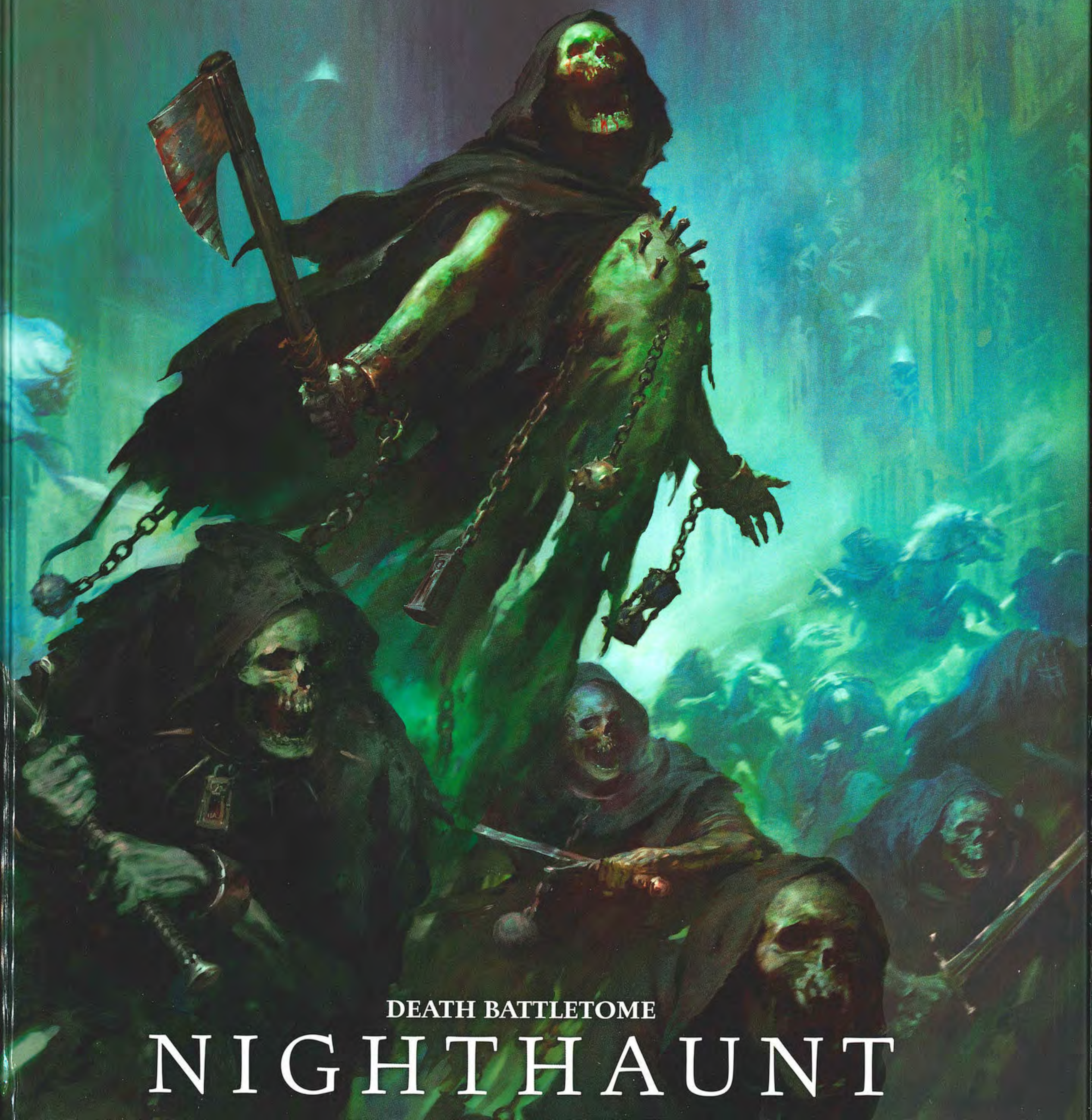


WARHAMMER

AGE OF SIGMAR



DEATH BATTLETOME

NIGHTHAUNT



We are the spectral host, and we cannot die.

Thou cannot injure us, foolish child. Thy sword is no more threat to us than a spider's strand.

Think not that we are weak, for all our lack of flesh. That would cost thy life, a life that is but a heartbeat in comparison to the eternity of pain awaiting thee. Soon enough thou shalt find our grip cruel-strong and our blades vicious-sharp.

Thou cannot torture us, not any more. We are torture eternal. Great Nagash has made it so. The very instruments of our persecution are part of us. We are bent under their weight.

Thou cannot hold us back forever, not even with all thine art. Death will find its way, as thou knowest in thy soul, when the truth finds thee in the long hours of the night. We shall pass through the walls of the stoutest fortress to visit our hate upon thee.

Oh, there was no escape for us, at the end. Nor will there be for thee or thy kin. Great Nagash has marked thee for his own. No restful afterlife awaits thee. No paradise. Instead, thou shalt be consumed by a dark Shyishan void and remade as befits thy sin.

What threat dost thou think to pose to us, living fool? Even thine exorcisms can banish us only for a time. Thy cursed thief-gods cast us back, only for us to return, over and over. The realms themselves, awoken, seek not to devour us. Bodiless, we give them no sustenance.

The haunters of the night have long memories, child, and nothing left to cherish but hate itself. We have endured the most horrific of fates and been shaped by them, ravaged by them. We have become death.

And so we burn forever with the cold vitriol of hatred for people such as thee. We will bring thy final day and visit the chill of the grave upon thee, so thou too may feel true judgement.

Look upon our ravaged souls, and despair!

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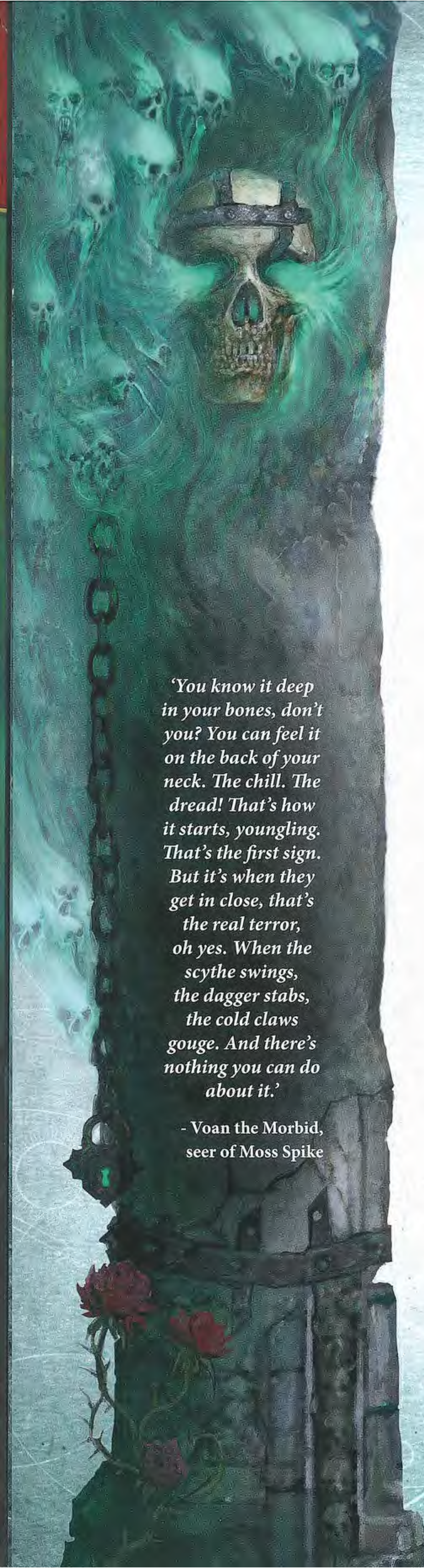
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Lady Olynder, the Mortarch of Grief, leads a procession of spectral killers through the mists of Shyish in search of those who dare to draw breath in her sovereign lands. When the ethereal host falls howling upon its prey, an eternity of cruelty and horror is bound to follow.





THE VENGEFUL DEAD

The creatures known as Nighthaunt are varied in form, but all are incorporeal, their bodies long rotted away to leave only hateful spirits behind. When they muster for war, they are an army like no other, all but impossible to defeat with mortal weaponry.

The Nighthaunt are hideous gheists cursed by Nagash to an eternity of suffering. These are not natural spirits that linger in ruins or mausoleums but blood-curdling apparitions, ethereal as fog yet real enough to gouge and claw flesh from bone. All Nighthaunt are weightless, able to pass through solid rock and float eerily over tumbled graveyards and bubbling magma alike. When the winds of death blow strong, when the scent of stale crypts and mouldering mass graves chokes the air, the Nighthaunt will ride those Shyishan gales to fly, cackling, through the air towards their foes. Only a blow delivered with courage and conviction can banish them. Those who give in to the animalistic terror the Nighthaunt inspire are already as good as dead.

BY THE MANNER OF THEIR DEATHS SHALL YE KNOW THEM

Grotesque in form, the Nighthaunt are manifestations of past crimes and hatreds, their shape and function dictated by the Great Necromancer's twisted sense of justice. Together they form a swift vanguard for Nagash, the Undying King, and since the creation of the Shyish Nadir, they have mustered in their billions. Though the Nighthaunt resent being bound to the trappings of their demise, that very bitterness gives them power. The form of each gheist is an echo of either their sins in life or the method of their passing. The Great Necromancer prides himself on taking the notions

of crime and punishment to an extreme no mortal justiciar could even conceive of, let alone execute. In this, Nagash sees a fitting reward for those who transgress. A criminal who spent the last years of their life locked away in heavy chains, thinking as they starve away to skin and bone that at least death will be a reprieve, finds that their spectral form is laden with more shackles than ever before. The tools of their persecution become part of them, even define them, and they are cursed to carry them forever. Those hung by the neck until death still wear the noose tight, whereas one who died in the stocks is yoked to the same heavy oaken planks as a humiliation that lasts for eternity. This is Nagash's way of reminding those souls he claims that his justice is inescapable, and that once they pass into the realm of Shyish, their demise is all that matters – that and their unthinking obedience.

The cruellest of all punishments are reserved for those who Nagash believes blasphemed against him personally in their former lives. These are the defiant kings, the valorous slayers of undead, the healers and dabblers in the macabre who did not pay correct obeisance to the Great Necromancer. All are given a fitting curse, lavished with a dark and morbid ingenuity. Worse still in Nagash's eyes are those who stole his rightful tithe. For these he saves the worst of fates, remaking them into forms so awful and horrific they can drive even the

'You know it deep in your bones, don't you? You can feel it on the back of your neck. The chill. The dread! That's how it starts, youngling. That's the first sign. But it's when they get in close, that's the real terror, oh yes. When the scythe swings, the dagger stabs, the cold claws gouge. And there's nothing you can do about it.'

- Voan the Morbid, seer of Moss Spike

bravest warrior into catatonia just to witness them.

The monarchs of the dead rule their empires of dust, the stately processions of their mortal lives replaced by howling tides of phantasms. Their kingdoms are forsaken and insane, their minions without number. Cadaverous banshees, their entire existence an ode to pain, howl their sorrow with such mind-tearing antipathy the sound alone can kill. Bodiless wraiths, unrepentant murderers in life, reap the souls of the living with every sweep of the enchanted scythe. Only two things truly unite the anguished dead: their jealousy of the living and the desire to tear them apart so that they might join the Nighthaunt in their eternal punishment. After all, misery loves company, and the gheists of Shyish are the most anguished of all.

THE RISE OF THE UNDEAD

Since the faded days of the Age of Myth, unquiet gheists have haunted the realms. Where once, however, they were encountered only around burial sites, places of murder or the dungeons of black-hearted tyrants, now they cascade across the lands in great numbers, seeming from a distance like billowing mist. These processions, as they are known, had ridden the metaphysical ripples that followed the formation of the Shyish Nadir, borne aloft on gusting winds of deathly magic that drove their shock assaults.

Though the dark after-effects of the Necroquake are all but spent in the Era of the Beast, and though their master Nagash has thus far failed to stretch his empire from Shyish across all the other Mortal Realms, his ghostly armies abide. They have been loosed from their prisons, their afterlives and their sepulchres, and they will hunt the living with inhuman intensity until the end of time.

The noise is the worst of it,' shouted Krent to his fellow settlers, letting fly another arrow into the onrushing spectres. 'They can't hurt you if you aren't a-fret of 'em.'

'Easier to say than do, keeping your nerve in the face of death itself,' called back Dhana the Smith. She kicked Lackwits from his log to send him stumbling onto the front line as Big Lars made a few practice swings with his greatsword. Krent had to admit that Dhana had a point. The cacophony of piercing screams beyond the walls was making it hard to concentrate, and their arrows and bolts were having no more effect than if they were aiming into a bank of fog.

Uncannily fast, the gheists swirled closer towards the outer palisade, a row of long heartwood stakes intended to hold back ravening monsters. Most came straight through without slowing, the rest flew overhead as if the laws of the living world were nothing to them. Krent got a good look at the enemy, then.

The haunters were horrific, each a tattered half-thing with a leering skull or death mask staring right at him. Wisps of grave-stuff trailed from each hunchbacked form, and razor-glinting blades were clutched in sinewy hands. Thin of limb they were, more emptiness than bodily presence, but all the stories told how they had an unnatural strength. To see even one would have turned his guts to ice. Here were half a hundred, and behind them upon skeletal steeds were tattered riders by the score. Something awful was amongst them, some manner of infernal carriage riding in mid-air. A madness of fear took him, and he turned to run, but the sight of his young cousins watching from the shadow of the nexus syphon set his feet once more.

Krent was fumbling another arrow into his bow when the first knot of the gheists shot forwards, bony claws outstretched. The creatures drifted at speed into the swordsmen at the front, their frail hands gouging furrows in muscle and bone as their blades stabbed down over and over again. A massive, hunchbacked spirit joined the fray. The touch of a bony finger caused Big Lars to topple, his face a pallid rictus. Around Lars, the settlers landed their blows to no real effect; robbed of their courage, they fought not to kill but to prevent themselves being killed. In that seed of panic was their doom.

In a burst of motion Lackwits was there, his treecutter axe swinging wild, the blow missing Dhana's neck by a finger's breadth. It slashed the gheists' ragged forms to nothingness, tearing through faces and torsos as if they were made of pondweed. The woodsman's face was as blank as ever, but he fought like a storm-warrior, smashing a ghostly rider from his steed, then beheading a cackling death-crone with the backswing. Krent felt a surge of hope, and he took aim again. This time his arrow found purchase, hitting the eye socket of a charging revenant with the crack of metal splitting bone. Shouting her war cry, Dhana took another of the gheists with her hammer.

A beast-skulled apparition loomed from the mist at Lackwits' side, the point of its polearm skewering him from one side of his torso to the other. The woodsman coughed blood as he fell, and the gheists poured over him, empty eye sockets blazing. Dhana visibly paled at the sight. In the next moment, the cruel claws of the gheist-swarm took her, dragging her down and ripping flesh from bone.

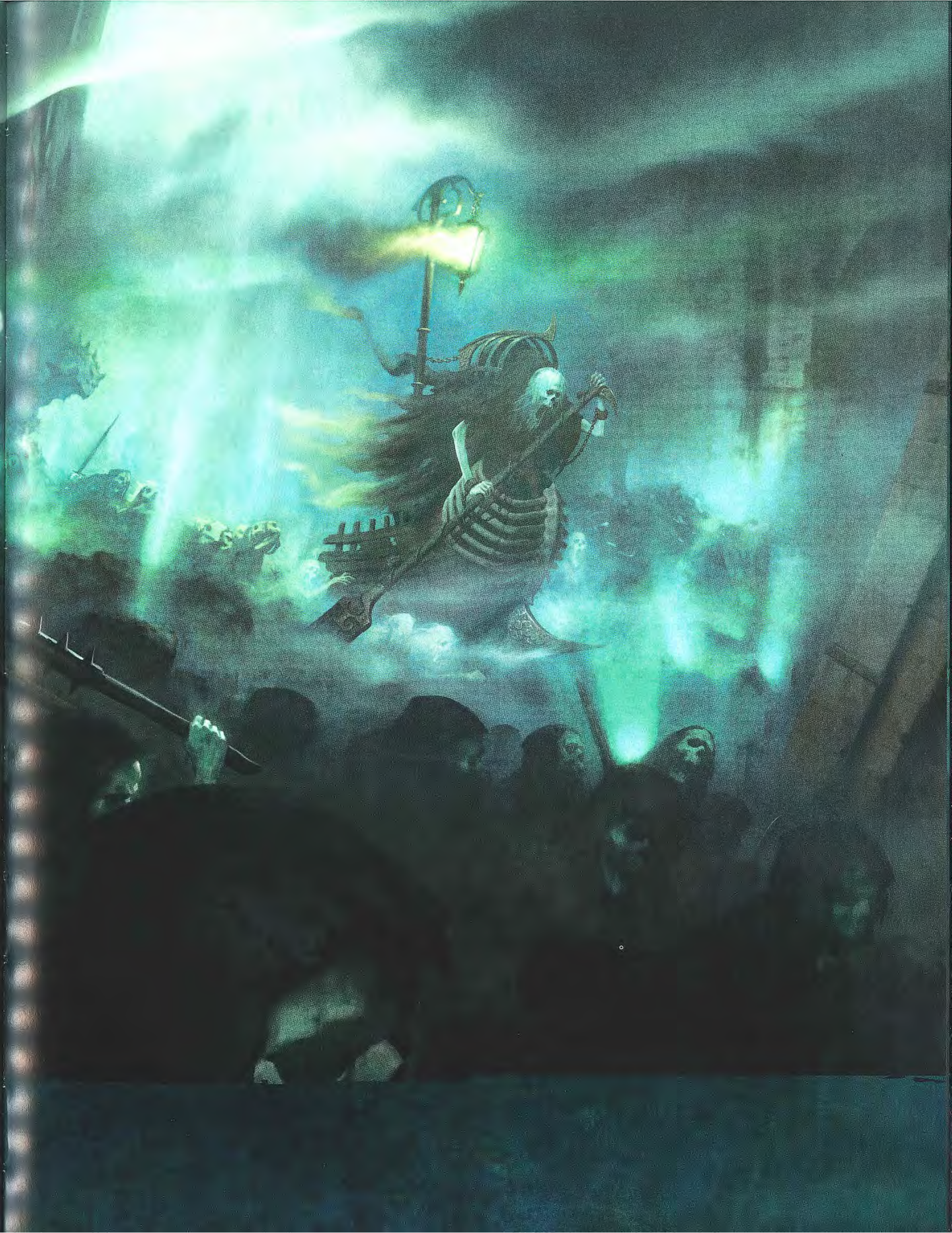
A few seconds later, Krent found out that the noise was not the worst of it after all.





'They come for you, the hateful ones. Not in ones and twos, but as a great onrushing horde. A maddening whisper will become a distant moan, then a chorus of angry voices, and finally a bedlam din that freezes your mind to ice. These are the truly damned, and this day, my cursed friend, your soul will go with them.'

- Diarmod, Foreteller of the Wraithfords





THE NATURE OF THE DAMNED

The Nighthaunt are fashioned from Shyishan spirits into heart-stopping monstrosities that inspire terror in Nagash's foes. It is their role to act as the swift-moving vanguard of the Great Necromancer's forces, preparing the way for his ultimate ascendancy by striking deep fear into those cultures that oppose him. The fear they bring comes thick in the chill air, like frost on the soul; in this is their greatest weapon.

In the Mortal Realms, a soul fleeing from its body upon death passes into the underworlds of Shyish. There it will manifest as a spirit in the very same afterlife believed in by its living incarnation. Sad, solemn or contemplative, the spirit usually finds some manner of contentment.

It is not only paradisaical underworlds that make up the lands of the dead. Some mortals believe they will go to an afterlife where they will pay for the sins of their former lives, and in believing it, their collective consciousness and the peculiar magic of Shyish make it so. Still, such is the human spirit that it is possible to find happiness even in an afterlife designed to punish. Even in

Shyish, nothing truly lasts forever; not for nothing is it known as the Realm of Endings. When every trace of that soul's existence in the other realms is gone and the echo of its culture's mortal conceits has faded away, its underworld would dwindle, the essence would gradually fade into the aetheric void, and ultimately it would experience true oblivion.

Since the coming of Nagash to Shyish, the rise of undeath and, more recently, the rite of the Necroquake have overturned that natural order completely. Now, the harmless phantoms that once made up the vast majority of Shyish's inhabitants are found but rarely. The dead have been claimed utterly by the Great

Necromancer, moulded and forced into obedience as per his whims. Rather than being allowed to fade gently into nothingness, they have been remade into weapons of war. So came to be the Nighthaunt.

THE FORM OF THE GHEIST

When the spirits of the dead are remade under Nagash's dominion, all positive aspects are stripped away. Kindness, compassion, mercy and morality are all things unknown to the Nighthaunt legions. In their place are bitterness, spite, envy and raw, seething animosity for those they once called kin. These darkening emotions are not only given free rein but empowered, inflamed to define the spirit-essence that was once content simply to dwell in solitude or linger in solidarity amongst silent companionship.

The spirit becomes bowed and twisted by the horrendous urges they carry from that point on, any echo of their mortal features bleeding away to leave a leering death's head or a distorted, elongated skull. Death shrouds, veils and burial trappings drape and flutter around their bodiless form; if the being inside could be truly seen, they would be a thing trammelled and hideous, scarred by the energies of undeath that drive them to the edge of madness. Under a certain light, parts of these revenants are still visible; some wear the finery of their funerals, whilst others show long claws sprouting from wiry, thin hands.

THE ICONS OF THE DEAD

Amongst the processions of the Nighthaunt, there are many enchanted relics and dark devices that can kill without a touch. Most such artefacts are not fashioned to be sharp, swift or strong; instead, they are more likely to be a metaphor given form – a symbol or an allusion to some former crime. Their connection to ancient concepts of mortality rings true with a thousand fearful tales handed down from grand-dame to mewling babe. This draws motes of death magic to them, giving them an arcane strength. Corpse-candles, linked to the spirits of those who look upon them, can be snuffed out to kill the witness. Lockboxes open to release screaming phantasms, and hovering scythes cut away the soul.

Perhaps the most iconic of these arcane weapons is the hourglass. It symbolises time running out and the end of all things. Should an enchanted hourglass be filled not with normal grains but the greyish-purple, granular realmstone known as grave-sand, the owner gains a limited power over life and death. In the Age of Myth, it was widely believed that should a mortal somehow secure the grave-sand that corresponded to his own life, place it in an hourglass and invert it, he would gain another lifetime to add to his allotted span. Yet to do so would be to brave a place where death rages on hurricane winds, and even to walk the dunes can be to age to scattering dust. The Nighthaunt have no such vulnerability. So it is they use specially forged hourglasses full of this anathematic substance to steal the lifespans from those nearby – as well as to manipulate the speed of events around them. Even time itself is not immune to the terminal power of Shyish.

MARK THE FALL OF THE HOURGLASS SANDS



It is often said that even a well-made blade will pass straight through a Nighthaunt without effect. A great number of these tales are based on experience. Those who survive a gheist attack will be scarred by their experiences for the rest of their lives, but they can at least find some small measure of catharsis in warning others of what they saw. Rumours of their deadliness are deliberately seeded and propagated by the servants of Nagash, some of whom still number amongst the living. It serves the Nighthaunt well to be thought of as invulnerable, for one who has fear in their soul will indeed find their weapon ineffective against them.

A mortal soul who has steely conviction, however – whether through desperation, parental instinct or just sheer force of will – will find their weapons tearing through these spectres with ease. In essence it is the conviction, the

emotion behind the blow, that does the damage rather than the lethality of the weapon's material form. One could kill a Nighthaunt with a blunt wooden sword were it wielded with enough courage, and the Church Unberogen often maintains that faith alone can banish the evil gheist. For this reason, the Nighthaunt thrive on the cultivation of terror.

THE WEAPONRY OF THE DEAD

Though the Nighthaunt can still the heart of a living creature or rip out their throat with a gouging swipe, many of their number carry enchanted daggers and blades. Some such weapons can steal the life from a victim with a single slice, for they are imbued with the energies of ending that saturate the lands of Nagash. Some amongst the processions are given weaponry suited to their eternal punishment. These include the

'cairnoch' scythe of the wraith, a weapon that cuts the soul itself and hence can reap a deathly harvest with each swing; the blade-hands of the ghastly reaper, made to stab and impale where once they created and healed; and the polearm of the Glaivewraith, the point of which always veers to the heart of their intended victim.

It is not just blades and polearms that are wielded by the Nighthaunt throng. Chains and manacles are much in evidence; the jailers of the underworld known as the Great Oubliette wield weighted padlocks that can not only batter souls from bodies but steal them away. Some undead crones can cause whips of iron-thorned briar to shoot from their hands. Wrought-iron carriages, glowing with baleful light, are driven into the enemy to crush bone and shatter armour. Together this grisly panoply can shatter the battle lines of even the sturdiest foes.

OF FEAR AND WEAKNESS

The Nighthaunt have always fed on fear. They grow strong in places of negative energy as a briar grows strong in loamy soil and sunlight. Of late, with the lands so saturated in the energies of death, the pall of terror they generate has choked entire nations into paralysis and despair.

When the realms were first explored, the ghosts of old tended to linger in the same locales, haunting places of trauma or massacre. They were empowered by the tiny motes of death magic that drifted in the air around such sites, sometimes discernible as glittering clouds of amethyst energy. In Shyish, the energies of such magic are all but omnipresent, but in other realms, to stray too far from such sources of power was to fade away. A wandering spirit could become forever divorced from the times, places and events that tethered them to the memory of their former lives, and in that lack of cohesion and deathly energy, they would fade into oblivion.

Yet the fear of death, the existential dread of mortality and the horrors that wait on the other side, is found in nigh every culture. Half primal, half philosophical, that fear is a specific blend of energies that attracts the motes of death magic on the aetheric winds. One who gives no thought to such things instead has an aura that attracts the energies of life and vitality. In this can be seen the indomitability of youth and the naivety of those who, never truly wounded in body or in soul, are under the false assumption they cannot be hurt.

Similarly, those who fervently believe in a god of some kind – that their spirits will be safe upon their deaths and that their souls are twinned with a higher power – also enjoy an innate protection against the accruing of morbid energies. In this they have a defence against the depredations of the Nighthaunt. That confidence, that aegis of certainty, is repulsive to the spectres that haunt the

realms. After all, gheists are beings of magic, and to them an iron certainty, regardless of source, is the most robust shield of all.

A gheist preying upon a shaman who holds up a sacred leopard's paw or other relic would find its advance like pushing headlong into a violent gale. Should the faithful shaman drop his talisman, and hence feel the sudden plunge of fear in his gut, the Nighthaunt would open him head to toe in moments. Those who dwell too long on death, who contemplate matters of the grave and all the macabre aspects of that which will eventually consume them, are prime targets, for the armour of their soul slowly becomes worn, cracked and rotten. These instead attract the energies of death – and in so doing, empower the evil spirits that would prey upon them. So it is that the Nighthaunt, creatures that can pass straight through the walls of a dreadfort's keep without slowing, find the bulwarks of the soul to be a far more problematic defence.



It is the fearsome revenant queen Lady Olynder who understands this truth most of all. Her innate comprehension of how to wield misery, paranoia and terror above all else is the prime reason why

Nagash elevated her to the status of a Mortarch. She knows from experience that a widespread pall of panic and confusion will allow her deathless legions to flow across the realms at pace, riding the ascendant winds of death magic and easily tearing apart those who were already quaking at the mention of her coming. She does everything she can to sow fear across the domains of human, duardin and aelf, for in doing so she prepares the land for her coming. Lady Olynder knows just what terrifies each culture, for she made a study of it even as a mortal, and the dusty libraries of her stronghold, Dolorum, are filled with esoteric tomes penned on the weaknesses of civilisation.

