

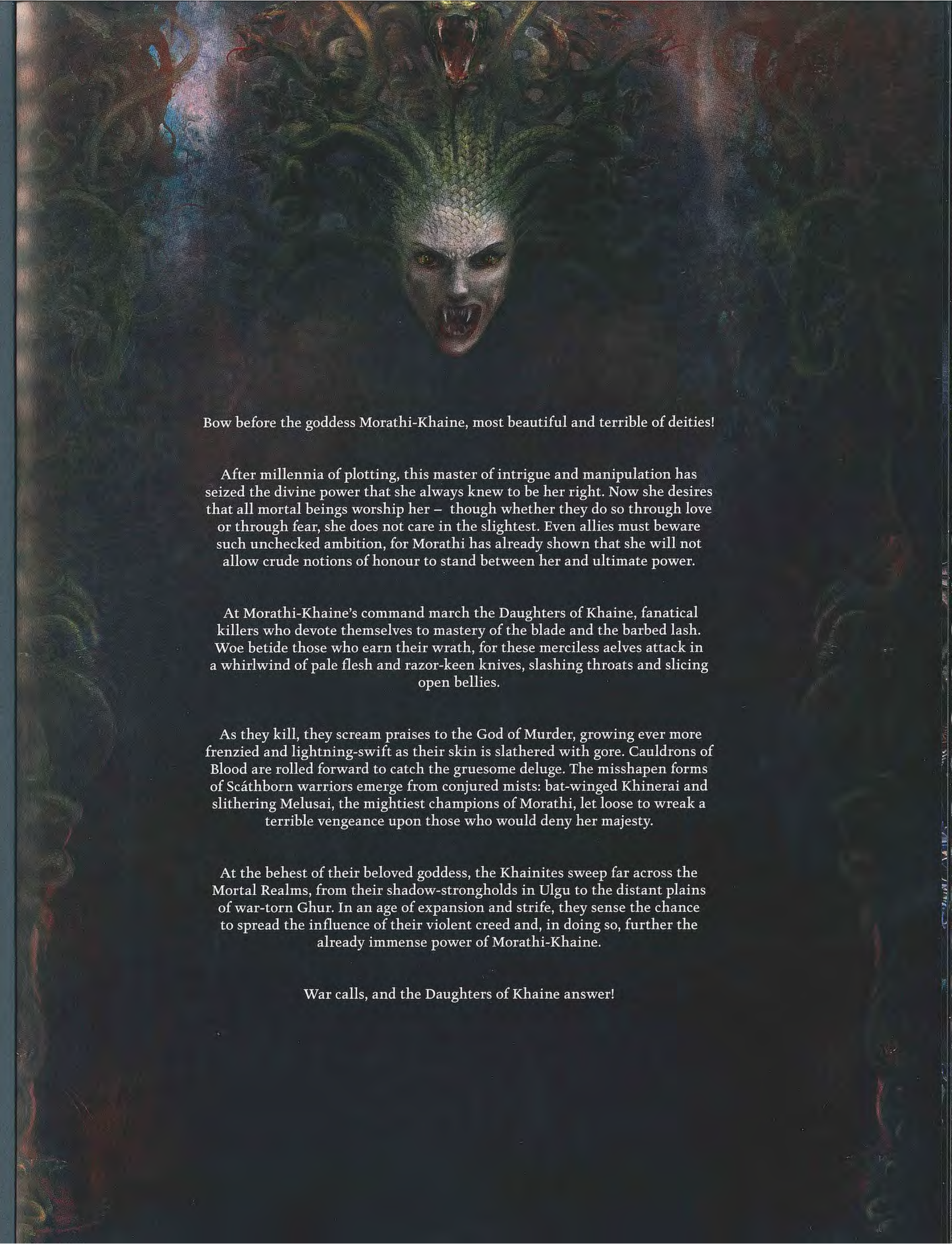
WARHAMMER

AGE OF SIGMAR



ORDER BATTLETOME

DAUGHTERS OF KHAINE



Bow before the goddess Morathi-Khaine, most beautiful and terrible of deities!

After millennia of plotting, this master of intrigue and manipulation has seized the divine power that she always knew to be her right. Now she desires that all mortal beings worship her – though whether they do so through love or through fear, she does not care in the slightest. Even allies must beware such unchecked ambition, for Morathi has already shown that she will not allow crude notions of honour to stand between her and ultimate power.

At Morathi-Khaine's command march the Daughters of Khaine, fanatical killers who devote themselves to mastery of the blade and the barbed lash. Woe betide those who earn their wrath, for these merciless aelves attack in a whirlwind of pale flesh and razor-keen knives, slashing throats and slicing open bellies.

As they kill, they scream praises to the God of Murder, growing ever more frenzied and lightning-swift as their skin is slathered with gore. Cauldrons of Blood are rolled forward to catch the gruesome deluge. The misshapen forms of Scáthborn warriors emerge from conjured mists: bat-winged Khinerai and slithering Melusai, the mightiest champions of Morathi, let loose to wreak a terrible vengeance upon those who would deny her majesty.

At the behest of their beloved goddess, the Khainites sweep far across the Mortal Realms, from their shadow-strongholds in Ulgu to the distant plains of war-torn Ghur. In an age of expansion and strife, they sense the chance to spread the influence of their violent creed and, in doing so, further the already immense power of Morathi-Khaine.

War calls, and the Daughters of Khaine answer!

