils and growths on the Feculent Gnarlmau's body. As an Action, the Feculent Gnarlmau disgorges 1d6 Nurglings per Doom.

Planted: The Feculent Gnarlmau is rooted into the ground. It cannot move of its own volition and cannot be forced to move by other effects. The Feculent Gnarlmau cannot be knocked *Prone*.

ATTACKS

Bark Bite: Melee Attack (Good), 6d6, 2 + S Damage. *Piercing.* A creature damaged by this attack must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Feculent Roots: Melee Attack (Good), 6d6, 1 + S Damage. *Crushing, Reach.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the roots wrap around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Feculent Gnarlmau's **Body (Might)** to escape.

BODY	MIND	SOUL
4	1	4



ROT FLY

Large Daemon (Maggotkin of Nurgle), Warrior

Great Poor Great

Armour Toughness Wounds Mettle

1 8 + Doom - -

Speed: Slow, Fly (Normal)

Initiative: 2

Natural Awareness: 1

Skills: Awareness (+1d6), Fortitude (+3d6), Weapon Skill (+2d6)

TRAITS

Grandfather's Blessing: The Rot Fly is immune to being *Poisoned* and any other effects associated with sickness and disease.

Disgusting Resilience: The Rot Fly is disgustingly resilient. It gains a bonus to its Toughness equal to the current Doom.

ATTACKS

Venomous Sting: Melee Attack (Great), 8d6, 2 + S Damage. Piercing, Rend. A creature damaged by this weapon must make a **DN 4:3 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY MIND SOUL

6 1 1

PLAGUE DRONE

Medium Daemon (Maggotkin of Nurgle), Champion

Good Average Good

Armour Toughness Wounds Mettle

1 8 + Doom - 1

Speed: Normal. Can fly at Normal Speed when mounted on its Rot Fly.

Initiative: 4

Natural Awareness: 1

Skills: Awareness (+1d6), Ballistics Skill (+2d6), Beast Handling (+2d6), Fortitude (+2d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Cloud of Flies: The Plague Drone is surrounded by a swarm of bloated flies. Its Defence is one step higher when it is targeted by a ranged attack.

Grandfather's Blessing: The Plague Drone is immune to being *Poisoned* and any other effects associated with sickness and disease.

Disgusting Resilience: The Plague Drone is disgustingly resilient. It gains a bonus to its Toughness equal to the current Doom.

Rot Fly: The Plague Drone sits astride a Rot Fly, which functions as a mount. On its turn, the Plague Drone can forego an Action to direct the Rot Fly to Attack with its *Venomous Sting*.

ATTACKS

Death's Head: Ranged Attack (Average), 6d6, + S Damage, Medium Range. *Close, Spread*. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Plaguesword: Melee Attack (Good), 6d6, +1 F1 + S Damage. *Slashing*. A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Venomous Sting (Rot Fly): Melee Attack (Great), 8d6, 2 + S Damage. *Piercing, Rend*. A creature damaged by this weapon must make a **DN 4:3 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY MIND SOUL

4 2 2



POXBRINGER

Medium Daemon (Maggotkin of Nurgle), Champion

 Good	 Average	 Good	
Armour	Toughness	Wounds	Mettle
2	10	—	2

Speed: Normal**Initiative:** 6**Natural Awareness:** 3

Skills: Awareness (+2d6), Channelling (+2d6), Determination (+1d6), Devotion (+1d6), Fortitude (+3d6), Guile (+2d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Cloud of Flies: The Poxbringer is surrounded by a swarm of bloated flies. Its Defence is one step higher when it is targeted by a ranged attack.

In Death There is Life: Stolen vitality, like dripping strands of mucus, oozes from the fallen and into the Poxbringer's hands. Whenever a creature dies within Short Range, the Poxbringer can restore X Toughness to any Maggotkin of Nurgle in Short Range, where X is equal to the current Doom.

Grandfather's Blessing: The Poxbringer is immune to being *Poisoned* and any other effects associated with sickness and disease.

Spellcasting: The Poxbringer is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Eruptive Infestation*, and *Mystic Shield* spells. Additionally, the Poxbringer can unbind spells per the *Unbind* Talent.

Eruptive Infestation: DN 6:1. The Poxbringer chooses a target within Short Range and bids insects burst out of their intestines. The target suffers 1 Damage which ignores Armour. Each additional success increases the Damage by 1. If this Damage would cause a creature to become Mortally Wounded, they explode in a shower of filth and die instantly, dealing Damage equal to their Body to each non-Maggotkin in their Zone.

ATTACKS

Balesword: Melee Attack (Good), 6d6, +2 F, 2 + S Damage. *Slashing*. A creature damaged by this weapon must make a DN 4:3 **Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
4	3	3

PUTRID BLIGHTKING

Medium Mortal (Corrupted by Chaos), Champion

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
3	8 + Doom	—	1

Speed: Slow**Initiative:** 2**Natural Awareness:** 1

Skills: Determination (+2d6), Entertain (+1d6), Fortitude (+3d6, +1), Lore (+1d6), Might (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Grandfather's Blessing: The Putrid Blightking is immune to being *Poisoned* and any other effects associated with sickness and disease.

Disgusting Resilience: The Putrid Blightking is disgustingly resilient. It gains a bonus to its Toughness equal to the current Doom.

Virulent Discharge: When the Putrid Blightking suffers Damage, each creature in Close Range suffers 3 Damage. Maggotkin of Nurgle within Close Range, excluding the Putrid Blightking who suffered Damage, instead heal 3 Toughness.

Well-Protected: The Putrid Blightking's rotting flesh raises its Defence by one step (already included).

ATTACKS

Blighted Weapon: Melee Attack (Good), 6d6, +1 F, 1 + S Damage. *Cleave, Crushing*. A creature damaged by this weapon must make a DN 4:3 **Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
4	2	2



LORDS OF NURGLE

A number of other Lords of Nurgle exist. Use the **Lord of Plagues** stat-block, but remove the *Rotten Corpse Mulch* and *Grandfather's Gift* Traits and make the following adjustments.

A **Lord of Afflictions** is mounted on a **Rot Fly** and has the following Traits:

Incubatch: A corpse incubating Nurgle's most virulent diseases dangles from the Rot Fly. The Lord of Affliction's Zone, and all Zones beneath it, are *Major Hazards* which ignore Armour.

Rotten Regeneration: At the start of its turn, the Lord of Afflictions heals 3 Toughness, up to its maximum.

A **Lord of Blights** has a *Vermid Shield*, raising its Defence to Superb, and has the following Trait:

Munificent Bounty: As an Action, the Lord of Blights can throw a *Death's Head* into a Zone within Medium Range. Each target in that Zone must make a **DN 4:3 Body (Fortitude or Reflexes)** Test. On a failure, the target takes 5 Damage and becomes *Poisoned* until the end of its next turn.

LORD OF PLAGUES

Medium Mortal (Corrupted by Chaos), Chosen

 Superb	 Poor	 Great	
Armour	Toughness	Wounds	Mettle
3	12 + Doom	6	2

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+2d6), Determination (+3d6), Fortitude (+3d6, +1), Might (+3d6), Weapon Skill (+3d6, +2)

TRAITS

Grandfather's Blessing: The Lord of Plagues is immune to being *Poisoned* and any other effects associated with sickness and disease.

Grandfather's Gift: The Lord of Plagues can grant the gifts of Nurgle to any its gaze falls upon. As an Action, the Lord of Plagues can choose a creature within Long Range. The target must make a **DN 4:3 Body (Fortitude)** Test. On a failure, the target suffers 4 Damage, which ignores Armour, and is *Poisoned* until they Rest.

Disgusting Resilience: The Lord of Plagues is disgustingly resilient. It gains a bonus to its Toughness equal to the current Doom.

Rotten Corpse Mulch: The Lord of Plagues leaves behind rotting corpses to fertilise the ground for Nurgle's fecund bounty. When the Lord of Plagues kills a creature with its Plague-ridden Great Blade, its Zone gains the *Difficult Terrain* Trait and becomes a *Minor Hazard* which ignores Armour. Subsequent kills in the same Zone turn it into a *Major Hazard*, then a *Deadly Hazard*.

Virulent Discharge: When the Lord of Plagues suffers Damage, each creature in Close Range suffers 5 Damage. Maggotkin of Nurgle within Close Range, excluding the Lord of Plagues who suffered Damage, instead heal 5 Toughness.

Well-Protected: The Lord of Plague's rotting flesh raises its Defence by one step (already included).

ATTACKS

Plague-ridden Great Blade: Melee Attack (Good), 9d6, +2 F, 2 + S Damage. *Cleave, Slashing.* A creature damaged by this weapon must make a **DN 4:3 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
6	2	4



POX MAGGOTH

Large Beast (Corrupted by Chaos), Champion

 Superb	 Average	 Superb	
Armour	Toughness	Wounds	Mettle
1 + Doom	20	-	1

Speed: Normal
Initiative: 6
Natural Awareness: 2
Skills: Awareness (+3d6), Ballistic Skill (+2d6), Determination (+1d6), Fortitude (+3d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Blind, Dumb, and Angry: The Pox Maggoth, which lacks eyes and tracks prey with its keen sense of smell, is the definition of obdurate. It is immune to being *Blinded*, *Charmed*, *Deafened*, or *Frightened*.

Grandfather's Blessing: The Pox Maggoth is immune to being *Poisoned* and any other effects associated with sickness and disease.

Infectious Belligerence: A Pox Maggoth takes no rider unless Nurgle himself commands it, and its attitude spreads to even the most loyal companions. Beasts in the Pox

Maggoth's Zone disobey all orders unless their handlers succeed on a **DN 6:1 Soul (Beast Handling)** Test.

Nigh Unkillable: The Pox Maggoth is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

ATTACKS

Disgusting Bile: Ranged Attack (Average), 9d6, Doom + S Damage, Medium Range. *Spread.* A creature damaged by this weapon must make a **DN 4:3 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Monstrous Claws: Melee Attack (Superb), 9d6, 1 + S Damage. *Rend, Slashing.* A creature damaged by this weapon must make a **DN 4:3 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Slavering Tongue: Melee Attack (Superb), 9d6, + S Damage. *Reach, Restraining.* A Medium or smaller creature that suffers Damage from this attack is *Restrained*, as the slime-coated tongue wraps around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Pox Maggoth's Body (Might) to escape.

BODY	MIND	SOUL
7	1	2





SLOPPITY BILEPIPER

Medium Daemon (Maggotkin of Nurgle), Champion

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
2	8	—	2

Speed: Normal

Initiative: 6

Natural Awareness: 2

Skills: Awareness (+2d6), Entertain (+3d6, +1), Fortitude (+3d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Cloud of Flies: The Sloppity Bilepiper is surrounded by a swarm of bloated flies. Its Defence is one step higher when it is targeted by a ranged attack.

Chortling Murrain: The Sloppity Bilepiper constantly prances about with infectious mirth. Any non-Maggotkin creature that starts its turn in the same Zone as the Sloppity Bilepiper must make a **DN 4:3 Soul (Fortitude)** Test. On a success, the creature is unaffected. On a failure, the creature is *Stunned* and *Prone* until the beginning of their next turn. If they fail the Test again, they remain *Stunned* and *Prone*, and suffer a Minor Wound as their sides begin to split. This continues every consecutive round a creature fails the Test. If this effect causes a creature to become Mortally Wounded, they instead die immediately as their sides rupture and explode from laughter.

Grandfather's Blessing: The Sloppity Bilepiper is immune to being Poisoned and any other effects associated with sickness and disease.

Jolly Gutpipes: All Maggotkin of Nurgle that start their turn in the same Zone as the Sloppity Bilepiper increase their Melee and Accuracy one step.

ATTACKS

Marroter: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. *Crushing*.

BODY	MIND	SOUL
3	2	3

SPOILPOX SCRIVENER

Medium Daemon (Maggotkin of Nurgle), Champion

 Good	 Good	 Good	
Armour	Toughness	Wounds	Mettle
2	8 + Doom	—	1

Speed: Normal

Initiative: 8

Natural Awareness: 3

Skills: Awareness (+3d6, +1), Ballistic Skill (+2d6), Fortitude (+3d6), Intimidation (+3d6, +1), Lore (+2d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Cloud of Flies: The Spoilpox Scrivener is surrounded by a swarm of bloated flies. Its Defence is one step higher when it is targeted by a ranged attack.

Disgustingly Resilient: The Spoilpox Scrivener is disgustingly resilient. It gains a bonus to its Toughness equal to the current Doom.

Grandfather's Blessing: The Spoilpox Scrivener is immune to being Poisoned and any other effects associated with sickness and disease.

Keep Counting, I'm Watching You: As an Action, the Spoilpox Scrivener can berate a Plaguebearer or a Swarm of Plaguebearers it can see within Long Range. Until the end of its next turn, the Spoilpox Scrivener's target gains +3d6 on all Tests.

ATTACKS

Disgusting Sneeze: Ranged Attack (Good), 5d6, + S Damage, Short Range. *Close, Loud, Spread*. A creature damaged by this weapon must make a **DN 4:3 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn.

Distended Maw: Melee Attack (Good), 5d6, 1 + S Damage. *Crushing, Reach*.

BODY	MIND	SOUL
3	3	2



SKAVEN

The Mortal Realms are infested.

When the World-That-Was fell and countless souls perished in the void, the Great Horned Rat, shrieking deity of the Skaven hordes, scooped up their chosen children in mangy arms and fled the crumbling world. For unknown centuries, they gleefully spread their verminous offspring among the newly birthed Mortal Realms, scattering pockets of mangy rat-men in every subterranean haven and shadowed crevasse they could find.

These festering pits of writhing, shrieking Skaven carried with them every ounce of spite and malice that they had nurtured in the World-That-Was, and with their instinctual need for power and desperate self-preservation, they thrived in the spaces where none dared to tread.

Now, the Skaven are everywhere. Their cities lie hidden in pockets of reality gnawed and scraped into existence by countless generations of furious Skaven. They tunnel through the firmament using sorcerous Gnawholes of all sizes, to allow them access to any realm. Many scholars say that the only reason the Skaven have not overrun the entirety of the Mortal Realms is their own competitiveness and self-destructive tendencies. They hate other Skaven just as much as any 'man-things' that cross their paths, and their desperate need to attain power over their rivals at any cost means their magics and technologies are notoriously unstable and prone to backfire catastrophically, cutting short the plans of many ambitious Skaven leaders.

But the terrible truth of the Skaven is that there are always more. For every Skaven whose diabolical plan is foiled through conflict or self-destructive ineptitude, there are thousands more behind them. Each one clambering and clawing at their chance to be the one Skaven who reaches the top of the pile and attains ultimate power.

USING THEM IN YOUR GAME

Every Skaven has an instinctual hatred of every other creature they encounter — even other Skaven — and a burning desire to attain power at any cost. This, combined with the Species' terribly versatile Clans structure, makes them a faction capable of filling countless antagonistic roles in your games.

Small groups of Skaven splinter clans often infiltrate cities or range far through the realms, with their desperate leaders driven by whatever mad grab for power they believe is within their claws. Stealthy Eshin assassins may seek to destabilise entire city-states by assassinating key individuals. Rotting blots of Pestilens Plague Monks might corrupt a city's food or water supply in a desperate bid for the blessings of the Great Corruptor. Diabolical Skryre Warlock Engineers often seek out technological and sorcerous relics to develop their newest twisted creations. While Clans Moulder are always seeking fresh flesh of all kinds to stitch together for their most recent horrifying monsters.

And when the Skaven march to war, they do so in a horizon-blotting mass of mangy fur and fury-driven teeth known as a war-swarm. Led by ruthless Skaven who have scraped their way to the top of the Skaven hierarchy or even the towering daemonic forms of the great Verminlords themselves, these armies of Skaven can rip through an entire city in a wave of gnashing teeth and scything claws, leaving nothing behind but stinking filth and gnawed bones.

RUMOURS

'Skaven? No such thing. Just a bunch of old wives' tales to scare the kids into eating their supper.'

— Anthoine Dole, Hammerhal Dockworker

'Ensure your mind is as keen as your blades, sister. We are not the only monsters that stalk the shadows beneath the cities of men.'

— Vasi Duskmore, Khainite Shadowstalker

'My mother used to tell us that if you cried too much at night, they ratmen would think you're one of their females, sneak into your house, and steal you away. Course it was all nonsense — scared me something rotten at the time though.'

— Ewald Reubke, Cartwright

'I heard that the Skaven were normal men once, those who ate a few too many rodents during the Age of Chaos.'

— Ludwina Fiet, Freeguild Quartermaster

'It wasn't me I swear! Big as a man, it was. It had this dagger, looked all green in the moonlight... aside from the blood. It took one look at me and ran off down an alley. Call me crazy, but I know what I saw! I'm innocent!'

—Tralug Cragfist, Dispossessed Hammersmith

CLANS

The Skaven are far from a unified faction. They are a collection of countless splintered clans of myriad size, each with their own scheming leaders and twisted specialties. Despite this, most Skaven clans can trace their origin back to one of the 'Great Clans', each of whom claim mastery over an obscene facet of Skaven society.

The Clans Eshin: Murderous assassins who infiltrate the shadows and dank places of the Mortal Realms to rip-tear the flesh of man-things with envenomed blades.

The Clans Skryre: Mad engineers who forge terrifyingly unstable technologies of unparalleled cruelty that shatter stone and annihilate flesh with exaggerated cruelty.

The Clans Moulder: Flesh-crafters who brew foul concoctions and stitch together unnatural flesh to birth nightmarish abominations for all manner of twisted uses.

The Clans Verminus: Savage generals who muster teeming hordes of spiteful warriors to enact uncannily cunning tactics in a festering wave of skittering and shrieking claws, teeth, and crude weapons.

The Clans Pestilens: Frothing zealots who drag their rotting and disease-riddled bodies across the Mortal Realms, spreading corruption and searching for the Thirteen Great Plagues that will end all life.

The Masterclan: The closest thing to a ruling body the Skaven claim, comprised of scheming sorcerers and daemonic avatars of the Great Horned Rat itself, each engaged in their own desperate struggle to tear down their rivals and claw as much power for themselves as they can.

USING THEM IN COMBAT

There are so many different kinds of Skaven warriors, sorcerers, zealots, and assassins that it can be easy to feel overwhelmed by choice. But this variety is one of the key factors that makes Skaven such an exciting foe to use in combat.

The first thing you should do when building a Skaven combat is decide who is calling the shots. Skaven are notoriously distrusting and uncooperative — just as likely to tear out each other's throats as their enemy's — so they need a leader to keep them in check. This could be a militant Clawlord, a shadowy Deathmaster, or any other high ranking Skaven figure. Of course, these figureheads rarely put themselves in danger if they can help it; they surround themselves with Clanrats and hired specialists from other Clans to act as meat shields or soften up enemies so they can sweep in and claim the glory.

Skaven are driven by self-preservation first and foremost, and they always exploit dirty tricks, going to any lengths to win. They take hostages, use wicked ambushes, exploit superior numbers, and abuse guerrilla tactics and advantageous terrain — anything that helps them win. Even when locking blades, their beady eyes are forever desperately seeking the upper hand, utilising hidden weapons, spitting in their foe's eyes, or simply fleeing to fight another day..

CLAWLORD

Shrieking their spittle-flecked war cries from the backlines of teeming Skaven ranks, Clawlords are the cruel and savage leaders of the Clans Verminus armies. Despite being strong warriors in their own right, A Clawlord's true danger is a deadly mix of quick wits and willingness to exploit any dirty or underhanded tactic their shrewd minds can conceive. To a Clawlord, there is no difference between a hasty fistful of dirt thrown in an opponent's eyes and a cowardly ambush against a retreating foe. If it guarantees victory, no act is too heinous for these spiteful Skaven generals.

Ironically, even the greatest Clawlords rarely cling to their rank for long, as the moment they snatch power from the cooling corpse of their predecessor, they incite the envy of every subservient Skaven around them. Those that survive do so through a combination of martial might and insidious manipulations — keeping their rivals weak by pitting them against each other, dispatching them on thinly veiled suicide missions or where all else fails, simply murdering them in cold blood.

STORMVERMIN

Marked out among their litters by dark fur and abnormally dense muscle mass, Stormvermin are raised from pink-nosed pups into the elite fighting force of Clans Verminus. Granted the best equipment and trained by embittered war veterans for their entire lives, most Stormvermin adopt a swaggering arrogance due to their privileged position in Skaven society, often demanding the right to first feast upon fallen foes or challenging those they deem weak to bloody duels for supremacy. Yet this arrogance is not unwarranted. Stormvermin are so renowned for their martial prowess that units are often contracted by other clans, where they act as armoured battering rams or imposing bodyguards for high-ranking and paranoid members of Skaven society.

DEATHMASTER

Second in murderous skill and terrifying reputation only to the shadowy leaders of Clans Eshin, Deathmasters are reclusive assassins of such terrifying skill that no living thing is safe from their blades. Wild rumours claim that Deathmasters can step through shadows at will, poison with a look, and squeeze themselves through any cracks or crevices where their hooked claws can gain purchase.

While these claims of supernatural abilities are questionable, there is no denying that Deathmasters are near-unparalleled experts in the dire arts of stealth, subterfuge, and agonising murder. After all, when the ever-spiteful rulers of a Skaven Clan demand the swift or guaranteed execution of an individual, they turn toward the Eshin Deathmasters.

HELL PIT ABOMINATION

Born in the accursed depths of Clans Moulder's breeding pits, the Hell Pit Abomination is a living warmachine formed from the bloated muscle, gnarled claws, and yellowed jaws of countless lesser Skaven. These nightmarish, fused creatures drag themselves across the battlefield with mismatched and twisted limbs atop rotting carts. Their agonised shuddering motions, unchecked fury, and mournful cries betray the horrifying truth of their existence: that every moment is maddening torture.

Hell Pit Abominations seek out living creatures by scent or vibration, lashing out in spiteful fury as their broken minds beg death. But this unspoken wish is rarely answered, as the flesh-twisters of Clans Moulder curse every Hell Pit Abomination by embedding chunks of magic-siphoning warpstone into their stinking flesh to maintain, regenerate, and even revive their abhorrent bodies.

ARCH-WARLOCK

Clad in suits of warpstone-powered armour and wielding a devastating mix of sorcery and diabolical engineering, the Arch-Warlocks of Clans Skryre are terrifying foes indeed. Arch-Warlocks are the greatest minds and rulers of Clans Skryre. Few Skaven live long enough to reach this coveted rank, meeting their end at the claws of rival Warlock Engineers or being engulfed in a catastrophic malfunction of their own creation. Those that survive long enough to ascend become maniacal geniuses. They cover themselves in their unstable creations and steer their clan towards self-serving glory.

Like most Skaven leaders, Arch-Warlocks prefer to use hapless rivals as fodder, but when they deign to enter the fray, they wield warp-energy-wreathed weapons and hurl rippling blasts of jade lightning at their foes. As their desperation increases, so too does the fever with which they fight — manic warlocks push their equipment to ludicrous extremes until their opponent is eradicated or they fall victim to devastating techno-arcane backlash.

WARLOCK ENGINEER

The endlessly aspirational techno-sorcerers of Clans Skryre spend their short and dangerous lives in a desperate bid to scrape and claw together any artificial source of power they can reach. These Warlock Engineers come in many shapes and sizes, each with their own particular obsessions, with some seeking alchemical or arcane secrets to fuel their megalomaniacal dreams, while others turn their attention to warp-lightning-spewing contraptions or towering war machines to reach their goals. Regardless of their particular specialty, no Warlock Engineer should ever be underestimated, as beneath the half-mad chittering eyes lies a festering hatred for all living things that stand between them and their goals.

STORMFIEND

Twisted brainchildren of Clans Moulder flesh crafters and Clans Skryre Warlock Engineers, the Stormfiends are towering siege machines and frontline terrors of Skavenkind, capable of smashing, melting or annihilating fortifications and armoured regiments with nightmarish ease.

The biological framework for Stormfiends are gestalt Rat Ogors purchased from Clans Moulder. These hulking monsters are further enhanced by all manner of abhorrent alchemical and sorcerous processes which force their already grotesque bodies to bulge and grow to ludicrous degrees, eventually dwarfing their Rat Ogor kin.

Once grown, thick plates of warpstone-laced armour are grafted to their outsized bodies and their twisted limbs are severed, only to be replaced with the most terrifying weapons Clans Skryre can produce. Finally, the one weakness of the Rat Ogor — their ubiquitous stupidity — is overcome by stitching an unwilling 'brain-skaven' to the Stormfiend's back. Through agonising procedures, this atrophied surrogate is physically lashed to the monster's brain. This grants the accursed surrogate the ability to take orders and steer the wrath of the lumbering behemoths, to desolating results.

WEAPON TEAM

The deranged Warlock Engineers of Clans Skryre are in a constant, anxiety-driven competition to scabble together the most death-kill capable weapons they can imagine. Most of the time the results are sinister weapons of unwieldy size and unpredictable lethality. From shrieking Ratling Guns that spew a scything hail of warp-laced ammunition from their whirling barrels to warpfire throwers that ignite and spit long torrents of highly volatile alchemical concoctions, melting through flesh, bone, and steel with ease: these weapons of war are varied in appearance and function, but the one unifying factor between them is their outsized and cumbersome nature.

When not fitted to Stormfiends, these weapons are dragged into battle by Skaven Weapon Teams — ambitious and competitive squads of rat-men who are taught just enough to operate their chosen weapons, but never quite enough to realise the instability and true danger they pose to their wielders.

PLAGUE CENSER BEARER

Clans Pestilens is a branch of Skaven society that worships an aspect of the Great Horned Rat known as the Great Corruptor. Notoriously fanatical and masters of plague and disease, they spend their short and pox-riddled lives in search of the Thirteen Great Plagues, the combination of which is said to bring about the end of all things in a glorious mass of chittering rot.

Some Skaven who prove their dedication to the Great Corruptor are gifted with Plague Censers. Spiked balls of twisted iron lashed to the end of rusted chains, these holy symbols are one of Clan Pestilens's most distinctive weapons. At the heart of each Plague Censer lies a shard of simmering warpstone. When poisons or pox-riddled bile is poured across this shard, it begins to spew out a cloud of choking fumes.

Wielding a Plague Censer into battle is a great honour to a Plague Monk and it is in the wake of their shrieking devotion and the arcing sweeps of toxic clouds that the tide of Plague Monks flows.

PLAGUE PRIEST

Second only to the Plaguelords of Clan Pestilens, Plague Priests are the religious leaders of the virulent Skaven swarms. With bile-spitting shrieks they lead the rotting masses in prayer to the Great Corrupter and receive their blessings in return. With the point of a finger and a curse, a Plague Priest can flood a healthy body with an onslaught of disease and plague the likes of which few survive.

VERMINLORD

Towering daemonic avatars of the Great Horned Rat themselves, Verminlords are the pinnacle of Skaven society and the ultimate embodiment of every terrible and twisted aspect of their corrupted kind. Each Verminlord views any Skaven or other Verminlords that cross their path as both bitter rivals and inferior subjects, a certainty that they exploit in a never-ending life of schemes and manipulations.

While each Verminlord is a gargantuan beast of mangy whip-like strength, gnashing teeth, and scything claws that can slice through flesh and steel with ease, they also share the same overwhelming instinct of self preservation as their rat-men followers. Verminlords rarely commit their staggering might to a cause unless they can be certain that they will succeed. Instead, they weave an ever more complex tangle of bargains, promises, and lies with their subjects, with each and every word that slips from their verminous snouts just another step towards meeting their filthy desires.

Only when victory is all but assured will these terrible Daemons directly act. With little warning, they rip through the skin of reality with a mind-shattering shriek, bursting impossibly from shadows, corpses or swarms of Skaven in terrifying displays carefully designed to shock and paralyze their foes with horror. From there, the Verminlords secure their long-sought glory in a savage flurry of incorporeal, decay-riddled blades and horrifying sorceries that only their daemonic, hate-filled minds can comprehend.

Then, with their grisly goals met, like their inferior kin the Verminlords slink back to the spaces between the realms, their ever-scheming immortal minds already fixating on their next twisted obsession.

CLAWLORD

Medium Mortal (Skaven), Chosen

 Great	 Poor	 Superb	
Armour	Toughness	Wounds	Mettle
3	10	5	1

Speed: Normal**Initiative:** 8**Natural Awareness:** 3**Skills:** Athletics (+1d6), Awareness (+3d6, +1), Fortitude (+1d6), Guile (+1d6), Intimidation (+2d6), Reflexes (+3d6), Stealth (+2d6), Weapon Skill (+2d6, +2)

TRAITS

Cornered Fury: Clawlords fight with increasingly savage desperation when defeat is in sight. If there are no other Skaven creatures within Short Range of the Clawlord at the start of their turn, they make two attacks whenever they take an Attack Action. In addition, they gain +1 Damage to all attacks they make for each filled space on their Wound Track.

Gnash-Gnaw on their Bones! The Clawlord can spur its minions into a furious rage with its spittle-flecked commands and raving threats. As an Action, the Clawlord can select one Skaven creature or Swarm within Medium Range. The target increases its Melee by one step until the end of its next turn and can make an immediate Attack or Charge Action as a Free Action. If Doom is 3 or more, this Trait affects all Skaven in a Zone within Medium Range.

ATTACKS

Warpforged Blade: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Magical, Slashing.*

BODY	MIND	SOUL
6	2	2

STORMVERMIN

Medium Mortal (Skaven), Warrior

 Good	 Poor	 Average (Good with Shield)	
Armour	Toughness	Wounds	Mettle
2	5	—	—

Speed: Normal**Initiative:** 3**Natural Awareness:** 1**Skills:** Awareness (+1d6), Intimidation (+1d6), Reflexes (+1d6) Stealth (+1d6, +1), Weapon Skill (2d6, +1)

TRAITS

Shield-shield! Break-break! Stormvermin are trained to press their armoured bulks together to form formations that are notoriously difficult to break. When two or more Stormvermin wielding shields are in the same Zone, they can create a formation. The Defence of all Stormvermin in the formation increases one step to Great. Additionally, a creature must make an opposed DN 4:2 Body (Might) Test to enter or leave the Zone.

ATTACKS

Rusty Halberd: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. *Piercing, Rend, Two-handed.*

BODY	MIND	SOUL
3	1	1



THE THREE FANGS

The Three Fangs are prized weapons of Clan Eshin, the blades of which were fashioned by blind Eshin artisans using the bones of traitorous triplets. It is said that if all three blades find their mark at once, the victim dies instantaneously. The mysterious masters of Clan Eshin bestow these powerful artefacts to a chosen Deathmaster when they wish to ensure their target finds a swift death. A Deathmaster wielding the Three Fangs gains the following Attack and Trait. If a non-Skaven uses the Three Fangs to slay someone, Doom increases by 3.

- * **The Three Fangs:** Melee Attack (Superb), 7d6, +2 F, 1 + S Damage. *Magical, Penetrating, Slashing.*
- * **Cut-Cut-Cut!** The Deathmaster attacks with the Three Fangs at once, wielding one in each hand and one in its Prehensile Tail. When the Deathmaster makes an Attack with the Three Fangs, it can split its dice pool in three, as if it were dual wielding (*Soulbound*, page 148). If each attack deals Damage, the target immediately dies. If the target has Wounds, they instead become Mortally Wounded and must make a **DN 4:3 Death** Test at the start of their next turn.

DEATHMASTER

Medium Mortal (Skaven), Chosen



Superb



Good

Great (Superb with Fighting Claws)

Armour

Toughness

Wounds

Mettle

1

10

5

2

Speed: Fast

Initiative: 9

Natural Awareness: 3

Skills: Awareness (+3d6), Ballistic Skill (+2d6, +2), Reflexes (+3d6), Stealth (+3d6, +3), Weapon Skill (+3d6, +2)

TRAITS

Dual-wielder: The Deathmaster's Melee increases one step when it is wielding a melee weapon in each hand (included already).

Running Death: Deathmasters rarely stand still, constantly ducking and weaving away from their target's retributions. Once per turn, when the Deathmaster deals Damage with a melee Attack, it can move to an adjacent Zone as a Free Action.

Smoke-Hide! Deathmasters possess an uncanny ability to slip away unseen even in the midst of battle. Once per combat, the Deathmaster can use an Free Action to detonate a smoke bomb at their feet. The Zone they are in becomes *Heavily Obscured* until the start of their next turn. The Deathmaster can immediately leap to any location within Long Range and make a **Body (Stealth)** Test as a Free Action. They have Greater Advantage on this Test if they end their movement in a Zone containing a Skaven Swarm. Instead of moving to a Zone within Long Range, the Deathmaster may immediately make a **Body (Stealth)** Test instead. If successful, they flee the battle unseen.

Sneaky Infiltrator: If the Deathmaster attacks a target that is unaware of its presence, the attack deals double Damage and ignores Armour.

Prehensile Tail: Deathmasters train extensively in the use of their lashing tails as an extra tool of death. Once per turn, the Deathmaster may make an additional Attack with their Weeping Blades as a Free Action using their tail. They can also execute complex or dextrous actions, such as opening doors or activating devices, with their tail as if they had a free hand.

Wall-Scuttler: No surface is too sleek or difficult for a Deathmaster to traverse. They ignore any movement penalties from *Difficult Terrain* and can climb across any solid surface, including ceilings, at their full Speed without requiring any Tests.

ATTACKS

Fighting Claws: Melee Attack (Superb), 7d6, +2 F, 1 + S Damage. *Defensive, Piercing, Slashing.*

Weeping Blades: Melee Attack (Superb), 7d6, +2 F, 1 + S Damage. *Magical, Slashing.* A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or be *Poisoned* until the end of their next turn. If Doom is 3 or more, the Weeping Blades deal 2 + S Damage and the Body (Fortitude) Test increases to DN 6:2.

Throwing Stars: Ranged Attack (Good), 6d6, +2 F, + S Damage, Medium Range. *Piercing, Subtle.*

BODY

MIND

SOUL

4

3

3



HELL PIT ABOMINATION

Large Mortal (Skaven), Chosen

Extraordinary		Poor		Extraordinary	
Armour	Toughness	Wounds	Mettle		
0	30	8	1 + Doom		
Speed: Varies Initiative: 1 Natural Awareness: 1 Skills: Awareness (+1d6), Fortitude (+3d6), Might (+1d6, +3)					
TRAITS					
Incomprehensible Anatomy: The Hell Pit Abomination is a twisted mass of countless individual creatures. It is immune to the Blinded, Charmed, Deafened, and Stunned Conditions. In addition, it cannot be knocked Prone.					
Lurching Movement: At the start of the Hell Pit Abomination's turn, roll 1d6 to determine its Speed for this turn. 1-2: Slow. 3-4: Normal. 5-6: Fast.					
Nigh Unkillable: The Hell Pit Abomination is impossibly resilient. It's Toughness is equal to (Body + Mind + Soul) × 2. This is included in the above.					
Regeneration: The warp-magic that animates the Hell Pit Abomination constantly regrows their twisted flesh. At the start of its turn, the Hell Pit Abomination heals 7 + Doom Toughness, up to its maximum.					
Terrifying: The Hell Pit Abomination strikes fear into the hearts of anyone who looks upon it. Any non-Skaven that starts its turn within Medium Range of the Hell Pit Abomination must make a DN 4:3 Mind (Determination) Test or become <i>Frightened</i> until the start of it's next turn.					

