

WARHAMMER

AGE OF SIGMAR



CHAOS BATTLETOME

MAGGOTKIN OF NURGLE



If there is one constant to be found in existence, it is decay. All things, no matter how grand or glorious they appear, must bow to entropy in due time. None of the Ruinous Powers understand this better than Nurgle. He is the maggot that feasts on the corpse, the crow that picks at the carrion, the fly that circles the doomed. Bringer of Despair, Lord of Pestilence, Master of the Rotten Carnival, Nurgle bears a thousand identities – yet to his worshippers, he is simply ‘Grandfather’.

Truly, Nurgle treasures his devotees. He takes the outcast and the desperate, those left to suffer the cruel hardships of life, and offers them a reprieve. Even as Nurgle’s plagues see their bodies distend, deadened to pain and toughened with layers of rancid flesh, their minds are opened so they may embrace the ruin done unto them. What once brought misery now invokes joy. Where before they would have looked upon their disease-swollen, rotting forms with horror, now they appreciate the true genius of Nurgle’s endeavours.

In exchange, Nurgle asks only that his gifts be spread. To the tolling of dolorous tocsins and the buzz of a million flies do his ever-loyal Maggotkin armies march. Bloated Rotbringers trudge alongside maudlin Plaguebearers and garrulous Great Unclean Ones – each a shard of their Grandfather’s vile essence, unleashed upon reality for the express purpose of spreading sickness and blight. Where they tread, natural life writhes in torment, shrivelling into befouled forms more pleasing to Nurgle’s eye. Wherever hope threatens to blossom, the Maggotkin are ready to snuff it out with rusted blade and festering sorcery. To fight them is to face an enemy that never wavers, that saps your strength through its mere presence, that spreads its poison to the land itself. Against such horror even the strongest wills eventually shatter, the stoutest hearts succumbing to hopelessness.

And when they do, Nurgle will be waiting with open arms.

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PRODUCED BY THE WARHAMMER STUDIO

With thanks to The Faithful and the UK NEOs for their additional playtesting services.

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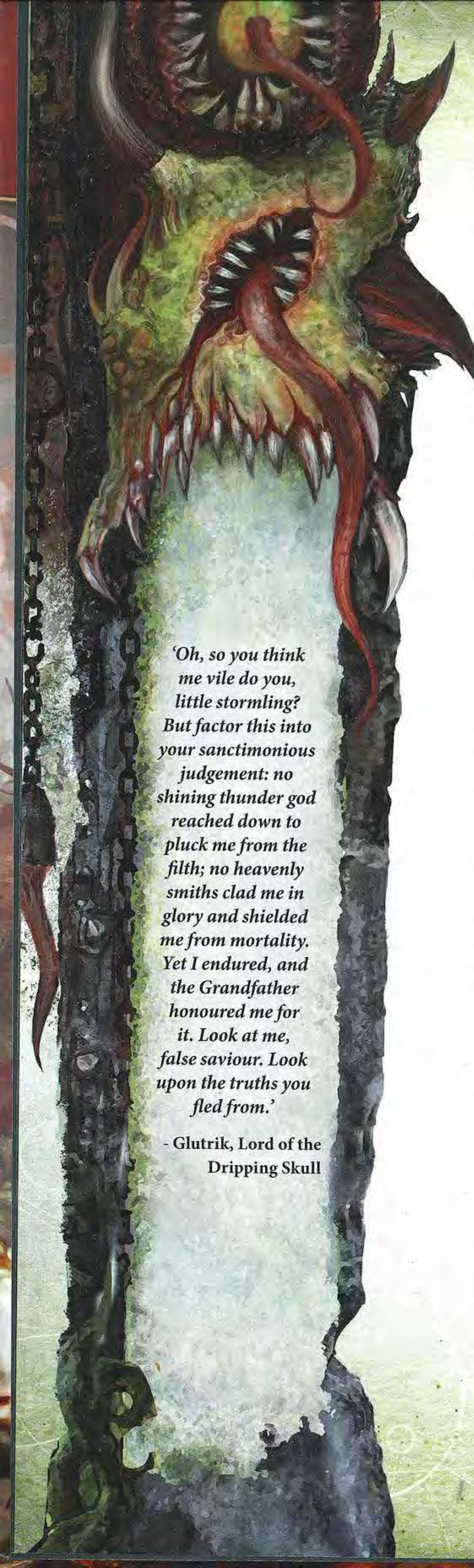
British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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Games Workshop Ltd., Willow Road, Lenton, Nottingham, NG7 2WS, United Kingdom
warhammer.com

Not even the stagnant undead can escape the magnificently fecund plagues of the Maggotkin. Glory to the Lord of Pestilence! Glory to Grandfather Nurgle!





THE LORD OF PLAGUES

Nurgle is the Chaos God of disease and the eternal cycle of decay. His mortal and daemonic servants, the Maggotkin, strive to spread his pestilent 'blessings' across creation and to remake the realms as an extension of their master's foul domain.

*'Oh, so you think
me vile do you,
little stormling?
But factor this into
your sanctimonious
judgement: no
shining thunder god
reached down to
pluck me from the
filth; no heavenly
smiths clad me in
glory and shielded
me from mortality.
Yet I endured, and
the Grandfather
honoured me for
it. Look at me,
false saviour. Look
upon the truths you
fled from.'*

- Glutrik, Lord of the
Dripping Skull

Few beings are as sickening as the Maggotkin. In their nightmarish armies one witnesses the true horror of mortality – not the cold sterility of the grave or the vibrancy of unchecked life, but a ghoulish parody of both, shot through with the warping power of Chaos. Accompanied by the droning of insect wings and the squelching of mulched earth, these befouled souls advance slowly but inexorably. The unholy stench they emit, the odour of the plague pit and the gibbet cage, sees even veteran warriors gag, but worse still is their appearance. Disease-mottled flesh bursts forth from corroded armour as pulsating growths and gangrenous swellings. Thick-bodied maggots wriggle within pus-dripping sores. Tattered muscles hang from ripe lesions. Worst of all, however, are the expressions etched across the faces of their champions – the over-wide grins of contentment as they go about their work.

And what grim work it is. Each of the Maggotkin is a walking vector of disease, an incubator for maladies that attack body and spirit alike with hideous fervour. In their presence, blood curdles to a thick soup within the veins, while limbs waste to spindles barely capable of lifting a sword. Should an enemy somehow retain their ability to fight, still it does them no good. To slay a mortal Maggotkin warrior, much less one of the plague daemons that accompany them, is a fearsome challenge: their bodies are all but immune to pain, their organs worthless compared

to the dark energies which animate them. Each can withstand a score of blows that would easily incapacitate the average fighter. In turn, their rusting blades and slime-dripping flails need only scratch a foe to seal their doom. In battle, the Maggotkin wear down their opponents through gruesome attrition and intractable force. Few can stand before these revolting hosts and retain their nerve; in the end, the broken bodies of the Maggotkin's foes are destined to be reduced to breeding grounds for new and even more terrible diseases.

THE GRANDFATHER

Behind the Maggotkin's acts of desecration lurks a singular will. By many names is their god known: Nurgleth, Onogal, Mother Mort, the King of All Flies, and a thousand others. To its chosen, however, this entity's true nature is revealed as Nurgle, Lord of Decay. Ever since the first mortal succumbed to hopelessness, this fell power – most commonly depicted as a hugely bloated and putrescent abomination crowned by a pair of rotting antlers – has existed. Nurgle feasts upon despair. It is he who brews the blights that ravage the realms, and he who offers the desperate relief in exchange for an eternity of service. Within the Realm of Chaos, Nurgle battles his Brothers in Darkness in the ever-shifting Great Game, or else plots to unleash his legions upon reality. Like seasonal plagues, his power is changeable in nature, at times waxing to

eclipse the influence of his rivals, at others waning. Always does it return, however, for disease and despondency are never far away in the Mortal Realms.

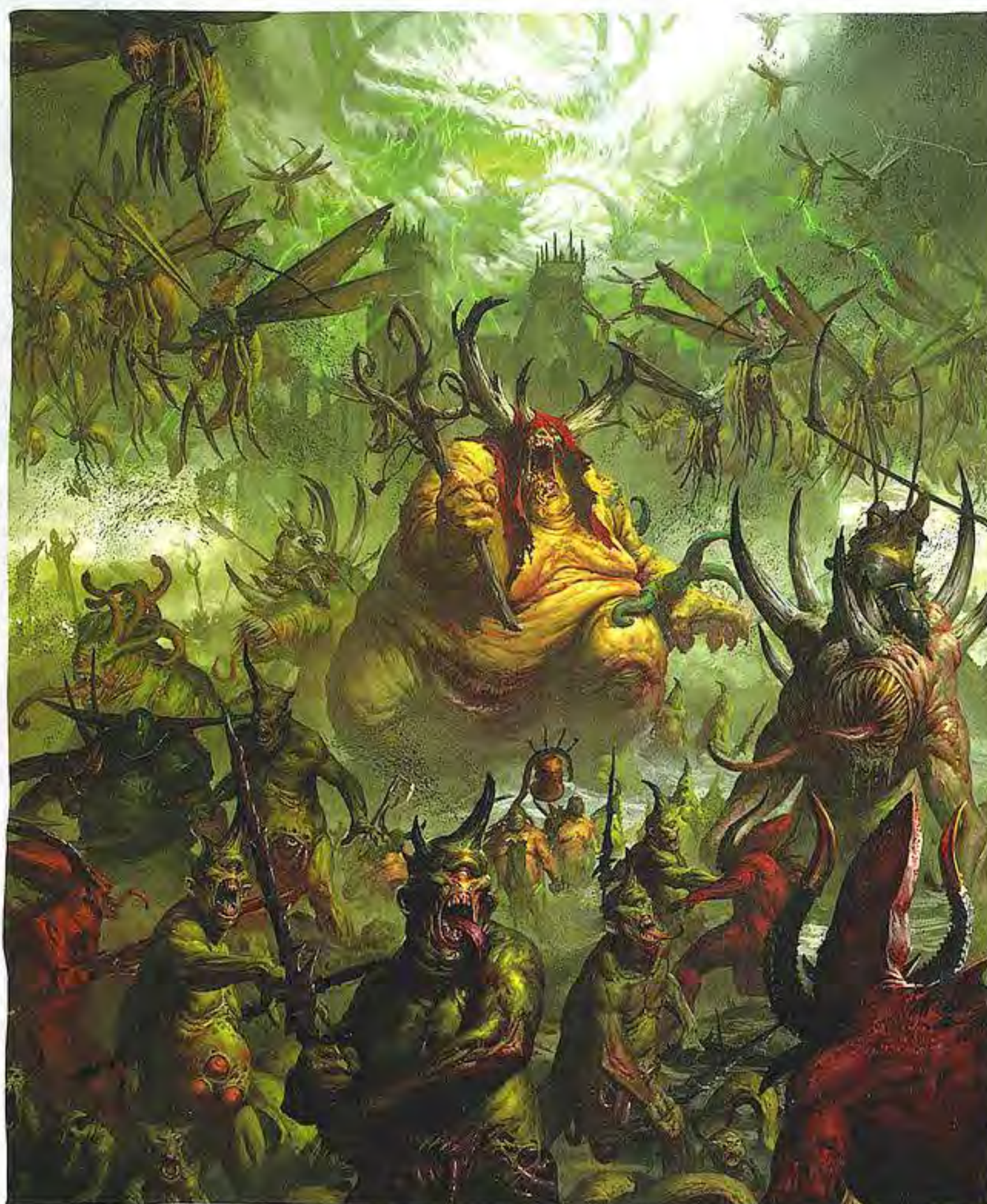
Given his preoccupation with anguish and pestilence, one might expect Nurgle to possess a morose nature. His followers, however, claim the opposite. To them, 'Grandfather' Nurgle is a mirthful lord who cherishes all those pledged to his service. His territory within the Realm of Chaos is neither a fortress nor a palace, but a festering garden filled with noisome wonders. To the uninitiated, Nurgle's gifts are foul beyond imagining, taking the form of still-living bodies caught in the onset of rot with diseased organs hanging free. Even the followers of the other Dark Gods often struggle to comprehend why one would offer themselves to the King of Entropy. Yet many of those destined to become Maggotkin have suffered lives of hardship and loss that pushed them past their limits. In their darkest moment, they called out into the void in search of respite – and Nurgle answered.

Rather than offer temporary reprieve, Nurgle grants his faithful the poisoned chalice of contentment. Even as their bodies bloat and putrefy and the sickness that ails them thrives, so too do they grow stronger, in spite of the ruin done unto them. The Maggotkin claim that hope is a treacherous thing, a fleeting mirage that will inevitably betray them. In the end, all succumbs to decay; even the great empires of the Age of Myth could not escape downfalls brought on by stagnation and corruption. Far better to accept as much and be remade strong enough to endure, to revel in misery and suffering rather than foolishly seek to rise above it. For all their horrific transformation, the Maggotkin

consider themselves the only beings who have acknowledged the harsh truth of the cosmos. The fact that it was often Nurgle's own plagues that drove them to the brink initially escapes most of their number. By the time they realise it, their minds are so warped that they consider it just another manifestation of their Grandfather's toxic love. To the Maggotkin, the question is not how could one surrender themselves to Nurgle, but – having faced down the uncaring nature of existence – how could they not?

Some Maggotkin are jolly and gregarious, taking a bleak joy in spreading Nurgle's creed. Others are grim souls burdened by an ever-present and numbing weariness. When they encounter one who rejects the Grandfather's teachings, however, rage bubbles

inside their rancid guts. The servants of Tzeentch, who would see reality change and change again without respect for stagnation; the blind faithful of Sigmar, who pointlessly strive to rebuild already-failed empires; the undead that arrogantly persist in defiance of entropy: all these and more have earned the ire of the Maggotkin. Their diseased armies seek to grind down their enemies beneath the weight of corruption, reducing all to their own monstrous state of decay. In doing so, they bring new souls into Nurgle's embrace and infect the land itself so that it may become an extension of their master's garden. Should the Maggotkin have their way, so they believe, reality will be remade according to their god's will – and through wallowing in such hellish squalor, the folk of the realms shall at last know peace.



GRANDFATHER LOVES YE, BLESSED ONE





'The higher the rise, the more satisfying the collapse. The prouder the edifice, then the more glorious a ruin it becomes. There is a pattern to all life, my pox-eaten lovelies, that moves inevitably towards decay – towards the seeping embrace of our Grandfather. But remember that even he relishes the loving aid of his children. We are his Maggotkin, and ours is the task of giving inevitability an occasional push...'

- Buboroes Gawl, Sorcerer of Nurgle



LIFE INTO DEATH

From the moment his repugnant gaze settled upon their glory, Nurgle has coveted the Mortal Realms. Since the Age of Chaos, his armies have spread sickness and misery across the cosmos, but above all else it is Ghyran upon which the Plague God has fixed his sickly attention.

Nurgle's first interventions into the Mortal Realms were unhurried. As the Age of Myth began to sour and curdle, the Lord of Decay was quite content simply to observe through the eyes of his plague-fly servants. Across the realms, whenever men cried out for salvation or bemoaned the weight of the world on their shoulders, Nurgle was ready to whisper soothing assurances – promising an end to grief, if only they would abandon worship of the Pantheon of Order and embrace older, truer gods.

Unlike his rival Tzeentch, who delighted in leading mortals astray through deception, Nurgle's petitioners received boons faster than any dared hope, though perhaps not in the form they desired. Drought-stricken farmers were sent festering squalls conjured by the greater daemon Rotigus, transforming their crops into sickly produce that shrivelled at a touch. Mortals who secretly prayed for illness to befall their enemies found them instead wracked by supernatural plagues that could not be cured and spread with alarming swiftness. Those who beseeched the darkness for strength to endure hardship and privation found themselves slowly numbed to sensation, save for a weary tenacity to cling onto life, whatever form it took. Gradually, Nurgle and his brethren undermined the bonds between mortals, opening cracks in reality and souls alike.

Nurgle's patience, however, was not infinite. At last, the sins of mortalkind paid dividends, tearing open portals to the Realm of Chaos. From these gateways emerged not only the daemoniac

Plague Legions but also arcane maladies that billowed along the aetheric winds. Nurgle's forces were swollen by new allies: corrupted beastkin, the plague-worshipping skaven of the Clans Pestilens and, most of all, mortals who realised the futility of their striving and swore themselves to the Plague God. From the latter did the Rotbringers, Nurgle's favoured, arise – and along with his daemons, they formed the first Maggotkin hosts.

*'Just as dripping sore follows
blessed rash, so will the realms
be remade as our glorious
Garden in time. None can defy
the cycle.'*

- Orghotts Daemonspew

THE WAR OF LIFE

Nurgle's power was felt across every realm. His hordes made for the sterile underworlds of Shyish, seeking to bring despair even to the dead. In Aqshy, the Suppliants of the Weal conquered much of the Great Parch's eastern isles, turning them into feverish hotbeds of infection. Eventually, however, each of the Dark Powers became fixated on one realm above the others. In Nurgle's case this was Ghyran, where living things abound – and what is disease if not an all-conquering form of life?

It was to Ghyran, therefore, that Nurgle committed the majority of his strength. Many were the triumphs of his Maggotkin, from the Befouling of the Genesis Gate to the Battle of Tears, where the hunter god Kurnoth was struck down. Yet for all their might

and spellcraft, their greatest weapon was the pestilence that incubated within them – diseases that Nurgle had bequeathed to his champions, through whom they were introduced to Ghyran's ecosystems. In doing so, the Maggotkin poisoned the realm itself.

As each new dawn brought fresh outbreaks of pestilence, resistance crumbled. Those who did not flee were slowly converted to the worship of Nurgle, their hopelessness transformed into bleak joy even as their bodies rotted. The lands of Ghyran themselves slowly came to resemble the toxic hells of Nurgle's Garden, and even to this day, stepping outside those few territories reclaimed by Order is to brave the most terrible blights.

Over the Age of Chaos, Nurgle tightened his grip on Ghyran – yet his victory was incomplete. The Lord of Decay is sometimes described as a cyclical god, a dark mirror of old harvest deities who cherishes the maggots that writhe in corpses and poxes that thrive even as they kill their hosts. Ghyran, too, is a realm of natural cycles. In time, it would heal even from the tortures of the Age of Chaos – that is, unless Alarielle herself was brought under Nurgle's sway. This obsession soon became the driving imperative of the War of Life: whoever could drag the Everqueen to Nurgle's Manse would surely become his most favoured champion.

In this, the Maggotkin were opposed by the Sylvaneth, Alarielle's forest-spirit children who fought with a vicious fury to

defend Ghyran. Theirs was a losing battle; little by little, their glades were forced into hiding or reduced to scattered pockets of resistance, while Alarielle herself had retreated in despair to the hidden grove of Athelwyrd. Gorging upon the misery wracking Ghyran, the Maggotkin pressed on. If Athelwyrd was located, victory would be assured.

It is ironic that the greatest reversal suffered by the forces of Chaos also brought Nurgle closest to achieving his designs. At last, Sigmar – having remained in Azyr since the Battle of Burning Skies – unleashed his demigod hosts. The Stormcast Eternals descended upon bright spears of lightning, casting back the armies of Chaos and carving out new outposts for recolonisation. In Ghyran it was the silver-clad Hallowed Knights, purest of the Stormhosts, who fought in the greatest number, and so became the bitterest enemies of the Maggotkin.

Yet when the Hallowed Knights' quest to form an alliance with Alarielle saw them discover passage into Athelwyrd, they unintentionally revealed the way for the Maggotkin. Led by Torglug the Despised, the rotting hosts defiled the Everqueen's stronghold before pursuing the Stormcasts and Sylvaneth across Ghyran, seeking to capture the withered soulpod that was all that was left of the Everqueen. In this, they were ultimately thwarted – Alarielle regrew in her war aspect, and the vengeance she brought to Nurgle's armies was swift and terrible. The Genesis Gate was retaken and sanctified, while in the Everspring Swathe, new cities of Order were established. Despite Nurgle's despondency, however, much of Ghyran remained in the Maggotkin's hands. In the end, entropy would claim his enemies – and if his chosen could speed the process, so much the better.

TORGLUG THE DESPISED

Torglug the Despised was amongst the most favoured of Nurgle's chosen. Once a fervent worshipper of the Everqueen, his was the duty of defending the ley line nexus known as the Lifewells. When the Maggotkin descended, however, the mortal Tornus was hurled into one of the Filth Pits dug by Nurgle-corrupted wyrr-maggots. For seventy-six days the proud Tornus refused to succumb, even as daemon worms ate his flesh and parasite-infested gruel dissolved his bones. Upon the seventy seventh dawn, Tornus finally broke – rising from the Pit as Torglug. Mind shattered, Torglug – accepting his new patron at last – led his Rotbringers to further despoil the Lifewells, revelling in the blighting of an entire realm.

Torglug's salvation came while leading the hunt for Alarielle, pursuing her guardians across Ghyran. It was his armies that struck down the Lady of Vines, the Everqueen's handmaiden, and that pursued the forces of Order into the frozen Jotunberg Vortex. There, Torglug was struck down by the Celestant-Prime – yet some fractional nobility remained in his soul. It was enough to see him transported to Azyr and Reforged into the Stormcast known as Tornus the Redeemed. Few things move Nurgle to anger, but to see his gifts rejected can inspire such fury that even wrathful Khorne is given pause. Now the Maggotkin know Tornus as the Ungrateful, the Fool and the Wasteful – and should he fall into the clutches of decay again, then the Grandfather will not be so kind...





TO REVEL IN DECAY

Though Nurgle's attention had been focused on Ghyran, he had not abandoned his efforts elsewhere. As rival powers made their plays, the Maggotkin sought to defy them – and in doing so, discovered means by which they could accelerate the realms' descent into the Grandfather's clutches...

Much like his beloved epidemics, Nurgle's mood is an erratic thing. Even as he wallowed in glumness over his failure with Alarielle, he realised that in becoming fixated on Ghyran he had selfishly denied his gifts to the other realms. Much of the Jade Kingdoms remained his, and the Everqueen would recognise her folly in time. For now, there was work to be done.

The Maggotkin needed little encouragement. Though many of their champions had fallen during the Realmgate Wars – the Glottkin, warlord triplets of Ghyran, amongst them – they would undoubtedly return through Nurgle's beneficence. In the meanwhile, pestilential armies set about a renewed season of reaping. At their head came the Grand Cultivator, Horticultural Slimux.

For almost as long as the Plague God has existed, so too has Slimux. It is he who is charged with not only tending the Garden of Nurgle, but twisting reality in its image. This he had done in Ghyran, and his touch was felt as far afield as Ghur's Coast of Tusks. Such commitment had earned the Cultivator many enemies; amongst them was the Knight-Zephyros Neave Blacktalon, who had pursued the daemon across the Everspring Swathe during the time of the Blightwar. Even as he fought to defy Blacktalon's axes, however, Slimux felt a change in the air.

BLIGHTED BLOOMING

Attuned as they are to morbidity, the Maggotkin were amongst the first to detect the rising power of death. As morbid omens swept the

realms, Nurgle's children reacted with uncharacteristic swiftness. Something rotten – figuratively speaking – was brewing in Shyish. Along with Rotigus, Horticultural was determined to discover the source.

So did Nurgle's daemons march on Nagashizzar, stronghold of the Great Necromancer. This proved wise, for it was Nagash's designs that now bore fruit. Had the Plague Legions rallied the myriad armies of Chaos, perhaps he could have been thwarted. But cooperation has never been the strength of the Ruinous Powers. Rotigus was banished amidst the underworlds, dragged down by Deadwalkers before ever sighting Nagashizzar's walls. Rather than risk defeat, Horticultural grudgingly retreated.

It proved a wise decision. Though Nagash's plan went awry at the last, the Necroquake, a supernova of deathly energies that battered the cosmos, was nevertheless devastating. Across reality the dead rose in numbers uncounted, filled with hate for the living – even those who, like the Rotbringers, were little more than decomposing corpses themselves.

At this development, the Maggotkin were overcome by a shocking rage. They had sold themselves to Nurgle to escape mortality; how dare the dead now defy their place in the Grandfather's works? While other powers were overwhelmed, the plague kingdoms of the Maggotkin stood fast. Not all endured; Hangfast, a rusted spire in the wastes of Chamon, was ripped asunder by a storm of screaming gheists in a single

night. Yet for every defeat the fury of the Nurglites won them a victory, with Ossiarch necropolises and Soulblight keeps reduced to mouldering rubble.

The conflict between the Maggotkin and the undead reached its peak during the War of the Mortarchs. Yet though it was the vampire Mannfred von Carstein who invaded the Ghyranite land of Invidia, seeking to collapse a realmgate through a dark ritual and create a link to the soul-sucking Nadir that now raged at Shyish's heart, the Maggotkin were to receive the greatest inspiration in its aftermath. While droning daemons of the Invidian Plaguehost succeeded in repelling the Legion of Night, they could not prevent irreparable ruin befalling the Bleeding Gate, transforming it into a vortex of arcane instability. In this, however, Horticultural and Rotigus – masterminds of Invidia's defence – spied opportunity.

Had Mannfred succeeded, he would have created a conduit to the heart of Shyish through which the essence of one realm would overtake another. In this was a reflection of the Maggotkin's own corrupting efforts. To target wellsprings of arcane power was nothing new, yet ever since the Necroquake, the aether had been in turmoil and was even more open to manipulation. All that, before Alarielle's ambitions were to provide further opportunity.

When the aelven gods acted to curb the effects of the Necroquake, the Everqueen went one step further. Marshalling all her powers, Alarielle supplanted the energies of death with those of life

in a vast rite that saw oceans seethe and forests reach tall. Though to the righteous her song was a harmonious sound, to Nurgle's followers it was agonising in its purity. Yet even so, they realised that the vital energies unleashed in this chorus of germination were primed for corruption. If enough such magic were to be perverted and enough of the arcane wellsprings that dotted the realms corrupted, then perhaps reality could not only be twisted into an extension of Nurgle's Garden but displaced by it entirely.

This metaphysical translocation would require a vast number of magical fonts to be defiled. In this, however, the Maggotkin received unexpected aid. With resurgent optimism, the Sigmarite nations had launched their Dawnbringer Crusades, seeking out sites saturated with magic upon which to erect their strongpoints. The bright hopes of these crusaders would make fine offerings

indeed, should they be taught the meaning of futility. Many of the Dawnbringers' settlements were built upon ley lines, so to corrupt one would undermine many more as the realm-blight travelled. Just as a poisoned well weakens a populace, nearby outposts would find their arcane defences wither, useless in the face of Nurglites' assault.

To test this strategy, the Brothers Glott led a vast horde into Erosia. On the far side of the Resurgence River, the Nurglites attacked seven outposts simultaneously. As terrible as the sieges were, worse were the rituals performed in the wake of their victory: the despair of the Sigmarites at having their dreams shattered so comprehensively acted as fuel for the desecration of the arcane lynchpins. Filth pits were dug into which hundreds were hurled, while the heraldic banners of the Dawnbringers were befouled in unthinkable ways. To the

Maggotkin's delight, their efforts bore fruit; as hope was snuffed out and the ley lines corrupted, reality grew hazy. Dripping vines and hideous flowers sprouted in abundance. If one squinted, they could even discern the blurry image of a terrible black manse upon the horizon. In this small corner of Ghyran, the Garden had been made tangible. To the Maggotkin, it was a rightful reclamation, or at least the beginning of one.

Just as with Athelwyrd, the contest was on. Across the realms the Maggotkin's armies struck forth, each seeking to befoul as many arcane sites as possible, regardless of who defended them. Rituals of debasement were enacted on a grand scale, intended to wrench their master's domain into reality. If this were to occur, those who enabled it would be favoured beyond measure, and Nurgle's prominence in the Great Game would be ensured for all time.



HARK AND HAIL THE TOLLING BELLS





THE GARDEN OF NURGLE

Within the Realm of Chaos, each of the Ruinous Powers possesses their own domain that reflects their twisted nature. The Plague God rules over a noxious hellscape of hideous fecundity, within which the most virulent infections are incubated. When Nurgle's power waxes, so does his 'garden' grow...

To gaze into the Realm of Chaos would send most mortals insane. Yet of all the lands within its ever-shifting boundaries, the Garden of Nurgle is an especial horror. Here, the Plague God's creed of revelling in foulness is on full, terrible display. The loam is formed from mouldering bodies, from which sprout twisted trees hung with fleshy fronds. Sagging trees, leaves tinged every lurid shade of rot and decay, stand tall amidst fields of noxious, swaying flowers and withered grass. Rivers of pus seep from fountains of mildewed bone, irrigating groves of nauseating vegetation and grim Black Oaks.

Daemons inhabit the Garden of Nurgle in wild abundance. The majority are the warriors of Nurgle's immortal armies, those who defend his territory

from the legions of his brother gods or strike out to expand the Garden's boundaries. Flights of Plague Drones patrol the airs and swoop from thick yellow clouds, while tallybands of Plaguebearers catalogue the strains of infection that gestate within the Garden's groves. This is an impossible task, for Nurgle's domain reflects its master's boundless creativity and is constantly birthing new and ever more potent maladies.

At the heart of the Garden stands a vast black manse. Poison drips ceaselessly down its flanks, though the aura of disease that shrouds it makes such hard to discern. Its walls splinter and creak incessantly, while rotten timbers have long since punctured the sagging roof. Yet despite its ramshackle appearance, Nurgle's

Manse has stood for uncountable aeons. Within, the god toils at his iron cauldron, a dark, rusted vessel said to be able to contain all the oceans of the realms, with room to spare. Its rim is fashioned in the shape of a serpent choking on its own tail. Bound daemonic entities keep this uroboros sealed in place, for should it break, Nurgle's broths could spill forth to drown the Realm of Chaos in its entirety.

Surrounded by shelves laden with vials containing his most cherished agues, the King of Entropy labours to brew his poxes. Daemons of all kinds sprout from his flesh, eager to aid however they can, while the Verminlord Corruptors of the Great Horned Rat cast jealous gazes from the shadows over their rival power's works. Few of Nurgle's concoctions meet his



exacting standards. Those that do are ladled out from the cauldron to wash over the realms as pestilent rains. Soon, new outbreaks of contagion will flourish, and more desperate souls will beseech Nurgle for succour.

The Garden of Nurgle is no place for outsiders. Few have entered its bounds and survived, and those that do are carriers of unimaginably potent diseases. Only Gardus Steel Soul, storied Lord-Celestant of the Hallowed Knights, is known to have returned from it intact – though as much as Nurgle despises this stubborn Stormcast Eternal, he takes some pleasure in knowing that not even Gardus has fully recovered from the trauma of his ordeal. Yet this drawn-out suffering is hardly a surprise, for in the Garden one witnesses the ultimate fate that the Plague God envisions for the realms. It is a land where nature itself has surrendered, and where one can thrive only by embracing the inevitability of decay.

Where the Maggotkin's armies march, the Garden follows. Slimy roots burst from underfoot to spread their malice throughout forests, while nearby foliage withers into stinking mulch. When Nurgle's power is at apogee, portions of the realms are transfigured into grim facsimiles of his Garden, replete with unholy arboreal life. Feculent Gnarlmaaws – their maggot-eaten bark seething with unnatural sentience and their branches festooned with rusted chimes – are amongst the most belligerent of such entities, and the easiest to coax away from the Garden's comfortable foulness, especially when summoned around the concentrations of natural magic upon which Sigmarite strongpoints are founded. As far as the champions of decay see it, to topple such an outpost is a twofold victory. In doing so, they at once prove the futility of the God-King's efforts and infect the channels of power, spreading their filth far and wide so that all may one day be brought into the Grandfather's fold.

POXFULCRUM

In a corner of Nurgle's laboratory stands a lonely crow's cage: the prison of Poxfulcrum, Nurgle's personal taster. A truly wretched daemon, legend states that it was once some rival god that attracted the Plague God's destructive fixation. Upon it he has bestowed two gifts that are seemingly at odds: extreme susceptibility to his plagues and also the power to soon overcome them. By force-feeding the daemon samples from his cauldron, Nurgle observes the effects without causing the ingester any lasting damage. Typically Poxfulcrum recovers too quickly for the god's liking, leaving him muttering in frustration. On occasion, however, Poxfulcrum's suffering will pique his interest, the daemon's agonies already forgotten as he works to refine a promising brew.