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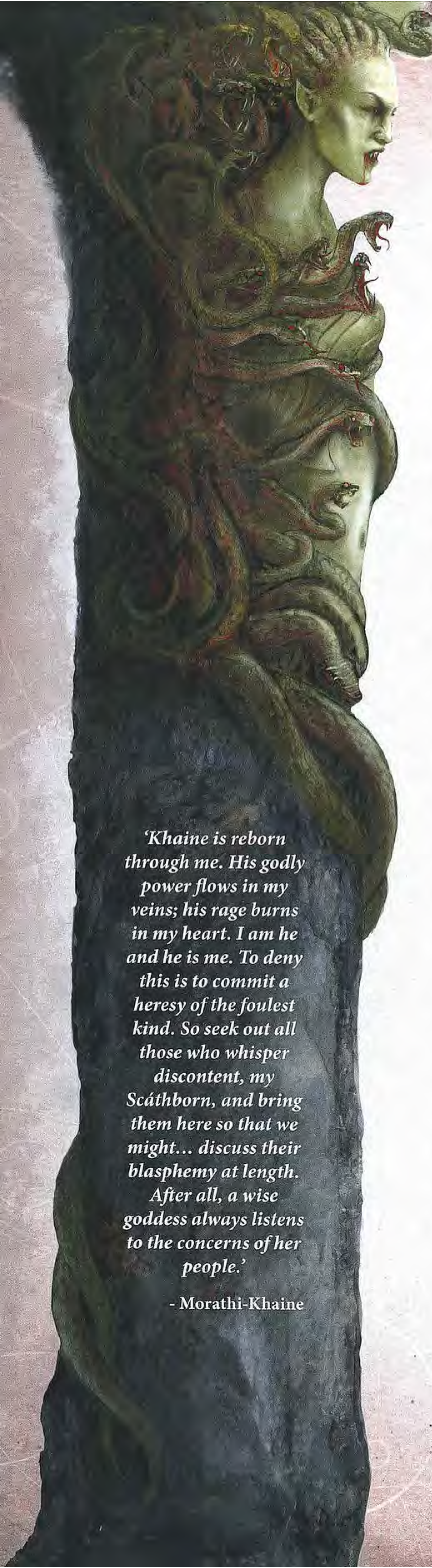
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Ululating battle-cries and screeched promises of slaughter fill the air as the Daughters of Khaine hurl themselves upon their Ossiarch foes, their attack so swift that the Bonereapers hardly have time to raise their spears before feeling the bite of mastercrafted scianlar daggers.





BLOODTHIRSTY ZEALOTS

Merciless killers who dedicate their lives to mastery of the blade, the Daughters of Khaine are amongst the most lethal warriors in all the realms. For them, combat is a sacred ritual and the sensation of an enemy's hot blood splashing across their skin a holy offering.

Cruel. Honourable. Sadistic. Fearless. All these descriptions and more have been applied to the Daughters of Khaine, the warrior-faithful of the Bloody-Handed God. These aelves are feared as much by their allies as their foes, for they seek spiritual fulfilment through the slaughter of their enemies.

Screaming at the top of their lungs, the Daughters sweep into battle, their movements as graceful as those of master dancers. Effortlessly avoiding the clumsy swipes of their foes, they lash out quicksilver-fast with barbed whips and daggers, severing tendons and opening throats to fill the air with spurting arcs of arterial gore. As their skin is slathered with blood, the Daughters of Khaine enter a murderous trance, rapturously growing in both power and fury. In such frenzies of exultant slaughter, Khaine's worshippers reach a dreadful closeness with their divine patron.

Their leader is Morathi, the self-proclaimed reincarnation of the Bloody-Handed God. This being of ancient cunning and terrible power has at last claimed godhood after millennia of bitter struggle – albeit at the cost of cleaving her physical and spiritual form in twain. She is now two entities joined by one soul: the guileful and manipulative Morathi-Khaine, the face and voice of the Khainite cult, and the serpentine destroyer known as the Shadow Queen. Even thus divided, Morathi's control of the creed is ironclad, and with

every passing day, she consolidates it further by disposing of any who would question her divine mandate, whether they speak such blasphemies openly or hide them in their hearts.

Such heretics soon learn to fear the Scáthborn, half-aelven creatures fashioned from dark sorcery with the bodies of serpents or winged nightmares. These are Morathi's most trusted warriors, utterly loyal to their mistress. They rarely stray outside the confines of their hidden lairs, emerging only when war calls or when the goddess desires that a rival should be made an example of. In such times, they join the Khainite hosts as elite warriors, displaying not a hint of mercy as they lay waste to their prey.

A MURDEROUS CREED

The Daughters have built shrines to their murderous god in most of the great settlements founded since the coming of the Age of Sigmar, although the seminal temple-city of Hagg Nar remains the capital of their violent creed. It is from here that Morathi-Khaine rules, performing the unenviable task of communicating her divine will unto the various powerful sects of the Khainite cult, each of which venerates a different aspect of the Murder God's bloodthirsty nature. The blademasters of Draichi Ganeth worship Khaine as the executioner and seek to honour him through mastery of the killing blow, while the nomadic

'Khaine is reborn through me. His godly power flows in my veins; his rage burns in my heart. I am he and he is me. To deny this is to commit a heresy of the foulest kind. So seek out all those who whisper discontent, my Scáthborn, and bring them here so that we might... discuss their blasphemy at length. After all, a wise goddess always listens to the concerns of her people.'

- Morathi-Khaine

Khailebron revere his aspect as the unseen assassin striking from the shadows.

Despite possessing large and resource-rich territories in the Realm of Shadows, the Daughters of Khaine and their ambitious goddess are not content to simply hold on to what they have; they aim to spread the influence of their warlike god to all corners of the realms. As their battle pilgrimages range into enemy lands and throngs of zealous worshippers subvert the governance of their supposed allies, the power of the cult continues to surge.

Sometimes this has brought the Khainites into open conflict with their neighbours; many have heard the infamous tale of Anvilgard, a free city of Sigmar annexed by Morathi in a breathtaking act of betrayal. Yet for all that they can never truly trust her, Morathi's fellow gods know that war with her fanatical sisterhood would cost them dearly. Moreover, the goddess herself has proven an expert in the art of brinksmanship, ensuring that each provocative act of deceit is followed by a display of terrifying martial dominance that reminds all that it is best to have Hagg Nar on one's side.

