

THE ANVIL OF APOTHEOSIS

In the vaults of high Sigmaron, the greatest warriors of the Stormcast Eternals are forged upon the Anvil of Apotheosis. Across the realms can be found similar champions of all races and allegiances, each having endured their own crucible of testing and each possessing quirks and qualities that have seen them rise to power.

The rules in this section will enable you to create a unique hero of your own design. This could be an existing Citadel Miniature that you wish to give its own bespoke rules or a conversion you have made. You will find examples of heroes made by members of the Design Studio over the next few pages to help spur your imagination.

There are 6 steps outlined in this section that you must follow to create your own hero. As you follow the steps, you will have a host of options to choose from, including powerful weapons and ferocious mounts. After completing all of the steps, you will be able to field your hero in your narrative play games of Age of Sigmar.

A blank warscroll to record your hero upon can be printed out from www.warhammer-community.com.

The 6 steps are as follows:

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

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

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



STEP 1 - THE DESTINY POINT LIMIT

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

Champion

Limit: 20 destiny points

Conqueror

Limit: 40 destiny points

As you complete the rest of the steps, each option you pick for your hero will cost a certain number of **destiny points**. This will often be abbreviated as **DP**. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.

STEP 2 - ANCESTRIES

The second step is to pick the ancestry for your hero. There are 23 to choose from in total, from Aelf to Daemon to Stormcast Eternal and so forth. The ancestry you pick will cost a number of destiny points (as indicated in the upper-right corner of the ancestry) and will populate your hero's Move, Wounds, Bravery and Save characteristics. The ancestry will also give them a set of keywords. Write all of these down on your hero's warscroll after making your choice. If the ancestry includes the <army> keyword, you must pick 1 of the army keywords listed for that ancestry.



For example, when product developer Ben Johnson was creating his Khaine priestess, he began by picking the Champion destiny point limit (giving him 20 DP to spend) and then chose the Aelf ancestry. The Aelf ancestry costs 3 destiny points and includes the <army> keyword. Ben fittingly picked the 'Daughters of Khaine' army keyword for his hero.

AELF 3



ORDER, AELF, <ARMY>, HERO

ARMY <Daughters of Khaine>, <Idoneth Deepkin>, <Lumineth Realm-lords>, <Cities of Sigmar>

BONESPLITTER ORRUK 3



DESTRUCTION, ORRUK, ORRUK WARCLANS, BONESPLITTERZ, HERO

BULLGOR 8



CHAOS, BEASTS OF CHAOS, WARHERD, BULLGOR, HERO

DAEMON 5



CHAOS, DAEMON, <ARMY>, HERO

ARMY <Khorne>, <Tzeentch>, <Nurgle>, <Slaanesh>

DEATHMAGE 3



DEATH, DEATHMAGE, HERO

This hero may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword.

DRAGON OGOR 10



CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGOR, HERO

DUARDIN 4



ORDER, DUARDIN, <ARMY>, HERO

ARMY <Cities of Sigmar>, <Fyreslayers>, <Kharadron Overlords>

GOR 3



CHAOS, GOR, BRAYHERD, <ARMY>, HERO

ARMY <Beasts of Chaos>, <Tzeentch>

GROT 3



DESTRUCTION, GROT, GLOOMSPITE GITZ, <ARMY>, HERO

ARMY <Moonclan>, <Spiderfang>

HUMAN 4



ORDER, HUMAN, CITIES OF SIGMAR, HERO

IRONJAW ORRUK 5

DESTRUCTION, ORRUK, ORRUK WARCLANS, IRONJAWZ, HERO

MOVE 4" SAVE 5+ WOUNDS 6 BRAVERY 7

MORDANT 6

DEATH, MORDANT, FLESH-EATER COURTS, HERO

MOVE 6" SAVE 5+ WOUNDS 6 BRAVERY 10

OGOR 7

DESTRUCTION, OGOR, OGOR MAWTRIBES, <ARMY>, HERO

MOVE 6" SAVE 5+ WOUNDS 7 BRAVERY 8

ARMY <Beastclaw Raiders>, <Gutbusters>

SAURUS 6

ORDER, SERAPHON, SAURUS, HERO

MOVE 5" SAVE 4+ WOUNDS 6 BRAVERY 8

MALIGNANT 12

DEATH, MALIGNANT, NIGHTHAUNT, HERO

MOVE 6" SAVE 4+ WOUNDS 5 BRAVERY 10

This hero comes with the 'Fly' and 'Ethereal' abilities (see later).