SOWING THE GARDEN

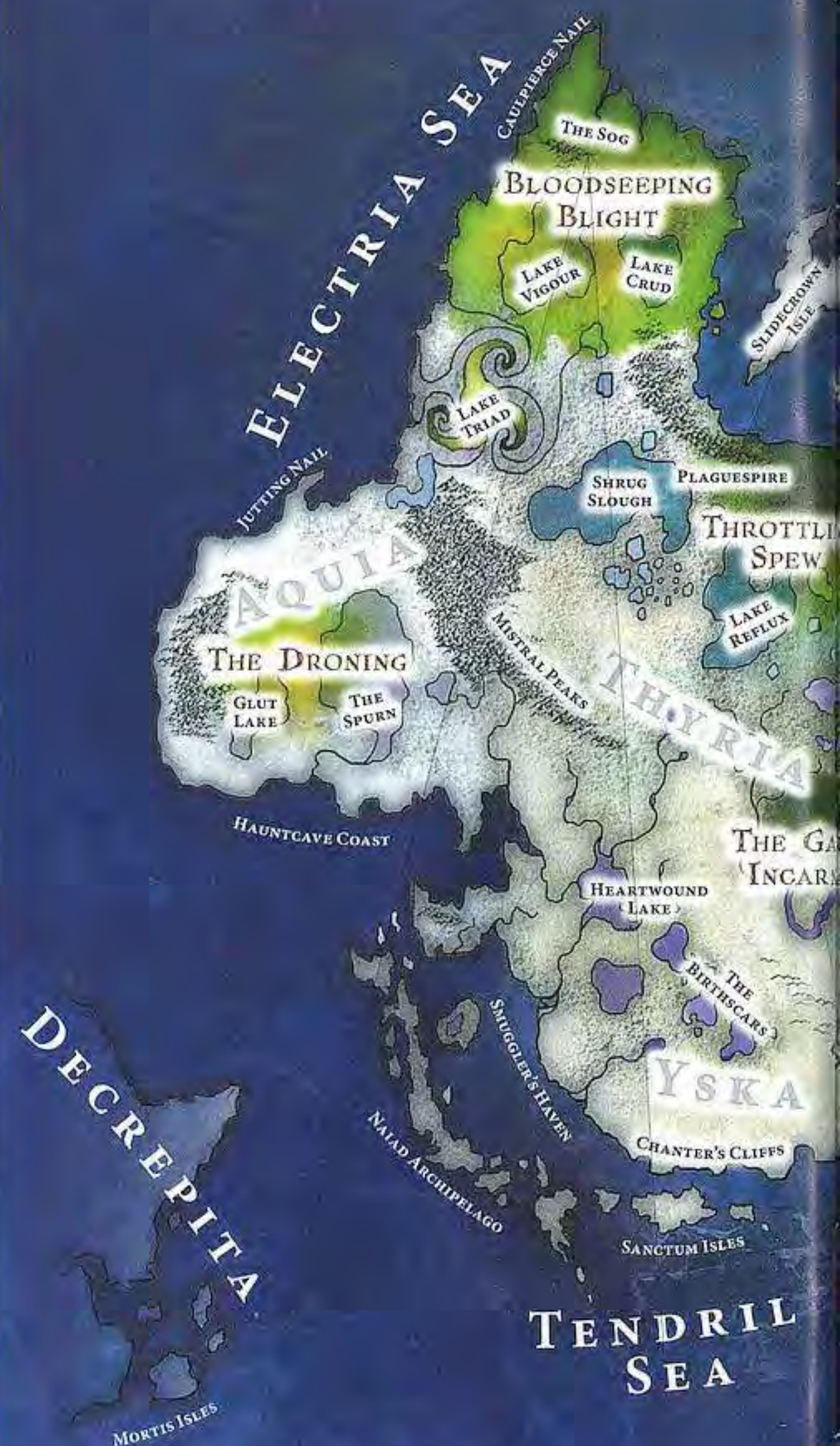
Nurgle's Maggotkin do not fight purely for conquest or the rush of battle, as some fellow servants of the Dark Gods might. Rather, their mission is one of foul propagation, for only by spreading pestilence do they fulfil their god's will. Every realm has suffered their cruel attentions, but none worse than Ghyran.

The Maggotkin have often been likened by their enemies to a plague that walks, but only those most learned in Nurgle's dire secrets appreciate just how true this is. To those of an uninquisitive disposition – indeed, such is a valid defence against the corruption of Chaos – their attacks often seem completely random, but there is strategy behind the trudging advance of their armies. The Maggotkin do not judge victory by lands conquered or enemies slain, though to keep a tally of such things both bolsters the ego of Nurgle's champions and fulfills the obsessive need for categorisation endemic to the Plaguebearer hosts. Instead, they believe their duty is done only when sickness and despair have taken root in a land, the insidious claws of decay spreading far to sink into mortal souls and drag them – willingly or otherwise – into Nurgle's suppurating embrace.

To achieve these ends, the Maggotkin will poison rivers, befoul crops by the hundred, and seek to pervert the very patterns of life themselves. It is unsurprising then that Ghyran, a land of vivacious natural cycles – a quality Nurgle would also claim for himself, albeit in the most disgusting and degraded fashion – has suffered many an outbreak of infernal pestilence over the centuries. The Maggotkin look upon Alarielle's works with a mixture of disgust and fascination; they see her glorious forests and sparkling waters as being so close to perfection, lacking only their noxious touch to strip away the facade and bring the comforting stagnation of decay. Already much of the Realm of Life resembles Nurgle's Garden, taking the form of close and tangling jungles replete with lurid flowers and stinking eaves; as the Maggotkin continue their diabolical efforts to transplant their master's domain into reality, likely this similarity will only grow more profound.

The Maggotkin are dedicated to the spreading of plagues, many of which are drawn from the depths of their Grandfather's fabled cauldron. All of these malignant creations are cherished by Nurgle's children, from the mildest lurgy to the most destructive phage, but some become especially renowned and seem to take on a life of their own. It is not always the most lethal poxes that earn this legendary status; those that cause especial suffering, or that poison the afflicted on a spiritual as well as physical level, are particularly revered by the worshippers of decay. Often when an outbreak occurs in an area, it will remain in place for many years. In these bleak zones of corruption, the Maggotkin establish their festering Dreadholds and cities. The Cursed Skies devised by Be'lakor, a celestial blight that serves to hamper the aetheric connection between Azyr and the other Mortal Realms, often seem drawn to gather over these nexuses of pestilence, and so the worshippers of the God-King must take especial care when leading the charge into these blighted places, else they may be left stripped of power and find themselves as wheat before a rusting scythe.

THE EVERSPRING SWATHE

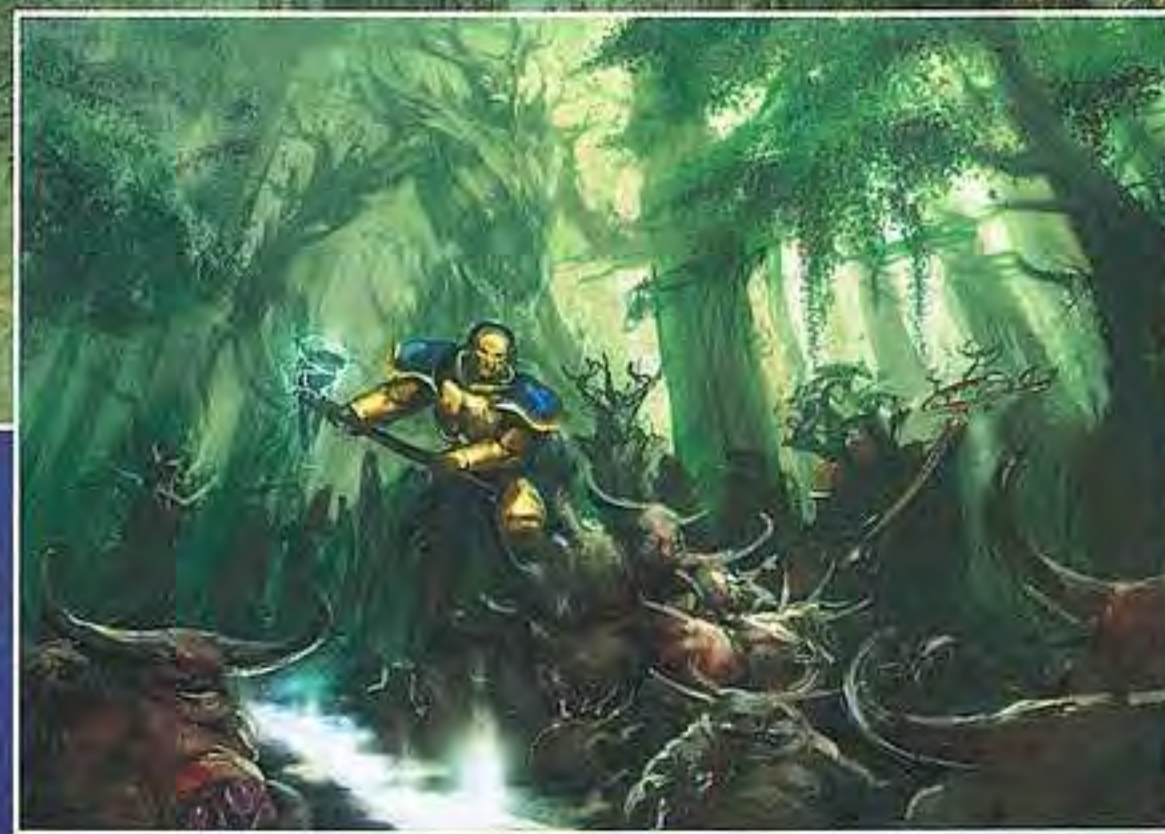


THE SOG

These lands have long been flooded with Nurgle's Deluge, and stalked by all manner of unnatural ills.

PLAGUESPIRE

A mighty Maggotkin stronghold in the Everspring Swathe, Plaguespire disgorges seemingly endless hordes of Rotbringers to do Nurgle's work.



KEY

- SIGMARITE METROPOLIS
- MILITARISED CITY
- SITE OF LEGEND
- SIGMARITE STRONGPOINT
- BATTLE OF LEGEND
- REALMGATE
- PLAGUELANDS



THE GARDEN INCARNATE

In this place the Garden of Nurgle itself has transplanted reality, a grim sign of things to come...



PORTALS OF ENTROPY

All manner of Ghyranite realmgates have been corrupted by the Maggotkin, and spew forth hosts of Nurgle's foul children.

THE MARCH OF ENTROPY

Since even before the Age of Chaos, Nurgle's revolting essence has blighted the realms. Now, his armies stand as the perpetrators of all manner of atrocities – desecrations and slaughters that they would consider proof of their Grandfather's love, but in truth rank amongst the most nightmarish of deeds.

● AGE OF MYTH ●

THE ROT SETS IN

From his domain within the Realm of Chaos, Nurgle's rheumy eyes are drawn to the Mortal Realms. Instantly the Lord of Decay is seized with a desire to spread his prized poxes across these new vistas, and to offer their inhabitants the contentment that comes only through ultimate surrender to him.

THE POWERS THAT BE

Swarms of Nurgle's plague flies slip into existence. These creatures disperse across the realms, but are most drawn to Ghyran, the Jade Realm. Here they observe the deepening of tensions amongst the inhabitants of the Everspring Swathe, the wars between verdant Neos and barren Decrepita, and the fate of the druidic clans that are caught up in the clashes between the forces of Alarielle and those of Nagash. Whenever a mortal loses everything and receives no succour from their gods, Nurgle's flies whisper to them, proposing that there is another, more generous deity who would hear their pleas...

ANGELS OF DECAY

In isolated tribes, worship of ancient harvest and healing gods is gradually perverted to that of the Plague God and his servants. When the Diamondback Rapids of Rhondol are transmuted to turgid slime, the concurrent ravages of Gorkamorka's hordes across Ghur ensure that few pay it any mind. Only the local tribes recognise it as the work of an entity they are coming to know as the 'Rainfather', and they increase their devotions tenfold.

● AGE OF CHAOS ●

HOUR OF THE GRANDFATHER

At last, all the preparations are made. Reality's walls look set to burst as the armies of Chaos batter at them. Where the veil rips or realmgates are corrupted, the daemon hosts march out to tear down the works of mortals. A hundred kingdoms are overrun in days, and the glories of the Age of Myth give way to the Age of Chaos.



WAR OF LIFE

While no realm escapes their touch, Nurgle's armies are most focused upon Ghyran. From pus-dripping realmgates or gnawholes torn open by the Clans Pestilens, the Plague Legions emerge. In northern Thyria, Rotigus summons a foetid deluge of such intensity that the lands crumble into the Slidecrown Isles, the Great Unclean One becoming the pre-eminent deity of those desperate tribes that inhabit the marshy Sog left behind. A thousand other such desecrations mark the beginning of the War of Life. The Sylvaneth fight back with all their customary passion, but even they are sorely tested by the Maggotkin's sheer resilience and corruptive aura.

THE CLOCK STRIKES SEVEN

In the Chamonic city state of Moltania, an antique clock tower believed broken for many years suddenly wrenches into life with a single echoing peal. Twice does it sound the second night, and thrice the third. Aware of the horrors now assailing the realms, the Moltanian leaders desperately attempt to uncover the Chaos plot they quickly suspect is brewing in their midst. Upon the dawn of the seventh day, they discover a Tzeentchian Arcanite cabal operating in their midst. The conspirators are purged in a desperate clash between Kairic Acolytes and city guards in Moltania's grand civic chambers, and the survivors breathe a sigh of relief that their doom has at least been postponed. Yet the city's archivist remains disquieted.

Accessing the oldest records, he discovers that precisely seven hundred and seventy-seven years prior the final mechanisms of the clock were finished. Yet its designer, a renowned architect, was infamously haunted with the notion that his creations and legacy would one day crumble to naught. Driven mad by grief over this perceived inevitability, upon finishing the Moltanian Tower – roundly considered his finest work – he pledged it to the spirits of immortality, consecrating the hellish deal by hurling himself into the clock's cog-toothed gears. Realising what is happening, the archivist rushes to bring warning, but it is too late. That night, the clock strikes seven times, wrenching open a gate to the Garden of Nurgle. Hordes of Plaguebarers and babbling

Nurglings of the Munificent Wanderers spill out, their contagious diseases ravaging the city in mere hours as their steady advance wipes away the mortal resistance. Moltania is reduced to little more than a plague-haunted, overgrown ruin, save for a lone immaculate clocktower at its heart – evidence of a pact fulfilled.

THE THIRD GREAT SOWING

With a rumble of approval, Nurgle commands another wave of infection to be launched across Ghyran. The Glotkin triplets invade the eastern shores of the Sea of Elemental Truths, releasing a swarm of putrescent hagfish that swell from drinking the sacred Aqua Ghyranis, while the Maggoth Lords lead simultaneous attacks on Neos, Decrepita and Verdia to divide the defenders of the Everspring Swathe. The champions of Nurgle are aided by the Blessed Sons, first of the Rotbringer Contagiums to be formed. In their eagerness to prove themselves to their new patrons, the Sons' Blightkings overrun a host of Sylvaneth strongholds, in some cases even consuming their entire population once they have been reduced to rotten pulp.

DEFILED CHIVALRY

In the so-called Blighted Duchies of Ghyran, the Order of the Fly raises its filth-encrusted banners. These knights have long since pledged themselves to Nurgle, honouring a being they know as the 'Lady of Cankerwall' and setting out on many a gruesome quest to spread sickness and misery across the Jade Kingdoms. Yet their demented ambitions reach beyond Ghyran's borders. Blightmaster Wolgus, one of the prime commanders of the Order, musters a vast host of mortals and daemons to march on Shyish. Wolgus's army drives hundreds of death-worshipping mortal tribes before them, the survivors

forced either to pledge themselves to Nurgle or meet with a most gruesome demise. Though Wolgus is eventually slain in the presence of Nagash himself, and the crusade shattered, the Order endures – and serves as grim inspiration for many other Rotbringers to begin establishing their own noxious fiefs.



THE CLAIM OF HORTICULOUS

In a grand rite of sullyng, Horticultural Slimux transfigures the Hind Sea to gelatinous mush. His Befouling Host, alongside many bounding Beasts of Nurgle, travel from Irridia to neighbouring Kurnotheal. Those creatures hunted by the denizens of that land are infected, transformed into carriers of Nurgle's plagues that turn on their former predators. The hunter god Kurnoth musters his devotees, but in his weakened winter state is no match for Slimux's armies; Kurnoth is shattered, with only a handful of his followers escaping. In the aftermath of the Battle of Tears, Horticultural is flushed with such power from the woe of Kurnotheal's people that he corrupts a tripartite series of lakes in Irridia into festering gates to the Garden. From these, Reality Sores pour forth hordes of daemons. In but a few turnings of the moon Irridia has become Invidia – stronghold of the Plague Legions.

GHYRAN WEEPS

Disaster after disaster besets Alarielle's forces as the Maggotkin press their advantage. The Oak of Ages Past, the Everqueen's seat of power, falls into Nurgle's grasp, and the great shimmering lake that stems from it is transformed into the expanse of brackish slop known as Rotwater Blight. The gargants of the Harmonis Veldt are driven out as the land is transformed into the Scabrous Sprawl, leaving their sleeping godbeast father Behemat all but undefended. As more of her beloved realm begins to reflect Nurgle's Garden, and its human inhabitants offer themselves to the Plague God in ever greater numbers for reprieve from their suffering, Alarielle – locked in her despondent and reclusive winter incarnation – retreats to Athelwyrd, hunted by triumphant Maggotkin armies and followed by Nurgle's booming laughter.

● AGE OF SIGMAR ●

A CYCLE INTERRUPTED

Just as the Maggotkin look set to sweep over all Ghyran, the skies blacken with rolling thunderheads. From the heavens descends a new force – the Stormcast Eternals. In Ghyran, the Hallowed Knights, silver-clad champions whose spiritual purity wards against all but the worst of the Plague God's unnatural maladies, bring Sigmar's wrath to the Nurglites. Caught off guard, the Maggotkin initially reel under the Stormcasts' assault, but what truly moves Nurgle to outrage is when the Lord-Celestant Gardus Steel Soul becomes trapped in his Garden, only to eventually fight his way to freedom and survive. The notion that any could withstand his noxious paradise infuriates the Plague God, and begins a special enmity between the Maggotkin and the warriors of the Steel Souls Chamber that persists to this day.



THE DESPOILING OF ATHELWYRD

The Hallowed Knights' campaign across Ghyran sees them locate Athelwyrd, and they seek an audience with the Everqueen. The Maggotkin have been trailing them, however, and spill into the Hidden Grove. As Athelwyrd is defiled, Alarielle's despair sees her wither into a soulpod that is desperately protected by a fleeing force of Stormcasts and Sylvaneth. Torglug the Despised leads the pursuit of the alliance, coming within a hair's breadth of capturing the Everqueen. Yet at the last he is struck down by the Celestant-Prime, his soul sent to Azyr and Reforged as Tornus the Redeemed. Nurgle's bellow of fury shakes the Realm of Chaos to its foundations.

PLACEBO

The Genesis Gate is lost to the Maggotkin, the Brothers Glott defeated by a resurgent Alarielle. At much the same time, the Maggoth Lord Bloab Rotspawned is slain by Tornus while trying to revive Behemat on the orders of Archaon, though the exultant Stormcast does not notice a lone fly escaping from the ruined form of the slain champion. To add insult to injury, new cities of Order begin to sprout across Ghyran – but much of the realm remains in Maggotkin hands, and their armies prove a constant threat to these vulnerable bastions of civilisation.

THE BLIGHTWAR

Despite the series of disasters in Ghyran, Nurgle's frustration gradually abates when he realises his jealous focus on one realm has denied the others of their rightful gifts. Tutting to himself, he commands Horticultural Slimux to begin the Seventh Great Sowing. The Grand Cultivator embarks on a grand tour of the realms, binding champions of Nurgle to his cause and driving them against the nascent walls of civilisation,

raising pleasing facsimiles of the Garden in the ruins they leave. All the while, Slimux is pursued by the wind's keening howl and figures of shadowed lightning. Ironically it is in Ghyran once more that he is ambushed by the Shadowhammers Vanguard Chamber of the Hammers of Sigmar. Slimux's entourage escapes the trap, but not before the Cultivator's flesh is marked by the axes of Knight-Zephyros Neave Blacktalon.



GIFTS FROM ABOVE

Wings buzzing a furious refrain, the airborne swarms of the Droning Guard descend on the sulphur swamps of Bataar. The toughened chitin of the Rot Flies allows them to endure both the acidic air of the bogs and the barbed iron projectiles shot at them by the indigenous Kruleboyz orruks. The Droning Guard in turn strike opportunistically, the stingers of their dipteran mounts impaling any greenskin they can. Yet those orruks struck do not perish; they instead become hosts to infections that thwart attempted cures with seeming intelligence. The Droning Guard retreat as quickly as they arrived, while the shamans of the orruks soon develop a keen interest in their infected clanmates – taking samples of infected blood and combining it with their own masterful brews to create poisons that leave enemies alive but wracked by a horrific illness that evolves as quickly as it is treated. Even as they work, the shamans feel some great power is pleased with their innovative efforts...

THE CAUSE OF LEARNING

Festus the Leechlord leads the Filthbringers to invade the plague-wracked Ghurish city of Templarum. Renaming his new stronghold the Leech's Lair, the good doctor then commands the Contagium's many sorcerers to hunt the beasts of the Hinterlands – particularly the Mega-Gargant spawn of Behemat – and assail them with withering magics, before having their Blightkings drag the weakened creatures back using great rusted chains. None know precisely what Festus does with these prizes in his laboratory, but the howls that echo from the city's sewers speak to horrific acts indeed.

THE UNGRATEFUL DEAD

In Shyish, Rotigus's attempts to end the Time of Tribulations fail when he and his Plague Legions are banished. As such, he can only watch from the Realm of Chaos as Nagash's Necroquake sweeps the realms. As vast hordes of the dead rise, the Maggotkin fight with resurgent determination to hold their gains, infuriated that the fear of the mortality that drives men to Nurgle's service would be subverted by these upstart corpses.

PLAGUE TIDES

As the Idoneth of the Ske'Lain enclave seek to return to the depths of Hysh's Refracted Sea after a successful soul raid, they are confronted by rotten-masted carracks on the horizon: the Slime Fleet of Gutrot Spume. Undaunted, Akhelian warriors seek to hold off the Nurglites long enough for their fellows to escape, but are matched by the massed Pusgoyle Blightlords of the Drowned Men. The Idoneth retreat, not realising that the daemon-spoor now covering them due to their contact with the Maggotkin carry unique strains of contagion that can be tracked by Spume's navigators. Diving down within the hollowed-out carcasses of rotting leviathans,

Spume and his Blightkings emerge to trudge along the freezing ocean bed – their god-blessed resilience holding true even at such depths – and bring a new horror to the unsuspecting aelves of Ske'Lain.



THE SWARM THAT WALKS

The Maggoth Lords Morbidex Twiceborn and Orghotts Daemonspew sacrifice every ogor of the Black Gums mawtribe in a vast Filth Pit. Into that slurry, a single fly with a grotesque human face lays its eggs, and Bloab Rotspawned rises once more. Across the realms, mortals in the peak of health suddenly collapse, babbling the same mantra over and over: 'Bloab is the swarm, and the swarm is Bloab.'

TOIL AND TROUBLE

In Ghur, the rot-witch Fecula Flyblown, along with the loyal Blightkings Ghulgoch and Sepsimus, end up in the living mountain Beastgrave after being swallowed by a colossal wyrr-maggot. Never one to miss an opportunity, Flyblown begins seeking a way to infect the mountain, believing such would make a fine offering to her beloved Grandfather.

THE BLACK OAKS

In Ghyran, while raiding a Stormvault – those repositories created by Sigmar in ages past to hide the most dangerous relics – Horticultural Slimux discovers the acorns of a Black Oak, a daemonic tree whose roots can breach arcane barriers and poison great swathes of land. Slimux pauses only to plant the first Oak himself before

entrusting the remaining seeds to his most capable followers. Yet to grow a Black Oak requires soil tilled with fresh bodies, and so an alliance of three Contagiums begins to march on fertile ground: the Living City.

THE INVIDIAN DEFENCE

Mannfred von Carstein's invasion of Invidia is eventually driven back by the relentless efforts of its daemon defenders. Yet the Sylvaneth also play a part in repelling the dead, much to the amusement of Nurgle's children – some of whom release long-held prisoners in a mock gesture of gratitude, albeit so broken in spirit that they poison the Sylvaneth's resolve more so by their presence than their absence.

THE BLIGHTED BEAST

Across the realms, the champions of Nurgle feel a quickening in their viscous blood. The cosmos thrashes with violent intent as the hordes of Destruction suddenly embark on a massive offensive – spurred into a frenzy by the return of the primordial earthquake god, Kragnos. This deity styles himself as the End of Empires, and his followers do not care whom they trample. Maggotkin fortresses that only just withstood the undead are assailed again by the hordes. Many fall; even Plaguespire, one of Ghyran's mightiest Nurglite citadels, has its outer walls brought down by grot sappers, with no sign of the siege abating any time soon.

In this Era of the Beast, most Maggotkin can do little but endure – though even their resilience is hard-pressed against such fervour. More enterprising champions deliberately seek out marauding orruks or ogors, prolonging battle until their foes are thoroughly infected before withdrawing into zones of corruption. The barbarous armies soon press on towards the empires of the Maggotkin's rivals, so crazed with battle-lust and the

resonating energies of their 'Great Stomp' that they do not realise they are now carrying hyper-contagious diseases. Some Kruleboyz warclans even bargain with Nurgle sorcerers to infect their grot lackeys so they can send them ahead to weaken prospective foes. Despite the rising threat, Nurgle is pleased – hundreds of new vectors of contagion now spread, far swifter than his own trudging hosts could ever accomplish alone.



SOMETHING ROTTEN IN GHYRA

Lady Nadian Greenspur, Matriarch Ghyranis of Hammerhal, becomes convinced that the plagues wracking the Ghyranite half of the city are worsening – but all the Aqshian politicians ever seem to desire is a constant supply of food and favourable news. As she strives to convince her peers of the impending disaster, however, strange occurrences begin stalking Greenspur: her masterwork Chamonian timepieces stop each night at the stroke of seven, slime leaks from her quill, and her sleep is disturbed by the faint but endless buzzing of flies. Undaunted, Nadian refuses to cease her campaign, even as the feeling of being watched deepens...

TO INCARNATE THE GARDEN

Flushed with inspiration, the Maggotkin begin focusing their efforts on new Sigmarite strongpoints, seeking to corrupt the ley lines on which they are built and induce such hopelessness amongst the God-King's people that the Garden of Nurgle may be physically transported into reality.



THE INFECTIOUS HOSTS

Maggotkin armies are akin to walking pandemics, each warband a cluster of some virulent disease. Under the command of their champions, all of whom have been showered in gifts from the Grandfather, these multifarious strains of infection combine into a tide of pestilence that strikes down all before them.

When confronted with their own impermanence, many mortals seek solace through categorisation and tallying, banishing despair through clinging to their possessions and supposed achievements – as if such could stave off the inevitable decline of the flesh. Small wonder, then, that the god birthed from such desperate impulses shares in this obsession, or that his armies – the daemonic Plague Legions and Rotbringer Contagiums – exhibit a bizarrely pernickety and fastidious structure.

PLAGUE LEGIONS

Plague Legions are formed of Nurgle's daemonic footsoldiers, shards of his malodorous essence who fight the Great Game against the armies of his brother gods or manifest in the realms to enact

his will. There are few fouler or more resilient entities than these; their immortal flesh is so riddled with pox and lesions that wounds caused to them do little to add to the already ravaged state of their bodies. Often, attackers' weapons simply rust under the daemons' aura of entropy before the wielders can make use of them. It is partly for this reason that Nurgle's Plague Legions are typically not as large as those of his fellow deities; through sheer resilience, smaller bands can accomplish what would otherwise take festering hordes.

Each Plague Legion is commanded by one of the Great Unclean Ones, Nurgle's greater daemons. To summon such an exalted terror is no easy feat, for only the most virulent epidemics grasp their attention. Each is

therefore served by a retinue of subordinate daemons, who lead their warriors in pursuit of the Grandfather's goals. Every Plague Legion hosts a specific strain of disease, defined by the fixation of its master. A particular Great Unclean One may favour blights that rot flesh off an enemy's bones, lung-melting ailments that drown them in effluvia, or fevers that induce bone-shattering convulsions. Plague Legions are built around seven Tallybands, for the number seven has long held arcane significance to the Lord of Decay. These are in turn filled by seven cohorts of grumbling Plaguebearers, Nurgle's rank-and-file daemons. When supported by the sickly sorceries of their masters, or enthusiastic Nurglings and Beasts of Nurgle, they prove near unstoppable.



ROTBINGER CONTAGIUMS

Contagiums are assemblages of Nurgle's mortal chosen, the Rotbringers. Similar to their daemonic counterparts, the Plague Legions, these armies are not as sprawling as some, but they can overcome enemy forces that outnumber them through their exceptional fortitude. A Contagium's numbers are constantly swelling and depleting as sickness passes through the realms, but they are invariably built around three distinct throngs, or 'Cysts' – three being another target of Nurgle's numerological fixation. Each Cyst is led by a different category of lord, typically a Lord of Plagues, Lord of Blights or Lord of Afflictions, in order to maintain a shared appreciation of the Grandfather's many offerings. In practice, however, these champions are constantly vying against one another for dominance, while the greatest Cysts encompass countless lesser warbands, each presided over by its own lord or sorcerer.

At the head of each Contagium stands an ultimate champion, a favoured mortal who directs their warriors in service and devotion to the King of Entropy. There is no singular form that these warlords take – a particularly powerful Rotbringer sorcerer or Daemon Prince returned from the Realm of Chaos is just as likely to command a Contagium as a conquest-hungry Lord of Plagues. Yet even these champions will typically step aside when a truly blessed child of the Grandfather, such as the infamous Glottkin triplets or Maggoth Lords, demands fealty.



Whatever they may claim, few of Nurgle's chosen are devoid of a warlord's pride; Gutrot Spume, the nominal master of the Drowned Men and high admiral of the Slime Fleets, is possessed of such a towering ego that he eagerly answers any challenge to his authority – even one stemming from the Great Unclean Ones – with domineering violence. Such belligerence is unusual amongst Maggotkin lords, though by no means unheard of.

Though fully capable of fighting independently, many Contagiums make pacts with – or force into subservience – Nurgle-worshipping Slaves to Darkness or processions of Pestilens skaven to bolster their numbers. Even those who pride themselves on fighting alone will look to summon the daemons of their god, for though many Rotbringers posture at being beyond notions of personal ambition, all desire to perform the foulest desecrations in Nurgle's name so they might be showered with his blessings.



BORN OF DESPAIR

Nurgle cherishes all his daemonic hosts, but some have earned his special favour. To their worshippers, these are nothing less than armies of angels that serve at their master's right hand; to their enemies, they are the stuff of nightmarish legend, who have reaped countless lives and spread untold suffering.



THE MUNIFICENT WANDERERS

While all Nurgle's daemons feel a constant need to spread ripe diseases, to the Munificent Wanderers, this is nothing short of an all-devouring obsession. Every second not spent bringing their blessings to the Mortal Realms is a second wasted; each soul that escapes their malodorous touch is a tragedy. Like a virulent malady, the Munificent Wanderers are forever spreading, unable to linger while Nurgle's work remains incomplete.

Much of the Wanderers' restless attitude stems from their master, Thrombolhox the Giving. It is believed that this notoriously generous Great Unclean One studied under no less an entity than Ku'gath, one of Nurgle's most accomplished plague-brewers, and that the city of Thimara was eradicated over seven nights of sickness after he answered the summoning call of a mere handful of overzealous cultists. Those who have encountered Thrombolhox on the battlefield nevertheless claim that he is faultlessly cheerful and polite, even as his entropic sorceries reap a grim tally. Much of this can be attributed to the madness of daemons,

but certain scholars of infernal lore theorise that Thrombolhox embodies that aspect of Nurgle's psyche which truly believes his gifts are benevolent – who does not, or perhaps cannot, understand the grievous harm they cause. Such would explain the single-mindedness with which the Wanderers fight, and the idiot grins sported by even their grumbling Plaguebearers.



'Onwards, vectors of the Grand Grotesque! I spy poor unfortunates on the horizon, trapped behind their odious city walls! We must break through and deliver Grandfather's gifts unto them before it is too late!'

- Thrombolhox the Giving



Owing to their favoured status, the Munificent Wanderers are entrusted with many prime maladies and treasured strains. Before heading to war, each daemon will fastidiously infect themselves by imbibing a blend of such illnesses. They are submerged in the slime-rivers of Nurgle's Garden, or form lines that snake further than mortal minds can process to sup from troughs linked to his cauldron. All of this is carried out under the watchful eye of the Wanderers' Spoilpox Scriveners, who are ruthlessly exact in their calculations, endlessly fussing over the ratios that will bring the greatest destruction and anguish. Epidemius, the great daemonically tallyman, shows particular favour to the Wanderers, and has on

several occasions charged them with carrying rare plagues needed to balance his ever-shifting abacus.

Even by the standard of daemons, the Munificent Wanderers are relentless in seeking ingress into reality. Corrupted realmgates and hijacked gnawholes of the skaven's Clans Pestilens are amongst their favoured means of passage, as are the cursed artefacts that have known their vile touch. Within the vaults of free cities and Soulblight palaces lie such forgotten keystones, awaiting the most minor of mishandlings to spew forth a tide of daemons.