Too Horrible to Die: The Hell Pit Abomination is a mass of redundant organs and countless living creatures sewn together with foul alchemy and magics. The first time the Hell Pit Abomination dies, immediately roll 2d6 plus the current level of Doom and check the result below: ✱ 3-6: The Hell Pit Abomination is actually dead. ✱ 7-12: The Hell Pit Abomination's flesh ruptures and spews out countless frenzied rats. The Zone becomes a <i>Major Hazard</i>. Skaven are immune to the Hazard. ✱ 13+: The Hell Pit Abomination lurches back to life. It clears its Wound Track and heals Toughness equal to 2 × Doom.		
Warpstone Spikes: The Hell Pit Abomination has had numerous magic-consuming warpstone spikes embedded in its flesh. Any time a spell is cast targeting the Hell Pit Abomination or the Zone it is in, the Hell Pit Abomination can spend a Mettle to consume the spell as if it were unbound per the <i>Unbind</i> Talent.		
Writhing Mass: As the multitudinous parts of the Hell Pit Abomination are destroyed, it slowly loses its ability to fight. For every Wound the Hell Pit Abomination suffers, its Melee is reduced by one step.		
ATTACKS		
Gnashing Teeth and Flailing Fists: Melee Attack (Extraordinary), 13d6, + S Damage. <i>Cleave, Crushing, Slashing.</i>		
BODY	MIND	SOUL
13	1	1

ARCH-WARLOCK

Medium Mortal (Skaven), Chosen

 Good		 Average		 Good	
Armour		Toughness		Wounds	
3		11		5	
				2	

Speed: Normal

Initiative: 8

Natural Awareness: 3

Skills: Arcana (+2d6), Awareness (+2d6), Channelling (+2d6, +2), Crafting (+3d6, +2), Determination (+1d6), Guile (+1d6), Reflexes (+2d6), Intimidation (+1d6), Weapon Skill (+2d6, +1)

TRAITS

More-More! The Arch-Warlock can push their power to dangerous limits. Once per turn, immediately before making an Attack or casting a damaging spell, an Arch-Warlock can declare that they are unleashing their full power. The following Attack or damaging spell deals additional Damage equal to the current Doom. If the Arch-Warlock deals more than 13 Damage with this Attack or spell, they suffer a fatal tecno-sorcerous catastrophe and explode in a wave of uncontained energy – dying instantly and dealing 5 Damage to all creatures in the same Zone. This Damage ignores Armour.

Spellcaster: The Arch-Warlock is a Spellcaster. It knows the *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Warp Lightning Storm* spells. Additionally, the Arch-Warlock can unbind spells per the *Unbind* Talent.

Warp Lightning Storm: DN: 5:3. The Arch-Warlock cackles and unleashes a storm of warp lightning that lashes at their foes. All creatures in a Zone within Medium Range suffer 3 Damage. For each additional success, the Arch-Warlock must target an additional Zone within Medium Range to be affected by this spell.

Warpstone-laced Armour: The Arch-Warlock's Armour counts as *Magical* and cannot be reduced by weapon Traits such as *Rend* or *Penetrating*.

ATTACKS

Stormcage Halberd: Melee Attack (Good), 6d6, +1 F, 1 + S Damage. *Magical, Piercing, Rend, Two-handed*.

Warpfire Gauntlet: Ranged Attack (Average), 4d6, 1 + S Damage, Long Range. A creature damaged by the Warpfire Gauntlet must succeed a **DN 4:2 Body (Fortitude)** Test or become *Poisoned*. This Condition lasts until the target finishes a Rest or is cured by other means.

BODY	MIND	SOUL
4	4	3

WARLOCK ENGINEER

Medium Mortal (Skaven), Champion

 Good	 Average	 Average	
Armour	Toughness	Wounds	Mettle
2	7	–	1

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Arcana (+1d6), Awareness (+1d6), Channelling (+2d6), Crafting (+1d6, +1), Guile (+1d6), Reflexes (+1d6), Intimidation (+1d6), Weapon Skill (+2d6)

TRAITS

More-More! The Warlock Engineer can push their power to dangerous limits. Once per turn, immediately before making an Attack or casting a damaging spell, the Warlock Engineer can declare that they are unleashing their full power. The following Attack or damaging spell deals additional Damage equal to the current Doom. If the Warlock Engineer deals more than 13 Damage with this Attack or spell, they suffer a fatal tecno-sorcerous catastrophe and explode in a wave of uncontained energy – dying instantly and dealing 5 Damage to all creatures in the same Zone. This Damage ignores Armour.

Spellcaster: The Warlock Engineer is a spellcaster. It knows the *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Warp Lightning* spells. Additionally, the Warlock Engineer can unbind spells per the *Unbind* Talent.

Warp Lightning: DN: 5:2. The Warlock Engineer reaches out one gnarled claw and a snaking bolt of agonising warp lightning slams into their target. Choose one target within Medium Range. The target suffers 3 Damage. This Damage ignores Armour.

ATTACKS

Warp-energy Blade: Melee Attack (Good), 5d6, 1 + S Damage. *Magical, Slashing*.

Warlock Pistol: Ranged Attack (Average), 5d6, 1 + S Damage, Medium Range. *Close, Loud, Piercing*.

BODY	MIND	SOUL
3	3	1



WEAPON TEAM

Medium Mortal (Skaven), Warrior

 Average	 Good	 Average (Good with Shield)
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Armour	Toughness	Wounds	Mettle
1	10 (5x2)	—	—

Speed: Normal**Initiative:** 3**Natural Awareness:** 2**Skills:** Awareness (+1d6), Ballistics Skill (+3d6 +1), Stealth (+1d6, +1), Weapon Skill (+1d6)

TRAITS

Many-Many Like It, but This is Ours! A Weapon Team carries either a Ratling Gun, a Warfire Thrower or a Warplock Jezzail.

My Turn! A Weapon Team is composed of two Skaven that share the duty of carrying and wielding their cumbersome weapon. Each Skaven has 5 Toughness, and counts as an individual creature for the purposes of being targeted by spells or attacks. If one of the Weapon Team is killed or unable to operate the weapon, the team's Accuracy and Speed are both reduced by one step, as the remaining Skaven struggles to handle the outsized weapon alone.

Unpredictable Volleys: If a Weapon Team is equipped with a Ratling Gun, roll 1d6 whenever it uses the Ratling Gun Attack and add the result as additional dice to the dice pool.

Pavise: If a Weapon Team is equipped with a Warplock Jezzail, they also come equipped with a large shield which acts as a stabilizer for their longrifle and a crude defensive measure. Their Defence increases one step.

ATTACKS

Rusty Knives: Melee Attack (Poor), 2d6, 1 + S Damage. *Slashing.*

Ratling Gun: Ranged Attack (Good), 5d6, +1 F, + S Damage, Medium Range. *Loud, Piercing, Spread.*

Warfire Thrower: Ranged Attack (Good), 5d6, +1 F, 1 + S Damage, Short Range. *Loud, Spread.* A creature damaged by the Warfire Projectors must succeed a **DN 6:1 Body (Fortitude)** Test or become *Poisoned*. This Condition lasts until the target finishes a Rest or is cured by other means.

Warplock Jezzail: Ranged Attack (Good), 5d6, +1 F, 2 + S Damage, Long Range. *Loud, Penetrating.*

BODY	MIND	SOUL
2	2	1



STORMFIEND

Large Mortal (Skaven), Champion

 Superb	 Average	 Superb	
Armour	Toughness	Wounds	Mettle
3	22	–	1
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Athletics (+1d6), Awareness (+1d6), Ballistic Skill (+1d6), Fortitude (+2d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)			
TRAITS			
Built for Purpose: Each Stormfiend only has access to the Clubbing Blows Attack and one other weapon options listed in Attacks.			
Nigh Unkillable: The Stormfiend is impossibly resilient. It's Toughness is equal to (Body + Mind + Soul) × 2. This is included in the above.			
Tunneler: If a Stormfiend is equipped with a Grinderfist Tunneller, it can move through solid rock, earth, and normally impassable walls or barricades as if they were <i>Difficult Terrain</i> .			
Unpredictable Volleys: If the Stormfiend is equipped with Ratling Cannons, roll 1d6 whenever it uses them to Attack. Add the result to a single die in the attack roll.			

Warpstone-laced Armour: Stormfiend Armour counts as Magical and cannot be reduced by weapon Traits such as *Rend* or *Penetrating*.

ATTACKS

Clubbing Blows: Melee Attack (Superb), 10d6, + S Damage. *Crushing, Ineffective*.

Grinderfist Tunnellers: Melee Attack (Superb), 10d6, 2 + S Damage. *Crushing, Loud, Rend*.

Shock Gauntlets: Melee Attack (Superb), 10d6, 1 + S Damage. *Crushing, Loud, Spread*. A creature damaged by Shock Gauntlets must make a successful **DN 6:2 Body (Fortitude)** Test or become *Stunned* until the end of their next turn.

Ratling Cannons: Ranged Attack (Average), 9d6, + S Damage, Long Range. *Loud, Piercing, Spread*.

Warpfire Projectors: Ranged Attack (Average), 9d6, 2+ S Damage, Long Range. A creature damaged by the Warpfire Projectors must succeed a **DN 6:2 Body (Fortitude)** Test or become *Poisoned*. This Condition lasts until the target finishes a Rest of is cured by other means.

BODY	MIND	SOUL
8	2	1



PLAGUE PRIEST

Medium Mortal (Skaven), Chosen

 Average	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
1	10	5	3

Speed: Normal**Initiative:** 5**Natural Awareness:** 3**Skills:** Awareness (+1d6), Crafting (+1d6), Devotion (+2d6, +2), Guile (+1d6), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+2d6)

TRAITS

Plague Censer: Any Zone the Plague Priest occupies gains the *Lightly Obscured* and *Minor Hazard* Traits, the damage from which ignores Armour. If two Plague Priests or Censer Bearers are in the same Zone, it becomes a *Major Hazard*. If three Plague Priests or Censer Bearers are in the same Zone, it becomes *Heavily Obscured* and a *Deadly Hazard*. Clan Pestilens Skaven are immune to this Damage.

Frenzied Assault: When Plague Priests take the Charge Action, add +2d6 to their Weapon Skill instead of +1d6.

Miracle Worker: The Plague Priest is a devoted follower of the Great Horned Rat and can cast Miracles. It knows the *Inspire Zeal* and *Disease-disease!* Miracles.

Disease-disease! With a shriek and the pointing of a rotten finger, the Plague Priest afflicts its enemy with an onslaught of horrifying and unspeakable plagues. As an action, choose a creature within Long Range. The creature must make a **DN 4:1 Body (Fortitude)** Test opposed by the Plague Priest's Soul (Devotion). On a failure, the creature takes Damage equal to the difference in successes and becomes *Poisoned* for one day as their body is overwhelmed with festering disease. This Damage ignores Armour.

When the Plague Priest uses this Miracle, it can spend a Mettle to cause waves of full-body muscle wracking spasms to accompany the diseases. The target becomes *Stunned* until the end of their next turn.

ATTACKS

Plague Censer: Melee Attack (Average), 4d6, 1 + S Damage. *Reach, Crushing.* A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or become *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
2	2	6

PLAGUE CENSER BEARER

Medium Mortal (Skaven), Warrior

 Average	 Poor	 Poor	
Armour	Toughness	Wounds	Mettle
1	5	-	-

Speed: Normal**Initiative:** 2**Natural Awareness:** 1**Skills:** Athletics (+1d6), Fortitude (+1d6), Stealth (+1d6, +1), Theology (+2d6), Weapon Skill (+2d6)

TRAITS

Frenzied Assault: When Censer Bearers take the Charge Action, add +2d6 to their Weapon Skill instead of +1d6.

Plague Censer: Any Zone the Censer Bearer occupies gains the *Lightly Obscured* and *Minor Hazard* Traits, the Damage from which ignores Armour. If two Censer Bearers or Plague Priests are in the same Zone, it becomes a *Major Hazard*. If three Censer Bearers or Plague Priests are in the same Zone, it becomes *Heavily Obscured* and a *Deadly Hazard*. Clan Pestilens Skaven are immune to this Damage.

Plague Disciples: Plague Monks bolster and protect Censer Bearers with frenzied devotion. When a Censer Bearer is within Close Range of one or more Plague Monks, the Plague Monks may take the Defend Action, targeting the Censer Bearer, as a Free Action each turn.

ATTACKS

Plague Censer: Melee Attack (Average), 4d6, 1 + S Damage. *Reach, Crushing.* A creature damaged by this weapon must make a **DN 4:2 Body (Fortitude)** Test or become *Poisoned* until the end of their next turn.

BODY	MIND	SOUL
2	1	2





VERMINLORD WARBRINGER

Enormous Daemon (Skaven), Chosen

✦ Extraordinary



Great



Extraordinary

Armour

Toughness

Wounds

Mettle

2 + Doom

40

10

3

Speed: Fast

Initiative: 10

Natural Awareness: 4

Skills: Awareness (+3d6, +2), Channelling (+2d6, +2), Determination (+2d6), Fortitude (+3d6), Intuition (+3d6, +3), Might (+2d6, +2), Reflexes (+2d6), Stealth (+2d6, +1), Weapon Skill (+3d6, +2)

TRAITS

Amidst the Seething Tide: Warbringers are at their most deadly when surrounded by the empowering prayers of their swarming worshippers. If there are 13 or more Skaven creatures within Medium Range of the Warbringer at the start of its turn, it regains additional Mettle equal to the current Doom, up to its maximum. Swarms count the total number of individual members for the purpose of this Trait.

Nigh Unkillable: The Verminlord Warbringer is impossibly resilient. It's Toughness is equal to (Body + Mind + Soul) × 2. This is included in the above.

Spellcaster: The Verminlord Warbringer is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Dreaded Death Frenzy* spells. Additionally, the Verminlord Warbringer can unbind spells per the *Unbind* Talent.

Dreaded Death Frenzy: DN 5:3. The Warbringer lets out a reality piercing shriek that hurls their Skaven worshippers into the grips of the rage-inducing black hunger. Target a Zone within Long Range. All Skaven creatures within that Zone increase their Melee one step until the end of the Warbringer's next turn. Each additional success extends the duration by 1 round. In addition, if any creature affected by this spell would be killed, they can immediately make one final Charge or Attack as a Free Action before they die.

Terrifying: The Verminlord Warbringer strikes fear into the hearts of anyone who looks upon it. Any non-Skaven that starts its turn within Medium Range of the Verminlord Warbringer must make a **DN 4:3 Mind (Determination)** Test or become *Frightened* until the start of its next turn.

ATTACKS

Doom Glaive: Melee Attack (Extraordinary), 12d6, +2 F, 2 + S Damage. *Cleave, Magical, Reach, Rend.*

Spike-Fist: Melee Attack (Extraordinary), 12d6, +2 F, 2 + S Damage. *Crushing.* A creature damaged by this attack must make a **DN 4:5 Body (Fortitude)** Test or be knocked into an adjacent Zone and *Stunned* until the end of their next turn.

Prehensile Tail: Melee Attack (Superb), 11d6, + S Damage. *Reach, Slashing.* A Medium or smaller creature that suffers Damage from this attack is *Restrained* as the tail wraps around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Verminlord's Body (Might) to escape.

BODY

MIND

SOUL

9

5

6

VERMINLORD CORRUPTOR

Enormous Daemon (Skaven), Chosen

☠ Extraordinary	☉ Great	☠ Extraordinary
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Armour	Toughness	Wounds	Mettle
1 + Doom	40	10	3

Speed: Fast**Initiative:** 10**Natural Awareness:** 4

Skills: Awareness (+3d6, +2), Channelling (+2d6, +3), Determination (+2d6), Fortitude (+3d6), Intuition (+3d6, +3), Might (+2d6, +2), Reflexes (+2d6), Stealth (+2d6, +1), Weapon Skill (+3d6, +2)

TRAITS

Plaguemaster: A Verminlord Corruptor stalks the battlefield amid a miasma of decay and plague that rots skin on contact and fills lungs with bile. All Zones within Medium Range of the Verminlord Corruptor become Hazards which deal damage equal to the current Doom. This Damage ignores Armour.

Nigh Unkillable: The Verminlord Corruptor is impossibly resilient. It's Toughness is equal to (Body + Mind + Soul) × 2. This is included in the above.

Spellcaster: The Verminlord Corruptor is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Dreaded Plague* spells. Additionally, the Verminlord Corruptor can unbind spells per the *Unbind Talent*.

Dreaded Plague: DN 5:3. The Verminlord Corruptor chitters a puss-flecked incantation that births a rotting plague which spreads through mortals like wildfire. Target a number of connected Zones up to the current Doom. Each non-Skaven creature in those Zones must make a **DN 4:S Body (Fortitude)** Test or suffer 3 Damage, which ignores Armour, and become *Poisoned* for 13 hours.

Terrifying: The Verminlord Corruptor strikes fear into the hearts of anyone who looks upon it. Any non-Skaven that starts its turn within Medium Range of the Verminlord Corruptor must make a **DN 4:3 Mind (Determination)** Test or become *Frightened* until the start of it's next turn.

ATTACKS

Plaguereapers: Melee Attack (Extraordinary), 12d6, +2 F, 2 + S Damage. *Cleave, Magical, Rend*. A creature damaged by this attack must make a **DN 4:4 Body (Fortitude)** Test or become *Poisoned* until the end of their next turn.

Prehensile Tail: Melee Attack (Superb), 11d6, + S Damage. *Reach, Slashing*. A Medium or smaller creature that suffers Damage from this attack is *Restrained* as the tail wraps around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Verminlord's Body (Might) to escape.

BODY	MIND	SOUL
9	5	6

VERMINLORD WARPSEER

Enormous Daemon (Skaven), Chosen

☠ Great	☉ Superb	☠ Great
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Armour	Toughness	Wounds	Mettle
1 + Doom	40	10	3

Speed: Fast**Initiative:** 14**Natural Awareness:** 6

Skills: Awareness (+3d6, +2), Channelling (+3d6, +3), Determination (+2d6), Fortitude (+3d6), Intuition (+3d6, +3), Might (+2d6, +2), Reflexes (+2d6), Stealth (+2d6, +1), Weapon Skill (+2d6, +2)

TRAITS

The Great Manipulator: A Verminlord Warpseer's mind is an ever-shifting, fractal web of probabilities and schemes impossible for mortals to comprehend. Each turn, the Verminlord Warpseer can target a number of Skaven allies up to the current Doom. The targets can immediately take an Action.

Nigh Unkillable: The Verminlord Warpseer is impossibly resilient. It's Toughness is equal to (Body + Mind + Soul) × 2. This is included in the above.

Spellcaster: The Verminlord Warpseer is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Dreaded Warpgale* spells. Additionally, the Verminlord Warpseer can unbind spells per the *Unbind Talent*.

Dreaded Warpgale: DN 5:3. With savage words in a daemonic tongue, the Verminlord Warpseer rips a great gash in the skein of reality, through with a storm of roiling smoke and emerald lightning pours. Target a number of connected Zones up to the current Doom. All affected Zones gain the Difficult Terrain Trait. In addition, any Creature that starts their turn in the affected Zones must make a **DN 6:1 Body (Reflexes)** Test or be struck by a bolt of lightning and take 5 Damage. Any Flying creatures automatically fail this Test and are struck to the ground, becoming *Prone*.

Terrifying: The Verminlord Warpseer strikes fear into the hearts of anyone who looks upon it. Any non-Skaven that starts its turn within Medium Range of the Verminlord Warpseer must make a **DN 4:3 Mind (Determination)** Test or become *Frightened* until the start of it's next turn.

ATTACKS

Doom Glaive: Melee Attack (Extraordinary), 12d6, +2 F, 2 + S Damage. *Cleave, Magical, Reach, Rend*.

Prehensile Tail: Melee Attack (Superb), 11d6, + S Damage. *Reach, Slashing*. A Medium or smaller creature that suffers Damage from this attack is *Restrained* as the tail wraps around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Verminlord's Body (Might) to escape.

BODY	MIND	SOUL
6	9	5

SLAVES TO DARKNESS

The Cities of Sigmar are relatively safe. Everything outside them is perilous.

Countless mortals live outside the solid city walls, where the only power that prevails is Chaos. Tribes and whole nations follow the Dark Gods for protection, kinship, and glory. These are the people Sigmar left behind when he sealed the gates of Azyr. When daemons roamed the Mortal Realms and people tasted terror in their every breath, the only way to survive was to surrender. The Slaves to Darkness embraced Chaos, gave themselves to its madness, and stomped down the grim road to death.

Now, as Sigmar's celestial minions seek to reconquer the world, the Slaves to Darkness muster behind banners of the many Chaos gods, led by brutal champions in black iron armour and surrounding terrible, mutated monsters that were once men. They have nothing to live for. In the eyes of the Chaos faithful, glory everlasting is theirs for the taking. If they serve the Dark Gods well on the battlefield and bring the forces of Order to its knees, the Chaos hordes might join their gods. Of course, the price paid for such a reward is immense.

The presence of Marauders, their monsters, and their mutated leaders twists the very land around them into forms both nightmarish and lethal. Monoliths carved with Chaos runes mark the borders of their territory and the stench of death pervades their domains. And yet these are people. They are as cunning, as strategic, and as concerned with their legacy as any Sigmarite.

USING THEM IN YOUR GAME

The Slaves to Darkness are terrifying partly because of how pervasive they are. Outside Sigmar's walled cities, they are everywhere, from the burning deserts of Aqshy to the shadow plains of Ulgu and the bleak wastes of Shyish. There's nowhere to run from them, because there are more of them — more Marauders, more monsters — in every direction. There is no escape.

The Slaves to Darkness have a post-apocalyptic feel: they did, in fact, live through an apocalypse, and were honed by it. They form bands, societies, even nations, but they have

nothing in common with the 'civilisation' of the cities. Every group of Slaves to Darkness is different, following a charismatic leader and believing a set of unique, dark, and dangerous creeds. Most importantly, the Slaves to Darkness don't always know that they worship Chaos: they follow a specific champion or hero, or believe in a specific power. Many are oblivious to the names of the Dark Gods or the grander concept of Chaos.

Branches of these cults can serve as recruiters for Chaos within cities, whether they know that's what they're doing or not. Emissaries of Nurgle invite 'civilised' folk to embrace decay; Slaaneshi tempters promise untold pleasures to escape the harsh reality of life; and Tzeentch-worshipping sorcerers twist their forms and infiltrate city authorities.

RUMOURS

'They've found something big enough and mad enough to inspire them all. They're not just an army... they're an empire.'

'It is said in Shyish that three sisters lived among the cults and horrors for a year, learning everything they could of their magics. One of them returned broken and raving; another did not return at all; but the last... she returned more powerful than any mage in the Realm of Death.'

'They still think and feel, in those prisons of tentacles and bone. They're still people. They still know their names.'

'The devotees of ruin are lunatics, man woman and child. Remember that, 'cause when you start seeing their point, you're already too far gone.'

'Don't stray into their skies. Those shimmering rainbows, they're pretty, all right... but there's things in 'em. What things? Don't ask me, lad, I've been drinking these thirty years to forget.'

— Arnokk Hrudsson, Skyriigger

USING THEM IN COMBAT

Slaves to Darkness are highly versatile. Their core troops are numerous, so a large battlefield with plenty of Zones and room to move makes the best use of Marauders. They can skirmish and withdraw, making opponents sick with fear of when they'll strike again, or force their foes back into Hazards — and on their home turf, in lands corrupted by Chaos, there are Hazards aplenty.

Support the Marauders with vicious, grotesque monsters like the Slaughterbrute and Chaos Spawn: creatures that can tie up a whole squad of would-be heroes. This is especially effective on a battlefield. You can let the pitched battle between Order and Chaos play out as a backdrop while the characters deal with threats that no normal squad of soldiers could hope to face. While the main forces of the Marauders are a teeming horde, their leaders should be memorable. A Darkoath Chieftain, Chaos Lord, or Daemon Prince is an individual. As well as their goals, think about their origins and personality. Tailor their weapons and warcries to the lands they call home, and don't be afraid to suggest the horrific things they do to make the characters hate them. They should.

WARCRY CLANS

The Slaves to Darkness are shaped (sometimes literally) by the realm they originate from.

The **Iron Golems**, who hail from Chamon, are heavily armoured deathbringers, while the **Untamed Beasts** of Ghur decorate themselves with bones and horns and fight alongside monstrous beasts. Hysh's **Cypher Lords** are fast and elegant, arming themselves with lethal battle-fans and preferring to spread madness than terror. The **Corvus Cabal** of Ulgu style themselves as great black scavenger birds that stalk Ulgu's shadowy mountain passes.

Warbands and clans aren't always exclusively Human. The **Iron Golems** have Humans, Duardin, and Ogors within their ranks. The **Splintered Fang**, from Ghyran, are Human and Aelven. Very few creatures can never be tempted to Chaos, if they endure enough hardship.

CHAOS LORD

Chaos Lords are the generals and champions of the Slaves to Darkness. They are amongst the Dark Gods' most favoured servants. The more blood they spill or pain they bring, the more generous their masters are with their gifts. There is nothing, no matter how depraved or obscene, a Chaos Lord will not do in the name of their faith.

Their skill at arms make them dangerous, of course, but most dangerous of all is their unconquerable zeal. The only way to stop a Chaos Lord is death. No reason, negotiation, nor plea for mercy has any effect on their drive for glory. While Chaos Lords are deadly opponents in their own right, encountering one requires first fighting through their minions, all of whom would die to defend their leader.

CHAOS SPAWN

A Chaos Lord only revels in their power and the gifts of their gods for so long. Once their bodies and minds break under the weight of this terrible gift they degenerate into Chaos Spawn. The line between Champion and monster is sometimes hard to draw, but when the process is complete these vast, mutated beasts are a grotesque assortment of limbs, tentacles and teeth. In their agonised thrashing they murder or maim any creature that comes within reach. Though some of the Chaos faithful may believe there is still a shred of humanity within a Chaos Spawn, it is a false hope. These monstrosities have been entirely warped by Chaos and only possess enough self-awareness to feel anguish and hate.

DARKOATH WARLEADER

Even amongst the fanatical followers of Chaos, the Darkoath are revered and feared. They show their dedication to the powers of Chaos — all of them, not simply one manifestation — by inscribing oaths of service in great stone tablets. Once sworn, they don't rest until they meet that obligation.

The Darkoath are the most devoted and strong-willed of servants, so the powers of Chaos shower them with gifts, much to the envy of other servants. Every one of the Dark Gods desires to sway these fiercely independent champions to their service.

Darkoath Chieftains rule their tribes with an iron fist, while Darkoath Warqueens command large numbers of tribes through their dark gifts, natural charisma, and the dreams and prophecies bestowed on them by Chaos.

OGROID MYRMIDON

The Ogroids waged war against Gorkamorka and when they were defeated gave themselves to Chaos instead. Ogroid Myrmidons are skilled, trained warriors who have spent their lives perfecting gladiatorial arts in the fighting pits of the Eightpoints, the inter-realm island now claimed by Chaos. They make exceptional mentors for promising fighters, accustomed to training gladiators and possessed of a respect for other individuals willing to spend their life in the pursuit of excellence.

Ogroid Myrmidons, in contrast to the Thaumaturges who serve Tzeentch, eschew magic in all its forms. Instead, they train with deadly weapons forged from cold steel. The Myrmidons wear little in the way of armour, proudly showing scars, missing fingers, and other memories from battles long since won.

Their hulking build, glowing eyes, and cloven hooves lead some opponents to fatally underestimate Ogroids' intelligence.

SLAUGHTERBRUTE

Slaughterbrutes were never Human. These slaving, four-armed, three-tongued, many-eyed monsters were always exactly what they are: killing machines. They're rarely seen off battlefields, for even the Slaves to Darkness know better than to let them roam freely. Their only impulse is to charge towards enemies, delighting in slaughter. They're not picky about targets. Slaughterbrutes are ritually bound to a Chaos Lord or other powerful Slave to Darkness. They're marked by Chaos icons carved into the Slaughterbrute's flesh and a blade of binding driven deep into its back, though it's often impossible to distinguish the cursed blade from the weapons foes have lost to its chitinous hide. Remove the dagger, kill the master, or just take them far away from the Slaughterbrute, and the beast becomes everyone's worst enemy.

MINDSTEALER SPHIRANX

These lithe, leonine creatures originated from Hysh where they served Teclis as custodians of esoteric treasures. The felines had no arcane power themselves, and they grew resentful of their status and jealous of those able to use the magical arts.

Tzeentch, the Changer of Ways, heard their discontent and offered a solution: knowledge and power for service. The High Bibliarch of the Sphiranxes accepted the deal, and the creatures' third eyes opened in the centre of their

forehead. Now they are compelled to leech knowledge and thoughts from all they encounter, and they revel in it, telepathically consuming minds like fine vintages of wine.

Mindstealers rarely leave their lairs, but those who come to them become part of the Sphiranxes' entertainment. They delight in invading minds, dredging up old trauma, altering memories, or cutting away memories and identity. As coldly aloof as the creatures are, their foes' helplessness brings them great joy and much amusement.

The Mindstealer Sphiranxes are not part of the Slaves to Darkness's communities and warbands; they would prefer to have the mortals serve them. They are occasionally obliged to leave their lairs because of a debt to a Chaos Lord or an omen from Tzeentch.

DAEMON PRINCE

The Daemon Princes are the mightiest of all Chaos's servants. It is said that the greatest Chaos Lords might, if it pleases their master, one day attain this status but it is also true that there are Daemon Princes older than history. There may be other origins for these powerful creatures, but they have long since left behind mortal concepts such as lineage. Few scholars get close enough to investigate.

Champions of Chaos commit vile and heinous acts in return for their gifts, and a Daemon Prince has performed services so horrific the Dark Gods have made them immortal. And they are proud of it. A Daemon Prince has achieved their greatest ambition, and in return it is only right that the envious mortals of the Slaves of Darkness should worship them as gods and kings.

In return for this devotion, a Daemon Prince protects and inspires their followers, wielding physical might and arcane blessings to display their gifts.

When a Daemon Prince is riled to act on an ambition, such as destroying a troublesome city that refused to bow, it takes a mighty army indeed to drive them back.



CHAOS MARAUDER

Marauders are the backbone of the Slaves to Darkness. The name describes most of the men and women who make up their armies and their supporters. In battle, they're ferocious and numerous — the sight of them charging across a battlefield sows terror before they even strike the first blow. They serve whatever dark power or master they rely on for survival, believe its creed, and do what they must to survive.

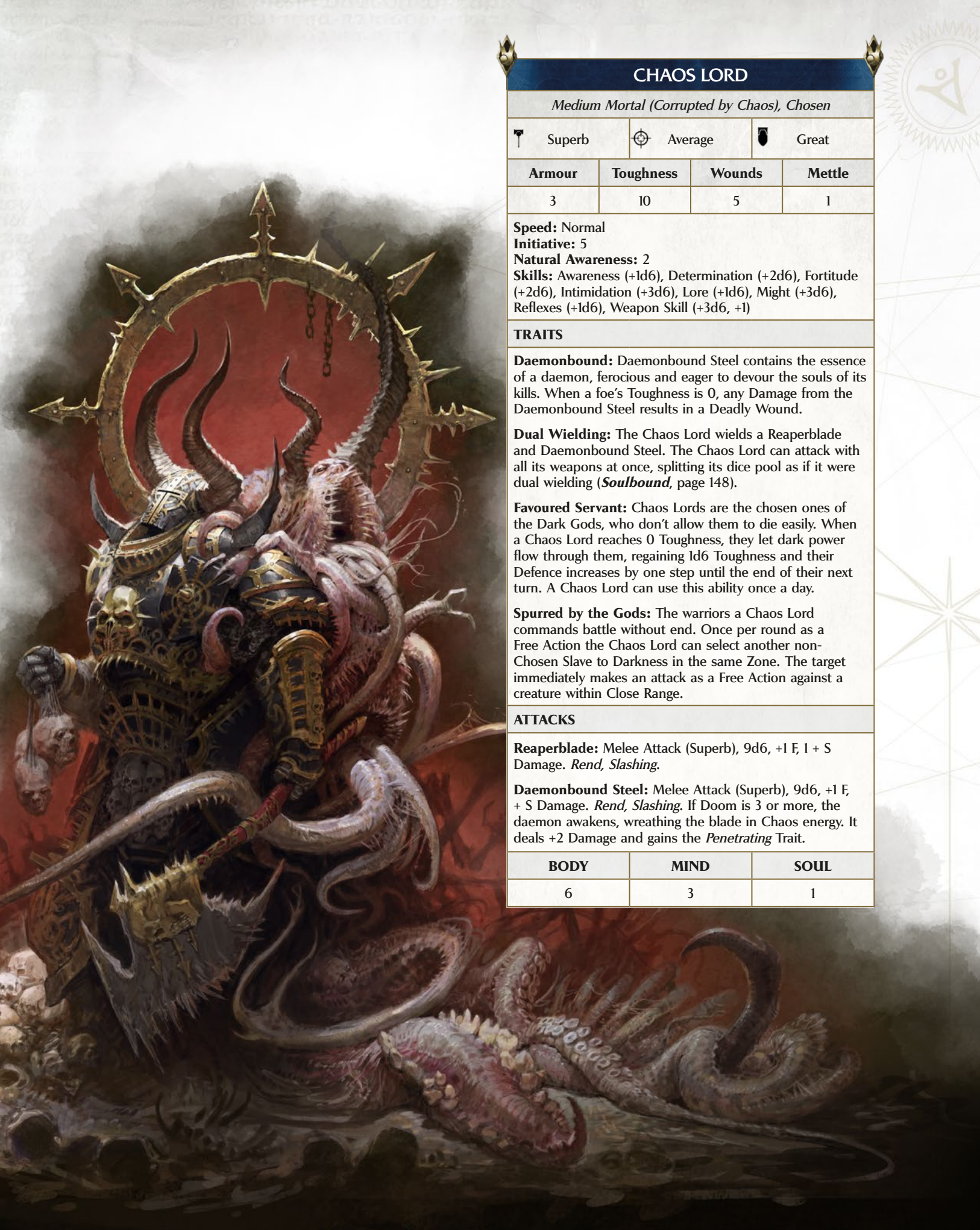
CHAOS WARRIOR

Chaos Warriors are members of the fallen tribes who have forsaken all comforts of hearth and family in exchange for a lifetime of war. This is the first true step on the Path to Glory. They are clad in armour marked with Dark Tongue runes and wield weapons to rend flesh and shatter bone. Such is their ferocity that they are easily a match for Sigmar's own Stormcast Eternals.