Human fear is primal, an angst of the hindbrain that fears the supernatural in case it proves impossible to overcome. The aelves have no innate trepidation of the arcane but recoil at tales of cosmic evil – especially those dark fates they have brought upon themselves. They know in their hearts that it is the rot from within that does the worst of all harm. The duardin profess courage at all times but secretly dread becoming irrelevant, rendered unable to affect the worlds around them or to pass their wisdom down to the next generation, thereby dooming their race to repeat the same mistakes time and time again until they vanish into obscurity. Even the more intelligent subspecies of the Seraphon have doubts of a sort: a cold but creeping fear that they are misinterpreting the Great Plan and hence letting the wheels of time and space slip out of alignment until all reality crumbles apart.

These deep-seated angsts are well known in Dolorum, and Olynder plays upon them with a virtuoso's skill. A harrowing tale, spread far by word of mouth, can do more to secure victory than any amount of training or preparation. Indeed, conventional military tactics are seen as rather quaint by the Mortarch of Grief. Her way is that of psychological warfare, for if she can steal the courage from her foes, victory is all but assured.

During the Time of Tribulations, where grisly omens abounded across the realms and dark portents presaged the coming of the Shyish Nadir, the manifestation of gheists across the lands increased tenfold. The culmination of Nagash's reality-altering rite drove a spike of horror into the hearts of every culture, for no land remained untarnished by the Necroquake, and tales of hopelessness spread far and wide. Olynder's Grieving Legion made sure of it, in fact, sending mortal agents in the guise of survivors, itinerant elders and dirge-minstrels to bear word of the coming Nighthaunt through a

dozen realmgates and more. Many of their stories contained snippets of ancient rites or summon-songs and were worded in such a way as to stick in the mind, much as a tune might haunt the ear.

Their message of doom spread from gravesman to barfly, from tavern to dock, from patrolman to courtier, and ultimately to the thrones and conclaves of true power. The murmurs of horrible fates soon to come, so lurid and memorable, were as impossible to hold back as the hunter-gheists that would follow in its wake. For with so many tales of woe abounding in the realms, how could a gate guard tell a simple refugee or seeker of haven from the bearer of horrific stories that would spread like a plague throughout the city beyond?

In such a way did the Mortarch of Grief ensure that even those Sigmarite strongholds with arcane defences festered with anxiety. In the loam of such doubt grew seeds of treason, whether through unbearable stress, madness or envy of those with a lighter load.

Even Shyishan cities such as Lethis and Glymmsforge, experts in the banishment of the undead, saw acts of treachery as former heroes abandoned their posts or turned to worship of Nagash in the hope of joining the winning side. Through the cultivation of such dissonance, fed and watered by the midnight shadows of the mind, Olynder ensured that her legions struck at places ripe for the slaughter.

Yet even this subtle war does not go unopposed. The forces of the God-King have fought to drive back the Shyishan conquests with intense fury since the coming of the Necroquake, as have those of Teclis, whose great exorcism in Hysh changed the course of history. Of late, the endless hordes of Gorkamorka, whose natural ferocity is as hard to dampen as the flames of a raging wildfire, have taken the fight to the forces of Nagash with a renewed vigour. Perhaps, the rumours have it, all is not lost after all, and there is still hope for a better day.

Yet if that is true, it will be a future hard-won indeed.



NO SHIELD CAN HOLD BACK THE ETHEREAL BLADE

INTO THE REALM OF ENDINGS

Shyish is a realm composed of thousands of underworlds, each solidified from the collective belief of a mortal culture. Taking form as per the imaginings, artworks and stories of the living creed that speaks of them, they range from tiny islands given shape by the belief of far-flung tribes to vast, sprawling land masses. Almost all have been conquered, either by the forces of Chaos or by Nagash himself.

Before the Age of Myth began, Shyish was the sole province of the deceased. All was ordered and respectful, for the curse of undeath had not yet spread across it – nor had the corrupting energy of Chaos, or even the noise and squalor that is the hallmark of the living. Those who died in the other realms awakened there as bodiless souls, transported via the magic of the place of endings to the underworld they believed in as a mortal. In aeons past, the majority of the giant islands that comprise the realm were paradises or else places of quiet reflection, though there were hellscape amongst them to reflect the dreads of those who believed they deserved to be punished.

Most of these afterlives were the province of human spirits, though there were also those few solely populated by the spirits of aelves – underworlds often depicted in their cultural works as hovering above the greater realm's immense disc-shape – and, conversely, those afterlives of the duardin race, who many believed lingered beneath the surface of the Shyishan realmscape. Yet the vast majority of underworlds had a variety of races, owing more to philosophy and oral tradition than to notions of exclusivity. Furthermore, there were realmgates upon many of these islands, as well as misty seas that, despite the presence of whirlpools and storms, were largely navigable. It was not unheard of for wandering souls to leave the bespoke afterlives to which they were once best suited.

Over time, such free spirits would settle elsewhere, preventing any underworld from being a monoculture and spreading their own stories as they went.

The underworlds of Shyish were given strength by the peoples that told of them with tale and fable, to then let their departed pass into them after their deaths, there to linger as natural spirits or – when Nagash's black shadow later fell across them – be transformed into gheists. Those empires that carved out conquests in the other Mortal Realms gave rise to entire Shyishan continents forged in their image. Yet when each civilisation faded, as all things must, the lands would become less populous in terms of spirit and crumble away to nothing, being replaced by younger and more relevant underworlds with a new generation of believers.



During the Age of Myth, an influx of living settlers made their claims in Shyish, striking out to the most hospitable underworlds in order to find their ideal habitats before death rather than after it. In doing so, they often earned the ire of those departed souls who had

given that region form in life and then literally died to dwell there. Still, during the Age of Chaos, these settlers defended their adopted lands from the incursions of daemon and mutant with all the vigour and strength typical of the living. So long as they actively ensured that underworld's survival, they were tolerated by the native spirits that belonged there with only sporadic hauntings rather than a full-scale war between the living and the dead.

In some of these underworlds, the settlers were the descendants of departed souls that had journeyed there upon their deaths yet still wished to share the company of their living relatives. In the Age of Myth, it was not uncommon to see people engaged in conversation with long-dead relatives, playing stately games of strategy with them, or even, when a threat to their way of being loomed large, joining forces against the depredations of the wilds. It is said that during the dark times, when Chaos came to Shyish, the living and the dead of these lineages fought alongside one another against the outsiders. In some places in the Realm of Death, this is still the case. Many a fortress has its walls manned by skeletal sentinels or shimmering ghosts clad in the same heraldic colours as the living soldiery inside. Unfortunately, there are far more of the dead that have been turned by Nagash's curse into hideous persecutors, falling upon their once-beloved relatives with a monstrous need to kill.



THE PIT OF OBLIVION

Since the creation of the Shyish Nadir, the 'terminus concept' that governs the Realm of Death – that being the core tenet that Shyish is the end of all things – has been shaken, corrupted and bent out of true. Now the underworlds do not eventually fade away into the aether as they once did; instead, they are actively consumed.

The inversion of Shyish's magical polarity, a direct consequence of Nagash's commissioning of the Great Black Pyramid and the deathly ritual through which it created the Shyish Nadir, has changed the natural order of the realm beyond recovery. New underworlds still form slowly at the extreme edges of Shyish, gradually coalescing from the swirling realm-stuff and residual grave-sand as they are unconsciously shaped by the faith of the living. Yet these soon become the province of the undead, rather than the restful departed, for Nagash's forces roam far and wide, and the corruption of his godly power is all but impossible to escape.

The creation of the Great Black Pyramid, painstakingly assembled by endless hordes of skeletons under the auspice of Arkhan the Black, was a labour that took many centuries to complete. It was achieved through the slow accumulation of grave-sand, collected grain by grain by skeletal footsoldiers that walked from underworld to underworld – sometimes through realmgates, sometimes even across the beds of the intervening seas – to reach the Perimeter Inimical. Bathed in life-draining magic, they would collect their granular cargo in their bony digits before turning back for the sprawling necropolis of Nagashizzar. To a distant observer, they looked as columns of marching ants, and they were every bit as resolute.

No mortal force could have enacted this aeon-spanning scheme nor survived the baleful essence of Shyish's rim, but to one as patient as Nagash, the plan was sound. Over time, his conviction was proven correct. Once returned to the heart of Shyish, the grave-sand was collected, vitrified through dark alchemical processes into a black, glassy material much like obsidian, and used to create a vast, inverted pyramid. It was this colossal edifice that, when the great ritual reached its conclusion, bored a hole in the heart of Shyish and caused its centre to collapse entirely, becoming a magical singularity of terrible appetite.

With such an incredible concentration of arcane force stolen from the edge of Shyish and then magnified at its core, the magical polarity of the entire realm was inverted. Nagashizzar sank into the darkest pit of magic ever created, a gaping hole that yawned at the centre of the Realm of Endings. From that point on, the underworlds that once grew strong and faded through mortal belief were slowly, inexorably drawn to that vast, sucking abyss, much like a scud of foam is drawn to the downward spout of a funnel. Should an underworld be strong, thriving through the belief of its parent culture and the settlers that live there, it might resist the pull of the Nadir for years, even centuries, even if it were close to the dark heart of Shyish. Those who lose hope, and thereby allow themselves to be drawn close enough to tip over the edge, are soon claimed utterly by Nagash.

An underworld so devoured becomes nothing more than a black silt of deathly energy as it passes into the depths of the Nadir; it is raw material for the sorceries of the Great Necromancer who, by creating this aberration, has ensured that he no longer need rove the limits of Shyish to keep

his dominion over the land. In the end, all things will be drawn to him, unmade by the raw power of death and fashioned in a way more pleasing to his whims before being unleashed as a weapon of war upon the living. Foremost amongst these forms are the Nighthaunt.

Though the Necroquake was not a complete success, mainly owing to the interference of the skaven, the rite was still brought to fruition and the substance of Shyish remade. The storm of death magic buffeting the cosmos has since been exorcised through the machinations of the aelf gods, but the Nadir, seat of Nagash's now-centralised power, remains a master stroke. All will be drawn, slowly but inevitably, into that dreadful abyss. Without hope, without a constant, organised resistance against the dominion of Nagashizzar, every living soul will eventually be remade as a Nighthaunt or another form of undead, and Nagash's great victory will be complete.

ARCANE EMANATIONS

The spells cast by the Nighthaunt are powerful hexes that bring an endless variety of deaths to their foes. Since the creation of the Shyish Nadir and the subsequent magical phenomenon of the Arcanum Optimar, there are some spells that, once cast, have no natural end. Amongst these is *Mortalis Terminexus*, a gigantic hourglass that can slow time or age those nearby to dust, and the *Shyish Reaper*, a giant scythe-like manifestation of finality that can carve straight through armour to slice the soul of the warrior within. Spirits divorced from their body can be swallowed by a conjured Vault of Souls, though should such a storehouse overflow, all those nearby will pay the price in the resultant ectoplasmic explosion.



THE HAUNTED EMPIRE

Though no underworld of Shyish is free of Nighthaunt presence, the empire of Dolorum is defined by them. Its capital city is Sylontum, a place so saturated with amethyst magic that should a mortal stray there, in a matter of hours, he would age, die and turn to dust.

Though the strongholds of Nagash and his Mortarchs can be found in many places across Shyish, the epicentre of the Nighthaunt curse is the land of Dolorum. Long ago, this fledgling nation was the fiefdom of feudal lords in the service of Sigmar. Settled in the Age of Myth in what seemed at first to be a land of untapped natural potential, Dolorum flourished amongst the empty moors and windswept crags of the vast expanse to the east of the great mountains of Neferatia. At that point, there were none to contest them save for howling, mournful moans. For this was the underworld of the Unspoken – those who saw injustice time and time again yet never spoke up against it. Over time, the knowledge of their silent complicity drove them to the point they became convinced they would one day pay dearly for their cowardice. And so they did. The underworld they found themselves banished to was a place of ill aspect and incipient, creeping sorrow that soaked into the soul as moisture soaks into dry timber. The stubborn and ambitious settlers of Dolorum sought to colonise it nonetheless.

Having founded Sylontum, the Dolorite monarchy spread its influence far and wide, claiming not only the lands to the south but the islands off the coast: to the Isle of Last Sighs, where death rattles could be heard upon the wind; to Tzlid, where the people had learned to revere pain; and even to cold Dhûmi, where the grim-faced spectres of the frozen rattled their icicles in the night. Yet the Dolorites met no formal challenge, and soon their flag flew high in all these regions and more.

It was the coming of Nagash that spelt disaster for Dolorum's monarchy. The voices of the Unspoken, once all but silent, grew steadily louder until they became insistent moans and then, whenever the deathly winds raged, piercing shrieks. To those outside the empire, the land became known as the Screaming Wastes. The voices drove many of Dolorum's people into the arms of madness, but still worse was to come. The coming of the Age of Chaos saw plagues ravage the city, infecting the living and the dead alike, for despair is a rich vintage indeed to Grandfather Nurgle.

The rapid acceleration of Dolorum's demise, so soon after the pitilessly executed takeover by Lady Olynder, saw the land bound in defiance under her will. In the end, even she was forced to admit defeat and sought a parlay with the powers of Chaos. Nagash was greatly angered by this, though he also saw great potential in Olynder's merciless duplicity that would later see her rise from the ashes of her empire. In his fondness for dark and inventive justice, he ensured she felt every iota of grief she had caused over her bloody reign. The settlers of Dolorum were cursed to become as bodiless as those whose land they had claimed, their territories fashioned anew as an empire of the dead. Now Olynder has claim to far more than the Screaming Wastes, sending her processions across land and ocean to the realmgates that will bear them into the wider realms.

THE PRIME INNERLANDS

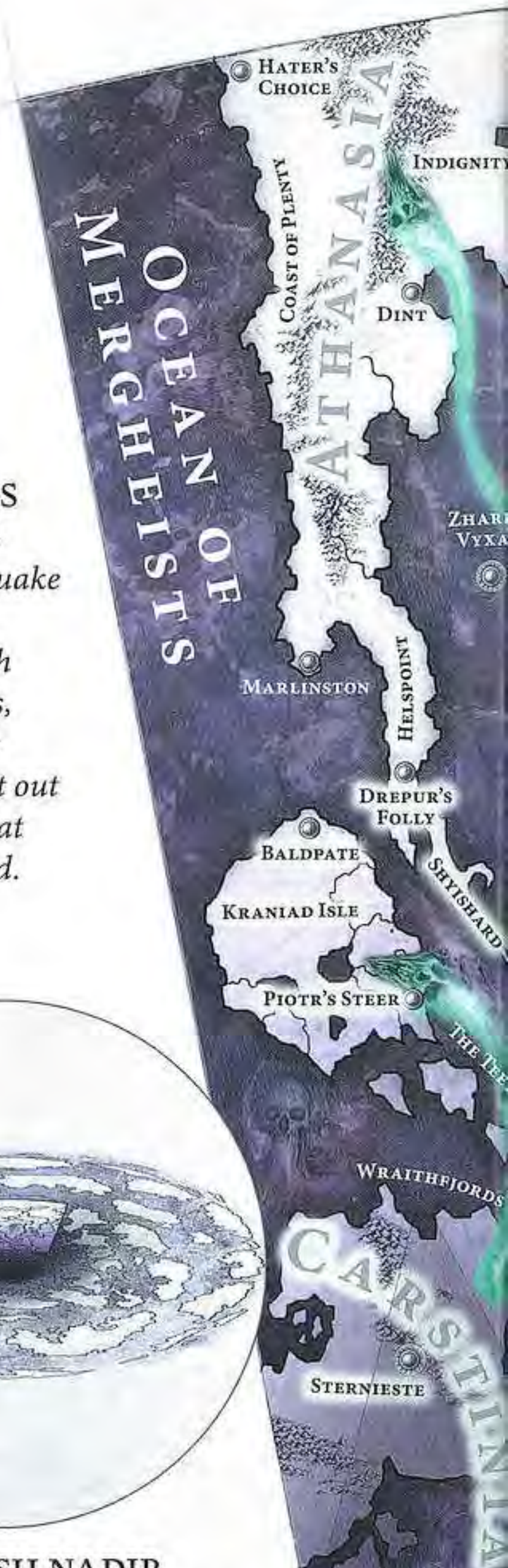
TO THE REALMS OF THE LIVING

Though the Necroquake saw a vast exodus of souls leave Shyish for the other realms, many a subsequent invasion has sought out a realmgate portal at Olynder's command.



THE SHYISH NADIR

Lurking at the centre of the Realm of Death is the enormous, cursed vortex known as the Shyish Nadir, into which the doomed underworlds are slowly drawn. Left unchecked, the Nadir may one day grow to consume all life in the realms.



SYLONTUM
Dolorum's capital city,
Sylontum, has once-great
palaces jutting from a landscape
of mausoleums and sepulchres.

A CITY BETRAYED
The Lyrian city of Glymmsforge would
have fallen in the first days of the
Necroquake were it not for Sigmar's
deployment of the Sacrosanct chamber.



- KEY**
- SIGMARITE METROPOLIS
 - MILITARISED CITY
 - SITE OF LEGEND
 - SIGMARITE STRONGPOINT
 - BATTLE OF LEGEND
 - OSSIARCH FORTRESS
 - OSSIARCH NECROPOLIS
 - REALMGATE
 - OCEANIC REALMGATE
 - NIGHTHAUNT INVASION

WRAITHEJORDS

The northernmost point of Carstina has thousands
of dead bodies interred in its icy cliffs; their unquiet
spirits howl above jagged rocks until summoned to war.



THE SANCTUM OF ANGUISH

Lady Olynder's earthly remains are sequestered in
a mausoleum-garden of thorny black roses. Only
Be'lakor, the Dark Master, knows this secret.

THE CHRONICLE MORTIS

The three ages that have spanned the history of the Mortal Realms have seen grotesque change overcome the spirits of the departed. From humble and harmonious beginnings, they have become creatures of pure hatred that desire nothing more than to kill in the name of Nagash.

● AGE OF MYTH ●

THE COMING OF THE GOD-KING

Sigmar Heldenhammer is shown the realms by Dracothion. Marvelling at their endless wonders, he brings the gifts of civilisation to the tribes he finds there. Though this brings about a time of unprecedented advancement and prosperity, seeing cities rise and empires spread their influence from realm to realm, it also begins the dissolution of the ancestral barriers between each domain.

As the people of the Sigmarite nations spread far and wide, Shyish becomes a popular claim for those who are not afraid of the dead. The lands are fertile enough, especially near the realm's core, and the seas are full of a marine bounty that, though pallid and often rather tasteless, provides an endless source of nourishment. Over the course of a few short generations, the cultures of the living take hold. New kinds of liquor are brewed, plainsong fills the air and amethyst sky-lanterns drift across the evening skies.

Many a once-peaceful spectre watches the colonisation of the living with hollow, baleful eyes, for they are both jealous of the living's energy and hostile to their intrusion, innately believing their paradise only fit for those who have earned the right to be there through death. Sigmar does little to still these undercurrents of discontent amongst the nations of the dead, and so they fester, unmarked aside from the occasional malevolent haunting or baleful prophecy.

AN ALLIANCE OF NECESSITY

In his great odyssey across the realms, Sigmar locates and unites the other ascended deities born from the World Before Time. Nagash is found buried alive under a mountainous cairn, each boulder and slab a realmstone monolith that presses down on him with irresistible force. Were it not for Sigmar defeating the many-headed hydragors that guarded the gates of Shyish and wielding the Great Shatterer, Ghal Maraz, to destroy the cairn, Nagash might never have gained his freedom. It is a calculated risk, for Sigmar knows allying with the Supreme Necromancer might prove folly in the long run – a suspicion that will, over the centuries, be proven quite correct. Yet in a new era beset with unknowns, his reasoning sees the two gods work towards much the same goals for many centuries. After all, he knows Nagash of old and is certain they both desire the same thing – to see order and civilisation triumph over anarchy and chaos. Nagash, for his part, agrees to work alongside Sigmar's pantheon, for he predicts great opportunity in the times to come.

THE GOLDEN CENTURIES

Many of Sigmar's early cities are made swift and glorious through the tireless work of those skeleton labourers Nagash lends to his cause. Unbeknownst to the God-King, however, the Great Necromancer is already sowing the seeds of future betrayal. In deep foundations, caves and hidden catacombs, Nagash seals away entire armies of undead within cold, lightless tombs, ready for the day when he finally shows his true intent.

In a long and unceasing campaign that spans entire centuries, Nagash spreads his influence across the afterlives of Shyish, absorbing a colossal amount of power as he does so. One by one, he encounters the death gods of each underworld and, in a series of metaphysical battles, consumes them to add to his might and take over their domains.



KERANUS' REWARD

Vholdian Keranus of Elixia hangs over a thousand criminals in the course of his life as an executioner but never a man from his own city. Towards the twilight of his life, Keranus becomes sickened by the endless crack of spinal cords and the death rattles of decapitated heads. Though he never admits it, he grows to fear the loll-tongued, bulge-eyed apparitions that haunt his dreams. He retires from his lifelong career, much to the chagrin of his liege lord, Varastis the Velvet. But he cannot leave behind his legacy. Years later, Keranus is dragged screaming from his family's homestead in the Elixian Mountains, hauled from his bed by the relatives of an innocent man wrongly executed. He is blinded with a sharpened bone and hanged to death with

his own entrails. Awakening as a tormented spirit in the Barren Mountains of Shyish, Keranus' despair and rage is so intense that Nagash gives him new life as the first of his Lord Executioners. He is sent out into the Mortal Realms to claim the lives of heroes and kings who defied Nagash or his Mortarchs, and he takes to his new role with gusto.

THE MIRRORED CITY

Shadespire, a thriving city of the living in Penultima, becomes a hub for seekers of arcane knowledge. More than that, the wise Katophranes who form the elders of the city pioneer a way of escaping death itself, using the vitrified realmstone known as shadeglass to entrap a departing soul and thereby allow that person to impart their learnings to generations of scholars to follow.

Nagash takes great offence at the sham immortality that becomes widespread in Shadespire and wrenches the essence of the city, and its citizens, from its physical incarnation. Casting it into the twilight sub-realm of the Hidden Gloaming, he creates the Mirrored City, a place of screams and distorted reflections where those inside are given the immortality they so desired, yet forced to fight and die over and over in an eternal loop of violence and strife. Those who attempt to escape are hounded by the evil spirits that once lingered in the city's dungeons, amongst them the much-feared Briar Queen, the murderous banshees of Lady Harrow and the huntsmen of Viceroy Drepur.

BEGINNING OF THE END

Nagash charges Arkhan the Black with the creation of the Great Black Pyramid, and with the endless march of hundreds of thousands of skeletons, the realmstone at Shyish's edge is gradually gathered into the dark city at its heart.

● AGE OF CHAOS ●

THE RUINOUS POWERS

The Dark Gods of Chaos, until now kept beyond the veil between worlds, work their insidious influence to turn the nations of mortals against one another until the spells, rituals and weapons of war they unleash tear the fabric of reality itself. The daemons that spill through are a new foe untethered by natural law, and they cut a swathe across the civilised worlds, setting in motion a new kind of worship – that of the Ruinous Powers. Even the dead of Shyish are hard-pressed to hold back the rising tide of anarchy that seeks to topple every form of civilisation into the dirt and feast on its bones. It is the beginning of five centuries of barbarism and strife.



THE WAR OF BONES

Archaon, the Chaos warlord known to mortals as the Everchosen, invades Shyish with the full force of his armies. The forces that worship Khorne focus upon Hallost, seeking to consume the souls of its mighty heroes. They carve a red path across the land until, atop Mount Marrow in the Nordeyrie, Nagash sacrifices a thousand mortal prisoners and raises the masterless spirits to fight back. In doing so, he summons the first true Nighthaunt procession and watches with approval as they take apart their mortal enemies whilst sustaining little damage in return.

For every battle Nagash wins, however, three more are lost. Stygxx is ravaged by the forces of Slaanesh, whilst the Amethyst

Princeloms, already having suffered harshly after their rebellion against Nagash's rule, are wracked by the transmutations of Tzeentch. Those Chaos forces who revere Nurgle primarily target the worker-nation of Ossia, bringing them into conflict with the military genius Katakros. When the Plaguefather's diseases run rife in Dolorum, Lady Olynder attempts to parlay for her own life and in doing so stokes Nagash's ire. Her soul is claimed by Nagash and cursed to dwell in grief, compelled to feel all the miseries of the Mortal Realms in a deep and aching soul-pain she can never escape. She rises from the fires of war to the rank of empress nonetheless, earning the respect of Nagash once more.

THE CROWNING OF THE FALSE KING

In the deathly kingdom of Khajhi, a lesser noble named Valentian becomes the pre-eminent schemer and manipulator of his society, a dynasty of rich settlers who made their home in an underworld that venerated authority. Considered by many to be the least of his kin, Valentian manoeuvres himself from the ranks of lesser noblemen into the royal court. He puts a chain of events in motion that sees his rivals and their armies massacred and his royal allies stabbed or shot to death in the night, with even his older brothers meeting the assassin's knife. Valentian reaches for the fallen crown, claiming dominion over the land in the name of Sigmar.

In doing so, he angers Nagash. His remaking into a cursed gheist is soon to follow; though even as a wraith, his burning ambition sees him rise high in the empires of the dead. Noting his potential, the Great Necromancer devises a reward and punishment in one: to enthrone Valentian and crown him as a king amongst spectres, yet curse him to be forever unheard.

WRATH AND BETRAYAL

The thriving fortress-city of Gothizzar, still at that point defended by the living and the dead alike, is sacked by Archaon's forces. The Endgate is claimed by Chaos, and the forces of the Everchosen spill into the Allpoints, sending their gradual conquest of that interstitial realm into overdrive. Sigmar flies into a rage at a loss he sees as Nagash's fault and hunts the Great Necromancer across Shyish, smiting the undying general Katakros instead when his true target escapes his rampage through sorcery. Weakened through the conflict, Nagash withdraws to Nagashizzar, only to be attacked by the combined forces of Archaon and the Plaguefather Nurgle. At the Battle of Black Skies, Nagash is defeated and all but destroyed by the Everchosen, his spirit fleeing to a hidden sepulchre in Stygxx. Nagashizzar is lost to Chaos, and over the coming centuries, much of Shyish is lost with it.

SOUL-THEFT

Sigmar, too, is defeated by the ascendant Archaon the Everchosen when the promised aid from Nagash proves critically lacking in strength. At the battle's height, he is tricked by a cunning illusion, lured into hurling his legendary warhammer into a rift of Chaos energy. In despair, Sigmar begins the great retreat to High Azyr that ultimately consigns the seven other realms to their fates.

Realising he needs a new breed of weapon to fight back against Chaos, Sigmar creates the Stormcast Eternals, taking up the souls of those heroes who fight to the end against the forces of darkness and Reforging them into tempest-blessed warrior elites. Nagash sees this as a betrayal, for in his eyes, those same heroes should have died and hence passed into his power in the afterlife. When Sigmar creates the Anvils

of the Heldenhammer, an entire Stormhost created from souls long dead, Nagash's cold hatred reaches new heights. The repercussions are severe, and though they take many years to manifest, they come to define an entire era.

● AGE OF SIGMAR ●

THE TEMPEST BREAKS

The newly minted Stormhosts strike hard in a hundred locations, establishing the beachheads around realmgates and other sites of geomantic power that will become the new Cities of Sigmar. Nagash, seeing the forces of Chaos cast into disarray and those of Order entirely occupied by the resultant Realmgate Wars, bursts forth in resurrected magnificence from the Starless Gates. Sending his legions on the offensive once more, he drives the creation of the Great Black Pyramid into its final stages.