Khainite coliseums can now be found in many free cities, and the local populace is encouraged to come and witness the ferocious faithful of the Bloody-Handed One practising their art. Sometimes the gladiatrices test their blades against one another, the victor being the first to wet the sands with their opponent's blood. On other occasions, the spectacle involves a captured monster – a Ghurish leonid perhaps – starved to the point of deranged ferocity then released from its chains.

These gory shows are tolerated under Sigmarite law, for it is understood that a populace under

constant threat of death needs avenues to release its frustrated rage. Yet for the Daughters of Khaine, these performances possess a far greater significance. When at last the majority of the satiated audience departs, the show does not cease. A few, select souls are invited to a second, more illicit display: a spectacle of gory blood sacrifice and cruelly ingenious knife-work – often carried out on captured Chaos-worshippers – that transcends mere butchery and becomes a violent act of religious exultation. Those who witness such sacred rituals never forget them. Many become obsessed with attending these exhibitions,

and with every elaborately staged killing they witness, they come to understand the true iron-hearted glory of the Bloody-Handed God, abandoning all previously held faith in an ecstasy of bloodlust.

It is through such subterfuge that Morathi cunningly expands her influence into the very court of her rivals. For now, the process is gradual, so delicately performed as to be all but unnoticed. But her true goal is undeniable, for a being as ambitious as the newly risen goddess will surely not be content until every living being worships her and her alone.



ALL GLORY TO THE BLOODY-HANDED ONE!



Beneath the approving gaze of their dark goddess Morathi, the Daughters of Khaine commit acts of wholesale slaughter in the name of their violent creed. Those foolish enough to face these warrior-aelves in battle are overcome by a hurricane of slashing blades, stabbed and torn apart so viciously that the battlefield is soon awash with gore. To the horror of their foes, this crimson tide only heightens the Khainites' killing frenzy.





A DANCE OF SHADOWS

Morathi-Khaine has risen from the most inauspicious origins to command the power of a goddess. In that time, she has transformed the Daughters of Khaine from a minor creed into one of the foremost powers in all the realms. It is a tale of anguish and sacrifice, bitterness and cold-blooded vengeance.

Morathi's history is filled with tragedy and torment from which most beings would never have recovered. After the cataclysmic death of the World-that-Was, Morathi – then a sorcerer of fearful power and ill reputation – was drawn into the belly of the Chaos God Slaanesh, whose domain was decadence and depravity. There she was subjected to unimaginable horrors and transformed into a serpentine mockery of her once-beautiful form. Only after what seemed like an eternity of torment did Morathi escape, hurtling across reality before eventually crashing into the shrouded seas of Ulgu, the Realm of Shadow.

For many years, Morathi wandered Ulgu's illusory wilds, searching for her aelven kin. She learnt to channel the arcane energies of the realms, drawing upon their obfuscating power to conceal her own monstrous appearance. Finding none of her own kind, she instead began to consort with entities native to Ulgu: mist elementals and cruel shadow daemons who offered cryptic guidance and forbidden lore in lieu of true companionship. Eventually, Morathi would encounter her son Malerion – a union that was hardly joyous, for each harboured resentment towards the other. Morathi despised Malerion for achieving the true godhood to which she had for so long aspired and for evading the tender mercies of Slaanesh. Nevertheless, the two found common cause, for both desired to restore the glorious aelven empires of old.

Malerion and Morathi would go on to join the Pantheon of Order at the behest of the human god

Sigmar. This fragile alliance of deities was intended to safeguard the Mortal Realms from the predations of the Chaos Gods and other threats. During their time in Sigmar's Pantheon, neither Morathi nor Malerion was truly trusted, for the memories of gods are long, and both had committed grievous sins in times past. Malerion at least drew grudging praise for his achievements, but as Morathi held no true divine power, her place was nothing more than ceremonial. She soon grew resentful, surmising that she was being patronised only while her knowledge proved useful.

In order to appease his mother, Malerion granted her a small tract of land in the middle of the Umbral Veil. It was no great gift; the Veil was one of Ulgu's darkest and most impenetrable regions, meagre compared to Malerion's own holdings. Yet Morathi – ever the manipulator – had in fact desired it above all. The cloying mists of the Veil concealed a font of pure shadow energy, a power source of untapped potential that Morathi was quick to claim. To the surprise and disdain of her son, Morathi outwardly embraced the worship of the ancient aelven god of war and strife, Bloody-Handed Khaine. Gathering a number of aelven witch-cults to her side, she constructed a vast temple to the Murder God and named it Hagg Nar. From such inauspicious beginnings arose the Daughters of Khaine.

THE POWER OF AELF-SOULS

Slaanesh had gorged himself to bursting during the death of the World-that-Was and crept

away into hiding to slumber. The cries of tormented aelf-souls that echoed from his bloated form were heard by the aelven gods. Teclis, Tyrion and Malerion plotted their revenge upon the Dark Prince and the restoration of their shattered people. They aimed to lure Slaanesh into Uhl-Gysh, the Hidden Gloaming that existed between the realms of Hysh and Ulgu. There they would ensnare him and draw out the aelf-souls trapped within his bloated form. For this, they required Morathi's aid; none but she had escaped from within Slaanesh, and her knowledge was vital. Morathi was reluctant to speak of the horrors she had suffered, but she agreed to do so in return for a promised share of the rescued souls. Armed with her knowledge, arcane preparations were made on a vast scale for the capture and soul-draining of Slaanesh.