On the battlefield, the Munificent Wanderers are an unsubtle force. Massed waves of Plaguebearers trudge towards the foe, their mere presence engendering fast-acting airborne diseases, while striking them sees streams of stinking ichor spurt from their wounds. All the while, the daemons wield their Plagueswords with customary efficiency, knowing that but a scratch is enough to spread hyper-infectious contagions. The Wanderers rarely seek to hold territory, for to pause would deny their gifts to others. Their unshakeable tunnel vision is the bane of commanders used to more cerebral warfare, who struggle to devise stratagems able to counter the swirling morass of mindless attrition the battle inevitably becomes. Put simply, the Munificent Wanderers do not seem to desire anything except to propagate their diseases. To them, satisfaction stems only from a field of the festering dead and sobbing, broken wounded, and the promise of a hundred more empires with whom to share their gifts.



THE BEFOULING HOST

Known as the 'Garden's Garrison', the Befouling Host are the most intractable of the Plague Legions. Like a mortal clinging to life, they are grimly accepting of suffering even for Nurgle's children. Their sheer ability to endure amidst the most hazardous conditions has seen them entrusted with protecting their Grandfather's beloved Garden. When not manifesting in reality, the pallid daemons of the Host are most

often found locked in battle against the servants of Nurgle's rivals at the furthest reaches of his infernal territory, protecting the Garden's borders with unearthly grit.

Though the Great Unclean One known as Bul'gla'throx claims overlordship of the Befouling Host, most consider them the servants of Horticultural Slimux. They eagerly join the Grand Cultivator on his campaigns of sowing, though their efforts have never earned so much as an approving grunt from the ancient miser. Such is Horticultural's reputation that the Host numbers many esteemed daemons seeking to bask in his reflected glory, while Slimux's ever-faithful Beasts of Nurgle form an enthusiastic vanguard. Once they have bogged down the foe, Bul'gla'throx's subordinate Great Unclean Ones unleash their sorceries in a deadly second wave, guffawing at the noxious doom they spread.

The primary disease born by the Befouling Host is the horrific Lumberlord's Woe. Those afflicted find their organs transmuting to wood, and that wood slowly dissolving to foetid pulp. As deadly as this is, the spiritual aspect is more unsettling. Souls marked with Lumberlord's Woe act as beacons to the arboreal abominations known as Feculent Gnarlmaaws. By infecting enough mortals at once, the Befouling Host can summon copses of grasping plague-trees into reality, often with the mortals that beckoned them absorbed into the bark. Like all true horticulturists, the Host constantly seek new and fertile grounds in which to raise their bleak crop, and regions marked by Be'lakor's Cursed Skies are seen as prime territories. Armies of the legion trudge out to seize control of such blighted swathes of land, remorselessly grinding down even fellow daemons that would deny their aims of cultivation.



THE DRONING GUARD

Across the realms, mortals fear to hear the thrumming of a thousand rotting wings. As the skies darken and the awful buzzing intensifies, the wise shiver at the fate that awaits them – the descent of the Droning Guard. Like slime erupting from lanced pustules, this Plague Legion bursts forth from the turbulent clouds, their massed flights of Plague Drones leading the charge. Even

as the enemy gags beneath the abominable stench that precedes their arrival, the daemons of the Droning Guard soar clean over their defences, the mounted Plaguebearers chortling as they direct their Rot Flies to strike with venom-dripping stingers and filth-encrusted mandibles.

The Droning Guard were granted the sigil of the sacred plague fly by Nurgle himself, for something about their massed Plague Drones buzzing through the airs stirs his mouldering heart. Peering into the depths of his cauldron, Nurgle watches each campaign of the legion with close attention, humming in phlegm-laced satisfaction for each victory they win. All this divine favour has granted the pale-bodied daemons of the Guard a certain swaggering confidence. They demand to form the vanguard of assaults upon reality, while their rivals

mutter that the prodigious odour that clings to them stems only from their constant toadying at Nurgle's feet. The Guard pay little mind to these rumours; as they see it, jealousy is just another of the rampant infections that have wormed their way into their fellows' essence.

Like most Plague Legions, the Droning Guard carry a particular contagion – the Soul-lock Shivers. This horrifying disease sees cartilage writhe agonisingly around the bones before hardening, turning those stricken by it into living statues. None of the legion are more blessed than their master Septuklus, whose form constantly morphs from a mass of heaving slime to a ghoulish entity of animated bone. This affliction has also caused the carapaces of the Droning Guard's mounts to harden until they are nearly as strong as gromril.



THE CHILDREN OF DECAY

Competition between Nurgle's mortal armies is steep. All desire to become their Grandfather's favourites through acts of desecration; the most infamous have gone to horrific lengths to serve Nurgle's will, and the sight of their rusted totems and the clangour of their advance is enough to put entire armies to flight.



THE BLESSED SONS

The Blessed Sons are Nurgle's foremost crusaders, a realm-spanning brotherhood determined to spread their Grandfather's love through conquest. They are the greatest of the Rotbringer armies, unparalleled in martial prowess and sheer numbers. Few that have attracted the Sons' fell attentions still stand; even those that survive the onslaught of rusted blades are left in ruin, haunted by the atrocities propagated by these fanatical warriors.

Though they name themselves the first true Rotbringers, the origins of the Blessed Sons are more complex. They are not a singular Contagium but a conglomerate of many, congealed through battle into a single foul entity. Conquered Rotbringers soon learn to embrace their role as Nurgle's blighted vanguard, or else they may find their Grandfather's favour agonisingly retracted. What is true, however, is that the Blessed Sons were the first to earn glory fighting alongside Nurgle's daemons during the War of Life. What likely began as a convenient alliance between pox-blessed Ghyranite warlords soon took on a life of its own; not for nothing are the Sons likened to one of the sump-hydras of the

deep swamps, for to strike off one head only ensures the rest of their manifold Cysts turn their attention towards defiant adversaries.

'I warned you of the price of resistance, Lord Patriarch. The promises of doom we carved into those corpses hurled over your walls were most explicit. Look at where pride has got you. Where is your God-King now? Why are you reaching for your pistol? Why do anything at all?'

- Gangoran Felch,
Lord of Plagues

The Blessed Sons' reach has spread far beyond the Jade Kingdoms. From frozen Cotha in the north of Aqshy's Great Parch to the depths of Athanasia in Shyish, pestilent fortresses and domains mark their conquests. Their Blightkings form the nobility of these empires, while the mundane populace offer praise to Nurgle and toil at sickly farms or plague-engines. These thralls craft the pus-dripping weapons and concoct the hellish maladies the Sons favour, oftentimes using their own emaciated bodies to incubate and nurture diseases.

The Blessed Sons maintain relations with many other powers. The Doom Lords of Ahramentia, verminous synods of the Clans Pestilens, even several ogor mawtribes whose tastes veer towards the obscene – all offer vile tribute in exchange for choice poxes or the strength of the Contagium's Blightkings. Yet

for all their minions' outgoing nature, the leadership of the Sons is strangely formless. Some of the Contagium murmur that in the depths of Ghyran there is a fortress whose poisoned roots sink to the very heart of the realm. Within its walls, the masters of the Sons – an unholy triumvirate whose individual authority waxes and wanes based on the nature of the diseases that currently blight the realms – meditate upon the glory of Nurgle. Even the icon of the Contagium, the Chitinous Triptych, represents three truths that are as grand as they are nauseating. For the most part, however, the Blessed Sons are given leave to pursue whatever aims strike their fancy, provided it serves Nurgle's will.

While most Contagiums take a steady and methodical approach to war, the Blessed Sons show a pronounced bloodthirsty streak. Spurred on by their champions, all of whom hunger to earn Nurgle's favour through conquest, the Sons chortle in weary derision as they bludgeon and hack at their foes. Many enemies find their minds shattering under the unrelenting horror, their desperation leading them to Nurgle's embrace. Where once they visited this fate upon armies alone, the Blessed Sons now target the realms as a whole. Alongside such luminaries as the Glotkin and the Maggoth Lords, they launch endless attacks on Sigmarite strongpoints, the psychological pressure of these constant sieges a weapon in itself. Like flies buzzing around one on the edge of death, the Sons know that in time, all enemies tire. When they do, the grandest of Contagiums will be waiting.



THE DROWNED MEN

Clad in lacquered green and verdigrised copper, the Drowned Men are the crew of Nurgle's Slime Fleets. To look upon them is to witness a catalogue of those maladies that sailors dread, their bloated flesh marked by scurvy as their wounds ooze briny pus.

The first of the Drowned Men were explorers and naval crewmen – pioneers who claimed they would travel any length and endure any hardship in pursuit of glory.

When their vessels were struck with outbreaks of infection and their ships stranded upon the seas, however, all these voyagers discovered was the attention of Nurgle. Most died in hopeless agony, but those who showed tenacity – and in time, demented appreciation for their state – were rewarded with ascension to the Rotbringers. Any who fell foul of these nascent raiding hosts were force-fed dirty seawater until they perished, only for the most worthy to rise again as Nurgle's chosen.

The Drowned Men strike swiftly for ones so bloated, and it is not only their vast hulks – rotten hulls covered in diseased flesh and bilges infested with giggling Nurglings – that their enemies should fear. Mounted in blimps filled with stinking emissions, and looted skyvessels whose gilded finery has long since degraded, these rancid marauders also prowl the airways. Yet no matter how they travel,

their armies are filled with swarms of Pusgoyle Blightlords. The skill of this aerial cavalry is leveraged in assailing foes from the outset of battle, offering the Blightking crew of the Drowned Men's vessels a chance to wade into the slaughter, wielding looted weapons whose edges remain sharp despite their obvious corrosion.

From Aqshy's Mordacious Sound to Ghur's Coast of Tusks, the Drowned Men are an ever-present threat. Recently, however, many Plague Commodores have led their aerial fleets to Chamon. Here they lurk along Kharadron trade lanes, striking from sickly yellow cloud-banks. In doing so they win a three-fold victory for Nurgle: claiming plunder from the duardin, humiliating their Tzeentchian rivals in the region, and depriving Sigmarite strongpoints of supplies – strangling them little by little until they are ripe for the harvest.



THE FILTHBRINGERS

No Contagium seeks Nurgle's magical secrets as eagerly as the Filthbringers. Through studying their god's deepest mysteries, these Rotbringers seek literal transformation into an unstoppable disease. Even the Filthbringers' appearance speaks to their lunatic aims. Their armour is crafted from the chitin of wyrr-maggots, the same loathsome creatures that aid in excavating the grim Filth Pits,

while their pale flesh hints at the copious fluids they have extracted from themselves in the name of experimentation. Part occult servants of decay, part deranged scientists, their lofty ambitions are matched only by their cruelty.

Unusually, Filthbringer Cysts are often led by covens of sorcerers. While a means of achieving their ultimate goal still eludes them, the secrets gathered by these mages grant them a command of pestilent magic few can match. Like an exponentially growing outbreak, their festering spells increase in strength as more of them are cast, until at last the sorcerers can unleash waves of entropic energies with horrific ease. While they respect all Nurgle's plagues, the Filthbringers see mundane ailments as the weapons of limited souls. Instead, they favour more esoteric diseases: gheist poxes, aetherplagues, elemental phages,

and afflictions known by oblique titles such as the Harrowing and the Starkiller Blight.

The Filthbringers serve the Blighted Septagon, mages steeped in Nurgle's blessings. Six of these are the same souls that began the quest for transcendence centuries ago; some legends name them as siblings, lesser royals of some kingdom who were unsatisfied with their paltry birthright. The seventh seat is an honorary position offered to the champion Festus. So often has the Leechlord battled alongside the Filthbringers that they have essentially come to serve as his private army. They now garrison the Leech's Lair deep in Ghur, striking out to capture the strongest megafauna of the plains. Within the city's dungeons the Filthbringers perform their unholy experiments, mercy long since abandoned as they grasp at greatness with rotten fingers.





MASTERS OF PUTRESCENCE

None of Nurgle's servants are as beloved, or as potent, as his Great Unclean Ones. Each of these plague lords is a shard of purest corruption, a manifestation of the Grandfather's own will. To their enemies they are beings of utmost terror, whose passage is marked by endless fields of disease-shrivelled corpses.

The ground shaking beneath their tread, vegetation and flesh withering before their rancid glory, the Great Unclean Ones are the most hideous of all daemons. Their unholy appearance is a grim parallel to that of their master, to the point that they are often known as 'Father', or even 'Nurgle' outright, by their disciples. No creatures in all the realms better embody the Lord of Decay than these indescribably vile abominations.

Yet the Great Unclean Ones do not mirror their creator in appearance alone. Endlessly good-humoured, they encourage their minions with indulgent peals of laughter and take a genuine delight in the successes of Nurgle's faithful. For all their apparent good cheer, however, one should never be fooled; Great Unclean Ones are aetheric manifestations born of despair, and their humour sparks off misery. Inspiring revulsion through their grotesque appearance and the spreading of pustulent ailments, presiding over lands spoiled beyond recovery, inducing uncontrollable pandemics and bitter famines: these are the things that amuse these entities and compel them to manifest within the Mortal Realms.

Should Nurgle's ambitions be challenged, then his Great Unclean Ones will be driven into a dreadful fury. Surrounded by a foul miasma strong enough to kill, and protected by great rolls of impenetrable fat around ruptured guts that actively seek to swallow attackers whole, they stomp into battle with a terrifying inevitability. Huge

corroded bells that are rung to beckon Nurgle's children are also employed to crush foes to pulp, while sweeps of massive rusting blades annihilate the front ranks of enemy formations and leave those standing to be overcome by waves of rapid infection.

Great Unclean Ones are intelligent and compulsively systematic beings; many have served in overseeing Nurgle's Garden under the direction of Horticultural Slimux or have aided the Grandfather himself in his plague-brewing. This translates well to the arts of generalship, and alongside their own martial skills and profound blight-sorceries, it has seen them commit countless horrors to the sound of their own guttural mirth. Across the sprawl of history, one finds all manner of such infamous creatures. Pupa Grotesse, who corrupted the River Vitalis by bathing amidst its shimmering waters; Bolathrax, nemesis of the saintly Stormcast lord Gardus Steel Soul; Ku'gath, who obsessively seeks to recreate the perfect plague after having accidentally guzzled it down: these and more have made their mark on the realms, always through having committed the most terrible atrocities.

ROTIGUS

Amongst the Great Unclean Ones, there is one who commands especial reverence. Just as Grandfather Nurgle is a being of multifarious aspects, this potent entity bears many a title: Rainfather, Lifefont and Bringer of Plenty among them. To his fellows, however, he is simply Rotigus – most generous conjurer of Nurgle's Deluge.

Wherever Rotigus passes, the plague-rains are sure to follow. These waters are drawn from the unnatural weather patterns of Nurgle's domain and imbued with his desecrating magics. Rotigus is akin to a fertility deity cast through a grime-encrusted mirror, a bringer of darkest salvation. In his travels, he hears every plea of mortals stricken by drought, every wail into the dark begging for life-giving rains – but the supplicants soon regret their careless entreaties. Though Rotigus considers it a saintly gift, Nurgle's Deluge corrupts everything it touches: livestock give birth to grotesquely malformed young, trees and rocks dissolve to slurry and fields yield only twisted crops. Those who survive the rains do so only through the beneficence of the Lord of Decay and the devotions they heap upon Rotigus.

Rotigus is a masterful sorcerer, able to bind the energies of decay with but a wave of his gnarled wand. His spells inspire fecundity and flesh-growth of the most grotesque kind, stimulated through the arcane Deluge. Though a content soul by nature, Rotigus is not without his grudges. His interest in watering the lands with Nurgle's blessed downpours should make him a valuable ally of Horticultural Slimux, but in the manner of all greater daemons, these two share an aeons-old rivalry. Equally, Rotigus still bristles over his humiliating banishment by Nagash's hordes during the march on Shyish. He seeks to 'bless' the Great Necromancer's realm above all others, flooding its bone-fields with foetid rains and rejoicing in the festering paradise that will sprout there.



IT'S THE FLIES FOR YOU, MY PRETTY LAD



PROPAGATORS OF ROT

The milling ranks of the Plague Legions are organised and led by Heralds. These exalted daemons possess a particular aptitude for overseeing the spread of decay and serve as the lieutenants amongst the Grandfather's armies, where their specialist abilities can be employed to grotesque effect.

POXBRINGERS

Poxbringers are veteran Plaguebearers, swollen with divine disease and bearing rotting crowns of horns that their underlings consider glorious to behold. They are lieutenants of the Great Unclean Ones and captains to the Tallybands, wielding slime-dripping baleswords which they use to hack apart rival champions, alongside pestilential magics that spell doom for entire formations of the foe. Poxbringers are amongst the most willing of Nurgle's servants to do his work in the Mortal Realms; when a Rotbringer champion seeks infernal audience or cultists attempt to summon a shard of the Grandfather, it is usually such an entity that will answer the call. This reliability well endears the Poxbringers to Nurgle, and he chooses the most accomplished for particular duties. For instance, Wretch Gab'larr, a Poxbringer who won great renown over the War of Life, is tasked with observing the effects of Nurgle's plagues on newly discovered creatures across the realms and reporting any especially interesting corruptions.

SLOPPITY BILEPIPERS

Many and strange are Nurgle's diseases, but few are more insidious than the Chortling Murrain. Rather than bearing physical marks, the afflicted are overcome with sanity-shattering hysterics and the compulsion to dance and make merry, until their sides literally split or their hearts burst from exuberance. Even the eternally moribund Plaguebearers are not immune to this blight. Those infected are known as Sloppity Bilepipers, nightmarish jesters whose grotesquely whimsical title was chosen by Nurgle to needle his more curmudgeonly servants. Bilepipers possess an insane energy, capering and quipping with a terrifyingly demented fervour. Their nauseating japes, accompanied by the occasional loud passing of gas, leaves Great Unclean Ones and Nurglings in fits of raucous belly-laughter, while Plaguebearers at least fight harder to drown out their shrieking kin. Yet the Sloppity Bilepipers are ultimately doomed. Should the Murrain ever go into remission, they will find their noxious wit

vastly diminished until they at last receive no laughter at all. When that happens, the daemon is cursed to be agonisingly transfigured into a marroter and set of gutpipes for the next unfortunate Bilepiper.

SPOILPOX SCRIVENERS

Ill-tempered and miserly, the Spoilpox Scriveners are burdened with a singular obsession: to observe the cataloguing efforts of the Plaguebearers and note any who shirk their duties. Their feathered quills, plucked from the wings of tortured Lords of Change, constantly scratch out a judgemental refrain – the sound disturbed only by the occasional nasal command or echoing sneeze. Spoilpox Scriveners are woefully allergic to the substance of reality, a fact that leaves their mood even fouler on the battlefield and sees them find satisfaction only in browbeating fellow daemons. When a Scrivener demands his charges call out their count in the press of combat, the Plaguebearers redouble their efforts, else they risk being forcibly infected with the Chortling Murrain as punishment and turned into a

PLAGUE SWORDS

Every Plaguebearer is entrusted with their own sword. Though they appear forged of ancient, crumbling iron, they are as much manifestations of Nurgle's essence as the daemons themselves – and, like Nurgle's tallymen, are riddled with corruption. A single scratch from a Plaguesword can damn a mortal to a drawn-out and grisly end, while the most powerful can even reduce mystical forest spirits to rotten pulp or eat away at the ectoplasmic essence of malignant gheists. Plaguebearers take a muted pride in their blades, ensuring they are coated in filth to better transmit the hosted disease of their legion – be it the Sevenfold Sloughing, the Squirming Clot, the Lungthrash Ague or any other of the Grandfather's countless gifts. All Plague Swords, however, have the capacity to transmit the most dreaded and infamous of blights: Nurgle's Rot.



Sloppity Bilepiper. The irony is that Bilepipers and Scriveners are often made to work in tandem alongside the Poxbringers, encouraging their kin through humour and threat alike – the mouldering carrot and the gnarled stick. The grating antics of the Bilepipers ensure that Scriveners are forever on the edge of apoplexy. When their fury inevitably erupts it is terrible to behold, the daemons crunching bones with the blackened teeth that sprout from the end of their long, slimy trunks.

EPIDEMIUS, TALLYMAN OF NURGLE

The seven Proctors of Pestilence are a clique of Nurglite daemons who oversee the dealings of the Grandfather's lesser servants. For the most part they linger within the walls of Nurgle's Manse, but there is one who is far more intrepid. In mortal tongues he is Epidemius, the Tallyman, and he is charged with cataloguing every disease unleashed upon the realms. Every strain and malady must be onerously chronicled, creating a vast corpus of observations that Grandfather Nurgle can consult when refining his gifts.

To aid in his far-reaching mission, Epidemius and his counting paraphernalia are transported at all times upon a rotten palanquin, borne by a horde of devoted Nurglings. While most Nurglings are jubilant creatures, those who serve Epidemius are hushed and cowed, for they fear the disapproving silencing of his record-keeping more than any foe. Nurgle looks upon his faithful Tallyman with paternal approval, and channels ever-greater portions of his power to the battlefield the more knowledge the daemon acquires. In this way, Epidemius becomes a nexus of prime decay – each notation of an emergent disease rewarded with increased favour funnelled directly into him and his servants.

HORTICULOUS SLIMUX

Every devotee of decay knows of Horticultural. He is the Grand Cultivator, responsible for maintaining the festering wonders of Nurgle's Garden. Some say he was the first Plaguebearer to be formed from Nurgle's essence, for not even the Great Unclean Ones recall an age before Slimux was bringing tainted life into being. Certainly, Horticultural resembles one who has endured eternity. His demeanour is as unpleasant as his leathery flesh, and he is utterly without humour. Typically he can be found tilling the fields of Nurgle's Garden atop the back of his molluscoid steed – a beast he has affectionately named Mulch – or else ambling through its virulent fens and glades. Horticultural does not relish making war in the comparatively sterile Mortal Realms, but when Nurgle bids him to spread the Garden's majesty across creation,

he attends to the task with grim vigour. None approach Slimux's skill in coaxing Feculent Gnarlmaaws into reality, and he has been instrumental in leading campaigns against any who would challenge the wonderland Nurgle seeks to create.

Wherever he travels, Slimux is accompanied by packs of slobbering Beasts of Nurgle. Something in their guileless enthusiasm mellows him enough to forgive any foolishness, and like faithful hounds, they bound alongside the Grand Cultivator to drag down foes – at least, those he has not already bisected with his trusty lopping shears.



BURSTING WITH LIFE... BURSTING WITH LIFE...

THE MALIGNANT MENAGERIE

The daemon armies of Nurgle are truly grotesque to behold. Flesh caught in an endless state of decay and their advance heralded by nauseating stench and the maddening drone of flies, these entities are fearsome opponents. Each is incredibly difficult to slay, and capable of bringing all manner of horrific dooms.

PLAGUEBEARERS

The footsoldiers of Nurgle's legions, Plaguebearers are amongst the foulest of all daemons. Their soul-stuff is of a particular, hellish origin: mortals slain by Nurgle's Rot. Of all the Grandfather's gifts, this disease is undoubtedly his finest work. The Rot is a daemoniac contagion that attacks the spirit as aggressively as the body. Agony is piled upon the infected, their misery deepening as their body refuses to succumb,

keeping them in a state of constant despair. Some victims embark on a death quest, seeking a clean end before they bloat with folds of rancid flesh and finally explode in a shower of foul-smelling gunk. Yet most who perish do so only after embracing the full horror of their condition, their minds shattered by their dreadful suffering. These irrevocably tainted souls are accepted into the Garden of Nurgle, there to be reborn as a Plaguebearer.

A Plaguebearer's single eye is yellow and bloodshot, their belly distended with corpse-gas. Their waxy flesh is hideously resilient, and their plagueswords bring death with the merest touch. Yet their most unsettling aspect, more so than the blinding swarms of flies that surround them, is the counting – the incessant, maddening counting. Come what may, they drone out their dour tally, never pausing aside from the occasional long-suffering grumble. They count the diseases they have spread, the daemons at their side, the souls yet to receive their gifts. All this tallying is, of course, futile in battle, where circumstances can change rapidly. Just as mortals attempt to impose structure on an uncaring world, so are Plaguebearers doomed to maintain their count to earn Nurgle's love.

BEASTS OF NURGLE

Even the most accomplished scholars of the daemoniac would struggle to capture the full foulness of a Beast of Nurgle. Their pus-seeping, blubbery bodies resemble huge slugs, with clusters of slimy pseudopods flailing around their head. Though their oozing forms appear ungainly, Beasts of Nurgle can lollap across the ground with surprising speed. If sheer momentum does not kill, then the aura of decay that surrounds them sees creatures visibly age and rot. Yet despite this, Beasts of Nurgle are inordinately affectionate creatures. They crave attention, and cannot help but cover newcomers in their acidic slobber as a means of greeting – a fact that does not trouble Nurgle's daemons, but leaves mortals in shrieking agony as they are first paralysed, then slowly melted by



REVEL IN YOUR FOULNESS

the slime. Devoid of any spark of cruelty, the Beasts cannot discern their new playmate's howls from yells of enthusiasm; their delight is only checked when the mortal turns all still and boring. Yet as soon as the Beasts of Nurgle spot new potential friends, they let out a gargle of joy and bound off to make their introductions once more.

PLAGUE DRONES

Should a Beast of Nurgle be rebuffed too many times, a canker of resentment will germinate within them. On banishment back to the Garden, they fall into a depression, flopping down with a resigned sigh. Bloated flies swarm over the daemon to form a living chrysalis, within which a ghoulish metamorphosis transpires. When the cocoon bursts, what emerges is a creature consumed by malice and vengeance: a Rot Fly. These airborne horrors are ridden by

especially haughty Plaguebearers, forming shock cavalry known as Plague Drones. The lesser daemons' blades are dipped seven times in cauldrons filled with Nurgle's Rot, and they carry sacks of slime-dripping death's head projectiles that burst in explosions of infectious slop. The Rot Flies, however, have but a singular purpose: to hunt down those who spurned their former incarnation. Dangling legs twitching with anticipation, they pursue their quarry with a fevered intensity. With serrated chitin forelimbs and filth-encrusted stingers, they can punch clean through armour and shatter bones. When they find those who rejected their love, a Rot Fly swallows them whole with a prehensile proboscis or devours them with clicking mouthparts, trapping the mortal's remains and soul within their pulsating abdomen to suffer for evermore.

NURGLINGS

The gabbling daemon-mites known as Nurglings are born from the pestilent innards of Great Unclean Ones. Small wonder, then, that they resemble the greater daemons so closely, or that they share their endless cheer. Nurglings are mischievous little imps who love to play pranks – and while the sullen Plaguebearers are often vexed by their ebullience, other Maggotkin possess great fondness for the creatures, letting them ride on their shoulders and nibble at loose folds of flesh. On the battlefield, hordes of Nurglings waddle forth in a vomiting, squealing tide. No matter how many of them are eviscerated or crushed underfoot, there always seem to be more – and in sufficient numbers, their toxic bites and collective mass can eventually bring down mighty beasts such as Carnosaurs or Maw-krushas.

Oh, no, no, no! Isn't it dull, Retchulous? Isn't it enough to turn your guts inside out and back again?

'Yes, my lord,' Retchulous nodded as he trudged into the glade. By his side, the rotting immensity that was Gargatuloth stomped, groaning in despair at every unblemished leaf and healthy root. Retchulous was never sure why the master seemed to favour his presence above that of his other servants. The Plaguebearer wished it was not so; there was much tallying to attend to. Yet it was never wise to deny the Great Unclean One. Under his breath, Retchulous recommenced his count, before flinching as the sight of a babbling stream saw Gargatuloth wail again.

'Grandfather's pustules, but there's simply so much to be done!' the greater daemon moaned, chins wobbling like some overbearing stage-manager bellowing orders at his cast. He reached out to tap a tree, muttering to himself as it blackened and withered in moments. 'So many ephemeral years we've been working our wonders in this realm, and still I fear that the task will never be complete. To say nothing of the earth-queen's ingrates...'

'These things take time, Great Sovereign of Stench,' Retchulous said, before the other daemon could fall too deeply into melodrama. Brow furrowing, he kicked at a Nurgling that tugged on his sagging entrails; the little creature squealed

as it toppled over, before letting out an indignant raspberry and waddling away in a huff. 'The Manse was not built in a day.'

'True, young Retchulous, too true,' the Great Unclean One sighed, exposed guts rippling at the motion. He paused to dip a fungus-encrusted nail in a nearby pond, features splitting in a grin as the crystal waters curdled. 'Yes, yes, I know. After all, if those Glott striplings can keep at it, we can hardly do any less.'

A sudden shriek distracted their attention, eyes lighting up the surrounding tree line and talons clacking. From the dark, Sylvaneth spilled with howls of vengeance. Retchulous stared as one drove a claw deep through his chest. The Plaguebearer blinked, briefly counting off the wooden spurs that impaled him, before driving his blade into the tree-spirit and watching it turn to mulch. By his side, Gargatuloth's echoing belch conjured a wave of plague-magic that rolled over their foes, seeing them burst in sprays of discoloured sap. Behind them their fellow daemons were catching up, the clang of bells and reassuring count of Retchulous's brethren echoing.

'You have to take enjoyment where you can, eh Retchulous?' the Great Unclean One bellowed, bringing his corroded bell down atop a Sylvaneth champion with a deafening clang.

'Yes, my lord.'





THE BROTHERS GLOTT

Woe betide all those who earn the attention of the Glottkin, they who are most blessed in Grandfather Nurgle's sight. For centuries, these accursed triplets have carved a path of seeping desecration across the realms, their degenerate deeds the stuff of legend to their awed Rotbringer disciples.

The Glottkin are without a doubt Nurgle's most favoured mortal champions. Many are the dire legends that surround them; across the realms, those in the thrall of Nurgle whisper that these damned brothers were born beneath a host of unsettling omens, in a time when the skies curdled and a moon dripped with pestilent ichor; that they, alone of Nurgle's mortal servants, have walked within the Manse and observed the Grandfather at his cauldron; that despite being slain on multiple occasions they are always sustained by their patron's affections and inevitably return to take gruesome vengeance.

Otto Glott is the oldest of the triplets by precisely seven seconds, a fact he mentions often. A puissant warrior whose trusty scythe, encrusted with filth drawn from his own repulsive body, has cut down even ogor Overtyrants and Khornate battle-kings. He views himself as a lordly figure, the charming face of the trio. Certainly he remains eternally optimistic and cheerful; as he employs his murderous talents, he whistles a jaunty harvest tune, mind as unwilling to acknowledge his own foulness as his leprous body is unable to feel pain.

Where Otto is jovial and gregarious, Ethrac Glott is a bitter, mean-spirited sort often found loudly bemoaning something or other, finding solace only in cataloguing the diseases that infest him. Ethrac's mood swings wildly, alternating between manic energy and paranoid despondency. Likely even his siblings would tire of his constant ill temper were it not for Ethrac's encyclopedic knowledge

of disease and his skill at plague sorcery. With but a glance he deduces what maladies would be most efficacious against a foe, while his odious magics can cause even celestially blessed Stardrakes to wither from the inside out.

'Truly, Brother Ethrac, I shall never understand thy miserly ways with these greenskins.'

See how they run to us, screaming for Grandfather's love! It'd be rude to deny them, wouldn't ye say?'

- Otto Glott, eldest of the Glottkin

The last of the brothers is no simple warrior, but rather the rotting immensity upon which his siblings ride. Ghurk Glott, once fair and pleasant, has been smothered in Nurgle's embrace until he is now a festering leviathan, capable of smashing down city gates and battering aside ranks of warriors with his flailing tentacle. These boons do not come without cost: Ghurk's hunger is so profound that he will snatch up even allies to chew upon in battle, and his mind has decayed to the point that he is little more than a gurgling idiot. Still, he is content to follow his bickering brothers' directions – even if their endless squabbles test even his patience at points – and not even the cannonade of a legendary 'Greywater Welcome' can halt his path.

Countless unfortunates, from the old Philosopharchs of Xintil to the greenskins of Aqshy's Flamespider Woad, have known the Glottkin's fell attentions. Wherever they

go Maggotkin hordes follow, seeking to earn glory fighting alongside these champions. It is true that the Glottkin have suffered setbacks in the past, and they are not immune to attracting their master's displeasure. It is said that long ago, perhaps even in the lost days of the World-that-Was, Nurgle's rage with the triplets over some shameful failure was so great that he sealed them into separate ceramic jars and locked them in the dingy attic of his Manse, condemning them to centuries of imprisonment devoid of his blessings.

Yet try as he might, the Grandfather cannot remain angry with his favourite champions for long, not when they have won him such victories in the past. The Brothers Glott have repaid him this faith a hundred times over. During the Soul Wars, they rallied the disease-stricken underworlds of Athanasia, Strykos and Wither's End to their malignant banner, holding the line against the hordes of the dead while Ethrac worked to corrupt the feral sorceries that had been unleashed upon the lands by Nagash's Necroquake.