MORTAL 4

CHAOS, MORTAL, <ARMY>, HERO

MOVE 5" SAVE 5+ WOUNDS 5 BRAVERY 7

ARMY <Khorne>, <Tzeentch>, <Nurgle>, <Slaanesh>, <Slaves to Darkness>

OSSIARCH BONEREAPER 5

DEATH, OSSIARCH BONEREAPERS, HERO

MOVE 5" SAVE 5+ WOUNDS 5 BRAVERY 10

SKAVEN 3

CHAOS, SKAVEN, SKAVENTIDE, <ARMY>, HERO

MOVE 6" SAVE 6+ WOUNDS 5 BRAVERY 6

ARMY <Masterclan>, <Clans Pestilens, Nurgle>, <Clans Verminus>, <Clans Skryre>, <Clans Moulder>, <Clans Eshin>



Dan Harden from White Dwarf built these two heroes. For the Skaven Arch-Warlock, Raticus-Klaue, he chose the Mage archetype and then spent the rest of his destiny points powering up Raticus's claw weapon to represent its warp-lightning charge.

This fearsome aelven Sorceress hails from the Realm of Metal and unleashes deadly flurries of eldritch blades upon her foes. To represent this, Dan gave her the Bow two-handed weapon, renamed the 'Quicksilver Swords'.

3

MOVE

4"

WOUNDS

5

6+

SAVE

10

BRAVERY

SKELETON

DEATH, SKELETON, DEATHRATTLE, HERO

This hero may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword.

4

MOVE

8"

WOUNDS

4

6+

SAVE

6

BRAVERY

SKINK

ORDER, SERAPHON, SKINK, HERO

4

MOVE

5"

WOUNDS

5

5+

SAVE

10

BRAVERY

VAMPIRE

DEATH, VAMPIRE, SOULBLIGHT, HERO

This hero may be selected as part of a Grand Host of Nagash, Legion of Sacrament, Legion of Blood or Legion of Night army and gain the appropriate faction keyword.

5

MOVE

5"

WOUNDS

5

4+

SAVE

8

BRAVERY

STORMCAST ETERNAL

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNALS, HERO

4

MOVE

5"

WOUNDS

5

5+

SAVE

7

BRAVERY

SYLVANETH

ORDER, SYLVANETH, HERO



Rules writer James Gallagher made a mounted Wight King to lead his skeletal hordes. Starting with the Skeleton ancestry, he added a mounted beast and the 'Consummate Commander' ability to empower his minions.



Background writer Phil Kelly's 'Grunta Boss' regularly leads the heavy cavalry mobs of his Ironjawz into the best scraps. The 'Vicious Charge' ability is perfect for representing the savagery of a rampaging Gore-grunta.

STEP 3 – THE ARMOURY

The next step is to arm your hero with weapons from the armoury. A hero can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon.
- 2 one-handed melee weapons.
- 1 one-handed melee weapon and a shield.
- 1 two-handed melee weapon.
- 1 Handbow and 1 one-handed melee weapon.
- 1 Bow and 1 one-handed melee weapon.

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

For each weapon chosen, add the profile to your hero's warscroll and write the name of the weapon in the description section. For added flavour, you may wish to personalise your weapons – for example, your hero's Sword could be named 'The Blade of Doom' or you could use the Handbow profile to represent an arcane zap or other ranged attack.

In step 6, you will be presented with options to improve your hero's weapons.



ONE-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Sword	1"	3	3+	4+	-	1	1
Axe	1"	3	4+	3+	-1	1	1
Hammer	1"	2	4+	3+	-1	2	1
Spear	2"	3	4+	4+	-	1	1
Unarmed Strike	1"	4	4+	4+	-	1	1
Flail	3"	2	4+	4+	-	1	1
Improvised Weapon	1"	3	4+	4+	-	1	0
MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Handbow	9"	2	4+	4+	-	1	1

TWO-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Greatsword	1"	3	3+	3+	-1	2	2
Great Axe	1"	3	4+	2+	-2	2	2
Grandhammer	1"	2	4+	2+	-2	3	2
Great Spear	2"	3	4+	3+	-1	2	2
Mage's Staff	1"	3	4+	3+	-1	D3	1
Scythe	2"	4	4+	4+	-1	1	1
MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Bow	18"	2	4+	4+	-	2	2

SHIELD

Restrictions: No MALIGNANT	[Characteristic Enhancement] Improve your hero's Save characteristic by 1	DP 2
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STEP 4 – ARCHETYPES

Next, you need to pick 1 of the following archetypes for your hero and then any associated abilities. There are 3 archetypes to choose from: **Commander**, **Acolyte** or **Mage**. Each of these will unlock different types of abilities for your hero. Commanders have access to command abilities, Acolytes have access to prayers and Mages have access to spells. Archetypes do not cost any destiny points.