After a series of ferocious arcane battles, the aelven gods would succeed both in entrapping Slaanesh and in beginning the slow process of extracting aelven souls from the Chaos God. The monumental deed could not have been done without the aid of Morathi, and for this she was granted a small number of reclaimed souls. The Máthcoir, an immense iron cauldron, was created as a place to store Morathi's newly claimed energies. There, beneath the temple of Hagg Nar in the underhall of Khruthú, Morathi used enchantments, sacrificial power, raw shadow magic and her own blood to help whisper into existence new and suitable forms for these reclaimed souls. Thus did the first of the Scáthborn come into being.



SLAANESH, THE DARK PRINCE

Of all her many enemies, Morathi-Khaine reserves her greatest hatred for Slaanesh, the Chaos God of excess and decadence. The Dark Prince has proven the bane of aelfkind, for he favours the exquisite taste of their cultured souls, so capable of the greatest heights of emotion. Indeed, Slaanesh consumed untold millions of aelven souls following the destruction of the World-that-Was, including that of Morathi herself. The sufferings she experienced during these dark times continue to torment her to this day, and now that she possesses the power of true divinity, she is intent upon repaying them in kind.

It is ironic that in seizing her godhood by tearing open a rift in Slaanesh's belly and drawing forth long-hidden souls, Morathi gave the Dark Prince his first taste of true power in centuries. Unbeknownst to her, the Chaos God used this brief, violent connection to break off a tiny part of his own vile essence and send it gushing into the Mortal Realms. It manifested in the form of the twin daemons Dexcessa and Synessa, dark mirrors of their 'mother' and perverse abominations that Morathi-Khaine has sworn to utterly destroy.

THE YEARS OF BLOOD

Morathi had gained a domain of her own, and away from the judgemental gaze of her fellow gods, she began to plot its rise to power. Yet even as the Khainite cult grew in influence, a great change was coming to the Mortal Realms – a storm of destruction and bloodshed that would test her nascent civilisation to its limits.

Morathi was no worshipper of Khaine, the ancient aelven god of murder and warfare, but she saw in his followers an asset she might turn to her benefit. So it was that she made a great show of dedicating herself to Khaine, using her cunning and illusory powers to convince all that she alone could interpret the absent deity's will. She took the title of High Oracle of Khaine, removing those high priestesses of the creed who mistrusted her and using her loyal Scáthborn to secure her position.

As part of this deception, she persuaded her followers that Khaine had fallen in battle against the Dark Gods and had been shattered into fragments

and dispersed across the realms. If these scattered relics could be recovered, Khaine would surely be reborn anew. Witch Aelves were sent to scour the lands for any signs of the shards of Khaine.

This was a convenient lie that allowed Morathi to recover any powerful relics of the Bloody-Handed God that still existed, along with sacred texts and other artefacts that might give the lie to her claims of a divine mandate. It was a breathtakingly cynical gambit, for Morathi knew in her heart that Khaine was dead and gone. All that remained of him was the blood contained within the Iron Heart – a treasure of incalculable power that the High Oracle herself had recovered

from the hoard of Kharybtar, Father of Kharibdysses, after a ferocious battle.

The god's ichor would prove very useful for Morathi. Using blood sorcery, she absorbed some of it into her own being, giving credence to her claims and allowing her to manifest devastating powers resembling those of the Bloody-Handed God. Moreover, she used drops of Khaine's blood to create the Zainthar Kai, her famed Melusai handmaidens, along with other malformed nightmares loyal to her and her alone.

And so the Khainite cult expanded its influence and reach, with new sects springing up across



SHARPEN BLADE AND SOUL ALIKE

Ulgu and beyond: the unnerving executioners of Draichi Ganeth, the frenzied killers of the Kraith, and many more besides. All bowed before the High Oracle. Hagg Nar itself, the seat of Morathi's power, was built up from a temple stronghold to a shrine-filled city and then a city-state – a Khainite nation hidden within the mistfields.

Even as Morathi's power and influence grew, old enemies were rising unseen, threatening all that she had accomplished. With the aelven gods distracted by their efforts to recoup their lost kin, Sigmar's Pantheon began to fracture. The Dark Gods of Chaos, primordial enemies of mortalkind, took advantage of this disunity with cruel precision. Exploiting the simmering passions and jealousies of mortals, they tore open breaches in reality, and through them poured an invading horde of daemons.

THE CATHTRAR DHULE

Before the Pantheon of Order had even realised the scale of the looming disaster, it was upon them. The armies of Chaos swept across reality, burning and slaughtering. Ancient, proud kingdoms were reduced to blood-splattered rubble in a matter of days. One by one, the Mortal Realms fell to ruin, and the gods either fled or were destroyed.

Determined never to relinquish what she had struggled for so many years to build, Morathi was one of the few who fought doggedly on. She was aided in her resistance by the environment of Ulgu itself, a mist-shrouded land of illusions that was a deathtrap for invading armies. Experts in lightning ambush and merciless guerrilla warfare, the Daughters of Khaine fought a bloody, centuries-long conflict against the encroaching armies of Chaos, foremost amongst them the great hosts of Slaanesh. The Dark Prince's followers did

not know the truth of what had happened to their foul deity, but they could smell the perfumed scent of his spoor throughout Ulgu. Known by the Khainites as the Cathtrar Dhule, this terrible time of bloodshed and strife claimed a vast number of aelven lives. Yet Morathi's peerless strategy and her warriors' mastery of the ever-shifting and treacherous wilds of the Umbral Veil proved decisive.



Despite this ferocious defence, temple after temple was overrun and annihilated. Hagg Nar itself was besieged more than once, and although it never fell, Morathi was not foolish enough to believe that she could outlast the Dark Gods. It was only the return of the God-King Sigmar to the realms that proved her salvation; his mighty champions, the Stormcast Eternals, turned the tide of the fighting.

Morathi was quick to make common cause with Sigmar, even though she held no great regard for the God-King, considering him a simple-minded brute with ideas above his station. Nevertheless, it could not be denied that the coming of the mighty hosts of the heavens granted beleaguered Hagg Nar a desperately needed reprieve.