Having become enamoured of the scheme to corrupt a realm's arcane nexuses until Nurgle's Garden supplants reality, the Glottkin now lead their devoted legions into Chamon. Here they topple the flux-cairns of the Tzaangors and smash Sigmarite strongpoints, for the transmutative nature of the Realm of Metal offends those who would see stagnation reign. If the Glottkin can steal this land from the God-King and Architect of Fate both, their victory will be all the sweeter in Nurgle's eyes.



DRINK DEEP OF THE MASTER'S BENEVOLENCE



EXALTED LORDS OF ENTROPY

The armies of Nurgle's Rotbringers are led by all manner of grotesque champions. Each has sold their soul in exchange for Nurgle's grisly boons, and to earn their god's favour they have spread suffering and decay across the realms. To face them on the battlefield is to confront the darkness in all mortal souls.

ORGHOTTS DAEMONSPREW

Nurgle loves to lavish attention upon his finest servants. While these gifts often take the form of revolting mutations or fresh strains of infection, a vanishingly rare few are bestowed a coveted prize – one of the monstrosities known as pox maggoths. In appearance, a pox maggoth is somewhere between a colossal maggot and a gangly gargant. Their porous flesh is slick with slime, and their fang-filled, circular maws house prehensile tongues that lash about furiously.

Believed to be created in Nurgle's laboratories as a diversion from his toils, pox maggoths are rarely unleashed. Thus far, only three champions are known to possess such a creature as a steed: Orghotts Daemonspew, Bloab Rotspawned, and Morbidex Twiceborn – the dreaded Maggoth Lords.

Orghotts Daemonspew is said to be the bastard son of a Great Unclean One, though none have yet possessed the stomach to discover the truth. Though he boasts many daemonic boons, Orghotts is

denied access to the Garden of Nurgle, a fact that infuriates him no end. Wielding his infamous Rotaxes and riding atop the maggoth known as Whippermaw, Orghotts carves a brutal path through enemy ranks, leaving fields of the slain in which new diseases may germinate. Through this, Orghotts believes, Nurgle will surely grant him the reward he so craves: full daemonhood. His attention has recently focused on the daemon-infested Aqshian moon of Orb Infernia, for if this seething warzone can be remade into a stagnant paradise, his rotten star would surely rise.

THE CLANS PESTILENS

For all their manifold blessings, the Maggotkin are not alone in their devotion to decay. The skaven of the Clans Pestilens also venerate disease, yet as with all things born of Chaos, matters are never as simple as they first appear. For all their zealous obsession with pestilence and rot, these rabid ratmen do not pay their devotions to Nurgle but instead the Great Corruptor – an aspect of their race's verminous deity, the Great Horned Rat. Though disparaged by his rivals as the least of the Ruinous Powers, the Horned Rat nevertheless commands the devotion of billions of skaven across the Mortal Realms. He is an entity born of drought and famine, desiccation and collapse; and in his worshippers, with their fixation upon bringing ruin, the Maggotkin find kindred spirits.

Congregations of the Clans Pestilens often war alongside the Maggotkin. Throngs of raving Plague Monks lead the advance, fighting with delirious ferocity under the gaze of their priests – ratmen proficient in all manner of plague-brewing, and key advisors to many Nurglite champions. The Horned Rat possesses his own daemonic servants, and his Verminlord Corruptors lend their aid wherever it fits their twisted designs. Yet such alliances are always fraught. Where Nurgle relishes the process of decay, the Horned Rat cares only for the vermin-infested wasteland left in its wake – a theological divide that regularly sparks violence between their followers. Then there is the skaven's untrustworthy nature, alongside the proud Maggotkin's refusal to consider them as equals. On multiple occasions, one of these purported allies has suddenly betrayed the other at the worst possible moment, a fact which only fuels further bloodshed. The most infamous of these treacheries took place at the Genesis Gate, the Ghyranite Arcway that could perhaps have been held had its Pestilens garrison not made a sudden play for power at the battle's height.

BLOAB ROTSPAWNED

Bloab is the swarm, and the swarm is Bloab. He is the Lord of Daemon-flies, little more than a sack of animated flesh filled with buzzing drones and egg clusters. This has been the case since Nurgle granted Bloab his 'gifts', for the warlord's childhood habit of venting his cruelty on insect life earned the Grandfather's ire. Bloab seeks to nurture and propagate his swarm-brothers, and his collection of arcane paraphernalia – most treasured of which are the cluster of cursed bells that he uses to summon pestilent gales – has only boosted his magical prowess.

Since being slain by Tornus the Redeemed during the Realmgate Wars, reduced to merely a single fly before slowly regenerating, Bloab has sought vengeance on the Stormcast Eternals of the Hallowed Knights. His insect kin have already infiltrated the Stormhost's stronghold in Hammerhal Ghyra, spreading disease and weakening the defences in preparation for the greater swarm's arrival.

MORBIDEX TWICEBORN

Morbidx Twiceborn is arguably the strangest of the Maggoth Lords. This leering fiend is the champion of the Plague God's mischievous mites, the Nurglings. Wherever he and his maggoth Tripletongue go, the little daemons follow like children capering after a roving jester, attacking with an irrepressible enthusiasm that sees the enemy buried under a rolling avalanche of the disease-infested imps.

Morbidx's affinity with Nurglings stems from his time as a mortal chieftain, when his flesh was hideously ravaged by a Tzeentchian magister. Seeking vengeance, he sought to climb a mountain that – legends say – led directly to the Realm of Chaos, where he planned to swear himself to one of Tzeentch's rivals. Yet as he climbed, he was engulfed by a tide of Nurglings and rendered helpless by their heaving, reeking mass. As he attempted to wriggle and claw himself free, the daemons bombarded him with riddles. Each one he failed saw a portion of his broken body corrupted and rendered in his assailants' likeness. By the time he emerged from the press, he had been reborn as Morbidx.

Centuries later, Twiceborn still holds onto his grudge against the champion of the Change God who scarred him. His Nurglings keep their beady eyes peeled from the shadows, observing the schemes of Arcanite cults and sabotaging them where possible, until Morbidx's horde arrives to bury them in a landslide of diseased flesh in a parody of his own fate.

LORDS OF PLAGUES

The most aggressive Rotbringer champions, Lords of Plagues lead a constant war against all that is wholesome and pure. Marching at the head of their Cysts, heaving warbands filled with the most

battle-hungry Rotbringers, they seek out wherever the fighting is thickest. It matters not to Nurgle's Executioners who falls before their axes, only that a constant tribute of souls can be offered up in sacrifice to their beloved Grandfather.

The Lords of Plagues see their duty as twofold: to destroy the enemies of Nurgle and to fertilise the realms in readiness for the cultivation of his plagues. Often there is no difference between the two. After all, the mutilated corpses left in the wake of a Lord of Plagues' rampage are a fine breeding ground for infection, and their corroded axes – no less lethal for appearing so filth-eaten – are leaden with maladies both physical and arcane. In many cases, however, these weapons prove

unnecessary to strike down their enemies; the waves of spiritual sickness that emanate from a Lord of Plagues do that well enough, seeing healthy warriors suddenly collapse, thrashing and clutching their roiling guts as swarms of flies burst from suddenly calcified intestines.

Many Lords of Plagues follow their own peculiar rituals while at war; some speak only in sonorous rhyme, while others allow every seventh captive to flee and spread tales of hopelessness and woe. These idiosyncrasies are inevitably passed on to the Rotbringers of their Cysts, who see in their master's single-minded dedication the purest manifestation of Nurgle's comfortingly inevitable victory.



WE ARE THE UNCARING TRUTH MADE FLESH

THE CARNIVAL OF CORRUPTION

Bodies and souls rancid with corruption, the masters of the Rotbringer Contagiums are truly vile. Unified only by a desire to see the Grandfather's dark dreams fulfilled, each possesses their own unique methods of propagating entropy and blight, revelling in the misery they bring to the unenlightened.



LORDS OF AFFLICTIONS

Embodiments of the epidemic, Lords of Afflictions seek only to spread infection. To them, a lifetime is nowhere near long enough to bask in Nurgle's majesty. In their quest to sow disease as swiftly as possible, they ride daemonic Rot Flies, with their loyal Cysts usually following suit. Often they will wound multiple foes with quick stabs from their rusted tridents and then wing away before their targets have fully fallen, leaving the shambling nearly-dead to spread blossoming plagues in their wake.

If a Lord of Afflictions labours over anything, it is the cultivation of an incubatch, a rotten corpse-totem that radiates waves of pestilence. Products of foulest sorcery, incubatches are accursed things; the rituals of their creation are harrowing, and consume much of what remains of a champion's soul. Such bargains weigh heavily, and so the Lords of Afflictions fight to drown out their sins through service to Nurgle.



LORDS OF BLIGHTS

The Lords of Blights consider themselves unstoppable. Their pus-swollen bodies are strong even before one considers their massive shields shaped in the image of the holy fly. A Lord of Blights' hammer, in turn, crushes limbs and pulps organs with each brutal swing. Yet these champions are no thuggish strongmen; they are masters of the Rotbringers' corpse orchards, employing the meat-mulch of broken enemies as loam to raise gallow trees, upon which are hung the corpses of Nurgle's victims. With chilling patience, a Lord of Blights fills the skulls of these cadavers with the seepage of a Great Unclean One, turning them into virulent death's heads that are disseminated amongst their Cyst. When hurled at the foe, these foul projectiles burst in showers of grim effluvia. Nevertheless, the Lords of Blights caution their brethren to use them discerningly, for only the choicest enemies deserve a death's head's plagues, and to waste Nurgle's gifts is a dire blasphemy.



GUTROT SPUME

The tale of Gutrot Spume, the toweringly arrogant Lord of Tentacles, began during his time as a feared ocean reaver. When his fleet was smashed asunder by a monstrous rot kraken, Spume's refusal to relent as he plunged into the depths after his foe amused Nurgle mightily. So was he reborn as a Rotbringer, his left arm replaced with a cluster of slick, flailing pseudopods. Since that day, his Slime Fleet has haunted the oceans, fighting alongside any they judge to share their aims.

In battle, Spume's tentacles envelop a foe's limbs, leaving the victim helpless before the bite of his greataxe. From his flagship mounted atop the rot kraken he once battled, Spume ventures back to Ghur. His supreme confidence leads him to view the resurgent greenskin hordes as only another challenge to be crushed. He hunts the greatest of their warlords, for by besting these adversaries, his legend shall become as such to shatter mortal spirits with but a murmur of his approach.



HARBINGERS OF DECAY

When the tri-lobed moon blights the sky, it is said that the tribes dedicated to Nurgle undertake strange and insular rites. What occurs around their rotten shrines, no outsider can say, but soon enough a Harbinger of Decay will be spotted on the horizon. Even other Rotbringers are unsettled by these 'Husk Men', though they respect their skill at divining omens in tangles of diseased entrails or the patterns of rashes. Trotting forth upon blighted nags, a Harbinger's withering glance spurs on flagging allies. Never are they more terrible, however, than when they level their corroded rotswords at a foe. From these weapons emanates the spiritual malaise known as the Shudderblight, an affliction that sees the marked consumed by their self-doubt, tormented by their every failing. Where the disease spreads, discipline collapses and commanders lose the will to fight, in some cases surrendering themselves there and then to Nurgle's creed.



ROTBINGER SORCERERS

Rotbringer Sorcerers are masters of putrefying magics. Through their foul spellcraft they can rapidly desiccate flesh or spew forth streams of brackish, soul-withering slime. There is no one path by which a mage falls to Nurgle. For each that was once a shaman already in thrall to the Plague God, another was a scholar who read from the wrong mouldering tome, or a death-fearing mage that, not wishing to enter Nagash's service, looked to other powers to deny inevitability. Their might has only swollen since the Arcanum Optimar; where once they were mere advisors, now some command Contagiums of their own. Rotbringer Sorcerers hold that there is nothing they cannot corrupt, and many prove this point by tainting the autonomous spells that roam the lands. More than one foe has been overcome by a slime-dripping Purple Sun or rusted Aethervoid Pendulum, a Sorcerer's phlegm-choked laughter the last thing they ever hear.



FESTUS THE LEECHLORD

The coming of Doctor Festus heralds pandemics of the most unnatural sort. This leprous old sorcerer-apothecary is obsessed with crafting inventive ills; his slime-tonics are legendary restoratives to Nurgle's chosen, and lethal to his enemies. Once a kindly healer, Festus's flaw was to grieve too vociferously for those he could not save. Vexed by his defiance, Nurgle tormented him with ever fouler outbreaks until even the doctor's wisdom could reveal no cure. In a moment of desperation, Festus offered his soul in exchange for knowing the secrets of all diseases in existence – a bargain the Grandfather eagerly accepted, for it was to break Festus's mind. Though he typically lurks in the Ghurish city of Leech's Lair, Festus is always keen to test his creations in the field. As he performs his experiments, the veil of worlds grows thin, and the disgusting flora of Nurgle's Garden creeps its way into the Mortal Realms to bask in the presence of this paragon of rot.





LEGIONS OF PUTREFACTION

Fear the armies of the Rotbringers, those mortals chosen to receive Nurgle's most repugnant blessings. Unshakably devoted to the cause of pestilence and entropy, these footsoldiers of decay fight with an intractable sense of purpose – and where they tread, the hideous power of their master is never far behind.

PUTRID BLIGHTKINGS

Their corpulent bodies covered in pus-dripping sores and their veins clogged with unholy power, the Putrid Blightkings are Nurgle's chosen mortal footsoldiers. Surrounded by a nauseating stench and with their exposed innards infested by daemonic parasites, they are the stuff of fevered nightmares. Drawing strength from the corruption festering within them, Putrid Blightkings are all but inured to pain and fatigue. They take obscene pride in their ability to endure blows from weapons that would incapacitate the warriors of other armies, laughing off their enemy's impotent efforts as they advance inexorably.

Unlike the frenzied Blood Warriors of Khorne, or Slaanesh's preening Myrmidesh, Nurgle's Blightkings need not hail from a martial background. Surgeons, farmers and philosophers consumed by the futility of existence are just some of those prone to falling into the Plague God's embrace. Even so, more than simple devotion is required to earn the status of Rotbringer. The propagation of disease must become an all-consuming obsession, the act of miring others in suffering and despondency an end in itself. Only those who prove themselves to be unswervingly devoted to Nurgle's creed are favoured with the plagues that transfigure them into a Blightking, and once they are

marked as one of the Grandfather's champions, they are bound to his festering throne for evermore.

A Blightking warband's arsenal tends towards the eclectic, ranging from harvestmen's scythes to slime-coated blades and pitted cleavers. All of their armaments, however, are so profoundly tainted that even a slight wound from them will soon prove fatal as organs fail and blood congeals to reeking pus. The personalities of each Blightking are no less varied. Some are filled with irrepressible jocular, tonelessly bellowing harvest ditties as they go about their grim business. Others are miserly and sullen, though their endless moaning does not prevent



NONE MAY DEFY THE GLORIOUS CYCLE

them exacting a fearsome toll on the enemy. One thing they have in common, though, is that they are all utterly insane, their minds rotted by the Plague God's cruel love. In the Putrid Blightkings can be seen the end that the Grandfather truly desires for his faithful: demented, depraved and irrevocably enslaved to his fell blessings.

PUSGOYLE BLIGHTLORDS

The Pusgoyle Blightlords are Nurgle's aerial elite, hulking Rotbringers mounted atop the daemoniac beasts known as Rot Flies. They are the droning vanguard of a Contagium's advance, choking the air with visible clouds of contamination. A Pusgoyle's flight over an enemy army leaves behind ground covered with the infected dead, and a gash torn open in a battleline into which the Maggotkin may pour and spread their poison.

For some Rotbringers, fighting as Nurgle's champions and poisoning the land with nightmarish Filth Pits and fell rituals is not enough. The most devoted will undergo the hideous rite known as the Feast of Maggots. Swearing an oath of devotion atop a corrupted ley line convergence, the aspirant Blightking allows a slathermaggot to be dropped into an open sore. These daemoniac larvae feast on necrotic flesh until they burst into two, rapidly multiplying. The Blightking then has seven days in which to infect the worshippers of Nurgle's brother gods with this slathermaggot curse or else be devoured from within; worse, their souls will be barred from entering the Garden, cast aside as unworthy detritus. For the rare few who succeed, however, great rewards await: the slathermaggots will congeal within their host's body into new layers of protective blubber, while the howl of triumph

loosed by the newly anointed Pusgoyle summons a Rot Fly from their master's domain. Allowing their new mount to consume their tainted viscera, a Pusgoyle swears to defend the spurned creature come what may. In turn, the daemon heeds the mortal's wishes, provided they do not interfere with its own petty revenge. This union allows these Rot Flies to manifest in reality longer than other daemons, and sees rider and steed fight in dread synchronicity.

Some Pusgoyles take their duties as linebreakers further by chaining great rusted bells to their mount. Should a Rot Fly build up enough speed, these tocsins are swung forward to crash through enemy ranks like monstrous wrecking balls, the soul-numbing peal of the impact as disastrous to the foe's morale as the sight of their brightest warriors reduced to mangled corpses.

VECTORS OF CONTAGION

There is a certain majesty to Nurgle's armies, though only of the foulest and most repugnant sort. Gangrenous flesh mottled with every lurid hue of decay, rusting armour coated in slimy secretions, the Maggotkin make for a grotesque sight. In them is incarnated mortalkind's fear of disease and decline, the power of entropy put on fullest display.



Rotbringer Sorcerer



Horticultural Slimux



No matter how proud or pure the enemy, the maladies spread by Nurgle's favoured children will find them in due time – even if they must be delivered by the edge of a rusting plaguesword.





Great Unclean One with Doomsday Bell and Bileblade



Poxbringer



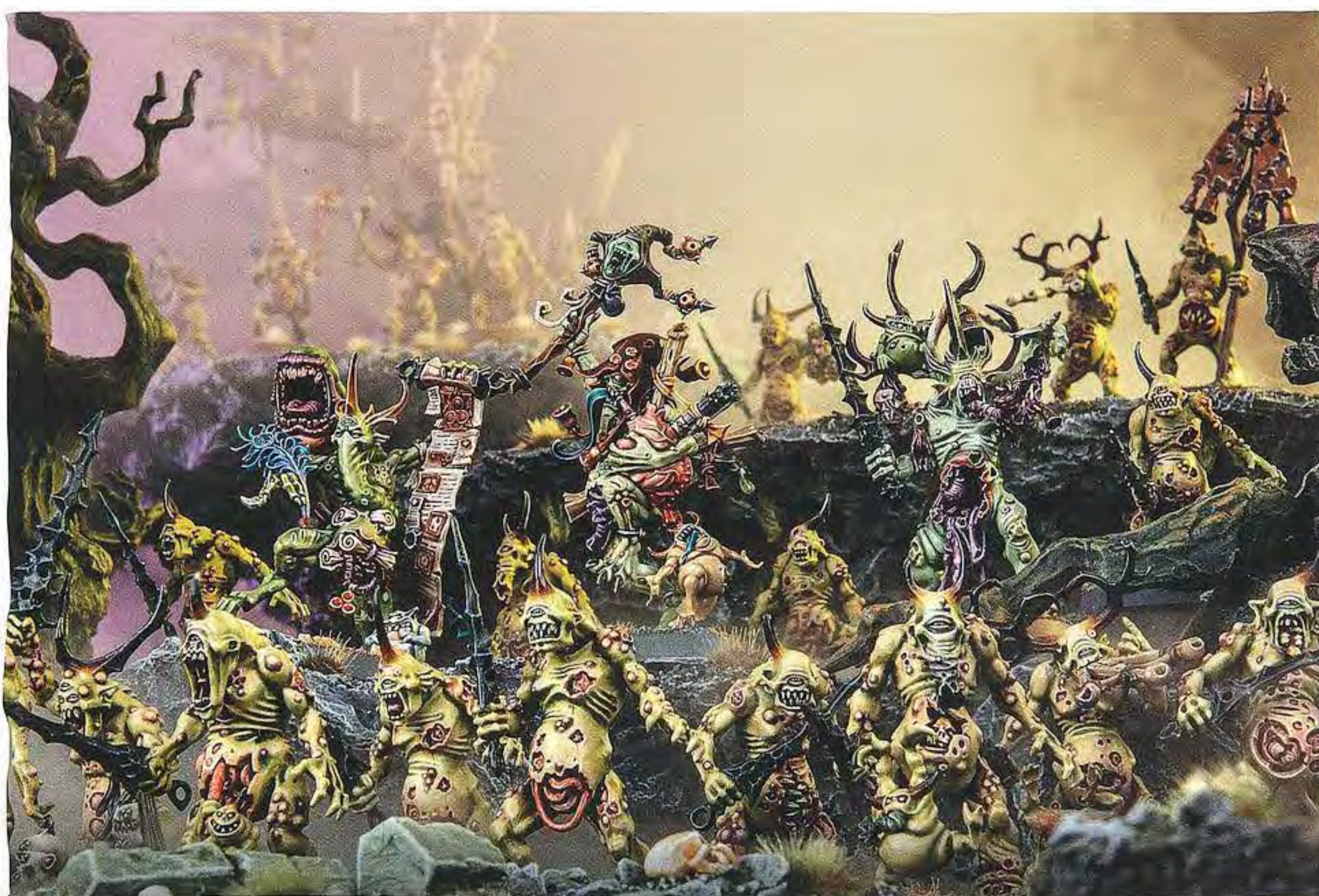
Spoilpox Scrivener



Sloppity Bilepiper



The Maggotkin see Ghur as a proving ground for the strongest diseases, and the natural resilience of the greenskins that inhabit the realm makes them potent vectors of transmission.



The daemonic Heralds that lead Nurgle's tallybands each wield an array of strange and odious powers, their disdain for one another set aside in order to serve the Grandfather's aims.





The Glottkin



Plageridden



Plaguebearer



Icon Bearer



Nurglings



Even in the thick of battle, Nurglings love to investigate anything that is new and wondrous to them – a fact that always spells trouble for their enemies...

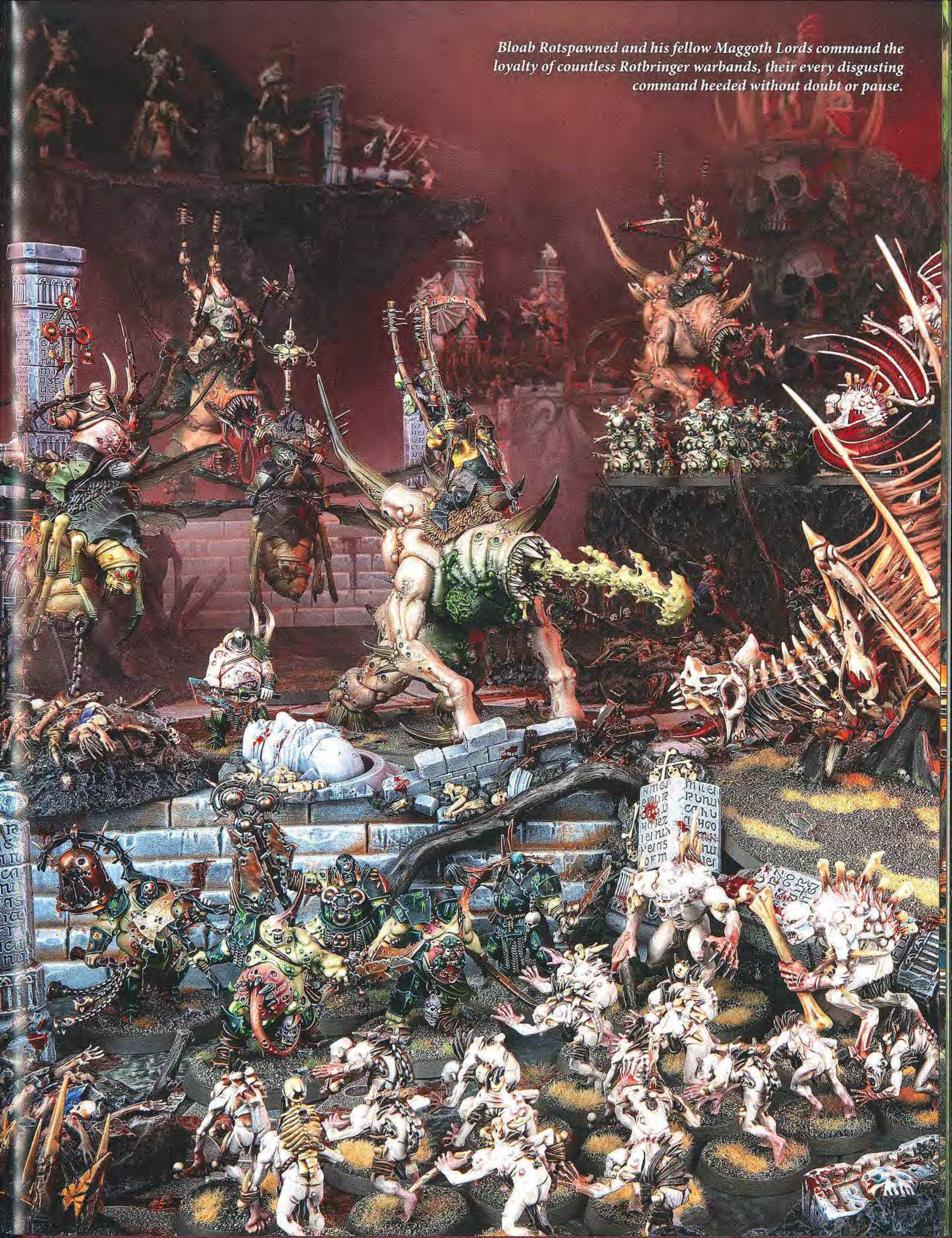


Morbidex Twiceborn



Orghotts Daemonspew

Bloab Rotspawned and his fellow Maggoth Lords command the loyalty of countless Rotbringer warbands, their every disgusting command heeded without doubt or pause.





Pusgoyle Blightlord



Lord of Afflictions





Gutrot Spume



Lord of Blights



Lord of Plagues



Icon Bearer



Sonorous Tocsin Bearer



Putrid Blightking



Putrid Blightking



Putrid Blightking





Beasts of Nurgle

Even the grandest technological marvels cannot escape the rust and corruption that spreads in the proximity of Nurgle's vile daemons. One way or another, it is inevitable that entropy will take hold...





Plague Drones





Festus the Leechlord



Ghulgoch the Butcher



Fecula Flyblown



Sepsimus Plaguesworn

The Wurmspat



Harbinger of Decay

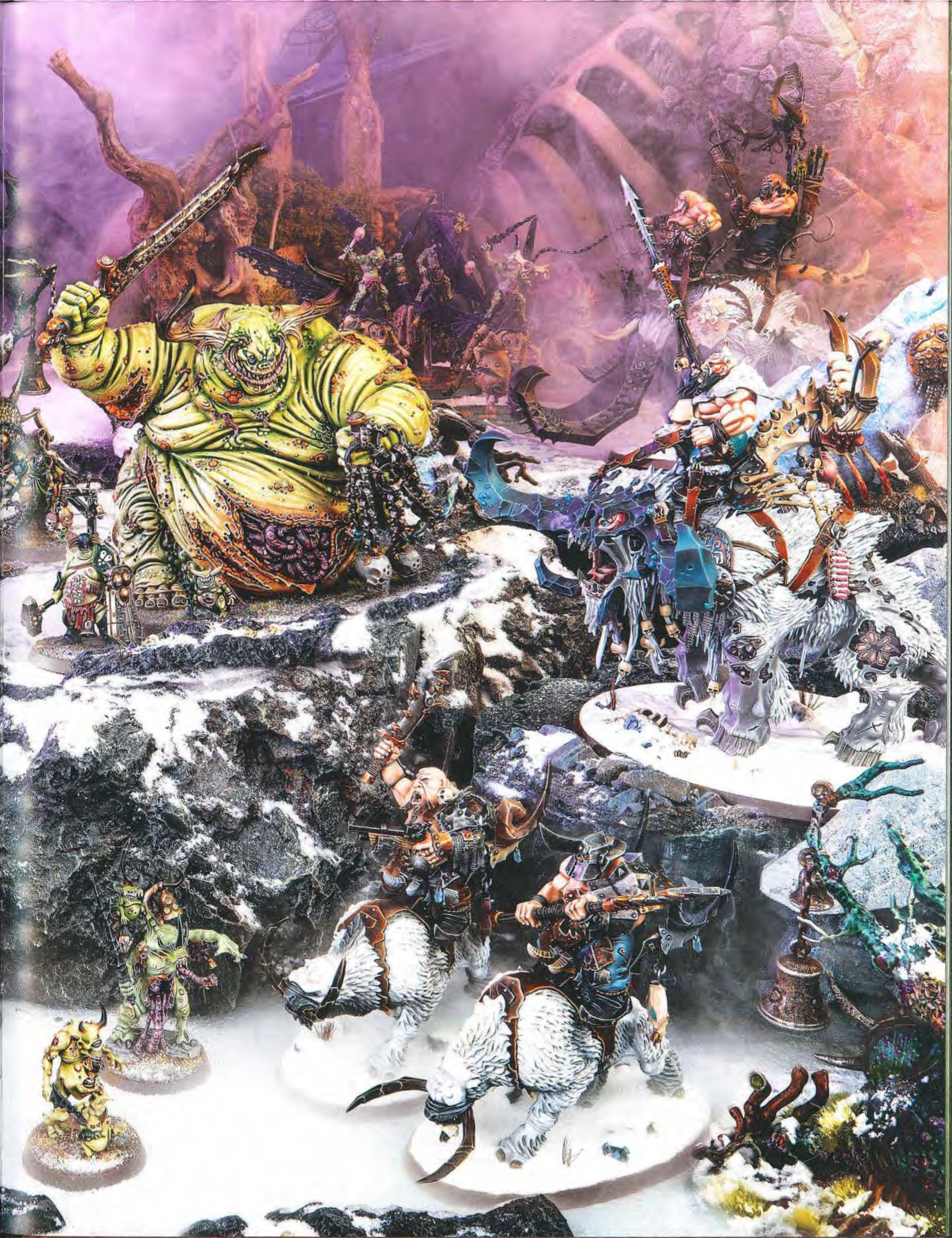


The Lords of Afflictions and their Pusgoyle Blightlord retainers seek to spread their plagues as swiftly as possible; the more febrile the target, the more quickly such poxes will mature and spread.



The Garden of Nurgle can overpower even the deepest frosts – a fact that often comes as a shock to the nomadic ogors that inhabit the ice-locked wastes of Bjarl in the Realm of Beasts.





PAINTING GUIDE

Nurgle's armies are a joy to paint, featuring all manner of gruesome details to get stuck into. With a few simple techniques, you can learn to paint diseased flesh and corroded armour with ease. Whatever your skill level, the tips on these pages will get your Maggotkin ready for battle in no time.

Maggotkin of Nurgle miniatures are highly detailed, but they needn't be intimidating. With their large areas of exposed, blighted flesh and often broad physiques, painting them can be a lot simpler than it first appears. Learning to paint skin is a great way to begin with a Nurgle force. Citadel Sprays, Shades and Contrast paints are easy ways to paint flesh quickly whatever colour you

choose; sickly greens for daemons and unhealthy pale pinks for mortals are common, but so are yellows, purples and pallid greys. Mastering a few basic techniques for portraying rust and patination on metal goes a long way with Maggotkin models. Remember, though, that Nurgle's creativity is boundless; so long as you're happy with the end result, then that is the most important thing.

PAINTING GUIDES

The Warhammer YouTube channel is a fantastic source of inspiration and advice for both budding and veteran hobbyists. It offers a range of painting guides for different armies and colour schemes, and explains how to use the Citadel Colour System.

ARMOUR



Basecoat with Brass Scorpion, then apply a wash of Reikland Fleshshade. Tidy up the raised areas with more Brass Scorpion, then paint thinned-down Sotek Green into the recesses. Finish with an edge highlight of Stormhost Silver.



Over a Corax White undercoat, apply a layer of Screaming Skull. Shade the recesses with Seraphim Sepia, then highlight the edges with White Scar. For the corrosion, paint thinned-down Rhinox Hide into the pits and recesses.



Start with a basecoat of Castellan Green, then shade the recesses with Reikland Fleshshade. Highlight the edges with lines of Elysian Green, then even thinner lines of Ogryn Camo.



Basecoat with Incubi Darkness, then shade the recesses with Nuln Oil. Apply a two-stage edge highlight, first with Kabalite Green, then with Ogryn Camo. Finish by using Nurgle's Rot to create the effect of slime seeping from the holes.

PLAGUESWORDS



Basecoat Skullcrusher Brass, shade with Agrax Earthshade, edge with Stormhost Silver, then apply dots of Nihilakh Oxide.