CHAOS MARAUDER			
<i>Medium Mortal (Corrupted by Chaos), Minion</i>			
Average	Poor	Average (Good with Darkwood Shield)	
Armour	Toughness	Wounds	Mettle
1	1	—	—
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Awareness (+1d6), Fortitude (+1d6), Weapon Skill (+2d6)			
TRAITS			
Boundless Ferocity: If the Chaos Marauder takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Swarm: If three or more Chaos Marauders occupy the same Zone they become a Swarm. The Chaos Marauder Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Chaos Marauder in the Swarm. The Swarm suffers double Damage from effects that target a Zone.			
ATTACKS			
Barbarian Axe: Melee Attack (Average), 5d6, 1 + S Damage. <i>Slashing.</i> Barbarian Flail: Melee Attack (Average), 5d6, 1 + S Damage. <i>Crushing.</i>			
BODY	MIND	SOUL	
3	1	1	

CHAOS WARRIOR			
<i>Medium Mortal (Corrupted by Chaos), Warrior</i>			
Good	Poor	Good (Great with Chaos Runeshield)	
Armour	Toughness	Wounds	Mettle
3	8	—	—
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Determination (+1d6), Fortitude (+1d6), Reflexes (+1d6), Weapon Skill (+2d6, +2)			
TRAITS			
Chaos Runeshield: Some Chaos Warriors carry shields inscribed with dark runes that allow them to withstand even the most powerful attacks. Once per turn, when the Chaos Warrior wielding a Chaos Runeshield would be reduced to 0 Toughness and killed, the runes on the shield erupt and absorb the blow instead. The Chaos Warrior takes no Damage from the attack. Legions of Chaos: The servants of the Ruinous Powers are legion, and when they gather together they can prove almost unstoppable. When 3 or more Chaos Warriors are in the same Zone, their Melee and Defence increase one step.			
ATTACKS			
Chaos Mace: Melee Attack (Good), 6d6, +2 F, 1 + S Damage. <i>Crushing.</i> Chaos Greatblade: Melee Attack (Good), 6d6, +2 F, 2 + S Damage. <i>Slashing, Two-handed.</i>			
BODY	MIND	SOUL	
4	2	2	





CHAOS LORD			
Medium Mortal (Corrupted by Chaos), Chosen			
Superb	Average	Great	
Armour	Toughness	Wounds	Mettle
3	10	5	1
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Awareness (+1d6), Determination (+2d6), Fortitude (+2d6), Intimidation (+3d6), Lore (+1d6), Might (+3d6), Reflexes (+1d6), Weapon Skill (+3d6, +1)			
TRAITS			
Daemonbound: Daemonbound Steel contains the essence of a daemon, ferocious and eager to devour the souls of its kills. When a foe's Toughness is 0, any Damage from the Daemonbound Steel results in a Deadly Wound.			
Dual Wielding: The Chaos Lord wields a Reaperblade and Daemonbound Steel. The Chaos Lord can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (<i>Soulbound</i> , page 148).			
Favoured Servant: Chaos Lords are the chosen ones of the Dark Gods, who don't allow them to die easily. When a Chaos Lord reaches 0 Toughness, they let dark power flow through them, regaining 1d6 Toughness and their Defence increases by one step until the end of their next turn. A Chaos Lord can use this ability once a day.			
Spurred by the Gods: The warriors a Chaos Lord commands battle without end. Once per round as a Free Action the Chaos Lord can select another non-Chosen Slave to Darkness in the same Zone. The target immediately makes an attack as a Free Action against a creature within Close Range.			
ATTACKS			
Reaperblade: Melee Attack (Superb), 9d6, +1 F, 1 + S Damage. <i>Rend, Slashing.</i>			
Daemonbound Steel: Melee Attack (Superb), 9d6, +1 F, + S Damage. <i>Rend, Slashing.</i> If Doom is 3 or more, the daemon awakens, wreathing the blade in Chaos energy. It deals +2 Damage and gains the <i>Penetrating</i> Trait.			
BODY	MIND	SOUL	
6	3	1	



CHAOS SPAWN

Large Mortal (Corrupted by Chaos), Warrior

 Great		 Poor		 Average	
Armour	Toughness	Wounds	Mettle		
1	14	–	–		
Speed: Fast Initiative: 1 Natural Awareness: 1 Skills: Might (+2d6), Reflexes (+2d6), Weapon Skill (+3d6)					
TRAITS					
Nigh Unkillable: The Chaos Spawn is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.					
The One with All the Gifts: The Dark Gods’ gifts brought the Chaos Spawn to its current condition. Its body ripples and changes as the magic of Chaos fluxes within it. At the beginning of its turn, roll 1d6 to see what effect occurs, lasting until the start of the Chaos Spawn’s next turn: 1: The Chaos Spawn’s tentacles and claws harden. Its Freakish Mutations gain the <i>Penetrating</i> Trait.					

2: The Chaos Spawn’s hide hardens into gnarled armour. Its Armour increases by 1.		
3-4: The Chaos Spawn’s surfeit of magic turns aside other spells that target it. The Chaos Spawn doubles its dice pool for any Tests to resist the effects of a spell. Additionally, the Chaos Spawn’s Armour is doubled for the purposes of calculating Damage from spells.		
5: The Chaos Spawn regains 1d6 Toughness.		
6: The Chaos Spawn is temporarily lucid. It realises what it has become, and is <i>Stunned</i> until the end of its turn.		
Writhing Tentacles: If the Chaos Spawn hits with its Freakish Mutations, it can make another Attack against the same target as a Free Action. The Chaos Spawn’s Melee for this Attack is decreased by one step.		
ATTACKS		
Freakish Mutations: Melee Attack (Great), 8d6, 1 + Damage. <i>Crushing, Piercing.</i>		
BODY	MIND	SOUL
5	1	1



DAEMON PRINCE

Large Daemon (Corrupted by Chaos), Chosen

Superb		Average		Good	
Armour	Toughness	Wounds	Mettle	Prince must pass a DN 4:2 Body (Fortitude) Test or take 2 Damage. <i>Bloodslick Ground (Khorne):</i> The Daemon Prince summons pools of boiling gore around its feet, making the Zone a Major Hazard to non-Chaos creatures. <i>Revel in Agony (Slaanesh):</i> When a Chaos creature within Short Range of the Daemon Prince takes Damage, their Melee increases one step until the end of their next turn. Immortal Champion: The Daemon Prince regains Toughness equal to the current Doom at the start of its turn. Nigh Unkillable: The Daemon Prince is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.	
2	28	7	2		
Speed: Normal, Fly (Normal) Initiative: 6 Natural Awareness: 3 Skills: Awareness (+2d6), Determination (+2d6), Fortitude (+2d6), Intimidation (+2d6), Might (+3d6), Weapon Skill (+3d6, +1)					
TRAITS					
Bounding Charge: If the Daemon Prince takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Chosen of Chaos: Pick one of the following Traits, depending on which Dark God the Daemon Prince serves. If Doom is 3 or more, increase all below effects to Medium Range. <i>Arcane Influence (Tzeentch):</i> Chaos-aligned creatures within Short Range of the Daemon Prince with the Spellcasting Trait add +2d6 to Channelling Tests. <i>Bloated Blessing (Nurgle):</i> Any creature that deals Damage to a Chaos creature within Short Range of the Daemon					
ATTACKS					
Hellforged Sword: Melee Attack (Superb), 9d6, +1 F, 2 + S Damage. <i>Rend, Slashing.</i> Malefic Talons: Melee Attack (Superb), 9d6, +1 F, 1 + S Damage. <i>Penetrating, Piercing.</i>					
BODY		MIND		SOUL	
6		4		4	

DARKOATH WARLEADER

Medium Mortal (Corrupted by Chaos), Champion



Great



Poor



Good (Great with Infernal Runeshield)

Armour

2

Toughness

8

Wounds

–

Mettle

1

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Athletics (+1d6), Awareness (+2d6), Determination (+1d6), Fortitude (+1d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+3d6, +1)

TRAITS

Berserk Charge: The Darkoath Warleader's Melee increases by one step in any turn they take the Charge Action.

Brutal Duellist: The Darkoath Warleader excels in single combat. The Darkoath Warleader can use her Action to challenge a target within Short Range. If that target attacks any other creature other than the Darkoath Warleader, their Melee and Accuracy decrease one step.

Dual Wielding: The Darkoath Warleader wields a Warlord Axe and Cursed Broadsword. The Darkoath Warlord can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (Soulbound, page 148).

Servant of the Dark Gods: Darkoath Warleaders are either Chieftains or Warqueens. Choose one and add the following Trait.

Deathblow: The Darkoath Chieftain lives for the slaughter of war. If the Darkoath Chieftain kills or Mortally Wounds a creature, it can make an Attack against a target within Close Range as a Free Action.

Infernal Runeshield: The Darkoath Warqueen does not dual wield but instead carries an Infernal Runeshield. The first time the Darkoath Warqueen's Toughness would be reduced to 0, her Infernal Runeshield negates the damage. If the creature that dealt the Damage is in Close Range, it takes the Damage instead.

ATTACKS

Warlord Axe: Melee Attack (Great), 7d6, +1 F, 1 + S Damage. *Rend, Slashing.*

Cursed Broadsword: Melee Attack (Great), 7d6, +1 F, 1 + S Damage. *Cleave, Rend, Slashing.*

BODY

4

MIND

2

SOUL

2





MINDSTEALER SPHIRANX

Large Beast (Corrupted by Chaos), Champion

 Good	 Average	 Good	
Armour	Toughness	Wounds	Mettle
1	12	—	2

Speed: Normal

Initiative: 8

Natural Awareness: 3

Skills: Arcana (+3d6), Awareness (+2d6), Determination (+2d6), Lore (+3d6), Reflexes (+2d6), Weapon Skill (+1d6)

TRAITS

Dominate Mind: A Mindstealer can manipulate the actions of other creatures with a simple glance. As an Action, the Mindstealer can choose a creature within Short Range that it can see. The target must make a **DN 4:X Soul (Determination)** Test, where X is equal to the current Doom. Until the end of the target's next turn, the creature is under the Mindstealer's control. The GM gets to decide the target's actions, but they should align with the Mindstealer's goals. If the target suffers Damage, they can immediately make another Test to resist the effect.

Telepathic Dread: Any non-Chaos aligned creature that starts its turn in Close Range of the Mindstealer Sphiranx must make a **DN 4:2 Soul (Determination)** Test. On a failure, the target is *Frightened* until the start of their next turn.

ATTACKS

Lashing Claws and Shredding Tail: Melee Attack (Average), 5d6, 1 + S Damage. *Slashing*.

BODY	MIND	SOUL
4	4	4



OGROID MYRMIDON

Large Mortal (Corrupted by Chaos), Champion

 Great		 Average		 Good (Great with shield)	
Armour	Toughness	Wounds	Mettle		
0	16	—	1		
Speed: Normal Initiative: 2 Natural Awareness: 1 Skills: Fortitude (+1d6), Intimidation (+2d6), Might (+1d6), Weapon Skill (+2d6, +1)					
TRAITS					
Arcane Fury: The runes on the Ogroid Myrmidon’s body glow baleful red and its attacks hit home with unnatural strength. If the Ogroid rolls any 6s on an Attack, that attack has the <i>Penetrating</i> Trait.					
Berserk Rage: When the Ogroid Myrmidon takes Damage, its Melee increases one step until the end of its next turn.					

Nigh Unkillable: The Ogroid Myrmidon is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.		
Pit Marshal: Ogroids rule the gladiatorial pits of the Eightpoints and lead their followers to greater acts of carnage. Allies that start their turn in the same Zone as the Ogroid Myrmidon deal +1 Damage.		
ATTACKS		
Gladiator Spear: Melee Attack (Great), 7d6, +1 F, + S Damage. <i>Piercing, Thrown (Short).</i>		
Great Horns: Melee Attack (Great), 7d6, +1 F, 1 + S Damage. <i>Piercing, Rend.</i>		
BODY	MIND	SOUL
5	2	1



SLAUGHTERBRUTE

Large Beasts (Corrupted by Chaos), Champion

	Great		Poor		Good
Armour	Toughness	Wounds	Mettle		
1 + Doom	20	–	2		
Speed: Medium Initiative: 3 Natural Awareness: 2 Skills: Awareness (+2d6), Fortitude (+2d6), Might (+3d6), Weapon Skill (+2d6, +2)					
TRAITS					
Nigh Unkillable: The Slaughterbrute is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.					
Beast Unbound: A masterless Slaughterbrute is a terrifying sight to behold. When the Slaughterbrute’s master is further than Short Range from the Slaughterbrute, or is Unconscious, Incapacitated, or dead, the Slaughterbrute rampages, attacking targets at random. Its Melee increases one step and its Defence decreases one step. The					

Slaughterbrute can be brought under control by another worshipper of Chaos by passing a DN 6:3 Soul (Beast Handling) Test each round they attempt to maintain control.		
Sigils of Enslavement: Slaughterbrutes are usually bound to a powerful Chaos Champion or Chosen by sigils marked into their hide. When their master is in the same Zone, and is not <i>Unconscious</i> , <i>Incapacitated</i> , or dead, the Slaughterbrute has Focus (2) in Weapon Skill (included already).		
ATTACKS		
Razor-Tipped Claws: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. <i>Slashing</i> .		
Massive Jaws: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. <i>Piercing</i> .		
Slashing Talons: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. <i>Slashing</i> .		
BODY	MIND	SOUL
6	1	3

FLESH-EATER COURTS

Oh, how the mighty have fallen. The Flesh-eater Courts are the remnants of once-proud empires and kingdoms, debased and depraved by desperation. In the Age of Chaos, war, pestilence, and starvation took their toll upon the Mortal Realms, and the hardships that followed drove nobles and peasants alike to cannibalism in the name of survival. Over time the practice corrupted them, turning them into monsters living amidst the filth of their recent meals and hungering for their next feast. They still saw themselves as Human, going on about their lives despite this dark necessity. And then the so-called Abhorrents appeared and their fate was sealed.

These monstrous Abhorrents descended from the fallen servant of Nagash known as the Carrion King, and they are as detached from reality as their minions. They believe themselves to be kings, queens, and emperors leading their loyal subjects in noble crusades against the monstrous forces of darkness. When they look upon starving, depraved cannibals they see desperate peasants in need of a leader. When they feed their vile, pallid servants on their own blood the Abhorrents see noble knights sipping fine wine from golden cups — and the ghouls of the Courts believe them.

While some Flesh-eater Courts do not directly worship Nagash, soon they all fall to the Great Necromancer's service. They feel some kinship with the Nighthaunts, however, seeing the greatest of the spectres as warrior-saints or other heroes and their legions as peasants or merchants delivering bountiful harvests.

USING THEM IN YOUR GAME

The story of the Flesh-eater Courts is a tragic one. These monsters believe they are the last bastion of a more chivalrous age, fighting back the tyranny of latter-day kings amongst the other threats to civilisation. They have completely lost touch with reality.

Play with the Flesh-eaters' twisted take on civilisation. Visit the crumbling ruins of their once-magnificent empires, where they feast on blood from tarnished goblets and marrow sucked from bones. Use the language of chivalry and honour and set up contrasts between how

the Flesh-eaters speak and think and how they behave: dead-eyed minstrels lisp beautiful poems through cracked lips, and 'ladies' with blood on their hairless scalps throw screaming animals to their slaving courtiers.

Remember that the Flesh-eater Courts go wherever there is battle, because battlefields mean food. Courts often establish themselves near Realmgates or follow marauding armies. They make a devastating epilogue: when the battle against Chaos or Destruction seems to be won, the beating of leathery wings fills the sky and the howling scavengers swarm over the weakened victors.

Roleplaying the Flesh-eater Courts can be a challenge. Once players understand their delusions, they naturally want to make the Flesh-eaters face reality. The courtiers' version of the world adapts quickly, and they ignore and reinterpret facts however they need to.

RUMOURS

'They called us monsters. They called us monsters, while our flesh hung wet and dripping from their jaws.'

— Captain Turio Valhark of the Revenant Spears

'They say in Hysh there's a kingdom older than this age, where the broken chains of our history are preserved. You need only seek the Court of the Eyeless Queen.'

'I saw a ghoul look down at its claws like it was seeing them for the first time. It screamed. And screamed, and screamed, until it scented blood, then off it ran again.'

'The crops failed. We had no choice. We had to survive until His Majesty arrived to rescue us... and he did. I'm so hungry. Can I... can I have something to eat?'

'Just before the Stormcast came to save us, that ghoulish thing took an interest in me. It said I would make a fine squire. It's mouth was still half-full with one of the soldiers.'

USING THEM IN COMBAT

The Flesh-eater Courts see themselves as soldiers in massed ranks and orderly regiments, taking orders from their leaders like any knightly army. But up close and personal, they're slavering monsters desperate to feast on the flesh of their opponents. An encounter with the Flesh-eater Courts should be shocking and terrifying, with more at stake than just life or death. There is no worse outcome to fighting the Courts than losing and living to be taken prisoner.

The Flesh-eater Courts have two types of troops: the hordes of Crypt Ghouls (*Soulbound*, page 333), which are terrifying for their overwhelming numbers and their ferocity, and the shock troops that make up their Champions and Chosen. The screams of Crypt Flyers and Terrorheists strike fear into common soldiers before

they even join the battle, and the poisonous breath of Royal Zombie Dragons and Crypt Infernal Courtiers can clear whole Zones.

A fight against the Flesh-eater Courts is an exercise in destroying enemy morale. Swarms of ghouls outnumber their foes, apparently infinite in number as their officers summon more cursed warriors into the fray. Screeching monsters swoop down from the sky and pluck combatants off the field in showers of gore. When characters are exhausted, the battle lines part and a Varghulf or Courtier steps forward to finish them off.

CRYPT FLYER

These winged shock troops are twisted mockeries of men. Pallid flesh clings to thick muscles and the red sinews of their wings beat powerfully as they swoop from the skies above battlefields to skewer their prey. They can tear a warrior asunder with brute strength, but their scream is even worse than their talons. The Crypt Flyers' keening cries can break a fighter's spirit, or even kill.

In their own minds Crypt Flyers are heroes, blessed by saints or gods with the gift of flight and a battle cry that chills the souls of monsters and cowards alike. It is their noble duty to use these gifts to break enemy lines and shatter the ranks of their foes.

CRYPT INFERNAL COURTIER

When a Crypt Flyer performs a truly heroic service in its ruler's name, a great feast is held in its honour. It consumes the flesh of an undead dragon and gains new, more exalted gifts. Along with their wings, they acquire the gift of a noxious breath weapon that poisons their enemies. Crypt Infernal Courtiers hunt by scent, ranging above the battlefield and breathing in the mouthwatering taste of specific prey and plucking them up in vicious talons.

These courtiers might believe themselves Griffon or Dragon riders, or simply halfway to transformation into some celestial creature. The one thing they are most certain of is that the Abhorrents bestowed these gifts upon them, and it is their duty to give thanks through loyalty and heroism.

CRYPT GHAST COURTIER

Crypt Ghastr Courtiers stride amongst the masses of pale, scrabbling ghouls, snarling and chasing them into order and driving them into battle. Armed with crude bone clubs and waving gruesome trophies ripped from the bodies of their enemies, they whip their subjects into a howling

THE COURTS

The Flesh-eater Courts are as diverse as humanity. Those from the Realm of Shadow play at intrigues, and those in Ghur picture themselves hunting legendary beasts.

The **Morgaunt Grand Court** from Shyish is the largest of the Flesh-eater Courts, and its members hate Sigmar with a febrile passion: without Sigmar's betrayal, they hold that Nagash would have defeated Chaos.

The burned **Blisterskin Grand Court** hails from Aqshy, originating in sun-worshipping royal families who in the face of Chaos quickly turned to sacrificing their old and infirm to the powers above.

The Ghurish **Gristlegore Grand Court** might be the most deluded court of all, believing in a lie of purity and balance even as they rampage like wild beasts across the land.

While each court has its own origin and its own titles, their hierarchies are similar. Abhorrents lead, supported by their Sycophants, the royal family. They are supported by their trusted Varghulf and Mordant generals. Beneath the Varghulfs are the Crypt Courtiers, and then the massed ranks of the ghouls.

frenzy, dragging them back from the brink of death and adding a lethal fervor to their attacks. As sergeants and officers, Crypt Ghastr Courtiers see themselves as a step above the common man. They are trained, inspiring leaders and they command respect.

These courtiers adorn themselves with battlefield trophies, driving shards of foes' broken bones through their flesh or wearing torn-out tongues like garish ribbons. Blind to the gore, the courtiers fashion royal banners from the rib cages of their recent victims.

CRYPT HAUNTER COURTIER

The Crypt Haunter Courtiers are the most ardent subjects of the Abhorrents, the noble knights and glorious heroes who sit at the Ghoulish Kings' right hands. They sup from the same cups, share the same tales of past glories, and strategise together about how to chase evil from their lands. Together with their loyal servants, these courtiers stand on the front line of battle and are proud to do so. Outside the world of their delusions, they are screeching, ferocious warriors in the vanguard of the Flesh-eater hordes. Their noble blood confers the ability to regenerate their flesh, making them devastatingly tough opponents, and their love for their leaders means they strive at every moment to be worthy of their favour in thought and deed. When their rulers are near, a Crypt Haunter Courtier cannot fail.

CRYPT HORROR

The Crypt Horrors are devoted noble courtiers and creatures-at-arms. Prowling through the obscene banquets of the Flesh-eater Courts, they feast on flesh and organs, exulting in courtly life as their bodies wither and decay on their bones. Covered in reeking sores, and with flesh melted away atop stringy sinews and muscles, Crypt Horrors are amongst the most foul of the courts warriors.

They are rarely seen on battlefields, preferring the hunts, feasts, and all manner of noble entertainments behind the front lines. When duty calls and they prowl alongside their companions, Crypt Horrors are devastatingly strong and hard to kill. Crypt Horrors are not officers or commanders, and they are assuredly not common rank-and-file fighters. They are the Knight Errants of the Flesh-eater Courts, devoted to individual prowess and honour.

ROYAL ZOMBIE DRAGON

These enormous beasts serve as the mounts of Abhorrent Ghoulish Kings or — with their kings' permission — especially esteemed officers. The Flesh-eater Courts

reimagine these skeletal monsters as noble Dragons or Griffons, but to the eyes of the world they are resurrected corpses, animated by necromantic energy. Their breath melts flesh and muscle, leaving nothing behind but clean bone for the ghouls. From atop their mounts, the Ghoulish Kings command battlefields and strike fear into the hearts of any sane foe.

When not on the battlefield, these nightmares fly free above the territories of the Flesh-eater Courts, which is a strong incentive for other creatures to stay far away. The stench of their breath and decaying bodies serves as a warning from miles away. When unleashed, that breath melts flesh and muscle, leaving nothing behind but clean bone for the ghouls to feast upon.

A Royal Zombie Dragon uses the same statistics as a **Terrorgeist** (*Soulbound*, page 335) but with *Pestilent Breath* replacing *Death Shriek*.

- ✱ **Pestilent Breath:** The killing miasma of a Royal Zombie Dragon's breath strips flesh from bone and chokes the life from foes. As an Action, the Royal Zombie Dragon can choose a Zone within Medium Range. Each target in that Zone must make a **DN 4:3 Body (Fortitude)** Test. On a failure, the target takes 3 Damage and is *Poisoned*. The miasma lingers, and any living creature in the Zone takes 2 damage the following turn, and 1 the turn after.

VARGHULF COURTIER

The Varghulfs are the boon companions of the Abhorrents. Varghulfs hold one of the highest positions in the Flesh-eater Courts and they are more than capable of crushing any who would try to come between them and their lieges.

Varghulfs are the creatures closest in nature to the Abhorrents. They too are vampires given over to their thirst and bent on indulging their most base desires to suck blood from veins and marrow from bones. And yet, in their own minds, they are the most noble and honourable of all the Abhorrents' warriors.

On the battlefield, they muster the Ghoulish Kings' hordes with a single scream, and descend into a frenzy or an heroic last stand in which they can destroy every creature foolish enough to get close.



ABHORRENT ARCHREGENT

Abhorrent Archregents are the rulers of the Flesh-eater Courts, superior to the Ghouls Kings and Queens more commonly seen leading their armies. These brooding, solitary creatures become more powerful the older they get — scholars' opinions are divided as to whether their madness intensifies as they grow more powerful, or if the force of their own delusions increases their power.

The Abhorrent Archregents are rarely seen, dwelling in crypts of their own warped memories and leaving the governance of their vast territories to others. When an Archregent does stir from its rest, it is a sign that a battle is of the highest importance. Their massive claws can rip a castle gate out of a wall or pulverise a siege engine, and they can outpace a cavalry charge.

While an Abhorrent Archregent appears and acts as a bloody-mawed beast, in its own mind it is a noble and virtuous warrior concerned with affairs of state. Not only do its courtiers believe its delusion, those who fight against it experience flashes where they see the world as the Archregent does.

ABHORRENT ARCHREGENT			
Medium Undead (Flesh-eater Courts), Chosen			
Superb	Good	Superb	
Armour	Toughness	Wounds	Mettle
3	13	7	2
Speed: Fast Initiative: 10 Natural Awareness: 4 Skills: Awareness (+3d6), Channelling (+3d6, +1), Determination (+2d6), Fortitude (+1d6), Guile (+2d6, +1), Intuition (+2d6), Lore (+2d6), Reflexes (+3d6), Stealth (+2d6), Weapon Skill (+3d6, +2)			
TRAITS			
Blood Scent: The Abhorrent Archregent has Advantage on Opposed Tests to track any creature that has suffered a Wound. Centuries of Torment: The Abhorrent Archregent has ruled for hundreds of years and can tap into the despair of the realms. The Abhorrent Archregent regains additional Mettle each round equal to the current Doom. Imperial Blood: The Abhorrent Archregent regains 3 Toughness or heals 1 Wound at the start of its turn. Instant Obedience: With a snap of its fingers, the Archregent commands obedience. As an Action, the			
Abhorrent Archregent can command all Flesh-eater Courts creatures within Medium Range to Charge. The Abhorrent Archregent can only do this once per turn. Lifeless: The Abhorrent Archregent is immune to being <i>Charmed</i> and <i>Frightened</i> . Spellcasting: The Abhorrent Archregent is a spellcaster. It knows the <i>Aetheric Armour</i> , <i>Arcane Blast</i> , <i>Arcane Bolt</i> , <i>Mystic Shield</i> , and <i>Ferocious Hunger</i> spells. Additionally, the Abhorrent Archregent can unbind spells per the <i>Unbind</i> Talent. Ferocious Hunger: DN 5:2. The Archregent's sorcery raises its minions' cravings to greater heights. The Abhorrent Archregent chooses a Zone within Long Range. All Flesh-eater Courts creatures in the Zone gain +1d6 on Attacks until the start of the Archregent's next turn. Each additional success adds an additional +1d6 to Attack rolls, or increases the duration by 1 round (GM's choice).			
ATTACKS			
Gory Talons and Fangs: Melee Attack (Superb), 9d6, +2 F, 1 + S Damage. <i>Piercing</i> .			
BODY	MIND	SOUL	
6	4	4	

CRYPT PLAYER

Medium Undead (Flesh-eater Courts), Warrior

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
1	7	—	—

Speed: Normal, Fly (Normal)**Initiative:** 5**Natural Awareness:** 2**Skills:** Awareness (+2d6), Fortitude (+1d6), Reflexes (+1d6), Stealth (+1d6, +1), Weapon Skill (+2d6)

TRAITS

Blood Scent: The Crypt Player has Advantage on Opposed Tests to track any creature that has suffered a Wound.**Death Scream:** Crypt Players unleash a horrifying debilitating scream. All enemy creatures in the same Zone as the Crypt Player must make a **DN 4:2 Soul (Determination)** Test or become *Frightened* of the Crypt Player until the end of their next turn. If Doom is 3 or more, the target is instead *Stunned*.**Lifeless:** The Crypt Player is immune to being *Charmed* and *Frightened*.**Skewering Strike:** The Crypt Players can strike with such force that their victims are skewered on their talons. If the Crypt Players Piercing Talons inflict a Wound, the severity of the Wound increases one step.

ATTACKS

Piercing Talons: Melee Attack (Good), 6d6, 1 + S Damage. *Penetrating, Piercing.*

BODY	MIND	SOUL
4	2	1

CRYPT GHAST COURTIER

Medium Undead (Flesh-eater Courts), Warrior

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
1	7	—	—

Speed: Normal**Initiative:** 5**Natural Awareness:** 2**Skills:** Awareness (+1d6), Fortitude (+1d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Blood Scent: The Crypt Ghast Courtier has Advantage on Opposed Tests to track any creature that has suffered a Wound.**Lifeless:** The Crypt Ghast Courtier is immune to being *Charmed* and *Frightened*.**Muster Serfs:** With a cry, the Courtier commands the lowliest of the courts, driving them into the fray. As an Action, the Crypt Ghast Courtier can command Crypt Ghouls within Medium Range to Charge.**Trophy Hunter:** The Crypt Ghast Courtier rips gory trophies from fallen foes to inspire its allies. When the Courtier kills an enemy, add +1d6 to the Attacks of all Undead Minions or Warriors in the same Zone.**Voracious Hunger:** Ghosts are ferocious when fighting for a meal. The Crypt Ghast Courtier's Melee increases one step if a Crypt Ghoul or Ghast is in the same Zone.

ATTACKS

Bone Club: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. *Crushing.***Filthy Claws:** Melee Attack (Good), 5d6, +1 F, 1 + S Damage. *Piercing.*

BODY	MIND	SOUL
3	2	2



CRYPT HAUNTER COURTIER

Large Undead (Flesh-eater Courts), Champion

Great

Poor

Good

Armour

Toughness

Wounds

Mettle

2

10

–

1

Speed: Normal

Initiative: 4

Natural Awareness: 2

Skills: Athletics (+1d6), Awareness (+2d6), Intimidation (+1d6), Weapon Skill (+2d6, +2)

TRAITS

Blood Scent: The Crypt Hunter Courtier has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Chosen of the King: Crypt Hunter Courtier are devoted servants. The Crypt Hunter's Melee increases one step when it is in the same Zone as an Abhorrent Ghoul or Abhorrent Archregent.

Lifeless: The Crypt Hunter Courtier is immune to being *Charmed* and *Frightened*.

Muster King's Chosen: With a cry, the Courtier commands the servants of the courts, driving them into the fray. As an Action, the Crypt Hunter Courtier can command all Flesh-eater Court Minions and Warriors within Medium Range to Charge. The Crypt Hunter Courtier can only do this once per turn.

Noble Blood: The Crypt Hunter Courtier heals 3 Toughness at the start of each of its turns.

Warrior Elite: The Crypt Hunter Courtier deals +1 Damage for each level of Focus in Weapon Skill (already included).

ATTACKS

Rancid Talons: Melee Attack (Good), 6d6, +2 F, 3 + S Damage. *Slashing*. A creature damaged by this attack must make a **DN 4:3 Body (Fortitude) Test** or be *Poisoned* until the end of their next turn.

Bone Club: Melee Attack (Average), 6d6, +2 F, 4 + S Damage. *Crushing, Two-handed*. A creature damaged by this weapon must make a **DN 4:3 Body (Determination) Test** or be *Stunned* until the end of their next turn.

BODY

MIND

SOUL

6

2

2



CRYPT HORROR

Large Undead (Flesh-eater Courts), Warrior

☙ Good	☯ Poor	☠ Good	Lifeless: The Crypt Horror is immune to being <i>Charmed</i> and <i>Frightened</i>. Noble Blood: The Crypt Horror heals 3 Toughness at the start of each of its turns. Warrior Elite: The Crypt Horror deals +1 Damage for each level of Focus in Weapon Skill (already included).	
Armour	Toughness	Wounds		
1	7	—	—	
Speed: Normal Initiative: 3 Natural Awareness: 2 Skills: Athletics (+1d6), Awareness (+2d6), Intimidation (+1d6), Weapon Skill (+1d6, +1)				
TRAITS				
Blood Scent: The Crypt Horror has Advantage on Opposed Tests to track any creature that has suffered a Wound. Chosen of the King: Crypt Horrors are devoted servants. The Crypt Horror's Melee increases one step when it is in the same Zone as an Abhorrent Ghoul or Abhorrent Archregent.				
ATTACKS				
Rancid Talons: Melee Attack (Good), 6d6, +1 F, 2 + S Damage. <i>Slashing</i>. A creature damaged by this attack must make a DN 4:3 Body (Fortitude) Test or be <i>Poisoned</i> until the end of their next turn. Bone Club: Melee Attack (Average), 6d6, +1 F, 3 + S Damage. <i>Crushing, Two-handed</i>. A creature damaged by this weapon must make a DN 4:3 Body (Determination) Test or be <i>Stunned</i> until the end of their next turn.				
BODY		MIND		SOUL
5		2		1



CRYPT INFERNAL COURTIER

Large Undead (Flesh-eater Courts), Champion

Great Poor Good			
Armour	Toughness	Wounds	Mettle
2	9	–	1
Speed: Normal, Fly (Normal) Initiative: 7 Natural Awareness: 3 Skills: Awareness (+2d6), Fortitude (+1d6), Intimidation (+2d6), Reflexes (+2d6), Stealth (+2d6), Weapon Skill (+3d6, +1)			
TRAITS			
Blood Scent: The Crypt Infernal Courtier has Advantage on Opposed Tests to track any creature that has suffered a Wound. Foetid Breath: Transmuted by zombie dragon flesh, the Crypt Infernal Courtier unleashes a blast of foul breath. All enemy creatures in the same Zone as the Crypt Infernal Courtier must make a DN 5:2 Body (Fortitude) Test or become <i>Poisoned</i> until the end of their next turn. If Doom is 3 or more, the target is instead <i>Poisoned</i> until they take a Rest.			
Lifeless: The Crypt Infernal Courtier is immune to being <i>Charmed</i> and <i>Frightened</i>. Noble Demeanor: The Crypt Infernal Courtier retains a semblance of grotesque nobility. When the Crypt Infernal Courtier enters the same Zone as a living creature, the creature must make a DN 5:1 Soul (Determination) Test or become <i>Frightened</i> until the Crypt Infernal Courtier leaves the Zone. If the target succeeds, they are immune to this effect until they take a Rest. Skewering Strike: The Crypt Infernal Courtier can strike with such force that their victims are skewered on their talons. If the Crypt Infernal Courtier's Piercing Talons inflict a Wound, the severity of the Wound increases one step.			
ATTACKS			
Piercing Talons: Melee Attack (Great), 7d6, +1 E, 1 + S Damage. <i>Penetrating, Piercing.</i>			
BODY	MIND	SOUL	
4	3	2	

VARGHULF COURTIER

Large Undead (Flesh-eater Courts), Chosen

 Great	 Poor	 Great	
Armour	Toughness	Wounds	Mettle
2	18	5	1

Speed: Normal, Fly (Normal)

Initiative: 6

Natural Awareness: 2

Skills: Awareness (+2d6), Entertain (+1d6), Fortitude (+2d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Blood Scent: The Varghulf Courtier has Advantage on Opposed Tests to track any creature that has suffered a Wound.

Feed on Dark Magic: The Abhorrents' dark magics lend strength to their Varghulf servants. When an Abhorrent Archregent of Abhorrent Ghoul King within Medium Range casts a spell, and that spell is not unbound, the Varghulf Courtier adds +1d6 to its next Attack.

King's Champion: When the Varghulf Courtier is surrounded by foes, it enters a rage. While there are 3 or more foes in the same Zone as the Varghulf, the Varghulf deals +1 Damage.

Lifeless: The Varghulf is immune to being *Charmed* and *Frightened*.