In the decades that followed, Morathi would play the role of grateful ally, turning the power of Hagg Nar towards the cause of Order. Her warriors – experts all in slaughtering Chaos-worshippers – proved a priceless boon for Sigmar's war effort, as Stormcast

and Witch Aelf fought side by side to devastating effect. The God-King envisioned a new empire rising from the ashes of the past, and Morathi was only too glad to send her agents to his developing free cities to establish a presence within. The sight of a foreboding Khainite shrine or bloodstained gladiatorial arena echoing to the shrieked mantras of Witch Aelves became a familiar one in many of these otherwise human-dominated metropolises.

Morathi's well-earned reputation for double-dealing and treachery was known to Sigmar, but the High Oracle claimed that her bitter struggles during the Cathtrar Dhule had changed her and now she fought solely to protect her Khainite flock. She took every opportunity to display this new-found selflessness. During the events of the devastating Shyish Necroquake, none could deny that Hagg Nar fought for the cause of the living with desperate heroism, setting their blades against Nagash's undead legions. In truth, there was little altruism here on Morathi's part; the coalition between Azyr and Hagg Nar was simply a means to an end, and it was necessary to ensure Sigmar's good will for the time being while she pursued her true goals in secrecy.

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'We did not flee our lands in terror. Each step the enemy took into the Convergence was paid for in blood and corpses. Remember this when you speak of the so-called honour of your God-King, Sigmar-worshipper: Morathi did not abandon us. She was with us as we butchered the heathen hordes in their thousands.'

- Syrissa Dar of the Kraith

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TO BECOME A GODDESS

After an eternity of plotting, of countless setbacks, failures and disappointments, Morathi at last felt ready to seize the ultimate prize of true godhood. Sensing opportunity amidst the anarchy wrought upon the realms by feuding gods, the High Oracle of Khaine put in motion a plan of dizzying scale and ambition.

The tale of how Morathi earned her divinity is one of treachery and cunning, cruelty and almost inconceivable daring. For the High Oracle of Khaine, it was a final, desperate gamble to attain the power she had always regarded as hers by right; Morathi accepted that failure would mean death – or something even worse – and thus she expended all of her advantages in a stunning coup.

Through betrayal and subterfuge, the High Oracle obtained the tools by which she would ascend to godhood. From the Idoneth Deepkin, she stole the Ocarian Lantern, an ancient Hyshian relic once wielded by Teclis, whose radiant light could draw forth tormented souls. In the undercroft of Khruthú, the Máthcoir – or Mother Cauldron – was filled to the brim with varanite, a cursed molten realmstone rife with transmutational energies. This, too, had been gathered through deception, for Morathi had manipulated the God-King Sigmar into launching an expedition into the Chaos-held sub-realm of the Eightpoints to destroy a vast deposit of the substance, only to abandon her allies and claim it for herself.

Grasping the Ocarian Lantern in one hand and Khaine's Iron Heart in the other, she descended into the depths of the Mother Cauldron. The Máthcoir had been transformed into a conduit between Hagg Nar and the gullet of Slaanesh, and as the molten varanite boiled away her flesh, Morathi held out the Ocarian Lantern and let its radiant light shine forth. She sought souls of tremendous power, ancient aelven

king-souls that still lingered within the Dark Prince's roiling belly. Some of these long-dead beings Morathi had known in a past life, even cared for, but that did not stop what was to come. Drawn to the lantern's light like shimmerfish to a lure, they came forth to meet their saviour. And Morathi, transforming into a horror of shadow and scaly coils, bared her fangs and began to devour them.



Even as Morathi enacted this vile gambit, her plans were nearly foiled by a vast undersea host of Idoneth Deepkin led by High King Voltornos, who was determined to retrieve the Ocarian Lantern at all costs. This force besieged Hagg Nar, forcing a bloody path all the way to Khruthú itself. Yet Voltornos was too late. As the High King entered the sacred undercroft, Morathi emerged from the splintered Mother Cauldron, still regally beautiful despite the blood that stained her alabaster skin. From behind her, another being emerged, gigantic and serpentine. Most of those present gasped in horror, for they had never seen such a monstrous creature before. But the High Oracle raised a hand and caressed the Shadow Queen's scaled flank.

Morathi's smile was one of cruel triumph. After so many years of plotting and preparation, she had crossed the threshold of divinity and emerged a goddess. She was Morathi-Khaine, the Bloody-Handed God reborn anew.

After a brief but vicious fight, the newborn goddess had Voltornos at her mercy, for even the mighty High King was outmatched by her sheer power. To the surprise of all – not least Voltornos – Morathi showed clemency. She returned the Ocarian Lantern to the Idoneth and even offered them a priceless additional gift: several long-lost souls of ancestral beings that she had rescued from Slaanesh's gullet during her odyssey. In return, she sought a mutual alliance; there would be more souls for them to harvest, she promised. Mortal souls, in numbers great enough to recover the Idoneth losses sustained in the battle for Hagg Nar. High King Voltornos – ever a cold and calculating creature of the deep – agreed to this proposal, knowing that to refuse at this moment would invite his destruction.

CONSOLIDATION

Though exultant at her triumph, Morathi had not emerged from the Máthcoir unscathed. The souls that she had devoured had endured for millennia in the belly of the Dark Prince without succumbing to oblivion, and they still possessed formidable power. When Morathi consumed them, these soul-essences enacted one final act of vengeance, cleaving her spirit in twain and leaving an indelible scar upon her psyche. The statuesque Morathi-Khaine is the

goddess as she wishes to be seen: a being of infinite grace and stately dignity. Yet this outwardly perfect image is only one half of Morathi's true being. Its dark reflection is the serpentine Shadow Queen – a monstrous shadow-form composed of all of Morathi's resentment, bitterness and hatred.