COMMANDER

Keywords: None

Restrictions: No DEATHMAGE or MASTERCLAN

[Ability] Pick 1 of the following command abilities and add it to your hero's warscroll.

Lead the Attack: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit wholly within 18" of this HERO. Add 1 to hit rolls for attacks made by that unit until the end of that phase.

Lead the Defence: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly unit wholly within 18" of this HERO. Add 1 to save rolls for attacks that target that unit until the end of that phase.

ACOLYTE

Keywords: PRIEST

Restrictions: No DAEMON, DEATHMAGE, SAURUS or SKAVEN (except CLANS PESTILENS)

[Ability] First, pick 1 of the prayers below. Then, add the following ability to your hero's warscroll, followed by the prayer you picked.

Divine Prayers: In your hero phase, this HERO can chant the following prayer. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+, the prayer is answered.

Wrathful Invocation: If this prayer is answered, pick 1 enemy unit within 18" of this HERO. That unit suffers D3 mortal wounds.

Shield of Faith: If this prayer is answered, pick 1 friendly unit wholly within 12" of this HERO. Until the start of your next hero phase, roll a dice each time a wound or mortal wound is allocated to that unit. On a 6, that wound or mortal wound is negated.

MAGE

Keywords: WIZARD

Restrictions: No DUARDIN, KHORNE or SAURUS

[Ability] Pick up to 1 spell from the Spell Table and add it to your hero's warscroll.

MAGIC

This HERO is a WIZARD. They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.

SPELL TABLE

Aura of Protection: Aura of Protection has a casting value of 7. If successfully cast, until the start of your next hero phase, roll a dice each time a wound or mortal wound is allocated to a friendly unit wholly within 12" of the caster. On a 6, that wound or mortal wound is negated.

Curse of Damnation: Curse of Damnation has a casting value of 7. If successfully cast, pick 1 enemy unit within 12" of the caster and visible to them. That unit suffers D3 mortal wounds. In addition, subtract 1 from save rolls for attacks that target that unit until the start of your next hero phase.

Wildfire: Wildfire has a casting value of 6. If successfully cast, pick 1 enemy unit. Roll 1 dice for each model in that unit that is within 12" of the caster and visible to them. For each 5+, that unit suffers 1 mortal wound. If that unit has only 1 model, roll 3 dice instead of 1.

Raise Dead: Raise Dead has a casting value of 6. If successfully cast, pick 1 friendly unit within 12" of the caster and visible to them. You may return a number of slain models that have a combined Wounds characteristic of D3 or less to that unit.



STEP 5 – BESTIAL COMPANION

In this step, you need to decide whether or not your hero will have a bestial companion. There are 3 types of bestial companion: **Minor Beast**, **Mounted Beast** and **Gargantuan Beast**. A hero can only ever have 1 bestial companion picked for them. A Minor Beast follows or guards your hero, such as Korghos Khul's Flesh Hound, Grizzlemaw. A Mounted Beast can be anything from a

stallion to a Dracoline or Rot Fly. A Gargantuan Beast is a truly colossal mount, such as a dragon, Thundertusk or Manticore. If you do not want to choose a bestial companion for your hero, you can skip this step.

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

MINOR BEAST

Restrictions: None		[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic				DP 6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MINOR BEAST: This model's Minor Beast attacks with its Claws and Maw. For rules purposes, it is treated the same as a mount.

MOUNTED BEAST

Restrictions: No BULLGOR or DRAGON OGOR		[Characteristic Enhancement] Add 2 to your hero's Wounds characteristic Change your hero's Move characteristic to 8"				DP 8
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MOUNT: This model's Mounted Beast attacks with its Claws and Maw.

GARGANTUAN BEAST

Restrictions: No BULLGOR or DRAGON OGOR		[Characteristic Enhancement] Add 8 to your hero's Wounds characteristic Change your hero's Move characteristic to *				DP 15
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	2"	*	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	*

Add the following text to your hero's description:

MOUNT: This model's Gargantuan Beast attacks with its Claws and Maw.

Add the following keywords to your hero's warscroll: **MONSTER**

Add the damage table on the right to your hero's warscroll.