Muster Royal Household: With a cry, the Courtier commands the lowliest of the courts, driving them into the fray. As an Action, the Varghulf Courtier can command all non-Chosen Flesh-eater Courts creatures within Medium Range to Charge. The Varghulf Courtier can only do this once per turn.

Nigh Unkillable: The Varghulf Courtier is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

ATTACKS

Immense Claws: Melee Attack (Great), 6d6, +1 F, 1 + S Damage. *Penetrating, Slashing*.

Dagger-like fangs: Melee Attack (Great), 6d6, +1 F, + S Damage. *Piercing, Rend*. When the Varghulf deals Damage with this attack, it regains 3 Toughness.

BODY	MIND	SOUL
5	2	2



SOULBLIGHT GRAVELORDS

The Soulbright Gravelords, red-fanged and forever hungry, rule empires of death. They are the aristocrats of the underworlds, and though some Soulbright dynasts hide their insatiable thirst behind veneers of nobility, others display their monstrous nature with pride. The dead in all their forms serve the Gravelords, from the lurching Deathrattle legions to the ravenous corpse-beasts that parody living creatures. These armies are immune to the minor inconveniences that plague mortals, like the need for food, sleep, companionship, and even air to breathe. Spread across the realms, they seek to conquer, to take vengeance, or to taste exquisite new flavours of blood.

Soulbright Vampires attract many followers, for they possess a morbid charisma in addition to their supernatural strength and command of necromancy. Undead beasts, monsters, fighters, and spellcasters alike serve at their command, and living aspirants clamour for their favour, hoping to merit the blood kiss or learn extinct arcane secrets. Wherever death has been, the Gravelords follow.

The most horrifying aspect of the Soulbright Gravelords is their unending supply of resources. Many fall to the undead hordes in battle, only to rise and take up arms against their former companions. This, the Gravelords believe, is the one purpose of the living — to serve as fodder for their cruel appetites, ambitions, and amusement.

USING THEM IN YOUR GAME

The Soulbright Gravelords are an all-too-familiar threat, for everyone has heard stories of undead monsters who thirst for blood. Even the smallest children are warned not to explore local crypts and barrows, for all too often there's a kernel of truth to the stories. Vampire Lords may rule cities without their citizens being aware of their existence, for some feed in private, successfully passing themselves off as eccentric nobility. The more animalistic or feral Vampire Lords may terrorise several communities, draining citizens of blood and leaving gruesome scenes behind. A rare few Soulbright Vampires still feel compassion for the living, struggling to master their urges even though night by night the beast within chips at their control.

The only voice many of the more powerful undead respect is Nagash. This leads to occasional infighting, with Necromancers, Vampire Lords, and Wight Kings attempting to conquer one another's territory. The mortals unlucky enough to be caught in their battles serve as resources, whether they are devoured, experimented upon, or unceremoniously 'drafted' into an undead army.

As death is around every corner in the Mortal Realms, the Undead are an ever-present threat. Wherever the Soulbound travel, the Soulbright Gravelords and their minions are sure to haunt them.

RUMOURS

'Roses for the mother, lost in the woods; ale for the father, who died where he stood; fleece for the child, lost in the night; blood for Nagash to keep them from our sights.'

— Skipping Rhyme, as recorded
by Jiyanna Blackfyord

'To die without offering up your dues to the Gravelords is to invite doom on your eternal soul.'

'I like that noble lady. She's so elegant, and has quite a way with the dogs. I always feel so drained after I see her, though. Must be the excitement of being up close to nobility.'

'You can't kill them that's already dead. Worst thing you can do is scatter 'em for a while. But they'll be back. The dead rarely forget, and they never forgive.'

'Many bloodsuckers live twisted mockeries of their old lives. But dress as knights or nobles all they like, they'll never escape their hunger. Truly, there's a fate far worse than death.'

USING THEM IN COMBAT

The Soulbright Gravelords command legions of the dead. They arrive in massive groups and their numbers continue to swell. Their level of organisation is varied based on who they have leading the charge, but they will always look to

increase in number. They may do this by converting fallen foes into fellow undead warriors, or Chosen undead may summon or raise additional undead to clutter the Zone.

Deadwalker Zombies and Skeleton Warriors are almost always seen in swarms, typically led by a more powerful undead. Dire Wolves are favoured pets of Vampire Lords, and thus are used to scout ahead in battle, rending foes asunder, or dragging back particularly interesting ones for their Vampire to feed upon. Dire Wolves are pack hunters and often run in groups of at least three.

Necromancers stay as far from melee combat as possible, using their minions as shields. They are physically weak, and refuse the possibility of meeting a foe without their summoned army. Wight Kings behave in the exact opposite fashion, often marching at the vanguard of their massive armies to better issue commands. Vampire Lords are versatile combatants, getting in close to attack and heal, then darting away to let their undead minions do all the hard work.

SOULBLIGHT ORIGINS

Vampire hunters belonging to orders such as the Silver Circlet, Hawthorns, and the Order of Azyr have many theories – most rooted in whispered superstition – on the origins of Vampires in the Mortal Realms. Vampires are as old as the Amethyst Realm itself, and the folktales of that realm are often influenced by canny undead wanting to protect their secrets. Many rumours of Vampire weaknesses are incorrect: they can freely enter any abode, they are not turned to ash by Hysh's light, and when they take less gruesome meals, Vampires enjoy all manner of spice. What is widely known is that Vampires seem to be of Human stock, but the reason is debated. Some claim the oldest Vampires merely preferred to give their sanguine kiss to similar kind. Aelven and Duardin commentators claim their people, naturally long lived themselves, would not seek vampirism. Even so, there are legends of at least one Aelven Vampire from the region of Necros, where the blood drinkers once ruled.

NECROMANCER

Though very few seek the path of necromancy for noble ends, few are able to maintain altruistic goals for long. Those who sought to evade death, seek power, or restore life all eventually see humanity the same way: as simple puppets in a grander scheme. Nagash is the first and greatest Necromancer, and all who follow in his footsteps eventually take on aspects of his personality. Necromancers are gifted life and magical power beyond that of mere mortals but at the cost of their very souls. Their bodies wither away into husks and eventually even their organs cease to function until they are neither truly alive nor dead. Only the work remains. A Necromancer is never caught alone, and many seeking to kill one have been torn apart by skeletal hands and then raised again in defense of the very evil they sought to destroy.

DEADWALKER ZOMBIES

Deadwalkers Zombies are newly raised corpses. They have little to offer in the way of conversation, but are unparalleled in their drive. Clumsy and slow, they are nevertheless utterly tireless and without fear or pain. While a Deadwalker Zombie cannot even speak, they can assault a locked door until their arms fall off, or drown foes with the sheer weight of their numbers. They retain only the strength of their mortal form, though some note they may have brief glimmers of memory of their former lives that they cannot understand. The smell of a Deadwalker Zombie horde can nauseate the living, for they smell like death itself.

DIRE WOLVES

Raised from the rotting carcasses of pack hunters, Dire Wolves are the favoured pets of Vampires. Though their flesh hangs off their bodies, revealing the bones and sinews beneath, their senses remain as keen as in life. Undeath gives them the freedom to hunt without tiring, and they run through the Mortal Realms terrorising prey, slaughtering mercilessly, and leaving the corpses behind. They are always hungry, but no food can satiate them. Thus, the hunt continues, their teeth rotting out of their heads as they grind the bones of their prey to dust. One of the few things Dire Wolves remember of their former lives is their love of the pack, and they attack in a group whenever possible. They are ambush predators, but will just as happily chase their quarry hundreds of miles until it dies from exhaustion.

FELL BAT

Fell Bats are monstrous carrion-beasts that have feasted upon corrupted carcasses, causing them to swell to grotesque proportions and stoking within them an insatiable hunger for fresh meat. These are no natural creatures of the realms — each is large as a man from nose-tip to tail, and possesses a pair of muscular, leathery wings. A single bite of a Fell Bat's oversized fangs can crunch through flesh and bone in a fountain of gore.

GRAVE GUARD

The elite warriors of Nagash's infantry, the Grave Guards are skeletal warriors above all others. They march in perfect formation, defending grave and barrow from delver and looter alike. When they take to the battlefield, they strike with precision honed over centuries of warfare. Clad in ancient black armour, and wielding blades cursed by necrotic sorceries, they serve to do more than slay their enemies. With each deft swing of their Wight Blades, they sever the connection between life and death in their foes. When an enemy falls, they can be raised as part of Nagash's eternal army and under the Grave Guard's command. Carrying banners with the Sigil of Death itself, the very sight of Grave Guards has been known to make enemies flee in terror.

DEATHRATTLE SKELETONS

Attacking in hordes with no regard for their wellbeing, Deathrattle Skeletons make up the bulk of the Soulblight Gravelord's infantry. Viewed by many as the perfect labour and fighting force, for they require no food or rest, skeletons are the undead of convenience. Serving in peacetime as tireless labourers, they perform tasks others find too dull or too deadly to take on.

While these undead soldiers might wear armour or use broken weapons resembling their native realm, many go unadorned and unnamed. Unlike the precision and care of an Ossiararch Mortisan, Necromancers raise Deathrattle Skeletons in common hordes to do their bidding.

WIGHT KING

Great conquerors in life, the Wight Kings now rule over kingdoms of barrows and crypts across the Mortal Realms. Eternally hungry for war, they march at the head of immense battalions of undead warriors. The living they encounter are either subjugated or slaughtered, to be risen again as part of the Wight King's army. Many a mortal king or Vampire Lord has underestimated a Wight King, regarding them as mindless as the troops they command.

On the contrary, they were once great generals and remember much of war. Their armies have no need for food or drink, and they never tire. Marching to war against the Wight King and his armies has the crushing feeling of inevitability, for they can outthink, outfight, and certainly outlast any mortal foe.

VAMPIRE LORD

Countless cities, baronies, and even kingdoms are ruled by Vampire Lords. Viewing their citizens as mere cattle, they are typically tyrannical rulers, though some are exemplary politicians, when they can be bothered to dally in mortal machinations. Varying in appearance, Vampire Lords may blend in with the aristocracy enjoying the finer things in life, or they may give in to the beast within, their gaunt, hairy figures prowling the darkness. Vampire Lords have an insatiable hunger for blood and for power. Though they may live their daily lives in a variety of ways, they nearly always turn to conquest and colonisation, leading hordes of undead troops into neighbouring lands, to feed and feast upon new blood.

One of the benefits of eternal life is that Vampire Lords excel at whatever they put their minds to. They are legendary spellcasters, and sword fighters. The Vampire Lords command massive armies of undead to tear their enemies apart, saving the finest foes for themselves. They are particularly deadly in close combat, for a taste of a mortal's blood is all it takes to renew their vitality. Many Vampire Lords collect blood from their favourite corrupted and slaughtered mortals — priests of Sigmar being particularly valued.



NECROMANCER

Mortal (Soulblight Gravelords), Champion

 Poor	 Average	 Poor	
Armour	Toughness	Wounds	Mettle
1	7	—	1

Speed: Normal

Initiative: 5

Natural Awareness: 3

Skills: Arcana (+2d6, +1), Awareness (+1d6), Channeling (+2d6, +2), Determination (+1d6), Lore (+1d6), Medicine (+2d6), Theology (+1d6)

TRAITS

Undead Minions: If the Necromancer is attacked, it can order one of its Undead servants to take the blow. If the Necromancer is attacked and there is an ally it controls within Close Range, any Damage from the attack is instead dealt to the ally.

Spellcasting: The Necromancer is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, *Deathly Invocation* and *Vanhel's Danse Macabre* spells. Additionally, the Necromancer can unbind spells per the *Unbind* Talent.

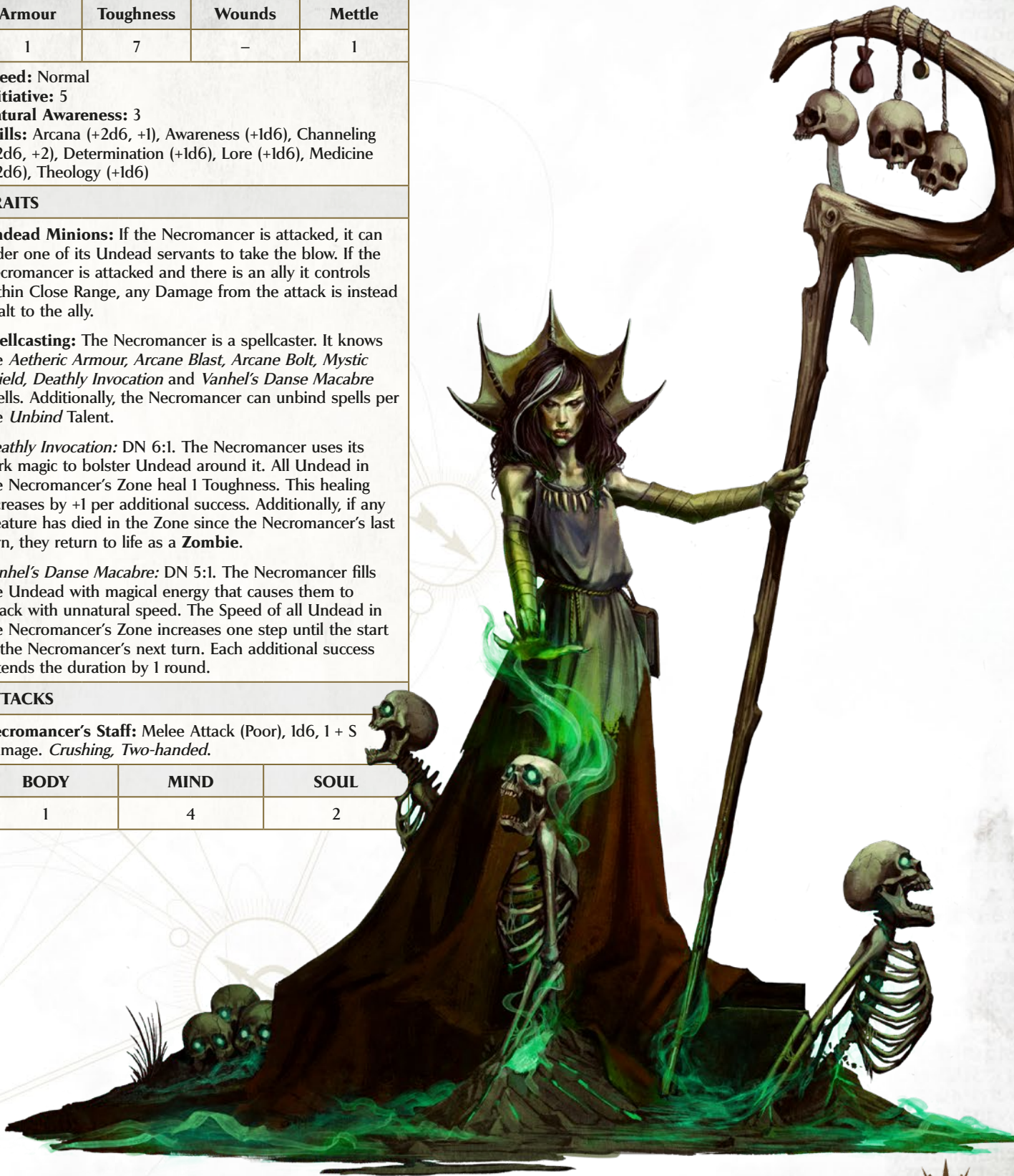
Deathly Invocation: DN 6:1. The Necromancer uses its dark magic to bolster Undead around it. All Undead in the Necromancer's Zone heal 1 Toughness. This healing increases by +1 per additional success. Additionally, if any creature has died in the Zone since the Necromancer's last turn, they return to life as a **Zombie**.

Vanhel's Danse Macabre: DN 5:1. The Necromancer fills the Undead with magical energy that causes them to attack with unnatural speed. The Speed of all Undead in the Necromancer's Zone increases one step until the start of the Necromancer's next turn. Each additional success extends the duration by 1 round.

ATTACKS

Necromancer's Staff: Melee Attack (Poor), 1d6, 1 + S Damage. *Crushing, Two-handed.*

BODY	MIND	SOUL
1	4	2



DEADWALKER ZOMBIE

Medium Undead (Soulblight Gravelords), Minion

 Average	 Poor	 Poor	
Armour	Toughness	Wounds	Mettle
0	1	–	–

Speed: Slow

Initiative: 1

Natural Awareness: 1

Skills: Weapon Skill (+1d6)

TRAITS

Dragged Down and Torn Apart: When acting as a Swarm, if an attack from the Deadwalker Zombie Swarm's Bite would cause a creature to become Mortally Wounded, they are instead dragged to the ground, torn apart, and die instantly.

Lifeless: The Deadwalker Zombie is immune to being *Charmed* and *Frightened*.

Swarm: If three or more Deadwalker Zombies occupy the same Zone they become a Swarm. The Deadwalker Zombies acts as one. Add +1d6 to attacks and +1 Toughness per Deadwalker Zombie in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACKS

Bite: Melee Attack (Average), 3d6, 1 + S Damage. *Piercing*.

BODY	MIND	SOUL
2	1	1

DIRE WOLVES

Small Undead (Soulblight Gravelords), Warrior

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
0	5	—	—

Speed: Fast

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+2d6, +1), Reflexes (+1d6), Stealth (+2d6), Survival (+2d6, +1), Weapon Skill (+2d6)

TRAITS

Lifeless: The Dire Wolf is immune to being *Charmed* and *Frightened*.

Pack Hunter: When a Dire Wolf is accompanied by at least two other Dire Wolves, they hunt as a pack. The Melee of each Dire Wolf in the Zone increases one step.

Slavering Charge: If the Dire Wolf takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, if the Dire Wolf Charges a creature unaware of it, this attack ignores Armour.

ATTACKS

Rotting Fangs and Claws: Melee Attack (Good), 5d6, 1 + S Damage. *Penetrating, Piercing*.

BODY	MIND	SOUL
3	1	1

FELL BAT

Large Beast (Legions of Nagash), Warrior

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
1	6	—	—

Speed: Slow, Fly (Fast)

Initiative: 4

Natural Awareness: 2

Skills: Awareness (+2d6), Fortitude (+2d6), Reflexes (+1d6), Weapon Skill (+1d6)

TRAITS

Crushing Jaws: The Fell Bat has strong jaws and razor sharp fangs capable of crushing their prey's skull in a single bite. If an attack from the Fell Bat's Elongated Fangs would cause a creature to become Mortally Wounded, they are instead killed instantly.

Scent of Gore: The smell of carrion sends the Fell Bat into a frenzy. If there are corpses within Long Range of the Fell Bat, its Melee increases one step.

ATTACKS

Elongated Fangs: Melee Attack (Good), 5d6, 2 + S Damage. *Penetrating, Piercing*.

BODY	MIND	SOUL
4	1	1



GRAVE GUARD

Medium Undead (Soulbright Gravelords), Warrior

☠ Good	☠ Poor	☠ Average (Good with Shield)
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Armour	Toughness	Wounds	Mettle
3	6	–	–

Speed: Normal**Initiative:** 4**Natural Awareness:** 2**Skills:** Awareness (+2d6), Fortitude (+2d6), Might (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Lifeless: The Grave Guard is immune to being *Charmed* and *Frightened*.**Standard Bearer:** Some Grave Guards carry a Sigil of Death instead of a shield. Any enemy who can see the sigil is faced with their own mortality, and must succeed on a **DN 5:2 Soul (Determination)** Test or become *Frightened* until the end of their next turn.

ATTACKS

Wight Blade: Melee Attack (Good), 5d6, +1 F, 1 + S Damage. *Slashing.* The blade is cursed. If the Wight Blade deals Damage, the target's Defence is reduced one step. This effect lasts until the target prays during a Rest or makes a successful **DN 5:2 Soul (Devotion)** Test. A target can only be under the effect of one such curse at a time.

BODY	MIND	SOUL
3	2	1

DEATHRATTLE SKELETON

Medium Undead (Soulbright Gravelords), Minion

☠ Average	☠ Poor	☠ Poor (Average with Shield)
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Armour	Toughness	Wounds	Mettle
1	1	–	–

Speed: Normal**Initiative:** 2**Natural Awareness:** 1**Skills:** Athletics (+1d6), Awareness (+1d6), Ballistic Skill (+1d6), Weapon Skill (+1d6)

TRAITS

Lifeless: The Deathrattle Skeleton is immune to being *Charmed* and *Frightened*.**Swarm:** If three or more Deathrattle Skeletons occupy the same Zone they become a Swarm. The Deathrattle Skeletons act as one. Add +1d6 to attacks and +1 Toughness per Deathrattle Skeleton in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

ATTACKS

Ancient Blade: Melee Attack (Average), 3d6, 1 + S Damage. *Slashing.***Ancient Spear:** Melee Attack (Average), 3d6, 1 + S Damage. *Piercing. Thrown (Short).***Rotting Bow:** Ranged Attack (Poor), 3d6, 1 + S Damage, Long Range. *Piercing.*

BODY	MIND	SOUL
2	1	1





WIGHT KING

Medium Undead (Soulblight Gravelords), Chosen

✠ Extraordinary

⦿ Average

🛡 Great (Superb with Shield)

Armour

Toughness

Wounds

Mettle

3

15

8

2

Speed: Normal

Initiative: 5

Natural Awareness: 2

Skills: Awareness (+1d6), Determination (+2d6), Guile (+2d6), Intimidation (+2d6), Might (+2d6), Weapon Skill (+3d6, +1)

TRAITS

Beheading Strike: If an Attack from the Wight King would cause a creature to become Mortally Wounded, they are instead beheaded and killed instantly, rising the next round as a **Grave Guard** under the GM's control.

Undead Host: The Wight King calls forth the dead to awaken and join its army. As an Action, the Wight King can summon a number of **Grave Guards** which drag themselves free from the earth. The number of Grave Guard summoned is equal to the current Doom.

Lifeless: The Wight King is immune to being *Charmed* and *Frightened*.

Lord of Bones: The sight of the Wight King drives its followers into a frenzy. The Melee of all Undead within Short Range of the Wight King increases one step. If Doom is 3 or more, this affects all Undead within Medium Range.

ATTACKS

Baleful Blade: Melee Attack (Extraordinary), 11d6, +1 F, 1 + Doom + S Damage. *Rend, Slashing.*

BODY

MIND

SOUL

8

3

4

VAMPIRE LORD

Medium Undead (Soulblight Gravelords), Chosen

 Great	 Great	 Great	
Armour	Toughness	Wounds	Mettle
2	15	8	2

Speed: Fast. Some Vampires have membranous wings and gain a Fly (Fast) Speed.

Initiative: 11

Natural Awareness: 5

Skills: Awareness (+2d6), Channelling (+3d6, +2), Determination (+2d6), Guile (+3d6, +1), Intimidation (+3d6), Intuition (+2d6), Reflexes (+2d6), Weapon Skill (+3d6, +1)

TRAITS

Blood Feast: The Vampire Lord cries out to its servants, driving them to gorge themselves on blood and flesh. As an Action, the Vampire Lord can command all Undead in its Zone to immediately attack. When they do, they gain a bonus to the Attack equal to the Vampire Lord's Soul (+4d6).

Chalice of Blood: Many Vampires carry around an ornate chalice overflowing with fresh blood. Once per turn as a Free Action, the Vampire Lord can drink from the Chalice of Blood. When it does so, it regains either 4 Toughness or recovers 1 Wound. The Vampire Lord can do this a number of times equal to the current Doom, and then must refill the chalice.

The Hunger: Blood is life to a Vampire Lord and they never miss an opportunity to slake their thirst. Whenever the Vampire Lord deals kills or Wounds a non-Undead, they recover 4 Toughness.

Lifeless: The Vampire Lord is immune to being Charmed and Frightened.

Spellcasting: The Vampire Lord is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, *Pall of Doom*, and *Deathly Invocation* spells. Additionally, the Vampire Lord can unbind spells per the *Unbind* Talent.

Deathly Invocation: DN 6:1. The Vampire Lord uses its dark magic to bolster Undead around it. All Undead in the Vampire Lord's Zone heal 1 Toughness. This healing increases by +1 per additional success. Additionally, if any creature has died in the Zone since the Vampire Lord's last turn, they return to life as a **Zombie**.

ATTACKS

Spirit-Possessed Blades: Melee Attack (Great), 8d6, +1 F, 1 + Doom + S Damage. *Rend, Slashing.*

BODY	MIND	SOUL
5	7	4



NIGHTHAUNTS

Once upon a time, hauntings were stories. Dreadful ones, to be sure, but they told of specific spirits, often the lingering essences of those who were unjust or unjustly killed. Those spirits haunted the Underworlds of Shyish, and if the living stayed away, the dead were more of a scary story than an imminent threat.

The Necroquake changed everything. During that cataclysm, ghosts tore through the lands of the living, sowing terror and wreaking havoc, all according to the Great Necromancer's plan. After the Necroquake, the Undying King turned this rabble of spirits on his enemies, sometimes in armies, sometimes directing them to enact his will on a smaller and more subtle scale.

Many of the Nighthaunts are trapped in Shyish when they're not executing Nagash's orders in other realms. Others are still tied to locations that mattered to them in life, such as homes or battlefields. A rare few serve Necromancers or Vampires, or other creatures powerful enough to bind them and foolhardy enough to cheat Nagash of a servant. A single Nighthaunt can trouble a whole city; a group of them can bring it down. They're dangerous and hard to destroy, but their real power is their familiarity: a Nighthaunt trapped in its family home is more than a monster, it's a twisted vision of a beloved family member or local hero, and a stark reminder that there is no peace to be found in death.

USING THEM IN YOUR GAME

While screaming dead souls striving for the death of the living might seem like a simple and one-note story to tell, the Nighthaunts are more than that. Most of the spirits in Nighthaunt Processions are defined by emotion, be it fear, bloodlust, or sorrow. Every one of them used to be somebody, and has a history that made them who they are. Using Nighthaunts in your game is an opportunity to show the characters a decline and fall, through clues, recollections, and actions of the spirits themselves.

Most Nighthaunts serve Nagash against their will. A conflict with them is a fight nobody wants, but the Nighthaunts don't have the power to lay down arms. Many don't have enough of their minds left, either.

Characters might be able to find a way to free a Nighthaunt from Nagash's service or lay them to rest, but the inability to do so is a bittersweet and poignant theme very in keeping with the mood and tone of **Soulbound**. The nature of the Mortal Realms makes for hard choices, and victory comes at a price — in the case of Nighthaunts, the destruction of spirits with no control over their fates who, in life, might have been the characters' allies.

RUMOURS

'This field was a medicinal garden and those ruins down there — by the river, do you see? That was a hospital. If the flowers start to bloom, leave.'

'When Duchess Ocaria's lover left her, she raised ten thousand soldiers and razed his homeland to the ground. On the longest night of the year, they fight the final battle again, with living captives trapped amongst the dead.'

'They ain't even fun to fight. You can't hit 'em proper, yer Choppa goes straight through. Stupid dead cheating sods. You see one, call in the Weirdnobs and go hit something what's got bones to break.'
— Gorgnnat, Ironjawz Boss

'The worst posting I ever had was Fort Aeternis, in Shyish. We lost the keep without ever fighting a battle. You might say we never lost a man. They died all right, we just couldn't be rid of them. Eventually we gave them the fort.'

— Prefect Vindara Brinn

USING THEM IN COMBAT

The Nighthaunts are fast and terrifying. They're excellent skirmishers, and because they can move directly through solid objects they can dart in and out of reach with frustrating ease. This also means there is no viable way to defend against Nighthaunts short of magical wards. Characters can hide behind the thickest walls and the tallest barricades, and the stalking spectres will pass straight through them.

All Nighthaunts are incorporeal, and only susceptible to blows driven with courage and a true heart. In game terms, this means that non-magical weapons pass right through them, doing half Damage. This means that, for a group of characters focused on smashing, stabbing, and carving, they're about twice as tough as they look.

Fights against Nighthaunts often end in large area effect magics clearing entire Zones while the melee fighters try to stay out of trouble. You can make this challenging by having the spirits mixed in amongst the characters, allies, or common NPCs, or you can lean in and let the spellcasters have some fun by clearing Nighthaunt Swarms while the dead charge heedlessly towards them.

Because hitting and hurting Nighthaunts is hard, they offer a great opportunity to play with interactive objects in areas, for example lighting a lantern or ringing a bell to disperse them, or reading from a prayer book to weaken or exorcise them.

THE SPECTRAL HOSTS

Occasionally a spirit is so powerful it can call the ranks of the dead to do its bidding. **Lady Olynder**, Mortarch of Grief, leads the Nighthaunts to war. The Mourning Bride is a personification of tragedy, channeling the world's sorrows. A hierarchy serves beneath Olynder, dread lieutenants with their own schemes and motives.

The **Craven King** Kurdoss Valentian, an assassin, betrayer, and his brothers' murderer, serves Olynder directly. The former Sorcerer-King **Reikenor the Grimhailer**, who tried to cheat Nagash and paid the price, reaps the souls of those who show the same hubris he once did.

Beneath these vicious creatures are the **Knights of Shrouds**. These heroes and champions of the Mortal Realms fell in battle against the undead and are called up again to serve Nagash forevermore: the price of resisting the inevitability of death.

Most who serve Nagash are in pain and bound against their will. Fear – and the weight of their chains – makes them loyal.

BLADEGHEIST REVENANT

Bladegheist Revenants are the spirits of those who spent their last moments fighting desperately for survival. They are those who drowned, suffocated, were buried alive, or bled out encased in devices of torture.

The frantic desperation that accompanied their death has become their whole nature. Still trapped in their final push for freedom they whirl, spin, and charge forward, cleaving at obstacles in their path with their long blades. They perceive every Nighthaunt spirit around them as a captor to escape from and they fight incessantly to cut their way free.

CHAINGHAST

Those who die in chains remain there. Nagash traps them in armoured harnesses and weighs them down with Ghastflails, weapons instilled with the misery and fear of those who die hopeless and imprisoned. Chainghasts are handed over to a Spirit Torment, who becomes their gaoler for all eternity and works them like the cruellest taskmaster. Those who die at their hands are incarcerated alongside them in the Spirit Torments' prisons.

Chainghasts remember their past, though dimly. They have enough sense of their past to yearn to be free but the Spirit Torments' control is absolute and Chainghasts' memories become as much a prison as their chains.

SPIRIT TORMENT

Spirit Torments were pitiless gaolers. Nagash rewards them by making them the wardens of the Great Oubliette of Shyish, an underworld prison larger than any city of the living. The Spirit Torments enjoy their duties, but especially the ability to draw out every trace of hope from their prisoners with a single breath and replace it with anguish. Spirit Torments are dispatched to other realms to claim souls Nagash deems have transgressed against him. Alone, with their bound Chainghasts, or with an entire procession of the dead at their backs, Spirit Torments claim souls for Nagash and drag them back to the Great Oubliette to be reformed into lesser Nighthaunts.

DREADBLADE HARROW

Dreadblade Harrows are treacherous knights who watched their commanders betrayed and did nothing. They are the Knights of Regret, and for their sins they are compelled to serve those same commanders, now the Knights of Shrouds, for all time. They are commanded to carry out the most heinous deeds as punishment for their inaction in life: cutting down civilians and culling those who can't fight back.

Dreadblade Harrows and their spectral steeds fade in and out of existence at will. They strike terror into opponents' hearts as they disappear, only to reappear to harry their foes anew when they least expect it.

KNIGHT OF SHROUDS

No matter how long or how hard the living fight, death always defeats them. The Knights of Shrouds are the shades of heroes who learned this lesson the hard way. In life they were great commanders, ground down by endless battles against the legions of the dead. When death seemed imminent Nagash offered them a choice: betray those under their command and swear their allegiance to Nagash.

The Knights of Shrouds retain their memories of life, and their identities. Each one remembers acutely the moment they betrayed the living in the service of death, and they regret it every moment. To escape the anguish they plunge themselves into their duties, devising strategy for Nagash's conquest of the Mortal Realms and commanding the great processions of the dead. Lesser Nighthaunts, meaning all but Lady Olynder and her closest courtiers, obey the Knights of Shrouds without question. They retain free will and could choose to disobey, but they are so utterly broken to Nagash's will that resistance seems impossible.

As a mark of Nagash's favour, each Knights of Shrouds wields a Sword of Stolen Hours, which pares away the souls of those it wounds and replenishes its wielder's own unnatural vigour.

DREADSCYTHE HARRIDAN

Nagash abhors healers — to save a life is a slight against his power. When their own lives end, Nagash has a special punishment for those who sought to pervert the natural order with medicine and magic. The hands they used to heal are replaced with wicked, scythed blades that can only harm.

The sight of blood and injury arouses only bloodlust, and their skeletal mouths can only shape incoherent screams of rage. And yet, as the final sting of their punishment, their minds are intact. These caring and kindhearted souls are trapped, condemned to forever watch their physical forms end life after life.

HEXWRAITH

These proud knights slew many foes when they lived, cutting down enemies who lacked the equipment, skill, or training to stand against their charge. Now they think

of nothing else. On skeletal steeds, wreathed in balefire, these undead warriors laugh with delighted cruelty as they run down terrified mortals with no chance of escape.

Before the Necroquake, Hexwraiths were most often found on battlefields where they died or won their most bloody victories. Now, they go wherever Nagash deploys them, relentlessly chasing down foes wherever they try to hide, their spectral forms galloping above rivers and through walls to whatever lonely corner hides their prey.

GRIMGHAST REAPER

Meticulous killers or master manipulators who never dirtied their own hands, the Grimghast Reapers have the ability to plan and prepare taken from them in death. Blinded with strips cut from sanctified shrouds, and eternally enraged as a result, all Grimghast Reapers can do is swing their slashing scythes in identical, jerky motions. There is no elegance, no grace, and no control. They are the antithesis of everything they valued in life. Not that they deserve pity for that; their only regret is that they can't kill in a more distinguished manner.

LORD EXECUTIONER

Nagash has an eye for living souls who serve him well. Executioners who send him dozens or hundreds of new subjects catch his attention. Those who love their jobs garner his approval. When they die, Nagash puts them to work again and charges them to slay kings, heroes, and anyone who defies Nagash's laws.

Lord Executioners don't work alone. They're surrounded by the screaming, angry shades of those they killed in life. The spirits swarm around them, plaguing and haranguing the Lord Executioner but also protecting them: there will be no escape from the work Nagash has set.

GUARDIAN OF SOULS

Guardians of Souls were once necromancers that used powerful amethyst magic to further their own goals. Despite their arcane skill and knowledge, they could not stave off death forever. Nagash eventually claimed their souls and reshaped them to something to better fit his needs. Now they use their spells not for themselves, but to bolster Nagash's armies and call forth the spirits of the dead. These powerful spellcasters wield lanterns which give off a ghostly green light. These Nightmare Lanterns contain the cursed light of Nagashizzar, the great city of Nagash, whose sickly glow bolsters the spectral hosts.

CAIRN WRAITH

Like many Nighthaunts, Cairn Wraiths serve Nagash unwillingly, bound by a mighty act of necromancy. Unlike others, who are miserable spirits that have been beaten down and trapped, Cairn Wraiths are defiant to the last.

These are the spirits of the worst mortals. Predators and mass murderers, they developed a taste for killing and they take great delight in continuing to spill the blood of living creatures and watch their souls slip free.