Of course, such truths were not to be disclosed to her Khainite flock. Ever since her ascension, Morathi has redoubled her efforts to reform the faith in her own image, tearing down the old statues of the Murder God in his masculine form and replacing them with awe-inspiring iconography representing herself. Sacred texts have been seized and destroyed or subtly altered according to Morathi's wishes. For now, Morathi claims to be Khaine reincarnated, no longer his High Oracle but rather his second coming. No longer does she interpret the will of the Bloody-Handed One. Instead, her every wish is a divine mandate, and to disobey her is to forfeit one's life. In time, the Sisterhood of Blood will accept her as their one, true god, and the need for crude deceptions will ebb away.



It remains a delicate game that Morathi plays. If her Khainite masses were to discover the true scale of her duplicity, they would surely seek the destruction of their usurper goddess. Though the majority of the Sisterhood have accepted the High Oracle's ascension at face value, likely encouraged in their acquiescence by the watchful presence of the Scáthborn, not all are quite so content to abandon centuries of strict dogma.



FRACTURES IN THE CREED

Though outwardly the Daughters of Khaine are united behind their newly risen goddess, there is dissent in the Khainite cult that has not gone beneath Morathi's notice. There are those of her flock who cleave to the most fundamental teachings of the Bloody-Handed God and whisper that the ancient writings say nothing of resurrection or reincarnation. Khaine alone is the ruthless personification of war, so these traditionalists insist, and the thought of the Lord of Murder being replaced or returned to life in a new form is the highest blasphemy.

Most outspoken of these dissidents was Hag Queen Agghaya of the Kraith, an influential leader of the Crimson Cult who commanded no fewer than nine iron-wrought Avatars of Khaine, holy icons of the Murder God. Agghaya was bold enough to decry Morathi-Khaine openly, marching upon Hagg Nar alongside her silent guardians and demanding that the former High Oracle speak with her. A smiling Morathi-Khaine did so, welcoming the Hag Queen upon the steps of the First Temple. In front of a watching audience of Khainite sisters, Agghaya openly accused Morathi of deceit and, as proof, pointed to her looming golems. These monuments were made in the true image of the Lord of Murder, she proclaimed, and empowered by his blood alone. They would obey no false goddess.

It is said that Morathi-Khaine waved a manicured hand in response. The nine iron statues turned as one and seized Agghaya, tearing her limb from limb. This gruesome scene did much to quell any thoughts of open dissension. However, it also drove Morathi's enemies further underground and imbued them with a caution that made them even more difficult to root out.

The most fervent opposers of Morathi's new order are the so-called Crone Heralds – hard-line Khaine-worshippers who also venerate the goddess Morai-Heg, the ancient and weathered Weaver of Prophecy. These mysterious beings reject any notion of the former High Oracle's divinity, claiming that Khaine's rebirth has not been foretold and that she is a false goddess. The Scáthborn hunt these heretics with single-minded determination, but as yet the Crone Heralds have evaded their deadly clutches.

HAR KURON

Located on the sweltering Charrwind Coast, the city of Har Kuron dominates all trade on the Searing Sea. This infamous place was once known as Anvilgard and was pledged to the God-King Sigmar – until it was taken by Morathi's armies as a crowning conquest to mark her ascension to godhood.

Having seized the prize of divinity after millennia of plotting, Morathi was not content simply to rest on her laurels. Ever ambitious, she wanted a fitting victory to mark her ascension, a warning to enemies and allies alike that the Khainite cult had desires beyond the domination of Ulgu alone. For this, she chose the distant city of Anvilgard in Aqshy. Anvilgard had always had an ill reputation, for although it was nominally ruled by a Grand Conclave in the fashion of Sigmar's free cities, its mist-shrouded harbours were controlled by a criminal society known as the Blackscale Coil. This all-aelven cabal used assassination and manipulation to destroy its rivals and further the cause of its unseen master – the Sovereign.

Unbeknownst to those Sigmarite loyalists who strived to root out the Coil, the Sovereign was in fact a front for no less a being than Morathi herself. She had long set her eyes upon Anvilgard, for it was both well positioned to dominate the seas of northern Aridia and also boasted no fewer than four realmgates leading to locations across Aqshy – vital strategic pathways that would form the sinews of further conquests. Taking the city would prove no simple task. Not only did Anvilgard have a number of hardy Freeguilds and Ironweld war machines at its disposal, it was also guarded by the Anvils of the Heldenhammer, a grim host of Stormcast Eternals.

Yet treachery has a potency all of its own. The city's Stormcasts – already few in number owing to the Anvils' constant campaigns elsewhere – had no idea of Hagg

Nar's intentions. Morathi could call upon the Blackscale Coil to aid her annexation, and she had other allies besides; the sorcerous Darkling Covens, drake-riding Order Serpentis and corsair fleets of the Scourge had all pledged their support to her cause. This dark alliance proved too much for the city's unprepared defenders. The uprising was aided by the Idoneth Deepkin – newly aligned with the Khainites – who smothered the city in the mists of the ethersea, spreading panic and confusion while they harvested thousands of mortal souls.



It was over in a night, despite the heroics of Keiser Ven Brecht, Lord-Veritant of the Anvils of the Heldenhammer, and his hastily assembled force of defenders. Anvilgard was absorbed into the Khainite empire and renamed Har Kuron – 'City of Scales' in the aelven tongue. All Sigmarite icons were cast down and replaced by images of a triumphant Morathi-Khaine. Yet from the moment of its naming, the new Khainite stronghold teetered on the precipice of disaster. Immaculately planned and carried out Morathi's insurrection may have been, but it was not long before word of her betrayal reached Sigmar. The God-King reacted with expected fury, summoning three entire Warrior chambers to march upon the city.