THE ALLIANCE OF ANVROK

During the Stormcast strike at the Chaos-occupied Hanging Valleys of Anvrok, the ill-fated Thostos Bladestorm matches his might against the sorcerer Ephryx – the Tzeentchian magister who persecuted the city of Elixia and in doing so ended the life of the gifted swordmaker Celemnis. Shortly before being slain by a sorcerous

explosion, Thostos spies the light of the hammer Ghal Maraz – that holy relic came to rest in Elixia after the Battle of Burning Skies. Reforged and later sent back alongside Lord Vandus and Ionus Cryptborn at the head of the Heldenhammer Crusade, Thostos is soon locked in battle against the forces of Chaos once more.

It is the ghost of the weaponsmith Celemnis, remade as a banshee, that tips the balance. By summoning forth a host of the Quicksilver Dead and a veritable arsenal of flying Celemnite blades, she fights alongside Ionus Cryptborn and his warriors to drive out the Tzeentchians from Elixia. It is this alliance that sees Ghal Maraz reclaimed and returned to the hand of Sigmar, turning the tide of the Realmgate Wars, though at a cost – since that day, Elixia has been ruled only by vengeful shimmer-skinned gheists.

THE TIME OF TRIBULATIONS

Omens and signs of the great disaster to come manifest across the realms. Horrified by the implications, prophets of every race and creed speak of the nearing cataclysm, though many pay the ultimate price for their constant doomsaying. A brave few generals muster their armies to march upon a resurgent Nagashizzar. They do so too late – only the scurrilous skaven manage to affect the ritual in any way, contaminating it even as the rest of the convergent forces become embroiled in infighting and confusion at Nagash's walls. The rite reaches its dread conclusion and reshapes Shyish as per the Great Necromancer's plan, but it also sends wild magic cascading across the realms.

THE SOUL WARS

Death magic erupts from the heart of Shyish, cascading across the cosmos to begin an apocalyptic onslaught of gheists. Every long-

dead corpse is made a temporary realmgate, the invisible silver threads of mortality binding them to their spirits allowing the manifestation of millions of Nighthaunt across the realms. Howling gales of apparitions scour the lands, taking out Nagash's ire upon all those who he sees as having stolen from him.

SINS OF THE DROWNER

In the west of the Great Parch, the ferryman known as Awlrach of Aspiria is well respected. He is one of few who will dare cross the Ocean of Swords to brave the wrecker-prowled coast of Vanx. It is Awlrach's habit to trawl the shanty-taverns of the Aspirides, offering passage to those who can pay his price in gems or goodwater. Though he cuts a forbidding figure, he is never short of business, for the land of Vanx is fertile in comparison to the Parch's hard-baked clay. None of those he ferries ever return to contradict the notion. It is said those who make the voyage now live in a green, lush enclave of orchards – stories put about by Awlrach himself. In truth, his passengers never reach the other side. When halfway across, Awlrach pitches them overboard into the searing, sulphurous seas, laughing to himself as they drown in horror and pain. He completes each journey to add veracity to his claims, returning with fruit from the Vanx Littoral.

So it goes for nearly a decade before the people of the Aspirides uncover Awlrach's secret. Swollen on his diet of goodwater, he looms tall, and it takes eight men to overpower him before he is bound hand and foot and pitched into the sea. So Awlrach himself drowns, though he drags three of his prosecutors to their deaths alongside him even as his skin sloughs off in the caustic water. It is far from the end of his story, for Nagash makes great use of such callous souls...

THE SIEGE OF SORROW

Lady Olynder leads the Grieving Legion to attack the capital city of Lethis. An alliance of Anvils of the Heldenhammer, Idoneth Deepkin, gheist-hunting Blackshore Guard and Fyreslayers stand before them. For a while, they hold them off – until the Greyfyrd duardin, angered at the lack of payment for their services, are lured to the side of Olynder through a ready display of wealth. Though the city is ultimately saved owing to an unexpected reinforcement from the neighbouring Flesh-eater dynasty, Olynder slays the Celestant-Prime in single combat and completes her mission – to awaken the Mortarch Katakros from his incarceration in the Stormvault under the city. In this, she causes a new terror to rise across Shyish and beyond: the military elite of the Ossiarch Bonereapers.



INVASION OF THE EIGHTPOINTS

Olynder and Katakros launch a joint invasion of the sub-realm once known as the Allpoints, now the power base of Archaon himself. With the Everchosen elsewhere, they succeed in taking the lands around the Endgate, the Nighthaunt sweeping forth as a vanguard and harassing the forces of Chaos whilst the Ossiarch Bonereapers of Katakros fortify the lands behind them. The vast bone edifice known as the Arx Terminus is built around the Endgate portal. Archaon returns as the Mortarchs appear to have the forces of Chaos

routed. He lays Katakros low with the Slayer of Kings, even as Olynder is outmatched by the daemoniac terror Be'lakor. Even so, when the dust settles, the Endgate remains in the hands of Nagash's commanders, Katakros' soul given a new body within.

CURSED SKIES

When Olynder's mortal remains are located and threatened by Be'lakor, the daemon prince succeeds in winning her aid – the speed and efficacy of her assault on the Eightpoints had not gone unnoticed. The two have a mutual enemy, that being the Stormcast Eternals bringing hope to the nations of the living. It proves enough to form an accord, and Olynder adds her might to that of Be'lakor's legions. After the explosive destruction of a Silver Tower sees several realmgates in Chamon blasted wide open, the skies themselves curdle and turn dark. In those locations under their shadow, Be'lakor conjures a barrier between the earthbound Stormcast Eternals and the heavenly realm of Azyr so that upon their deaths, they cannot reach Sigmar's realm to be Reforged. The dark alliance sees an entire Stormhost, the Sigmarite Brotherhood, destroyed beyond hope of recovery. Though the subsequent assault of Vindictum fails to raze the city, the damage is done – no more can the Stormcasts be considered truly immortal. By proving them fallible, Olynder strikes a blow to the morale of all they protect.

RED VENGEANCE

The lands of Khul's Ravage are stained by the lakes of blood spilt over the course of the Age of Chaos. Hundreds of thousands of souls have died there over the years, for it is a realm where the curse of Khorne runs hot. And yet, against all omens and warnings, the Dawnbringer Crusaders known as the Reclaimers venture



further and further south, fighting off small warbands of Bloodbound every day for long weeks. In the process, they are whittled down to next to nothing, bled dry by the sheer scale of the Ravage. Each night, they hear a strange, unsettling laughter, interspersed with screams and cries for help that a brave few try to answer, only to find strange red phantasms half-visible under the light of Aqshy's three moons.

When the caravan makes a last stand against their Bloodbound persecutors, blood runs thick across the site of the Brimstone Massacres. At the peak of the battle, red-robed gheists rise up in their thousands, using the shimmering pools of spilt gore as a portal to translocate from the Shyishan underworlds. At first the Bloodbound cry in jubilation, thinking the visitations to be Khornate daemons, but their mistake is soon revealed. Over the course of a harrowing hour, the Nighthaunt slaughter all of the Bloodbound before approaching the Dawnbringers in whispering parlay. Ashen-faced, the crusaders head back north to Fort Denst the very next morning.

THE GREAT EXORCISM

After the Nighthaunt invasion of Settler's Gain sees the city take grievous losses, the aelves of Hysh go forth in splendour at the behest of the mage-god Teclis. Their counter-invasion drives deep into Shyish with the intent of lighting a flame of defiance across the underworlds. Several nations are inspired by their victories, and indeed a new message of hope begins to spread, but the ire of Nagash is great. His counter-invasion in Hysh sees thousands of Lumineth slain and the great mountain Avalenor crumbled before the combined forces of Teclis, the Lumineth and the humans of Settler's Gain banish the Supreme Necromancer back

to Shyish. With his defeat, Teclis successfully puts an end to the deathly energies that have plagued the realms since the coming of the Shyish Nadir.

THE ERA OF THE BEAST

As one part of the great cycle ends, another begins. In Ghyran, Alarielle the Everqueen capitalises on Teclis' victory over the suffocating pall of death magic to resurrect the Oak of Ages Past and use its magic to cast a great Rite of Life. Vitality blooms and blossoms in a new season of vigour, a counterpoint to the dark winter of the soul that presaged it. In the highest concentrations of magic – often around those geomantic nexuses settled by Sigmar's crusades of reclamation – the realms themselves come alive, forming strange incarnate entities that prey on the unwary, and can be cowed only by a rare few.



Ghur shakes to the thunderous tread of the Earthquake God Kragnos, the End of Empires, freed from his aeons-old prison by the invigoration of the mountain that had trapped him for so long. As he takes his anger out on civilisation at large, the orruks of hill, marsh and swamp gather behind him by the million, eager to feast on the resultant carnage. The Nighthaunt processions, formerly so free to cause carnage wherever they wished, find themselves facing an onslaught of sheer, feral power

from a rising force in the realms – the hordes of Destruction, who do not scare easily. Much of Dolorum's royal court focuses on the best ways to turn the ascendancy of the primal tribes to their advantage; the battlefield may have shifted, but they have time on their side. Though the Nighthaunt are not so much a constant gale abroad in the realms as a series of sudden storms, they are no less deadly for it.

A TAPESTRY OF WOE

The deathly city of Darramor, long abandoned by the Flayed Prince, lies empty for years. None of those who dare stray through the twisted underworld of Tzlid dare go near it – none, that is, save for the corpse-eating ogors of the Brokenskull tribe. Nomads at heart, their Mawpath takes them from the Deserted Peaks to the south in search of rotten flesh to chew and yellowed bone to gnaw. They find plenty en route, smashing their way through the Deathrattle barrow-hosts and gangs of mutilated human tribesmen who seek to bar their way. The ogre tribe's tyrant, Drotho the Corpulent, demands that they fight their way right to the heart of Tzlid's capital so he can sit on the Flayed Prince's throne and declare himself king in his stead. Though it costs them a full half of their number, such is the juggernaut force of their advance that they fight through Darramor's garrison. Soon after, Drotho gets his wish.

Unfortunately, in doing so, he draws the eye of Lady Olynder, who counted the Flayed Prince amongst her allies. In a great mirror, Drotho sees a veiled apparition holding an hourglass, but he makes little of it at the time.

The Tyrant's newly vacant throne room, strung up with hundreds of long, tattered banners and tapestries made of human skin, is made more to the ogors' liking

as they tear down and chew upon the furnishings. Drotho himself seems ill at ease, though his rule is proven, and his belly is full of leather and crunched-up bone. Everything around him seems dull and grey aside from a greenish glow upon the horizon.



When the moon Lunaghash is at its fullest, the Emerald Host rides through the walls of the throne room. The ogors are engaged in idle bloodsport and, gluttoned on the

spoils of war, are slow to react. By the end of the night, the halls of Castle Darramor are strung with banners and tapestries of skin once more, though these ones are far larger, thicker and fresher than their former incarnations.

TO WOUND THE COLOSSUS

At the Battle of Andtor Gulch, the Grieving Legion assault a tribe of gargants for no other reason than to show them the meaning of fear. In the close confines of the chasm in which Olynder has brought them to battle, the behemoths fight with reckless abandon, stamping Chainrasps into dissipating ectoplasm. The duel between their

towering leader, Lorge Skybiter, and Lady Olynder herself sees the Mega-Gargant transformed from a raging hulk into a scattering of black roses dispersed on shrieking winds. The giants feel a disturbing sensation of unease deep in their chests. When Olynder releases waves of banshees to fly screaming around the gargants' heads, the tide of the battle turns, and before the sun sets, dozens of titanic corpses litter the chasm. Olynder allows three of the lesser brutes to escape, purely to bring news of the slaughter to the other gargant tribes. Word of the carnage spreads far, and for the first time in Ghur's history, the Sons of Behemat truly know what it is to fear the dead.



THE DEEPEST HATRED IS ETERNAL



THE GATHERING OF WRAITHS

In their misery, the ethereal phantoms of the Nighthaunt once dwelt in ones and twos in accordance with their nature, either staying close to the places of their death or roaming at will as they sought out living souls on which to vent their ire. During the harrowing times of the Soul Wars, the Nighthaunt across Shyish formed into gatherings known as processions – and in doing so, reached the apex of their strength.

At the first breaking of the Necroquake, the Nighthaunt swept out across the lands in their thousands, anarchic and wilful. They were in thrall to their darkest emotions, and answered to no ruler save Nagash. Though they posed a wide-scale threat to life and sanctity, their attacks were disorganised and haphazard. Only now, with Lady Olynder to unite them in deathless obedience and King Kurdoss Valentian to plan the tactical aspects of their assaults, have they realised their full power.

On those campaigns she judges vital to her strategy of demoralisation, Lady Olynder leads her own Nighthaunt procession. She usually does so at the head of her own sovereign force, the Grieving Legion, accompanied by her royal court and even her spectral consort, Kurdoss Valentian. When a more personal agenda is at hand, she goes forth as the huntmaster of the Emerald Host, usually in pursuance of a specific individual. Yet when the royals of Dolorum do not intervene directly, a Nighthaunt procession is commanded by a Knight of Shrouds. These were captains and generals in life. Twinned with a burning, deathly envy of the living, their tactical knowledge and flair for the tyrant's dark art gives a spine to a Nighthaunt army that might otherwise stay dissolute.

There are notable exceptions to this rule, for powerful non-martial spirits are sometimes given generalship over a wraith host. Infamous examples include Awlrach the Drowner, a recruiter of the dead, and the ghastly

sorcerer Reikenor the Grimhailer. Kurdoss Valentian is sometimes sent on missions away from Lady Olynder's side, but he is never the true commander – another of Nagash's cruel ironies.

A Nighthaunt procession draws much of its character from its leader. The most rage-filled generals invigorate their minions with their mere presence, charging forwards to strike a swift and decisive blow to the morale of their foes. The more patient breed of doombringers prefer to pin the enemy in place, eroding their will with waves of lesser gheists before hurling in elite reserve forces to turn a faltering defence into a rout.

Under a procession's commander are any number of lesser captains – amongst them Dreadblade Harrows, Spirit Torments, Scriptor's Mortis, Cairn Wraiths, Lord Executioners, Tomb Banshees and Guardians of Souls. These spirits all have their favoured ways of bringing death to the living and will usually lead assaults to unleash eldritch powers upon the foe. A few such spectres have achieved notoriety, such as the Bonequill Tallygheist and the Knight of Shrouds Sir Morwyrt Blackheart, a fearsome brute who is always accompanied by a trio of Lord Executioners. Some commanders use their captains as bodyguards, while others prefer a Shroudguard – a circle of Bladegheist Revenants bound by magical oaths to protect their liege.

The bulk of most Nighthaunt processions are drawn from the ethereal rank and file – less independent but more numerous

spirits, such as Chainrasps and Glaivewraith Stalkers. Such formations are usually deployed as expendable forces by their commanders. A Chainguard, for instance, comprises large numbers of Chainrasps under the direct control of a Guardian of Souls. These hosts are often used as the centre of a Nighthaunt battle line or for holding up powerful enemies in a war of attrition. Even as the Chainrasps are destroyed, their Guardian of Souls uses necromantic magic to reform them, creating an anvil upon which the morale of the opposing force will eventually break – and, soon after, see them slaughtered.

If a more focused assault is needed, the procession will likely be led by a host of Death Stalkers. These are hunting forces tasked with seeking out and destroying particular enemies, yet they are cursed to never feel more than a fleeting satisfaction from it. Alternatively, a spearhead may be led by the cruel-hearted, chain-rattling ranks of the Condemned. These are essentially the contents of a Shyishan gaol or oubliette emptied into a semblance of a military unit, with Chainrasps and Chainghasts driven mercilessly into the enemy by a Spirit Torment or Krulghast Cruciator. Such ragged multitudes are less concerned with holding up the foe and more with slaying them as traumatically and horribly as possible, for they have a great deal of pent-up anger to vent upon those they catch.

Other Nighthaunt formations are made up solely of powerful spirits. The Shrieker Host is one such gathering; led by a Tomb Banshee,

it is composed of Dreadscythe Harridans and Myrmourn Banshees. Typically, such a force drifts towards the battlefield while the enemy is already engaged. Just as the Tomb Banshee unleashes her hellish shriek, her Dreadscythe Harridans sweep into the reeling foe to stab, tear and maim. Should an enemy mage realise the threat these screaming spectres pose and seek to neutralise it with magic, swooping Myrmourn Banshees will devour those spells cast against them before bringing their own chill daggers to the fray. Few foes can defy a Shrieker Host, especially if they face the Sorrowmourn Choir of Lady Olynder herself. Those who stand firm soon find their will to fight eroded to nothing by the horrible cacophony.

When spectral cavalry are mustered for a swift strike, they often ride to battle alongside a Black Coach. Collectively, they are known as Deathriders. These fast-moving contingents are ideal for smashing apart the flanks of an opposing army and for launching sudden attacks before the enemy can muster any kind of cogent defence. An Execution Horde, meanwhile, concentrates a great deal of power into a compact force capable of breaking even a Stormcast battle line. Its constituent Spirit Hosts and the Lord Executioner that leads them are able to manoeuvre between larger formations before closing in, unhindered by bulwark or barricade, to secure a decisive victory.

Under the rule of Lady Olynder, several specific processions have already garnered a fell reputation. The strangely lambent Glowing Host from the Glittering Marsh field an inordinate number of Tomb Banshees and have proved unstoppable in their many attacks upon the Chaos forces in Shyish, whilst the vast Chainguard host from fallen Viniculum do not simply defeat enemy armies but overrun entire populations. The spectral cavaliers of the Reaverhost hail from martial stock; it is said that when the moonlight strikes them at the right angle, a ghostly hint of the livery they wore in life can still be seen.



THE EVERCURSED HOSTS

Though there are countless processions that answer to the will of Nagash, there are some so mighty they have dragged entire nations of souls to the underworlds of Shyish, there to be remade in their own image. Since the anointing of Lady Olynder by Nagash, four in particular have become feared across the realms.



THE GRIEVING LEGION

When the royal court of Dolorum goes to war, the dark grandeur of the dead is made manifest. Their processions have a morbid splendour like no other.

Once a grand assemblage of undead known as the Legion of Grief, this wide-ranging force has become refined to the royal household of Sylontum, leaving behind the lesser chattel so prevalent in the armies of their Soulblight rivals. Here every effort is made to convey the eerie regality of the Nighthaunt armies. Banners flutter and snap in a howling gale of amethyst magic, the petals of black roses are strewn upon the ground before them, and the horns of undead heralds echo in jarring disharmony that sets the nerves of the living on edge. It is as much the signal for a great nation-spanning conquest as it is to announce the coming of Lady Olynder, Kurdoss Valentian, their court and their retainers.

With the monarchy of the Grieving Legion come its royal jailers, torturers and executioners, the palace dungeons of Sylontum emptied so that the cursed souls of thousands of criminals against the throne spill across the land with uncanny, spine-chilling speed. Always, when the Grieving Legion's lesser Nighthaunt are banished, there are more. The goal behind such a spectacle is to show the twisted magnificence of the dead and conquer those nations that consider themselves beyond Nagash's reach. By dragging the captive souls of such fools away to Shyish before their time, they teach a fearful lesson – that even in the vibrant lands under the Hyshian sun, the Great Necromancer's cold claw can reach out and punish those who earn his ire.



THE EMERALD HOST

Riding upon a storm of green-white energy, the cavaliers of the Emerald Host cry out in harsh voices as they close in on their foe. They seek to persecute and destroy one soul in particular, yet it is always an important one, and any who protect them are damned.

On those occasions when Lady Olynder's enmity is earned beyond countenance, she levels an intense and draining curse at the perpetrator. This is a powerful hex indeed, and though it cannot be used often, it is a mark of doom like no other. From that point on, the target of the hex is haunted by premonitions of their own doom and, with the exception of a greenish glow on the horizon, sees the world without colour. The emerald glow that is the mark of that dread curse becomes ever more intense as Olynder and her riders grow closer, night by night, until it seems to eclipse all else in the victim-to-be's sight.

When her host closes in for the kill, it is led by an army of deathly horsemen. These are the Dolorous Guard, nobles who plotted against Olynder in life and once wore emerald brooches to show their allegiance to the old empire. The conspiracy to overthrow her failed at the last owing to the treachery of the infamous Gharest Malcor. Now, remade in death, the knights are her loyal cavaliers. Most of the Emerald Host is composed of cavalry, with Hexwraiths, Dreadblade Harrows and even Knights of Shrouds riding at the Mortarch's side. Inescapable, they charge ever on, tattered robes whipping around them in the storm. None save Be'lakor can claim to have escaped Olynder's hex – and given her long memory, the Dark Master's downfall has likely only been postponed.



THE SCARLET DOOM

Oceans of blood have been spilled throughout the ages, and often purely for the sake of cruelty. It is not only the spirit of the gore-soaked land that remembers those atrocities, nor only the sites of these massacres that still echo to the howls of the slain.

To fight the Scarlet Doom is to know a soul-crippling terror followed by a vortex of frenzied violence. They are the bane of unrepentant killers, those merciless butchers who became drunk on slaughter and victory in the aftermath of battle. These are the spirits of those whose corpses were mistreated, hacked up, eaten in cannibalistic feasts or decapitated so their skulls could adorn the heaped offerings to the primal deities. Though their bodies were violated, their souls remained whole and are outraged to the point of apoplectic madness.

Many of those sent screaming to Shyish by atrocity found a dire vitality in their anger and grief. They bear an eternal vendetta against the warriors of those races who robbed them of the chance of a proper burial. They entreated Nagash for a chance of revenge,

and the Great Necromancer was only too pleased to oblige.

Given forms that better echo their immortal wrath, they are unleashed from the underworlds to take revenge on those who treated them with such callous disregard. They emerge not through realmgates, nor even from their mortal remains, but through blood. For where the Scarlet Doom rise into the lands of the living, they do so through gory slicks and pools of lifeblood spilt in anger. Up they come, dripping and red, their angry screams growing ever louder as they set hollow eyes upon those who would profane the corpses of their foes. When the punishment is levelled against the cruel, it is a sickening spectacle indeed. The legend of their red vengeance has spread from the nomads of the Eightpoints to the thuggish tribes of Ghur, and it grows more fearful with each telling.



THE QUICKSILVER DEAD

Sliding through the air like shimmering snakes come the Quicksilver Dead, a host of silvered spirits each intent on perfecting the craft of death. Each sword-blow levelled against them splashes right through their liquid-metal bodies, their essences reforming almost instantly behind the blade before the killing riposte bites deep.

The magic of Chamon lies heavy upon the Quicksilver Dead. They are able to change shape and form at will, though that transformation always echoes the eerie inhumanity of the spirit itself. In a way, they have more substance than their kin; where other Nighthaunt drift through walls, these Nighthaunt deliquesce, spilling under doors and through keyholes. Still they are nigh invulnerable.

It was the banshee artisan known as Celemnis of Anvrok who first summoned the Quicksilver Dead from the forge-city of Elixia. Storied amongst the metallurgists of the Spiral Crux, her Celemnite blades fetched an incredibly high price wherever they were sold, for each was considered a perfect weapon and contained a single strand of Celemnis' own silver hair running down its centre.

Many such blades still exist, whether in the hands of champions or fashioned into enchanted flocks of flying swords that veer and glide like hunting birds. So their legend persists. It is said that when Anvrok was sacked by the Chaos hosts of the sorcerer Ephryx, the people of Elixia were decimated. Even Celemnis herself was captured and put to death, boiled alive in her own forge-cauldron. At the breaking of Sigmar's Tempest, the spirits of Elixia were galvanised to strike back at the Chaos invaders. Under the strange magic of the Hanging Valleys, they assumed the form of living quicksilver, the most lucid amongst their kind taking up their artisan weapons to wield them against the hated worshippers of the Dark Gods. From then on, they became destroyers instead of the creators they once were. Given free rein by Nagash, they have become the artisans of the harrowing death.

NAGASH, THE GREAT NECROMANCER

Nagash is death incarnate. The Supreme Lord of the Undead, he is a monstrous, nightmarish being with the ability to command all things that have passed beyond their mortal lifespan. He has a dark but purist vision – bring about the death of all living things, and then bind the teeming dead as his obedient puppets forever.

Nagash is worshipped by many cultures across Shyish and beyond, amongst them the living as well as the dead. He is a god in every sense, at one with the energies of death and undeath alike. Yet despite his proclamations to having transcended mortal concerns, within his black and rotten heart still pulse the qualities of spite, cruelty and megalomania. As any who have faced his Nighthaunt legions can attest, it is these that define the Undying King more than any other.

When stirred to go to war in person, Nagash is beyond

terrifying. Drifting high above the battlefield on a vortex of damned souls, he brings graveyards full of the living dead to his side with a beckoning wave, sends howling gheist-winds to harass his foes with a word and transmutes the shining champions of the foe to dust with but a touch of his finger. Swirling around him are nine dread tomes hand-picked from his extensive libraries, each of which contains dark knowledge enough to capsize a nation; they open at need before him to yield the distilled secrets of necromantic lore. In one hand he holds the staff Alakanash, studded with gems of vitrified grave-sand

that aid in Shyishan sorceries. In the other he wields the blade Zefet-nebtar, a relic weapon that has tasted the blood of Sigmar himself. Those who strike against him find their attacks not only warded off by the Black Armour, Morikhane, but also redirected to slay Nagash's foes in a blast of ending-magic. Even his gaze can kill. When those empty sockets blaze green, the object of his ire clutches at their heart, the moment of their final death yanked suddenly forwards from its natural place to slay them where they stand. Small wonder that entire underworlds have bent the knee to Nagash rather than resist him. Those proud or foolish enough to fight back, as was the case with the Amethyst Princedoms so long ago, have ultimately been ground into the dust of history, a mere footnote to his eternal rule. With armies of skeletal warriors and howling gheists at his disposal, Nagash has consigned many proud war hosts to a grisly end before raising their remains to fight once more for the very cause they once opposed.

Nagash's arcane dominance is all but impossible to resist. Even the mage-god Teclis was bested by him, until the aelf-god's allies arrived to tip the scales. The Lumineth's resurgence saw Nagash banished, exorcised from Hysh in disgrace. Yet many times has the Great Necromancer been laid low, and always he has risen again to claim his due. As certain as death follows life, by his cruel hand will the Mortal Realms be remade into places of blind, lifeless obedience. Only then will they be free of the scourge of Chaos, and only then will his victory be truly complete.



NAGASH IS ALL, AND ALL ARE ONE IN NAGASH

LADY OLYNDER

Lady Olynder, Mortarch of Grief, is a foe as inescapable as death itself. She speaks but rarely, and even then only with a rustle in the mind, the thin howling of her handmaiden attendants a stark contrast to her grave-cold composure. When she gives her whispered orders, the demise of thousands is usually soon to follow.

Olynder is the embodiment of all the misery that Nagash could pour into a single soul. To witness her first hand is to know all the woes of the realms. Closer she drifts, her ragged wedding dress stirring in the aetheric winds, until she hovers horribly close. Corpse-white fingers, frail at first glance but with the strength to tear iron, reach up towards her face. Then the veil lifts, and in a moment of paralysing, soul-crippling fear, death claims its due.

The queen of Nighthaunt processions, Olynder was once a rising power in the mortal empires that had settled Shyish under the rule of Sigmar. She came to her crown through cunning, treachery and betrayal, eliminating her rivals and even ensuring her betrothed, the prince of Dolorum, and his father the king died in mysterious circumstances. Her mock grief and sobs of anguish at the death of her family were as consistent as they were public, but they were completely hollow. She knew no real remorse and smiled coldly beneath her veil when none were near to suspect it. This, Nagash knew, and he has remade her to feel the most profound depths of sorrow in recompense.