Some Cairn Wraiths are found in the service of Vampires or necromancers, and a rare few haunt sites suffused with powerful amethyst magic, but almost all are now bound to Nagash.

CAIRN WRAITH			
<i>Medium Undead (Nighthaunts), Champion</i>			
 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
0	5	–	1
Speed: Normal (Fly) Initiative: 6 Natural Awareness: 2 Skills: Awareness (+2d6), Determination (+1d6), Fortitude (+1d6), Reflexes (+2d6), Weapon Skill (+3d6)			
TRAITS			
Ethereal: A Cairn Wraith's body has long rotted away, making it harder to hit with mundane weapons. The Cairn Wraith takes half Damage from non-magical attacks and can pass through solid objects.			
Lifeless: The Cairn Wraith is immune to being <i>Charmed</i> and <i>Frightened</i> .			
Reaped Like Corn: Cairn Wraiths developed a taste for killing in life, and have continued their spree of terror in death. The Cairn Wraith deals double Damage when attacking a creature that is <i>Frightened</i> .			
ATTACKS			
Reaper Scythe: Melee Attack (Good), 5d6, 1 + S Damage. <i>Cleave, Slashing, Two-handed.</i> A creature damaged by this weapon must make a DN 4:2 Soul (Determination) Test or be <i>Frightened</i> until the end of their next turn.			
BODY	MIND	SOUL	
2	2	1	



CHAINGHAST

Medium Undead (Nighthaunts), Warrior

☠ Good ☠ Poor ☠ Average

Armour Toughness Wounds Mettle

0 5 – –

Speed: Normal (Fly)

Initiative: 3

Natural Awareness: 1

Skills: Awareness (+1d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Another Link in the Chain: The Chainghast works as a conduit for a Spirit Torment's power. When the Chainghast is within Short Range of a Spirit Torment, all Nighthaunts in the Zone deal +1 Damage on Attacks.

Ethereal: A Chainghast's body has long rotted away, making it harder to hit with mundane weapons. The Chainghast takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Chainghast is immune to being *Charmed* and *Frightened*.

ATTACKS

Ghastflail: Melee Attack (Good), 5d6, 1 + S Damage. *Cleave, Crushing.*

BODY MIND SOUL

3 1 1

BLADEGHEIST REVENANT

Medium Undead (Nighthaunts), Warrior

☠ Good ☠ Poor ☠ Good

Armour Toughness Wounds Mettle

0 6 – –

Speed: Normal (Fly)

Initiative: 2

Natural Awareness: 1

Skills: Awareness (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Ethereal: A Bladegheist Revenant's body has long rotted away, making it harder to hit with mundane weapons. The Bladegheist Revenant takes half Damage from non-magical attacks and can pass through solid objects.

Fearful Frenzy: Bladegheist Revenants share a desperate frenzy exacerbated by those that, through their cursed madness, they perceive as their captors in life. The Bladegheist Revenant adds +1d6 to their Attack when a Spirit Torment is within Short Range.

Lifeless: The Bladegheist Revenant is immune to being *Charmed* and *Frightened*.

Whirling Death: Bladegheist Revenants twist and whirl, swinging their swords in deadly sweeping arcs. If the Bladegheist Revenant takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, when the Bladegheist Revenant takes the Charge Action, it can continue to move after making its attack, ending the Charge in an adjacent Zone.

ATTACKS

Tomb Greatblade: Melee Attack (Good), 5d6, +1 F, 2 + S Damage. *Piercing, Slashing, Two-handed.*

BODY MIND SOUL

3 1 1



SPIRIT TORMENT

Medium Undead (Nighthaunts), Champion

	Good		Average		Average
Armour		Toughness		Wounds	
1		7		—	
				1	
Speed: Normal (Fly) Initiative: 6 Natural Awareness: 4 Skills: Awareness (+2d6, +1), Intimidation (+2d6), Intuition (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)					
TRAITS					
Ethereal: A Spirit Torment’s body has long rotted away, making it harder to hit with mundane weapons. The Spirit Torment takes half Damage from non-magical attacks and can pass through solid objects.					
Eyes of Nagash: The Spirit Torments keep watchful vigil over Nagash’s imprisoned souls. The Spirit Torment doubles its Training in Awareness when determining Natural Awareness (included above). Additionally, if the Spirit Torment successfully spots a creature attempting to Hide from it, that creature cannot attempt to Hide from the Spirit Torment until the creature takes a Rest.					

Gaoler of Souls: When a creature dies near a Spirit Torment, its soul is trapped in the Nighthaunt's chains and padlocks, from whence the captured energy is used to invigorate or resurrect fallen Nighthaunts. When a creature dies in the same Zone as a Spirit Torment, the Spirit Torment chooses whether to immediately regain 3 Toughness, cause another Nighthaunt in the same Zone to regain 3 Toughness, or reanimate one Nighthaunt that died within Medium range in the last minute. If a Stormcast Eternal dies in the same Zone as the Spirit Torment, the Nighthaunt chooses two of these effects.

Lifeless: The Spirit Torment is immune to being *Charmed* and *Frightened*.

Nagash's Bidding: All Nighthaunts in the Spirit Torment's Zone add +1d6 to their dice pools for Attacks.

ATTACKS

Shacklegheist Chains: Melee Attack (Good), 4d6, 1 + Doom + S Damage. *Cleave, Crushing.*

BODY	MIND	SOUL
3	3	1



DREADSCYTHE HARRIDAN

Medium Undead (Nighthaunts), Warrior

Good	Poor	Average
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Armour	Toughness	Wounds	Mettle
0	5	–	–

Speed: Normal (Fly)

Initiative: 3

Natural Awareness: 1

Skills: Awareness (+1d6), Medicine (+3d6, +1), Reflexes (+1d6), Weapon Training (+3d6)

TRAITS

Dual Wielding: The Dreadscythe Harridan attacks with both Scythed Limbs. The Dreadscythe Harridan can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (*Soulbound*, page 148).

Ethereal: A Dreadscythe Harridan's body has long rotted away, making it harder to hit with mundane weapons. The Dreadscythe Harridan takes half Damage from non-magical attacks and can pass through solid objects.

Harrowing Shriek: Even the bravest heroes shiver upon hearing the bloodthirsty shriek of the Dreadscythe Harridan. A creature that starts its turn in the same Zone as the Harridan and can hear it must succeed a **DN 4:1 Soul (Determination)** Test or become *Frightened* until the start of their next turn.

Lifeless: The Dreadscythe Harridan is immune to being *Charmed* and *Frightened*.

Murderous Bloodlust: The Dreadscythe Harridan is driven to reckless fury as blood flows. If the Dreadscythe Harridan deals a Wound or kills a creature, their Scythed Limbs deal +1 Damage but their Melee decreases one step. This effect lasts until the end of combat, and is cumulative if the Harridan kills or Wounds more creatures.

ATTACKS

Scythed Limbs: Melee Attack (Good), 5d6, 1 + S Damage. *Slashing*.

BODY	MIND	SOUL
2	1	2

DREADBLADE HARROW

Medium Undead (Nighthaunts), Champion

Good	Poor	Good
------	------	------

Armour	Toughness	Wounds	Mettle
1	6	–	1

Speed: Fly (Fast)

Initiative: 6

Natural Awareness: 2

Skills: Awareness (+2d6), Beast Handling (+1d6), Reflexes (+2d6), Stealth (+1d6), Weapon Skill (+3d6)

TRAITS

Curse of Loyalty: In life these knights failed to stop the betrayal of one that would become a Knight of Shrouds. In death, they are cursed to serve eternally. If the Dreadblade Harrow is in the same Zone as a Knight of Shrouds, its Melee increases one step.

Ethereal: A Dreadblade Harrow's body has long rotted away, making it harder to hit with mundane weapons. The Dreadblade Harrow takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Dreadblade Harrow is immune to being *Charmed* and *Frightened*.

Mounted: The Dreadblade Harrow rides atop a Ethereal Steed, which functions as a mount. On its turn, the Dreadblade Harrow can use a Free Action to direct the Ethereal Steed to Attack with its *Ghostly Hooves and Teeth*. The Dreadblade Harrow can only do this once per turn.

Phantasmal Disincorporation: Dreadblade Harrows can disincorporate in a spectral mist, move, and reform. When they move in this manner, they ignore Hazards, objects, and enemies in their path, reappearing in a Zone within Long Range.

ATTACKS

Dreadblade (One-handed): Melee Attack (Good), 6d6, 1 + S. *Piercing, Slashing*. If the Dreadblade Harrow Charges, it deals +1 Damage.

Dreadblade (Two-handed): Melee Attack (Good), 6d6, 2 + S. *Cleave, Piercing, Slashing*.

Ghostly Hooves and Teeth (Ethereal Steed): Melee Attack (Average), 4d6, 1 + S Damage. *Crushing*.

BODY	MIND	SOUL
3	2	1

KNIGHT OF SHROUDS

Medium Undead (Nighthaunts), Chosen

 Great	 Average	 Good	
Armour	Toughness	Wounds	Mettle
2	10	5	2

Speed: Normal (Fly), Fast (Fly) when mounted on Ethereal Steed

Initiative: 7

Natural Awareness: 3

Skills: Awareness (+2d6), Beast Handling (+1d6), Determination (+2d6), Fortitude (+1d6), Guile (+2d6, +1), Intimidation (+2d6), Lore (+1d6), Reflexes (+2d6), Weapon Skill (+3d6, +2)

TRAITS

Ethereal: A Knight of Shrouds' body has long rotted away, making it harder to hit with mundane weapons. The Knight of Shrouds takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Knight of Shrouds is immune to being *Charmed* and *Frightened*.

Lord of Gheists: As an Action, the Knight of Shrouds hisses commands to a Nighthaunt within Short Range. That Nighthaunt gains +3d6 on Attacks until the end of its next turn.

Mounted: The Knight of Shrouds may ride atop an Ethereal Steed, which functions as a mount. On its turn, the Knight of Shrouds can use a Free Action to direct the Ethereal Steed to Attack with its *Ghostly Hooves and Teeth*. The Knight of Shrouds can only do this once per turn.

Stolen Hours: When the Knight of Shrouds kills or Mortally Wounds a creature with its Sword of Stolen Hours, it immediately regains Toughness equal to the current Doom. If Doom is 3 or more, the Knight of Shrouds recovers a Wound as well.

ATTACKS

Sword of Stolen Hours: Melee Attack (Great), 7d6, +2 F, 1 + S Damage. *Piercing, Rend, Slashing*.

Hooves and Teeth (Ethereal Steed): Melee Attack (Average), 4d6, 1 + S Damage. *Crushing*.

BODY	MIND	SOUL
4	3	3



GRIMGHAST REAPER

Medium Undead (Nighthaunts), Warrior

 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
0	5	—	—

Speed: Normal (Fly)

Initiative: 5

Natural Awareness: 2

Skills: Awareness (+2d6), Intimidation (+2d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Death Knell: As an Action, the Grimghast Reaper issues a chilling wail. Every non-Undead within Short Range must make a **DN 5:1 Soul (Determination)** Test or suffer 1 Damage, which ignores Armour. If the Death Knell inflicts a Wound, the severity of the Wound increases one step.

Ethereal: A Grimghast Reaper's body has long rotted away, making it harder to hit with mundane weapons. The Grimghast Reaper takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Grimghast Reaper is immune to being *Charmed* and *Frightened*.

Reaped Like Corn: Grimghast Reapers are cured in undeath to kill indiscriminately, taking their great scythes to the weak and terrified. The Grimghast Reaper deals double Damage when attacking a creature that is *Frightened*.

ATTACKS

Slasher Scythe: Melee Attack (Good), 5d6, 1 + S Damage. *Cleave, Slashing, Two-handed.*

BODY	MIND	SOUL
3	1	1

HEXWRAITH

Medium Undead (Nighthaunts), Warrior

 Good	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
1	6	–	–

Speed: Normal (Fly)

Initiative: 6

Natural Awareness: 3

Skills: Awareness (+3d6, +1), Beast Handling (+1d6), Intimidation (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)

TRAITS

Ethereal: A Hexwraith's body has long rotted away, making it harder to hit with mundane weapons. The Hexwraith takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Hexwraith is immune to being *Charmed* and *Frightened*.

Mounted: The Hexwraith rides atop a Skeletal Steed, which functions as a mount. On its turn, the Hexwraith can use a Free Action to direct the Skeletal Steed to Attack with its *Hooves and Teeth*. The Hexwraith can only do this once per turn.

Spectral Hunter: Hexwraiths can move directly through other creatures. Creatures they pass through must pass a **DN 4:1 Body (Fortitude)** Test or suffer 1 Damage, which ignores Armour.

ATTACKS

Spectral Scythe: Melee Attack (Good), 5d6, 1 + S Damage. *Cleave, Slashing, Two-handed.* A creature damaged by this weapon must make a **DN 4:2 Soul (Determination)** Test or be *Frightened* until the end of their next turn.

Hooves and Teeth (Skeletal Steed): Melee Attack (Average), 4d6, 1 + S Damage. *Crushing.*

BODY	MIND	SOUL
3	2	1



GUARDIAN OF SOULS

Medium Undead (Nighthaunts), Champion

 Poor	 Average	 Poor
--	---	--

Armour	Toughness	Wounds	Mettle
1	8	–	2

Speed: Normal (Fly)

Initiative: 6

Natural Awareness: 3

Skills: Arcana (+2d6), Awareness (+2d6), Channelling (+2d6, +2), Determination (+2d6), Weapon Skill (+1d6)

TRAITS

Ethereal: A Guardian of Souls's body has long rotted away, making it harder to hit with mundane weapons. The Guardian of Souls takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Guardian of Souls is immune to being *Charmed* and *Frightened*.

Reaped Like Corn: Grimghast Reapers are cursed in undeath to kill indiscriminately, taking their great scythes to the weak and terrified. The Grimghast Reaper deals double Damage when attacking a creature that is *Frightened*.

Spellcaster: The Guardian of Souls is a spellcaster. It knows the *Aetheric Armour*, *Arcane Bolt*, *Mystic Shield*, *Pall of Doom*, *Soulflay*, *Spectral Lure* and *Spectral Restoration* spells. Additionally, the Guardian of Souls can unbind spells per the *Unbind* Talent.

Spectral Lure: DN 5:2. Channelling the unholy light of the Nightmare Lantern, the Guardian of Souls summons forth the spirits of the dead. The Guardian of Souls chooses a point within Long Range and summons a Chainrasp (*Soulbound*, page 331). Each additional success allows the Guardian of Souls to summon another Chainrasp within Long Range.

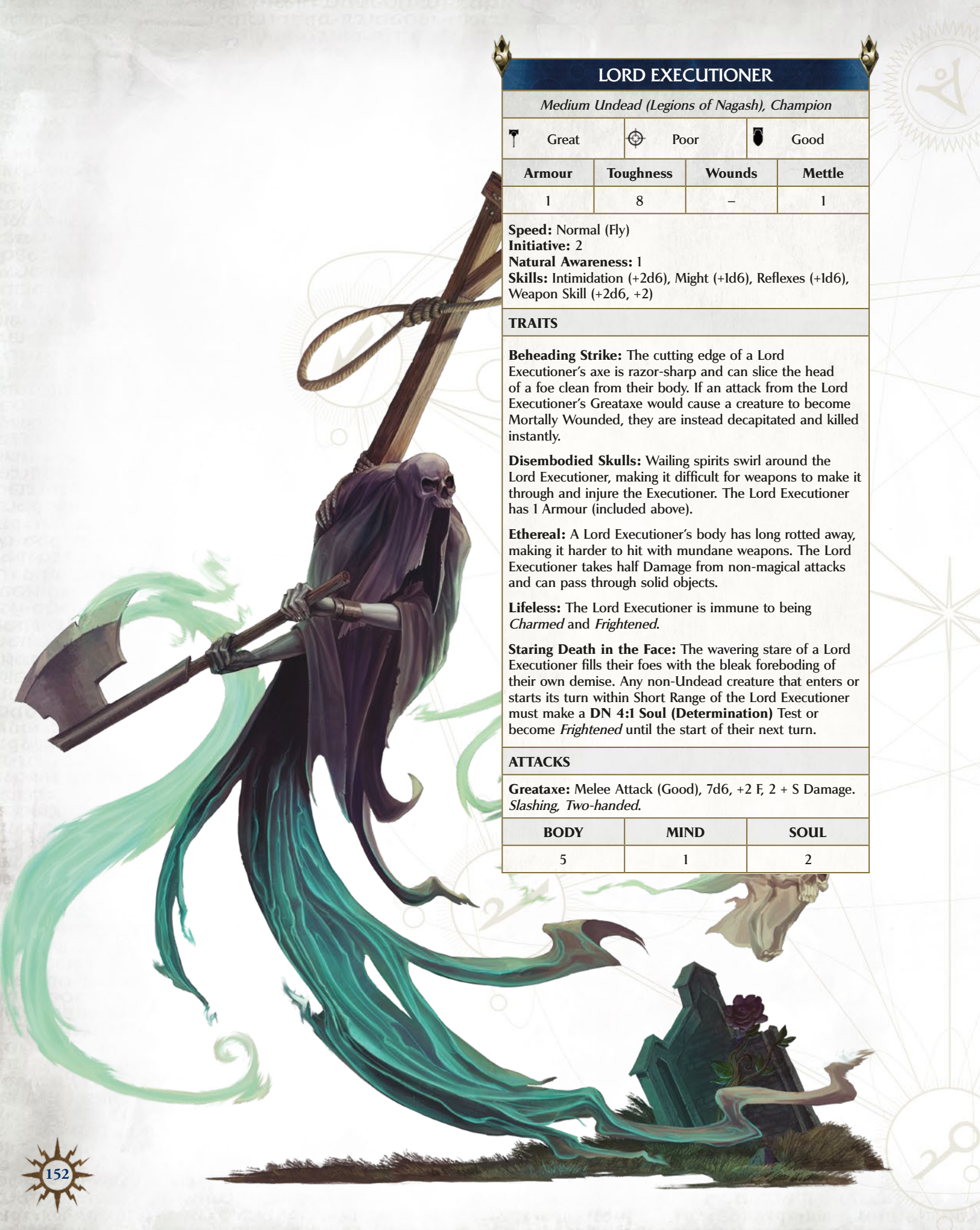
Spectral Restoration: DN 4:1. The Guardian of Souls uses the power of the Nightmare Lantern to restore spirits that have been damaged in battle. The Guardian of Souls can choose a Nighthaunt within Long Range. The target regains 1 Toughness. Each additional success increases the Toughness recovered by 1.

ATTACKS

Chill Blade: Melee Attack (Poor), 2d6, Doom + S Damage. Magical, *Penetrating*, *Piercing*.

BODY	MIND	SOUL
1	4	3





LORD EXECUTIONER

Medium Undead (Legions of Nagash), Champion



Great



Poor



Good

Armour

Toughness

Wounds

Mettle

1

8

–

1

Speed: Normal (Fly)

Initiative: 2

Natural Awareness: 1

Skills: Intimidation (+2d6), Might (+1d6), Reflexes (+1d6),
Weapon Skill (+2d6, +2)

TRAITS

Beheading Strike: The cutting edge of a Lord Executioner's axe is razor-sharp and can slice the head of a foe clean from their body. If an attack from the Lord Executioner's Greataxe would cause a creature to become Mortally Wounded, they are instead decapitated and killed instantly.

Disembodied Skulls: Wailing spirits swirl around the Lord Executioner, making it difficult for weapons to make it through and injure the Executioner. The Lord Executioner has 1 Armour (included above).

Ethereal: A Lord Executioner's body has long rotted away, making it harder to hit with mundane weapons. The Lord Executioner takes half Damage from non-magical attacks and can pass through solid objects.

Lifeless: The Lord Executioner is immune to being *Charmed* and *Frightened*.

Staring Death in the Face: The wavering stare of a Lord Executioner fills their foes with the bleak foreboding of their own demise. Any non-Undead creature that enters or starts its turn within Short Range of the Lord Executioner must make a **DN 4:1 Soul (Determination)** Test or become *Frightened* until the start of their next turn.

ATTACKS

Greataxe: Melee Attack (Good), 7d6, +2 F, 2 + S Damage.
Slashing, Two-handed.

BODY

MIND

SOUL

5

1

2

OSSIARCH BONEREAPERS

The Ossiarch Bonereapers are Nagash's new vision for the dead. Rather than rely on hosts of animated corpses or tides of shrieking spirits, the Great Necromancer has found a new way: legions of constructs, sculpted from harvested bone and animated by collective souls. He portions out limited free will to his creations, and their creations in turn, recognising that sentience makes for more efficient troops.

The lynchpin of the Ossiarch Bonereapers' culture are the Mortisans: creations of bone and souls stolen from mages and craftspeople, capable of producing, upgrading, and repairing more of their kind, as well as the troops and servants required to run their ever-expanding empire.

All Bonereapers are intelligent, and possess free will of a sort, but they are collections of souls distilled into a new identity, one completely loyal to their superiors. Few except the Mortarch of the Necropolis, Orpheon Katakros, retain any memory of their existence before their ossification. They are new creatures, concerned with serving Nagash and expanding his domain.

Most mortals interact with the Ossiarch Bonereapers through the dreaded bone-tithe. When the expanding empire encounters a settlement it offers them a choice: be crushed by ossified killing machines, or supply a tithe of bone. The tithe is always in proportion to the population. A village need only present a few chests of osseous offerings at a Bone-tithe Nexus, but a city provides much more. The tithe ensures a sustainable and efficient supply of raw material. Those bones, and the souls reaped from enemies, are used to create more Bonereapers, and the endless cycle continues.

USING THEM IN YOUR GAME

The Ossiarch Bonereapers are the most organised and orderly of the forces of Death. As their empire expands, they send emissaries to other lands. An Ossiarch diplomat — or an ambassador to the Ossiarch Bonereapers — is not an impossible concept. Characters might form an alliance with Ossiarch dignitaries against a common foe, despite the alien and horrifying nature of the Bonereapers.

The bone-tithe presents a number of opportunities for storytelling: characters might resist, or convince a settlement to provide the tithe. What if there isn't enough bone to be had from the dead? Addressing the tithe can be a horror story or a puzzle, or both. A commander might make high demands of a settlement who disrespects them, forcing even harder choices from those expected to pay the tithe.

While Nagash believes the Bonereapers exist only to serve him, with no desires or agendas of their own, this may not be true. Some Mortisans, Liege-Kavaloi, and other high-ranking Bonereapers have lived decades, in some cases even centuries. How long can a culture of intelligent creatures exist before it seeks more than war in the name of an uncaring master?

RUMOURS

'There's a town in Shyish where every adult's left arm ends at the elbow. They missed a year's payment of the bone-tithe and now they settle their debt in installments.'

'They burn the impurities out of souls, but not all of them go quietly. Pay close attention and you might see a Bonereaper with a crooked grin, or a lover's turn of phrase you longed to hear again.'

'There's ways around the tithe, never fear. The sick, the hungry, the weak — their bones ain't good for crafting. When our Chirurgo cottoned to that, he made sure we were safe. Papa Nurgle's blessing be on him.'

'Orpheon Katakros lived for nothing but the pursuit of excellence. He never loved man nor woman, only his own accomplishments. His only real passion is the hate he felt for Sigmar when the God-King imprisoned him in the Stormvault.'

— Tiranon Telthis, Lumineth Historian

USING THEM IN COMBAT

Unlike other Death armies, the Ossiarch Bonereapers don't deploy large numbers of weak minions. Every Bonereaper is a purpose-built killing machine, and going toe-to-toe with even one of them is a memorable, nerve-wracking experience. Higher up the ranks, the Bonereapers become multi-armed giants, capable of pinning down a whole team of capable characters without support if need be.

In addition to their individual prowess, Ossiarch Bonereapers are disciplined fighters. They're trained and drilled in tactics for every possible scenario. Their nerve is supernaturally strong: they can't be scared, confused, or broken, they just grimly adapt to whatever new scenario is put before them. To make the most of Bonereapers in combat, fight smart. Decide which objectives are most important and which troops can be sacrificed, left fighting hopeless positions to the last, to enable key Bonereapers to achieve their goals.

The characters can't just fight their way through Bonereapers to get what they want: they need to out-strategise them.

MORTISANS

Mortisans are masters of the art of ossification, the process by which new Bonereapers are constructed. Partway between mages and engineers, these artists of boneshaping are the most valuable resource in the Ossiarch Bonereapers' ranks.

The Mortisans have three branches of expertise:

The **Boneshapers** are formed from the souls of artists and creators in the underworld of Anadiria. They build fortresses and defences, as well as the physical forms of Bonereaper troops and emissaries.

The **Soulreapers** harvest souls for the Boneshapers' vessels. Capable only of destruction, not creation, they are the least of the Mortisans but still amongst the greatest of the Ossiarch Bonereapers.

The **Soulmasons** sort the essences the Soulreapers collect, store them, blend them, and set them into the constructs the Boneshapers create. The best souls, or the best parts of them, are fused into new Bonereapers. The rest goes to nourish Bonereaper troops.

While Bonereapers feel no fear, their enemies certainly should. Gothizzar Harvesters collect bones from fallen enemies before the battle is won, while Mortisan Soulreapers harvest spirits for later processing. Losing to the Ossiarch Bonereapers doesn't mean just death but an eternity of service.

IMMORTIS GUARD

As bodyguards to the Mortisans, the Immortis Guard are dignified, implacable, and exceptionally skilled giants. They fight as a unit, forming impenetrable shield walls and neatly dispatching foes with their polearms and their heavy shields. The Immortis Guard never leave their posts, for they don't feel fear or doubt. They are eternally vigilant, watching over the Mortisans while they work and ensuring that any creature bold enough to interrupt them meets a swift, efficient death.

The first Immortis Guard were imbued with the spirits of some of the most elite fighters under Katakros' command, the Scions Praetoris. They were gifted warriors in life but in death, with the addition of eons of training and an additional pair of arms, few things stand against them.

MORTISAN

Without the Mortisans, there would be no new creations, no upgrades, and no promise of an eternal empire to outlive the Age of Sigmar. They are the leaders of the Bonereapers as well as their most precious resources. They are guarded at all times by the Immortis Guard, and when a Gothizzar Harvester strips a site of its raw materials, it often means a Mortisan is nearby, waiting to make use of the harvest.

A Liege-Kavalos decides military strategy, and the Immortis Guard and Necropolis Stalkers are the most fearsome fighters, but the Mortisans hold all the power amongst the Ossiarch Bonereapers. Decisions on where to march, whom to tithe, and how much to take, belong to them. So does the decision on what new Bonereapers to create, to which officer to assign them, and which servants have failed in their duties and are good for nothing more than recycling into their stores of souls and bones.

Some might make the mistake of thinking Mortisans are nothing more than crafters, and that once their protectors and bodyguards are dealt with, there is nothing left to fear. Those people would be wrong. The Mortisans are powerful mages, capable of dispatching enemies with a flick of their clawed hands or a strike of their bone staffs.

KAVALOS DEATHRIDER

Kavalos Deathriders are known throughout Shyish as adamant hunters, tracking down those who transgress against the Mortisans or Nagash. Wherever their quarry flees, the Deathriders follow. It may take months or years, but they always run their prey to ground. If the Deathriders can't find them, the specially constructed carrion birds that accompany them, blessed with witch-sight, can.

Armoured undead warriors mounted on carefully constructed steeds, the Deathriders are mighty foes. Their steeds, however, are infinitely more fascinating. The Mortisans craft these monstrosities from the bones of horses, crocodiles, birds, and stranger beasts to make the resulting construct fast and predatory. Nagash is happy to provide the souls of those who displease or disobey him to add intelligence to these artfully designed killing machines.

LIEGE-KAVALOS

A Liege-Kavalos commands units of Kavalos Deathriders. Just as unstoppable and determined as the Bonereapers under its command, a Liege-Kavalos is designed and built to lead. Like many of the Ossiarch Bonereapers' constructs of war, they're crafted from multiple souls, melded together to provide the perfect blend of skill, insight, experience, and heroism, and all of these qualities are turned towards hunting down and destroying those who refuse or cheat the Ossiarch bone-tithe. They'll destroy a village as readily as they take a life, knowing no such weaknesses as empathy or mercy, only the mechanics of how to end lives.

A Liege-Kavalos doesn't deviate from their mission until it is fulfilled. The only hope of escape is that their orders are replaced with a new task before the work is complete.

GOTHIZZAR HARVESTER

Gothizzar Harvesters are corpse collectors. Huge, multi-armed juggernauts made of metal and bone, they prowl battlefields, graveyards, and other likely sources of cadavers. Once they've found a crop of corpses to harvest, they sweep them up in secondary arms and carry them away. Occasionally, the Harvesters pause to vomit out the soul-stuff they absorb from their cargo. This can be deadly to anything nearby.

Gothizzar Harvesters are industrious creatures, focused on the task assigned to them. They are, however, more than capable of defending themselves if interrupted, as one set of their arms is fitted with brutal scythes. These Harvesters can quietly and competently work alone. They have few needs and the instruction 'harvest all the bone you can obtain' is simple to follow.

MORGHAST

Winged guardians with bones dense enough to turn aside blades, the Morghasts are perversions of the celestial creatures who soar in the heights of Hysh and protect Sigmar's armies.

Morghasts serve as emissaries to the living and honour guard to Nagash's commanders. Few would reject a demand for the bone-tithe delivered in the hissing of a chorus of dead souls, from the mouth of a colossal weapon of war fashioned to be the opposite of hope.

Morghast Archai are deployed to guard Nagash's favoured champions — though with just a word through their mental link, the Undying King can order them to turn on their ward in a moment. Morghast Harbingers use their speed to range ahead of Ossiarch armies or as emissaries sending one clear and terrifying message: Nagash's will holds sway here.



KAVALOS DEATHRIDER

Medium Undead (Ossiarch Bonereapers), Warrior

Good	Average	Good (Great with Nadirite Shield)
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Armour	Toughness	Wounds	Mettle
3	8	–	–

Speed: Fast

Initiative: 6

Natural Awareness: 2

Skills: Awareness (+2d6), Ballistic Skill (+1d6), Beast Handling (+2d6), Fortitude (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)

TRAITS

Deathrider Wedge: Kavalos Deathriders charge in a deadly arrowhead formation. Kavalos Deathriders in the same Zone can choose to Charge at the same time. If they do so, they add an additional 1d6 to their dice pools for the attack, for a total of +2d6. Additionally, the Kavalos Deathriders do not suffer a penalty to Defence from Charging when using this Trait.

Lifeless: The Kavalos Deathrider is immune to being *Charmed* and *Frightened*.

Mounted: The Kavalos Deathrider rides atop a Kavalos Steed, which functions as a mount. On its turn, the Kavalos Deathrider can use a Free Action to direct the Kavalos Steed to Attack with its *Hooves and Teeth*. The Kavalos Deathrider can only do this once per turn.

ATTACKS

Nadirite Blade: Melee Attack (Good), 6d6, 1 + S Damage. *Slashing*.

Nadirite Spear: Melee Attack (Good), 6d6, 1 + S Damage. *Piercing, Thrown (Short)*.

Hooves and Teeth (Kavalos Steed): Melee Attack (Average), 5d6, 1 + S Damage. *Crushing*.

BODY	MIND	SOUL
4	2	2

IMMORTIS GUARD

Large Undead (Ossiarch Bonereapers), Champion

Superb	Average	Great
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Armour	Toughness	Wounds	Mettle
3	11	–	1

Speed: Normal

Initiative: 6

Natural Awareness: 3

Skills: Awareness (+2d6), Determination (+1d6), Fortitude (+2d6), Lore (+1d6), Might (+2d6, +1), Weapon Skill (+3d6, +2)

TRAITS

Additional Limbs: The Immortis Guard has four arms. It wields a Dread Halberd (two-handed) and a Nadirite Battle-shield (two-handed). The Immortis Guard can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (*Soulbound*, page 148). The Immortis Guard's shield is already included in its Defence above and cannot be removed.

Bound Protectors: Once per round, an Immortis Guard can choose to suffer Damage from an Attack, spell, or Miracle targeting another creature within Close Range.

Crushing Assault: When an Immortis Guard hits a foe with its shield or halberd, all other Immortis Guard in Close Range make an additional attack with their Nadirite Battle-shield. An Immortis Guard can only make one extra attack in this way once per turn.

Lifeless: The Immortis Guard is immune to being *Charmed* and *Frightened*.

Wall of Bone: If two or more Immortis Guards are in the same Zone, they can use the Defend Action (*Soulbound*, page 142) to defend the Zone as a Free Action. The Immortis Guards have Advantage on Opposed Tests made as a part of this Action.

ATTACKS

Dread Halberd: Melee Attack (Superb), 9d6, +2 F, 2 + S Damage. *Cleave, Reach, Two-handed*.

Nadirite Battle-shield: Melee Attack (Superb), 9d6, +2 F, +S Damage. *Crushing, Two-handed*. A creature damaged by this attack must make a DN 4:4 **Body (Might)** Test or be knocked *Prone*.

BODY	MIND	SOUL
6	3	2



LIEGE-KAVALOS

Medium Undead (Ossiarch Bonereapers), Champion

 Superb	 Average	 Great (Superb with Nadirite Shield)
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Armour	Toughness	Wounds	Mettle
3	12	—	2

Speed: Normal
Initiative: 8
Natural Awareness: 3
Skills: Awareness (+3d6), Beast Handling (+2d6), Determination (+1d6), Fortitude (+1d6), Intimidation (+3d6), Lore (+2d6), Reflexes (+2d6), Weapon Skill (+3d6, +1)

TRAITS

Lifeless: The Liege-Kavalos is immune to being *Charmed* and *Frightened*.
Mounted: The Liege-Kavalos rides atop a Kavalos Steed, which functions as a mount. On its turn, the Liege-Kavalos can use a Free Action to direct the Kavalos Steed to Attack with its *Hooves, Teeth, and Barbed Tails*. The Liege-Kavalos can only do this once per turn.

Tip of the Spear: If the Liege-Kavalos takes the Charge Action and two or more Kavalos Deathriders are within Short Range, the Deathriders join the Charge as a Free Action. This Charge counts as a Deathrider Wedge.
Unstoppable Charge: If the Liege-Kavalos takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6. Additionally, when the Liege-Kavalos Charges, its Kavalos Steed attacks as a Free Action and the Liege-Kavalos does not suffer a penalty to Defence.

ATTACKS

Commander's Blade: Melee Attack (Superb), 9d6, +1 F, 1 + S Damage. *Piercing, Slashing*.
Hooves, Teeth, and Barbed Tails (Kavalos Steed): Melee Attack (Good), 6d6, 1 + S Damage. *Crushing, Piercing*.