Basecoat Abaddon Black, then edge with Sotek Green and Temple Guard Blue. Apply dots of Ulthuan Grey to suggest a shine.



Apply a basecoat of Abaddon Black, then an edge highlight of Ironbreaker. Finish with patches of Nurgle's Rot.



Basecoat Leadbelcher. Shade with Agrax Earthshade then apply Typhus Corrosion and Ryza Rust. Drybrush with Necron Compound.

RUST



Basecoat the metal with Leadbelcher, then follow with an all-over wash of Agrax Earthshade. Apply patches of Ryza Rust, then edge highlight with Stormhost Silver.

GREEN SKIN



First, apply a basecoat of Death Guard Green over a Corax White undercoat.

Next, apply an all-over wash of Athonian Camoshade.

Then, apply a layer of Death Guard Green, leaving the recesses dark.

Lastly, apply an edge highlight of Ogryn Camo to bring out the raised detail.

GREY SKIN



Apply a basecoat of Celestra Grey over a Chaos Black undercoat.

Mix Coelia Greenshade and Lahmian Medium and apply as an all-over wash.

Once the shade has completely dried, apply a layer of Celestra Grey.

Use Ulthuan Grey to apply an edge highlight to the raised areas.

DETAILS

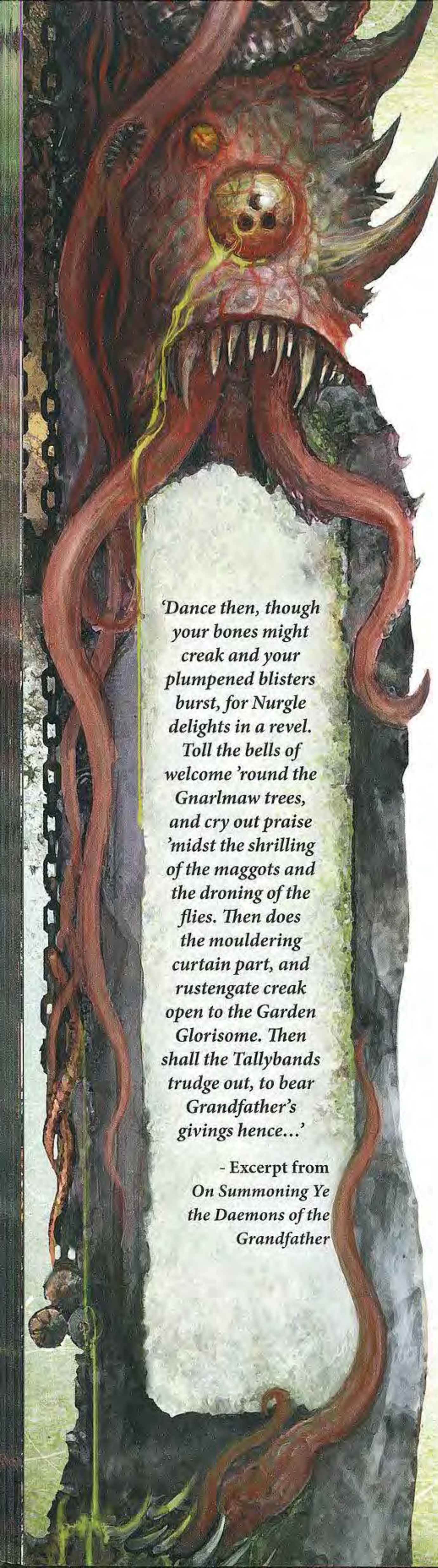


Basecoat the exposed innards with Cadian Fleshtone.

Apply a layer of Blood for the Blood God to achieve this revolting effect.

To make your models' buboes look slimy, apply Nurgle's Rot to them.

Use a dot of Ungor Flesh to make the buboes look ready to pop.



ARMIES OF THE PLAGUE GOD

Welcome to the rules section of *Battletome: Maggotkin of Nurgle*. On the following pages, you will find all of the rules you need to use your Maggotkin of Nurgle collection to sow the seeds of the Grandfather's Garden in the Mortal Realms.

● ARMY RULES ●

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Maggotkin of Nurgle army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS

Abilities available to every unit in a Maggotkin of Nurgle army (pg 60-62).

ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of a Maggotkin of Nurgle army if it is a **HERO** (pg 63).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Maggotkin of Nurgle army (pg 64).

SPELL LORES

Spells available to **WIZARDS** in a Maggotkin of Nurgle army (pg 66-67).



PLAGUE LEGIONS AND CONTAGIUMS

Abilities for the six most famous Plague Legions and Contagiums. These rules can be used by units in a Maggotkin of Nurgle army that have been given the appropriate subfaction keyword by the Plague Legions and Contagiums battle trait (pg 68-69).

WARSCROLLS

Warscrolls for each unit from the Maggotkin of Nurgle faction and the faction terrain warscroll for the Feculent Gnarlmau are found here (pg 84-103).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and faction terrain feature in this battletome (pg 104).

*'Dance then, though
your bones might
creak and your
plumpened blisters
burst, for Nurgle
delights in a revel.*

*Toll the bells of
welcome 'round the
Gnarlmau trees,
and cry out praise
'midst the shrilling
of the maggots and
the droning of the
flies. Then does
the mouldering
curtain part, and
rustengate creak
open to the Garden
Glorisome. Then
shall the Tallybands
trudge out, to bear
Grandfather's
givings hence...'*

- Excerpt from
*On Summoning Ye
the Daemons of the
Grandfather*



ALLIES

This section lists the allies a Maggotkin of Nurgle army can include (pg 104).



● **PATH TO GLORY** ●

This section contains rules for using your Maggotkin of Nurgle collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 70-75).

BATTLEPLANS

This section includes 2 unique narrative battleplans that are linked to your Path to Glory campaigns (pg 76-79).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Maggotkin of Nurgle army (pg 80-81).

Designer's Note: On these pages, you will find 7 warscroll battalions. Each warscroll battalion has access to the ability presented below it; for example, the Contagium Overlord, Affliction Cyst, Blight Cyst and Plague Cyst can each use the 'Vectors of Contagion' ability.

● **MATCHED PLAY** ●

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Maggotkin of Nurgle army (pg 82).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Maggotkin of Nurgle army (pg 82).

CORE BATTALIONS

This section includes core battalions that can be included in a Maggotkin of Nurgle army (pg 83).



EMBRACE THE CALL OF STAGNANCY

ALLEGIANCE ABILITIES

BATTLE TRAITS

PLAGUE LEGIONS AND CONTAGIUMS

The different Maggotkin hosts each have their own distinct methods of waging war.

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **MAGGOTKIN OF NURGLE** units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction (pg 68-69). If a unit already has a different subfaction keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its subfaction.

- **MUNIFICENT WANDERERS** (pg 68)
- **BEFOULING HOST** (pg 68)
- **DRONING GUARD** (pg 68)
- **BLESSED SONS** (pg 69)
- **DROWNED MEN** (pg 69)
- **FILTHBRINGERS** (pg 69)

DISEASED

Each of the Maggotkin is a walking vector of disease, a willing incubator for maladies that ravage the body and spirit with horrific virulence.

At the end of the movement phase and at the end of the combat phase, give 1 disease point to each enemy unit that is within 3" of any friendly **MAGGOTKIN OF NURGLE** units. A unit can have a maximum of 7 disease points at any one time (it cannot be given any more until the number of disease points it has is reduced to less than 7).

At the start of the battleshock phase, for each disease point that an enemy unit has, you must make 1 dice roll (called a disease roll). For each 4+, that enemy unit suffers 1 mortal wound. At the end of the battleshock phase, reduce the number of disease points each enemy unit has to 1.

Designer's Note: Once a unit is 'infected', it will carry over 1 disease point into the next turn unless all disease points it has are healed, as described next.

DISEASED WEAPONS

If the unmodified hit roll for an attack made with a missile weapon or melee weapon by a friendly **MAGGOTKIN OF NURGLE** model is 6, that attack inflicts 1 disease point on the target unit in addition to any damage it inflicts.

HEALING DISEASE POINTS

When a player uses an ability that allows them to heal any wounds that have been allocated to a unit, for each wound that they are allowed to heal, they can instead remove 1 disease point from the unit.

LEGIONS OF CHAOS

When an army dedicated to one of the Chaos Gods marches to war, it is often accompanied by hordes of Slaves to Darkness, snarling herds of beast-kin and other corrupted beings with similar goals.

A Maggotkin of Nurgle army can include coalition units (see below) as follows:

- 2 in every 4 units in the army can be a coalition unit from the Slaves to Darkness faction that has the **MARK OF CHAOS** keyword. Those units must be given the **NURGLE** Mark of Chaos keyword.
- 1 in every 4 units in the army can be a coalition unit from the Skaven faction that has the **CLANS PESTILENS** keyword.
- 1 in every 4 units in the army can be a coalition unit from the Beasts of Chaos faction that does not have the **TZEENTCH** keyword. Those units gain the **NURGLE** keyword.

COALITION UNITS

Coalition units are ignored when determining if the units in the army are from a single faction. Coalition units cannot be generals.

Designer's Note: Coalition units are not allied units, so the limitations that apply to allied units do not apply to them. This means that coalition units can be given one of your army's enhancements, as long as they have the correct keywords or are of the correct unit type needed to receive it.



DISGUSTINGLY RESILIENT

To slay one of the Maggotkin is a fearsome challenge; their bodies are all but immune to pain and their organs practically worthless compared to the corrupt energies which animate them.

Friendly **MAGGOTKIN OF NURGLE** models have a ward of 5+. In addition, at the start of your hero phase, you can heal 1 wound allocated to each friendly **MAGGOTKIN OF NURGLE** model.

LOCUS OF FECUNDITY

The following friendly units are each a Locus of Fecundity: **GREAT UNCLEAN ONE**, **HORTICULOUS SLIMUX**, **THE GLOTTKIN**, **FESTUS THE LEECHLORD**. The Disgustingly Resilient battle trait heals D3 wounds allocated to a model instead of 1 if that model's unit is within 14" of any Loci of Fecundity.

SUMMON DAEMONS OF NURGLE

Areas of the Mortal Realms that are overrun by Nurgle's minions become weak points in reality through which his daemons can be drawn from the Realm of Chaos.

You can summon **NURGLE DAEMON** units and Feculent Gnarlmaaws to the battlefield if you have enough contagion points (referred to as 'CPs' in the following rules). At the start of your hero phase, you receive 3 CPs if there are any friendly **MAGGOTKIN OF NURGLE** units wholly within your territory, and 3 CPs if there are any friendly **MAGGOTKIN OF NURGLE** units wholly within your opponent's territory. If you receive CPs for a territory and there are no enemy models in that territory, you receive 1 extra CP.

If you have any CPs at the end of your movement phase, you can summon 1 unit or terrain feature from the list below to the battlefield and add it to your army. Each unit or terrain feature you summon costs the number of CPs shown on the list, and you can only summon it if you have enough CPs to do so. Units must be set up more than 9" from all enemy units and wholly within 7" of a friendly **MAGGOTKIN OF NURGLE HERO** or wholly within 7" of a Feculent Gnarlmaaw in your army. Feculent Gnarlmaaws must be set up more than 7" from all other Feculent Gnarlmaaws and more than 3" from all models, objectives, other terrain features, endless spells and invocations.

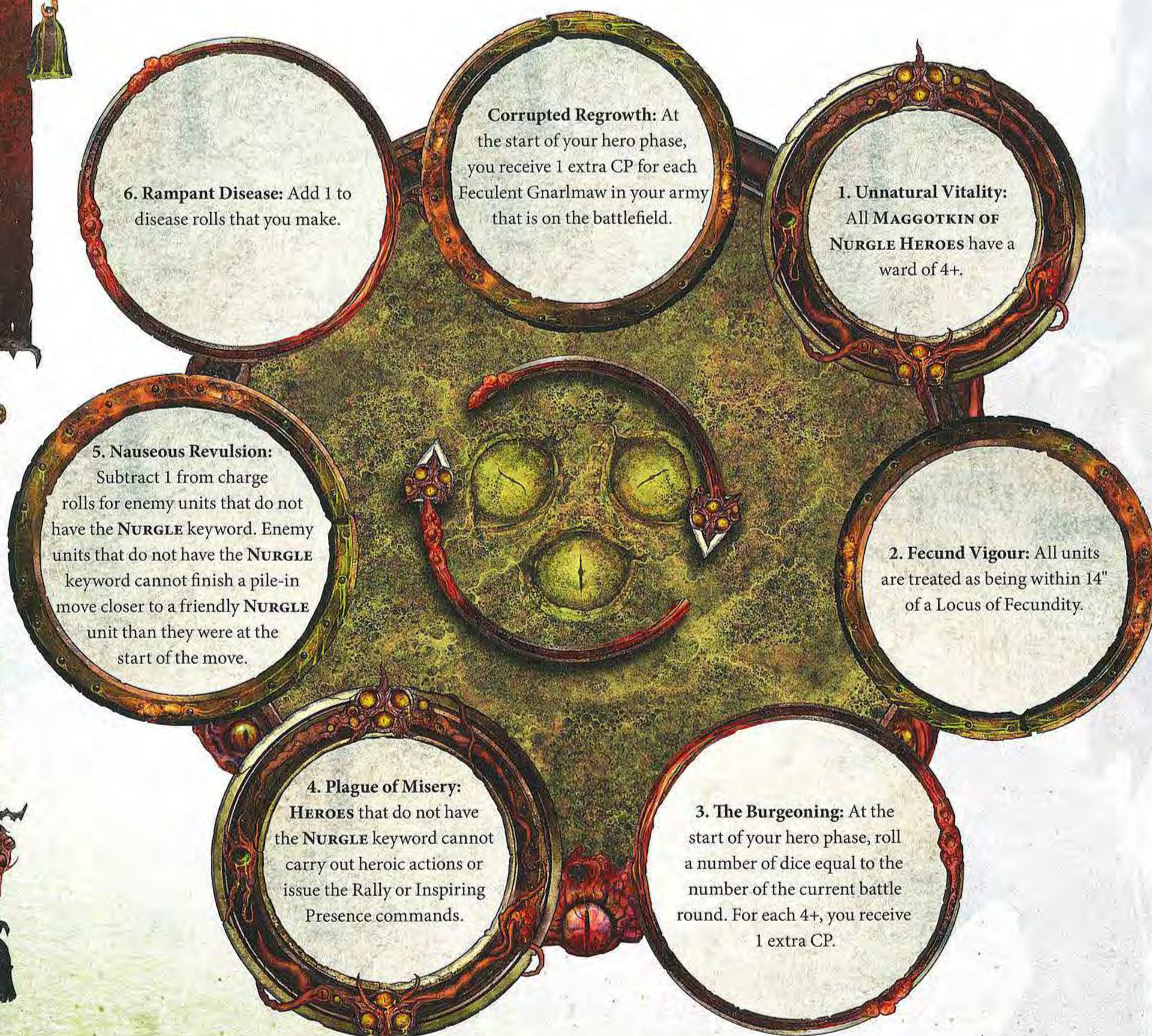
Unit	CPs
Great Unclean One	30
Plague Drones unit with 3 models	18
PLAGUEBEARER HOST with 10 models	14
Poxbringer, Herald of Nurgle	12
Beasts of Nurgle unit with 1 model	10
Feculent Gnarlmaaw	9
NURGLING SWARM with 3 models	8
Sloppity Bilepiper, Herald of Nurgle	7
Spoilpox Scrivener, Herald of Nurgle	7



CYCLE OF CORRUPTION

Nurgle's power and blessings follow a never-ending cycle of fecundity and decay.

At the start of the first battle round, before determining who has the first turn, 1 player who can use this battle trait rolls a dice. The effect for the stage on the Cycle of Corruption chart below that corresponds to the roll applies in that battle round. At the start of each subsequent battle round, the Cycle of Corruption advances to the next stage and the effect for that stage applies in that battle round. If more than 1 player can use this battle trait, the current stage of the Cycle of Corruption applies to each of those players.



ENHANCEMENTS

COMMAND TRAITS

LORDS OF THE ROTBRINGERS MAGGOTKIN OF NURGLE MORTAL HERO only.

Grandfather's Blessing: *This mighty Nurglite is able to bend the cycle of decay to their will.*

Once per battle, at the start of the battle round after the Cycle of Corruption has advanced, if this general has not been slain, you can move the Cycle of Corruption 1 stage forwards. If more than 1 player could move the current stage of the Cycle of Corruption using this command trait, then none of them can.

Infernal Conduit: *This champion of Nurgle is so suffused with the power of their patron that their mere presence is enough to draw forth daemons from the Garden.*

If this general is on the battlefield at the start of your hero phase, roll a dice. On a 1, nothing happens. On a 2-5, you receive 1 contagion point. On a 6, you receive D3 contagion points.

Living Plague: *This general harbours a disease that causes their foes to break out in boils filled with a sweet-smelling pus that attracts Nurgle's daemons like flies to a corpse flower.*

At the start of your hero phase, roll a dice for each enemy unit within 7" of this general. On a 2+, give that unit 1 disease point and you receive 1 contagion point.

Avalanche of Rotten Flesh: *When this general lumbers into combat, foes are crushed beneath their rancid bulk.*

After this general makes a charge move, you can pick 1 enemy unit within 1" of them and roll a number of dice equal to the charge roll for that charge move. For each 6, that enemy unit suffers 1 mortal wound and give that enemy unit 1 disease point.

Bloated with Corruption: *This general's swollen body is turgid with foul secretions. Should their flesh be pierced, these rank fluids will squirt out to drench those nearby.*

If an unmodified Disgustingly Resilient ward roll for this general is 6, you can pick 1 enemy unit within 3" of this general and give it 1 disease point.

Overpowering Stench: *This general exudes an odour so wretched that even Nurgle's daemons cannot adequately describe it. Enemies recoil, choking on their own vomit, at its slightest whiff, and are rendered speechless as their senses are overwhelmed.*

Enemy units within 7" of this general cannot issue commands, and enemy units wholly within 7" of this general cannot receive commands.

AVATARS OF CORRUPTION MAGGOTKIN OF NURGLE DAEMON HERO only.

Gift of Febrile Frenzy: *This general can invigorate their usually sluggish minions by releasing a fever upon them that drives them into a wild delirium.*

Once per battle, at the start of the combat phase, you can say that this general will release a sickening fever. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly MAGGOTKIN OF NURGLE units while they are wholly within 7" of this general.

Nurgling Infestation: *Nurgle's daemon mites are drawn to this general, confounding the attacks of foes who try to strike them and fighting all the harder in their presence.*

Subtract 1 from hit rolls for attacks that target this general. In addition, add 1 to hit rolls for attacks made by friendly NURGLING SWARMS that are wholly within 7" of this general.

Pestilent Breath: *This general has breath so foul that it can stun a full-grown Rhinox.*

At the start of your shooting phase, pick 1 enemy unit within 7" of your general. Roll 1 dice for each model in that unit that is within 7" of this general. For each 5+, that unit suffers 1 mortal wound.



ARTEFACTS OF POWER

ARTEFACTS OF CONTAGION
MAGGOTKIN OF NURGLE MORTAL HERO only.

The Eye of Nurgle: *This ancient bronze amulet has a tri-lobed keyhole, through which Nurgle himself occasionally peeks with one vast, rheumy eye. Should a foe be unlucky enough to stand before the bearer at such a time, they are instantly overwhelmed by the Plague God's noxious gifts.*

Once per battle, at the start of your hero phase, if there are any enemy units within 14" of the bearer that have any disease points, you can roll 2D6. If the roll is 7, the closest enemy model to the bearer that is in a unit that has any disease points is slain.

The Foetid Shroud: *This mildewed cloak clings to its wearer's body as though drenched in fever-sweat. Enemies find themselves entangled in its clammy folds, their blows reduced to a fumbling struggle to escape the shroud's sopping grasp.*

At the start of the combat phase, you can pick 1 enemy **HERO** that is not a **MONSTER** and is within 3" of the bearer. Subtract 1 from hit rolls for attacks made by that **HERO** in that phase, and add 1 to hit rolls for attacks that target that **HERO** in that phase.

The Shield of Growths: *This revolting shield is fashioned from diseased troggoth flesh grown around a frame of rusted iron. The more damage it takes, the more it regrows, bulging outward into a ponderous bulwark of rotting blubber and skin.*

You can re-roll save rolls for attacks that target the bearer if the save roll is equal to or less than the number of wounds allocated to the bearer.

Flesh Peeler: *When this cursed bell is tolled, it emits waves of necrotic energy that slough flesh from bone and rot living victims into heaps of slime in moments.*

In your hero phase, roll a dice for each enemy unit that is within 7" of the bearer. On a 4+, give that unit 1 disease point.

The Splithorn Helm: *This rusted helm was scrimshawed from a shed chunk of a Great Unclean One's antler. Daemonic energies still linger around it, blessing its wearer with supernatural resilience.*

The bearer has a Disgustingly Resilient ward of 4+.

The Fecund Flask: *It is said that an ocean of infectious waters was trammelled in this grimy glass bottle. Its bearer can drink deep of its endless flow, allowing the blessings of Nurgle to restore their vitality – though not always in the way the drinker may have hoped.*

Once per battle, at the start of your hero phase, you can say the bearer will drink from the Fecund Flask. If you do so, roll a dice. On a 2+, heal all wounds allocated to the bearer. On a 1, the bearer is slain. If the bearer is slain, before they are removed from play, you can add 1 **BEASTS OF NURGLE** unit that has 1 model to your army and set it up within 1" of the bearer. The **BEASTS OF NURGLE** unit can only be set up within 3" of an enemy unit if the bearer was within 3" of that enemy unit when they were slain.

Muttergrub: *A daemonic familiar prised from the Rotwood joists of Nurgle's Manse, this bloated maggot curls itself within its master's ear and mumbles the secrets of Nurgle's magic to them.*

The bearer can attempt to cast the Gift of Disease spell (pg 66) in your hero phase in the same manner as a **WIZARD**. If the bearer is a **WIZARD**, they know the Gift of Disease spell in addition to the spell you can normally pick for them from the Lore of Malignance, and you can add 1 to the casting roll when they attempt to cast Gift of Disease.

Rustfang: *Rustfang is a cursed battle-axe whose blade crawls with a thick layer of sentient corrosion. The slightest touch of this blade spreads its ferric blight, chewing away the foe's armour in moments.*

Once per battle, at the start of the combat phase, you can pick 1 enemy **HERO** within 3" of the bearer. Subtract 1 from save rolls for attacks that target that **HERO** for the rest of the battle.

DAEMONIC BOONS OF NURGLE

MAGGOTKIN OF NURGLE DAEMON HERO only.

The Bountiful Swarm: *A cloud of cheerfully buzzing flies surrounds this daemon at all times, their bodies the lurid green of infected pus. Those they sting find Nurgle's gifts flowing into them in an uncontrolled flood, causing their bodies to swell with mutation and disease until they devolve into something hideous, or simply burst like overripe fruit.*

Once per battle, at the start of your hero phase, pick 1 enemy model within 3" of the bearer and then roll a dice. If the roll is greater than that model's Wounds characteristic, it is slain. If that model is slain and had a Wounds characteristic of 4 or more, before it is removed from play, you can add 1 **BEASTS OF NURGLE** unit that has 1 model to your army and set it up within 1" of the slain model. The **BEASTS OF NURGLE** unit can only be set up within 3" of an enemy unit if the model was within 3" of that enemy unit when it was slain.

The Endless Gift: *Whenever this daemon is injured by its foes, bilious flab and scuttling parasites spill from the wounds. These heap into layers of new growth before crusting over and solidifying into unnatural flesh, leaving the daemon healed as though it had never been harmed at all.*

The bearer is always treated as being within 14" of a Locus of Fecundity.

Noxious Nexus: *This daemon is a festering carrier of thousands of Nurgle's most virulent plagues. Simply to stand near them risks a myriad of horrible fates, each more revolting and agonising than the last.*

The bearer counts as 2 units instead of 1 for the purposes of the Diseased battle trait.

Nurgle's Nail: *Rumour has it that this plaguesword was fashioned from a splinter of one of Nurgle's own toenails. The foulness that drizzles from its blade is so infectious that it rots reality itself, and can reduce its victims to blackened sludge in seconds.*

Pick one of the bearer's melee weapons. Attacks made with that weapon inflict 1 disease point on the target unit on an unmodified hit roll of 5 or 6.

Tome of a Thousand Poxes: *This rotting book is so bloated that it requires a trio of chattering Nurglings to carry it into battle. Its groaning pages are thick with foul secrets of sorcerous plague lore that can reduce strongholds to tumbled ruins and armies to heaps of flyblown corpses.*

The bearer can attempt to cast the Gift of Disease spell (pg 66) in your hero phase in the same manner as a **WIZARD**. If the bearer is a **WIZARD**, they know the Gift of Disease spell in addition to the spell you can normally pick for them from the Lore of Virulence, and you can add 1 to the casting roll when they attempt to cast Gift of Disease.

The Witherstave: *Carved from the heartwood of a tormented Treelord, the Witherstave thrums with a soured mockery of the Sylvaneth spirit song. Those that hear it feel a terrible weakness shiver their limbs as a jarring dirge of despair clouds their minds.*

Add 1 to disease rolls for enemy units that are within 7" of the bearer.

SPELL LORES

LORE OF MALIGNANCE

MAGGOTKIN OF NURGLE MORTAL WIZARD (including Unique units) only.

Magnificent Buboes: *With a gracious sweep of their hand, the Sorcerer bestows upon their victim one of Nurgle's prettiest afflictions – a clutch of debilitating pustules and boils.*

Magnificent Buboes is a spell that has a casting value of 7 and a range of 21". If successfully cast, pick 1 enemy **HERO** within range and visible to the caster. Until your next hero phase, subtract 1 from hit rolls for attacks made by that **HERO** and subtract 1 from chanting, casting, dispelling and unbinding rolls for that **HERO**.

Plague Squall: *Singing an extravagant prayer to Grandfather Nurgle, the Sorcerer causes the skies to split open like the swollen belly of an old corpse, raining a glorious shower of boiling filth upon their foes.*

Plague Squall is a spell that has a casting value of 6. If successfully cast, roll 7 dice. For each 6, you can pick 1 different enemy unit that is visible to the caster and give that unit 1 disease point.

Cloying Quagmire: *The Sorcerer thrusts their hands into the soil, causing the ground to putrefy into a sucking, grasping quagmire.*

Cloying Quagmire is a spell that has a casting value of 5 and a range of 14". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll a dice. If the roll is equal to or higher than that unit's Save characteristic, until your next hero phase, halve that unit's Move characteristic and subtract 2 from run rolls and charge rolls for that unit.

Blades of Putrefaction: *The wizard blesses weapons so that they ooze with the choicest of Nurgle's foul contagions.*

Blades of Putrefaction is a spell that has a casting value of 7 and a range of 14". If successfully cast, pick 1 friendly **MAGGOTKIN OF NURGLE** unit within range and visible to the caster. Until your next hero phase, each attack made with a missile weapon or melee weapon by that unit inflicts 1 disease point on the target unit on an unmodified hit roll of 5 or 6.

Gift of Disease: *With a gesture, the wizard smothers their enemies in a foul fog buzzing with daemon-flies and suffused with enfeebling airborne diseases.*

Gift of Disease is a spell that has a casting value of 6 and a range of 21". If successfully cast, pick 1 enemy unit within range and visible to the caster. Give that unit and each other enemy unit within 7" of that unit 1 disease point.

Rancid Visitations: *As the wizard reaches out, their enemies are seized by a terrible affliction that blackens their flesh and rots their organs to mulch.*

Rancid Visitations is a spell that has a casting value of 6 and a range of 7". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 1 dice for each model in that unit that is within range. For each 2+, that unit suffers 1 mortal wound.





LORE OF VIRULENCE

MAGGOTKIN OF NURGLE DAEMON WIZARD (including Unique units) only.

Favoured Poxes: *Calling upon Nurgle to grant his blessings, the daemon concentrates their attentions on an enemy, inflicting wave after wave of debilitating sickness upon them.*

Favoured Poxes is a spell that has a casting value of 7 and a range of 14". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until the caster moves, attacks, makes a casting, unbinding or dispelling attempt, or is slain, subtract 1 from hit and wound rolls for attacks made by that unit and subtract 1 from save rolls for attacks that target that unit.

Fleshy Abundance: *The daemon generously bestows a growth spurt of the most repulsive kind upon a group of allies, causing their bodies to bloat with great wobbling mounds of grey-green fat.*

Fleshy Abundance is a spell that has a casting value of 7 and a range of 14". If successfully cast, pick 1 friendly **MAGGOTKIN OF NURGLE DAEMON** unit within range and visible to the caster. Add 1 to the Wounds characteristic of that unit until your next hero phase.

Designer's Note: *This can result in a model that is affected by this spell being slain if the wounds allocated to that model equal or exceed its Wounds characteristic once the effect of the spell ends.*

Stream of Corruption: *Uttering glottal curses, the daemon unleashes a torrent of bile and brackish filth upon their enemies.*

Stream of Corruption is a spell that has a casting value of 6 and a range of 7". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll 1 dice for each model in that unit that is within range of the caster. For each 5+, that unit suffers 1 mortal wound.

Before attempting to cast this spell, you can say that the caster will project the stream across a greater distance. If you do so, the spell has a range of 14" but only inflicts 1 mortal wound for each roll of 6 instead of each roll of 5+.

PLAGUE LEGIONS AND CONTAGIUMS

MUNIFICENT WANDERERS

One of Nurgle's most prolific Plague Legions, the Munificent Wanderers are responsible for sowing sickness and decay across vast swathes of the Eight Realms. This task they carry out with relentless good humour, for they believe that all who receive Nurgle's generous gifts are truly blessed.

Infested With Wonders: The Munificent Wanderers invite the most horrific and repulsive diseases into their flesh, and they cannot wait to share them.

If an enemy unit is within 3" of a friendly **MUNIFICENT WANDERERS PLAGUEBEARER HOST** that has 10 or more models at the end of the movement phase or combat phase, it receives 2 disease points instead of 1 for being within 3" of any friendly **MAGGOTKIN OF NURGLE** units.



BEFOULING HOST

The Befouling Host are the most intractable of all Plague Legions. Like a mortal clinging to life, they are grimly accepting of suffering even for Nurgle's children. Their sheer ability to endure has seen them entrusted with protecting their Grandfather's beloved Garden.

Festerbark Pox: The unique disease borne by the Befouling Host turns organs to wood and acts as a beacon to Feculent Gnarlmaaws.

A Befouling Host army that has a **DAEMON** general can include 2 Feculent Gnarlmaaws instead of 1. Set up the second Feculent Gnarlmaaw wholly within your territory, more than 7" from all other Feculent Gnarlmaaws and more than 3" from all objectives and other terrain features.



DRONING GUARD

The Droning Guard are a Plague Legion that excels in airborne attacks. Thrumming swarms of Plague Drones form the vanguard of their assaults, choking the skies with winged horrors and a stifling miasma that clots the very air to bring the foe to their knees.

Cloying Stench: The coming of the Plague Legion known as the Droning Guard is heralded by an immense storm of buzzing flies and a stench powerful enough to sicken the most redoubtable of warriors.

Subtract 1 from hit rolls for attacks that target friendly **PLAGUE DRONES** units in the first battle round and in the battle round in which they were set up.



BLESSED SONS

The Blessed Sons regard themselves as the greatest of Nurgle's mortal warriors, and they have good reason to make such a claim. No other Rotbringer army has battled so far and wide across the Mortal Realms or inflicted so many grievous defeats on the enemies of the Plague God.

DROWNED MEN

Stinking, piratical raiders who fall upon their foes with ferocious brutality, the Drowned Men are feared across the realms. They are masters of aerial and naval warfare, and the sight of their filth-encrusted sails upon the horizon is enough to strike dread into the most formidable warriors.

FILTHBRINGERS

No Contagium seeks Nurgle's magical secrets as eagerly as the Filthbringers. Through studying their god's deepest mysteries, these Rotbringers seek literal transformation into an unstoppable disease – to achieve apotheosis as the purest form of corruption.

Nurgle's Embrace: *The bloated forms of these Nurglites are ever at bursting point, ready to shower attackers with contagious fluids.*

If a friendly **BLESSED SONS MORTAL** model is slain within 1" of an enemy unit, before removing that model from play, pick 1 enemy unit within 1" of that model and roll a number of dice equal to the Wounds characteristic of that model. For each 6, give that enemy unit 1 disease point.

Lords of Sea and Sky: *The skies above the Plague Fleets of the Drowned Men are darkened by a pestilent cloud of Pusgoyle Blightlords.*

After deployment but before the first battle round begins, you can move each friendly **DROWNED MEN LORD OF AFFLICTIONS** and **PUSGOYLE BLIGHTLORDS** unit up to 8". If both players can move units before the first battle round begins, they must roll off and the winner chooses who moves their units first.