The Mortarch of Grief has become the ultimate leader of the shock invasions that have surged across the lands of the living since the creation of the Shyish Nadir. She has been imbued with the pure essence of loss, of spiritual pain. It is more than a feeling inside her; it is her every iota. Even the ripples of that negative energy can cripple a battlefield. That burden is both her curse and her greatest strength, for alongside



these relentless feelings of despair, Nagash has imparted a sliver of his own divinity; she has stood against the mightiest champion of Sigmar and prevailed. Her tactics are those of trauma, fear and hopelessness, driving her adversaries to the edge of madness as the futility of their efforts to fight her sinks in.

Wherever Olynder drifts, the land itself changes. Normal vegetation withers at the intensity of her ending-magics, even as thorny briar springs up in her wake. At her side, her handmaidens croon and screech as they float ever on.

Their banshee screams are shrill enough to stop a man's heart, but their impact on Olynder's foes is more than psychological, for when shattered, the enchanted hourglass they carry with them is able to stop the flow of time. Unhurried, unstoppable, the Mortarch grows close to her prey, and in a moment of soul-shredding paralysis another life is ended, another soul sent to Nagash's lair. For the Mortarch is the inevitability of Shyish made manifest, and such is her legend that even daemons and demigods shiver with unease at the mention of her name.

CHAMPIONS OF UNDEATH

It is commonly believed that the hordes of the dead are mindless automatons, echoes of consciousness with no agency of their own. In truth, there are a great many champions in Nagash's service, each with their own dark legend. Some amongst them have earned eternal infamy across the Mortal Realms.

AWLRACH THE DROWNER

Half-heard cries haunt the cusp of hearing as Awlrach glides from the fog. At first they are mistaken for the plaintive cawing of seabirds, but as he drifts closer, words can be picked out: 'Help! Help!'. These are the last desperate utterances of those he once sent to a briny death under the guise of a trusted ferryman, each entreaty dwindling to a gurgling sob before being replaced by new voices, and new voices again.

To set eyes upon this faceless murderer is to feel the deadly caress of the abyss. Here is a thief and a wretched drowner of men who has offered more souls to the deep than all the bandit lords of Wrecker's Isle put together. Though he no longer betrays his passengers to Nagash's cold embrace as he used to in life, he still sends a constant stream of spirits to the hosts of the Great Necromancer – and in his afterlife, he does so without need for even the thinnest veneer of duplicity.

When Awlrach was unmasked as a killer and himself drowned by vengeful townsfolk, Nagash took him into his empire with cold approval. Here was a man who understood the importance

of death for death's sake. He remade the ferryman as a massive, looming spectre, fashioning for him a funeral barque that trails to nothingness as it drifts onward. Awlrach was to row it until the stars of Azyr grew dim, never resting or stopping to tell his tales as he slays the weak and the credulous, their spirits recruited to their destiny as accursed phantoms in the service of a jealous god. Awlrach is content to do so, for unusually amongst the Nighthaunt hordes, he sees his afterlife as a blessing. His work is never done. Always there are more souls to drown in deathly energy; always there are more spirits desperate to climb from the corpse-strewn soil onto his barque rather than dwindle to nothingness in the boiling ectoplasm of his wake.

'Better to drown than to trust the Ferryman.'

- Vanxian cautionary proverb

KURDOSS VALENTIAN

The King of Nothingness, Lord Usurper, the Ever-spurned: by these names and a hundred more does Valentian go about

his false rule. He is an eternal contradiction, for though he wears a high crown and sits upon the throne he always desired, his reign is worth nothing, and his commands can be disobeyed without consequence.

Since his elevation to the throne of the Craven King, Valentian has had a pair of courtly heralds at his side – the souls of the brothers he had murdered in the name of power – who are fated to announce his coming wherever he goes. They do so not for his glorification; quite the opposite, in fact. The Valentian Heralds only insult their liege, belittle him or undermine his meagre achievements with their proclamations. Endlessly tormented by their words and the goading of his minders, yet unable to lash out at them through the sorceries that bind him, Valentian's only outlet for his immortal anguish is battle.

In the press of combat, Valentian swings his giant, two-handed sceptre with crushing force, staving in the heads of heroes and breaking the backs of monsters. In this he finds some measure of catharsis, but even then there is an aspect of his disgrace made manifest. For a man who once considered his finest weapon to be



his mind, to be reduced to little more than a barbaric bludgeon in the hands of a truly powerful king is a galling irony indeed. Anguish and hatred clings to him, for where once he gave orders in stentorian tones, now he whispers only strategic advice where it suits Lady Olynder's needs. On the field of battle, only dust spills from his maw. So powerful is his aura of bitter silence that enemy leaders, too, find their commands dying on their lips. For if the Craven King cannot rule, then no mortal king may do so in his stead.

REIKENOR THE GRIMHAILER

Once, Reikenor was a sorcerer king adept in the ways of Shyishan magic. He learned more of death's

eldritch secrets than a man ever should, and he maintained his knowledge of necromancy was near that of Nagash himself. He sought that knowledge for a pure and benevolent reason, that being the undoing of death's curse. Through the manipulation of Hyshian magic, King Reikenor hoped to banish mortality itself and thereby make his people live forever. It was a fool's dream, in truth, for were

he to succeed, he would shatter the laws of nature and the foundations of Nagash's power alike.

The Great Necromancer visited Reikenor in person in the middle of the night, his bony fingers clasp around the terrified sorcerer as he lay paralysed in his bed. Like clay he was remade, shaped into a great scythe-wielding wraith who would become Nagash's executioner.



It is Reikenor who now hunts those mortals who would defy death's embrace, his intended gift to his kin abandoned and instead replaced by a desire to level merciless punishment against those who seek to escape their frail mortality. The Grimhailer rides through the skies on his cadaverous steed Kyllaron in search of those who would blaspheme against death. He is the reaper of souls, but the enchanted scythe is not his only weapon. With a pinch of his bony fingers, he snuffs out a candle atop his steed, instantly extinguishing the life of one who displeased the Great Necromancer so their corpse falls lifeless to the ground.

KRULGHAST CRUCIATORS

The best course of action, when seeing a Krulghast, is to run and never look back. These hideous, ethereal horrors are nightmarish even amongst the ranks of the undead, and their malice is distilled to an almost elemental sadism. They carry the torture racks that finally broke them upon their bent backs, for each Cruciator died during horrific bodily punishment and is keen to visit the same fate upon their foes. Yet they will not stop there. The art of the Cruciator is to torment the soul as much as the body, and as connoisseurs of pain and suffering, they are highly adept at it.

In the dire tyrannies of the Mortal Realms, it is common enough for one stretched upon the rack or broken upon the wheel to long for death as an end to their punishment. When the crime was perpetrated against Nagash, however, the bliss of oblivion is denied to them. Many such individuals do anything, say anything, to avoid further torture; such wretches usually become Chainghasts, permanently adorned with the instruments of ruin that took their lives. However, those who died at the peak of agony, yet never betrayed their kin as per their torturer's demands, show a strength of will that is of great use to Nagash.

Some stalwarts are stubborn to the point of death and beyond. They never gave in to their torturers, more often than not using sheer hatred and spite to deny them as much as compassion and honour. Either way, any redeeming qualities of their former lives are stripped away, and only the intense negative energy of their deaths remains – magnified until it becomes their entire essence. They remember their ordeals well; so skilled in the art of soul-torture are these horrors that they can even project their baleful curse into those beyond their reach, tearing out their essence and moulding it like clay whilst their fellow Nighthaunt cluster close to drink in the anguish of their foes.

KNIGHTS OF SHROUDS

The Knight of Shrouds is a betrayer first and a commander second, but his vicious skill in warfare is not to be underestimated. Each is a soul who, when finding himself ranged against the endless legions of Nagash, could not find it in himself to defy the darkness any longer. All his words and oaths of defiance turned to ash at the moment of that decision, for at the

ONLY THE DEATH OF ALL WILL SUFFICE



last, each Knight of Shrouds was found with a fatal weakness of the soul. Without exception, they have betrayed those under their former command, leaving their soldiery to die – whether through despair, cowardice, greed or envy, the result is the same.

Nagash, for his part, sees such treachery as a sign of wisdom. The commander had the conviction and clarity to see that they could never truly win, no more than a mortal man can outrun time itself. By turning to Nagash's side, they ensured a costly war was cut short. Some of the most infamous shroud-knights, such as the bitter Vorten Malendrek, betrayed their entire city in the name of envy and spite. Their moral weakness led to the death of literally thousands of others. What they gained was immortality, of a sort – an eternity spent as an undying spirit that betrays all living things each time they go to war at the head of Nagash's armies. With the Sword of Stolen Hours that marks his rank, a Knight of Shrouds can cut down those heroes he once considered his peers and add their syphoned vitality to his own. Such souls are consumed by self-hatred, of course, but when turned outwards, such dark emotion can be a powerful motivator – a fact Nagash knows better than any other being in the realms.

DREADBLADE HARROWS

There, glimpsed in the mist – a pale rider, shrouded and hunched. A sword glints in the darkness, the rider's skeletal steed trailing blue-green flame. A clatter of bone breaks the silence, and it has reappeared behind the lines, riding hard towards some unseen victim. In a swirl of dark energy it is gone. There is a piercing scream as it reappears, so close its

sword bursts right through the chest of the observer. As its victim slumps, dying, to the blood-soaked ground, the Dreadblade Harrow reincorporates once more; an eerie laugh all that is left behind.

Once, these phantasmal entities were noble cavaliers in the service of an officer who would later become a Knight of Shrouds. Champions all, they stood by whilst their masters betrayed their office, their people, even life itself. By their silence they were damned, for to do nothing in the face of evil is a sin unto itself. Not a trace of honour can be found amongst them; if they find any gratification, it is in the most heinous and unchivalrous of deeds. Outriders and bodyguards for the monarchy of the dead, they have become the Knights of Regret, riding incorporeal on the winds of Shyish to slay, disincorporate and slay again without the slightest remorse.

HEXWRAITHS

Hexwraiths are phantasmal things, able to pound through the air as easily as they traverse solid ground. They cross mist-wreathed rivers and lakes of lava with daunting speed to fall upon those who thought themselves safe. Swathed in ragged shrouds alight with the deathly amethyst energy they cut from their foes, they swing enchanted scythes as they pass by. These sever the metaphysical cords that binds soul to body, leaving only senseless corpses slumping in their wake. Hexwraiths were gifted horsemen in life, their only crime to love their steeds more than they did their fellow men and women. Their reward in death is for that love to be turned into an unstoppable weapon. The Hexwraith can never rest, for the hunt goes on...



TOMB BANSHEES

The scream of the banshee can burst eardrums, freeze the blood and age metal to rust. Those who hear the cry at close quarters turn white as alabaster, their spiritual essence ripped from their body by the intensity of that deathly howl. Only the bravest can shrug off its effects before it is too late. Even then they are marked by it for evermore, hearing the echo of that chilling shriek whenever the nights are darkest.

Banshees are created from the souls of those who faced the greatest betrayal in life. They find no release upon their deaths, for at the hand of Nagash, their torment is magnified a hundredfold until they cannot help but give vent to it in the form of their signature scream. Their faces are distorted in a corpse's rictus, their hands are wiry-strong, and their daggers can pass through steel breastplates to slash at the internal organs of those they catch. The strongest of their number gather baneful choirs of fellow banshees to their side, as with the Burning Scream of Aqshy, whose howls ignite the air itself. With their hellish voices joined as one, their aural onslaught can kill entire ranks of veteran soldiery.



CAIRN WRAITHS

The hunched and shrouded shape of the Cairn Wraith is known and feared in all the realms, the subject of hundreds of scare-tales and morality stories. It is an icon of death, a reaper known and feared by every people in every land, for amongst all the greater spirits of the Nighthaunt processions, the Cairn Wraith is the most widespread. It takes no scholar of the dead to know the bite of its scythe can cut a man's soul from his body to leave a cooling corpse behind, reaping through the living in great swinging arcs should they gather en masse. Likewise, even the merest street urchin knows this creature's cruel hand can pass through flesh and bone alike, reaching in to still the heart of its prey. As to their origin, some believe the Cairn Wraiths were once mass murderers, or delvers into ancient lore who made pacts to extend their lifespans that went horribly wrong. The truth is that each has its own history of fell deeds and that they seek only to extend their sagas of slaughter. Solitary creatures, they can be bound to the service of a greater undead only through painstaking ritual – though given the bow wave of terror they can inspire in the living, such rites of binding are invariably time well spent.



GUARDIANS OF SOULS

Should a traveller stray into a graveyard or mausoleum in the dead of night, he may see an unwholesome fire burning in the gloom. This is no will-o'-the-wisp or magical illusion but the lantern of a sorcerous Guardian of Souls. These drifting creatures are nexuses of undead energy, and they form the focal point of each Nighthaunt host. They are guardians only in that they protect the lesser gheists from banishment back to Shyish, for Nagash still has need of their hatred in the other realms. As mortals they each dabbled in the dark arts of undeath, but after realising they trod a perilous downward spiral, they stepped away. Since their death, Nagash has remade these former magic users as living conduits for the necromantic energy they once spurned. The ornate lanterns they carry invigorate the dead, and gheists are drawn to them as a starving peasant is drawn to the window of a feast hall. These lesser undead are given new animus, bound into a host of ravening spirits ready to annihilate the living in the name of the Great Necromancer.





SPIRIT TORMENTS

The deeply unsettling creatures known as Spirit Torments are Nagash's spectral gaolers. Lords of the Great Oubliette, a continent-sized underworld said to be honeycombed with freezing dungeons and pitch-black cells, their most distinctive features are the great shacklegheist chains they drag behind them. Spirit Torments swing these malefic weapons with incredible might, chuckling darkly as the hefty iron padlocks that cap each chain strike their enemies with the force of a cannonball. Yet the true horror of a Spirit Torment lies in their ability to trammel the life force of the slain into those same enchanted padlocks. Escape from these eldritch prisons is all but impossible – it is said they are even able to capture the discorporating energies of Stormcast Eternals before they can return to the heavens to be Reforged. All Spirit Torments get a dark joy from peering into the depths of their arcane prisons and observing the miseries of those trapped within. In consuming their captives' last vestiges of hope, each Torment becomes a locus of dread, empowering their fellow Nighthaunt even as mortals are assailed with waves of disconsolate terror.



CHAINGHASTS

The tortured entities known as Chainghasts often accompany Spirit Torments on their missions of incarceration. Chainghasts are the servants and enforcers of the Great Oubliette. They are wrought from the soul-stuff of those who beseeched the gods to free them from imprisonment, whether it was justified or otherwise, but did not include Nagash in their entreaties. Their punishment is to retain a dim sliver of awareness, just enough to desire their liberty, yet be bound to obey their Spirit Torment in the capturing of mortal souls. All Chainghasts are masked in iron and bound in an endless state of misery at their personal incarceration. They are clad in heavy chains of cursed black-iron, these fetters alloyed with the most despairing of emotions. Known to the sepulchre-keepers and deathseers of Shyish as ghastrails, these dread weapons are the means by which the Chainghasts reap more souls for their Spirit Torment masters. When whirled with sufficient force these flails build up a charge of purest misery, an amethyst aura that is then unleashed to fly outwards as spectral bolts of flame. These are no normal fires, for they can burn the target's very soul. Even those who survive are left catatonic and broken, easy prey for a Spirit Torment's monstrous jail.



LORD EXECUTIONERS

Bent under the weight of the hangman's apparatus fused to his curving spine, a Lord Executioner is a macabre killer. Sent to claim the lives of those who have escaped the cold justice of Shyish, the spirits of the wrongfully executed drift around him, crying out their anguish into the night even as they intercept blows meant to harm their slayer. Unusually amongst the ranks of the Nighthaunt, the Lord Executioner was once a deliverer of justice rather than a criminal who defied it. These figures were held in fear in life, for their calling was that of the headsman, their duty to decapitate or hang those who flouted the law. Theirs was a task attended to with diligent dedication, even relish. Some such executioners become enamoured with their craft. Towards the end of their tenures, they did not look too closely at the circumstances surrounding each kill, though they told themselves they were always acting in the name of civil stricture and order. Nagash has stripped away that pretence, and now they take head from neck without such mortal qualms.

SCRIPTORS MORTIS

Where once they pledged to record only truth, now the Scriptors Mortis are cursed to extol the glory of the necrotopia. Endlessly they rewrite the scurrilous 'lies' of Sigmar's glory – his liberation of Nagash in the Age of Myth foremost amongst them – and instead chronicle the victories of the Great Necromancer's armies, penning a tableaux of events far more to his liking. Yet Nagash has empowered the Scriptors to do more than observe. They are not only his propagandists but the arbiters of his grim truths, bidden to terminally censor any who would defy their place in his vision. Should they learn the true name of a troublesome mortal, these scribes will note it down, assigning their soul to an underworld judged a fitting

punishment. Boisterous warriors expecting to feast alongside their ancestors are left stranded amidst endless tundra, while crusaders against the undead stand forever immobile amongst hellscapes filled with shuffling, stinking cadavers. By snuffing out an enchanted candle, the Scriptors can bring such a marked mortal's existence to a sudden close. If an enemy is swift, they may be able to banish a Scriptor before their sentence is carried out, but given the presence of the other Nighthaunt drawn to and empowered by their flickering wychlight candles, this is easier said than done...

GLAIVEWRAITH STALKERS

No creature embodies the slow, inevitable terror of death better

than the Glaivewraith Stalker. Its long blade always points at the beating heart of its intended victim, just as the needle of an arcane compass is drawn to the highest concentration of magic. Though it drifts slowly towards its quarry, it is inevitable that the creature's glaive will one day pierce the chest of its prey.

These creatures do not move swiftly, for to them, time is all but immaterial. They were once hunters of men, joyful and magnificent upon their swift steeds, relishing the heart-pounding thrill of the chase. The fact that their quarry was often innocent of any crime was of no import to them. When the killers met their final ends, they found themselves given a new hunt to partake in. Now they drift steadily in packs, pursuing their given prey to the heartbeat thump of a drum made from human skin. No glory do they take in this morbid hunt, for their sense of enjoyment or predatory glee is replaced by a cold and steady surety.

A Glaivewraith Stalker is a hunting creature set by its master upon a particular target, though it will kill any who seek to hinder it with the indifference of a man swatting a blood-sucking gnat. Its intended prey can run, sprint or ride a wind-swift steed into the most remote or well-protected of areas, but they still have to eat, sleep and rest – and that is when the Glaivewraith grows closer. Those who realise one is upon their scent might evade them for years, even decades, until the memory of the creature begins to fade. Then, when their guard finally relaxes or they can run no more, they will fall into deep sleep. They awaken to a sharp, agonising pain – that long hunter's blade has found them, piercing them through the chest like a skewer. The grave-stink of the gheist's yawning maw is the last thing they register as they die.



GRIMGHAST REAPERS

Arch plotters and schemers in life, Grimghast Reapers are cursed in their undeath to kill indiscriminately. Whether those foolish enough to stand before a Grimghast Reaper do so out of bravery, stupidity or petrifying fear matters little – they are all hacked apart into chunks of meat.

Unlike their Cairn Wraith cousins, Grimghast Reapers do not kill purposefully and deliberately but scythe down those before them with unnatural vigour. These wraiths embody the careless kill, a perverse punishment for their fastidious crimes in life. All Grimghast Reapers were once careful and meticulous killers who sought to hide their murderous nature through long preparation and misdirection. Some were trusted viziers or aides that ensured their position beside the throne was safe through assassination and the employment of mercenary blades. Others killed with whispers, setting the passions of fiery souls ablaze with lies – or even fell truths – until their unwitting puppets were driven into a rage with jealousy or grief. One thing all Grimghast Reapers have in common is that in mortal life, they took great pains to never get blood on their hands. All that changed radically when Nagash claimed their souls. Grimghast Reapers are blindfolded or bound so that even the pale witch-sight of the undead is denied to them. Their cogent thought is shattered by the peals of the bell rung by the pack's Extoller, one who spoke against Nagash in life and is condemned to sing his praises in death. Driven into a murderous fugue state by Nagash's will, the reapers are set loose upon those they once called kin – for the Great Necromancer reasons that if they so enjoy killing their allies, they should be given the chance to do so on a far wider scale.

CHAINRASPS

On they come in the dark of night, a tide of moaning, rattling curse-gheists each with a history as black as a rotten tooth. The greater portion of Nagash's legions, the Chainrasps are the twisted spirits of criminal souls who, towards the ends of their lives, believed that death would at least be a respite. Some lived out their last months locked in stocks or bound by chain and padlock, others with cruel metal masks nailed to their skulls or heavy weights tied to their limbs. Regardless, they all went to their deaths sure of a longed-for change – only to find the ruler of Shyish would change only their form and not their curses.

Remade as gheists, these unfortunate souls were bound eternally to the trappings of their disgrace. Now they have only their hatred and envy of the living to call their own, for all hope is denied to them. In times of war, they swarm in great ectoplasmic hosts; they can drag down even the hardest soldiers in sufficient numbers.

SPIRIT HOSTS

Since even before the Necroquake's fell curse cascaded across the cosmos, hosts of unquiet spirits have haunted the lands. They gather thick around locations or individuals redolent with Shyishan energy much as starvelings gather to a feast, for they feed on the stuff of death and will do anything to propagate it. They have but wisps of sentience, a spectral mass grave rising mist-like from the ground. These are the spirits of the damned – stripped of form and individuality to roil as a mass of ethereal energy. They are deadly creatures nonetheless. Amidst the swooping forms are cold, biting jaws, grasping talons and rusting iron blades that can pass through physical armour to strike at the very core of their enemy's being.

BLADEGHEIST REVENANTS

To be trapped in the jaws of death is to find a spasming, animalistic strength. It is a frantic energy born of primal fear, usually accompanied by tight-throated screaming that seeks to deny oblivion with every iota of the sufferer's soul. The creatures known as Bladegheist Revenants are born of that terminal state; indeed they are trapped in it, unable to leave the panic of those final moments. And it is that panic that Nagash has turned into a weapon.

These ill-fated spirits' crime was nothing more than meeting especially tormenting fates. Some of their number died imprisoned within spike-laden iron maidens, others were sealed into coffins and sank beneath the waves or walled up alive where none could find them. The thrashing desperation that overcame them in those last moments, the animal urge to cling onto life, needled Nagash's petty temper. Working his fell magics, the Great Necromancer has eternally trapped the Bladegheists in their final moments of frenetic strength, lashing out in a futile effort to save themselves.

In their panic, they believe themselves to be armed only with weapons of opportunity, but in truth they wield razored greatswords with strength enough to lop off limbs left and right. Some scholars believe Bladegheists cannot tell friend from foe, but the truth is even more dire. These revenants are cursed to forever sense the presence of what they imagine to be their tormentors in life – another of Nagash's spiteful enchantments. They whirl across the battlefield like spinning dust devils, their fevered assault intensifying as they slash and hack at everything within reach in a futile attempt to escape their imagined doom.



MYRMOURN BANSHEES

In life, the Myrmourn Banshees sought arcane power for their own ends. In death, they are cursed to consume it with a horrible hunger and never use it, nor ever be sated.

Wherever magic blooms, the Myrmourn Banshees are drawn in like carrion feasters to the cooling corpses of the battlefield. Each of these spirits is burdened with a fiendish appetite for the arcane; they devour mystical energies as a starving mortal does a platter of fresh meat, yet it is never enough. In Nagash's eyes, of course, this punishment is warranted. In life, the Myrmourn Banshees were aspirant students of death magic who harnessed the energies of Shyish but did not pay proper respect to the Great Necromancer. Whether these powers were wielded for good or ill was immaterial to the Supreme Lord of the Dead – only the insult mattered. And it has been repaid a hundred times over.



Blind to all but the glow of aetheric power, flights of Myrmourn Banshees hurtle through the skies while shrieking their bitter torment. They are all but immune to arrows, bolts and sword blows, but when an enemy commander eventually uses magical energy to deal with them, they laugh in hideous glee and stretch their jaws wide to devour it. Even the conjurations of the Arcanum Optimar are not immune to their ravaging hunger. Each spell they consume only encourages them, their swooping

advance unceasing until they attack in a frenzy of cackling, shrieking violence.

DREADSCYTHE HARRIDANS

In every nation, there are those kind and empathic givers of life who labour to save the injured, to give alms to the starving and to salve those whose mind is no longer sound. The act of healing the wounded is oft born of nothing more than compassion. Nagash sees it as an unforgivable crime, for in nursing the fallen back to health, the healer robs the Great Necromancer of his due, denying him a soul he considers rightfully his.

Upon their deaths, those altruistic souls who fall into Nagash's clutches find themselves trapped in gheist-forms hideously changed, their healing hands turned into wicked scythes and razored sickles that lacerate and maim the mortal flesh that they once carefully stitched and soothed. Crowds of these Dreadscythe Harridans thrash and scream as they fall upon the living. Outwardly they are the most unsettling of killers; though they wear roses in their hair and trail once-fine robes behind them, their skull-like faces are locked in a rictus of deathly glee as they slash and stab, welters of blood bursting out from each blow. Inwardly, these creatures are still the same gentle souls they ever were, but Nagash has ensured they are trapped and forced to witness the rampage of their new incarnation with a mounting horror that keeps them on the brink of insanity.

CRAVENTHRONE GUARD

Beneath banners fluttering in an ethereal wind, the Craventhro Guard rain down killing bolts. In life as in death, these murderous

spirits served at the behest of Kurdoss Valentian. Their ranks were filled with those low-born peasants possessing a keen eye and finely tuned lack of morals. Many times did King Kurdoss bid them to stalk worthy foes in the night, slaying their targets in hails of crossbow bolts or hacking their heads off to place before his throne. But as Valentian was cursed, so were his favoured killers.

The Craventhro Guard are potent sharpshooters, their projectiles agonisingly drawn from their own essence. Their bolts always seem to find their targets, manifesting in flashes of spectral energy to strike down unsuspecting enemies. This is often to the disadvantage of their master who, denied the chance to rule, takes satisfaction only from combat. Though they loathe him for dragging them into a nightmare, they are forced to obey Valentian in every other respect. Because of this, the Craventhro Guard take a mocking satisfaction in striking down their targets mere seconds before the Craven King can crush them beneath his heavy mace.

'Never fear, your majesty. We shall ensure you do not have to lift so much as a finger to earn victory in the name of Nagash.'

- Boltswain Vekar of Lyria

THE BLACK COACH

It is no mortal hand that fashions the cursed funerary carriage known to men as the Black Coach. Thundering and careening through the darkening gloom, it goes where its wraith-like steersman wills it, the team of undead horses at the fore galloping at uncanny speed but

never tiring. The coach can cross chasms and battle lines alike, for it is held aloft as often by the spirit energy bound to it as it is by metal-bound wheels. The wraith that sits as the carriage's driver knows his craft well, for in life he was a callous rider who ran down those in his path with chariot, coach or wagon, casting nary a backward glance at those whom he left to die in the road. At will, he can shift the carriage's form from the ectoplasmic to the physical; when the coach slams into the enemy, it hurls them broken to the ground, the sheer impact of its hurtling mass enough to kill even before the spirit host bound to it claws and stabs at the survivors.

A Black Coach is a hearse of sorts, yet it is far more than a conveyance for the cadaver within. The coach

is a lodestone for unnatural magic, and the coffin inside is bathed in Shyishan energy wherever it roams. The more people it kills, the more these ending-magics intensify, empowering not only the coach but the undead creature lain in state within. The energies that thrum through the coach's chassis have a powerful debilitating effect on the living, focused like light through a prism by its structure until the sarcophagus it contains thrums with baleful magic. The artefacts precious to the creature within are borne alongside it by spectral relic bearers, ghostly forms awaiting that fateful night when their master rises to claim them once more.