BODY	MIND	SOUL
6	3	3



MORTISAN BONESHAPER

Medium Undead (Ossiarch Bonereapers), Chosen

 Good	 Good	 Average	Ossiarch Bonereaper Minion or Warrior that died within Short Range since the Boneshaper's last turn. Spellcasting: The Mortisan Boneshaper is a spellcaster. It knows the <i>Aetheric Armour</i>, <i>Arcane Barrier</i>, <i>Arcane Blast</i>, <i>Arcane Bolt</i>, <i>Mystic Shield</i>, and <i>Shard-storm</i> spells. Additionally, the Mortisan Boneshaper can unbind spells per the <i>Unbind</i> Talent. <i>Shard-storm:</i> DN 5:2. The Mortisan Boneshaper conjures a cloud of bone shards that explodes on impact. The Boneshaper hurls the cloud at a target within Medium Range dealing 2 Damage to the target and 1 Damage to all creatures within Close Range of the target. Each additional success increases the Damage of both the cloud and explosion by 1.	
Armour	Toughness	Wounds		
2	13	7		
Speed: Normal Initiative: 10 Natural Awareness: 5 Skills: Arcana (+2d6), Awareness (+3d6), Channelling (+3d6, +2), Crafting (+3d6, +2), Lore (+2d6), Medicine (+2d6), Reflexes (+1d6), Weapon Skill (+2d6)			TRAITS Lifeless: The Mortisan Boneshaper is immune to being <i>Charmed</i> and <i>Frightened</i>. Boneshaper: The Mortisan Boneshaper uses its arcane arts to reshape fallen Bonereapers. As an Action, the Boneshaper can choose an Ossiarch Bonereaper within Short Range and restore 3 Toughness or 1 Wound to the target. Alternatively, the Boneshaper can rebuild one	
			ATTACKS Ossified Talons: Melee Attack (Good), 5d6, +S Damage. <i>Piercing</i>.	
			BODY	MIND
			3	6
				SOUL
				4



MORTISAN SOULMASON

Medium Undead (Ossiarch Bonereapers), Chosen

 Average	 Good	 Poor	
Armour	Toughness	Wounds	Mettle
1	13	7	3

Speed: Normal

Initiative: 9

Natural Awareness: 4

Skills: Arcana (+3d6), Awareness (+2d6), Channelling (+3d6, +3), Crafting (+2d6), Lore (+3d6), Medicine (+2d6), Weapon Skill (+1d6)

TRAITS

Lifeless: The Mortisan Soulmason is immune to being *Charmed* and *Frightened*.

Mortek Throne: The Mortisan Soulmason rides atop an arcane construct known as a Mortek Throne, which functions as a mount. The Soulmason can Attack once per round as a Free Action with the throne's Ossified Claws. Additionally, at the beginning of its turn, the Soulmason rolls 1d6. On a result of 4-5, the Soulmason adds +1d6 to all Channelling Tests it makes this round. On a result of 6, gains the +1d6 to all Channelling Tests and can cast a spell as a Free Action.

Spellcasting: The Mortisan Soulmason is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, *Soul Steal* and *Soul-guide* spells. Additionally, the Mortisan can unbind spells per the *Unbind* Talent.

Soul-guide: DN 6:1. The Soulmason empowers the soul that animates a nearby Ossiarch Bonereaper. The Soulmason can choose an Ossiarch Bonereaper within Long Range. The target gains +1d6 to its Weapon Skill until the start of the Soulmason's next turn. Each additional success extends the duration by 1 round. Alternatively, the target gains +1d6 to its Weapon Skill per additional success.

ATTACKS

Soulmason's Staff: Melee Attack (Average), 3d6, 1 + S Damage. *Crushing*, *Two-handed*.

Ossified Claws: Melee Attack (Good), 5d6, 1 + S Damage. *Piercing*, *Slashing*.

BODY	MIND	SOUL
2	6	5

MORTISAN SOULREAPER

Medium Undead (Ossiarch Bonereapers), Chosen

 Great	 Average	 Great	
Armour	Toughness	Wounds	Mettle
3	13	7	2

Speed: Normal

Initiative: 8

Natural Awareness: 3

Skills: Arcana (+2d6), Awareness (+2d6), Channelling (+2d6, +2), Crafting (+1d6), Lore (+2d6), Medicine (+2d6), Reflexes (+2d6), Weapon Skill (+3d6, +2)

TRAITS

Lifeless: The Mortisan Soulreaper is immune to being *Charmed* and *Frightened*.

Soulreaper: The Soulreaper swings its scythe in great sweeping arcs, harvesting the souls of those it slays. If an attack from the Soulreaper's Scythe would cause a creature to become Mortally Wounded, their souls are ripped from their body and they are killed instantly.

Spellcasting: The Mortisan Soulreaper is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, *Soulflay* and *Soul-blast* spells. Additionally, the Mortisan Soulreaper can unbind spells per the *Unbind* Talent.

Soul-blast: DN 5:3. The Soulreaper gathers captured souls and unleashes them in a deathly wave. The Soulreaper chooses a Zone within Medium Range. Non-Undead in the Zone suffer Damage equal to the current Doom. This Damage ignores Armour.

ATTACKS

Soulreaper Scythe: Melee Attack (Great), 8d6, 2 + S Damage. *Cleave*, *Magical*, *Penetrating*, *Slashing*, *Two-handed*. A creature damaged by this weapon must make a **DN 5:1 Soul (Determination)** Test or be *Incapacitated* until the end of their next turn.

BODY	MIND	SOUL
5	4	4





GOTHIZZAR HARVESTER

Large Undead (Ossiarch Bonereapers), Champion

 Superb		 Average		 Good	
Armour	Toughness	Wounds		Mettle	
3	20	–		2	
Speed: Slow Initiative: 2 Natural Awareness: 1 Skills: Awareness (+1d6), Ballistic Skill (+2d6), Fortitude (+3d6), Might (+3d6), Weapon Skill (+3d6)					
TRAITS					
Bone Harvest: The Gothizzar Harvester collects the bones of the slain to heal or to construct new warriors. If there are any corpses within Short Range of the Gothizzar Harvester at the start of its turn, it or another Ossiarch Bonereaper in the same Zone regains Toughness equal to the current Doom. If Doom is 3 or higher, the Gothizzar Harvester can instead construct a new Mortek Guard (<i>Soulbound</i> , page 336). The Mortek Guard is constructed within Close Range of the Gothizzar Harvester, and is immediately added to the Initiative.					
Lifeless: The Gothizzar Harvester is immune to being <i>Charmed</i> and <i>Frightened</i> .					

Massive Inertia: If the Gothizzar Harvester gets a 6 on an attack with a <i>Crushing</i> weapon against a Large or smaller creature, the target is knocked <i>Prone</i> and <i>Stunned</i> until the end of their next turn.		
Nigh Unkillable: The Gothizzar Harvester is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.		
ATTACKS		
Soulcleaver Sickles: Melee Attack (Superb), 9d6, 2 + S Damage. <i>Cleave, Slashing.</i>		
Soulcrusher Bludgeons: Melee Attack (Superb), 9d6, 2 + S Damage. <i>Crushing.</i> If this attack inflicts a Wound, the severity of the Wound increases one step.		
Ossified Hooves and Tail: Melee Attack (Superb), 9d6, 1 + S Damage. <i>Crushing, Reach.</i>		
Death's Head Maw: Ranged Attack (Average), 8d6, 1 + S Damage, Medium Range. <i>Crushing, Rend.</i>		
BODY	MIND	SOUL
6	1	3

MORGHAST

Large Undead (Ossiarch Bonereapers), Champion

 Great	 Average	 Great	
Armour	Toughness	Wounds	Mettle
2	8	—	—

Speed: Normal, Fly (Normal)

Initiative: 8

Natural Awareness: 3

Skills: Awareness (+3d6), Determination (+1d6), Fortitude (+1d6), Might (+1d6), Reflexes (+2d6), Weapon Skill (+2d6, +2)

TRAITS

Heralds of the Accursed One: Enemies within Close Range of the Morghast have -1d6 to dice pools to resist being *Frightened* by Undead creatures.

Lifeless: The Morghast is immune to being *Charmed* and *Frightened*.

Nigh Unkillable: The Morghast is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Winged Death: The Morghast is either an Archai or a Harbinger. Choose one of the following Traits:

Ebon-wrought Armour: This enchanted black armour turns aside magic. The Morghast Archai doubles its Armour (to 4) to determine Damage from spells, and has +1d6 to all Tests made to resist spells.

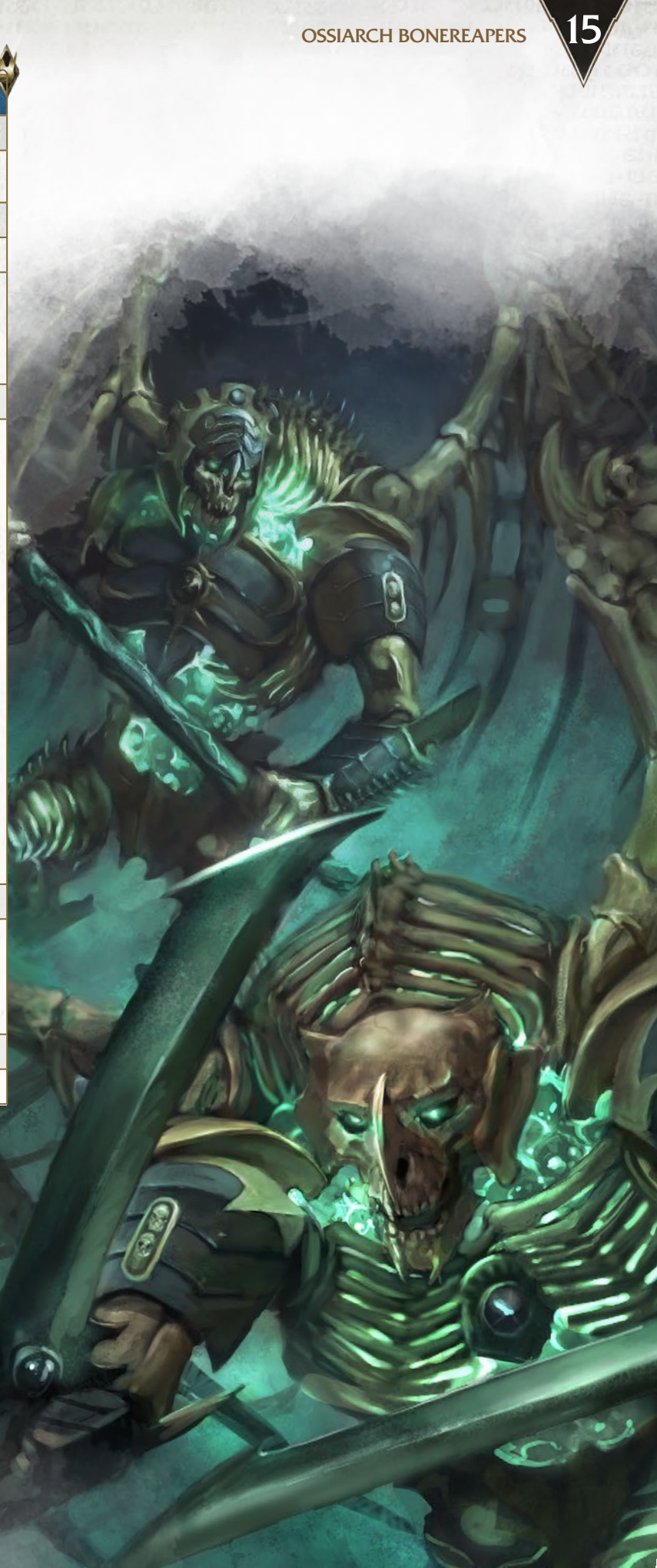
Harbinger of Death: The Harbinger has a Fly (Fast) Speed. Additionally, when it takes the Charge Action, it adds an additional 1d6 to its dice pool for the attack, for a total of +2d6 and its Speed is increased by one step to Fast until the end of its turn.

ATTACKS

Spirit Halberd: Melee Attack (Great), 8d6, +2 F, 2 + S Damage. *Reach, Slashing, Two-handed.*

Spirit Sword: Melee Attack (Great), 8d6, +2 F, 1 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
6	3	3



GLOOMSPITE GITZ

Sporing, scuttling things flourish in the deep'ndark. Here reside the Gloomspite Gitz, a coalition of fungoid prophets, spider worshippers, and bellowing Troggoths who aim to extinguish the loathsome sun. In doing so, they can reshape the lands above to resemble their clammy lairs, where troglofauna skitters through the cool, damp shadows and the fungus grows vast. Though less bold and tenacious than their Orruk cousins, the Grots possess smarts incubated in dank caves and deep ravines, so resourceful and intelligent that light-addled surface dwellers call it lunacy. Raw physical strength they leave to the Squigs, Arachnaroks, Troggoths, and drunken Gargants they call allies.

During the Age of Chaos, the Gloomspite Gitz retreated and hid underground, and their strategy for survival has not changed much since. But one thing can draw Grots and Troggoths alike from their lairs — the Bad Moon, a grinning loonstone crescent which throws all celestial bodies out of alignment as it careens through the heavens. None can predict its anarchic path, and those who face its light spout nonsense rhymes and babble in dead languages. On the other hand, 'loonlight' invigorates the Gloomspite Gitz, and when it shines upon them, they scramble to commit mischief, mayhem, and violence worthy of keeping the Bad Moon's attention. Should they backstab a nation or a god with such breath-taking panache that the Bad Moon's gaze remains fixed on the realms forever, they would usher in a prophesied eternal twilight — paradise for them and damnation for all else.

USING THEM IN YOUR GAME

The Gloomspite Gitz are not really one faction but three. Moonclan Grots cannot stand daylight, worshipping the Bad Moon as their saviour from the solar bogeyman called Glareface Frazzlegit. Spiderfang Grots, on the other hand, believe the Bad Moon is an immense egg sac, laid by a Great Spider God whose Arachnarok children they venerate. And though no one understands what compels the stoic Troggoths to form lumbering Troggherds, they make formidable forces when combined with clever Grots. These subfactions have had common cause for centuries, but attentive party members can still learn about and capitalise on the distinctions between them.

When introduced into an existing storyline, the Gloomspite Gitz work best as the proverbial monkey wrench, throwing all other factions off balance with their sudden emergence. As antagonists in their own right, they are unpredictable and omnipresent, with schemes less focused on personal gain than causing maximum mayhem. While their ambitious plans tend toward comical, reality-hopping spiders and brain-infecting fungi can be genuinely horrifying as well. Parties might have to stop them from capturing sacrifices or overrunning a free city with Squigs, but like all forces of Destruction, they can prove helpful if pointed towards Chaos and Death.

RUMOURS

'It leers at me. It laughs at me. God-King on high, I cannot stand another night of this torment. Only sun and flame can outshine this maddening light.'

— Warscryer Ven Kalbrinth,
one hour before self-immolation

'Ten Troggoths plowed through the wall, half a dozen pubs, and the port authority building before waltzing right into the Ferrus Sea. And I'm telling you, six months later? Ten dripping Troggoths walked up the beach on the sea's far shore.'

'The eight-eyed reaper left a hole behind, a silk-shrouded tear in the air itself. On the other side... spiders. Nothing but spiders.'

'See that speck right by the moon? That's Gorkamorka's pet Squig! It bounced so high it's not more'n a pinprick, but one of these days it'll come crashin' all the way back down — and we'll be here to catch it when it does!'

'I don't eat mushrooms. I don't like that some have faces.'

USING THEM IN COMBAT

The Gloomspite Gitz are easy to dismiss as a disorganised rabble, and they like it that way. Overconfident foes, cutting down Shootas and Stabbas by the dozen, might assume the skulkmobs are relying on sheer numbers to prevail, only to get trapped by flanking Squigs or hallucinogenic

magic. Grots often fight on their own terrain, too, either because the party has stumbled into their lairs or because the Bad Moon has brought their lairs to the surface, and their enemies soon find themselves bogged down by choking spores and swarming spiders.

At least one colourful personality usually holds the mob together, such as a Loonboss or an Arachnarok-mounted Spiderfang priest. While dispatching these leaders can get the other Gloomspite Gitz to scatter, Grots who've made it to the top are consummate survivors who go everywhere with bodyguards or a convenient escape route. By contrast, their elite often fight with self-destructive recklessness, usually because they're not coherent enough to hold anything back.

Individually, the Gloomspite Gitz all have crippling weaknesses — Grots are frail, Squigs are rabid, and Troggoths think at a geological pace. But together, their wide arsenals and clever strategies can make them terrifying and wicked foes.

GOBBAPALOOZA

Like circus troupes, the Wise-Grot councils called Gobbapaloozas have myriad zany figures, but a few traditional archetypes appear in most of them. A Gobbapalooza member is a **Fungoid Cave-Shaman** (*Soulbound*, page 340) without *Deffcap Mushroom*, *Mouthpiece of Mork*, *Spore Squigs*, or the *Jaws of Mork* spell. Instead, each Gobbapalooza member has the following Trait:

Hallucinogenic Fungus Brew: As a Free Action, the Gobbapalooza member can drink a pain-numbing fungus brew. It gains 7 Toughness, ignoring its maximum. At the end of its second turn after drinking the brew, it suffers 7 Damage which ignores Armour.

In addition, each Gobbapalooza member knows one spell from any Lore or has one piece of equipment of any rarity, re-flavoured as bubbling potions or fungal bombs. The traditional Gobbapalooza has five members — a Scaremonger with *Stoke Rage*, a Brewgit with *Primal Hunter*, a Spiker with infinite doses of Basic Poison, a Boggleeye with *Mystifying Miasma*, and a Shroomancer with *Briarstorm*.

MANGLER SQUIGS

The only thing better than one giant Cave Squig is two, or so the Moonclan Grots say before chaining two humongous, feral Squigs together and towing them to the front lines. Perhaps there lies some method to their madness, for in captivity the chained Mangler Squigs tire themselves out by fighting each other, sparing the lurklairs the worst of their rampages. Steering the Mangler Squigs in battle is another matter entirely, but while the hapless crews tethered to these bounding monstrosities can't do much but prod them along, the Mangler Squigs themselves are always looking for new victims. Pain only goads them further, and they bounce and crash wildly even in their death throes, each trying to outcompete the other's destructive energies to the last.

SPORESPLATTA FANATICS

What Grots lack in size and strength, they make up for with mushrooms. Specifically, Grot Fanatics use madcap mushrooms, Squig blood, and foulecappe to give them enough frothing, eye-bulging strength to whirl balls and chains like tiny cyclones. Those known as Sporesplatta Fanatics go a step farther and replace the iron ball with a thwackwheezier puffshroom, a spitefully virulent fungus that spits thick, choking spore clouds on contact. The hallucinogens in these mushrooms only intensify when combined, such that Sporesplatta Fanatics emerge from their own spore clouds even higher than before. Once frenzied, strategy means as much to them as it does to a fired cannonball, so their sober handlers must choose carefully when to put the puffshroom in their hands and undo their restraints.

SQUIG HERD

Blending fungoid and animal features together, the common Cave Squig is a near spherical, muscular beast that is mostly just teeth and maw. They spawn in clutches deep underground, and though their natural aggression often leads to lethal intra-herd conflicts, their numbers only grow as spores emerge from their corpses. Squigs keep diverse company, and herds can include not only common Squigs but also angler Squigs, horned Squigs, diminutive squiggly beasts, and even Grots armed with noisemakers and poking sticks. As these Squig Herds combine, they may eventually become a full-blown Squigalanche. Surface creatures and cave dwellers alike know to flee before a Squigalanche's thunderous boinging, for the bouncing, gnashing barrage stops at nothing to chase the Bad Moon's tantalising light.

SQUIG HERDER

It takes a particularly brave or foolish Grot to take on the life of a Squig Herder. Squigs are erratic, savage, and borderline uncontrollable beasts, larger than most Grots and capable of swallowing one whole if they take the notion. As a result, those Grots that manage to survive long enough to raise or dominate a pack of Squigs are invariably tough, having survived countless near-death experiences at the hands of their gibbering pack.

Every Grot swears their method of herding Squigs is the best, usually because they had to reinvent the process from scratch when their predecessor died. They deploy everything from cacophonous cymbals to dangling fungi-on-a-stick to get the herd moving, less concerned with aiming than making sure the Squigs don't turn around.

SQUIG HOPPER

On rare occasions, a Squig will sit still long enough for an aspiring Grot to climb atop them. When the Squig resumes its bounding, erratic movement, they do so with a mad Grot clinging to their back, but calling the Squig a mount does a disservice to loyal beasts of burden across the Mortal Realms. The Grot rider has zero control over where the Squig chooses to bounce or what they try to gobble up, all they can do is swing their Stabbas at anything that comes near and hope that their newfound companion does not decide to eat them instead. Moonclan Grots hold any Squig Hoppers who survive these rides in awe, and the Grot cavaliers never miss a chance to tell overblown tales of their derring-do.

ALEGUZZLER GARGANT

Gargants spend their whole lives taking what they want and squishing any pipsqueak who protests, and as a result most of them have the self-restraint of toddlers. No wonder, then, that when young Gargants get a taste for alcohol, they quickly become uncontrollable drunkards. These Aleguzzler Gargants stumble into dank caves to sleep off their hangovers, and there they often find common cause with the Gloomspite Gitz. In exchange for cauldrons filled to the brim with eye-popping fungus brew, Aleguzzler Gargants lumber into the sunlight and bash whatever's giving them the worst headache. The Grots scurry about their feet and delight in the fact that the bigger brute is on their side for once, even if the Aleguzzlers sometimes drunkenly step on their own allies.

FELLWATER TROGGOTH

Troggoths adapt to their environments better than any other mortal species. In silty rivers and stagnant bogs, Fellwater Troggoths took to the amphibious lifestyle by evolving webbed hands and feet, mucus-covered hides, and diaphragms capable of projectile-vomiting caustic bile. Like all Troggoths, they have regenerative flesh and glacial reaction times, but the Fellwater subspecies also emits an odour so viscerally upsetting that most warriors pass out after breathing in their stench. Fellwater Troggoths hardly even need to hunt — sitting in a lake for an hour is enough to make the trapped fish float belly-up to the surface. To fight these hulks is to expose oneself to all their disgusting bodily fluids, and even their allies tend to give these Troggoths a wide berth.

ROCKGUT TROGGOTH

Rockgut Troggoths can hold so still they'd make an Ymetrican Stonemage jealous — if only the Troggoths didn't act as dumb as rocks too. These Troggoths dig tunnels and caverns beneath the realms, devouring fistfuls of heartsrock as they delve in search of napping spots or veins of tasty crystal. This mineral diet makes their hides thick and solid, but also gives them the curious ability to manipulate stone as if it were viscous fluid. No surface dweller has ever seen a Rockgut Troggoth mold anything more complex than a club or flung projectile, but rumours persist that swirling whorls and divots line their tunnels, as if made by massive fingers trailing through stone. What these markings could mean, only the Troggherds know.

LOONBOSS

No Grot could question the authority of a Loonboss, clanking about in heavy armour and a crescent-shaped loonhelm. Many are larger-than-life eccentrics, cackling as they hobble together scheme after impossible scheme, but no matter their oddities their position alone proves their intelligence. Having risen to leadership through luck, strategy, and raw ruthlessness, Loonbosses get the choicest wargear and, if they so choose, the biggest Squigs. Their authority means they can bulk up compared to the scrawny Grots beneath them, but while bigger and meaner than most everyone in the skrap, a Loonboss's greatest asset is always their mind. They have a plan to backstab everyone they've ever met, and they pick up a trick from each rival they kill. An Orruk champion might scoff at this puny Grot scurrying about in oversized armour, but their confidence vanishes as snares catch their feet, spores cloud their eyes, and assassins leap from the shadows.

MANGLER SQUIGS

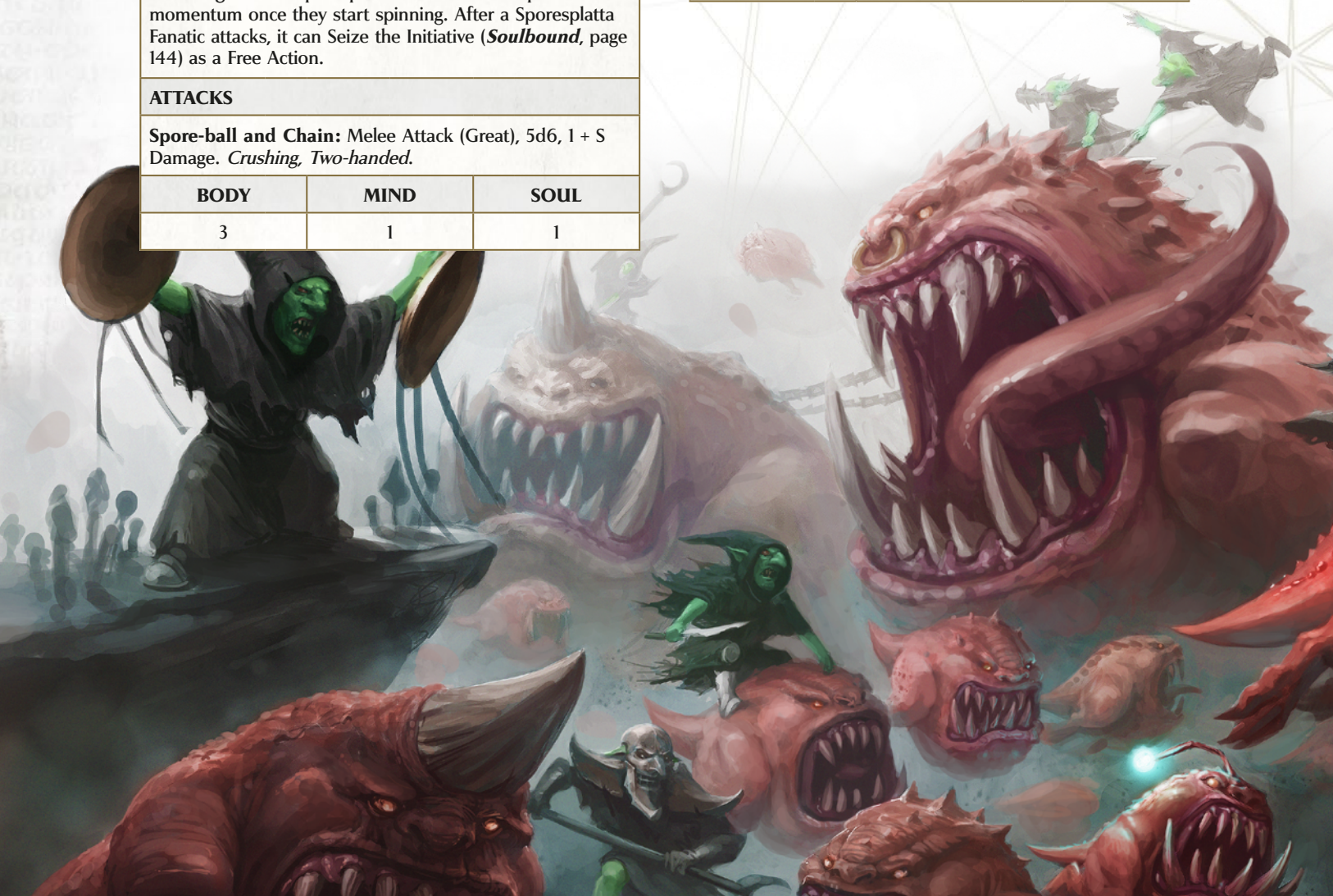
Enormous Beast, Chosen

	Superb		Poor		Superb		
Armour		Toughness		Wounds		Mettle	
2		26		7		3	
Speed: Fast Initiative: 3 Natural Awareness: 1 Skills: Athletics (+2d6), Determination (+3d6), Fortitude (+2d6), Might (+2d6), Reflexes (+2d6), Weapon Skill (+2d6, +1)							
TRAITS							
Grot Crew: Four tethered Grots (<i>Soulbound</i> , page 340) cling to the Mangler Squigs, flailing wildly whenever they get close to an enemy. When the Mangler Squigs attack with their Huge Fang-filled Gobs, each Grot on their back attacks with their <i>Stabbas</i> .							
Ker-splat!: The iron balls chained to the Mangler Squigs bounce and crash with their momentum. When the Mangler Squigs take the Charge Action and attack with their Balls and Chains, the Damage from their <i>Cleave</i> Trait affects all enemies in Short Range instead of Close Range.							
Nigh Unkillable: The Mangler Squigs are impossibly resilient. Their Toughness is equal to (Body + Mind + Soul) × 2. This is included above.							
Now You've Made 'Em Angry: At a certain point, pain only makes the Mangler Squigs stronger. Once the Mangler Squigs are at 0 Toughness, Damage from their attacks is doubled.							
Watch Out!: The Mangler Squigs make one last stomp in their death throes. When the Mangler Squigs die, each creature within Short Range must make a DN 5:2 Body (Reflexes) Test or suffer 8 Damage. (The doubled Damage from <i>Now You've Made 'Em Angry</i> has already been included.)							
ATTACKS							
Balls and Chains: Melee Attack (Superb), 9d6, +1 F, 1 + S Damage. <i>Cleave, Crushing.</i>							
Huge Fang-filled Gobs: Melee Attack (Superb), 9d6, +1 F, 2 + S Damage. <i>Piercing, Slashing.</i>							
Stabba (Mounted Grots): Melee Attack (Poor), 2d6, 1 + S Damage. <i>Piercing.</i>							
BODY		MIND			SOUL		
7		1			5		



SPORESPLATTA FANATICS			
Small Mortal (Grot), Warrior			
Great	Poor	Poor	
Armour	Toughness	Wounds	Mettle
0	5	–	–
Speed: Fast Initiative: 1 Natural Awareness: 1 Skills: Determination (+3d6, +3), Might (+2d6), Weapon Skill (+2d6)			
TRAITS			
Puffshroom Frenzy: Increase the Melee of Grot-type creatures in a Sporesplatta Fanatic's Zone by one step and decrease their Defence by one step (already included for the Sporesplatta Fanatic).			
Spore Cloud: Dense clouds shroud the Sporesplatta Fanatics as their puffshrooms spit spores. When the Sporesplatta Fanatic enters a Zone, the Zone becomes <i>Lightly Obscured</i> until the end of combat.			
Splat! The Fanatic's frenzy often results in high-speed mishaps. If the Sporesplatta Fanatic would become <i>Prone</i> , <i>Restrained</i> , or <i>Stunned</i> , it instead dies immediately and every creature within Short Range suffers 3 Damage.			
Whirling Death: Sporesplatta Fanatics build up momentum once they start spinning. After a Sporesplatta Fanatic attacks, it can Seize the Initiative (<i>Soulbound</i> , page 144) as a Free Action.			
ATTACKS			
Spore-ball and Chain: Melee Attack (Great), 5d6, 1 + S Damage. <i>Crushing, Two-handed.</i>			
BODY	MIND	SOUL	
3	1	1	

SQUIG HERD			
Small Beast, Swarm (10 creatures)			
Good	Poor	Poor	
Armour	Toughness	Wounds	Mettle
0	10	–	–
Speed: Fast Initiative: 1 Natural Awareness: 1 Skills: Athletics (+1d6), Might (+1d6), Weapon Skill (+2d6)			
TRAITS			
Boing-oing-oing! The first Squigs to leap at a target are just trying to bowl it over, before the rest descend with open maws. Before the Squig Herd attacks, it can reduce its dice pool for the attack by a number up to its current Toughness. If it does, it forces the target to make a DN 4:X Body (Might) Test or be knocked <i>Prone</i> , where X is the amount of dice it reduced from its dice pool.			
ATTACKS			
Fang-filled Maw: Melee Attack (Good), (5 + Toughness) d6, 2 + S Damage. <i>Piercing, Slashing.</i>			
BODY	MIND	SOUL	
3	1	1	



SQUIG HERDER

Small Mortal (Grot), Warrior

 Average	 Poor	 Average	
Armour	Toughness	Wounds	Mettle
2	9	–	–
Speed: Normal Initiative: 5 Natural Awareness: 2 Skills: Awareness (+1d6), Beast Handling (+2d6), Determination (+1d6), Fortitude (+3d6), Reflexes (+2d6), Stealth (+1d6), Weapon Skill (+2d6, +1)			
TRAITS			
Go Dat Way!: After many a lost finger, the Squig Herder has gained some control over Squigs. The Melee of all Squigs, including extraordinary Squigs like the Mangler Squig, in the Squig Herder's Zone increases one step.			
Squigs Go Wild: Without the Squig Herder, the Squigs go wild and snap at anything nearby. When the Squig Herder flees or is killed, all Squigs in the combat immediately make an attack against the nearest non-Squig.			
Tough as Old Boots: Squig Herders are notoriously difficult to kill. The Squig Herder adds its Training in Fortitude to its Toughness (already included).			
ATTACKS			
Squig Prodder: Melee Attack (Average), 4d6, +1 F, 2 + S Damage. <i>Piercing, Two-handed.</i>			
BODY	MIND	SOUL	
2	2	2	

SQUIG HOPPER

Small Beast, Warrior

	Average		Poor		Average
Armour	Toughness	Wounds	Mettle		
0	4	–	–		
Speed: Fast Initiative: 3 Natural Awareness: 1 Skills: Athletics (+1d6), Might (+1d6), Reflexes (+2d6), Weapon Skill (+2d6)					
TRAITS					
Boing! Boing! Boing!: Squig Hoppers cause mayhem simply by bouncing atop their foes heads as they hurtle across the battlefield. When a Squig Hopper enters a Zone, each creature in the Zone must make a DN 4:1 Body (Might) Test or be knocked <i>Prone</i> .					
Grot Rider: A cackling Grot (<i>Soulbound</i> , page 340) clings desperately to the Squig Hopper's back, flailing wildly whenever it gets close to an enemy. When a Squig Hopper attacks with its Fang-filled Gob, the Grot on its back attacks with its Stabba.					
ATTACKS					
Fang-filled Gob: Melee Attack (Good), 4d6, 2 + S Damage. <i>Piercing, Slashing.</i>					
Stabba (Mounted Grots): Melee Attack (Poor), 2d6, 1 + S Damage. <i>Piercing.</i>					
BODY	MIND	SOUL			
2	1	1			





ALEGUZZLER GARGANT

Enormous Mortal (Gargant), Champion

✦ Extraordinary



Poor



Superb

Armour

Toughness

Wounds

Mettle

1

24

–

1

Speed: Normal

Initiative: 1

Natural Awareness: 1

Skills: Fortitude (+2d6), Might (+3d6), Weapon Skill (+2d6)

TRAITS

Drunken Stagger: If the Aleguzzler Gargant uses Mettle to Run, it moves into a random adjacent Zone. If the Aleguzzler Gargant uses Mettle to Attack, it targets a random creature within reach.

Nigh Unkillable: The Aleguzzler Gargant is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Stuff 'Em In Me Bag: Aleguzzler Gargants save snacks for later. As a Free Action, an Aleguzzler Gargant can stuff a Mortally Wounded creature within Close Range into its bag. Creatures in the Aleguzzler Gargant's bag are Restrained and cannot receive help from allies to recover from being Mortally Wounded. The bag has 0 Armour, 5 Toughness, and Average Defence.

Timber! When the Aleguzzler Gargant dies, Large or smaller creatures within Close Range must make a **DN 5:2 Body (Might or Reflexes)** Test. On a failure, they take 3 Damage and are *Restrained* by the Gargant's weight. A Restrained creature can use an Action to make a **DN 5:2 Body (Might)** Test to escape.