The Khainites and their allies were ready. Much blood was shed in a series of fierce battles, with the Har Kuronites only avoiding destruction through the intervention of the Idoneth and the appearance of Morathi-Khaine herself upon the battlefield. It is likely that these conflicts would have resulted in the wholesale destruction of the annexed city, had a coruscating column of lightning not split the air, carrying the Celestant-Prime to earth. The God-King's champion had been ordered by his master to parley with Morathi and unearth the reasons behind her betrayal. It was a display of clemency that the Sigmar of old would have scorned in favour of brutal judgement, but the God-King had learnt from past disasters brought about by his stubborn sense of justice. He knew all too well that he could not afford to open a second front in Aqshy – not with the orruks roused to new heights of savagery.

So it was that the Celestant-Prime and Morathi came to an agreement. Har Kuron would remain in Morathi's hands for now, with the proviso that those citizens not slain in the initial conquest would be treated amicably. In return, the matriarch of Hagg Nar would offer badly needed assistance in far-off Ghur, coming to the aid of the embattled City of Secrets, Excelsis. Displaying a ruthless pragmatism that impressed even Morathi, the God-King had judged Excelsis to be more vital to his realm-spanning designs for a new empire than fallen Anvilgard – doubly so given the stirrings of activity in the Realm of Beasts, where orruks were rising up in untold numbers.

Before departing Har Kuron, however, the Celestant-Prime warned Morathi that this agreement did not constitute a lasting peace. There would be a reckoning for what had been done. The God-King's folk would neither forget nor forgive the Khainites' betrayal, least of all the Anvils of the Heldenhammer, for whom the stain of treachery and defeat still burned. It is said that Ven Brecht himself has lent his presence to the growing resistance in Har Kuron, swearing never to rest until the city is returned to Sigmar. Thus far, the intervention of the Great Smith Grungni, acting as peacemaker and voice of reason, has prevented a disastrous showdown; though even the mighty duardin god can only delay the inevitable for so long.

PITS OF DEATH

Morathi's truce with Sigmar included safe passage for all of Anvilgard's conquered peoples, but few were strong enough to make the dangerous journey to the sanctuary of the nearest Sigmarite strongpoint. Those who remained in Har Kuron have been forced to accept Morathi as their goddess and abide by the strict laws of the Khainite creed, lest they draw the merciless attention of patrolling Scáthborn. Members of the resistance who work in the conquered city are brave souls indeed, for every day they risk a lingering death at the hands of their overlords. Despite its authoritarian governance, Har Kuron is not simply a prison for humanity. Morathi does not desire crude subjugation but acknowledgment of her divine glory. With customary cunning, she has identified a subtle means of achieving this. The downtrodden human masses of Har Kuron are given leave to attend the arenas of slaughter, the Khainite fighting pits where High Gladiatrixes and Witch Aelves practise their deadly art. Not only does this violent spectacle appease the plebeian crowds and provide an outlet for their frustration, but it also educates them as to the futility of armed resistance against the Sisterhood of Blood. Moreover, as they roar and howl at every cruel evisceration and murderous stunt, the audience becomes drunk with bloodlust, ever more amenable to the screeched rhetoric of Khainite priestesses.



KNEEL BEFORE THE BLOODY-HANDED GODDESS!

LAND OF ILLUSIONS

The Realm of Shadow consists of thirteen vast, gloom-laden continents, each of them saturated with deception and malice. Countless invading armies have plunged into its shifting depths, never to be seen alive again.

Ulgū is a realm where nothing can be trusted. The very landscape seems to take a perverse delight in luring travellers to their doom, masking plunging chasms behind curling rings of shadow-smoke or suddenly transforming from solid ground to inky insubstantiality. The creaking of trees takes on the sound of mocking laughter, and every dark corner conceals a hidden threat.

The Thirteen Dominions of Ulgū meet at a region known as the Shadrac Convergence, a confluence of power and trade that has long been contested by warring empires. The great majority of the Convergence is claimed by Malerion the Shadow King, the pitiless monarch to whom most aelves of Ulgū owe their allegiance. Yet Malerion's empire is vast, stretching almost unto the endless shadow of the realm's edge, and thus he – somewhat warily – shares the scattered isles of Shadrac with his mother, Morathi. Here can be found the heartlands of the Khainite cult, including the capital of Hagg Nar, seat of Morathi-Khaine's power. This mighty city is located amidst the mist-wreathed Helleflux Isles and dominates both ocean and land for leagues around. The Daughters of Khaine have defended their small yet powerful empire with customary zeal for centuries, slaughtering any foes who dare to trespass into their domain. Even through the fury and fire of the Age of Chaos, the cult endured, defeating army after army of Chaos invaders until the umbral vales from Fuarthorn to Klarondu were soaked in blood.

In recent times, the Shadrac Convergence has borne witness to a tumultuous series of events. Morathi's ascension to true godhood followed a vicious and bloody siege of Hagg Nar by the Idoneth, and although it resulted in a truce, the Deepkin enclaves have begun to move fresh forces through undersea realmgates and into the Convergence, doubtless in preparation for a resumption of hostilities. The free city of Mithhāvn has begun to grow in influence, and though its great lords maintain diplomatic ties with Hagg Nar, many natives of Shadrac anticipate that conflict is inevitable – for surely Morathi will not allow Sigmar to grasp a sure foothold in a land she now rules as a goddess.

For now, however, there are more immediate threats upon her threshold. A conglomeration of Kruleboy tribes has spilled across Zoktai, led by the one-eyed Killaboss Okmurk Gitstrangla. Before the orruks' advance creeps a hideous, oozing sludge, into which many a Witch Aelf has stumbled and found themselves stuck fast, helpless in the face of a sudden storm of black-feathered arrows. The hated Hedonites of Slaanesh continue to try to force their way into Ulgū's hidden shadowpaths, and a wave of assassinations in the region's Khainite shrines bears all the distinctive claw-marks of the Clans Eshin. If Morathi-Khaine intends to spread her creed across the realms, first she must ensure these threats are dealt with and her grasp upon the Shadrac Convergence made ironclad.