Within each coach lies the bodily remains of a powerful undead creature fallen in battle. After all, even necromancers, liche-

lords and vampires can be laid low with the right tools, as the free cities of Shyish know well. Yet when interred into a Black Coach, they slowly regenerate, just as Nagash has risen again many times before them. No matter if they are reduced to a scattering of bones, a few leathery scraps of skin or even a pile of ashes, over time they can be reconstituted. The dormant occupant feeds upon the energies of death released by the enchanted carriage as it seeks out the sites of massacres and wars of attrition, absorbing agony and grief and using it to become ever stronger until they grow whole once more. Until that darkly glorious day, however, the Black Coach surges ever onwards, necromantic energy trailing around it like the tail of a comet as it clatters along on its endless, manic hunt.



WALK SOFTLY IN THE DEAD OF NIGHT

SPLENDOUR OF SHYISH

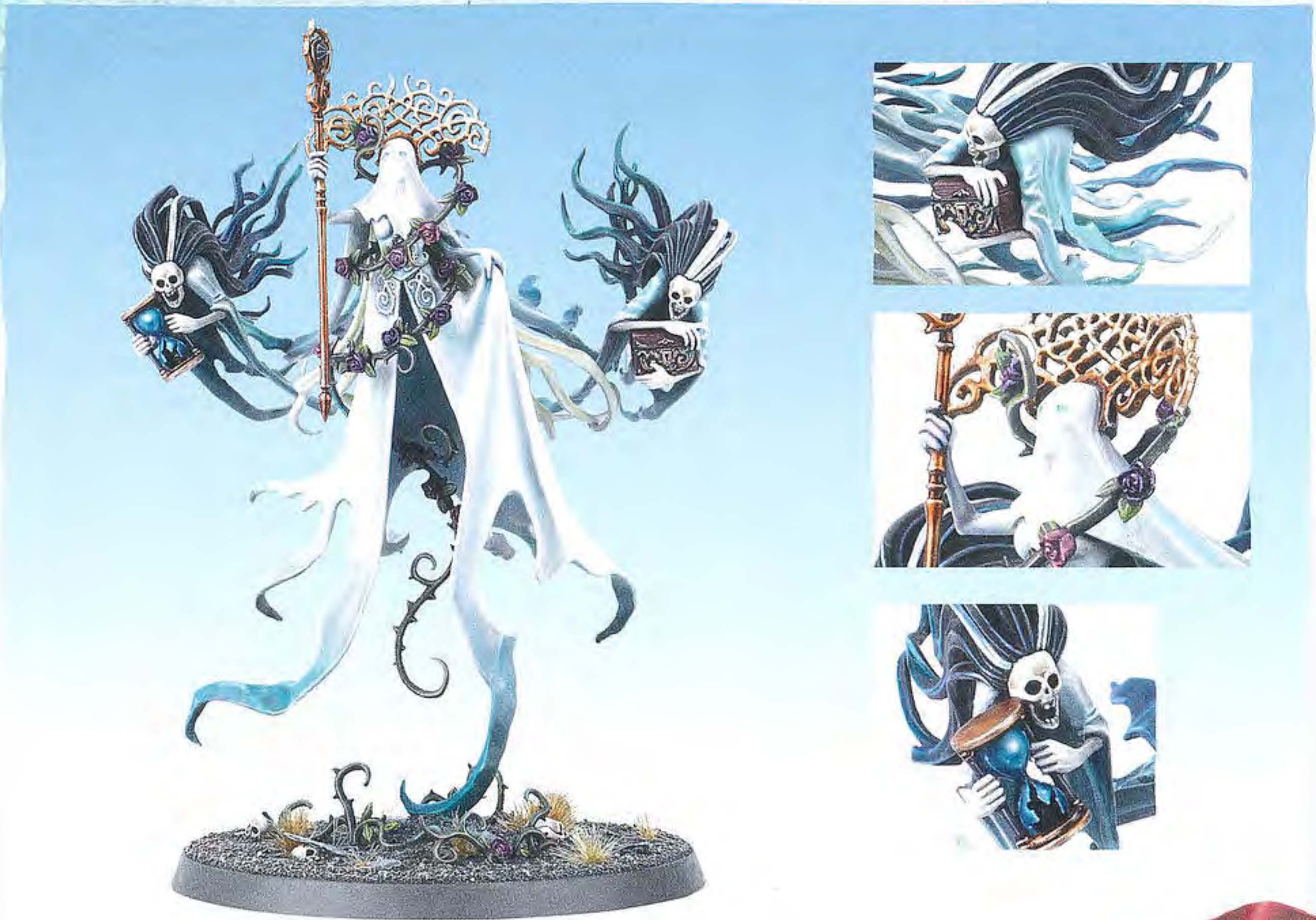
The freakish and harrowing gheists known as Nighthaunt are chilling in form; even one can birth a legend amongst the living. Since the Necroquake, they have mustered in their hundreds. There is a dark grandeur to their processions that Nagash finds most pleasing, yet all living creatures consider a petrifying sight, their hearts missing a beat as the cyan mists drift forward and the pallid creatures within emerge.



Scriptor Mortis

*Those who think to escape Lady Olynder through the power of flight
soon find their ghostly foes rising on the grave-scented winds of
Shyish to meet them. There truly is no escape...*





Lady Olynder, Mortarch of Grief



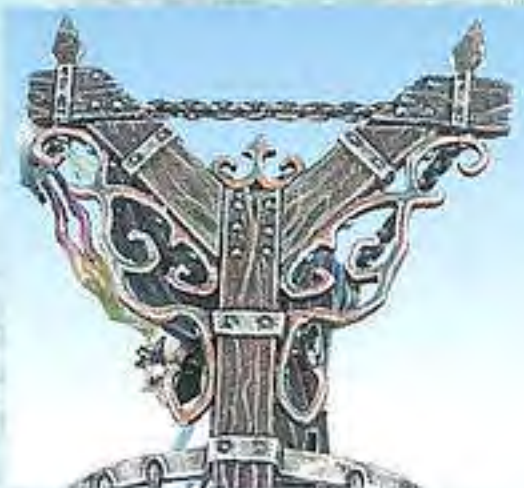
Kurdoss Valentian, the Craven King



Awlrach the Drowner



Moaning spirits are drawn from the corpse-studded ground as Awlrach the Drowner passes over the earth, ever more souls pulled from their rest to attend him and take their place in macabre Nighthaunt processions.



Krulghast Cruciator



*The Grieving Legion
Knight of Shrouds on Ethereal Steed*



Knight of Shrouds





The Quicksilver Dead
Bladegheist Revenant



The Emerald Host
Bladegheist Revenant



The Scarlet Doom
Bladegheist Revenant

It would be a grave error to think the Nighthaunt slow and ponderous. When given free rein, they are as a hurricane of death whipping across the land.





Craventhron Guard



Craventhron Guard



Craven Huntmaster



Craventhron Guard



Spectral Standard Bearer



The lords of the Nighthaunt are many, each with their own harrowing tales and favoured ways of making the kill. The sepulchres of Hangman's Wood in Penultima are known for their Lord Executioners; to tarry there is to die.



The Great Oubliette of Nagash is a continent-sized dungeon complex. Though it was the site of a vast jailbreak during the Time of Tribulations, its cells still echo to the screams of Myrmourn Banshees and their ghostly kin.



Deathbeat Drummer



Glaivewraith Stalker



Dreadblade Harrow



Tomb Banshee



It is not only human souls that are sought by Nagash, for the aelves too have denied him that which he considers his due. Even in the temples of Hagg Nar, his minions go forth to torture and abduct those who defy him.



The Ever-hanged

The Briar Queen

Varclav the Cruel

Chainrasps

Thorns of the Briar Queen



Extoller



Grimghast Reaper



Cairn Wraith



Lord Executioner



The herald's trumpet sounds a mournful note as the Craven King goes forth to protect the city of Gothizzar. After raising Nagash's ire, this once-ambitious king has become little more than a warrior – but a potent one indeed.



Chainghast



Spirit Torment



Chainghast



Guardian of Souls



Slasher Crone



Dreadscythe Harrikan



Dreadwarden



Chainrasps

In the Era of the Beast, the otherworldly menace of the Nighthaunt is matched against the innate confidence of the savage Ghurish races. It is a war of cultured fear versus brutish courage.



Woe to those who settle their strongholds in Nagash's claim. Those Dawnbringer Crusaders who left the city of Lethis to found the township of Hookfort have already come under attack a dozen times.





The ruins of ancient cities dot the lands, giving shelter to those who dare to claim them. All too often, they are not as empty as they first appeared, claimed long ago by a being of impossible power. Perhaps there was a good reason they were empty...



PAINTING GUIDE

There are dozens of features in an Nighthaunt army, from the sinister veils and skulls of the lesser gheists to the age-dulled metals of their weapons and the baroque finery of their leaders' carriages. Regardless of your skill level, the following hints and tips can help you to get your ghostly horde looking ready for battle.

Nighthaunt models look best with a strong main colour around which the rest of the scheme hinges. Citadel sprays are a great tool for anyone looking to quickly paint up such a force: simply apply the colour to your models and then follow up with some Contrast paints, shading and detail work, and you'll have a Battle Ready force in no time. For those looking to elevate their craft to Parade Ready standards, there are plenty of opportunities to show off your skills across the Nighthaunt range, from applying rust and verdigris to mastering eerie inner glows and directional light sources. If you're looking to create your own

procession, think carefully about their colour scheme first. Simple and striking is a good place to start. By getting the tattered robes and veils right, you'll already be halfway there.

On the following pages are all manner of hints and tips from the Warhammer Studio army painters to assist you in painting your Nighthaunt. As well as guides for tackling the gheists themselves, you'll find step-by-step walkthroughs for painting the features on the models. You can use these 'as is' or treat them as a basis upon which to develop your own scheme. Whatever your

level of skill, and whatever the finish you are looking to achieve, the important thing is to have fun. Practice makes perfect, until eventually you'll be ready to conquer the Mortal Realms!

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.

BLUE SPIRIT – LAYERING TECHNIQUE



1 Apply a basecoat of Ionrach Skin over a Corax White Spray undercoat.



2 Apply a thin shade of the Technical paint Nighthaunt Gloom.



3 Re-apply a layer of Ionrach Skin, being careful to avoid the deeper grooves and recesses.



4 Finish off with a fine edge highlight using Deepkin Flesh.

GREEN SPIRIT – DRYBRUSHING TECHNIQUE



1 Begin with an undercoat of Corax White Spray.



2 Apply a thin shade of the Technical paint Hexwraith Flame.



3 Finish off by lightly drybrushing with Longbeard Grey.



Alternative: Ulthuan Grey (basecoat), 1:8 mix of Warp Lightning/Contrast Medium (contrast), Ulthuan Grey (layer), White Scar (highlight).

CLOTH



Apply a basecoat of Incubi Darkness.



Use a shade of Nuln Oil to darken and add depth to the creases and folds.



Apply a highlight of Kabalite Green to the raised areas and edges.



Finish off with a fine edge highlight of Dawnstone.

CLOTH VARIANTS



Rhinox Hide (basecoat), Nuln Oil (shade), Gorthor Brown (layer), Karak Stone (highlight).



Skavenblight Dingy (basecoat), Agrax Earthshade (shade), Dawnstone (highlight).



Abaddon Black (basecoat), Stegadon Scale Green and Russ Grey (highlights).

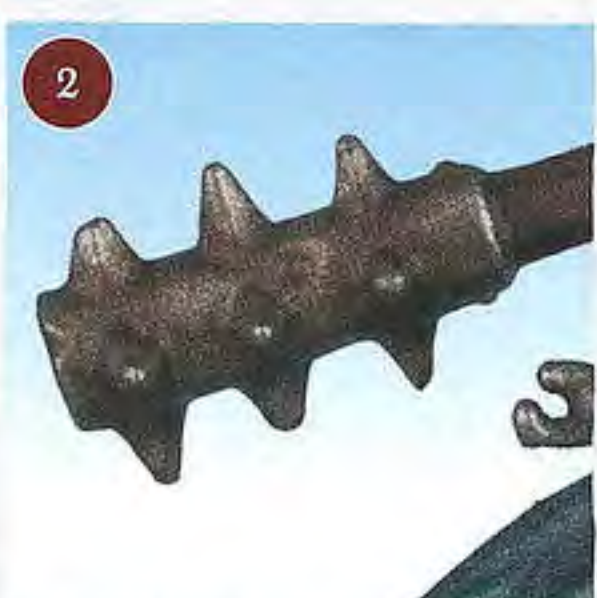


Screamer Pink (basecoat), Nuln Oil (shade), Pink Horror and Cadian Fleshtone (highlights).

RUSTED METAL



A basecoat of Leadbelcher is applied over a Chaos Black undercoat.



Next, give the metal a heavy shade of Agrax Earthshade.



Using a combination of drybrushing and stippling, add Ryza Rust in patches across the metal.



Finally, use Stormhost Silver as an edge highlight and to paint small scratches.

VERDIGRIS BRASS



A basecoat of Fulgurite Copper is applied over a Chaos Black undercoat.



Apply a shade of Agrax Earthshade, working it into all the bell's nooks and details.



A thin edge highlight of Stormhost Silver picks out the raised points.

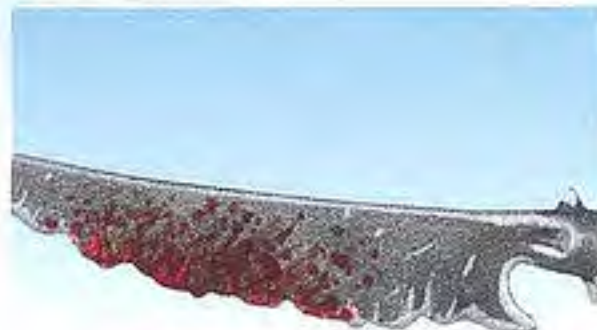


The final stage is to stipple Nihilakh Oxide into a few recesses.

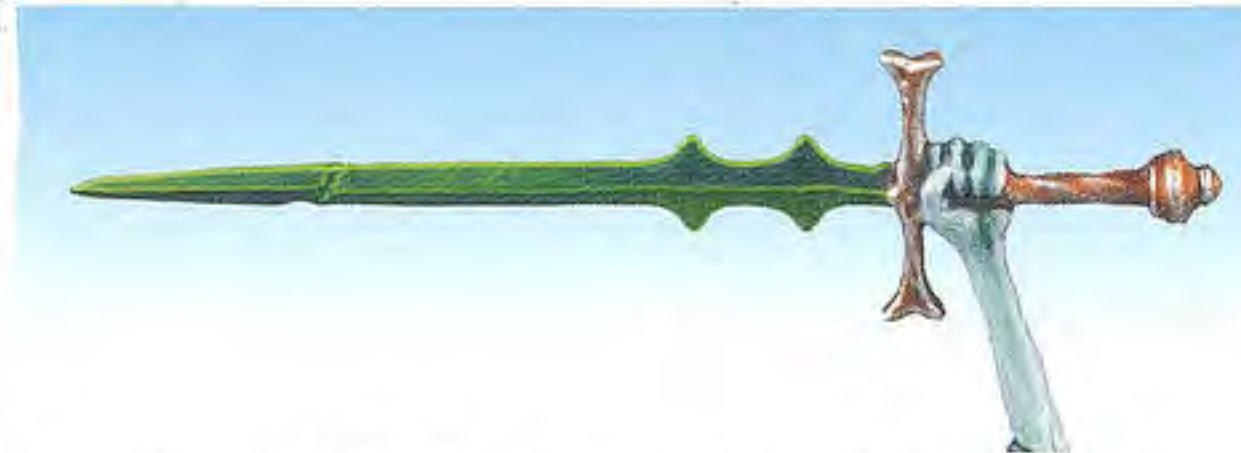
WEAPON VARIANTS



Incubi Darkness (basecoat), Nuln Oil (shade), Kabalite Green and Dawnstone (edge highlights).



Leadbelcher (basecoat), Nuln Oil (shade), Stormhost Silver (highlight), Blood For The Blood God (stipple).



Basecoat with Caliban Green, then shade with Nuln Oil. Next, layer with Warpstone Glow then Moot Green. Finish with edge highlights of Flash Gitz Yellow.

BALEFIRE



Apply a coat of Ulthuan Grey over the top of a Corax White undercoat.



A shade of Biel-Tan Green is generously applied to the flames.



The next step is to apply a 1:4 mix of Iyanden Yellow and Contrast Medium.



A final edge highlight of Pallid Wych Flesh picks out the swirling flame tips.

CANDLES



Apply a basecoat of Screamer Pink over a Corax White undercoat.



Shade the candles all over with Nuln Oil.



Highlight the upper portions of the candles with Pink Horror.



Pick out the dripping wax using fine highlights of Cadian Fleshtone.

LANTERN GLOW



Basecoat the glass with Ultrahue Grey.



Apply a shade of Hexwraith Flame to the glass areas.



A layer of 'Ardcoat gives the glass a shiny, reflective appearance.

TOP TIP

For a cooler lantern glow effect, substitute Hexwraith Flame for Nighthaunt Gloom.

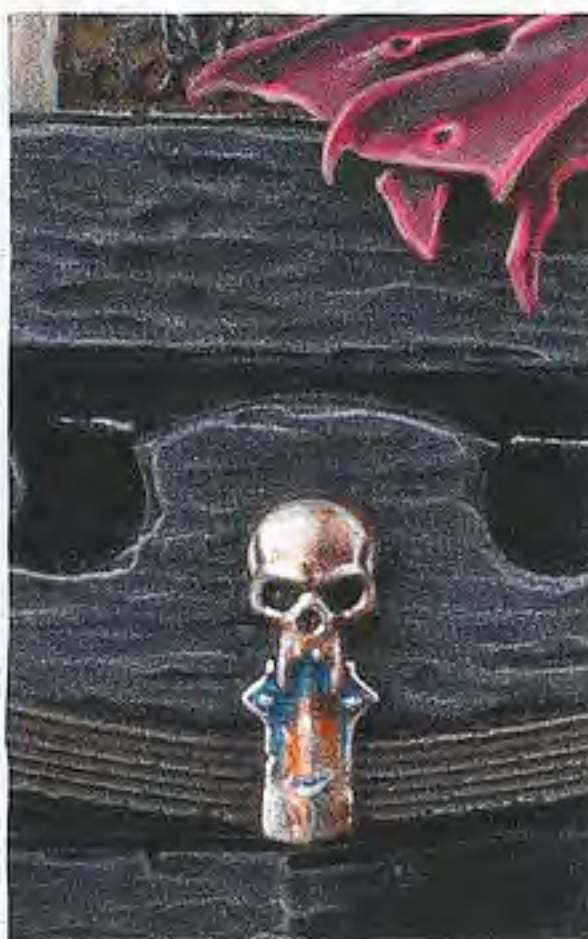
Lantern Housing:

Fulgurite Copper (basecoat), Agrax Earthshade (shade), Sycorax Bronze (layer), Stormhost Silver (highlight), Sotek Green (recesses).

OTHER DETAILS



Steed: Incubi Darkness (basecoat), Nuln Oil (shade), Thunderhawk Blue (layer), Karak Stone (highlight).



Wood: Abaddon Black (basecoat), Eshin Grey (drybrush), Administratum Grey (drybrush).



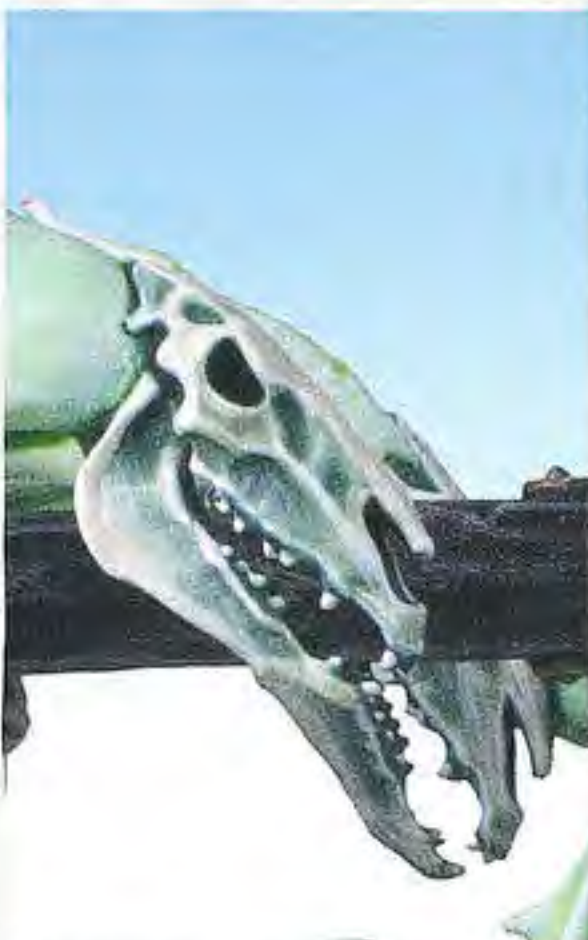
Grave: Mechanicus Standard Grey (basecoat), Agrax Earthshade (shade), Dawnstone (drybrush).



Hourglass: Warpfiend Grey (basecoat), Xereus Purple (layer), Fenrisian Grey (highlight), 'Ardcoat.



Yellowing Bone: Rhinox Hide (basecoat), Gorthor Brown (layer), Karak Stone (layer), Ushabti Bone (highlight).



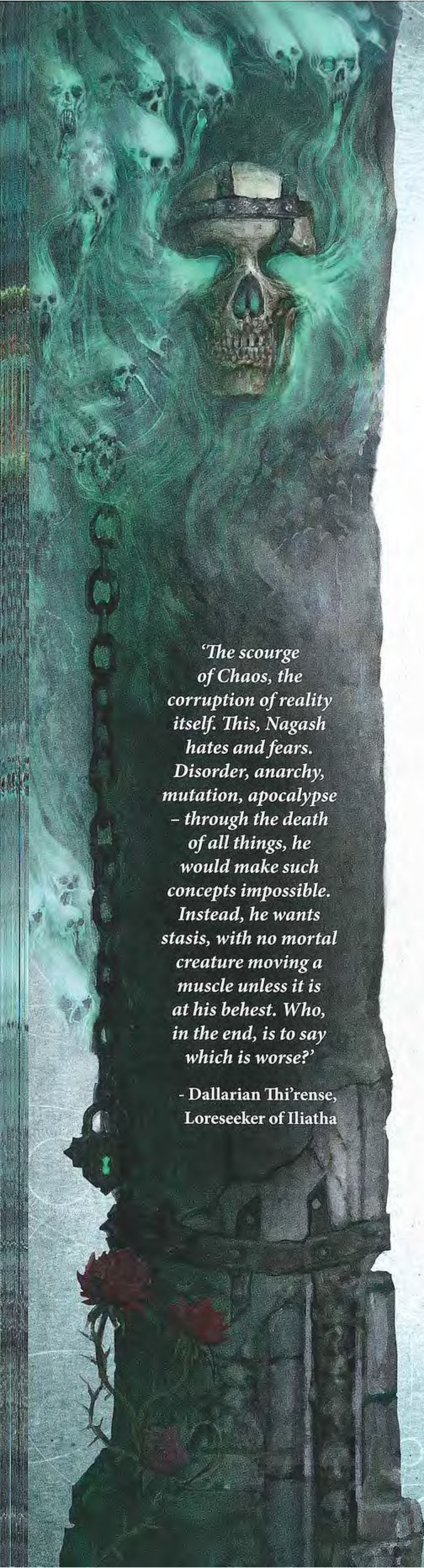
Bone: Screaming Skull (basecoat), 1:1 mix of Coelia Greenshade and Lahmian Medium (shade), White Scar (highlight).



Blending: Thin your paint with Lahmian Medium and build up the effect using several thin coats.



Hair: Ushabti Bone (basecoat), Biel-Tan Green (shade), Nuln Oil Gloss (shade), Screaming Skull (drybrush).



THE NIGHTHAUNT PROCESSIONS

Welcome to the rules section of *Battletome: Nighthaunt*. On the following pages, you will find all of the rules you need to field your Nighthaunt collection and terrorise the denizens of the Mortal Realms in Nagash's name. These bespoke rules are exclusive to the Nighthaunt and cover all three ways to play Warhammer Age of Sigmar – open play, narrative play and matched play.

● ARMY RULES ●

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Nighthaunt 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 Nighthaunt army (pg 58).

ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of a Nighthaunt army if it is a **HERO** (pg 59).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Nighthaunt army (pg 59-60).

SPELL LORES

Spells available to **WIZARDS** in a Nighthaunt army (pg 61).

PROCESSIONS

Abilities for the four most feared processions of the Nighthaunt hosts. These rules can be used by units in a Nighthaunt army that have been given the appropriate subfaction keyword by the Nighthaunt Processions battle trait (pg 62-63).

WARSCROLLS

Warscrolls for the units and endless spells from the Nighthaunt faction are found here (pg 78-95).

'The scourge of Chaos, the corruption of reality itself. This, Nagash hates and fears. Disorder, anarchy, mutation, apocalypse – through the death of all things, he would make such concepts impossible. Instead, he wants stasis, with no mortal creature moving a muscle unless it is at his behest. Who, in the end, is to say which is worse?'

- Dallarian Thi'rense,
Loreseeker of Iliatha



PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units and endless spells in this battletome (pg 96).

ALLIES

This section lists the allies a Nighthaunt army can include (pg 96).

● PATH TO GLORY ●

This section contains rules for using your Nighthaunt collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 64-73).

WARSCROLL BATTALIONS

This section includes 7 warscroll battalions that can be included in a Nighthaunt army (pg 74-75)

Designer's Note: *On these pages, you will find 7 warscroll battalions that represent the different formations that make up a Nighthaunt Procession. Each warscroll battalion has access to the ability presented on page 75.*



● 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 Nighthaunt army (pg 76).

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 Nighthaunt army (pg 77).

ARMY RULES



ALLEGIANCE ABILITIES

BATTLE TRAITS

NIGHTHAUNT PROCESSIONS

Most processions are assemblages of tortured spirits that are summoned as the need arises.

You can pick 1 of the following subfactions for your army. All **NIGHTHAUNT** units in your army gain the keyword of that subfaction, and you can use the allegiance abilities for that subfaction. 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.

- **GRIEVING LEGION** (pg 62)
- **EMERALD HOST** (pg 62)
- **SCARLET DOOM** (pg 63)
- **QUICKSILVER DEAD** (pg 63)

AURA OF DREAD

The very existence of the Nighthaunt is a stark reminder of the terrible fate that awaits the living.

Enemy units are terrified while they are within 3" of any friendly **NIGHTHAUNT** units. While a unit is terrified, it cannot issue or receive the Inspiring Presence command. This ability has no effect on **NIGHTHAUNT** units.

ETHEREAL

Nighthaunt spirits are nigh on impossible to land a blow upon and can pass through the corporeal at will.

Friendly **NIGHTHAUNT** units have a ward of 6+. In addition, friendly **NIGHTHAUNT** units can retreat and still charge in the same turn. Ignore modifiers (positive and negative) to save rolls for attacks that target friendly **NIGHTHAUNT** units.

DISCORPORATE

If given the order, the Nighthaunt can flicker between the realms of the living and dead.

You can use this command ability when a friendly **NIGHTHAUNT** unit is picked as the target of an attack in the shooting or combat phase. That unit must receive the command. That unit has a ward of 5+ instead of 6+ until the end of that phase.

WAVE OF TERROR

Many foes freeze in fear when faced by a swarming Nighthaunt charge.

After a friendly **NIGHTHAUNT** unit finishes a charge move, you can look up the unmodified charge roll for the charging unit on the Wave of Terror table below, pick 1 enemy unit within 1" of that **NIGHTHAUNT** unit, and then apply the relevant effect from the table to that enemy unit. If you prefer, you can pick an effect for a lower unmodified charge roll (e.g. if you rolled an 8, you could choose to apply the Shriek effect instead of the Stun effect).