ATTACKS

Massive Club: Melee Attack (Extraordinary), 11d6, 1 + S Damage. *Crushing, Reach.*

Mighty Kick: Melee Attack (Extraordinary), 11d6, 2 + S Damage. *Crushing.*

BODY

MIND

SOUL

9

1

2

FELLWATER TROGGOTH

Large Mortal (Troggoth), Warrior

 Great	 Average	 Good	
Armour	Toughness	Wounds	Mettle
1	9	—	—

Speed: Normal**Initiative:** 2**Natural Awareness:** 1**Skills:** Ballistic Skill (+1d6, +3), Fortitude (+2d6), Intimidation (+1d6), Might (+2d6), Weapon Skill (+2d6, +1)

TRAITS

Regeneration: Troggoths can regrow flesh almost as quickly as they are harmed. At the start of its turn, the Fellwater Troggoth regains 3 Toughness, up to its maximum.**Terrible Stench:** The Fellwater Troggoth reeks. Non-Troggoths in the Fellwater Troggoth's Zone must make a **DN 4:3 Body (Fortitude)** Test or become *Poisoned* while they are in Short Range of the Fellwater Troggoth. When the target is further than Short Range from the Fellwater Troggoth, the Condition immediately ends.**Tough as Old Boots:** Troggoths are notoriously difficult to kill. The Fellwater Troggoth adds its Training in Fortitude to its Toughness (already included).

ATTACKS

Spiked Club: Melee Attack (Great), 7d6, +1 F, 2 + S Damage. *Crushing, Piercing, Two-handed.***Noxious Vomit:** Ranged Attack (Average), 6d6, +3 F, + S Damage, Short Range. *Close, Rend.* If the Fellwater Troggoth rolls a 6 on this attack against a target with 0 Armour, the target becomes *Poisoned* until the end of its next turn.

BODY	MIND	SOUL
5	2	1

ROCKGUT TROGGOTH

Large Mortal (Troggoth), Warrior

 Great	 Average	 Great	
Armour	Toughness	Wounds	Mettle
3	9	—	—

Speed: Normal**Initiative:** 1**Natural Awareness:** 1**Skills:** Ballistic Skill (+2d6, +2), Fortitude (+2d6, +2), Might (+2d6), Weapon Skill (+2d6)

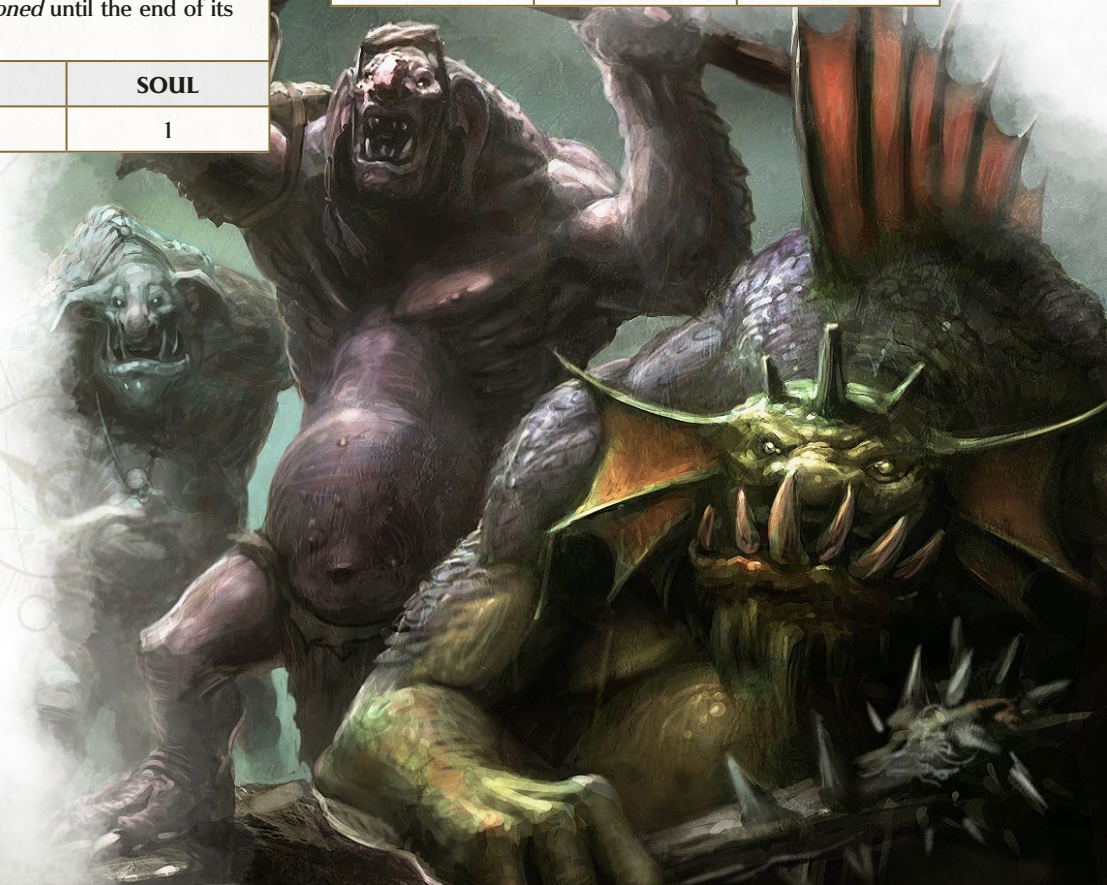
TRAITS

Regeneration: Troggoths can regrow flesh almost as quickly as they are harmed. At the start of its turn, the Rockgut Troggoth regains 3 Toughness, up to its maximum.**Tough as Old Boots:** Troggoths are notoriously difficult to kill. The Rockgut Troggoth adds its Training in Fortitude to its Toughness (already included).**Well-Protected:** The Rockgut Troggoth's stony skin raises its Defence by one step (already included).

ATTACKS

Massive Stone Maul: Melee Attack (Great), 8d6, 2 + S Damage. *Crushing, Two-handed.***Throwin' Boulders:** Ranged Attack (Average), 8d6, +2 F, 1 + S Damage, Medium Range. *Crushing, Loud, Spread.* A creature damaged by this Attack must make a **DN 4:3 Body (Might or Reflexes)** Test or be knocked *Prone*.

BODY	MIND	SOUL
6	3	5



LOONBOSS ON GIANT CAVE SQUIG

A Loonboss on Giant Cave Squig is a **Loonboss** with the following Trait:

Let's Get Bouncing! As an Action, the Loonboss rallies its Squig riders and herders. Increase the Melee of friendly Squigs within Medium Range by one step, until the start of the Loonboss's next turn.

In addition, the Loonboss has a Moonclan Stabba, which functions as a Moon-slicer except it has Reach. A Giant Cave Squig is a **Squig** (*Soulbound*, page 341), except its Size is Large, it has Nigh Unkillable (its Toughness is 10), and it is a Champion with 1 Mettle.

LOONBOSS

Small Mortal (Grot), Chosen

 Good	 Average	 Good	
Armour	Toughness	Wounds	Mettle
3	12	5	1

Speed: Normal

Initiative: 8

Natural Awareness: 3

Skills: Awareness (+2d6), Dexterity (+1d6), Fortitude (+1d6), Guile (+3d6), Reflexes (+2d6), Stealth (+2d6, +1), Weapon Skill (+2d6, +2)

TRAITS

Dead Tricky: Loonbosses use every trick at their disposal to survive. The Loonboss adds its Training in Guile to its Toughness (already included).

Enter the Everdank: The Loonboss yearns to feel the Clammy Hand upon them. As a Free Action on its turn, the Loonboss plucks a mushroom from its back and swallows it whole. For 1d6 rounds, the Loonboss's Melee and Defence increase one step. While under the effects of this Trait, once per turn, the Loonboss can Hide as a Free Action on its turn until the effect ends. Additionally, the Loonboss has Greater Advantage on Body (Stealth) Tests. When the effect ends, the Loonboss is *Stunned* for a number of rounds equal to the duration and cannot use this Trait again until they are no longer *Stunned*. If Doom is 5 or more, the Loonboss is constantly under the effects of this Trait.

I'm Da Boss, Now Stab 'Em Good! As an Action, the Loonboss chooses an ally within Medium Range. The target can immediately make an Attack against a creature within range if they are able to do so. If they Attack, they add a number of bonus dice to their dice pool equal to the Loonboss's Mind. A creature can only benefit from this Trait once per round. The Loonboss cannot target itself with this Trait.

ATTACKS

Moon-slicer: Melee Attack (Good), 5d6, +2 F, 1 + S Damage. *Penetrating, Slashing, Two-handed*. If the Loonboss's target is unaware of it, this attack deals double Damage and ignores Armour.

BODY	MIND	SOUL
3	4	2

OGOR MAWTRIBES

Hailing from the far north and eternally hungry, the Ogor Mawtribes roam the Mortal Realms in search of food. Tremors in the earth herald their arrival as the colossal warriors travel in search of new and exciting flavours. With their uncanny ability to devour anything in their path, neither rocks, trees, war machines, nor living beings are safe from being thrown into their giant cookpots. Serving Gorkamorka in an unending quest for meat, they have little regard for where the meat comes from. Ogors refuse to let meat go to waste, devouring any defeated enemies, and thereby strengthening themselves.

Always eager to stay on the move, the Ogor Mawtribes became particularly adventurous following the Everwinter. Fleeing the frost on their massive mounts, they act as living avalanches, raining frost, ice, and gnashing teeth on their prey. While the Ogors are resistant to cold, they cannot abide living in a place with nothing to hunt, and continue to travel to seek out fresher game. Nomadic life comes with many challenges, and the Mawtribes have developed unique herding techniques as well as simple but effective warmachines. They can plant or uproot an entire camp at a moment's notice.

Accompanying the gigantic Ogors on the fringes of the tribes are several types of camp followers. Some of these are Ogor mages, mercenaries, and tiny Greenskins, who serve as helpers for the tribe in return for protection. Cursed and sick Ogors are also kept separate from the camp, capable of fighting in battles but deemed too dangerous for morale to be truly part of Ogor culture. The Mawtribes and their followers are a closely knit group that fight fiercely with one purpose.

USING THEM IN YOUR GAME

Always ranging, Ogor Mawtribes can appear at any time and any location in a Soulbound's travels. While Icefall Yhetees primarily appear in colder climates, the Ogors themselves scour the Mortal Realms in search of food, creating ever-widening Mawpaths along their routes. Anyone and anything can be eaten.

The Mawtribes terrify most who encounter them on sight, both by their sheer size and their cannibalistic reputation. Rumour has it that they gain strength from eating the flesh of the fallen, and their magic has the power to turn their foes into cannibals as well.

Ogor Mawtribes may also encounter the Soulbound in conflict with varying Chaos Gods. Though they serve Gorkamorka, Ogors of the Mawtribes are particularly vulnerable to temptation from Slaanesh. Their obsession with finding and tasting new flavours can quickly lead them down the Dark Prince's path of excess. Nagash is the only god they truly resent — for his skeletal warriors give them nothing to dine on following a battle but dried out bones drained of tasty marrow. As the Legions of Nagash are also constantly vying for territory, the two frequently come into contact and combat, leaving the average mortal running for their lives, or hiding until the battle passes.

RUMOURS

'The sound... it was like thunder, or an avalanche. Then, the screaming and the clanging of steel... that was nothing compared to the cracking and crunching of bones that came later. I still hear it... the eating.'

— Beauregard Aspartamé,
sole survivor of an Ogor raid

'We flew with the Grundcorps, looking for signs of the Ogors. From way up there, you'd swear the paths they beat into the earth look like a great gapin' mouth.'

'Good use in a fight, the Maneaters. Knew one by the name of Surly Jenn. Could melt stone with a glance, but I've never known any better with a pistol — she didn't even have to load the thing.'

'They ate Bodrak. I didn't think the old Fyreslayer was digestible, but I guess their bellies really can burn anything up. It was horrible.'

USING THEM IN COMBAT

Ogors begin battle by sending in their Gorgers as shock troops, terrorising their foes. Ogor Gluttons form the bulk of a warglutt's troops, frequently assisted by Gnoblars. Maneaters serve as elite strike forces, leading groups of Gluttons and showing off their skills picked up from serving with warriors across the realms. Firebellies fill the terrain with fire, while Icefall Yhetees do the same thing with ice, if either are present.

Slaughtermasters are at the centre of chaos, buffing troops and weakening foes with their massive cauldrons. They are also assisted by Gnoblars — who are occasionally unlucky enough to wind up in the stew themselves. Lumbering through the ranks like a great armoured beast, the Tyrant picks the best meals for themselves and stirs their subordinates to greater gluttony.

MOUNTS

Most Mawtribes rely on beasts of burden to assist in their travels. Some particularly brave or foolhardy Ogors chase down particularly monstrous beasts to train them as war mounts or battle companions.

Thundertusk (see page 36): An enormous shaggy four-legged beast from the frozen north, the Thundertusk blasts its enemies with frosty breath, freezing them into place before skewering them on its gigantic tusks.

Stonehorn (see page 36): With icy flesh as hard as stone, these enormous four-legged beasts have tremendous horns. They shake the ground when they walk, knocking their foes prone and tossing them aside like dolls.

Frost Sabre (see page 34): While not a mount, these frosty giant cats are pack hunters often accompanying Icefall Yhetees and Mawtribes hailing from the bitter north. They ambush their prey and rip them asunder, bringing the leftover meat to their Ogor trainers.

Only the strongest Ogors are fit to dine on the spoils of war. If a choice is to be made between destroying an enemy while killing several allies as well or retreating to reassess tactics, most Ogors will not hesitate to strike.

FIREBELLY

One of the more prominent Mawtribe camp followers, Firebellies are Ogors who worship Gorkamorka as the Sun-Eater. Travelling the realms in search of combustible ingredients, they belch great gouts of flame to torch their enemies and eat their roasted flesh. Firebellies often travel in groups of like-minded believers separate from the tribes, yet when they join up with a Mawtribe they are always welcomed, as they are renowned for their spices and flame-roasted cooking techniques.

To become a Firebelly, an Ogor seeks out a shaman and undergoes several potentially lethal rituals involving searing off their hair and eventually slaying a Magmadroth. Few survive their rituals, but those who do claim to be stronger and blessed by the flames. They seek out volcanoes, magma spouts, lava lakes, and other areas of natural heat as a manifestation of their god's work on the Mortal Realms.

GNOBLARS

Accompanying every Mawtribe camp is a small gathering of greenskin tinkers. Gnoblars, cousins to grots, grew tired of being bullied and devoured by the larger creatures in their territory and chose to team up with the biggest, baddest bullies they could find. In return for the Mawtribe's protection, Gnoblars scavenge the terrain for scrap, which they then turn into ramshackle war machinery. For their part, the Ogors protect the Gnoblars from foes, and promise not to eat them unless food is particularly scarce; then it's every creature for itself. During raids, they work as a group, repairing weapons and armour, scouring the field for metals, and occasionally being thrown by a weaponless Ogor. Gnoblars also carry weapons and cooking pots to Ogors on the field, serving as medics, quartermasters, scouts, and chefs all in one.

GORGER

An Ogor's greatest fear is to lose the ability to enjoy a meal. Those suffering from the Empty Belly Curse are both feared and pitied by their fellow Ogors. Known as Gorgers, they are kept in cages on the outskirts of Mawtribe camps, and tended to by Gnoblars, as most Ogors find their presence unsettling and depressing. Unable to ever fill their bellies, Gorgers appear long-limbed and emaciated. Desiring to take in as much food as possible when food is available,

they have the ability to unhinge their jaws like a snake, dropping it to their mid-chest. Gorgers are utilised as shock troops in combat — the only time they are allowed to eat more than scraps and leftovers. Their ever-hungry jaws rend flesh in an attempt to end their hunger, but they are never satiated, and return to their cages forever dissatisfied.

ICEFALL YHETEES

Hailing from the howling northern storms, the Icefall Yhetees are the children of the Everwinter. Their white fur glistens with ice shards, their eyes like frozen crystals, their howls indiscernible from the gales of a blizzard. The origin of the Yhete is unknown, with some Azyrite scholars believing they were born from the primal magic of winter itself, emerging from a cracked glacier. Some Weirdnob Shamans are adamant the Yhetees are Gorkamorka's true offspring. The Yhetees speak not of their origins, and only call to one another in simian barks. They fight with the cold, stark fury of winter, arriving in packs that hit with the strength of an avalanche, freezing the blood of their prey before vanishing into a snowfall of their own making.

MANEATER

Confident young Ogors looking to make a name for themselves outside of their tribe often leave to work as mercenaries or sellswords. Known as Maneaters, these Ogors-for-hire are some of the most intimidating and deadly soldiers in the free cities. Their travels allow them to taste new flavours and acquire fascinating weaponry. They are particularly fond of pistols, though anything that looks impressive or makes a big noise is likely to find its way into a Maneater's hands. The title 'maneater' comes from when Sigmar and Gorkamorka's pact was broken, allowing Ogors to feast upon human flesh again. Despite prohibitions against cannibalism in the Cities of Sigmar, the name sounded sufficiently intimidating enough to stick. Welcomed and feared wherever they go, Maneaters are hailed by Mawtribes for their stories, spices, and deadly efficiency in battle.

OGOR GLUTTONS

Forming the bulk of a Mawtribe's fighting force, Ogor Gluttons are immense, powerfully strong, and eternally hungry. Seeking a fight everywhere they turn, Ogor Gluttons shout taunts and threats to their foes, terrifying them before they even approach. A group of charging Gluttons can be heard for miles, their tremendous feet causing the ground beneath them to quake before the clash of metal upon bone. Ogor Gluttons care little for weapon upkeep, much to the irritation of the Gnobblars

who accompany them. They relentlessly assault their targets until their weapons break, then tear into them with their teeth — feasting and fighting simultaneously. Tyrants always ensure the Gluttons are well fed, for hungry Gluttons are quick to find food elsewhere, even turning on their friends if their gut demands it.

SLAUGHTERMASTER

Second in command of every Mawtribe, the Slaughtermaster is viewed as the living embodiment of Gorkamorka's insatiable appetite. They are particularly gifted at interpreting oracles from the Gulping God in cracked bones and giblets. Beginning as Butchers, their culinary obsession with hacking meat into bits drives them to chop off chunks of their own body, replacing them with meat hooks, carving blades, and other weaponised cutlery.

The prize of the Slaughtermaster is their cauldron, which they attach to themselves with massive hooks and chains and carry wherever they go, assisted by culinary-minded Gnobblars. During battle, the Slaughtermaster and the Tyrant eat freely from the cauldron, while the Gnobblars gather up spare body parts to add to the bloodgruel.

Slaughtermasters have a close relationship with the Mawtribe's Tyrant, serving as their personal chef and chief advisor. Only the Slaughtermaster and the Tyrant are allowed to eat the constantly stewing morass in the Slaughtermaster's cauldron, though as the brew is deadly to all but the most resilient Ogors, the issue rarely arises.

TYRANT

The Tyrant is the biggest and strongest Ogor around, leading every Warglutt or Mawtribe. Covered in plates of iron and wielding weapons too massive for other Ogors to lift, the Tyrant's word is law. Tyrants earn Big Names for themselves, adding to their power and presence.

A Tyrant gets first pick of food, spoils, and trophies, and their tastes can reshape the realms. A Tyrant with a taste for Sylvaneth bark may lead their Mawtribe to deforest an entire region, while another's craving for Fangmora Eels may lead the eels to the brink of extinction in that realm, thereby starting a war with the Idoneth Deepkin.

Disputes among Mawtribes are settled by combat, and anyone looking to challenge the Tyrant for the title has a difficult battle ahead. Tyrants are fond of disemboweling their foes — a particularly nasty form of disgrace — as one without guts cannot feast.



FIREBELLY

Large Mortal (Ogor), Champion

 Good	 Good	 Average	Additionally, the Firebelly can unbind spells per the <i>Unbind Talent</i>. <i>Cascading Fire-cloak:</i> DN 6:1 The Firebelly wraps its body in rolling flames covering the earth around them. The Firebelly gains +1 Armour until the start of its next turn. Any creature that enters or starts its turn within Close Range of the Firebelly suffers 1 Damage, which ignores Armour. Each additional success extends the duration by 1 round. Alternatively, the Firebelly can increase the Armour bonus and subsequent Damage by +1 per two additional successes. ATTACKS Basalt Hammer: Melee Attack (Good), 5d6, 2 + S Damage. <i>Crushing, Two-Handed.</i> Fire Breath: Ranged Attack (Good), 5d6, 1 + S Damage, Medium Range. <i>Magical, Spread.</i> Anything hit by the Firebelly's Fire Breath is immediately ignited. The Zone becomes a <i>Minor Hazard</i>. <table><tr><th>BODY</th><th>MIND</th><th>SOUL</th></tr><tr><td>3</td><td>3</td><td>3</td></tr></table>		BODY	MIND	SOUL	3	3	3
BODY	MIND	SOUL								
3	3	3								
Armour	Toughness	Wounds			Mettle					
0	11	—			2					
Speed: Normal. Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Ballistic Skill (+2d6), Channelling (+2d6, +2), Determination (+2d6), Fortitude (+2d6), Might (+2d6), Theology (+2d6), Weapon Skill (+2d6)										
TRAITS										
Cultivated Mass: Ogors cultivate a mass of flesh and muscle, making them tougher than most. The Firebelly adds its levels of Training in Might to its Toughness (already included). Reborn from Flames: The Firebelly takes half Damage from intense heat or flames. Spellcasting: The Firebelly is a spellcaster. It knows the <i>Arcane Bolt</i>, <i>Mystic Shield</i> and <i>Cascading Fire-cloak</i> spells.										

GORGER

Large Mortal (Ogor), Warrior

 Great	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
0	7	—	—

Speed: Normal**Initiative:** 3**Natural Awareness:** 2**Skills:** Awareness (+2d6), Determination (+1d6), Fortitude (+1d6), Weapon Skill (+2d6)

TRAITS

Ambush Hunter: Gorgers often lope ahead of the Mawtribe, searching for an easy meal. If the Gorger is the only Ogor in its Zone, it deals +1 Damage.

Horrorifying Maw: Seeing a Gorger distend its jaw for the first time is a terrifying sight. The first time a Gorger makes an attack with its Distensible Jaw, all other creatures in that Zone are *Frightened* of it until the end of their next turn. After recovering from the Condition, a creature is immune to this Trait from all Gorgers.

Insatiable Hunger: Nothing can come between a Gorger and its prey. If the Gorger Wounds a creature, its Speed becomes Fast and it ignores the effects of *Difficult Terrain* to pursue that creature. Additionally, it ignores effects that would direct its attacks away from the creature, such as another creature taking the Defend Action.

ATTACKS

Distensible Jaw: Melee Attack (Great), 7d6, + S Damage. *Piercing, Rend.*

Long Claws: Melee Attack (Great), 7d6, 1 + S Damage. *Piercing, Slashing.*

BODY	MIND	SOUL
5	1	1

GNOBLAR

Small Mortal (Gnoblar), Minion

 Poor	 Good	 Poor (Average with Shield)	
Armour	Toughness	Wounds	Mettle
0	1	—	—

Speed: Normal**Initiative:** 3**Natural Awareness:** 2**Skills:** Awareness (+2d6), Ballistic Skill (+1d6), Crafting (+2d6, +1), Guile (+1d6), Stealth (+1d6), Weapon Skill (+1d6)

TRAITS

Fix It: Gnoblars are expert tinkers even in the heat of battle. As an Action, the Gnoblar can repair broken armour and machinery within Close Range. This Trait restores 1 Armour to damaged armour, up to its maximum.

Improvised Weapon: When Ogors run out of weapons, they throw whatever is closest. An Ogor within Close Range of a Gnoblar can use them as a weapon. The Ogor's Accuracy is reduced one step, and the Gnoblar can be thrown up to Medium Range. A Gnoblar thrown in this way can make an Attack with its Scavenged Weapon as a Free Action, dealing +2 Damage. The Gnoblar is *Stunned* and *Prone* after the attack.

Swarm: If three or more Gnoblars occupy the same Zone they become a Swarm. The Gnoblar Swarm acts as one. Add +1d6 to attacks and +1 Toughness per Gnoblar in the Swarm. The Swarm suffers double Damage from effects that target a Zone.

Trappers: A Swarm of four or more Gnoblars can use their Action preparing a haphazard trap. Any creature that comes within Close Range of the Gnoblars must make a **DN 4:2 Body (Reflexes)** Test or take 2 Damage and be *Restrained*. The target must use an Action on its turn to free itself. Once the trap is sprung, the Gnoblars can reset it using an Action.

ATTACKS

Scavenged Weapon: Melee Attack (Poor), 2d6, 1 + S Damage. *Piercing.*

Sharp Stuff: Ranged Attack (Average), 3d6, + S Damage, Medium Range. *Piercing.*

BODY	MIND	SOUL
1	3	1



ICEFALL YHETEEES

Large Mortal (Ogor), Warrior

Great	Poor	Good
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Armour	Toughness	Wounds	Mettle
1	9	–	–

Speed: Fast

Initiative: 3

Natural Awareness: 2

Skills: Awareness (+2d6), Determination (+1d6), Fortitude (+1d6), Might (+1d6), Stealth (+1d6), Survival (+2d6, +1), Weapon Skill (+2d6)

TRAITS

Aura of Frost: The Icefall Yhetee chills and freezes the air around it. The Icefall Yhetee's Zone is a Major Hazard. The Melee, Accuracy, and Defence of creatures that start their turn in the same Zone as an Icefall Yhetee is reduced one step.

Born of Winter: The Icefall Yhetee is immune to Hazards and Damage from intense cold, snow, or ice.

Bounding Leap: The Icefall Yhetee moves at the speed of a blizzard. Once per round, it can leap to an adjacent Zone as a Free Action.

ATTACKS

Claws: Melee Attack (Great), 8d6, + S Damage. *Piercing, Rend.*

Ice-Encrusted Club: Melee Attack (Great), 8d6, 2 + S Damage. *Crushing, Magical.*

BODY	MIND	SOUL
6	1	2

MANEATER

Large Mortal (Ogor), Warrior

Good	Average	Average
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Armour	Toughness	Wounds	Mettle
2	9	–	–

Speed: Normal

Initiative: 3

Natural Awareness: 2

Skills: Awareness (+1d6), Ballistic Skill (+2d6, +1), Lore (+1d6), Might (+1d6), Survival (+1d6), Weapon Skill (+2d6, +1)

TRAITS

Been There, Done That: Maneaters are accustomed to filling any role required in a mercenary band. At the start of combat, declare which role the Maneater is filling from the list below.

Brawler: The Maneater adds +1d6 to melee Attacks and melee Attacks gain the Rend Trait.

Crack Shot: The Maneater adds +1d6 to ranged Attacks and ranged Attacks gain the Penetrating Trait.

Strider: When the Maneater takes the Charge Action, its Speed is Fast. Additionally, the Maneater ignores all *Difficult Terrain*.

Stubborn: The Maneater is immune to being Charmed, Frightened, and Stunned.

Cultivated Mass: Ogors cultivate a mass of flesh and muscle, making them tougher than most. The Maneater adds its levels of Training in Might to its Toughness (already included).

ATTACKS

Slicer: Melee Attack (Great), 8d6, +1 F, 1 + S Damage. *Slashing.*

Pistol: Ranged Attack (Average), 6d6, +1 F, 1 + S Damage, Medium Range. *Close, Loud, Piercing.*

BODY	MIND	SOUL
4	2	2



OGOR GLUTTON

Large Mortal (Ogor), Warrior

 Good	 Poor	 Good (Great with Ironfist)
--	--	--

Armour	Toughness	Wounds	Mettle
1	9	—	3

Speed: Normal**Initiative:** 1**Natural Awareness:** 1**Skills:** Fortitude (+2d6), Intimidation (+2d6), Might (+2d6), Weapon Skill (+1d6)

TRAITS

Cultivated Mass: Ogors cultivate a mass of flesh and muscle, making them tougher than most. The Ogor Glutton adds its levels of Training in Might to its Toughness (already included).

Dual Wielding: The Ogor Glutton wields a Battered Sword and Club. The Ogor Glutton can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (*Soulbound*, page 148).

Ironfist: Some Ogor Gluttons choose to wield only a Battered Sword and cover their offhand in an iron gauntlet. Once per turn when a creature misses the Ogor Glutton with a melee Attack, the Ogor Glutton can make an attack with its Ironfist.

ATTACKS

Battered Sword: Melee Attack (Great), 6d6, 1 + S Damage. *Slashing.*

Club: Melee Attack (Great), 6d6, + S Damage. *Crushing.*

Gulping Bite: Melee Attack (Great), 6d6, + S Damage. *Piercing.*

Ironfist: Melee Attack (Great), 6d6, + S Damage. *Crushing.* A creature damaged by this weapon must make a **DN 5:1 Body (Fortitude)** Test or be *Stunned* until the end of their next turn.

BODY	MIND	SOUL
5	1	1



GREAT CAULDRON

As an Action, Slaughtermasters can reach into their bloody cauldron to feast. Roll 1d6 to determine the contents.

1: Bad Meat. The Slaughtermaster suffers violent indigestion and takes 3 Damage, which ignores Armour.

2: Troggoth Guts. The Slaughtermaster is revived by the rejuvenating guts of a Troggoth. The Slaughtermaster can recover 3 Toughness, or heal a Wound.

3-4: Spinemarrow. The Slaughtermaster sucks out the marrow of a spinal column, empowering its allies. The Melee of every Ogor within the Slaughtermaster's Zone increases one step.

5-6: Bonecrusher. The Slaughtermaster crunches on skulls and ribs, the cauldron's strange magic causing the bones of the Slaughtermaster's foes to snap. Every enemy within Close Range of the Slaughtermaster takes 3 Damage, which ignores Armour.

SLAUGHTERMASTER

Large Mortal (Ogor), Chosen

 Good	 Good	 Good	
Armour	Toughness	Wounds	Mettle
2	16	7	2

Speed: Normal

Initiative: 6

Natural Awareness: 3

Skills: Channelling (+2d6), Determination (+3d6, +2), Fortitude (+3d6, +3), Intuition (+2d6), Might (+2d6), Theology (+2d6), Weapon Skill (+2d6)

TRAITS

Bloodgruel: The Slaughtermaster devours chunks of meat to power its gastronomic abilities. As a Free Action on its turn, the Slaughtermaster can eat a piece of bloody flesh from its cauldron. It doubles the dice gained from Training in Channelling to 4d6 until the end of combat. However, if the Slaughtermaster fails a Channelling Test while affected by the bloodgruel, it begins to choke on the flesh. The Slaughtermaster becomes *Incapacitated* until another creature removes the blockage with an Action. If the blockage has not been removed after 4 rounds, the Slaughtermaster dies.

Cultivated Mass: Ogors cultivate a mass of flesh and muscle, making them tougher than most. The Slaughtermaster adds its levels of Training in Might to its Toughness (already included).

Spellcasting: The Slaughtermaster is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Mystic Shield*, and *Rockchomper* spells. Additionally, the Slaughtermaster can unbind spells per the *Unbind* Talent.

Rockchomper: DN 5:2. The Slaughtermaster hurls a handful of beast bones into its pot, elongating the jaws and teeth of its allies. Each Ogor Glutton within Long Range regains 1 Toughness and deals +1 Damage with their Gulping Bite until the start of the Slaughtermaster's next turn. Each additional success extends the duration by 1 round.

ATTACKS

Stump Blades: Melee Attack (Great), 6d6, 1 + S Damage. *Slashing.*

Gulping Bite: Melee Attack (Great), 6d6, + S Damage. *Piercing, Subtle.*

BODY	MIND	SOUL
2	2	1

BIG NAME

Each Tyrant chooses a Big Name for themselves that represents their feats. Roll 1d6 or choose one from the list below.

1: Deathcheater. The Tyrant adds their Soul to their total Wounds.

2: Brawlerguts. If the Tyrant takes the Charge Action, they add an additional 1d6 to its dice pool for the attack, for a total of +2d6.

3: Fateseeker. The Tyrant carries a relic that allows them to use an Action to cast any spell using Mind (Determination). After using this Trait, the relic breaks and can no longer be used.

4: Longstrider. The Tyrant's Speed is Fast.

5: Giantbreaker. The Tyrant's Melee increases one step when fighting Large or larger foes.

6: Wallcrusher. The Tyrant's melee Attacks gain the Rend Trait and the Tyrant deals double Damage to objects.



TYRANT

Large Mortal (Ogor), Chosen

Superb	Good	Good	
Armour	Toughness	Wounds	Mettle
3	19	8	3
Speed: Normal Initiative: 5 Natural Awareness: 3 Skills: Awareness (+1d6), Ballistic Skill (+2d6, +1), Determination (+2d6), Fortitude (+2d6), Intimidation (+2d6, +1), Might (+3d6, +1), Weapon Skill (+3d6, +2)			
TRAITS			
Bully of the First Degree: The Tyrant uses abrupt violence to push their troops harder. Once per turn as a Free Action, they pummel an Ogor ally within Close Range. The target immediately takes 5 Damage, but their Melee increases one step, and their attacks deal +1 Damage for the rest of the combat.			
Cultivated Mass: Ogors cultivate a mass of flesh and muscle, making them tougher than most. The Tyrant adds its levels of Training in Might to its Toughness (already included).			

Disemboweling Strike: If an attack from the Tyrant's Skewering Glaive would cause a creature to become Mortally Wounded, they are instead disemboweled and killed instantly.

Nigh Unkillable: The Tyrant is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

ATTACKS

Beastskewer Glaive: Melee Attack (Superb), 9d6, +2 F, 1 + S Damage. *Reach, Slashing, Two-handed.* If an attack from this weapon deals a Wound, the severity of the Wound increases one step.

Gulping Bite: Melee Attack (Superb), 9d6, +2 F, +S Damage. *Piercing.*

Thundermace: Melee Attack (Superb), 9d6, +2 F, 2 + S Damage. *Crushing, Rend, Two-handed.* If the Tyrant hits with this Attack, every creature within Close Range must make a **DN 4:3 Body (Might)** Test or be knocked *Prone*.

Pistol: Ranged Attack (Good), 8d6, +1 F, 1 + S Damage, *Medium Range. Close, Loud, Penetrating, Piercing.*

BODY	MIND	SOUL
6	4	6

ORRUK WARCLANS

The Great Green God Gorkamorka made the Orruks to fight, and he did a bloody good job. Muscular, fanged, and ready to smash stuff up, the Orruk Warclans hold with very few truths: might makes right; violence is always a solution; and fancy tricks like walls and guns are cheating. These muscled warriors fight because anyone who won't fight is a puny weakling that should be kicked into next week. They fight because it's fun. They fight because it's what they're made to do.

The Orruks were once allied with Sigmar and the forces of Order, but sitting around waiting to fight something is not for them. Gorkamorka split them off to make their own entertainment, and now Orruks are as much a natural disaster as an organised threat. When warbands gather and embark on the unstoppable crusade known as the Waaagh! there's nothing to do but fight back or get out of the way.

There are Orruks everywhere (except Azyrheim, as one of the Stormcast Eternals' first acts was to purge them) but they're most numerous in Ghur, where their primal joy in destruction aligns perfectly with the nature of the realm.