Rot Covens: *Filthbringer Cysts are often led by covens of sorcerers that have a command of pestilent magic few can match.*

You can include Rot Covens in your army (pg 104). At the start of the hero phase, you can pick 1 **WIZARD** from each Rot Coven in your army. Add 1 to casting, unbinding and dispelling rolls for that **WIZARD** in that phase. Add 2 instead of 1 if that **WIZARD** is within 3" of 1 other **WIZARD** from the same Rot Coven. Add 3 instead of 1 if that **WIZARD** is within 3" of 2 other **WIZARDS** from the same Rot Coven.



Your aim as a champion of the Plague God in a Path to Glory campaign is to expand the borders of the Garden of Nurgle into the Mortal Realms.

Should the Grandfather smile upon you, you may discover hidden pockets of the Mortal Realms where his Garden has already begun to encroach upon reality. The Maggotkin of Nurgle Faction Territories table (pg 75) lists a number of such territories along with their original forms, which correspond to several territories from the Core Book.

The lesser daemons of Nurgle are called forth from the Realm of Chaos to the Mortal Realms as they are needed.

PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using a Maggotkin of Nurgle army.

DISCOVERING HIDDEN PATCHES OF THE GARDEN

When you make an exploration roll, on a 61-66, you can pick a territory from the Maggotkin of Nurgle Faction Territories table on page 75. These territories represent hidden or isolated places into which the foul flora of Nurgle's Garden has already encroached, and so they work differently to other territories in a Path to Glory campaign. Firstly, you do not have to spend any glory points to control them; you can do so automatically. Secondly, these territories cannot be upgraded.

SEEDING THE GARDEN OF NURGLE

In addition to discovering hidden patches of Nurgle's Garden as described above, you can seed a territory you control and convert it into a new patch. In order to seed a territory, you must complete either the Gardener of Nurgle quest or the Spread Corruption quest (pg 73). In addition, If you fight a Path to Glory battle using the Encroaching Corruption battleplan (pg 78), the result may allow you to seed a territory or allow your opponent to revert one of your territories to its original form (the victory conditions for the battleplan will explain this in more detail).

Seed: If you choose to seed a territory, at the end of step 6 of the aftermath sequence, pick 1 territory you control. Remove the territory you picked from your roster and replace it with its corrupted version from the Maggotkin of Nurgle Faction Territories table (pg 75).

Revert: If your opponent is allowed to revert a territory, in step 6 of the aftermath sequence, you are not allowed to make an exploration roll. Instead, your opponent can pick 1 Maggotkin of Nurgle faction territory on your roster. If they do so, you must remove that territory from your roster and replace it with the territory that corresponds to its original form.

DAEMON UNITS

NURGLE DAEMON units that do not have the **HERO** keyword are not recorded on your order of battle. Instead, when you pick your army for a battle, you can include up to 3 **NURGLE DAEMON** units that do not have the **HERO** keyword for each **GREAT UNCLEAN ONE** or **THE GLOTTKIN** you include in your army, and you can include 1 **NURGLE DAEMON** unit that does not have the **HERO** keyword for each other **NURGLE DAEMON** **HERO** or **NURGLE MORTAL HERO** you include in the army.

LEGIONS OF CHAOS

You can add any number of coalition units (pg 60) to your order of battle. However, when you pick an army for a battle, the limits from page 60 apply to the number of coalition units you can include in your army.

BLIGHTED LANDSCAPE

If you are fighting a battle using one of the Path to Glory battleplans from the Core Book and you are the defender, you must use the following Blighted Landscape rules. You are considered to be the defender if you are one of the following: **ambusher**, **custodian**, **guardian**, **ritualist**.

Designer's Note: *If you and your opponent are both using Path to Glory armies, you can agree to use these rules for any other battleplan in which you are fighting a defensive battle in your own lands.*

Hidden Corruption: *Every inch of the battlefield is riddled with corruption caused by the presence of Nurgle's minions.*

In your hero phase, you can pick up to D3 different units that are within 3" of a terrain feature and roll a dice for each of those units. On a 4+, the unit being rolled for is given 1 disease point if it is an enemy unit, or you receive 1 contagion point if it is a friendly unit.

Aid Me, Grandfather!: *Nurgle looks fondly upon those of his minions who are willing to risk their lives to defend the Garden.*

Once during the battle, when a friendly **NURGLE HERO** is slain, before their model is removed from play, you can say that they will beseech Nurgle for help. If you do so, roll a dice. On a 6, the **HERO** is not slain, all wounds allocated to it are healed, and any wounds that currently remain to be allocated to it are negated. On a 3-5, the **HERO** is slain. On 1-2, you can add 1 **BEASTS OF NURGLE** unit that has 1 model to your army and set it up within 1" of the **HERO**; then the **HERO** is then slain.

Tearing Down the Garden: *When a battle is fought in one of the heartlands of Nurgle's domains, there is a risk that a victorious foe will take the opportunity to cleanse the landscape of the god's influence.*

If your opponent wins the battle, they must roll a dice. Add 2 to the roll if they won a **major victory**. On a 6+, your opponent can revert 1 of your territories (pg 70).

*If a **HERO** is slain and replaced with a Beast of Nurgle in a Maggotkin of Nurgle Path to Glory army, then that **HERO** is removed from the army's order of battle in step 2 of the aftermath sequence and replaced with a **BEASTS OF NURGLE** unit that has 1 model. In any other Path to Glory army, an injury roll is made as normal for the **HERO** in step 2 of the aftermath sequence. This is an exception to the rule that **DAEMON** units that do not have the **HERO** keyword are not recorded on your order of battle.*

MAGGOTKIN OF NURGLE NAME GENERATOR

You can use these tables to generate names for your Maggotkin of Nurgle warriors; roll a D6 to generate the result, or simply pick the one you like best. There are also examples of the diseases and odious mutations your fighters may be blessed with. These confer no in-game benefit, but are a great way to add personality to your collection, whether you use them as-is or take inspiration from them for your own disgusting creations!

ROTBRINGER FIRST NAMES (D6)	ROTBRINGER LAST NAMES (D6)
-----------------------------	----------------------------

- | | |
|----------------|--------------------|
| 1. Kankeros | 1. Bolgar |
| 2. Prostergax | 2. Witherbone |
| 3. Bollobos | 3. Felch |
| 4. Mortoxis | 4. Lord of Maggots |
| 5. Skorjus | 5. Supparus |
| 6. Clottigarus | 6. Crowfeast |

LESSER DAEMON NAMES (D6)	GREATER DAEMON NAMES (D6)
--------------------------	---------------------------

- | | |
|----------------|-------------------------|
| 1. Liverlash | 1. Bolchagarus |
| 2. Gurglosh | 2. Shog'glr |
| 3. Retchagar | 3. The Festering Prince |
| 4. Poxmolion | 4. Anathraxos |
| 5. Festerbile | 5. The Lord of Entrails |
| 6. Gal'go'frox | 6. Grussopus |

MALODOROUS MUTATIONS (D6)	PROFANE POXES (D6)
---------------------------	--------------------

- | | |
|--------------------------------|----------------------|
| 1. Pus-slick tentacles | 1. Sevenfold Droning |
| 2. Tri-lobe eyes | 2. Crimson Seepage |
| 3. Acid-drooling sores | 3. Fleshcrawl Fever |
| 4. Nurgling living in the guts | 4. The Grey Rash |
| 5. Lashing intestines | 5. Hellheart Spew |
| 6. Fly-like features | 6. The Cackling |

That's it, lads,' Throllox Glusuppe nodded as he cast his eye over the advance. 'Shower them in the Grandfather's love.' What had begun as a steady march under a hail of lightning arrows had turned into a grinding push, just the way he liked it. Even Slobberwart's Plaguebearers were grumbling a little less than usual.

Nearby, a pack of Beasts bounded towards a group of silver Stormcasts with typical ebullience, setting about them with poison-slick tentacles. Throllox chuckled as several of the Azyrites screamed before disincorporating in novas of starfire, sending the nearest daemons toppling backwards with grunts of surprise. Murmuring a half-remembered tune, the Lord of Plagues swung his axe in a wide arc as another of the spear-armed Stormcasts bore down on him. The blade

carved through the warrior's neck, sending her soul rocketing up to the heavens.

Around Throllox, a gaggle of Nurglings had formed, gibbering and passing gas on one another. One of the mites tugged at Throllox's tabard with petulant insistence. Chortling, the champion scooped up the imp and sat it upon his pauldron. Another Nurgling, more daring than its kin, waddled forwards with arms outstretched. A descending silver boot saw it burst with a moist pop. Throllox stopped dead, his good mood evaporating as the Stormcast lord kicked its ruined body away and levelled his blade in challenge. Around the Lord of Plagues, vegetation withered, convulsing as Throllox swung his axe into both hands and gave a bile-laden growl.

'You know, you really shouldn't have done that.'

QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST SPREAD CORRUPTION

As a Maggotkin army fights its way across the realms, the lands themselves sicken and become infected with all manner of repugnant life.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if you won a **major victory**.

Once you have gained 3 quest points, you complete this quest. When you complete this quest, pick 1 territory you control that can be seeded and follow the instructions for seeding it on page 70.

QUEST GARDENER OF NURGLE

It is the goal of every Maggotkin warlord to expand the borders of Nurgle's Garden far into the Mortal Realms.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if you won a **minor victory**, or add 3 quest points if you won a **major victory**.

Once you have gained 3 or more quest points, you can fight Path to Glory battles using the 'Seeds of Corruption' battleplan (pg 76). If you win a **minor victory** or **major victory** in that battleplan, you complete this quest. The rewards of completing this quest are listed in the battleplan.

QUEST FECULENT DEVOTIONS

Those Nurglites who prove their skill at cultivating the Garden are able to summon the Grandfather's finest daemoniac warriors.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each Feculent Gnarlmau you set up during the battle (not before the battle began). Once you have gained 3 or more quest points, you complete this quest.

When you complete this quest, in the next battle you fight against another Path to Glory army, before deployment, you can give each friendly **PLAGUEBEARER HOST** and **PLAGUE DRONES** unit 1 veteran ability that can only be used in that battle.

VETERAN ABILITIES

Each time a **MAGGOTKIN OF NURGLE** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

MAGGOTKIN OF NURGLE VETERAN ABILITIES

Driven by Devotion: *These warriors live to display their devotion to Nurgle in spectacular acts of disease propagation, often waiting until the enemy are nicely clumped up before sharing their god's gifts.*

This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, you receive 1 contagion point for each enemy model slain by an attack made by this unit in that phase.

Unnatural Regeneration: *Wounds inflicted upon the wobbling flesh of these warriors quickly fill with gunk and seal over – one might as well try to carve a rune in a bowl of rancid gruel as cause any lasting damage to them.*

This unit can use this veteran ability once per battle, at the end of any phase in which any models in this unit were slain. When it does so, roll a dice for each model in this unit that was slain in that phase. For each 4+, you can return 1 slain model to this unit.

Boon of Virulence: *Nurgle has bestowed his foetid blessings thricefold upon the weapons carried by these favoured warriors, such that they positively hum with lethal maladies.*

This unit can use this veteran ability once per battle at the start of the combat phase. When it does so, until the end of that phase, each attack made with a melee weapon by this unit inflicts 1 disease point on the target unit on an unmodified hit roll of 5 or 6.

Revolting Resilience: *These battle-scarred warriors are covered in cushioning cankers, ablative rolls of flab and crusts of keratinised skin – all nestling a mildew-black soul long since resigned to the ills of the realms.*

This unit can use this veteran ability once per battle, before you make a Disgustingly Resilient ward roll for this unit. When it does so, add 1 to Disgustingly Resilient ward rolls for this unit until the end of that phase.

Blessed with Fecundity: *Just as pollen clings to bees, these warriors are weighted down by clusters of spore-puffing fungi and carrion-scented blooms. Wherever they tread, sickening flora sprouts in great profundity and mycelial tendrils worm their way into the bones of the realms.*

This unit can use this veteran ability once per battle at the start of any phase. When it does so, it is treated as a Locus of Fecundity until the end of that phase.

Cycles within Cycles: *There are those Nurglites who have dwelt long upon time's relationship with the great cycle of decay. Though undoubtedly driven mad by their moribund musings, they seem to have Nurgle's ear to some degree in such matters.*

This unit can use this veteran ability once per battle, after the Cycle of Corruption moves to a new stage. If it does so, you can move the Cycle of Corruption 1 stage forwards.



TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

ORIGINAL FORM

The name in brackets after the name of each territory in this table is the original form of the territory. This is important if your opponent chooses to revert the territory (pg 70).

MAGGOTKIN OF NURGLE FACTION TERRITORIES (D66)

61 CRAWLING SWAMP (WILD LANDS)

The lands of this region are covered with pestilential swampland and marshes that are home to all kinds of creatures in Nurgle's menagerie.

Increase your **MONSTERS** limit by 2. In addition, in step 7 of the aftermath sequence, roll a dice. On a 6, you can add 1 **BEASTS OF NURGLE** unit to your order of battle without having to spend any glory points, or you can reinforce 1 eligible **BEASTS OF NURGLE** unit on your order of battle without having to spend any glory points.

Designer's Note: *This is an exception to the rule that **DAEMON** units that do not have the **HERO** keyword are not recorded on your order of battle.*

62 MEADOWS OF ARCANE CORRUPTION (ARCANE WAYPOINT)

The ley lines that criss-cross this territory are now used as conduits for Nurgle's corruption, turning the once pleasant lands into harbours of corruption that can endow a mortal supplicant with a fraction of the Grandfather's power.

Increase your **WIZARDS** limit by 2. In addition, in step 7 of the aftermath sequence, roll a dice. On a 6, you can add 1 **NURGLE MORTAL WIZARD** unit to your order of battle without having to spend any glory points.

63 BEFOULED CITY (SMALL SETTLEMENT)

This outpost has been infiltrated by plague cults dedicated to Lord Nurgle, and now serves as a refuge for his teeming minions.

Increase your Reinforced Units limit by 2. In addition, in step 7 of the aftermath sequence, roll a dice. On a 6, you can reinforce 1 eligible **NURGLE** unit on your order of battle without having to spend any glory points.

64 FORTRESS OF CORRODED IRON AND BLUBBER (BORDERLANDS)

The Dreadholds that once protected the borders of this region have been captured in Nurgle's name. Their walls are now slick with ooze and their battlements shot through with sentient corrosion.

In step 3 of the aftermath sequence, roll 3 dice. For each 5+, you can either give 1 unit on your order of battle that was not included in your army in that battle 1 renown point, or you can add 1 quest point to the progress section of a Feculent Devotions quest.

65 FECULENT FOREST (WELLSPRING)

The natural resources of this region have provided fertile ground for huge forests of Feculent Gnarlmaaws. In each aftermath sequence, you can pick up to D3 different units to benefit from this territory. When making a recuperating roll for a unit you picked, it is treated as not having taken part in the battle. Instead of picking any units to benefit from this territory, you can add 1 quest point to the progress section of a Gardener of Nurgle quest.

66 FILTH PIT (REALMSTONE RESERVE)

Nurgle's minions go to especial pains to taint realmstone deposits, for in doing so they can spread Nurgle's gifts far and wide using the blood and bones of the lands themselves.

You receive 3 extra glory points in step 1 of the aftermath sequence. Instead of receiving 3 glory points, you can add 1 quest point to the progress section of a Spread Corruption quest.

BATTLEPLAN SEEDS OF CORRUPTION

Nurgle wishes to see rot and contagion bloom across the Mortal Realms, drowning the bastions of his enemies in a tide of putrid filth. Gathering for an offensive, a force of his Maggotkin prepare to spread the god's generous blessings far and wide. Located in enemy territory are three cessnodes: locations that are ripe to be corrupted by the Grandfather's gifts, and from which can spring forth the first Feculent Gnarlmaus that will form the basis of a new patch of Nurgle's Garden.

QUEST BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using a Maggotkin of Nurgle army, has embarked on the Gardener of Nurgle quest and has earned 3 or more quest points (pg 73).

THE ARMIES

The player embarked on the Gardener of Nurgle quest is the **gardener** and their opponent is the **defender**.



FACTION TERRAIN

The defender can set up a faction terrain feature. The gardener cannot set up a faction terrain feature before the start of the battle.

DEPLOYMENT

The defender sets up their army first, wholly within their territory and more than 9" from enemy territory. Then, the gardener sets up their army wholly within their territory.

FIRST TURN

The gardener takes the first turn in the first battle round.

BRINGING ON THE ROT

The gardener can change a cessnode to a rotnode by setting up a Feculent Gnarlmau (pg 103) within 1" of the centre of the cessnode.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

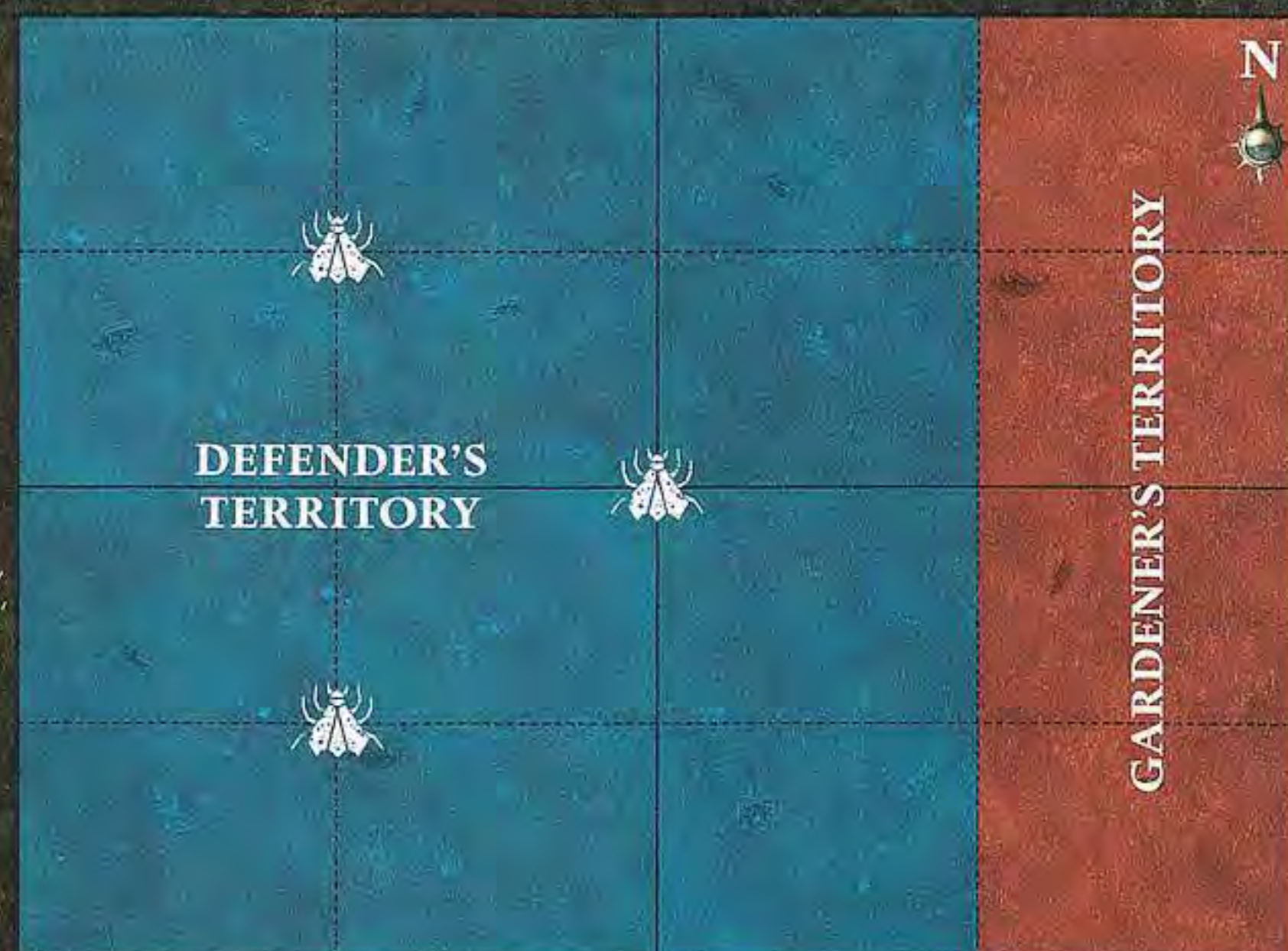
GLORIOUS VICTORY

At the end of the battle, if 3 cessnodes have been changed to rotnodes, the gardener wins a **major victory**. If fewer than 2 cessnodes have been changed to rotnodes, the defender wins a **major victory**.

If neither player wins a **major victory**, each player adds up the points values of all enemy units that have been destroyed. If one player's total is higher than their opponent's total, they win a **minor victory**. Any other result is a **draw**.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge. The position of each of the 3 cessnodes is shown on the map. You may wish to mark their locations on the battlefield with suitable markers.





PATH TO GLORY REWARDS AND PENALTIES

If the gardener wins the battle, they complete the Gardener of Nurgle quest and can seed a territory (pg 70). If the defender wins the battle, the gardener must reduce the number of quest points on the quest log for the Gardener of Nurgle quest to 2.

BONUS RENOWN

Each of the gardener's units that is within 3" of a rotnode at the end of the battle gains 1 renown point. Each of the defender's units that is within 3" of a cessnode at the end of the battle gains 1 renown point.



BATTLEPLAN ENCROACHING CORRUPTION

Throughout the Mortal Realms, immense armies of flyblown warriors march into battle, crying out praise to the Plague God. Dreadholds are captured in Nurgle's name, their walls slick with ooze, their battlements shot through with sentient corrosion. Slinking plague-cults infiltrate the Cities of Sigmar, gathering in deep sewer chambers to perform unclean rites and taint waterways with filth. Vast and noble beasts are brought low by the weapons of sickness and entropy. However, not all of the Plague God's plans succeed, and sometimes his enemies are able to reclaim swathes of the territory he has won in the Mortal Realms. Yet Nurgle is never defeated for long, for disease and decay are as inevitable as time and tide.

PATH TO GLORY BATTLEPLAN

This battleplan is used with the Path to Glory battlepack in the Core Book. You can use this battleplan if one player is using a Maggotkin of Nurgle army and both players are on a Path to Glory campaign.

THE ARMIES

One player is the **corruptor** and their opponent is the **defender**. The corruptor must use a Maggotkin of Nurgle army that includes at least 1 of the following:

- GREAT UNCLEAN ONE
- Horticultural Slimux
- The Glottkin
- Festus the Leechlord
- Feculent Gnarlmau



THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge.

FACTION TERRAIN

Each player can set up 1 faction terrain feature.

DEPLOYMENT

The players alternate setting up units one at a time, starting with the defender. Each player must set up their units wholly within their territory and more than 9" from their opponent's territory.

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

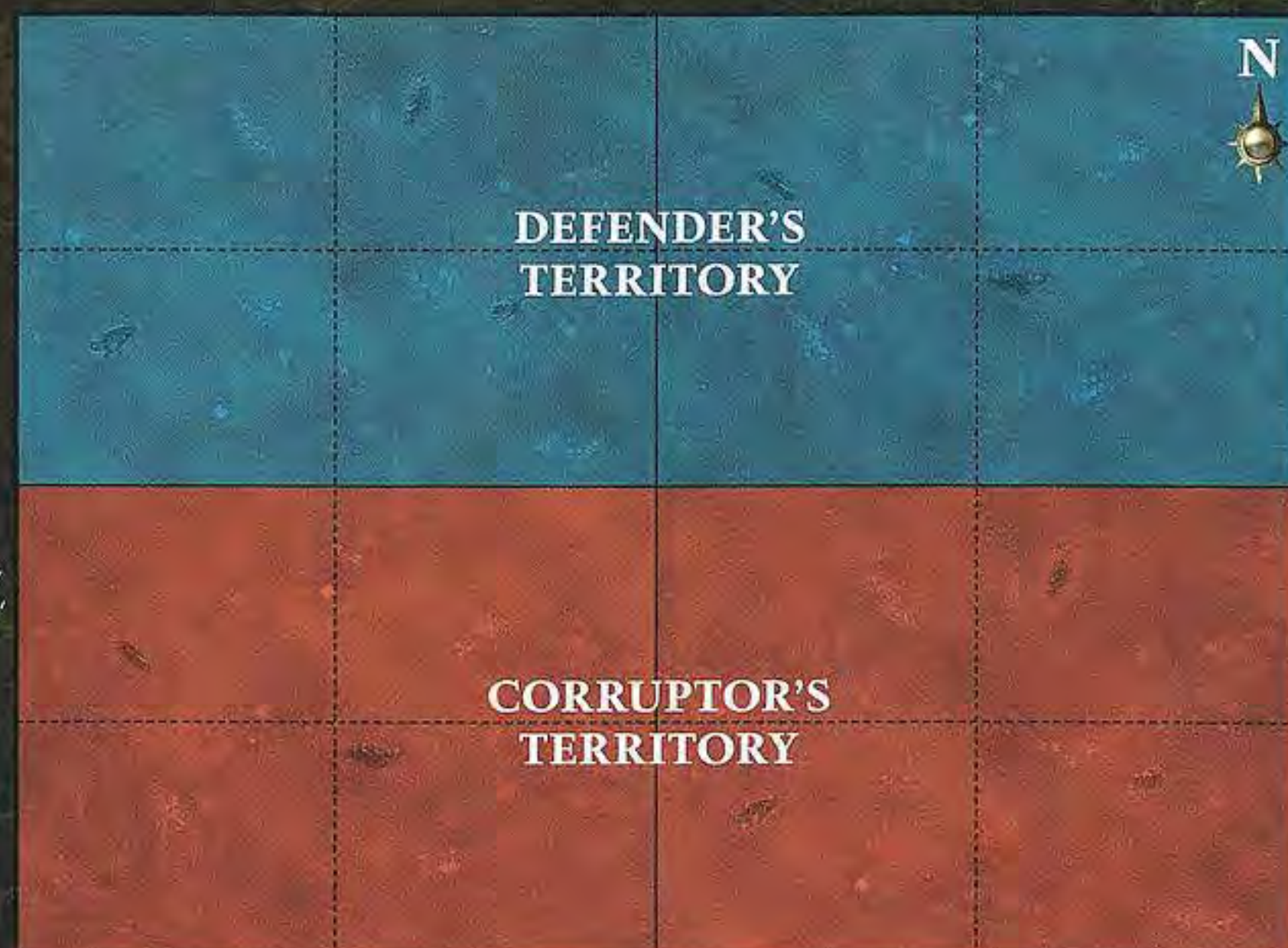
BURN OUT THE ROT!

In order to stop the encroachment of Nurgle's Garden, it is necessary to tear out corrupted growth at the root and purge it with cleansing flame. Naturally, setting fire to nearby flora that is possessed of a malign sentience poses its own risks!

Burn Out the Rot! is a command ability that can be used by the defender at the end of the combat phase. The unit that receives the command must be within 3" of a Feculent Gnarlmau and more than 3" from all enemy units. When a unit receives the command, the defender rolls a dice. On a 2+, they can pick a Feculent Gnarlmau within 3" of that unit. That Feculent Gnarlmau is removed from the battlefield and the unit that received this command suffers D3 mortal wounds.

BATTLE LENGTH

The battle lasts for 5 battle rounds.





GLORIOUS VICTORY

The corruptor wins a **major victory** if they have at least 1 of the following units or terrain features wholly within the defender's territory and at least 1 of the following units or terrain features wholly within their territory:

- GREAT UNCLEAN ONE
- Horticultural Slimux
- The Glotkin
- Festus the Leechlord
- Feculent Gnarlmax

The corruptor wins a **minor victory** if they have at least 1

of the above units or terrain features wholly within the defender's territory.

The defender wins a **minor victory** if there are none of the above units or terrain features in the corruptor's army wholly within their territory.

The defender wins a **major victory** if there are none of the above units or terrain features wholly within their territory and none of the above units or terrain features wholly within the corruptor's territory.

PATH TO GLORY REWARDS AND PENALTIES

If the corruptor wins a **major victory**, they can seed a territory (pg 70). If the defender wins a **major victory**, they can revert one of the corruptor's territories (pg 70).

BONUS RENOWN

Each unit that is wholly within enemy territory at the end of the battle gains 1 renown point.

PLAGUE LEGION



Nurgle's daemon armies are known as Plague Legions. Thronged with his pestilential tallymen and nightmarish daemon warlords, these unholy armies are the bane of all that is wholesome and pure. Where they pass, the veil of worlds is rent asunder, and unnatural poxes take hold.

WARSCROLL BATTALION

PLAGUE LEGION OVERLORD

Organisation:

- 1 GREAT UNCLEAN ONE

WARSCROLL BATTALION

RANCID RETINUE

Organisation:

- 0-3 GREAT UNCLEAN ONES
- 3-9 HERALDS OF NURGLE

WARSCROLL BATTALION

TALLYBAND OF NURGLE

Organisation:

- 1-3 HERALDS OF NURGLE
- 4-7 PLAGUEBEARER HOSTS or Plague Drones units in any combination
- 0-3 NURGLING SWARMS or Beasts of Nurgle units in any combination

ABILITIES

Disease and Pestilence Personified: *Though Nurgle's daemons are truly hideous to behold, the real threat they pose is beyond the sight of most mortals: the unnatural diseases they harbour that corrupt and turn to rot everything in the vicinity that is wholesome and pure.*

At the start of your hero phase, roll a D3. You can pick up to a number of different enemy units equal to the roll. Each enemy unit you pick must be within 3" of a different unit from this battalion. Give each enemy unit you picked 1 disease point.

CONTAGIUM



The conquering armies of the Rotbringers are known as Contagiums. Filled with Nurgle's favoured mortal warriors, their constituent war-parties, or Cysts, are relentless in battling the Grandfather's enemies, forever seeking to summon his daemonic children to join the carnival of rot.

WARSCROLL BATTALION

CONTAGIUM OVERLORD

Organisation:

- 1 MAGGOTKIN OF NURGLE MORTAL HERO
- 0-1 Rotbringer Sorcerer
- 0-1 Harbinger of Decay

WARSCROLL BATTALION

AFFLICTION CYST

Organisation:

- 1 Lord of Afflictions
- 3-6 Pusgoyle
- Blightlords units

WARSCROLL BATTALION

BLIGHT CYST

Organisation:

- 1 Lord of Blights
- 0-1 Rotbringer Sorcerer
- 0-1 Harbinger of Decay
- 3-6 Putrid
- Blightkings units

WARSCROLL BATTALION

PLAGUE CYST

Organisation:

- 1 Lord of Plagues
- 0-1 Rotbringer Sorcerer
- 0-1 Harbinger of Decay
- 3-6 Putrid
- Blightkings units

ABILITIES

Vectors of Contagion: *The Eight Realms are not the natural environment of daemons. In spite of their power, they rely on vile acts perpetrated by mortals to aid their emergence and subsistence on the material plane. The Rotbringer Contagiums are Nurgle's chosen tools in this regard, sowing the death and decay to which the Grandfather's daemons are drawn like carrion beetles to a reeking corpse.*

Each time an enemy unit is destroyed by an attack made in the combat phase by a unit from this battalion, you receive 1 contagion point.

MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

THE GRANDEATHER'S WILL

Maggotkin of Nurgle army only.

Corrupt Arcane Nexus: When the battle ends, you complete this grand strategy if a friendly **MAGGOTKIN OF NURGLE WIZARD** is within 3" of the centre of the battlefield and no enemy units are within 6" of the centre of the battlefield.

Tend the Garden: When the battle ends, you complete this grand strategy if there are no enemy units within 3" of any Feculent Gnarlmaus in your army and there is a Feculent Gnarlmau in your army wholly within your opponent's territory.

Spread Rampant Disease: When the battle ends, you complete this grand strategy if every enemy unit on the battlefield has at least 1 disease point.

Blessed Desecration: You can pick this grand strategy only if the model picked to be your general has the **MORTAL** keyword. If you do so, after deployment, pick 1 terrain feature that is wholly within enemy territory. If no terrain features are wholly within enemy territory, you can pick any terrain feature. When the battle ends, you complete this grand strategy if you control that terrain feature.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 of the battle tactics below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

METHODS OF CULTIVATION

Maggotkin of Nurgle army only.

Feed the Maggots: You complete this tactic if at least 7 enemy models are slain by disease rolls during this turn.

Nurture the Gnarlmau: Pick 1 Feculent Gnarlmau in your army that is within 12" of any enemy units. You complete this tactic if that Feculent Gnarlmau is more than 12" from all enemy units at the end of this turn.

Gifts of Nurgle: You complete this tactic if all friendly units that were on the battlefield at the start of this turn inflict at least 1 disease point on at least 1 enemy unit during this turn.