WAVE OF TERROR TABLE

Unmodified Charge Roll	Effect
4-7	Shriek: Subtract 1 from hit rolls for attacks made by that unit in the following combat phase.
8-9	Stun: Subtract 1 from save rolls for attacks that target that unit in the following combat phase.
10+	Petrify: The strike-last effect applies to that unit in the following combat phase.

Designer's Note: An enemy unit can be affected multiple times by Wave of Terror effects, as long as each effect is applied by an unmodified charge roll for a different charging **NIGHTHAUNT** unit.

FRIGHTFUL TOUCH

The slightest touch of a malignant weapon can still a beating heart.

If the unmodified hit roll for an attack made by a friendly **NIGHTHAUNT** unit is 6, that attack wounds the target automatically (do not make a wound roll).

VANISHING PHANTASMS

The Nighthaunt appear and disappear from sight to torment their prey.

At the end of deployment, before determining control of objectives, you can remove up to 3 friendly **NIGHTHAUNT** units from the battlefield and place them to one side to be set up in ambush as reserve units. At the end of your movement phase, you can set up 1 or more of the reserve units in ambush on the battlefield, more than 9" from all enemy units.



ENHANCEMENTS

COMMAND TRAITS

SHADES OF DEATH

NIGHTHAUNT HERO only.

Lingering Spirit: *So much amethyst magic exists within this spirit that its ethereal form is more resilient than most.*

This general has a ward of 4+ for damage inflicted by mortal wounds.

Terrifying Entity: *Some powerful spirits take a gruesome appearance or an overwhelming aura of horror to entire new heights.*

Enemy units are terrified if they are within 6" of this general instead of 3" for the purposes of the Aura of Dread battle trait (pg 58).

Ruler of the Spectral Hosts: *The deathly power of this spirit is like a siren call, an unseen signal that beckons to others from beyond the grave.*

Once per battle, at the end of your movement phase, you can pick 1 friendly NIGHTHAUNT SUMMONABLE unit that has been destroyed. After you pick a unit that has been destroyed, roll a dice. On a 4+, a new replacement unit with half of the models from the unit that was destroyed (rounding up) is added to your army. Set up that unit wholly within 12" of this general and more than 3" from all enemy units.

Hatred of the Living: *The deep loathing the spirits of the Nighthaunt feel for those who still live is easily stoked.*

You can re-roll hit and wound rolls for attacks made with melee weapons by this general that target an enemy unit that does not have the DEATH keyword.

Spiteful Spirit: *This gheist's bitter resentment of its cruel existence is palpable, and can be channelled into a vengeful curse to punish those who would do it harm.*

At the end of the combat phase, if this general was allocated any wounds that were not negated during that phase, you can roll a number of dice equal to the Wounds characteristic of this general. For each 4+, each enemy unit within 6" of this general suffers 1 mortal wound.

Cloaked in Shadow: *Eerily intangible, this spirit's ethereal form fades in and out of existence like some wispy cloud of supernatural mist.*

This general cannot be picked as the target of a shooting or combat attack by more than 1 unit per phase.

ARTEFACTS OF POWER

RELICS OF THE UNDERWORLDS

NIGHTHAUNT HERO only.

Cloak of the Waxing Moon: *Each blade that passes through the wispy folds of this dark garment begins to lose its substance as it too becomes ethereal.*

Subtract 1 from the Attacks characteristic of melee weapons that target the bearer (to a minimum of 1).

Pendant of the Fell Wind: *A chill gale blows ever behind the wearer of this dark trinket, carrying them into battle on gusts of suffocating air.*

Subtract 1 from wound rolls for attacks made with melee weapons by enemy units while they are within 3" of the bearer.

Midnight Tome: *Only the lifeless can read this cursed book's spells.*

WIZARD only. Once per battle, if the bearer attempts to cast a spell that would summon an endless spell, that spell is automatically cast with a casting roll of 12 that cannot be modified (do not roll 2D6), and it cannot be unbound.



ARTEFACTS OF POWER

WEAPONS OF THE DAMNED

NIGHTHAUNT HERO only.

Shadow's Edge: *It is impossible to tell if this ebon blade is corporeal or mere shadow, yet its touch tears through flesh and bone with ease.*

Pick 1 of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound roll or save roll).

Reaper of Sorrows: *This phantasmal blade harvests emotions, hewing life-force but leaving its victims unmarked save for a horrified rictus.*

Pick 1 of the bearer's melee weapons. Before the bearer attacks with that weapon, pick 1 enemy unit within 1" of the bearer and roll 2D6. If the result is higher than the target's Bravery characteristic, that weapon's Rend characteristic is -3 for attacks made against that unit until the end of that phase. That weapon's Rend characteristic is -4 instead of -3 if the target is terrified.

Slitter: *Forged from the shivs and cut-throat razors of a thousand serial killers, this dagger is murder made manifest.*

When you pick the bearer to fight for the first time in a turn, before the bearer makes a pile-in move, you can pick 1 enemy model within 1" of the bearer and roll a dice. If the roll is greater than that model's Wounds characteristic, that model is slain.

INFERNAL TREASURES

NIGHTHAUNT HERO only.

Lightshard of the Harvest Moon: *Once released, the baleful gloom of this lightshard fills the battlefield with an eerie glow, readying the enemy for the reaping.*

Once per battle, at the start of the combat phase, you can say the bearer will release the baleful gloom of the Lightshard. If you do so, add 1 to the Attacks characteristic of melee weapons used by friendly NIGHTHAUNT units wholly within 12" of the bearer until the end of that phase.

Beacon of Nagashizzar: *The malignant light of Nagashizzar burns within the flames of this beacon, calling the loyal souls and fell power of Shyish to the battlefield.*

Once per battle, in your hero phase, you can say the bearer will call the souls of the lost to the beacon's light. If you do so, you can return 1 slain model to each friendly NIGHTHAUNT SUMMONABLE unit on the battlefield.

Soulfire Ring: *Gouts of lashing green flames leap forth from this ring as it consumes the souls of those slain by the wearer.*

At the end of the combat phase, you can heal up to D6 wounds allocated to the bearer if any attacks made by the bearer in that phase slay an enemy model.

Covetous Familiar: *This spiteful poltergeist swirls around its master's essence, lashing out at any other soul that draws too close.*

Enemy units that finish a pile-in move within 3" of the bearer suffer 1 mortal wound after the pile-in move is made.

Wychlight Lantern: *The otherworldly incense that billows from this lantern merges with the bearer's spectral form, lending them great power.*

WIZARD only. Once per battle, this **WIZARD** can attempt to cast 1 additional spell that it does not know from the Lore of the Underworlds (pg 61).

SPELL LORES

If **NAGASH** is part of a Nighthaunt army, he knows all the spells in the following table.

LORE OF THE UNDERWORLDS

NAGASH and **NIGHTHAUNT HERO WIZARD** (including Unique units) only.

Soul Cage: *This supernatural cage of phantasmal energies pins opponents in place so that the reaping might begin.*

Soul Cage is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. The strike-last effect applies to that unit until the end of that turn.

Spirit Drain: *With but a series of fell words of power, the caster can whittle away a mortal's life-force, causing their very spirit to seep out of their physical form.*

Spirit Drain is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Roll a number of dice equal to the number of models in the target unit. For each 6, that unit suffers 1 mortal wound.

Lifestealer: *Life hangs upon but a slender thread; this incantation can sever that cord, causing healthy foes to drop like puppets shorn of their strings. Each such death increases the caster's own vitality.*

Lifestealer is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. The target suffers D3 mortal wounds. You can heal 1 wound allocated to the caster for each mortal wound that was allocated (and not negated) by this spell.

Seal of Shyish: *The caster conjures a Shyishan shield of pulsing amethyst energy to protect nearby spectres.*

Seal of Shyish is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **NIGHTHAUNT** unit wholly within range and visible to the caster. That unit has a ward of 5+ until your next hero phase.

Shademist: *A supernatural mist envelops the caster's comrades, causing them to glimmer as they fade in and out of reality.*

Shademist is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 friendly **NIGHTHAUNT** unit wholly within range and visible to the caster. Subtract 1 from wound rolls for attacks that target that unit until your next hero phase.

Spectral Tether: *The correct sorcerous incantations can create a temporary link between a powerful Nighthaunt and the underworlds, where it can draw upon the amethyst energies of Shyish to translocate.*

Spectral Tether is a spell that has a casting value of 4. If successfully cast, remove the caster from the battlefield and set it up again on the battlefield more than 9" from all enemy units. The caster cannot move in the following movement phase.

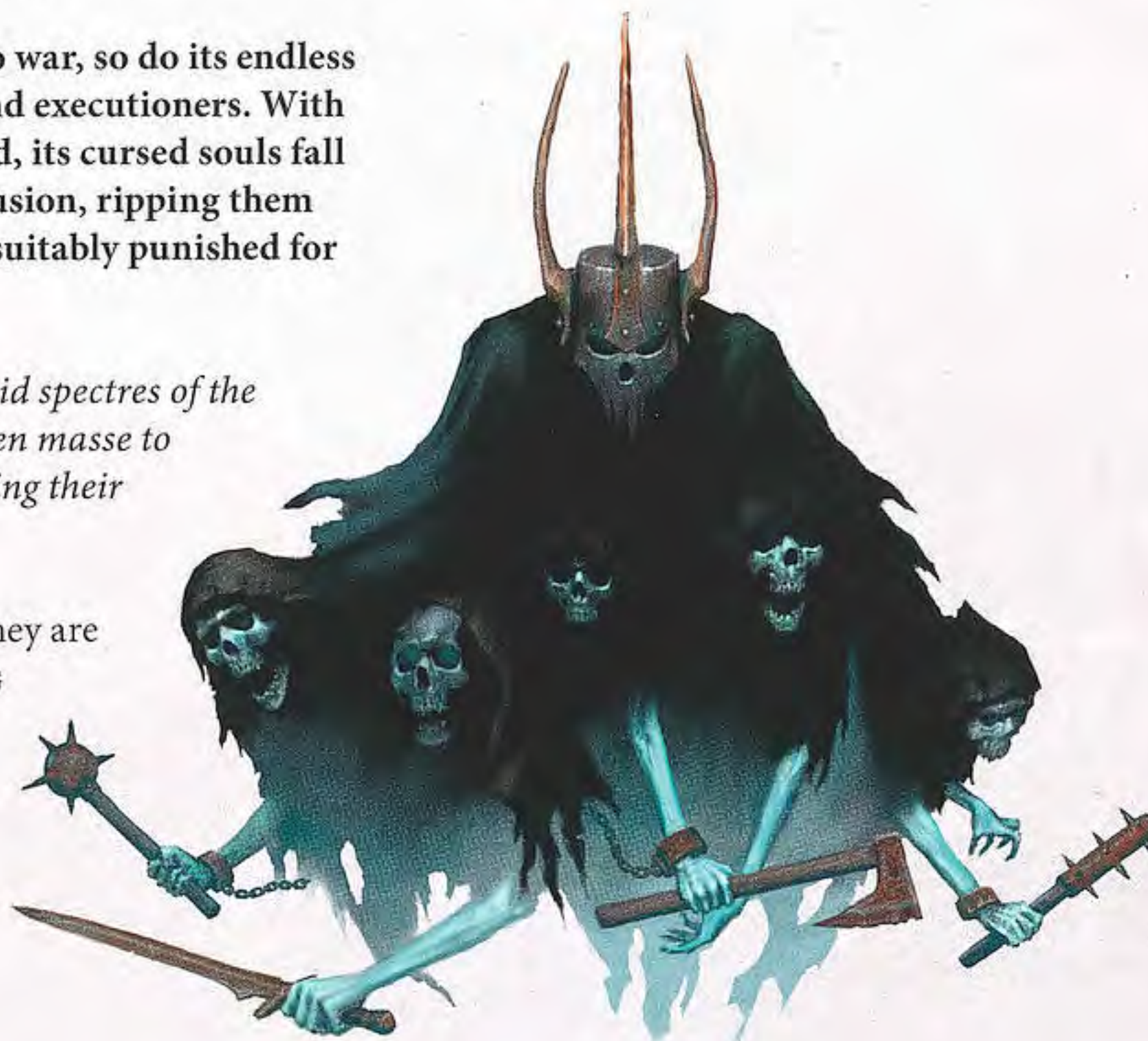
PROCESSIONS

THE GRIEVING LEGION

When the Grieving Legion goes to war, so do its endless ranks of royal jailers, torturers and executioners. With the dungeons of Dolorum emptied, its cursed souls fall upon their foe in impossible profusion, ripping them down into the underworlds to be suitably punished for their crimes.

Dragged into the Grave: *The morbid spectres of the Grieving Legion fall upon their foe en masse to horrify their opponents before reaping their damned souls.*

Enemy units cannot retreat while they are within 3" of any friendly **GRIEVING LEGION** units with 10 or more models.



THE EMERALD HOST

When Lady Olynder seeks the utter annihilation of a foe, she will inflict upon them the dreaded Emerald Curse. Forth from the citadel of Dolorum will ride the Emerald Host, a force of Nighthaunt whose sole purpose is to enact ghastly retribution, and who will not cease until their lady's nemesis has been destroyed.

The Emerald Curse: *Once an enemy is marked with the Emerald Curse, their doom is all but assured.*

After armies have been set up but before the first battle round begins, you can pick up to D3+1 different enemy units on the battlefield. At the end of each battle round, roll a dice for each unit you picked that is on the battlefield. On a 2+, that unit suffers D3 mortal wounds. If that unit is a **MONSTER**, it suffers D3+1 mortal wounds instead of D3.

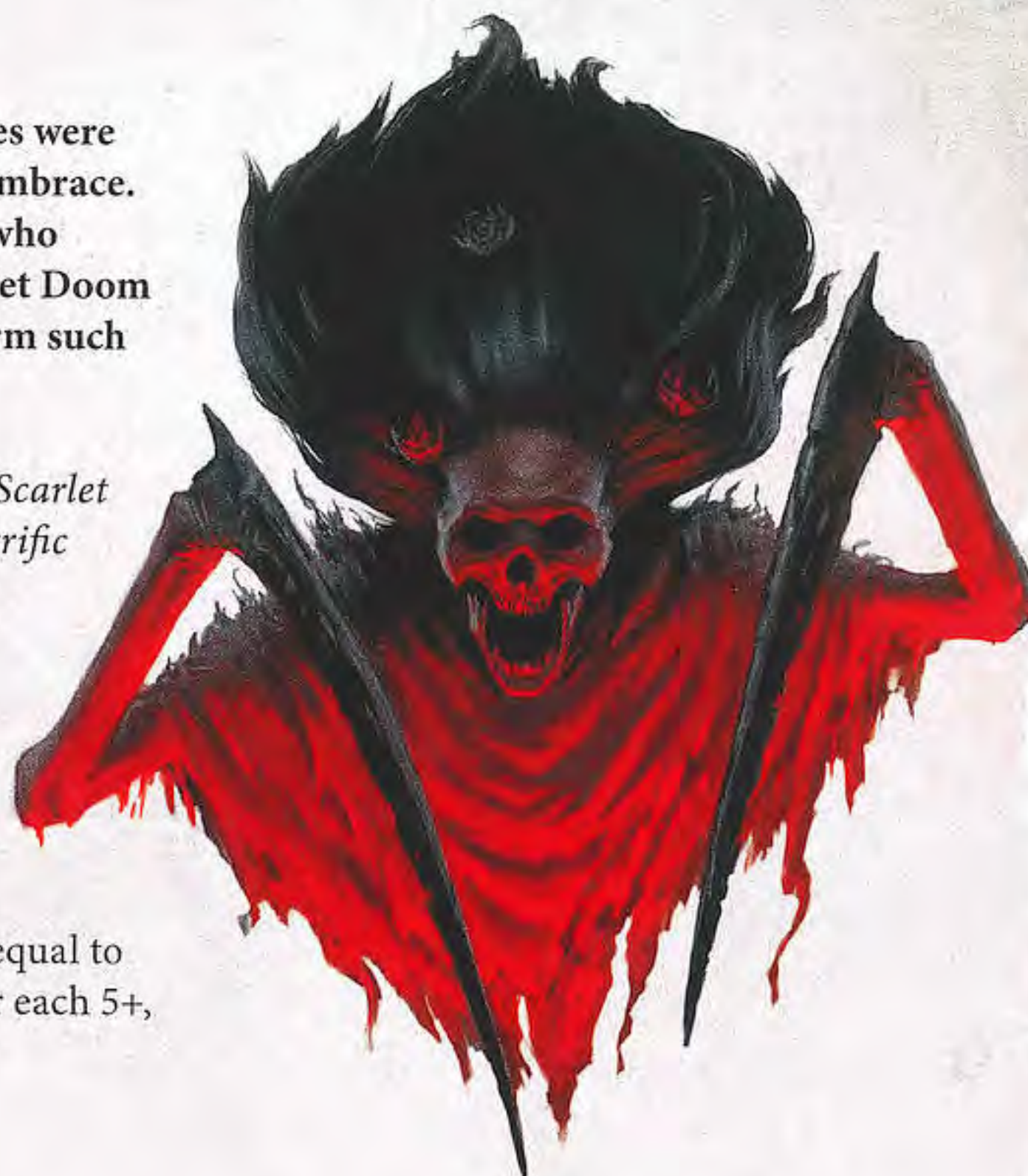


THE SCARLET DOOM

The Scarlet Doom are those spirits whose corpses were defiled and dishonoured after meeting death's embrace. Now bearing an eternal vendetta against those who violated their death rites, the spirits of the Scarlet Doom seek to take revenge upon any who would perform such atrocities to those who have paid their price.

Vortex of Frenzied Violence: *Few have faced the Scarlet Doom and lived to tell the tale. Legend of their horrific assaults offer only one detail, waves of screaming spectres cutting down any in their path behind a gaze of rage and vengeance.*

After a friendly **SCARLET DOOM BLADEGHEIST REVENANTS** unit makes a charge move, you can pick 1 enemy unit within 1" of that unit. If you do so, roll a number of dice equal to the number of models from the charging unit. For each 5+, the target suffers 1 mortal wound.

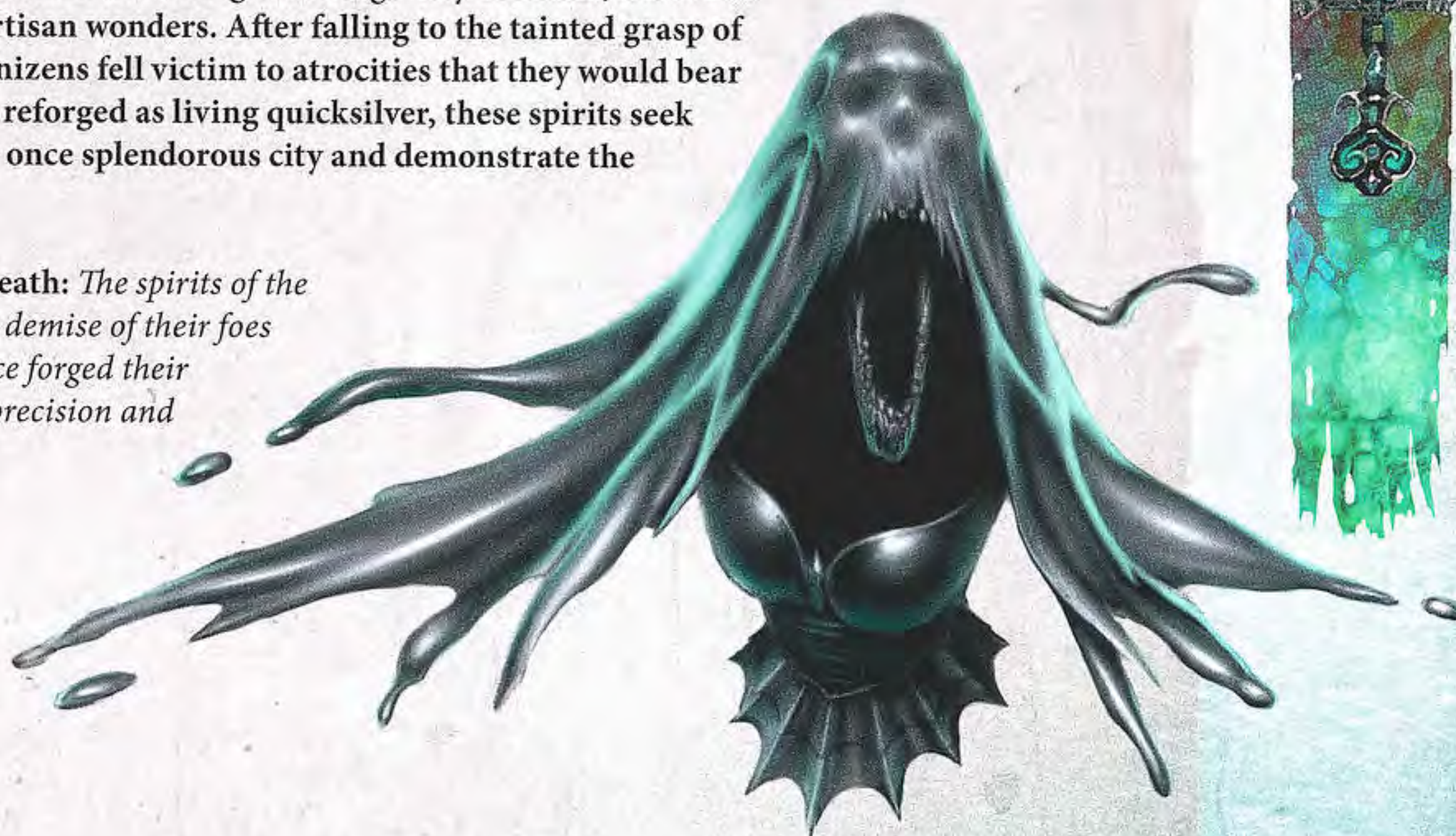


THE QUICKSILVER DEAD

The Quicksilver Dead hail from the once grand forge-city of Elixia, a trove of innovative designs and artisan wonders. After falling to the tainted grasp of Chaos, the city and its denizens fell victim to atrocities that they would bear even in the afterlife. Now reforged as living quicksilver, these spirits seek to avenge the loss of their once splendid city and demonstrate the power they once held.

Artisans of Harrowing Death: *The spirits of the Quicksilver Dead forge the demise of their foes as meticulously as they once forged their blades, with excruciating precision and merciless intent.*

Ward rolls cannot be made for wounds caused by attacks made with melee weapons by friendly **QUICKSILVER DEAD DREADSCYTHE HARRIDANS** units.



PATH TO GLORY

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

HAUNTERS OF THE REALMS

The Nighthaunt are the horrors that haunt the periphery, terrors that prowl beyond life's edge. They come in many forms, but all are destined to forever stalk the Mortal Realms and to drag the living to the same doom.

Instead of setting up a friendly **NIGHTHAUNT** unit on the battlefield, you can secretly pick 1 terrain feature on the battlefield to be haunted by that unit. If you do so, place that unit to one side and say that it is set up in a haunted terrain feature as a reserve unit. Record this information on a piece of paper. Do not set up that **NIGHTHAUNT** unit until it is revealed as described next. Up to 3 terrain features can be haunted, and the same terrain feature cannot be haunted by more than 1 friendly **NIGHTHAUNT** unit.

At the end of the movement phase or charge phase, you can reveal 1 or more **NIGHTHAUNT** units set up with this ability. If you do so, set up each unit within 1" of the terrain feature it was haunting and more than 3" from all enemy units. **NIGHTHAUNT** units set up in a haunted terrain feature are destroyed if that terrain feature is demolished before they are revealed.

DISCOVERING TERRIFIED TERRITORIES

A single Nighthaunt might terrorise a village, and a pair acting together could leave an entire fiefdom quaking in fear.

When you make an exploration roll, on a 61-66, you can pick a territory from the Nighthaunt Territories table on page 68. These territories represent settlements and cities that have already been penetrated by malevolent spirits, and so they work differently to other territories in Path to Glory. Firstly, you do not spend any glory points to control them (you can do so automatically). Secondly, these territories cannot be upgraded.

HAUNTING TERRITORIES

Many foes flee at the first sight of the Nighthaunt. Others will hold their ground for a time, but it never takes long for senses sharpened by fear to take control. Despite never being able to physically claim new ground as their own, the ethereal dead are one of the most effective invasion forces known to the Mortal Realms.

In addition to discovering terrified territories as described above, you can haunt territories you control. In order to haunt a territory, you must complete either the 'Souls for Shyish' quest or the 'Hatred of the Living' (pg 66). In addition, if you fight a Path to Glory battle using the Phantasmal Invasion battleplan (pg 70-71), the result may allow you to haunt a territory or your opponent to exorcise a haunted territory back to its original form (the victory conditions for the battleplan will tell you if this is the case).

Haunt: If you choose to haunt 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 haunted form from the Nighthaunt Territories table on page 68.

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



QUESTS

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

QUEST SOULS FOR SHYISH

There are those Nighthaunt who roam the Mortal Realms alone or in small groups as reconnaissance units. If adequately populated settlements are found, the discoveries are relayed to the underworlds for the targets to be reaped of their souls and vitality.

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 haunted and follow the instructions for haunting it (pg 65).

QUEST HATRED OF THE LIVING

Ofentimes the Nighthaunt will approach the battle lines of war with the same patience of the Supreme Lord of the Undead, stalking and harrowing their prey to stack the deck in their favour when they choose to finally engage them.

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**, and 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 Phantasmal Invasion or the Fight or Flight battleplans (pg 70-73). If you win a **minor victory** or **major victory** in that battleplan, you complete this quest. The rewards for completing this quest are listed in the battleplan.

QUEST FEED ON TERROR

Torment and agony are catalysts for the spiteful spirits of the Nighthaunt processions, and if enough living beings submit, the aura of dread empowers them to greater heights of horror.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each enemy unit that was terrified during that battle. Once you have gained 7 or more quest points, you complete this quest.

When you complete this quest, in the next Path to Glory battle you fight against an opponent using a Path to Glory army, you can give each **NIGHTHAUNT SUMMONABLE** unit you use in that battle a veteran ability. The veteran ability can only be used by the unit in that battle.

QUEST ETHEREAL RISING

With each territory claimed in the name of Nagash comes an increased connection to Shyish. If a strong enough connection is established, the gheists of the Nighthaunt processions can return to the fray after falling time and time again.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and control 6 or more haunted territories.

When you complete this quest, in the next Path to Glory battle you fight against an opponent using a Path to Glory army, you can return 1 slain model to each friendly **NIGHTHAUNT SUMMONABLE** unit on the battlefield at the start of each of your hero phases.

VETERAN ABILITIES

Each time a **NIGHTHAUNT** 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.

NIGHTHAUNT VETERAN ABILITIES

Cunning Frighteners: *These spirits have come to know the art of terrifying their foe as second nature and have petrified countless souls over the battles they have seen.*

This unit can use this veteran ability once per battle at the end of the movement phase or charge phase. When it does so, enemy units are terrified while they are within 6" of this unit instead of 3" until the end of that turn.

Spectral Juggernauts: *These gheists possess an unhinged and reckless spirit, allowing them to charge with the force of an ethereal landslide that sweeps the feet from beneath their foe.*

This unit can use this veteran ability once per battle at the start of your charge phase. When it does so, until the end of that phase, add 3 to charge rolls for this unit.

Favoured of Nagash: *These loyal spirits have been bestowed with harnessed Shyishan energy that sees them defy the destruction of their foe's most potent strikes.*

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, this unit has a ward of 4+.