Very few mortals get to see what Orruk life is like outside of warbands — it must exist. Orruk yoofs come from somewhere (fungus, probably), and quickly take up training for war. Training, of course, normally means fighting with other yoofs and eventually mixing it up on the battlefield.

USING THEM IN YOUR GAME

Given one of the most warlike factions in Age of Sigmar, why wouldn't you use them for an epic, pitched battle? When the Greenskinz go to Waaagh! everything else stops. Figuring out how to avert or redirect a Waaagh! before it smashes into the characters' home city is a whole story arc. And if the characters don't succeed, they get some epic fights.

A good Waaagh! is one thing, and some faces — and cities, and realms — are just askin' to be crumped. But that's not the only way to use Orruks. Scholars of Hysh say that when Orruks are finally beaten to a fine enough pulp that

they stop fighting back, their remains rot into the ground, sinking down fungal tendrils that, given long enough, will gestate new Orruks. This can be a nasty surprise if a whole city district is suddenly infested. Traditionally, the solution would be to destroy the Orruks all over again, but clever characters might find a way to ally with them.

It's worth remembering that the orruks were once allied with the forces of Order, and if there's something big enough and bad enough around, such as a Chaos army or a legion of Undead, they could be again.

RUMOURS

'They say the Orruks just know when and where a war is happening. It calls to them, in the blood.'

'I saw an Orruk once, lost both legs, and rode around in a chariot with scythes on every surface. I lost six good friends to that unstoppable bastard.'

'Don't get captured by Orruks. You're better off running onto your own spear.'

'A philosopher once posed me a question. If enough Bonesplitterz can beat anything, and they take a portion of its power for themselves... what happens when one of them decide to hunt a godbeast? I haven't slept well since that seminar.'

— Magister Garfax of the Collegiate Arcane

USING THEM IN COMBAT

Orruks really like fighting. They live and breathe the Waaagh!, and they'll choose battle over anything else any day of the week, and twice on Moondays. They don't need a reason to fight, and they'll pile in when they're outnumbered, outgunned, outplanned, or all three. They're tough enough individually that they don't need to use sophisticated military strategy. Whoever gets to the enemy first, gets to hit 'em first.

Orruks rarely go anywhere in small numbers. A party who encounters a patrol of Orruks might celebrate destroying them for a few hours, but they're in for a nasty surprise when they discover they just dealt with a scouting party, and the rest of the warband isn't far behind.

Worse still, Orruks are usually not alone. Greenskinz are a diverse bunch, covering everything from Grot minions to the Orruks themselves. A group of Orruks can go toe-to-toe with any characters in *Soulbound*, but it's a more interesting fight with some swarming Grots to distract the characters or a hulking Maw-krusha looming on the sidelines, making the characters want to finish up the 'Ardboyz before the big boss joins in.

SAVAGE ORRUK

The Bonesplitterz are classic examples of Savage Orruks: warriors relying on brute strength and aggressive spirituality rather than having the biggest, choppiest weapons. The Waaagh! beat its way into their heads and won't go away. Morboys are the most common image of a savage Orruk: fighting in mobs, surrounding enemies and rushing over them like a tidal wave, leaving broken bodies and dying screams in their wake. The Morboys' motto should be 'strength in numbers' but like all Orruks their motto is 'Waaagh!' and they're not changing it now.

BONESPLITTERZ AND IRONJAWZ

Bonesplitterz are tattooed, painted, bare-skinned warriors wielding bone weapons. Ironjawz are lumbering hulks encased in thick metal armour. While both warclans are devoted to Gorkamorka and the WAAAGH!, they're great examples of the different ways this passion shows itself.

The **Bonesplitterz** are infused with the primal energy of the WAAAGH! and wield the bones of their previous victims as weapons. They see the spirit of the WAAAGH! in themselves and the mighty beasts they hunt throughout Ghur. By defeating these beasts and other worthy enemies, they take on more of that spirit themselves, becoming ever greater fighters.

Ironjawz, meanwhile, take whatever they loot after a raid and smash it into something worthy of an Orruk weapon. If it holds up through the next fight, that's all an Ironjaw needs.

While Orruk philosophy might seem straightforward, there's plenty of room to get creative and make new and distinctive takes on Orruks for your game.

When people think of Orruks, they don't think about cunning fighters standing back and peppering foes with arrows, but as the Arrowboys are keen to remind people, Gorkamorka's a big god — two of them, in fact — and he's open to just about any way of killing. The Mork aspect, in fact, likes a bit of cunning stabber.

SAVAGE BIG BOSS

Big Bosses are the leaders of the Bonesplitterz and similarly tech-averse clans of Orruks. The name is literal: they get to be a Big Boss by being bigger, harder, and more killy than other Orruks. If someone bigger comes along and chops 'em, they're not the Big Boss anymore.

Until that happens, they've earned the respect of their fellow Orruks by being, as previously mentioned, big, hard, and killy, and those Orruks follow them gladly into battle. That's not that big a deal as Orruks will follow anyone in the general direction of a fight, but a Big Boss might even be able to get them to temporarily stop fighting.

Big Bosses are sometimes mounted on **Gruntas** (*Soulbound*, page 309) as tough and mean-tempered as the bosses.

WARDOKK

The Bonesplitterz' Wardokks attend and support the Wurrzog Prophet. They communicate only through Morboys, who they also lead into battle — the Morboys are the only other Orruks who can understand their speech.

The Wardokks are ritual leaders who channel the Waaagh! spirit, calling it forth through ceremonial dances and working it into their magic. The favour of Gorkamorka carries a great deal of weight, and what the Wardokks want, they get. What they want is usually Waaagh!

Wardokks have a lot of power, magical and cultural, but they're most revered for their ability to channel the Waaagh! to knit broken bones and weave flesh back together. There's no shame in dying in battle, but every Orruk would prefer to live to smash another day.

WURRGOG PROPHET

Wurrzog Prophets are the leaders of the Bonesplitterz. They're warlords, wizards, and spiritual advisors. They're marked by the awesome power of the Waaagh!, tangible to those who stand near them. They're the voice of the Great Green God, and their authority is absolute.

It's the Wurrzog Prophet's job to interpret the many omens Gorkamorka leaves in the world, and all those signs point inevitably to Waaagh! The Prophet's uncanny abilities extend to scenting and tracking great beasts, and they lead their warbands in hunts, slaughtering mighty foes and caging their spirits inside the Prophet's own body, often with the help of masks made from the creature's carcass.

MANIAK WEIRDNOB

Weirdnobs are wizards. Maniak Weirdnobs are wizards consumed by the spirit of a deceased monstrous beast. Mounted on a war boar, waving a staff carved from the bone of some monstrous beast, and accompanied by a squiggly beast familiar just bursting with Waaagh!, a Maniak Weirdnob barrels into battle shedding energy that drives its allies into a frenzy and ripples out across the battlefield.

A Maniak Weirdnob has just enough presence of mind to cast spells as they charge the enemy, but otherwise they're overcome by the spirit of the creature bound into their Bonebeast Staff. That spirit is trapped, furious and enraged, and driving it out of the Maniak Weirdnob might just replace one problem with another.

The Maniak Weirdnob is a **Weirdnob Shaman** (*Soulbound*, page 339) with the following changes:

- * The Maniak Weirdnob rides atop a war boar (use stats for a **Grunta**, *Soulbound*, page 309), which functions as a mount. On its turn, the Maniak Weirdnob can forego an Action to direct the war boar to Attack with its *Tusks and Hooves*.
- * Replace the *Green Puke* spell with the following: *Bone Spirit*: DN 5:1. The Maniak Weirdnob releases the beast spirit within it and infuses nearby Orruks with its power. Choose one Orruk within Long Range. Until the end of the Maniak Weirdnob's next turn, the Orruk deals +1 Damage on its Attack rolls until the start of the Maniak Weirdnob's next turn. Each additional success allows the Maniak Weirdnob to target another Orruk within Long Range.

WARCHANTER

Ironjawz Warchanters hear the twin heartbeats of Gork and Mork in their ears. They beat out the slow and insistent thud for Gork and the staccato hammering of Mork, using bone sticks that throb and glow with the energy of the Waaagh!.

Being chosen by Gorkamorka as a Warchanter is an honour but not a choice. That sound is constant and the Warchanter has no ability to block it out — the only relief is to thump that harmony out on whatever surface is nearest, flesh and bone being preferred. When Warchanters gather together, the beat intensifies until the earth shakes.

Warchanters are one of the driving forces behind the Greenskin war machine. In Waaagh! the Warchanter can release all that built-up energy trapped inside them.

MEGABOSS

Ironjawz are led by Megabosses. They're not just extra killy, but physically bigger than an average Orruk, which is pretty hefty to start with. They're pumped up on the joy of the Waaagh! and with every new kill they get a little bigger and a little meaner. Encased in thick armour and wielding at least one big smacky axe (the more the merrier), other Orruks follow Megabosses because for two reasons: they're double-hard sons of Troggoshs and they always know how to find the best fighting.

Megabosses don't trouble themselves with regular peons, instead going straight for the toughest looking champion on the other side, roaring a challenge. Then they slaughter their way there.

It should be noted that Megabosses aren't necessarily the smartest of the Orruks, just the biggest and the loudest. It just so happens those are the most common qualifications for leadership amongst the Ironjawz. Without an enemy in front of them, a Megaboss doesn't really serve a purpose, so if they ever find themselves without something to crump, they find a new target right quick, before other Orruks start wondering what's so great about them.



MEGABOSS

Large Mortal (Orruk), Chosen

 Superb	 Poor	 Good (Great with Rip-toof Fist)
--	--	---

Armour	Toughness	Wounds	Mettle
4	14	6	2

Speed: Normal. If Mounted on a Maw-krusha, Speed is Normal (Fly) and Slow on land.

Initiative: 3 + current Doom

Natural Awareness: 2

Skills: Awareness (+1d6), Determination (+3d6), Fortitude (+3d6), Intimidation (+2d6), Might (+3d6, +1), Weapon Skill (+3d6, +2)

TRAITS

'Ave It! The Megaboss grows more powerful with every kill. Whenever a creature it damaged in its previous turn dies, or becomes *Incapacitated* or *Unconscious*, the Megaboss recovers 1 Toughness and adds +1d6 to its Attacks until the end of its next turn. If Doom is 3 or more, the Megaboss recovers 2 Toughness and adds +2d6 instead.

Double Killy: The Megaboss wields a Boss Choppa and Rip-toof Fist. The Megaboss can attack with all its weapons at once, splitting its dice pool as if it were dual wielding (*Soulbound*, page 148).

Full of the Joys of WAAAGH! The Megaboss can't be *Charmed*, *Frightened*, or *Stunned*.

Go On Ladz, Get Stuck In! As an Action, the Megaboss roars a command to get crumpin'. Every Orruk Minion and Warrior within Short Range of the Megaboss now shares the Megaboss's Initiative.

Mounted: The Megaboss may ride atop a Maw-krusha (*Soulbound*, page 311), which functions as a mount. On its turn, the Megaboss can forego an Action to direct the Maw-krusha to Attack with its *Innard-bursting Bellow*, *Mighty Fists*, or *Lashing Tail*.

My Turn! The Megaboss is armed with a Rip-toof Fist – a jagged gauntlet made of pig iron. It can use the gauntlet to block a blow before delivering a deadly counter-attack. Once per turn, if a creature within Close Range misses a melee Attack against the Orruk Megaboss, it can immediately attack with its Rip-toof Fist.

Pig Iron Will: The Megaboss is almost impossible to slay. The Orruk Megaboss adds its levels of Training in Determination to its Toughness (already included).

ATTACKS

Boss Choppa: Melee Attack (Superb), 9d6, +2 F, 2 + S Damage. *Rend*, *Slashing*.

Rip-toof Fist: Melee Attack (Superb), 9d6, +2 F, 1 + S Damage. *Defensive*, *Penetrating*, *Piercing*.

BODY	MIND	SOUL
6	2	3

MEGABOSS ON MAW-KRUSHA

Gruntas are for lesser Orruks. A Megaboss wouldn't be caught dead on anything smaller than it is and it would take three or four boars to carry one. **Maw-krushas** (*Soulbound*, page 311) are one of the few creatures in existence as evil-tempered and single-minded as a Megaboss. They're not exactly trained, just happy to pulverise anything in front of them. The Megaboss is usually anchored to them by chains sunk deep in the Maw-krusha's hide, which gives them some hope of aiming the massive beast at the target they want stomped. If that doesn't work, a kick in the back of the Maw-krusha's thick skull normally does.



ARROWBOY			
Medium Mortal (Orruk), Warrior			
 Average	 Good	 Average	
Armour	Toughness	Wounds	Mettle
1	7	–	–
Speed: Normal Initiative: 5 Natural Awareness: 3 Skills: Awareness (+2d6), Ballistic Skill (+2d6, +1), Determination (+1d6), Fortitude (+2d6), Survival (+2d6), Weapon Skill (+1d6)			
TRAITS			
Aim Fer Its Eyes: If the Arrowboy does not Move on its turn, its Stinga Bow gains the <i>Penetrating</i> Trait. Loadsa Arrows: Groups of Arrowboys carry a huge stockpile of arrows, which they fire with boundless enthusiasm. When 3 or more Arrowboys are in the same Zone, their Stinga Bows deal +1 Damage per Arrowboy in the Zone.			
ATTACKS			
Bone Shiv: Melee Attack (Average), 4d6, 1 + S Damage. <i>Piercing</i> . Stinga Bow: Ranged Attack (Good), 5d6, +1 F, 1 + S Damage, Long Range. <i>Piercing, Subtle, Two-handed</i> .			
BODY	MIND	SOUL	
3	3	1	

MORBOY			
Medium Mortal (Orruk), Warrior			
 Good	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
1	7	–	–
Speed: Normal Initiative: 4 Natural Awareness: 2 Skills: Awareness (+1d6), Determination (+1d6), Fortitude (+2d6), Might (+2d6), Reflexes (+1d6), Weapon Skill (+2d6, +1)			
TRAITS			
Pile In: When gathered together, Morboys are filled with a primal battle lust. If two or more Morboys are within Close Range of each other, their Melee increases one step. Power of the Beast Spirit: Anytime a Morboy kills or Wounds a creature, all Morboys and Arrowboys within Medium Range deal +1 Damage on their next Attack.			
ATTACKS			
Chompa: Melee Attack (Good), 6d6, +1 F, 1 + S Damage. <i>Piercing</i> .			
BODY	MIND	SOUL	
4	2	1	



SAVAGE BIG BOSS

Medium Mortal (Orruk), Champion

 Gerat	 Poor	 Good	
Armour	Toughness	Wounds	Mettle
2	10	—	2

Speed: Normal**Initiative:** 5**Natural Awareness:** 2

Skills: Awareness (+2d6), Beast Handling (+2d6), Determination (+1d6), Fortitude (+2d6), Might (+2d6), Reflexes (+1d6), Survival (+2d6), Weapon Skill (+3d6, +2)

TRAITS

Let Me At 'Em: If the Savage Big Boss doesn't deal Damage to a creature in its turn, it moves to the top of the Initiative at the start of the next round. As an Action, it can confer this bonus on another Orruk within Short Range in addition to itself.

Scarred Skin: The Savage Big Boss's skin is marked by countless battles. It adds its Training in Fortitude to its Armour (already included).

Kill This One Boyz!: Savage Orruks attacking the same target as the Big Boss increase their Melee by one step.

ATTACKS

Boss Chompa: Melee Attack (Great), 8d6, +2 F, 2 + S. Rend, *Slashing, Two-handed*.

BODY	MIND	SOUL
5	2	3

WARDOKK

Medium Mortal (Orruk), Champion

 Average	 Poor	 Poor	
Armour	Toughness	Wounds	Mettle
0	7	—	1

Speed: Normal**Initiative:** 2**Natural Awareness:** 1

Skills: Awareness (+1d6), Channelling (+2d6, +1), Determination (+1d6), Entertain (+2d6, +1), Fortitude (+1d6), Medicine (+2d6, +1), Weapon Skill (+1d6)

TRAITS

Conduit of the WAAAGH!: The Wardokk is brim full of WAAAGH! energy, so cannot be *Charmed* or *Frightened*.

Ritual Dance: The Wardokk knows a number of ritual dances that channel WAAAGH! energy through their allies. As an Action, the Wardokk can perform one of the following:

Grimdokk Dance: One Orruk within Short Range regains 1d6 Toughness.

Glyphdokk Dance: Increase the Defence of one Orruk within Short Range by one step until the end of the Wardokk's next turn.

Weirddokk Dance: Give one Orruk spellcaster within Short Range +2d6 on their next Channelling Test before the end of the Wardokk's next turn.

Spellcasting: The Wardokk is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, and *Mystic Shield* spells. Additionally, the Wardokk can unbind spells per the *Unbind* Talent.

ATTACKS

Bonebeast Stikk: Melee Attack (Average), 4d6, Damage. *Crushing*.

BODY	MIND	SOUL
3	2	2



WURRGOG PROPHET

Medium Mortal (Orruk), Chosen

Poor	Average	Good (Great with Beast Mask)
------	---------	------------------------------

Armour	Toughness	Wounds	Mettle
0	10	–	2

Speed: Normal

Initiative: 3

Natural Awareness: 2

Skills: Arcana (+2d6), Channelling (+3d6, +1), Determination (+2d6), Fortitude (+2d6), Intuition (+2d6), Lore (+2d6), Theology (+2d6), Weapon Skill (+1d6)

TRAITS

Conduit of the WAAAGH! The Wurgogg Prophet is brim full of WAAAGH! energy, so cannot be *Charmed* or *Frightened*.

Prophet of the WAAAGH! As an Action, the Wurgogg Prophet lets a vision overtake them. When the Prophet speaks the vision out loud as a Free Action on their turn, an Orruk within Short Range gains +1 Mettle. This Mettle cannot be used to Dodge, Flee, Hide, or any other non-offensive act. This Mettle must be used by the end of the Orruk's next turn or it is lost. Minions and Warriors can also benefit from Mettle gained from this Trait.

Spellcasting: The Wurgogg Prophet is a spellcaster. It knows the *Aetheric Armour*, *Arcane Blast*, *Arcane Bolt*, *Bestial Spirit*, *Foretell Doom*, *Mystic Shield*, *Primal Hunter*, and *Fists of Gork* spells. Additionally, the Wurgogg Prophet can unbind spells per the *Unbind* Talent.

Fists of Gork: DN 5:2. Green fists rain down out of the sky, cracking an enemy's skull and leaving them reeling. A creature in Medium Range suffers 1 Damage and must pass a **DN 4:S Body (Fortitude)** Test or be *Stunned* until the end of its next turn. Each additional success increases the Damage by 1.

Squiggly-beast Follower: Wurgogg Prophets are followed by a small skittering cave-creature that crawls and bites anyone nearby. Once per round, when a creature enters Close Range with the Wurgogg Prophet, the Squiggly Beast can attack with its Fanged Maw as a Free Action.

ATTACKS

Wurgogg Staff: Melee Attack (Good), 5d6, 1 + S Damage. *Crushing, Two-handed.*

Fanged Maw (Squiggly Beast): Melee Attack (Average), 4d6, + S Damage. *Piercing.*

BODY	MIND	SOUL
4	3	3

WARCHANTER

Medium Mortal (Orruk), Champion

Good	Poor	Average
------	------	---------

Armour	Toughness	Wounds	Mettle
2	10	–	2

Speed: Normal

Initiative: 2

Natural Awareness: 1

Skills: Awareness (+1d6), Entertain (+2d6, +2), Fortitude (+2d6), Guile (+1d6), Might (+1d6), Weapon Skill (+2d6)

TRAITS

The Ol' One-Two: If a Warchanter Attacks with both their Gorkstikk and Morkstikk (using the rules for dual wielding (*Soulbound*, page 148), the Damage for each weapon increases to 1 + S.

Thump Thump: A Warchanter can use an Action to play their war drum instead of just hitting people with the sticks. The Melee or Accuracy of Orruks within Medium Range increases one step until the end of their next turn, and their attacks deal +1 Damage.

ATTACKS

Gorkstikk: Melee Attack (Good), 6d6, + S Damage. *Crushing.*

Morkstikk: Melee Attack (Good), 6d6, + S Damage. *Crushing.*

BODY	MIND	SOUL
4	1	3



SONS OF BEHEMAT

Behemat, son of Ymnog, belched forth the first Gargants during the Age of Myth. He made beds of mountains when he tired, drank the seas when he thirsted, and grew bigger all the while — so Gorkamorka, envious of his champion's carefree existence, issued him five challenges that ended with Behemat facing Sigmar himself. The World Titan fought gladly, but when Sigmar's hammer struck him, he toppled into a centuries-long coma. An age later, Ghal Maraz killed Behemat for good, but though his bones now decorate the Scabrous Sprawl, his legacy lives on in his indolent descendants.

Like their sire, Gargants eat, sleep, drink, and break wind when they please. If a bauble or building catches their eye, they scoop it up no matter who's still attached to it, and they wander or lair as the mood takes them. To feed themselves, they follow the wartrails of pipsqueak armies, for on the battlefield Gargants are filled with purpose, surrounded by fresh meat, and sometimes even paid to smush one side over the other.

A single Gargant strikes fear enough in the free peoples, but since Behemat's death, Gargants gather more and more in earth-trembling groups called stomps. They grow noticeably larger with every passing generation, and the Gargant storytellers agree that the mantle of World Titan cannot remain empty for long. Only one Gargant can inherit Behemat's title, so his offspring compete to prove themselves the biggest and mightiest the only way they know how — by crushing all opposition underfoot.

USING THEM IN YOUR GAME

Gargants are wildcards, mercenaries who fight for any side so long as they pay. Seeking and negotiating with these massive mortals is a high priority for the free cities, for a mountain-sized warrior's presence on Order's side rather than another's often spells the difference between victory and defeat. Almost all Gargants accept food as payment, which has led to more than one high-stakes cook-off as both sides try to outcompete the other in terms of both flavour and volume. If the party must fight a Gargant, they face something more like a natural disaster than a mortal foe, and in both victory and defeat a Gargant can deal immense collateral damage.

Though the stereotypical Ghurish Gargant is the most common, Gargantkind has representatives throughout the realms, from Sigmar's loyal Mason-Gargants to light-swallowing Ulguan Gargants whose shadows span continents. No matter where they come from: the idea that size means everything is universal to Gargant's ethos. They barely register 'pipsqueaks' unless the little mortals climb to eye level first. Gargants are unimpressed by titles or clever words, especially from 'pipsqueaks'. For parties who start to get too comfortable, Gargants exist to remind them there's always a bigger threat.

RUMOURS

'This is the story as Great Gran Oggrag tol' me — that the old mothers and fathers, they got tired and had a rest. Then Big Sparky's shortlings came from the sky and said, "hur hur", this a good place to put our circles, and never mind the trembles...'

'Nargo Bone-chomper kept those geists down all this time, and laughed while she did it. But something's made her afraid, and Gargant feet can't touch Nighthaunt if the big louts don't believe in themselves.'

'Take heart, crew. That Kraken-eater's bigger than a whale, and stinks like one, too. It can't possibly sneak up on us!'

— Lethan Tor-Mar's last words

'They braid brass into his hair, paint runes on his skin. At first he ignored their worship, but now I think their gifts are changing him.'

'Keep feeding her more! The second she's sober, she'll smash into our brewery and drink it all anyway!'

USING THEM IN COMBAT

Gargants dominate the battlefield. Sometimes, they are the battlefield. They step over or demolish terrain that would define other encounters, and their immense size makes them impossible to ignore. Their strategies are never complicated — they might open by chucking rocks at their opponents, but only to goad them into the Gargant's true joy, the melee.

In close combat a Gargant can bash to their heart's content, focusing on the shiniest or loudest pipsqueaks, and batting away those who dare fly up to their level. Honour is just a word to Gargants, and they are less interested in having a fair fight than hearing a good squish.

A single Gargant can be the lynchpin around which Chaos marauders or Grot hordes form, and is more than a match for a typical party. But if your characters feel like making a catastrophic mistake, they could always challenge an entire Gargant stomp. A Big Heel, typically a Mega-Gargant, leads these adopted Gargant families, with Mancrusher Gargants as their subordinate Footsloggas. A Big Heel's priorities are the stomps, whether that be pilfering treasures or smashing buildings, so understanding the Big Heel's personality is key to knowing what the stomp wants from a fight.

MANCRUSHER GARGANT

Poor impulse control combined with the ability to steal ale with impunity means Gargants drink however much they want, whenever they please. But sometimes an **Aleguzzler Gargant** (see page 168) stumbles on a Mega-Gargant's trail and yearns, on their own accord, for a life with less hangovers and vomiting.

SQUISH

If a character can see the underside of a Gargant's foot, they're already dead. Don't bother rolling if a Mega-Gargant steps on an NPC – automatic, gory death should inspire caution in your players, if they're not scared already. Give your party multiple opportunities to avoid, distract, or redirect Behemat's children before it comes to fight.

Should combat prove unavoidable, think about your campaign's tone before running the encounter. If your group's on-board for dark and gritty, let the heroes explode into puddles. But for most players, the sudden one-shot kill of a beloved character can feel unfair and upsetting. Consider alternatives, like the Mega-Gargant scooping up the character as a snack for later, or punting them so far it's another adventure just to find where they landed. Gargants are as clumsy as they are powerful, which means you, as the GM, need to be extra careful!

In following the Mega-Gargant, the Mancrusher Gargants replace their binges with a new sense of purpose, for under their big cousin's direction they can wreck cities and slay legends rather than just trip drunkenly over taverns. At day's end, they no longer sleep off their headaches in dank caves, but instead joke, belch, and snore with their adopted family, the Mega-Gargant's other aspiring followers. The sobering Gargant's mind clears, and muscles harden as their leader forces their abstinence from drink, usually by downing all their stolen liquor first. Eventually, the Gargant wakes up happy and invigorated, and realises they are changed.

This is the worst possible outcome for the free peoples, for these Mancrusher Gargants always use their newfound strength to do what's in their name. Focused and driven, they rampage merrily along the warpath, and their victories only inspire more to join them.

MEGA-GARGANT

Mega-Gargants are the biggest, eldest members of their kind. They have existed since the days of Behemat — some of these ancient Mega-Gargants still live, stone and earth blanketing their slumbering forms — but their numbers have swelled dramatically since the World Titan's death.

Though some Mega-Gargants are unclassifiable, sheer size being their only common feature, the bulk of them belong to one of three distinct subcultures: Kraken-eaters, Warstompers, and Gatebreakers. Reclusive Kraken-eaters have mellowed with age, preferring seafood to sentient flesh, but their wrath when intruders sneak onto their coastlines or pillage their treasure troves is still terrifying to behold. Nomadic Warstompers, on the other hand, love nothing more than the thrill of battle, and even work to prolong wars by fighting for the losing side, or hunting down diplomatic delegations. Finally, Gatebreakers have come to despise all cities, forts, and stone edifices, and the restless dead often haunt the rubble they leave behind.

Though deadly enough as lone mercenaries, lending their aid to Archaon and Nagash as much as to Sigmar, Mega-Gargants can achieve unfathomable feats of destruction when they work together. They alone have the authority to command other Gargants, and few dare stand against such colossal, combined strength.

MEGA-GARGANT

Monstrous Mortal (Gargant), Chosen

Incalculable*	Average	Extraordinary
---------------	---------	---------------

Armour	Toughness	Wounds	Mettle
2	36	9	3

Speed: Normal**Initiative:** 1**Natural Awareness:** 1**Skills:** Athletics (+2d6), Ballistic Skill (+2d6, +2), Determination (+2d6), Fortitude (+3d6, +2), Intimidation (+3d6, +2), Might (+3d6, +3), Weapon Skill (+3d6, +3)**TRAITS****Crushing Charge:** If the Mega-Gargant takes the Charge Action, each Large or smaller creature in Zones along its path must make a **DN 6:2 Body (Might or Reflexes)** Test or take 5 Damage and be knocked *Prone*.**Incalculable Strength*:** The Mega-Gargant's Melee is one step above Extraordinary.**Longshanks:** The Mega-Gargant ignores all Environmental Traits and *Cover* does not affect its attacks.**Nigh Unkillable:** The Mega-Gargant is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.**Terrifying:** The Mega-Gargant strikes fear into the hearts of anyone who looks upon it. Any non-Gargant that starts its turn within Medium Range of the Mega-Gargant must make a **DN 5:3 Soul (Determination)** Test or become *Frightened* until the start of its next turn.**Timber!** When the Mega-Gargant dies, Large or smaller creatures in the Mega-Gargant's Zone and a random adjacent Zone must make a **DN 6:2 Body****(Might or Reflexes)** Test. On a failure, they take 5 Damage and are *Restrained* by the Gargant's weight. A *Restrained* creature can use an Action to make a **DN 6:2 Body (Might)** Test to escape.**Wot's That, Pipsqueak?:** The Mega-Gargant takes half Damage from Large or smaller creatures. In addition, if a Large or smaller creature afflicts the Mega-Gargant with a Condition, it can ignore the Condition with a **DN 6:1 Body (Fortitude)** Test. The Complexity increases by 1 each time the Mega-Gargant successfully ignores a Condition during the same encounter.**ATTACKS****Almighty Stomp:** Melee Attack (Incalculable), 15d6, +3 F, 1 + S Damage. *Crushing*. This Attack deals damage to all creatures within Close Range of the Mega-Gargant.**Colossal Warclub:** Melee Attack (Incalculable), 15d6, +3 F, 2 + S Damage. *Cleave, Crushing, Reach*.**Death Grip:** Melee Attack (Incalculable), 15d6, +3 F, + S Damage. *Crushing*. A creature that suffers Damage from this attack is *Restrained* as the Mega-Gargant's hand closes around them. A *Restrained* creature can use an Action to make a **Body (Might or Reflexes)** Test opposed by the Mega-Gargant's **Body (Might)** to escape. While the Mega-Gargant has a creature *Restrained* in this way, it can use a Free Action to deal 8 Damage to the creature.**Hurled Boulder:** Ranged Attack (Average), 14d6, +2 F, 1 + S Damage, Long Range. *Crushing, Loud, Spread*. A creature hit by this Attack must make a **DN 5:2 Body (Might or Reflexes)** Test or be knocked *Prone*.**BODY****MIND****SOUL**

12

1

5



MANCRUSHER GARGANT

Enormous Mortal (Gargant), Champion

 Superb	 Average	 Superb	
Armour	Toughness	Wounds	Mettle
1	28	—	2

Speed: Normal

Initiative: 2

Natural Awareness: 1

Skills: Ballistic Skill (+1d6), Determination (+1d6), Fortitude (+2d6), Might (+3d6), Weapon Skill (+1d6, +1)

TRAITS

Keep Up! A Mancrusher Gargant's Speed is Fast when it can see a friendly Mega-Gargant.

Nigh Unkillable: The Mancrusher Gargant is impossibly resilient. Its Toughness is equal to (Body + Mind + Soul) × 2. This is included above.

Stomping Charge: A Mancrusher smashes into its enemies with the force of an avalanche. When a Mancrusher takes the Charge Action, any creature that suffers Damage is knocked into a random adjacent Zone, knocked *Prone*, and *Stunned* until the end of their next turn.

Stuff 'Em In Me Bag: Mancrusher Gargants save snacks for later. As a Free Action, a Mancrusher Gargant can stuff a Mortally Wounded creature within Close Range into its bag. Creatures in the Mancrusher Gargant's bag are *Restrained* and cannot receive help from allies to recover from being Mortally Wounded. The bag has 0 Armour, 5 Toughness, and Average Defence.

Timber! When the Mancrusher Gargant dies, Large or smaller creatures within Close Range must make a **DN 5:2 Body (Might or Reflexes)** Test. On a failure, they take 3 Damage and are *Restrained* by the Gargant's weight. A *Restrained* creature can use an Action to make a **DN 5:2 Body (Might)** Test to escape.

ATTACKS

Massive Club: Melee Attack (Superb), 10d6, +1 F, 1 + S Damage. *Cleave, Crushing, Reach, Two-handed.*

Mighty Kick: Melee Attack (Superb), 10d6, +1 F, 2 + S Damage. *Crushing.*

Chunked Rock: Ranged Attack (Average), 10d6, 1 + S Damage, Long Range. *Crushing, Loud, Spread.* A creature hit by this Attack must make a **DN 5:2 Body (Might or Reflexes)** Test or be knocked *Prone*.

BODY	MIND	SOUL
9	2	3

MEGA-GARGANT OPTIONS

Kraken-eater Mega-Gargants have the following Trait:

Get Orf Me Land! As an Action, the Kraken-eater can punt a creature away. The target must make a **Body (Might or Reflexes)** Test opposed by the Mega-Gargant's **Body (Might)**. On a failure, the punted creature suffers X Damage and flies X Zones away, where X is equal to the difference in successes.

In addition, Kraken-eaters have the *Stuff 'Em in Me Bag* Trait, except the Trait is renamed *Stuff 'Em in Me Net* and the net has 1 Armour and 10 Toughness.

Warstomper Mega-Gargants have the following Trait:

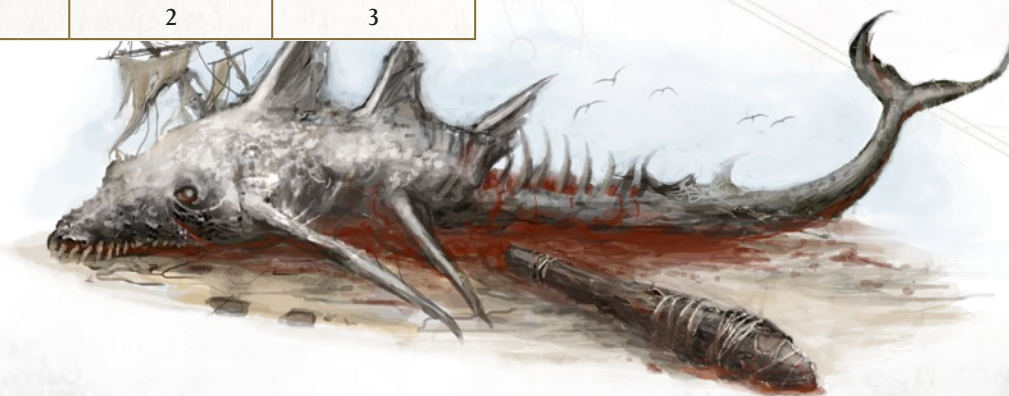
Hurled Body: As an Action, the Warstomper chucks a Large or smaller creature *Restrained* by its Death Grip at another creature in Medium Range. Both creatures suffer Damage equal to the Warstomper's successes on a **DN 5:1 Body (Might)** Test, plus the chucked creature's Armour.

In addition, the Warstomper's *Almighty Stomp* is renamed *Almighty Jump* and deals Damage to all Large or smaller creatures within Short Range.

Gatebreaker Mega-Gargants have the following Trait:

Smash Down: When the Gatebreaker attacks a creature, replace all Environmental Traits in that creature's Zone with *Difficult Terrain*. The first time the Gatebreaker demolishes a Zone in this way, all creatures in that Zone suffer 5 Damage as rubble crashes around them.

In addition, the Gatebreaker's Colossal Warclub is a Fortcrusha Flail that deals 3 + S Damage and has the *Cleave, Crushing, Reach, and Rend* Traits.



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