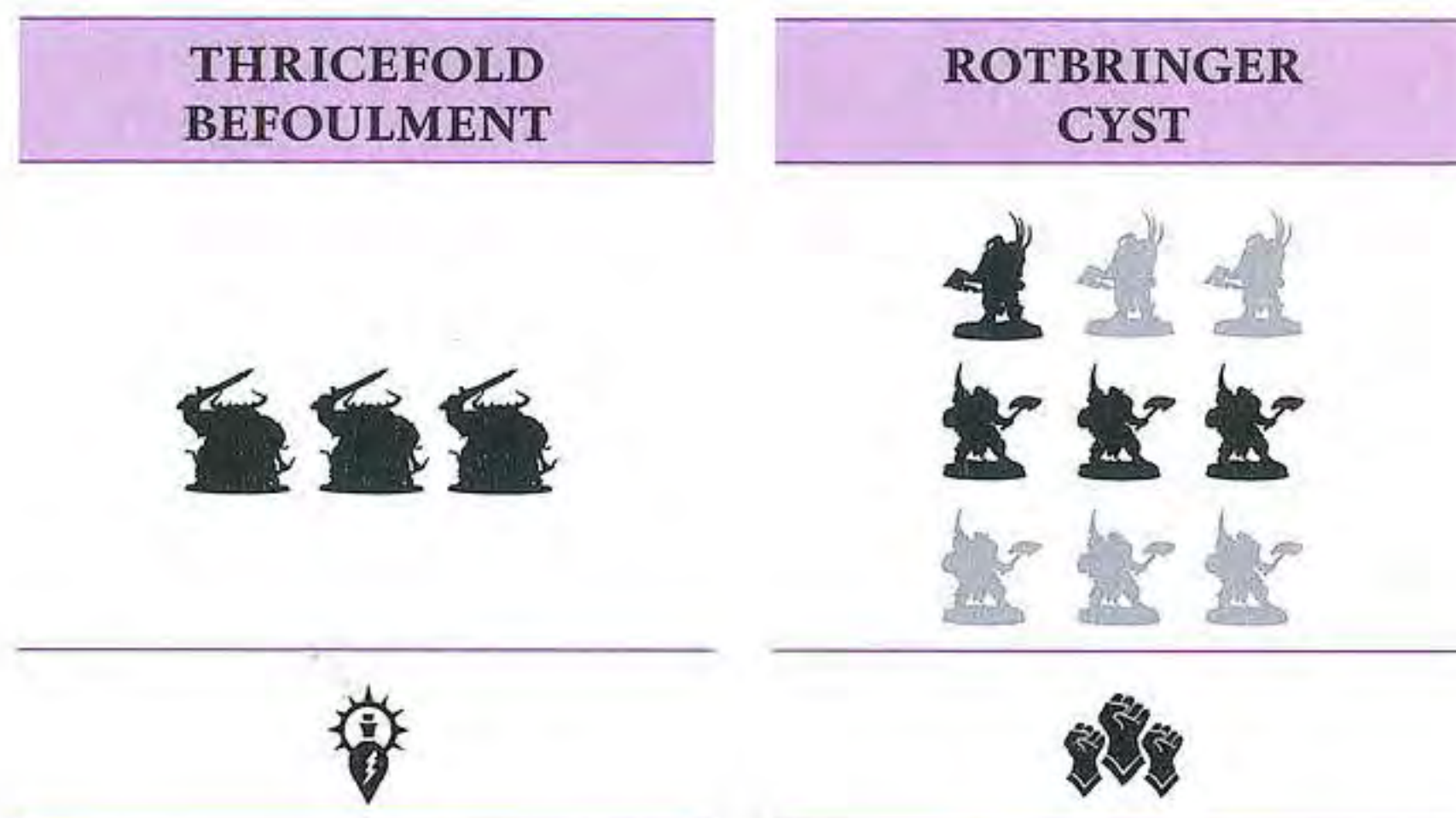
Glory to the Grandfather!: You complete this tactic at the end of this turn if more enemy units than friendly units are destroyed during this turn.

The Droning: You complete this tactic if there is a different friendly unit with a Rot Fly mount in each quarter of the battlefield at the end of this turn.

Sudden Domination: You complete this tactic if you summon a **GREAT UNCLEAN ONE** to the battlefield during this turn and it is within 3" of an objective that you control in your opponent's territory at the end of this turn.

CORE BATTALIONS

You can include any of the following core battalions in a Maggotkin of Nurgle army if the battlepack you are using says that you can use core battalions.



UNIT ICONS

(Mandatory/Optional)

 **Daemon Commander:**
GREAT UNCLEAN ONE

 **Rotbringer Leader:**
MORTAL MAGGOTKIN
OF NURGLE Leader with
a Wounds characteristic
of less than 10

 **Rotbringer Troops:**
MORTAL MAGGOTKIN
OF NURGLE unit that
is not Leader, Artillery
or Behemoth

BATTALION ABILITY ICONS

 **Unified:** One-drop Deployment (core rules, 26.2.1).

 **Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.

 **Magnificent:** When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.

 **Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.

 **Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.

 **Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

WARSCROLL ROTIGUS

MOVE
4"
WOUNDS 20
SAVE 4+
BRAVERY 10

MELEE WEAPONS

Gnarlrod
Fanged Maw
Host of Nurglings

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	5	3+	3+	-1	3
1"	D3	3+	☀	-2	2
1"	☀	5+	5+	-	1

DAMAGE TABLE

Wounds Suffered	Host of Nurglings	Fanged Maw	Mountain of Loathsome Flesh
0-6	15	2+	4
7-12	10	3+	3
13-16	5	4+	2
17+	0	5+	1

Rotigus is armed with a Gnarlrod, Fanged Maw and Host of Nurglings.

WARMASTER: If this unit is included in a Maggotkin of Nurgle army, it is treated as a general even if it is not the model picked to be the army's general.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Bloated with Corruption: A Great Unclean One's immense body is swollen with putrid secretions. Should the daemon be wounded deeply, the noxious effluvia jet forth to shower the attacker.

If an unmodified ward roll for this unit is 6, you can pick 1 enemy unit within 3" of this unit. That enemy unit suffers 1 disease point.

The Rainfather: Rotigus has an affinity with the plagued downpours that spill from Nurgle's cauldron, and he is able to influence where the blighted rains fall.

You can re-roll the casting roll when this unit attempts to cast the Deluge of Nurgle spell.

Mountain of Loathsome Flesh: Great Unclean Ones are massively corpulent abominations; when they go on the rampage, enemies caught in their path are often swallowed up and crushed between great rolls of rancid blubber.

You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, pick 1 enemy unit within 3" of this unit and roll a dice. On a 2+, that enemy unit suffers a number of mortal wounds equal to the Mountain of Loathsome Flesh value on this unit's damage table.

Deluge of Nurgle: The wizard hums a phlegmy dirge, calling forth a gelid downpour of corrosive rainwater.

Deluge of Nurgle is a spell that has a casting value of 7. If successfully cast, roll 7 dice. For each 5+, you can pick 1 different enemy unit that is visible to the caster. Each of those units suffers D3 mortal wounds.

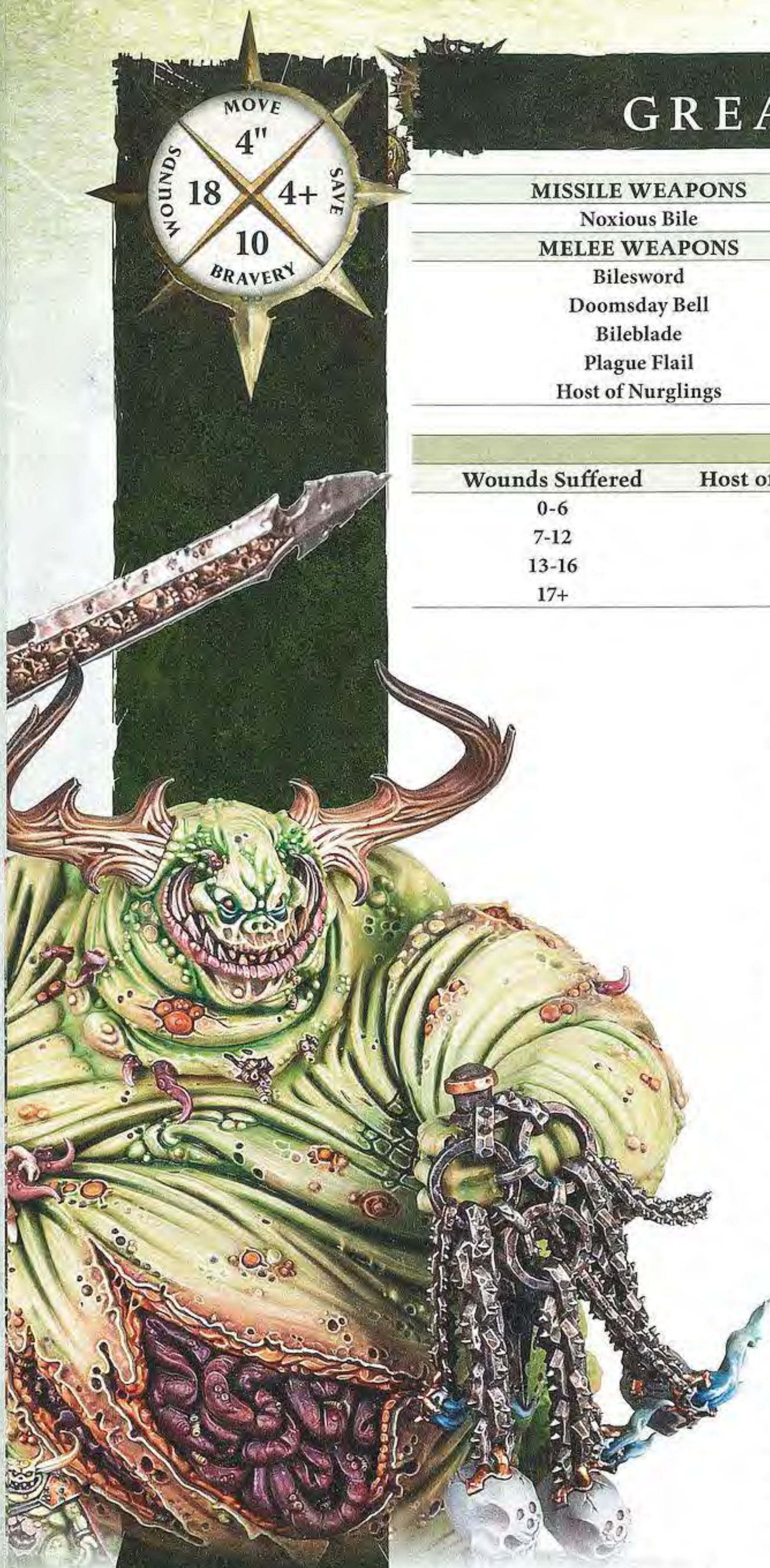
Brandishing his mouldy gnarlrod at the skies, Rotigus Rainfather calls down the inundating Deluge of Nurgle, even as the fanged maws that split his flesh vomit streams of diseased bile, drowning the enemy in torrents of noxious filth.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE, ROTIGUS



Surrounded by his droning minions, Rotigus unleashes the fell downpour that is Nurgle's Deluge.



The Great Unclean Ones are immensely resilient and frighteningly strong. Able to barge down fortress gates and crush monstrous beasts with their sheer bulk, these greater daemons are infernal icons of Nurgle's malign power.

WARSCROLL GREAT UNCLEAN ONE

MOVE 4"
WOUNDS 18
BRAVERY 10
SAVE 4+

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Bile	7"	D6	3+	☼	-3	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bilesword	2"	4	4+	3+	-2	4
Doomsday Bell	1"	5	3+	3+	-1	2
Bileblade	1"	4	3+	3+	-1	3
Plague Flail	1"	5	3+	3+	-1	3
Host of Nurglings	1"	☼	5+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Host of Nurglings	Noxious Bile	Mountain of Loathsome Flesh
0-6	15	2+	4
7-12	10	3+	3
13-16	5	4+	2
17+	0	5+	1

A Great Unclean One is armed with Noxious Bile, a Host of Nurglings and 1 of the following weapon options: Bilesword and Plague Flail; Doomsday Bell and Plague Flail; Bilesword and Bileblade; or Doomsday Bell and Bileblade.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Bloated with Corruption: A Great Unclean One's immense body is swollen with putrid secretions. Should the daemon be wounded deeply, the noxious effluvia jet forth to shower the attacker.

If an unmodified ward roll for this unit is 6, you can pick 1 enemy unit within 3" of this unit. That enemy unit suffers 1 disease point.

Mountain of Loathsome Flesh: Great Unclean Ones are massively corpulent abominations; when they go on the rampage, enemies caught in their path are often swallowed up and crushed between great rolls of rancid blubber.

You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, pick 1 enemy unit within 3" of this unit and roll a dice. On a 2+, that enemy unit suffers a number of mortal wounds equal to the Mountain of Loathsome Flesh value on this unit's damage table.

Putrid Offering: The bileblades carried by some Great Unclean Ones can be used to hook out a portion of their own guts as an offering to Grandfather Nurgle.

In your hero phase, if this unit is armed with a Bileblade, you can say that it is making an offering to Nurgle. If you do so, this unit suffers 1 mortal wound that cannot be negated, but it can attempt to cast 1 extra spell in that hero phase.

Reverberating Summons: A Doomsday Bell causes a doleful clamour that can summon Nurgle's daemonic followers to its location.

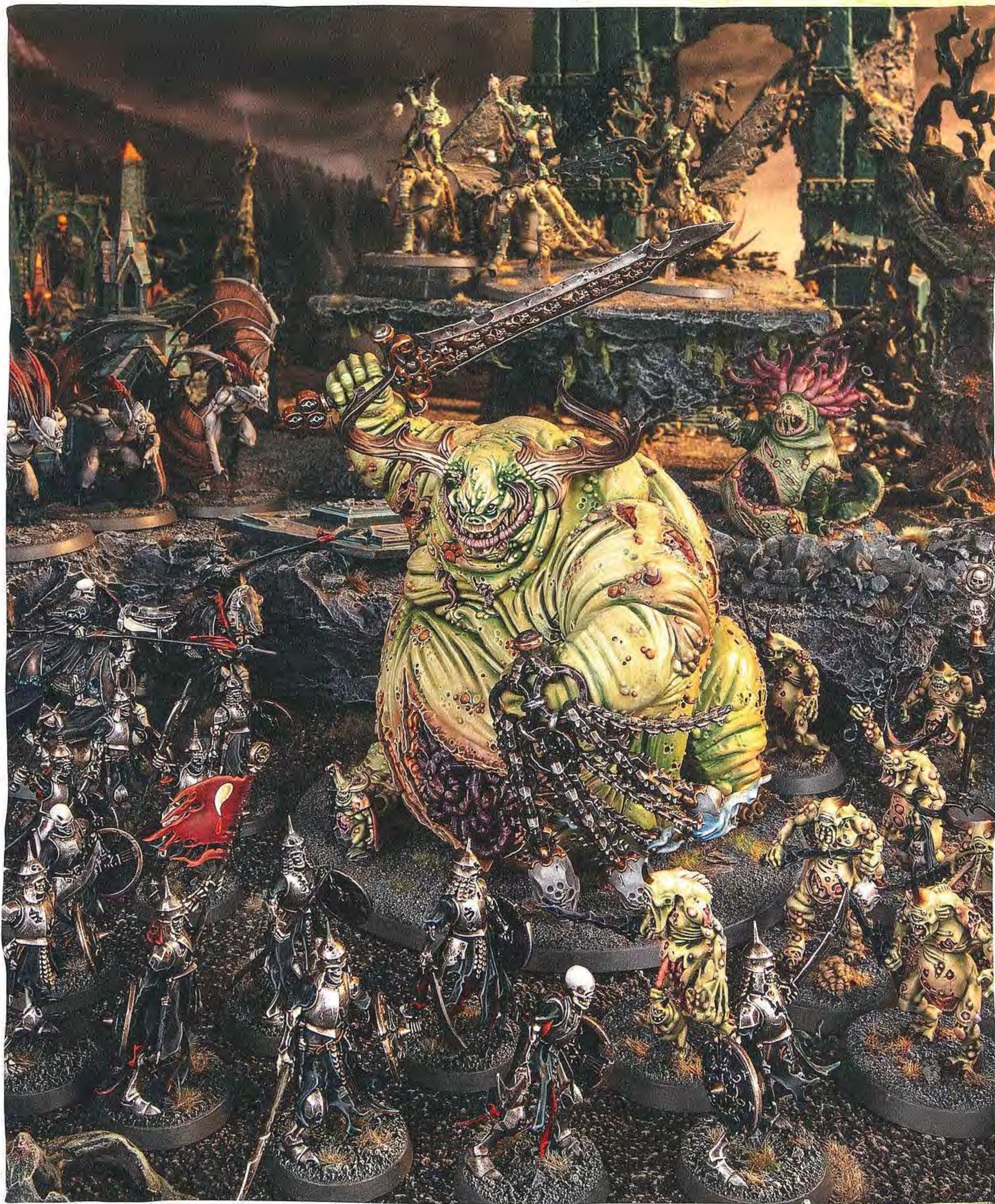
If this unit is armed with a Doomsday Bell, at the start of your hero phase, if this unit is on the battlefield, you can roll a dice. On a 1, nothing happens. On a 2-5, you receive 1 extra contagion point. On a 6, you receive D3 extra contagion points.

Plague Wind: The wizard's guts start to rumble, and then with a satisfied belch, they unleash a gust of putrid air that rushes across the battlefield.

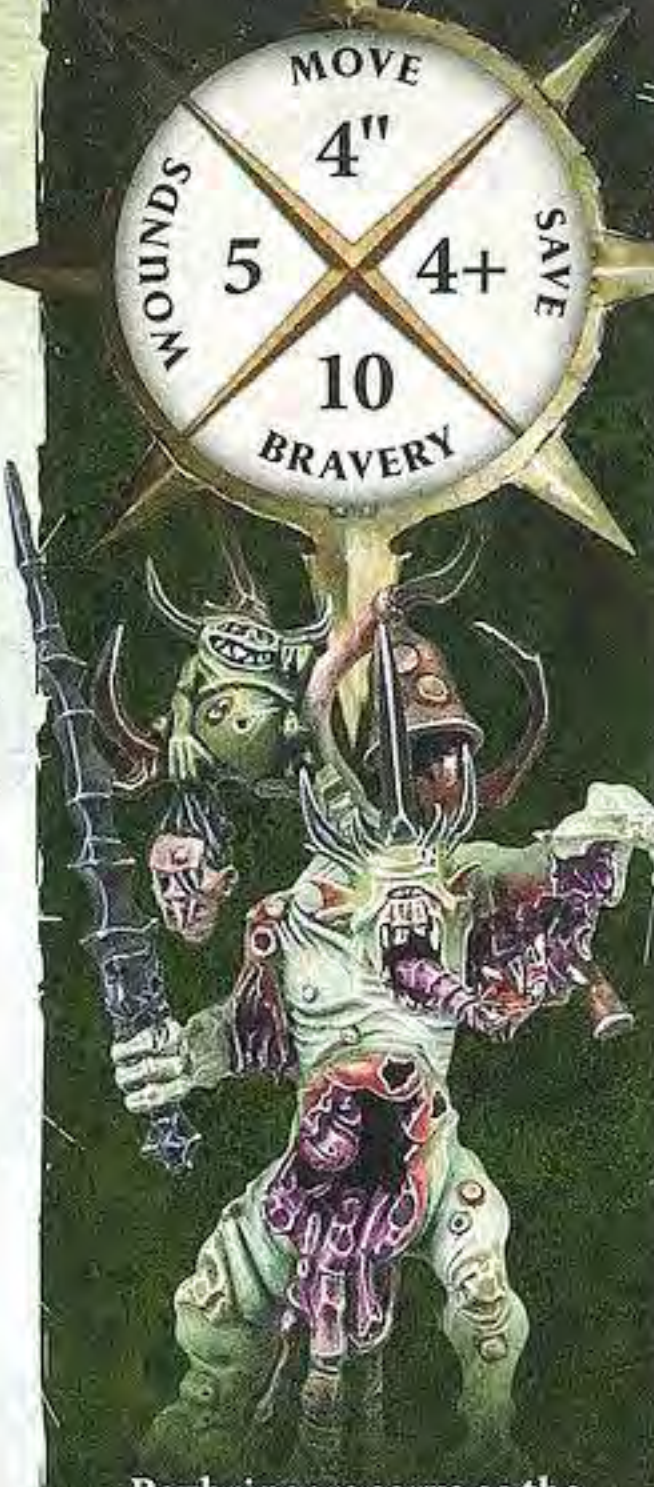
Plague Wind is a spell that has a casting value of 7 and a range of 14". If successfully cast, pick 1 point on the battlefield within range and visible to the caster and draw a straight line between that point and the closest part on the caster's base. Roll a dice for each enemy unit passed across by that line. On a 4+, that unit suffers 1 disease point.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, MONSTER, HERO, WIZARD, GREAT UNCLEAN ONE



A Great Unclean One smashes the undead legions of the Soulblight Gravelords to bone dust.



MOVE
4"
WOUNDS 5
SAVE 4+
10 BRAVERY

Poxbringers serve as the festering right hands of the Great Unclean Ones. They lead the tallybands into the thick of battle, wielding gangrenous magics and befouled blades to strike down their enemies.

WARSCROLL POXBINGER

HERALD OF NURGLE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Balesword	1"	4	3+	3+	-1	D3

A Poxbringer, Herald of Nurgle, is armed with a Balesword.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Captain of the Tallybands: Poxbringers lead their fellow Plaguebearers into battle and ensure that the orders of the Great Unclean Ones are followed to the letter.

In the combat phase, when you pick this unit to fight for the first time in that phase, you can pick 1 friendly **PLAGUEBEARER HOST** wholly within 12" of this unit and that has not yet fought in that phase. This unit and that **PLAGUEBEARER HOST** can fight one after the other in the order of your choice.

Eruptive Infestation: The wizard causes the buboes on a group of Plaguebearers to rapidly swell and erupt, showering nearby foes with toxic pus.

Eruptive Infestation is a spell that has a casting value of 6. If successfully cast, pick 1 enemy unit that is within 3" of a friendly **PLAGUEBEARER HOST** that is visible to the caster. That enemy unit suffers D3 mortal wounds.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, HERO, WIZARD, HERALD OF NURGLE, POXBINGER



MOVE
4"
WOUNDS 7
SAVE 4+
10 BRAVERY

Sat upon his mouldering palanquin, borne aloft by a mound of Nurglings, Epidemius gazes across the battlefield with jaded contempt. As his endless tally of Nurgle's diseases rises, so do the Plague God's minions become empowered.

WARSCROLL EPIDEMIUS

TALLYMAN OF NURGLE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Balesword	1"	3	4+	3+	-1	D3
Mound of Nurglings	1"	10	5+	5+	-	1

Epidemius, Tallyman of Nurgle, is armed with a Balesword and Mound of Nurglings.

Tallyman of Nurgle: Epidemius keeps an endless tally of Nurgle's diseases, and as the count rises higher, the Plague God's minions grow stronger.

At the start of your hero phase, if this unit is on the battlefield, roll the following number of dice for each of the following units and terrain features that are visible to this unit:

- 3 dice for each friendly **GREAT UNCLEAN ONE**.
- 2 dice for each friendly **PLAGUEBEARER HOST** that has 10 or more models and each Feculent Gnarlmau in your army.
- 1 dice for each other friendly **MAGGOTKIN OF NURGLE** unit.

For each roll of 5+, add 1 to the tally of new diseases kept by Epidemius, to a

maximum tally of 7. Each new disease that is recorded allows you to re-roll 1 ward roll, casting roll, dispelling roll or unbinding roll that you make for a friendly **MAGGOTKIN OF NURGLE** unit.

Designer's Note: You can keep track of the tally of diseases and the number of re-rolls you have used on a piece of paper or with a separate pool of dice. Note that each new disease only allows you to make a single re-roll during the battle.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, HERO, TOTEM, EPIDEMIUS

Spoilpox Scriveners keep a strict watch over the tallying of the Plaguebearers. Should an enemy stray too close, they bite off heads and limbs with their trunk-like maws, or blanket them in foul mucus with almighty sneezes.

WARSCROLL SPOILPOX SCRIVENER

HERALD OF NURGLE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Disgusting Sneezes	7"	D6	2+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Distended Maw	2"	2	3+	3+	-2	2

A Spoilpox Scrivener, Herald of Nurgle, is armed with a Distended Maw and Disgusting Sneezes.

Keep Counting, I'm Watching You: Spoilpox Scriveners are responsible for making sure that the Plaguebearers of the tallybands do not shirk their duties.

At the start of the combat phase, you can say that this unit will call for a count. If you do so, pick 1 friendly **PLAGUEBEARER HOST** wholly within 14" of this unit and pick 1 of the following counts for that unit to carry out. The effect of that count lasts until the end of that phase. A unit cannot carry out more than 1 count per phase.

Tally of Blows: Add 1 to the Attacks characteristic of melee weapons used by a unit carrying out this count.

Studied Lacerations: Improve the Rend characteristic of melee weapons used by a unit carrying out this count by 1.

Recorded Stamina: Add 1 to save rolls for attacks that target a unit carrying out this count.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, HERO, HERALD OF NURGLE, SPOILPOX SCRIVENER

Sloppity Bilepipers caper through the ranks of Nurgle's legions as they advance. Infected with a plague of mirth, they prance and quip, entertaining their fellow daemons even as they cause the enemy to literally die laughing.

WARSCROLL SLOPPITY BILEPIPER

HERALD OF NURGLE

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

A Sloppity Bilepiper, Herald of Nurgle, is armed with a Marotter.

Jolly Gutpipes: Sloppity Bilepipers have a suitably revolting repertoire to draw upon in battle.

At the start of the combat phase, you can say that this unit will play a revolting tune. If you do so, pick 1 of the following tunes. The effect of that tune lasts until the end of that phase. A unit cannot benefit from a tune more than once per phase. If a unit is affected by 2 or more different tunes, none of those tunes have an effect on that unit in that phase.

A Stabbing We Will Go! Add 1 to wound rolls for attacks made by friendly **NURGLE DAEMON** units wholly within 14" of any friendly **SLOPPITY BILEPIPERS** playing this tune.

Early One Evening My Pustule Was Seeping: If the unmodified wound roll for an attack made by a friendly **NURGLE DAEMON** unit wholly within 14" of any friendly **SLOPPITY BILEPIPERS** playing this tune is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

My Love Is Like a Ripe, Ripe Fart: Enemy models within 3" of a friendly **NURGLE DAEMON** unit that is wholly within 14" of any friendly **SLOPPITY BILEPIPERS** playing this tune cannot finish pile-in moves closer to a model in that unit than they were at the start of the move.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, HERO, TOTEM, HERALD OF NURGLE, SLOPPITY BILEPIPER



Plaguebearers trudge to battle amidst the drone of flies' wings and endless counting. These daemons tally the diseases unleashed upon the realms, all the while stabbing and hacking at their enemies with filthy plagueswords.

WARSCROLL PLAGUEBEARERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguesword	1"	1	4+	3+	-	1

This unit is referred to as a Plaguebearer Host. Each model in a Plaguebearer Host is armed with a Plaguesword.

CHAMPION: 1 model in this unit can be a Plagueridden. Add 1 to the Attacks characteristic of that model's Plaguesword.

STANDARD BEARER: 1 in every 10 models in this unit can be an Icon Bearer. If the unmodified battleshock roll for a unit that includes any Icon Bearers is 1, you can return 1 slain model to that unit and no models in that unit flee in that battleshock phase.

MUSICIAN: 1 in every 10 models in this unit can be a Piper. Re-roll battleshock rolls of 1 for enemy units that are within 6" of any friendly Pipers.

Cloud of Flies: Plaguebearer tallybands are surrounded at all times by blinding swarms of daemon-flies.

Subtract 1 from hit rolls for attacks made with missile weapons that target this unit while it has 5 or more models.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, PLAGUEBEARER, PLAGUEBEARER HOST



As Nurgle's head horticulturist, Slimux has the power to seed his master's Garden in reality. Surrounded by packs of Beasts of Nurgle and wielding his lethal lopping shears, he is a being to be rightly feared.

WARSCROLL HORTICULOUS SLIMUX

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lopping Shears	1"	3	3+	3+	-1	D3
Slime-encrusted Jaws	1"	D3	3+	3+	-2	2

Horticultural Slimux is armed with Lopping Shears.

MOUNT: This unit's mount, Mulch, is armed with Slime-encrusted Jaws.

Acidic Slime Trail: Mulch, the daemon beast ridden by Horticultural, secretes a trail of corrosive slime that spells doom for anyone foolish enough to step on it.

Before this unit retreats, roll a dice for each enemy unit that is within 3" of this unit. On a 2+, that enemy unit suffers D3 mortal wounds.

Beast Handler: Horticultural is accompanied by romping packs of Beasts of Nurgle, whose foolishness he always forgives, and who look to him like hounds do their master.

You can re-roll charge rolls for friendly **BEASTS OF NURGLE** units that are wholly within 14" of this unit. In addition, you can add 1 to hit rolls for attacks made by friendly **BEASTS OF NURGLE** units that are wholly within 14" of this unit.

Cultivating the Garden of Nurgle: Wherever Horticultural slimes around in the Mortal Realms, daemoniac foliage pokes through the cracks in reality and swiftly takes root.

Once per battle, at the start of your hero phase, you can set up 1 Feculent Gnarlmau within 7" of this unit, more than 7" from all other Feculent Gnarlmaus and more than 3" from all models, objectives, other terrain features, endless spells and invocations and add it to your army.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, HERO, TOTEM, HERALD OF NURGLE, HORTICULOUS SLIMUX

WARSCROLL BEASTS OF NURGLE

MELEE WEAPONS

Filthy Claws
Slobbering Maw

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	4+	3+	-1	2
1"	D6	4+	3+	-	1

Each model in a Beasts of Nurgle unit is armed with Filthy Claws and a Slobbering Maw.

Attention Seekers: Beasts of Nurgle seek out playmates with an enthusiasm that is rarely reciprocated by the horrified objects of their desire.

This unit can run or retreat and still charge later in the same turn. In addition, when this unit retreats, it can pass across other models in the same manner as a model that can fly.

Diseased Slime Trails: Diseased goo seeps from the skin of these disgusting creatures.

Before this unit retreats, roll a dice for each enemy unit within 3" of this unit. On a 4+, that unit suffers 1 disease point.

Pestilent Battering Rams: Beasts of Nurgle smash into enemy battlelines, crushing the foe and unleashing myriad plagues as they flail around with joy.

After a model in this unit finishes a charge move, roll a dice for each enemy unit within 1" of that model. On a 2+, that enemy unit suffers D3 mortal wounds. If this unit has more than 1 model, roll to determine if mortal wounds are caused after each model finishes its charge move, but do not allocate the mortal wounds until all of the models in the unit have finished their charge moves.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, BEASTS OF NURGLE

WARSCROLL NURGLINGS

MELEE WEAPONS

Tiny Razor-sharp Teeth

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	5+	5+	-	1

This unit is referred to as a Nurgling Swarm. Each model in a Nurgling Swarm is armed with Tiny Razor-sharp Teeth.

Endless Swarm: The presence of Nurglings in the realms continuously draws more of their number from the Grandfather's Garden, making their swarms extremely hard to eradicate.

At the end of the battleshock phase, heal all wounds that have been allocated to this unit.

Hidden Infestations: Capering forth from neglected middens and ancient sewers, the diminutive Nurglings overcome their victims through their sheer weight of numbers and collective virulence.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up in a hidden infestation as a reserve unit. If you do so, at the end of your first movement phase, you must set up this unit on the battlefield, wholly outside of your territory, within 3" of a terrain feature and more than 9" from all enemy units.

KEYWORDS

CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, NURGLING, NURGLING SWARM

MOVE
8"
WOUNDS 5 5+ SAVE
10 BRAVERY

Plague Drones are high-ranking Plaguebearers who travel atop Rot Flies. These daemonic mounts attack with their toxic stingers and foul mouthparts, while their riders hurl death's heads projectiles that explode in showers of filth.

WARSCROLL PLAGUE DRONES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Death's Head	7"	See below	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguesword	1"	2	3+	3+	-	1
Claws, Mouthparts and Sting	1"	6	3+	3+	-	1

Each model in a Plague Drones unit is armed with a Plaguesword and Death's Heads.

MOUNT: This unit's Rot Flies are each armed with Claws, Mouthparts and a Sting.

FLY: This unit can fly.

CHAMPION: 1 model in this unit can be a Plaguebringer. Add 1 to the Attacks characteristic of that model's Plaguesword.

STANDARD BEARER: 1 in every 3 models in this unit can be an Icon Bearer. If the unmodified battleshock roll for a unit that includes any Icon Bearers is 1, you can return 1 slain model to that unit and no models in that unit flee in that battleshock phase.

MUSICIAN: 1 in every 3 models in this unit can be a Bell Toller. Re-roll battleshock rolls of 1 for enemy units that are within 6" of any friendly Bell Tollers.