Champions of Olynder: *Should the Mortarch of Grief seek to destroy a chosen foe, she will lean on the terrifying power of this band of spirits before all others, knowing that they will dismember any trace of her target from the Mortal Realms.*

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, if the unmodified hit roll for an attack made with melee weapons by that unit is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound roll or save roll).

Shrieking Reapers: *These spirits favour striking at the heart of those who are truly under the Nighthaunt influence. Should a foe succumb to their terror enough, they shine like a beacon for these warriors to prioritise next.*

This unit can use this veteran ability once per battle at the start of your charge phase. When it does so, until the end of that phase, change the unmodified charge roll required for this unit to apply Wave of Terror effects (pg 58) to 3-6 for Shriek, 7-8 for Stun and 9+ for Petrify.

Punishers of the Brave: *For every warrior that knows how to best banish a Nighthaunt spirit, there are countless others that will never possess the will or courage to do so. These spirits have come to know the telltale signs between the two, and engage those who dare defy them with harnessed potency.*

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, this unit has a Save characteristic of 3+.

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 rules that corresponds to a roll of 21-42. Some of these territories allow you to send a unit to them. A unit cannot be sent to more than 1 territory in each aftermath sequence, and any such units cannot be picked for the 'Borderlands' territory in the core rules.

ORIGINAL FORM

The entries on this table include the original form of the territory in brackets after the name of the haunted form of the territory. For example, the original form of a Cursed City of Order is Large Settlement.

NIGHTHAUNT TERRITORIES (D66)

61 HARASSED OUTPOST (OLD KEEP)

The surrounding lands of this encampment are littered ancient burial grounds that house all forms of ethereal spectres.

Increase your **HEROES** limit by 2. In addition, in step 2 of the aftermath sequence, roll a dice. On a 6+, do not make an injury roll for 1 **HERO** from your order of battle.

62 SHYISHAN REALMGATE (ANCIENT ROADS)

An increasing number of drifting spirits have been spotted in the area, and with no known gravesites nearby, the locals fear a deathly passage to the underworlds has been discovered.

Increase your Allied Units limit by 2. In addition, in step 7 of the aftermath sequence, roll a dice. On a 6+, you can reduce the casualty score of 1 allied unit from your order of battle to 0.

63 TORMENTED BARRACKS (SMALL SETTLEMENT)

These barracks have been endlessly terrorised by fleeting spirits during every night of their occupier's campaign, giving them no respite from the oncoming wave of ethereal dead.

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 **NIGHTHAUNT SUMMONABLE** unit on your roster without any glory points being spent.

64 ANCIENT BATTLE SITE (BORDERLANDS)

Many souls have met their end upon these lands. Many of whom have never left, forever bound to its bloodstained earth until their soul finds peace, or more likely, until the Nighthaunt curse finds them. In step 3 of the aftermath sequence, roll 3 dice. For each 6+, you can either give 1 unit on your order of battle that was not included in your army in the battle 1 renown point, or you can add 1 quest point to the progress section of the Hatred of the Living quest.

65 CURSED CITY OF ORDER (LARGE SETTLEMENT)

This densely populated city of Order has been eyed by Nagash for some time and will provide a steady supply of new souls for claiming with each passing nightmare its population suffers.

Reduce the glory points cost of adding a unit that is not a **HERO** to your order of battle by 2. In addition, in step 7 of the aftermath sequence, roll a dice. On a 6+, you can reduce the casualty score of 1 **NIGHTHAUNT** unit from your order of battle to 0.

66 SOUL-INFESTED SLUMS (RUINS OF MYTH)

The slums of this established city are cesspools of crime and corruption, serving as a bountiful banquet of wrongdoers for the Nighthaunt to feed upon and command for all eternity.

Once in step 6 of each aftermath sequence, you can roll a dice for this territory. On a 6+, you gain 1 bonus command trait that your faction has access to and it is added to your vault.

HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your Heroes. A heroic upgrade replaces the warscroll of a **HERO** with another, more powerful, one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the Aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of Renown points the Hero must have earned (note, these are not deducted), and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can only pick 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** had any core enhancements they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Knight of Shrouds on Ethereal Steed	Knight of Shrouds	15	2

BATTLEPLAN PHANTASMAL INVASION

The mighty Cities of Order and Dreadholds of Chaos throughout the Mortal Realms are nigh unassailable, their towering walls and imposing defences all but impervious to assault by land or air. Yet to Nagash's Nighthaunt hosts, able to tear through the veil of reality from the underworlds wherever their immortal master commands, such defences are rendered entirely obsolete.

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 Nighthaunt army, has embarked on the 'Hatred of the Living' quest and has earned 3 or more quest points (pg 66).

THE ARMIES

The player embarked on the 'Hatred of the Living' quest is the **Nighthaunt player** and their opponent is the **defender**. The Nighthaunt player must use a Nighthaunt army.

THE BATTLEFIELD

The battle is fought in a courtyard behind a stronghold's main walls and appropriate terrain features should be used to represent this.

FACTION TERRAIN

The defender can set up a faction terrain feature.

SIEGE TARGETS

After setting up the battlefield, the defender picks 1 terrain feature in each of their territories to be the Nighthaunt player's **siege targets**.

DEPLOYMENT

The defender sets up their army first, wholly within 1 of their territories. The Nighthaunt player then alternates setting up 1 unit wholly within their territory, more than 9" from enemy territory, and 1 unit in the underworlds as a reserve unit (see below), continuing to set up units in this way until all of the units have been deployed.

FIRST TURN

The Nighthaunt player takes the first turn in the first battle round.

CAUGHT OFF GUARD

The defender's forces have reacted with admirable haste to the sudden danger within their midst, but are still reeling from the unexpected quarter from which they are now assailed, throwing their command structure into disarray.

The defender must spend 2 command points instead of 1 to issue any commands in the first battle round.

ATTACK FROM THE UNDERWORLDS

A fresh wave of Nighthaunt lies in wait to pour forth from the underworlds and sweep into the stronghold's hapless defenders.

At the end of your movement phase, you can set up 1 or more of the reserve units in the underworlds on the battlefield, more than 9" from all enemy units. In addition, add 1 to charge rolls for **NIGHTHAUNT** units that are set up in the same turn.

CONTROLLING SIEGE TARGETS

The siege targets in the defender's territories are controlled by the last player to have any models within 1" of that terrain feature. If both players have any models within 1" of a siege target terrain feature, it is controlled by the defender.

BATTLE LENGTH

The battle lasts for 5 battle rounds.





PATH TO GLORY



GLORIOUS VICTORY

If the Nighthaunt player controls both siege targets when the battle ends, they win a **major victory**.

If the Nighthaunt player controls neither siege target when the battle ends, the defender wins a **major victory**.

Any other result is a **draw**.

PATH TO GLORY REWARDS AND PENALTIES

If the Nighthaunt player wins the battle, they can haunt a territory they control in the following aftermath sequence (pg 65). In addition, if the Nighthaunt player wins the battle, add 1 to rolls made for haunted territories in the following aftermath sequence. If the defender wins the battle, the Nighthaunt player must reduce the number of quest points on their quest log for the 'Hatred of the Living' quest to 2.

BONUS RENOWN

At the end of the battle, each **NIGHTHAUNT** unit on the battlefield gains 1 renown point for each terrified enemy unit on the battlefield.

BATTLEPLAN FIGHT OR FLIGHT

Unable to withstand the ferocious assault of your Nighthaunt procession, the defenders of a nearby settlement are forced to fall back. With contingents of Nighthaunt in pursuit, the fleeing survivors have a clear choice, entertain any unlikely chance of escape or face these morbid spectres head on while their supposed leaders cowers in fear.

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 an Nighthaunt army, has embarked on the 'Hatred of the Living' quest and has earned 3 or more quest points (pg 66).

THE ARMIES

The player embarked on the 'Hatred of the Living' quest is the **Nighthaunt player** and their opponent is the **defier**. The Nighthaunt player must use a Nighthaunt army.

THE BATTLEFIELD

This battle is fought on the ruined wastes of an ancient settlement, and appropriate terrain features should be used to represent this.

FACTION TERRAIN

The defier can set up a faction terrain feature.

DEPLOYMENT

The defier must pick 1 **HERO** from their army to be the **coward**, who will start the battle in reserve. That **HERO** cannot be set up on the battlefield until their location has been revealed as described below.

The players alternate setting up units 1 at a time, starting with the defier. Players must set up 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 first, their opponent must set up the rest of the units in their army, one after another.

FIRST TURN

The Nighthaunt player takes the first turn in the first battle round.

FIND THE COWARD

The Nighthaunt's prey has taken shelter amongst the ruins of lost settlements. They must be rooted out and slain.

There are 3 points on the battlefield marked as **concealed shelters**. At the start of the Nighthaunt player's hero phase, 1 friendly **HERO** within 1" of a concealed shelter can search it to see if they can find the coward. To do so, roll a dice. On a 6, that concealed shelter is revealed to be the location of the coward and all other concealed shelters must be removed from the battlefield. Otherwise, the coward is not found and that concealed shelter must be removed from the battlefield.

If, at any point, 2 concealed shelters have been searched and the coward has not been found, the last remaining concealed shelter is revealed to be the coward's location.

If, by the start of the fifth battle round, the coward has still not been found, the players roll off. Starting with the player who won the roll off, the players alternate removing concealed shelters from the battlefield, 1 at a time, until 1 remains. The remaining concealed shelter is revealed to be the coward's location. Once the location of the coward is revealed, the unit must be set up within 3" of the concealed shelter and more than 3" away from all enemy units.





BATTLE LENGTH

The battle lasts for 5 battle rounds or until a player wins a **major victory**.

GLORIOUS VICTORY

If the coward has not been slain at the end of the battle, the defier wins a **major victory**.

If the coward is slain before the end of the fifth battle round, the Nighthaunt player wins a **major victory**.

PATH TO GLORY REWARDS AND PENALTIES

If the Nighthaunt player wins the battle, they can pick 1 eligible heroic upgrade for a friendly **NIGHTHAUNT HERO** in step 7 of the same aftermath sequence without spending any glory points, even if that **HERO** does not have the renown points required for the upgrade. In addition, if the Nighthaunt player wins the battle, add 1 to rolls made for haunted territories in the following aftermath sequence. If the defier wins the battle, they can exorcise 1

of the Nighthaunt player's haunted territories back to its original form (pg 65).

BONUS RENOWN

At the end of the battle, each **NIGHTHAUNT** unit on the battlefield gains 1 renown point for each terrified enemy unit on the battlefield.

NIGHTHAUNT PROCESSION

To any who possess life, the approach of a Nighthaunt Procession is a terrifying sight. However, to Nagash, the procession is as he himself has ordained – an ordered affair of minions driven forwards by the malign willpower of the more powerful spirits amongst them.

WARSCROLL BATTALION

SHROUDGUARD

Organisation:

- 1 KNIGHT OF SHROUDS or Reikenor the Grimhailer
- 2 Bladegheist Revenants units

WARSCROLL BATTALION

DEATHRIDERS

Organisation:

- 1-2 Dreadblade Harrows
- 2 Hexwraiths units
- 1 Black Coach

WARSCROLL BATTALION

THE CONDEMNED

Organisation:

- 1 Guardian of Souls
- 1 Spirit Torment
- 1 Chainghasts unit
- 2 Chainrasps units

WARSCROLL BATTALION

CHAINGUARD

Organisation:

- 1 Guardian of Souls
- 1 Spirit Torment
- 1 Chainghasts unit
- 2 Chainrasps units



ABILITIES

Bound Beneath Indomitable Will: *When the Nighthaunt gather, amethyst magic hangs heavy in the air. The spectral commanders serve as beacons of this deathly energy, lending their minions an unholy resilience.*

Once per turn, at the start of the combat phase, you can pick 1 friendly **NIGHTHAUNT** unit wholly within 12" of a friendly **NIGHTHAUNT HERO** or wholly within 18" of a friendly **NIGHTHAUNT** general. You can re-roll ward rolls of 1 for that unit until the end of that phase.

WARSCROLL BATTALION

SHRIEKER HOST

Organisation:

- 1 Tomb Banshee
- 2 Dreadscythe Harridans units
- 2 Myrmourn Banshees units

WARSCROLL BATTALION

EXECUTION HORDE

Organisation:

- 1 Scriptor Mortis
- 1 Lord Executioner
- 3 Spirit Hosts units

WARSCROLL BATTALION

DEATH STALKERS

Organisation:

- 1 Cairn Wraith
- 2 Grimghast Reapers units
- 2 Glaivewraith Stalkers units



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 STUFF OF NIGHTMARES

Nighthaunt army only.

A Soul to Claim: After deployment but before the first battle round begins, the enemy unit with the highest Wounds characteristic is marked as 'the target'. If more than 1 unit has the highest Wounds characteristic, you can choose which of those units will be 'the target'. When the battle ends, you complete this grand strategy if the target was destroyed by attacks made by a friendly **SUMMONABLE** unit.

Fright or Flight: When the battle ends, you complete this grand strategy if there are no enemy units within 6" of any friendly **NIGHTHAUNT** units that are contesting an objective.

Feed on Terror: When the battle ends, you complete this grand strategy if 1 or more enemy units on the battlefield are terrified.

Designer's Note: *You cannot complete this grand strategy if all of the units in your opponent's army have been destroyed.*

Dismantle the Brave: After deployment but before the first battle round begins, the enemy unit with the highest Bravery characteristic is marked as 'the target'. If more than 1 unit has the highest Bravery characteristic, you can choose which of those units will be 'the target'. When the battle ends, you complete this grand strategy if the target has been slain and the model chosen to be your general has not been slain.



BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list 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.

CHILLING PLOYS

Nighthaunt army only.

Overwhelmed with Dread: When you reveal this battle tactic, pick 1 enemy unit on the battlefield. You complete this tactic if that unit is affected by the Shriek, Stun and Petrify effects of the Wave of Terror battle trait (pg 58) during this turn.

Tides of Terror: You complete this tactic if at least 2 friendly **NIGHTHAUNT** units are within ½" of the same enemy unit at the end of this turn.

Mass Panic: You complete this tactic at the end of this turn if 3 or more enemy units on the battlefield are terrified.

Death by a Thousand Cuts: You complete this tactic if an enemy **HERO** or **MONSTER** is destroyed by attacks made by a friendly **CHAINRASPS** or **SPIRIT HOST** unit during this turn.

One Stop, No Return: When you reveal this battle tactic, pick 1 objective marker on the battlefield that your opponent controls. You complete this battle tactic if you control that objective marker at the end of this turn and there is a friendly **BLACK COACH** within 3" of that objective.

Ceaseless Nightmares: You complete this tactic if 2 or more terrified enemy units fail a battleshock test during this turn.

MATCHED PLAY





WARSCROLL

NAGASH

SUPREME LORD OF THE UNDEAD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of Nagash	12"	1	3+	2+	-1	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Alakanash	3"	4	3+	3+	-3	D6
Zefet-nebtar	2"	☀	3+	4+	-2	3
Spectral Claws and Daggers	1"	6	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	The Nine Books of Nagash	Zefet-nebtar	Staff of Power
0-6	Cast and unbind 5 extra spells	6	+3 cast /+3 unbind or dispel
7-9	Cast and unbind 3 extra spells	4	+3 cast /+2 unbind or dispel
10-12	Cast and unbind 2 extra spells	3	+2 cast /+1 unbind or dispel
13+	Cast and unbind 1 extra spells	2	+1 cast /+1 unbind or dispel

Nagash is armed with Alakanash, Zefet-nebtar and Gaze of Nagash.

WIZARD: This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 3 spells in the enemy hero phase. If this unit is part of a Nighthaunt, Flesh-eater Courts, Ossiarch Bonereapers or Soulblight Gravelords army, it knows all of the spells from the spell lores in that faction's allegiance abilities in addition to the other spells it knows.

WARMASTER: This unit can be included in a Nighthaunt, Flesh-eater Courts, Ossiarch Bonereapers or Soulblight Gravelords army. If it is, it is treated as a general even if it is not the model picked to be the army's general. In addition, you can still use the army's allegiance abilities even though this unit is not from the army's faction; however, this unit does not benefit from them.

FLY: This unit can fly.

COMPANION: This unit is accompanied by a host of spirits armed with Spectral Claws and Daggers.

Alakanash, the Staff of Power: *This staff is capped with gems of purest Shyishan realmstone.*

Add the Staff of Power value shown on this unit's damage table to casting, dispelling and unbinding rolls for this unit. In addition, this unit can attempt to cast Arcane Bolt any number of times in the same hero phase, even if another **WIZARD** has already attempted to cast the spell in that phase.

The Nine Books of Nagash: *Nagash has committed to memory much of his vast library but carries nine of the most potent tomes with him at all times.*

The Nine Books of Nagash allow this unit to cast extra spells in your hero

phase and unbind extra spells in the enemy hero phase. The number of extra spells this unit can attempt to cast or unbind is shown on this unit's damage table.

Invocation of Nagash: *With but a thought, Nagash can call forth fresh minions to assail his foes.*

At the start of your hero phase, if this unit is on the battlefield, you can pick up to 5 different friendly **SUMMONABLE** units or friendly **OSSIARCH BONEREAPERS** units in any combination. For each of those units, you can either heal up to 3 wounds that have been allocated to that unit or, if no wounds have been allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of 3 or less.

Morikhane: *This ensorcelled armour protects Nagash from arcane as well as physical attacks and can even cause an intense magical backlash on those who dare strike him.*

This unit has a ward of 4+ for damage inflicted by mortal wounds. In addition, if the unmodified ward roll for this unit is 6, that attacking unit suffers 1 mortal wound.

Supreme Lord of the Undead: *Nagash is the undisputed master of all undead creatures.*

If this unit is on the battlefield when you use an ability that returns slain models to a friendly **DEATH** unit, you can either re-roll the dice that determines the number of slain models returned to that unit or add 1 to the number of slain models that are returned to that unit.

Death Magic Incarnate: *Nagash stands at the apex of the necromantic hierarchy.*

You can use this command ability if this unit is on the battlefield at the start of the combat phase. The unit that receives this command must be a different friendly **DEATH** unit. Add 1 to ward rolls for that unit until the end of that phase.

Hand of Dust: *It is said that the touch of Nagash can wither and age any mortal, turning them to little more than a pile of dusty bones in mere moments.*

Hand of Dust is a spell that has a casting value of 8 and a range of 3". If successfully cast, pick 1 enemy model within range and visible to the caster. Then, take a dice and hide it in one of your hands or under one of two appropriate containers. Your opponent must pick one of your hands or containers. If they pick the one holding the dice, the spell has no effect. If they pick the empty hand or container, the enemy model is slain.

Soul Stealer: *Nagash can siphon souls from the living to heal his own wounds.*

Soul Stealer is a spell that has a casting value of 6 and a range of 24". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is greater than that unit's Bravery characteristic, it suffers D3 mortal wounds. If the roll is at least double that unit's Bravery characteristic, it suffers D6 mortal wounds instead. You can heal up to 1 wound that has been allocated to the caster for each mortal wound caused by this spell that is not negated.

KEYWORDS DEATH, DEATHLORDS, HERO, MONSTER, WIZARD, NAGASH



Lady Olynder is despair given form. She exudes hopelessness and casts an enfeebling gloom upon her foes with her sheer presence. Accompanied by banshee handmaidens and bearing the life-taking Staff of Midnight, the Mortarch of Grief reduces dangerous foes to paroxysms of crippling grief.

WARSCROLL

LADY OLYNDER

MORTARCH OF GRIEF

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Midnight	2"	4	3+	3+	-2	2
Spectral Claws	1"	6	4+	4+	-1	1

Lady Olynder is armed with the Staff of Midnight.

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

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

FLY: This unit can fly.

COMPANION: This unit is accompanied by banshee handmaidens armed with Spectral Claws.

Grave-sands of Time: *Lady Olynder's handmaidens bear gifts from Nagash, including a grave-sand hourglass that bends the flows of life and death to the bearer's will.*

This unit has a ward of 4+.

No Rest For the Wicked: *Should the spectral forms of her minions be banished or destroyed, Lady Olynder will wrench their souls back from the underworlds time and again until her will is done.*

Once per battle, at the start of your hero phase, if this unit is on the battlefield, you can return up to D6 slain models to each friendly **NIGHTHAUNT SUMMONABLE** unit on the battlefield (roll separately for each unit).

Mortarch of Grief: *Chosen by Nagash to serve as his Mortarch of Grief, Lady Olynder's very presence serves as a psychological weapon of terrible potency.*

Roll a dice each time an enemy unit issues a command within 12" of this unit. On a 5+, that command is not received (it still counts as having been used) and the command point that was spent to issue that command is lost.

Lifting the Veil: *Those who see what lies beneath Lady Olynder's veil die with deathmask expressions of shock and horror frozen upon their faces, their dying grief serving only to feed the Mortarch's insatiable desire.*

At the start of your shooting phase, you can pick 1 enemy unit within 12" of this unit and roll a dice. On a 2+, that unit suffers a number of mortal wounds equal to the roll. Add 1 to the number of mortal wounds the target suffers if it is terrified. If any enemy models are slain by this ability, you can heal up to D3 wounds allocated to this unit for each enemy model that was slain.

Grief-stricken: *Lady Olynder's incantations can cause a pall of misery and utter desolation to descend upon her enemies, so that their limbs feel leaden and their very will to live is sapped.*

Grief-stricken is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from hit rolls for attacks made by that unit and add 1 to hit rolls for attacks made with melee weapons by friendly **NIGHTHAUNT** units that target that unit until your next hero phase.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, GRIEVING LEGION, MORTARCH, HERO, WIZARD, LADY OLYNDER

The cold fury of Kurdoss Valentian is matched only by his bitterness. Cursed to sit upon a throne but never rule, the Craven King vents his anger by mercilessly smiting those who earn Lady Olynder's ire. Enemy leaders are targeted with especial bile.



WARSCROLL

KURDOSS VALENTIAN

THE CRAVEN KING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sepulchral Sceptre	2"	5	3+	3+	-3	3
Spectral Claws	1"	6	4+	4+	-1	1

Kurdoss Valentian is armed with a Sepulchral Sceptre.

FLY: This unit can fly.

COMPANION: This unit is accompanied by wraith heralds armed with Spectral Claws.

If I Cannot Rule, None Shall Rule!

In the presence of Kurdoss Valentian's all-consuming bitterness and the cruel malice of his heralds, the commands of enemy generals turn to dust in their mouths even as they issue them.

At the start of each battle round, after the players have received their starting command points, you can roll a dice if this unit is on the battlefield. Add 1 to the roll if this unit is within 6" of any enemy **HERO**. On a 5+, subtract 1 from your opponent's command points (to a minimum of 0) and add 1 to your command points.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, GRIEVING LEGION, HERO, KURDOSS VALENTIAN

Awlrach the Drowner once promised aid and salvation to the living, though he gave them nothing but death in the briny deeps. Chosen as a champion by Nagash, this consummate betrayer now takes souls to bolster the Nighthaunt legions and ferries them to where they are needed most.



WARSCROLL

AWLRACH THE DROWNER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathwood Oar	3"	4	3+	3+	-2	D3

Awlrach the Drowner is armed with a Deathwood Oar.

FLY: This unit can fly.

Passage Through the Underworlds:

A master of navigation, Awlrach can drift through the ethereal plane to new locations at will. By the time the foe has discovered his arrival, it is all too late to stop the spectral cargo that made the journey with him.

You can use this command ability at the start of your movement phase. If you do so, pick 1 friendly **NIGHTHAUNT** unit on the battlefield that is visible to this unit. That unit must receive the command. First, remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units. Then, remove that friendly **NIGHTHAUNT** unit from the battlefield and set it up again wholly within 12" of this unit and more than 9" from all enemy units. This counts as their move for that movement phase.

Scything Ram: Awlrach's vessel is equipped with a deadly naval ram that can punch effortlessly through the foes' defences, providing greater opportunity for his oar to do its worst.

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that unit suffers D3 mortal wounds. If any models are slain by the mortal wounds caused by this ability, add D3 to the Attacks characteristic of this unit's Deathwood Oar until the end of that turn.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, GRIEVING LEGION, HERO, TOTEM, AWLRACH THE DROWNER



Deep in the Screaming Wastes, the Royal Court of Dolorum shows its Stormcast Eternal foes the true price of immortality.



MOVE 14"
WOUNDS 7
SAVE 4+
BRAVERY 10

In life, Reikenor was a sorcerer-king, a champion of life who denied Nagash his rightful due. In death he is a wraith-wizard, cursed to lead armies and snuff out the souls of similar troublemakers in the name of the Great Necromancer for all eternity.

WARSCROLL REIKENOR THE GRIMHAILER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fellreaper	2"	5	3+	3+	-2	2
Ghostly Hooves and Teeth	1"	3	4+	4+	-	1

Reikenor the Grimhailer is armed with a Fellreaper.

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

FLY: This unit can fly.

MOUNT: This unit's nightmare steed, Kyllaron, is armed with Ghostly Hooves and Teeth.

Corpse Candles: When Reikenor prepares to cast a spell by snuffing out the flame of a corpse candle, he can drain his own or a victim's essence to help fuel his sorcery.

In your hero phase, before this unit attempts to cast a spell, you can say that it will snuff out a corpse candle. If you do so, pick either this unit or 1 enemy unit within 12" of this unit. The unit you picked suffers 1 mortal wound. If the mortal wound was suffered by an enemy unit, add 1 to the casting roll. If the mortal wound was suffered by this unit, add 3 to the casting roll.

Grim Justice: Through his arcane powers, Reikenor can sense those that tamper with Nagash's designs or commit any other sacrilegious act.

Add 1 to hit and wound rolls for attacks made with this unit's Fellreaper if the target is a **PRIEST** or **WIZARD**.

Wraithstorm: Reikenor tears the souls from his victims and commands them to assail their allies.

Wraithstorm is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. If any models in that unit are slain as a result of this spell, that unit immediately suffers an additional D3 mortal wounds.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, GRIEVING LEGION, HERO, WIZARD, REIKENOR THE GRIMHAILER



MOVE 8"
WOUNDS 6
SAVE 4+
BRAVERY 10

The Scriptor Mortis record the rise of Nagash's empire and punish any who would stand against it. With a mere flick of a quill, they sentence souls to be dragged to the underworlds, condemning them to an eternity of torment.

WARSCROLL SCRIPTOR MORTIS

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

A Scriptor Mortis is armed with a Malicious Quill.

FLY: This unit can fly.

Flickers of Wychlight: Cursed revenants are drawn to the light of a Scriptor's candles, shielding their master from those who would seek to escape terminal judgement.

Once per phase, you can allocate 1 wound or mortal wound that would be allocated to this **HERO** to a friendly **NIGHTHAUNT SUMMONABLE** unit within 6" of this **HERO** instead.

Sentenced to Eternal Torment: Once the true name of a judged soul is recorded, it is a race against time for the victim to banish the Scriptor in order to escape unending punishment.

In your hero phase, you can say that this unit is going to record the name of a judged soul. If you do so, pick 1 enemy **HERO** that does not have the **DEATH** keyword and that is visible to this unit to be the judged soul. At the start of each of your subsequent hero

phases, if the judged soul and this unit are on the battlefield, you must make a judgement roll for the judged soul, and this unit cannot record the name of a different judged soul in that phase. In addition, if the battle would end and the judged soul and this unit are on the battlefield, then before the battle ends, you must make a judgement roll for the judged soul.

To make a judgement roll, roll a dice. If the roll is less than the number of the current battle round, the judged soul suffers 2D6 mortal wounds. The same unit cannot be picked to be a judged soul more than once in the same battle.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, HERO, SCRIPTOR MORTIS

A Knight of Shrouds is a traitor to the living, yet under his wretchedness is the mind of a master tactician. His commands inspire nearby spirits to heights of malicious fury, and his Sword of Stolen Hours increases his dark vitality with each kill.