DAMAGE TABLE

Wounds Suffered	Move	Claws	Maw
0-3	10"	6	4
4-6	8"	5	3
7-9	6"	4	2
10-11	4"	3	1
12+	2"	2	1

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

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

STEP 6 - CHARACTERISTIC ENHANCEMENTS AND ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the tables.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Superior Speed	[Characteristic Enhancement] Add 1 to your hero's Move characteristic.	DP 2
Superior Vitality	[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic.	DP 1
Superior Leadership	[Characteristic Enhancement] Add 1 to your hero's Bravery characteristic.	DP 1
Extra Armour	[Characteristic Enhancement] Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Mighty Weapon	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Sharpened Edge	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Ethereal	[Ability] Ethereal: Ignore modifiers (positive or negative) when making save rolls for attacks that target this model.	DP 4
Ward	[Ability] Ward: Roll a dice each time a wound or mortal wound is allocated to this model. On a 6, that wound or mortal wound is negated.	DP 3
Fly	[Ability] Add the following text to your hero's description: FLY: This model can fly.	DP 4
Frenzy	[Ability] Frenzy: If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.	DP 3
Regenerate	[Ability] Regenerate: In your hero phase, you can roll a dice for this model. If you do so, on a 4+, heal up to D3 wounds allocated to this model.	DP 3
Battle Standard Bearer	[Characteristic Enhancement] This model gains the TOTEM keyword.	DP 1

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Inspiring	[Ability] Inspiring: While friendly units are wholly within 12" of this model, they can use this model's Bravery characteristic instead their own. Increase the range of this ability to 18" if this model is a TOTEM.	DP 1
Weapon Master	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Hit characteristic of that weapon by 1.	DP 2
Superior Strength	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Wound characteristic of that weapon by 1.	DP 2
Ferocity	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Attacks characteristic of that weapon.	DP 2
Consummate Commander	[Ability] Consummate Commander: If this model is part of your army, at the start of the first battle round, you receive 1 extra command point.	DP 5
Archmage	[Ability] Archmage: Add 1 to casting and unbinding rolls for this model. Restrictions: WIZARD only	DP 3
Arch-priest	[Ability] Arch-priest: Add 1 to prayer rolls for this model. Restrictions: PRIEST only	DP 3
Zealot	[Ability] Zealot: This model can run and still charge in the same turn.	DP 4
Decapitating Strike	[Ability] Decapitating Strike: If the unmodified wound roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 4
Deadeye	[Ability] Deadeye: If the unmodified hit roll for an attack made with this model's missile weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 4

USING YOUR HERO IN BATTLE

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

Campaign Games: If you are playing a campaign (such as the Whisper Engine campaign featured on [pages 48-51](#)), you could agree that after each battle, players accrue D3 destiny points with which to improve their hero.

Open Play Games: With your opponent's permission, if you are using the Open War army generator ([pg 122-125](#)),

your hero can be picked to be a Champion or Conqueror in your army depending on the destiny point limit for that hero.

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





Army painter Jay Goldfinch built this terrifying Herald of Khorne on Bloodcrusher. To turn its flame-wreathed hellblade into a truly fearsome weapon, Jay gave it the 'Mighty Weapon' option three times, for a total of 4 damage inflicted with each successful wound!



Dan Harden converted this Weirdnob Shaman to represent an orruk champion from the Realm of Shadow. No doubt he'll have all manner of kunnin' tricks up his sleeve; he might have been given options such as 'Ward' or 'Superior Speed' – or maybe even 'Fly'!



This Barrow Banshee was converted by studio artist Thomas Elliott. The shield is just for visual effect (as this hero is already 'Ethereal'). Thomas used the Handbow missile weapon to represent the Banshee's soul-shredding scream, fittingly renamed 'Death Shriek'.



This noble knight of the Stormcast Eternals was made by Ben Johnson. Ben focused on making this hero into a powerful battlefield leader by giving them the 'Superior Leadership', 'Inspiring' and 'Consummate Commander' options.



James Gallagher chose the 'Regenerate' ability to represent this Soulblight noble's vampyric nature, and although the model has no visible wings, James gave her the 'Fly' ability – perhaps she uses magical mists or transforms into a bat!



Thaxgor Ruin is the latest champion of rules writer Sam Pearson's Blades of Khorne army. The Acolyte archetype was chosen to give Thaxgor the Priest keyword, and the prayer 'Wrathful Invocation' is well suited to represent the Blood God's fury!



This impressive Vampire Lord is the leader of Thomas Elliott's Legion of Blood. The colossal creature upon which the Vampire rides is represented by a Gargantuan Beast with the 'Breath Attack', 'Terror' and 'Winged Beast' options, allowing it to strike fear into any foe.