Putrid Explosions: An exploding death's head covers all those in the vicinity with disease-riddled filth.

The Attacks characteristic of a Death's Head is equal to the number of models in the target unit, to a maximum of 7.

KEYWORDS CHAOS, DAEMON, NURGLE, MAGGOTKIN OF NURGLE, PLAGUEBEARER, PLAGUE DRONES



The vile airborne cavalry known as Plague Drones rain stinking death down from above.

WARSCROLL THE GLOTTKIN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Otto's Gut-spray	12"	☀	3+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghurk's Tentacle	3"	☀	3+	2+	-2	3
Ghurk's Lamprey Maw	1"	3	3+	2+	-2	3
Otto's Scythe	1"	4	3+	3+	-1	D3

DAMAGE TABLE

Wounds Suffered	Otto's Gut-spray	Ghurk's Tentacle	Mountain of Loathsome Flesh
0-6	7	4	5
7-12	6	3	4
13-16	5	2	3
17+	4	1	2

The Glottkin are armed with Ghurk's Tentacle, Ghurk's Lamprey Maw, Otto's Scythe and Otto's Gut-spray.

WARMASTER: If this unit is included in a Maggotkin of Nurgle army, it is treated as a general even if it is not the model picked to be the army's general.

WIZARD: This unit can attempt to cast 2 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Blightkrieg: At a signal from his brothers, the usually ponderous Ghurk launches into an earth-shaking counter-charge. Nearby Maggotkin are quick to take advantage of the enemy's shock at the abomination's sudden turn of speed.

You can use this command ability at the end of the enemy movement phase if this unit is within 12" of an enemy unit. The command must be issued by this unit and must be received by another friendly **MAGGOTKIN OF NURGLE** unit that is within 12" of an enemy unit. This unit and then the unit that received the command can attempt a charge.

Horrific Opponent: So terrifying are the Glottkin that many enemies simply break and run rather than fight them. Should there be no avenue of retreat, the crushing press of fleeing warriors can prove just as lethal as facing the brothers themselves.

At the start of the enemy movement phase, you must roll 2D6 for each enemy unit that is within 3" of this unit. If the roll is equal to or greater than that unit's Bravery characteristic, that unit must retreat in that phase or it suffers D6 mortal wounds.

Mountain of Loathsome Flesh: Once he has built up momentum, Ghurk Glott is almost unstoppable – even the proudest battleline cannot hope to withstand him.

You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, pick 1 enemy unit within 3" of this unit and roll a dice. On a 2+, that enemy unit suffers a number of mortal wounds equal to the Mountain of Loathsome Flesh value on this unit's damage table.

Abundance of Flesh: Ethrac Glott generously bestows a growth spurt of the most repulsive kind upon his allies, which sees their bodies bloat with great wobbling mounds of grey-green fat.

Abundance of Flesh is a spell that has a casting value of 6 and a range of 14". If successfully cast, pick 1 friendly **MAGGOTKIN OF NURGLE MORTAL** unit within range and visible to the caster. Add 1 to the Wounds characteristic of that unit until your next hero phase.

Designer's Note: This can result in a model that is affected by this spell being slain if the wounds allocated to that model equal or exceed its Wounds characteristic once the effect of the spell ends.

Plague-cursed triplets of immense age and power, the Glottkin are Nurgle's greatest mortal champions. When the warrior Otto, sorcerous Ethrac and monstrous Ghurk combine their unnatural power, all who stand against them are soon crushed...

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, MONSTER, HERO, WIZARD, THE GLOTTKIN



WARSCROLL ORGHOTTS DAEMONSPREW

MISSILE WEAPONS

Grasping Tongue

Range	Attacks	To Hit	To Wound	Rend	Damage
7"	1	3+	☀	-1	D6

MELEE WEAPONS

The Rotaxes

Monstrous Claws

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	7	3+	3+	-1	2
1"	☀	3+	2+	-2	3

DAMAGE TABLE

Wounds Suffered	Move	Grasping Tongue	Monstrous Claws
0-6	8"	2+	5
7-9	7"	3+	4
10-11	6"	4+	3
12+	5"	5+	2

Orghotts Daemonsprew is armed with the Rotaxes.

WARMASTER: If this unit is included in a Maggotkin of Nurgle army, it is treated as a general even if it is not the model picked to be the army's general.

MOUNT: This unit's Pox Maggoth, Whippermaw, is armed with a Grasping Tongue and Monstrous Claws.

Acid Ichor: Whenever Orghotts's flesh is cut open, a gout of daemonic ichor spews out with shocking force. Its vitriolic potency is enough to burn through steel and dissolve the flesh beneath.

If an unmodified ward roll for this unit is 6, you can pick 1 enemy unit within 3" of this unit. That enemy unit suffers 1 mortal wound.

Lord of Nurgle: Orghotts is a mighty champion of the Grandfather and demands unquestioning obedience from his devoted followers.

Once per turn, this unit can issue a command to a friendly **MORTAL MAGGOTKIN OF NURGLE** unit without a command point being spent.



Orghotts Daemonsprew is a driven warlord determined to earn Nurgle's ultimate favour. In battle, he fights as a merciless reaper, the Rotaxes striking down foe after foe like wheat before the scythe.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, MONSTER, HERO, MAGGOTH LORD, ORGHOTTS DAEMONSPREW



WARSCROLL BLOAB ROTSPAWNED

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vile Bile	14"	D3	3+	✱	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harvestman's Scythe	1"	3	3+	3+	-1	2
Monstrous Claws	1"	✱	3+	2+	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Vile Bile	Monstrous Claws
0-6	8"	2+	5
7-9	7"	3+	4
10-11	6"	4+	3
12+	5"	5+	2

Bloab Rotspawned is armed with a Harvestman's Scythe.

MOUNT: This unit's Pox Maggoth, Bilespurter, is armed with Vile Bile and Monstrous Claws.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Daemon-flies: *The whirling fly-storm that surrounds Bloab blinds and chokes his victims.*

At the start of the combat phase and the enemy shooting phase, roll a dice for each enemy unit within 7" of this unit. On a 4+, that enemy unit suffers 1 mortal wound and subtract 1 from hit rolls for attacks made by that enemy unit in that phase.

Windspeaker Bells: *The dolorous tolling of these bells disrupts the focus of enemy mages but helps Bloab to concentrate when he is weaving his own spells.*

Add 1 to casting rolls for this unit. In addition, subtract 1 from casting rolls for enemy **WIZARDS** that are within 14" of this unit.

Miasma of Pestilence: *Bloab Rotspawned completes a complicated gesture in the air and a vile mist rises from the ground around his target. While it lasts, even the lightest graze seems to turn gangrenous.*

Miasma of Pestilence is a spell that has a casting value of 6 and a range of 14". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, roll a dice at the end of each phase in which any wounds or mortal wounds were allocated to that unit. On a 2+, that unit suffers D3 mortal wounds.

One of Nurgle's most favoured sorcerers, Bloab Rotspawned is accompanied at all times by a swarm of daemoniac flies that emerge from his bubotic flesh, to the detriment of any who dare draw too close.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, MONSTER, HERO, WIZARD, MAGGOTH LORD, BLOAB ROTSPAWNED

WARSCROLL

MORBIDEX TWICEBORN

MOVE	12	3+	SAVE
WOUNDS	9		BRAVERY

MISSILE WEAPONS

Slabrous Tongues

Range	Attacks	To Hit	To Wound	Rend	Damage
7"	3	3+	☼	-1	1

MELEE WEAPONS

Fleshreaper Scythe

Monstrous Claws

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-1	2
1"	☼	3+	2+	-2	3

DAMAGE TABLE

Wounds Suffered	Move	Slabrous Tongues	Monstrous Claws
0-5	8"	2+	5
6-8	7"	3+	4
9-10	6"	4+	3
11+	5"	5+	2

Morbidx Twiceborn is armed with a Fleshreaper Scythe.

MOUNT: This unit's Pox Maggoth, Triple tongue, is armed with Slabrous Tongues and Monstrous Claws.

Gigantic Nurgling-kin: Twisted by the cruel attentions of manifold Nurglings, Morbidx has come to resemble them physically and has gained much of their unnatural resilience.

At the end of the battleshock phase, heal half of the wounds that have been allocated to this unit (rounding up).

Lord of Nurglings: Morbidx Twiceborn is the chosen mortal champion of the Nurglings, who follow him into battle with boundless enthusiasm.

At the start of your hero phase, you can return 1 slain model to 1 friendly **NURGLING SWARM** within 7" of this unit.

Morbidx Twiceborn is the champion of the Nurglings and has gained much of their unnatural resilience. In battle, swarms of the impish daemons trail after their living idol, drowning enemies in a filthy living tide.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, MONSTER, HERO, MAGGOTH LORD, NURGLING, MORBIDEX TWICEBORN



MOVE 8"
 WOUNDS 8
 SAVE 3+
 BRAVERY 9

Mounted atop bloated Rot Flies, the Lords of Affliction lead Nurgle's vanguards to war. They and their droning brethren strike directly from the curdled skies, skewering the enemy on their filth-encrusted tridents.

WARSCROLL

LORD OF AFFLICTIONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Festerspike	1"	4	3+	3+	-1	D3
Claws, Mouthparts and Sting	1"	6	3+	3+	-	1

A Lord of Afflictions is armed with a Festerspike. It can also have an Incubatch.

MOUNT: This unit's Rot Fly is armed with Claws, Mouthparts and a Sting. It can also be armed with a Dolorous Tocsin.

FLY: This unit can fly.

Incubatch: The diseases harboured by the rancid corpse-totems known as incubatches are virulent in the extreme.

If this unit has an Incubatch, in your hero phase, roll a dice for each unit within 3" of this unit. On a 2+, that unit suffers 1 mortal wound. If that unit has the **NURGLE** keyword, it suffers 1 mortal wound on a 6+ instead.

Wrack and Ruin: Mortal Maggotkin who ride Rot Flies act as brutal linebreakers, using their sheer bulk to smash enemy formations asunder.

After this unit finishes a charge move, roll a dice for each enemy unit within 1" of this unit. Add 2 to the roll if this unit is armed with a Dolorous Tocsin. On a 4+, that enemy unit suffers D3 mortal wounds.

The Swarm Descends: A Lord of Afflictions hovers above the battle before diving down to grant his god's gifts.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up hovering in the skies as a reserve unit. If you do so, when you would set up a friendly **PUSGOYLE BLIGHTLORDS** or **PLAGUE DRONES** unit during deployment, that unit can join this unit hovering in the skies as a reserve unit. Up to 2 **PUSGOYLE BLIGHTLORDS** or **PLAGUE DRONES** units in any combination can join this unit. At the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units. If you do so, set up all of the units that joined this unit on the battlefield, wholly within 12" of this unit and more than 9" from all enemy units.

KEYWORDS CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, LORD OF AFFLICTIONS



Led by a Lord of Afflictions, a droning flight of Pusgoyle Blightlords ranges ahead of their Cyst as a foul omen of the horrors to come.



Gutrot Spume is the feared master of Nurgle's Slime Fleets. His towering ego is such that he will never back down from a rival's challenge, while so mighty is he that he has never lost a duel.

WARSCROLL GUTROT SPUME

MELEE WEAPONS

Rot-pocked Axe
Flailing Tentacles

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	4	3+	2+	-1	D3
1"	6	2+	4+	-	1

Gutrot Spume is armed with a Rot-pocked Axe and Flailing Tentacles.

Towering Arrogance: Obsessed with his own glorious legend, Spume will never back down from a worthy challenge. That he has survived so long speaks of his merciless skills.

Add 1 to hit rolls for attacks made by this unit that target a **HERO**. In addition, if this unit is within 1" of an enemy **HERO**, all of the attacks this unit makes must target a **HERO**.

Master of the Slime Fleet: Gutrot's Slime Fleet haunts the oceans of the Mortal Realms, fighting alongside and transporting warriors that the Lord of Tentacles judges to share his aims.

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up aboard the Slime Fleet as a reserve unit. If you do so, when you

would set up another friendly **MORTAL MAGGOTKIN OF NURGLE** unit during deployment, you can say that it is joining this unit aboard the Slime Fleet as a reserve unit. Up to 3 **MORTAL MAGGOTKIN OF NURGLE** units can join this unit. Units that have been reinforced count as 2 units. At the end of your movement phase, you can set up this unit on the battlefield, more than 9" from all enemy units and wholly within 6" of the edge of the battlefield. If you do so, set up all of the units that joined this unit on the battlefield, wholly within 12" of this unit, more than 9" from all enemy units and wholly within 6" of the edge of the battlefield.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, GUTROT SPUME



Masters of the corpse orchards, the Lords of Blights are responsible for creating the blessed death's heads. These projectiles are doled out to their Rotbringers, and hurled at the foe to spread the plagues festering within.

WARSCROLL LORD OF BLIGHTS

MISSILE WEAPONS

Thrice-ripened Death's Head

Range	Attacks	To Hit	To Wound	Rend	Damage
7"	See below	3+	3+	-1	1

MELEE WEAPONS

Bubotic Hammer

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

A Lord of Blights is armed with a Bubotic Hammer and Thrice-ripened Death's Heads.

Munificent Bounty: A creator as well as a destroyer, the Lord of Blights cultivates fine crops of death's heads that he hands out to his fellow Rotbringers so they can hurl them in battle.

At the start of your shooting phase, you can pick 1 friendly **PUTRID BLIGHTKINGS** model that is within 7" of this unit. That model can shoot in that shooting phase using the Thrice-ripened Death's Head missile weapon profile above.

Putrid Explosions: An exploding death's head covers all those in the vicinity with disease-riddled filth.

The Attacks characteristic of a Thrice-ripened Death's Head is equal to the number of models in the target unit, to a maximum of 7.

Lord of the Blightkings: Nurgle's chosen heed well the commands of this rotten champion, for they know better than most mortals how to prepare the realms for the seeding of the Garden.

In the combat phase, when you pick this unit to fight for the first time in that phase, you can pick 1 friendly **PUTRID BLIGHTKINGS** unit wholly within 12" of this unit and that has not yet fought in that phase. This unit and that **PUTRID BLIGHTKINGS** unit can fight one after the other in the order of your choice.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, LORD OF BLIGHTS

Festus is a heartless maniac, a former plague doctor transformed into a twisted alchemist of disease. He leads Nurgle's armies with infectious ebullience, relishing the chance to try out new delightful brews upon unwilling foes.

WARSCROLL FESTUS THE LEECHLORD

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Staff	3"	3	4+	3+	-	D3

Festus the Leechlord is armed with a Plague Staff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Delightful Brews, Splendid Restoratives: Festus relishes the chance to try out each of his new brews upon friends and foes, spreading bizarre and unnatural plagues swiftly through their ranks.

At the start of your hero phase, you can pick 1 unit within 1" of this unit. If you pick a friendly unit, roll a dice. On a 2+, you can heal up to D3 wounds allocated to that unit. If you pick an enemy unit, roll a dice. On a 2+, that unit suffers D3 mortal wounds.

The Leechlord's Curse: Festus has mastered a spell that inflicts an atrophying curse upon a foe, making them especially susceptible to harm.

The Leechlord's Curse is a spell that has a casting value of 7 and a range of 14". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from save rolls for attacks that target that unit for the rest of the battle. The same unit cannot be affected by this spell more than once.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, WIZARD, FESTUS THE LEECHLORD

The Harbingers of Decay trot into battle atop vile steeds more dead than alive. These champions draw the gaze of Nurgle himself, and where they ride, the Plague God's sinister will is soon made manifest.

WARSCROLL HARBINGER OF DECAY

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague Scythe	1"	3	3+	3+	-1	D3
Flyblown Bite	1"	4	4+	4+	-	1

A Harbinger of Decay is armed with a Plague Scythe.

MOUNT: This unit's Daemoniac Mount is armed with a Flyblown Bite.

Augur of Entropy: Harbingers of Decay are diseased prophets, able to divine omens through grisly rites and observing the spread of sickness.

If any friendly units with this ability are within 7" of your general at the start of the first battle round, you receive D3 extra command points.

Shudderblight: By levelling their grim rotsword, a Harbinger unleashes the Shudderblight – a sinister disease that pales the flesh and clouds the mind with doubt, robbing warriors of their will.

At the start of the combat phase, pick 1 enemy unit within 3" of this unit and roll a dice. On a 3+, that unit cannot issue or receive commands in that phase.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, HARBINGER OF DECAY

Rotbringer Sorcerers are masters of unclean magics, capable of vomiting forth streams of slime or imbuing their allies with pestilent might. They revel in acts of corruption, and are even able to infect wild arcane phenomena.

WARSCROLL ROTBRINGER SORCERER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotwood Staff	3"	3	4+	3+	-1	1

A Rotbringer Sorcerer is armed with a Rotwood Staff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Tainted Endless Spell: Rotbringer Sorcerers hold that there is nothing they cannot corrupt, and many prove this point by tainting the autonomous spells that roam the lands.

If this unit summons an endless spell, then for the purposes of the Diseased battle trait, that endless spell is treated as a unit with the **MAGGOTKIN OF NURGLE** keyword that is in the same army as this unit.

Stream of Corruption: Uttering glottal curses, the Sorcerer unleashes a torrent of bile and brackish filth upon their enemies.

Stream of Corruption is a spell with a casting value of 6 and a range of 7". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll 1 dice for each model in that unit that is within range of the caster. For each 5+, that unit suffers 1 mortal wound.

Before attempting to cast this spell, you can say that the caster will project the stream across a greater distance. If you do so, the spell has a range of 14" but only inflicts 1 mortal wound for each roll of 6 instead of each roll of 5+.

KEYWORDS CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, WIZARD, ROTBRINGER SORCERER

The Lords of Plagues storm forth with rusted axes swinging. These revolting warlords urge their followers on to ever greater acts of carnage, fertilising the realms with the filth-ridden mulch they make of their enemies.

WARSCROLL LORD OF PLAGUES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plague-ridden Great Blade	1"	4	3+	3+	-1	D3

A Lord of Plagues is armed with a Plague-ridden Great Blade.

Rotten Corpse-mulch: The Lords of Plagues see it as their duty to fertilise the realms with the remains of their foes, in readiness for the cultivation of Nurgle's diseases.

You receive 1 contagion point for each enemy unit that is destroyed by an attack made by this unit.

Sevenfold Slaughter: A Lord of Plagues drives their warriors to keep hacking at the foe until they are reduced to nothing more than twitching, filth-streaked offal.

At the start of the combat phase, you can pick 1 friendly **PUTRID BLIGHTKINGS** unit that is wholly within 12" of this unit and that has not yet fought in that phase. Add 1 to the Attacks characteristic of melee weapons used by that unit until the end of that phase.

Lord of the Blightkings: Nurgle's chosen heed well the commands of this rotten champion, for they know better than most mortals how to prepare the realms for the seeding of the Garden.

In the combat phase, when you pick this unit to fight for the first time in that phase, you can pick 1 friendly **PUTRID BLIGHTKINGS** unit wholly within 12" of this unit and that has not yet fought in that phase. This unit and that **PUTRID BLIGHTKINGS** unit can fight one after the other in the order of your choice.

KEYWORDS CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, HERO, LORD OF PLAGUES



A bloated and spectacularly foul-smelling Sorcerer of formidable power, Fecula Flyblown has sworn to spread the sickening gifts of Grandfather Nurgle as far and wide as possible.

Stats Wheel:
 MOVE: 4"
 WOUNDS: 7
 SAVE: 4+
 BRAVERY: 8

WARSCROLL FECULA FLYBLOWN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rotwood Staff	3"	3	4+	3+	-1	1

Fecula Flyblown is armed with a Rotwood Staff.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

Retchling: Accompanying Fecula into battle is her loyal Retchling. This plague-ridden familiar is a powerful locus of plague sorcery.

Once per battle, in your hero phase, you can choose for this unit to channel the power of its familiar. If you do so, this unit can attempt to cast 1 additional spell that phase.

Tainted Endless Spell: Rotbringer Sorcerers hold that there is nothing they cannot corrupt, and many prove this point by tainting the autonomous spells that roam the lands.

If this unit summons an endless spell, then for the purposes of the Diseased battle trait, that endless spell is treated as a unit with the **MAGGOTKIN OF NURGLE** keyword that is in the same army as this unit.

Stream of Corruption: Uttering glottal curses, the Sorcerer unleashes a torrent of bile and brackish filth upon their enemies.

Stream of Corruption is a spell with a casting value of 6 and a range of 7". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll 1 dice for each model in that unit that is within range of the caster. For each 5+, that unit suffers 1 mortal wound.

Before attempting to cast this spell, you can say that the caster will project the stream across a greater distance. If you do so, the spell has a range of 14" but only inflicts 1 mortal wound for each roll of 6 instead of each roll of 5+.

KEYWORDS CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, BLESSED SONS, HERO, WIZARD, ROTBRINGER SORCERER, FECULA FLYBLOWN



The Blightkings Sepsimus and Ghulgoch have sworn themselves to the service of Fecula Flyblown. They form a shield of flabby putrescence and rusted weapons between the Sorcerer and any who may threaten her.

Stats Wheel:
 MOVE: 4"
 WOUNDS: 5
 SAVE: 4+
 BRAVERY: 8

WARSCROLL THE WURMSPAT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blighted Weapon	1"	5	3+	3+	-1	1

The models in the Wurmspat are Sepsimus Plaguesworn and Ghulgoch the Butcher. Each is armed with a Blighted Weapon.

Festering Bodyguards: Fecula journeyed to Beastgrave with her two favoured bodyguards, who protect her from any who would see her work for the Grandfather undone.

If a friendly **FECULA FLYBLOWN** is within 3" of this unit, before you allocate a wound or mortal wound to her, or instead of making a ward roll for her, you can roll a dice. On a 4+, that wound is allocated to this unit instead and cannot be negated.

Relentless Attackers: Blightkings grind through the battlelines of lesser foes, shattering their morale and hacking down the stunned survivors with contemptuous ease.

At the end of the combat phase, pick 1 enemy unit with a Wounds characteristic of 3 or less that is within 3" of this unit. Roll 1 dice for each model in this unit that is within 3" of that enemy unit. For each roll that exceeds that enemy unit's Wounds characteristic, that enemy unit suffers 1 mortal wound.

KEYWORDS CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, BLESSED SONS, PUTRID BLIGHTKINGS, THE WURMSPAT



Putrid Blightkings carve their way forwards with slime-encrusted blades, hammers and axes. Their bloated, rotting bodies can absorb tremendous punishment, allowing them to drive relentlessly through the foe's battleline.

WARSCROLL PUTRID BLIGHTKINGS

MELEE WEAPONS

Blighted Weapon

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-1	1

Each model in a Putrid Blightkings unit is armed with a Blighted Weapon.

CHAMPION: 1 model in this unit can be a Blightlord. That model has a Wounds characteristic of 5.

STANDARD BEARER: 1 in every 5 models in this unit can be an Icon Bearer. Add 1 to the Bravery characteristic of this unit while it includes any Icon Bearers.

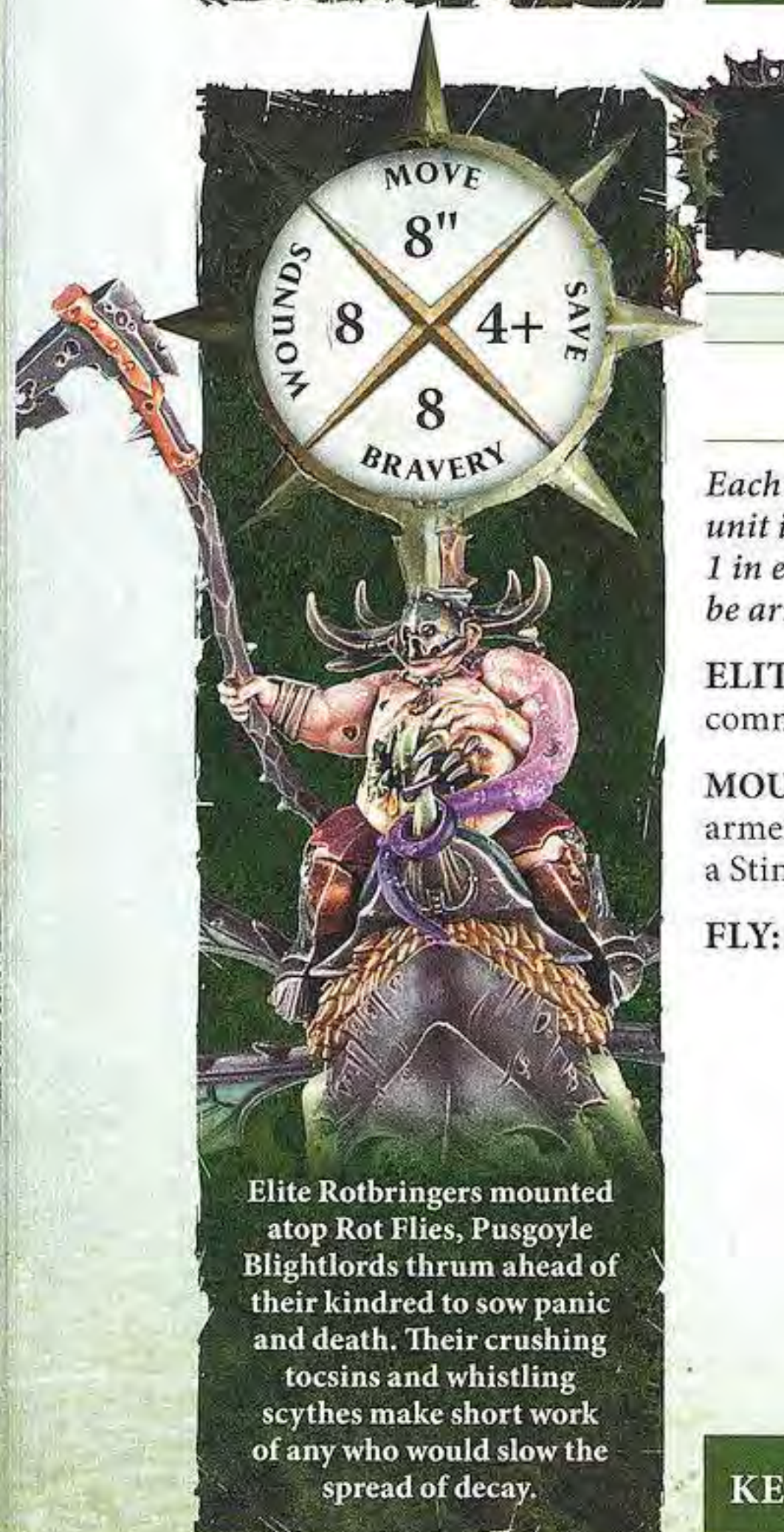
MUSICIAN: 1 in every 5 models in this unit can be a Sonorous Tocsin Bearer. Re-roll battleshock rolls of 1 for enemy units that are within 6" of any friendly Sonorous Tocsin Bearers.

Relentless Attackers: Blightkings grind through the battlelines of lesser foes, shattering their morale and hacking down the stunned survivors with contemptuous ease.

At the end of the combat phase, pick 1 enemy unit with a Wounds characteristic of 3 or less that is within 3" of this unit. Roll 1 dice for each model in this unit that is within 3" of that enemy unit. For each roll that exceeds that enemy unit's Wounds characteristic, that enemy unit suffers 1 mortal wound.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, PUTRID BLIGHTKINGS



Elite Rotbringers mounted atop Rot Flies, Pusgoyle Blightlords thrum ahead of their kindred to sow panic and death. Their crushing tocsins and whistling scythes make short work of any who would slow the spread of decay.

WARSCROLL PUSGOYLE BLIGHTLORDS

MELEE WEAPONS

Blighted Weapon
Claws, Mouthparts and Sting

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	5	3+	3+	-1	1
1"	6	3+	3+	-	1

Each model in a Pusgoyle Blightlords unit is armed with a Blighted Weapon. 1 in every 2 models in the unit can also be armed with a Dolorous Tocsin.

ELITE: Models in this unit can issue commands to their own unit.

MOUNT: This unit's Rot Flies are each armed with Claws, Mouthparts and a Sting.

FLY: This unit can fly.

Wrack and Ruin: Mortal Maggotkin who ride Rot Flies act as brutal linebreakers, using their sheer bulk to smash enemy formations asunder.

After a model in this unit finishes a charge move, roll a dice for each enemy unit within 1" of that model. Add 2 to the roll if the model is armed with a Dolorous Tocsin. On a 4+, that enemy unit suffers D3 mortal wounds.

If this unit has more than 1 model, roll to determine if mortal wounds are inflicted after each model finishes its charge move, but do not allocate the mortal wounds until all of the models in the unit have finished their charge moves.

Relentless Attackers: Like their Blightking brethren, Pusgoyle Blightlords grind through the ranks of lesser foes, relying on their unnatural resilience and bloated mass to relentlessly press onwards through melees.

At the end of the combat phase, pick 1 enemy unit with a Wounds characteristic of 3 or less that is within 3" of this unit. Roll 1 dice for each model in this unit that is within 3" of that enemy unit. For each roll that exceeds that enemy unit's Wounds characteristic, that enemy unit suffers 1 mortal wound.

KEYWORDS

CHAOS, MORTAL, NURGLE, MAGGOTKIN OF NURGLE, PUSGOYLE BLIGHTLORDS

FACTION TERRAIN WARSCROLL FECULENT GNARLMAW

FACTION TERRAIN: Only Maggotkin of Nurgle armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives, other terrain features, endless spells and invocations. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

SPREADING DISEASE: This faction terrain feature can never be set up within 7" of another Feculent Gnarlmau or within 3" of an objective or other terrain feature.

UPROOT: If this terrain feature is affected by a rule that says you cannot use the scenery rules on its warscroll for the rest of the battle, remove this terrain feature from play instead.

Encroaching Corruption: After a Feculent Gnarlmau first emerges, its roots start to spread through the ground until they corrupt the landscape all around them.

This terrain feature is treated as a friendly unit with the **MAGGOTKIN OF NURGLE** keyword for the purposes of the Diseased battle trait. In addition, at the start of your hero phase, you receive 1 extra contagion point for each Feculent Gnarlmau in your army that is on the battlefield and has no enemy models within 3" of it.

Wherever Nurgle's armies gather, Feculent Gnarlmaus take root. These disgusting trees ring with the tolling of entropic chimes, and shed rot-wet blossom to carpet the befouled earth beneath their boughs.



The foul daemonic trees known as Feculent Gnarlmaus spread Nurgle's influence in the Mortal Realms wherever they take root.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Maggotkin of Nurgle army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated October 2021.

MAGGOTKIN OF NURGLE				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Plaguebearers	10	150	Battleline	
Putrid Blightkings	5	250	Battleline	
Epidemius, Tallyman of Nurgle	1	145	Leader	Single, Unique
Fecula Flyblown	1	255	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Wurmspat	2			
Festus the Leechlord	1	150	Leader	Single, Unique
Gutrot Spume	1	170	Leader	Single, Unique
Harbinger of Decay	1	140	Leader	Single
Horticultural Slimux	1	225	Leader	Single, Unique
Lord of Afflictions	1	210	Leader	Single
Lord of Blights	1	150	Leader	Single
Lord of Plagues	1	145	Leader	Single
Poxbringer, Herald of Nurgle	1	145	Leader	Single
Rotbringer Sorcerer	1	145	Leader	Single
Rotbringer Sorcerer (Rot Coven)	1			
Rotbringer Sorcerer (Rot Coven)	1	360	Leader	Single. Can only be included in a Filthbringers army. These units must be taken as a set referred to as a Rot Coven. Although taken as a set, each is a separate unit.
Rotbringer Sorcerer (Rot Coven)	1			
Sloppity Bilepiper, Herald of Nurgle	1	130	Leader	Single
Spoilpox Scrivener, Herald of Nurgle	1	120	Leader	Single
Bloab Rotspawned	1	300	Leader, Behemoth	Single, Unique
The Glottkin	1	700	Leader, Behemoth	Single, Unique
Great Unclean One	1	495	Leader, Behemoth	Single
Morbidex Twiceborn	1	320	Leader, Behemoth	Single, Unique
Orghotts Daemonspew	1	300	Leader, Behemoth	Single, Unique
Rotigus	1	495	Leader, Behemoth	Single, Unique
Beasts of Nurgle	1	110		Battleline in a Befouling Host army
Nurglings	3	105		
Plague Drones	3	200		Battleline in a Droning Guard army
Pusgoyle Blightlords	2	220		Battleline in a Drowned Men army or if general is a Lord of Afflictions
Pusgoyle Blightlords	1	110		Single. You can include 1 unit of this type for each Lord of Afflictions you include in your army. This unit cannot have the Battleline battlefield role.
Feculent Gnarlmau	-	0	Faction Terrain Feature	

FACTION	ALLIES
Maggotkin of Nurgle	Blades of Khorne, Hedonites of Slaanesh, Slaves to Darkness (excluding TZEENTCH units and units that can or must be given a Mark of Chaos)