WARSCROLL KNIGHT OF SHROUDS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Stolen Hours	1"	5	3+	3+	-1	2

A Knight of Shrouds is armed with a Sword of Stolen Hours.

FLY: This unit can fly.

Stolen Hours: The bearer of a sword of stolen hours can steal vital energy from a foe and use it to increase their own power.

At the end of the combat phase, if any enemy models were slain by attacks made with this unit's Sword of Stolen Hours in that phase, you can heal 1 wound allocated to this unit and add 1 to the Wounds characteristic of this unit.

Spectral Overseer: In life, the Knight of Shrouds commanded legions of devoted soldiers. In death, he turns his military genius to the command of shrieking spirits and vengeful phantasms.

Once per battle round, this unit can issue the Redeploy or Unleash Hell command to a friendly **NIGHTHAUNT SUMMONABLE** unit without a command point being spent.

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

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, KNIGHT OF SHROUDS

On the bleakest nights of the human soul, the Knights of Shrouds ride at the head of a massed gathering of undead. Their hollow yet stentorian voices ring out over the moans of the deceased even as they steal the lives from their foes.

WARSCROLL KNIGHT OF SHROUDS ON ETHEREAL STEED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Stolen Hours	1"	5	3+	3+	-1	2
Ghostly Hooves and Teeth	1"	2	4+	4+	-	1

A Knight of Shrouds on Ethereal Steed is armed with a Sword of Stolen Hours.

FLY: This unit can fly.

MOUNT: This unit's ethereal steed is armed with Ghostly Hooves and Teeth.

Stolen Hours: The bearer of a sword of stolen hours can steal vital energy from a foe and use it to increase their own power.

At the end of the combat phase, if any enemy models were slain by attacks made with this unit's Sword of Stolen Hours in that phase, you can heal 1 wound allocated to this unit and add 1 to the Wounds characteristic of this unit.

Lord of Gheists: Each Knight of Shrouds was a mighty general in mortal life and still retains the ability to spur their soldiery to great feats of arms.

Once per battle round, this unit can issue the All-out Attack command to a friendly **NIGHTHAUNT SUMMONABLE** unit without a command point being spent.

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

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, KNIGHT OF SHROUDS, KNIGHT OF SHROUDS ON ETHEREAL STEED



Krulghast Cruciators were once mortals that met a gruesome end on the torture rack. In death, their bitter souls have been twisted by Nagash into ghastly manifestations of torment, replete with instruments of excruciation possessed with a wicked animus.

WARSCROLL KRULGHAST CRUCIATOR

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Phantasmal Torture	12"	4	3+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Talons and Flensing Knives	1"	4	3+	3+	-1	2

A Krulghast Cruciator is armed with Talons and Flensing Knives, and Phantasmal Torture.

FLY: This unit can fly.

Empowered Through Excruciation:

Krulghast Cruciators draw power from the suffering of those around them, becoming beacons of death magic that make nearby Nighthaunt more difficult to banish.

If this unit is within 12" of any terrified units, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a friendly **NIGHTHAUNT** unit wholly within 12" of this unit.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, TOTEM, KRULGHAST CRUCIATOR



Dreadblade Harrows are spectral lieutenants, spirit knights mounted upon ghostly steeds. They are able to fade from existence and reappear a short while after – nowhere is truly safe from their charge and the sweep of their razor-edged swords.

WARSCROLL DREADBLADE HARROW

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dreadblade	1"	4	3+	3+	-1	2
Ghostly Hooves and Teeth	1"	2	4+	3+	-	1

A Dreadblade Harrow is armed with a Dreadblade.

FLY: This unit can fly.

MOUNT: This unit's ethereal steed is armed with Ghostly Hooves and Teeth.

Phantasmal Disincorporation:

Dreadblade Harrows are able to disappear in a spectral mist.

At the end of your movement phase, you can remove this unit from the battlefield and set it up again on the battlefield more than 1" from all terrain features and objectives and more than 9" from all enemy units.

Curse of Loyalty: Dreadblade Harrows are spectral knights who serve as cursed vassals for the commands of their masters.

Once per battle round, if your general issues a command, this unit can issue the same command in the same phase without a command point being spent. If it does so, that command must be received by a friendly **NIGHTHAUNT** unit.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, DREADBLADE HARROW



MOVE 8"
WOUNDS 5
BRAVERY 10
SAVE 4+

To witness a Lord Executioner is to stare death in the face. Sent to claim the lives of those who have escaped the cold justice of Shyish, the spirits of the wrongfully executed drift around him, crying out their anguish into the night.



WARSCROLL LORD EXECUTIONER

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

A Lord Executioner is armed with a Decapitating Greataxe.

FLY: This unit can fly.

Staring Death in the Face: The unwavering stare of a Lord Executioner seems to penetrate into the victim's very soul, filling them with bleak foreboding of their own demise.

At the start of the combat phase, you can pick 1 enemy unit within 3" of this unit. Subtract 1 from wound rolls for attacks made by that unit until the end of that phase.

Disembodied Skulls: The spirits that swirl around a Lord Executioner preserve their existence from threats.

This unit has a ward of 5+.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, HERO, LORD EXECUTIONER



MOVE 8"
WOUNDS 5
BRAVERY 10
SAVE 4+

A Guardian of Souls keeps a vigil over the dead whilst driving those around them to the heights of malice. When one of these sorcerous spectres goes to war, hundreds of the living dead are drawn to their nightmare lantern's flame.



WARSCROLL GUARDIAN OF SOULS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Blade	1"	3	3+	3+	-1	2

A Guardian of Souls is armed with a Chill Blade.

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

FLY: This unit can fly.

Nightmare Lantern: The cursed light of Nagashizzar bound within a nightmare lantern invigorates the dark souls of any Nighthaunt it illuminates.

Add 1 to wound rolls for attacks made with melee weapons by friendly **NIGHTHAUNT** units that are wholly within 12" of this unit.

Spectral Lure: Channelling the unholy light of his nightmare lantern, the Guardian summons forth the spirits of the dead.

Spectral Lure is a spell that has a casting value of 6 and a range of 24". If successfully cast, pick 1 friendly **NIGHTHAUNT SUMMONABLE** unit wholly within range and visible to the caster. You can heal up to D6 wounds allocated to that unit or, if no wounds are allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of D6 or less.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, HERO, WIZARD, GUARDIAN OF SOULS



The masked creatures known as Spirit Torments were pitiless jailers in life. In death, they seek out those who Nagash deems his by right of rulership, bludgeoning them with ensorcelled iron padlocks before locking away their souls.



WARSCROLL SPIRIT TORMENT

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Shacklegheist Chains	2"	3	3+	3+	-2	2

A Spirit Torment is armed with Shacklegheist Chains.

FLY: This unit can fly.

Captured Soul Energy: The chains and padlocks carried by Spirit Torments can capture fleeting spirits and reshape them into raw amethyst power to aid their minions.

At the end of the combat phase, you can pick 1 friendly NIGHTHAUNT SUMMONABLE unit wholly within 12" of this unit. You can either heal up to 3 wounds allocated to that unit or, if no wounds are allocated to it, you can return a number of slain models to that unit that have a combined Wounds characteristic of 3 or less. The same unit cannot benefit from this ability more than once per turn.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, SPIRIT TORMENT



Encased within their iron harness, it is a Chainghast's fate to remain eternally enthralled to the Spirit Torments. They carry emotionally burdened ghastflails – heavy, bludgeoning weights that cast bolts of pure misery when swung.



WARSCROLL CHAINGHASTS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghastflails	15"	2	4+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ghastflails	2"	2	4+	3+	-2	1

Each model in a Chainghasts unit is armed with Ghastflails.

ELITE: Models in this unit can issue commands to their own unit.

FLY: This unit can fly.

Another Link in the Chain: Chainghasts act as conduits for Spirit Torments, ensuring all nearby Nighthaunt are invigorated by deathly energies.

Add 1 to hit rolls for attacks made with melee weapons by friendly NIGHTHAUNT units wholly within 12" of any friendly units with this ability while a friendly SPIRIT TORMENT is on the battlefield.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, CHAINGHASTS

MOVE 8"
WOUNDS 5
SAVE 4+
BRAVERY 10

Tomb Banshees are apparitions of revenge who have dwelt long upon the dark deed that robbed them of their life, love or contentment. A single hate-filled scream from a Tomb Banshee can freeze the life from even the bravest warrior.



WARSCROLL TOMB BANSHEE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Piercing Scream	12"	D3	3+	3+	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Chill Dagger	1"	2	3+	3+	-2	2

A Tomb Banshee is armed with a Chill Dagger and Piercing Scream.

FLY: This unit can fly.

Ghostly Howl: There is no describing the shrieking wail of the Banshee, as it is so horrific to hear that its sound alone can pierce the soul of any who hear it.

At the end of your charge phase, you can pick 1 enemy unit within 12" of this unit and roll a dice. Add 1 to the roll if the target is terrified. On a 4+, your opponent must add 1 to the number of command points that are spent to issue a command to that enemy unit until your next hero phase.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, TOMB BANSHEE

MOVE 8"
WOUNDS 5
SAVE 4+
BRAVERY 10

The scythe-wielding horrors known as Cairn Wraiths were once mass murderers or cruel executioners, mortals who developed such a taste for killing that upon death their unquiet spirits rose from the underworlds to continue their spree of terror and eager butchery.



WARSCROLL CAIRN WRAITH

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cairnoch Scythe	2"	See Below	3+	3+	-1	2

A Cairn Wraith is armed with a Cairnoch Scythe.

FLY: This unit can fly.

Eager Death-dealers: Only the most spiteful of mass murderers become Cairn Wraiths; these spectres delight in hacking down their foe to watch their souls seep outwards.

The Attacks characteristic of this unit's Cairnoch Scythe is equal to the number of enemy models within 3" of this unit when the attack is made.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, HERO, CAIRN WRAITH



Arch plotters and schemers in life, Grimghast Reapers are cursed in their undeath to kill indiscriminately. Those foolish enough to stand before a Grimghast Reaper usually end their lives hacked apart into bleeding chunks of meat.

WARSCROLL GRIMGHAST REAPERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Slasher Scythe	2"	2	4+	3+	-1	1
Death Knell	2"	2	4+	3+	-1	D3

Each model in a Grimghast Reapers unit is armed with a Slasher Scythe.

FLY: This unit can fly.

CHAMPION: 1 model in this unit can be an Extoller of Shyish. That model is armed with a Death Knell instead of a Slasher Scythe.

Reaped Like Corn: The scythes wielded by these ghostly warriors can be swung in great sweeping arcs, cutting down whole ranks of enemy warriors.

Add 1 to the Attacks characteristic of this unit's Slasher Scythes if there are 5 or more models in the target unit.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, GRIMGHAST REAPERS



A horde of Chainrasps is a frightening force. A sword or axe might pass right through a Chainrasp without finding purchase, but the spiked clubs and rusted blades wielded by these evil beings can mangle flesh and shatter bone.

WARSCROLL CHAINRASPS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Malignant Weapon	1"	2	4+	4+	-	1

Each model in a Chainrasps unit is armed with a Malignant Weapon.

FLY: This unit can fly.

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

Chilling Horde: When the enemy is frozen in fear, the Chainrasps effortlessly drag any who withstand their assault to the underworlds.

Add 1 to wound rolls for attacks made with melee weapons by this unit if this unit made a charge move in the same turn.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, CHAINRASPS



Such is the curse of the Bladegheist Revenants that they move with the desperation of drowning men clawing for the surface. Eternally trapped in the last moments of their lives, these spirits fight with an unmatched frenzy.



WARSCROLL BLADEGHEIST REVENANTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tomb Greatblade	1"	2	3+	3+	-1	1

Each model in a Bladegheist Revenants unit is armed with a Tomb Greatblade.

ELITE: Models in this unit can issue commands to their own unit.

FLY: This unit can fly.

Whirling Death: *Twisting and whirling with deadly sweeps of their swords, the Bladegheist Revenants generate their own deadly momentum.*

Add 1 to the Attacks characteristic of this unit's Tomb Greatblades if this unit made a charge move in the same turn.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, BLADEGHEIST REVENANTS



The Craventhron Guard serve Kurdoss Valentian and any who share his aims. Cruel and spiteful even for Nighthaunt spirits, they revel in hunting down enemy champions, slaying them from afar before the prey is aware of its doom.



WARSCROLL CRAVENTHRONE GUARD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulhunter's Crossbow	12"	2	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wicked Sidearm	1"	1	4+	3+	-	1

Each model in a Craventhron Guard unit is armed with a Soulhunter's Crossbow and Wicked Sidearm.

FLY: This unit can fly.

CHAMPION: 1 model in this unit can be a Craven Huntmaster. Add 1 to the Attacks characteristic of that model's Wicked Sidearm.

STANDARD BEARER: 1 in every 5 models in this unit can be a Spectral Standard Bearer. If this unit receives the Rally command while it includes any Spectral Standard Bearers, when you roll a dice for a slain model from this unit, you can return 1 slain model to this unit on a 5+ instead of a 6.

Spectral Bolts: *These bolts flicker between the domains of life and death, passing through stone and steel with effortless ease until they reach their target.*

This unit can target enemy units with shooting attacks even if the target is not visible to the attacking model. In addition, enemy units targeted by shooting attacks made by this unit do not receive the benefit of cover for those shooting attacks.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, CRAVENTHRONE GUARD

MOVE 8"
SAVE 4+
WOUNDS 1
BRAVERY 10

A Glaivewraith Stalker is an unstoppable force. Its long blade always points at the beating heart of its intended victim. Though it drifts slowly towards its quarry, it is inevitable that the hunter's glaive will one day pierce the chest of its prey.

WARSCROLL GLAIVEWRAITH STALKERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hunter's Glaive	1"	1	4+	3+	-1	2

Each model in a Glaivewraith Stalkers unit is armed with a Hunter's Glaive.

ELITE: Models in this unit can issue commands to their own unit.

FLY: This unit can fly.

MUSICIAN: 1 in every 4 models in this unit can be a Deathbeat Drummer. Add 1 to charge rolls for this unit while it has any Deathbeat Drummers.

The Point of Death: The hunter's glaives wielded by these long-dead warriors always point compass-like towards their prey.

At the start of your first hero phase, if this unit is on the battlefield, you can pick 1 enemy unit to be its prey. After this unit makes a normal move, if this unit finishes that move closer to its prey, add 3 to charge rolls for this unit until your next hero phase.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, GLAIVEWRAITH STALKERS

MOVE 8"
SAVE 4+
WOUNDS 3
BRAVERY 10

Spirit Hosts are the souls of the damned, stripped of body and identity, screaming endlessly for the life they have lost. They long to take out their rage upon the living, and the very touch of their claws can turn blood to ice and still the hearts of the foe.

WARSCROLL SPIRIT HOSTS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Claws and Daggers	1"	6	4+	4+	-	1

Each model in a Spirit Hosts unit is armed with Spectral Claws and Daggers.

ELITE: Models in this unit can issue commands to their own unit.

FLY: This unit can fly.

Drawn to War: When the champions of the Nighthaunt muster their processions for battle, Spirit Hosts flock to them to join their cause and serve as useful fodder for the enemy.

Before you allocate a wound or mortal wound to a friendly **NIGHTHAUNT HERO**, or instead of making a ward roll for a wound or mortal wound that would be allocated to that **HERO**, if any friendly units with this ability are within 3" of that **HERO**, you can roll a dice. On a 3+, that wound or mortal wound is allocated to a friendly unit with this ability instead of that **HERO** and cannot be negated.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, SPIRIT HOSTS

No enemy spell is safe from the diabolical hunger of the Myrmourn Banshees. They haunt the Mortal Realms in search of magic to consume and living foes to stab. Even the most potent wizards find their arcane works undone.

WARSCROLL MYRMOURN BANSHEES

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

Each model in a Myrmourn Banshees unit is armed with a Chill Dagger.

ELITE: Models in this unit can issue commands to their own unit.

FLY: This unit can fly.

Spell-eaters: These spirits were once wizards, but they failed to pay proper respect to Nagash and are now cursed to agonisingly withstand the magic of others.

You can roll 2D6 each time an enemy **WIZARD** successfully casts a spell that is not unbound and chooses for the effect of the spell to apply to a unit wholly within 12" of this unit, or when an endless spell finishes a move within 6" of this unit. Add 1 to the roll if this unit has 3 or more models. If the roll is greater than the casting value for that spell or endless spell, that spell is unbound before it has any effect or that endless spell is dispelled.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, MYRMOURN BANSHEES

In life they were healers, yet in spirit form they are cursed with the uncontrollable urge to kill, their hands morphed into scything instruments of slaughter. Shrieking as they swoop in for the attack, Dreadscythe Harridans crave only carnage.

WARSCROLL DREADSCYTHE HARRIDANS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Scythed Limbs	1"	4	4+	4+	-	1

Each model in a Dreadscythe Harridans unit is armed with Scythed Limbs.

FLY: This unit can fly.

CHAMPION: 1 model in this unit can be a Slasher Crone. Add 1 to that Attacks characteristic of that model's Scythed Limbs.

Murderous Bloodlust: The more blood that flows, the more aggressive the Dreadscythe Harridans become, recklessly slashing and stabbing in a flurry of violence.

Add 1 to hit and wound rolls for attacks made with melee weapons by this unit if it is within 6" of any enemy models that have any wounds allocated to them or if it is within 6" of any enemy units that have had any models slain in that turn.

Harrowing Shriek: Even the bravest might quail upon hearing the unnerving shriek issued by the bloodthirsty Dreadscythe Harridans.

Subtract 1 from wound rolls for attacks made by enemy units within 3" of this unit if this unit made a charge move in the same turn.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, DREADSCYTHE HARRIDANS



WARSCROLL BLACK COACH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulreach Grasp	12"	D3	4+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Soulreach Grasp	3"	1	4+	3+	-2	2
Reaper Scythe	1"	4	3+	3+	-2	2
Spectral Claws	1"	9	4+	4+	-1	1
Hooves and Teeth	1"	8	4+	4+	-	1

A Black Coach is driven by a wraith armed with 1 of the following weapon options: Soulreach Grasp; or Reaper Scythe.

FLY: This unit can fly.

MOUNT: This unit's nightmare steeds are armed with Hooves and Teeth.

CREW: This unit has a crew of relic bearers armed with Spectral Claws.

Evocation of Death: The dormant occupant of a Black Coach feeds upon the energies of death to expand its power.

When this unit is set up for the first time, place a D6 beside it with the 1 facing up. Each time an enemy model is slain or flees within 12" of this unit, increase the value of the dice beside this unit by 1 (to a maximum of 6). If the value of the dice beside this unit is 5-6, this unit has a ward of 4+ instead of 5+ from the Insubstantial Form ability.

Once per turn, in your shooting phase, if the value of the dice beside this unit is 6, you can say this unit will unleash its stored necromantic energy. If you do so, pick 1 enemy unit within 12" of this unit and roll a dice. On a 2+, that enemy unit suffers 3D3 mortal wounds. Then, change the value of the dice beside this unit back to 1.

Insubstantial Form: The Black Coach seems to fade in and out of reality at will, making it all but impossible to score a strike upon.

This unit has a ward of 5+.

Nimbus of Power: Dark magic lends the vehicle blurring speed that sees it flicker, allowing it to disappear only to reappear in a more advantageous position.

Instead of picking this unit to make a normal move or retreat, you can say it will travel the underworlds to a new location. If you do so, remove this unit from the battlefield and set it up again on the battlefield more than 1" from all terrain features and objectives and more than 9" from all enemy units.

Runaway Coach: This nightmare-drawn carriage hurtles across the battlefield, crushing any who attempt to withstand its momentum.

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.



Driven by a wraith and with the remains of a powerful necromantic being borne in its hearse-like carriage, the Black Coach seeks out sites of great slaughter and suffering. It swells with dark magic as it runs down helpless mortals in an explosion of gore.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, TOTEM, BLACK COACH

The Briar Queen was once incarcerated in the vaults of the Shyishan city of Shadespire, locked away for crimes too horrendous to mention. Since the coming of the Necroquake, she has been set loose upon the living, her remit to bring madness and terror to all who would evade Nagash's punishments.



WARSCROLL THE BRIAR QUEEN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rending Scream	10"	3	3+	3+	-3	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Briar Whip	3"	1	3+	3+	-2	D3

The Briar Queen is armed with a Rending Scream and Briar Whip.

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

FLY: This unit can fly.

RETINUE: This unit's retinue is the **THORNS OF THE BRIAR QUEEN** unit in your army.

Grasping Chains: The Chainrasps bound to the Briar Queen throw themselves in harm's way for their mistress, ensnaring her foes to allow for escape or quick vengeance.

Before you allocate a wound or mortal wound to this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of its retinue, roll a dice. On a 1-2, that wound or mortal wound is allocated to this unit as normal. On a 3+, that wound or mortal wound is allocated to this unit's retinue instead of this unit.

Howling Vortex: A pitch-black void of shrieking winds opens in the air, dragging the victim towards it.

Howling Vortex is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick a point on the battlefield within range and visible to the caster. Then, roll 2D6 for each enemy unit within 6" of that point. If the roll is greater than that unit's unmodified Move characteristic, or the roll is a double, that unit suffers 1 mortal wound and its Move characteristic is halved until your next hero phase.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, GRIEVING LEGION, HERO, WIZARD, THE BRIAR QUEEN

The forsaken entities that trail in the Briar Queen's wake have become infamous in Shadespire and beyond. Amongst them are the eldritch jailer known as Varclav the Cruel, the noose-throttled Ever-hanged and a ragtag group of evil-hearted Chainrasps.



WARSCROLL THORNS OF THE BRIAR QUEEN

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

The models in the Thorns of the Briar Queen are Varclav the Cruel, the Ever-hanged and 4 Chainrasps. Each is armed with a Malignant Weapon.

FLY: This unit can fly.

CHAMPION: Varclav the Cruel is the unit champion. Add 1 to the Attacks characteristic of that model's Malignant Weapon.

Chilling Horde: When the enemy is frozen in fear, the Chainrasps effortlessly drag any who withstand their assault to the underworlds.

Add 1 to wound rolls for attacks made with melee weapons by this unit if this unit made a charge move in the same turn.

KEYWORDS

DEATH, NIGHTHAUNT, MALIGNANT, GRIEVING LEGION, CHAINRASPS, THORNS OF THE BRIAR QUEEN



WARSCROLL HEXWRAITHS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spectral Scythe	1"	2	3+	3+	-1	1
Hooves and Teeth	1"	2	4+	4+	-	1

Each model in a Hexwraiths unit is armed with a Spectral Scythe.

FLY: This unit can fly.

MOUNT: This unit's skeletal steeds are armed with Hooves and Teeth.

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

Phantasmal Advance: Hexwraiths will tear across the battlefield in pursuit of their chosen prey, ignoring other foes and obstacles to get within striking distance.

At the start of your movement phase, you can say that this unit will perform a phantasmal advance. If you do so, double this unit's Move characteristic until the end of that phase, but this unit cannot charge in the same turn.

Spectral Hunters: As the Hexwraiths ride down their chosen prey, their targets are subject to the phantasmal cavalry's life-leeching powers.

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, SUMMONABLE, HEXWRAITHS



ENDLESS SPELL WARSCROLL SHYISH REAPER

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". Only **NIGHTHAUNT WIZARDS** can attempt to summon this endless spell. If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models and other endless spells or invocations.

PREDATORY: This endless spell is a predatory endless spell. You can move it up to 8" and it can fly. Before moving this endless spell, you can pivot the endless spell on the centre of its base so that it is facing in any direction. This pivot is free and does not count towards the distance the endless spell moves. When you move this endless spell, it must move in a straight line in the direction the tip of the blade is pointing.

Soul Reaper: A Shyish Reaper is always on the hunt for souls and can change direction without warning to sweep through its prey from an unexpected angle. Armour counts for naught against the deathly touch of the enchanted blade.

After this endless spell has moved, roll 2 dice for each unit that it passed across (including models it moved over when it pivoted) and each other unit that is within 1" of it at the end of its move. Add 1 to the roll if that unit is terrified. For each roll that is equal to or greater than the unit's Save characteristic, that unit suffers D3 mortal wounds.



ENDLESS SPELL WARSCROLL MORTALIS TERMINEXUS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 12". Only **NIGHTHAUNT WIZARDS** can attempt to summon this endless spell. If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models and other endless spells or invocations.

PREDATORY: This endless spell is a predatory endless spell. You can move it up to 8" and it can fly.

Keeper of Mortality: A *Mortalis Terminexus* holds the power of life and death within its shimmering form.

After this endless spell has moved, the player who moved it can decide whether the *Mortalis Terminexus* will reverse time or hasten time.

If they choose to reverse time, heal D3 wounds allocated to each unit within 6" of this endless spell.

If they choose to hasten time, roll a dice for each unit within 6" of this endless spell. On a 2+, that unit suffers D3 mortal wounds.



ENDLESS SPELL WARSCROLL VAULT OF SOULS

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 6". Only **NIGHTHAUNT WIZARDS** can attempt to summon this endless spell. If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models and other endless spells or invocations.

PREDATORY: This endless spell is a predatory endless spell. You can move it up to 8" and it can fly.

Soul Eruption: Should a *Vault of Souls* glut itself too greedily, the captured spirits within will burst free, tearing at those nearby in their desperation to escape.

After this endless spell has moved, roll a dice for each model within 6" of it. Add 1 to the roll if that model's unit is terrified. On a 6+, that model's unit suffers 1 mortal wound. Keep track of the number of mortal wounds caused by this endless spell. If the total is 10 or more at the end of any phase, roll a dice for each unit within 6" of this endless spell. Add 1 to the roll if that unit is terrified. On a 2+, that unit suffers a number of mortal wounds equal to the roll, then this endless spell is dispelled.

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 Nighthaunt army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated April 2022.

NIGHTHAUNT				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Chainrasps	10	110	Battleline	
Grimghast Reapers	10	160	Battleline	
Hexwraiths	5	160	Battleline	
Spirit Hosts	3	125	Battleline	
Black Coach	1	335	Behemoth	Single
Awlrach the Drowner	1	175	Leader	Single, Unique
The Briar Queen	1	280	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Thorns of the Briar Queen	6			
Cairn Wraith	1	115	Leader	
Dreadblade Harrow	1	145	Leader	Single
Guardian of Souls	1	150	Leader	Single
Knight of Shrouds	1	135	Leader	Single
Knight of Shrouds on Ethereal Steed	1	155	Leader	Single
Krulghast Cruciator	1	150	Leader	Single
Kurdoss Valentian, the Craven King	1	210	Leader	Single, Unique
Lady Olynder, Mortarch of Grief	1	340	Leader	Single, Unique
Lord Executioner	1	140	Leader	Single
Reikenor the Grimhailer	1	190	Leader	Single, Unique
Scriptor Mortis	1	155	Leader	Single
Spirit Torment	1	115	Leader	Single
Tomb Banshee	1	115	Leader	Single
Nagash, Supreme Lord of the Undead	1	955	Leader, Behemoth	Single, Unique
Bladegheist Revenants	10	175		Battleline in a Scarlet Doom army
Chainghasts	2	95		
Craventhron Guard	5	115		Battleline if Kurdoss Valentian is part of your army
Dreadscythe Harridans	10	160		Battleline in a Quicksilver Dead army
Glaivewraith Stalkers	4	105		
Myrmourn Banshees	4	105		
<i>Mortalis Terminexus</i>	-	85	<i>Endless Spell</i>	
<i>Shyish Reaper</i>	-	70	<i>Endless Spell</i>	
<i>Vault of Souls</i>	-	85	<i>Endless Spell</i>	

FACTION	ALLIES
Nighthaunt	Soulblight Gravelords