THE SHADRAC CONVERGENCE



DRAICHI GANETH

Known as the Tower of Blades, the temple of the Executioner's Cult is dedicated entirely to ritual combat and has many different arena floors, each with its own lethal hazards.



IRONSHARD

Built atop the immense mountain known as the Rothtor, the great temple of Khelt Nar is an impenetrable fortress that has repelled hundreds of Chaos assaults.



THE MISTED ISLES

Concealed by illusory fog, the Misted Isles offer a discreet meeting ground for Morathi's agents to parlay with their Idoneth allies.



KEY

- SIGMARITE METROPOLIS
- MILITARISED CITY
- SITE OF LEGEND
- SIGMARITE STRONGPOINT
- BATTLE OF LEGEND
- FYRESLAYER MAGMAHOLD
- REALMGATE
- SKAVEN WARREN-CITY

RUINS OF NEFF-TAAL

Utterly destroyed during the wars of the Cathtrar Dhule, the cursed ruins of Neff Taal have been claimed by Melusai of the Zainthar Kai sect.



TEMPLE-CITIES

The grandest and most powerful of the temple-cities is Hagg Nar in the Umbral Veil. This is the seat of Morathi's power, and it is from here that she rules over her kin with iron-hearted ruthlessness. Yet there are other famous strongholds of the Khainite cult, spread far and wide across the war-torn realms.

HAGG NAR, CITY OF THE FIRST TEMPLE

Hagg Nar is a formidable metropolis, a shrouded place of reaching spires and darksome streets that rings not to the vibrant sound of commerce but to the clash of blades and the screams of sacrificial victims. What was once a lonely shrine to a long-absent god has transformed into a thriving centre of power, a city-state to rival any of the great cities of the God-King. Though not a centre of trade in the fashion of one of Sigmar's metropolises, in recent times, Hagg Nar has been opened to supplicants offering goods and worthy prisoners for its gladiatorial arenas; humans, duardin and other species are occasionally sighted in the outer wards, though all must obey the laws of Morathi unquestioningly unless they wish to arouse the ire of her merciless priestesses.

Many armies have tried to destroy Hagg Nar and failed, and they have paid for this arrogance with the lives of thousands of their warriors. Its walls are sheer, protected by the treacherous currents of the Helleflux and by hidden watchtowers and sally ports that allow Witch Aelves to strike the vulnerable flanks of a besieging army. Scourge mercenary fleets protect the seas surrounding the temple-city, while airborne foes must contend with shrieking flocks of Khinerai. Then there are the arcane defences woven into the bedrock of Hagg Nar by Morathi-Khaine herself: malicious curses and spells that can exsanguinate an unfortunate victim in moments or bring obsidian statues to life to pulverise intruders. Great hosts of Khainite warriors march forth

from the iron gates of Hagg Nar every holy day to conquer new lands or subdue the enemies of Morathi-Khaine with their customary brutality.



At the city's centre is the Helleheart, the great temple in which Morathi-Khaine holds court. Here, the goddess and her High Priestesses direct the faith, issuing commands and decrees that will spread the influence of the Khainite cult across the realms. The Helleheart is a vast and imposing structure that stretches from the skies to the deep caverns, a bladed fortress filled with sacrificial chambers, gladiatorial pits and other, darker places forbidden to all but the goddess and her retainers. Whereas many of the lesser temple-cities still bear iconography depicting Khaine in the form of a masked male – as he was traditionally portrayed – in Hagg Nar, Morathi allows only images of herself, further consolidating her position as the reincarnation of the Bloody-Handed One. In time, the faith shall be entirely reshaped in her own image, and few will even remember the true origins of the Khainite cult.

DRAICHI GANETH, THE TOWER OF BLADES

Those of Draichi Ganeth partake in ritual combat more so than any other Khainite sect, seeking perfection of martial form with an intensity unrivalled by any of their kin. The great temple-city of the Executioner's Cult in the northern barrens of Fuarthorn is less a civic settlement than a vast arrangement of conjoined arenas dedicated entirely to ritualised slaughter.

This many-tiered fortress – known colloquially as the Tower of Blades – rises from the middle of an ashen desert, dominating the lands for miles around. Whenever the roving war covens of Draichi Ganeth return in triumph from their campaigns of slaughter, they bring with them a fearsome menagerie of creatures and warriors seized on their travels – murderous foes, chained and destined for the killing floors of the Tower of Blades.

Each level of the temple-city has a district dedicated entirely to arena combat that consists of several ingeniously designed enclosures, each with its own unique hazards. The Arena of Cinders is infamous for its flame-spitting metal floor, for instance, while the Arena of Drowning is a vast, indoor lake dotted with stone islands; narrow promontories of slick coral provide the sole means of precarious passage, while hungry sea-beasts leap and snap in the waters below. These varied environments not only offer an astonishing spectacle but also train the warriors of the Executioner's Cult in preparation for any conceivable battlefield terrain.

Living quarters for both the female aelves of Draichi Ganeth and their servants are incredibly sparse: every hint of comfort or luxury is stripped away so that those of the Executioner's Cult might focus upon transforming themselves into living weapons. They would have it no other way.

IRONSHARD, THE UMBRAL EDIFICE

The foremost temple-city of the Khelt Nar sect is located atop the Rothtor, an immense, flat-topped mountain of shadow-infused metal that acts as an almost impenetrable natural fortification. Ironshard – as this great stronghold is known – was fashioned by Morathi out of the very bedrock of the Rothtor, and it rises out of the earth like a great steel stalagmite. Its walls are formed from pure umbrium – a magically resonant

metal almost as highly valued as Ulguan realmstone, prized for its sturdiness, its feather-light weight and its ability to absorb potent seams of shadow magic.

Working under Morathi's guidance, the artisans of Khelt Nar long ago perfected the art of turning this substance into deadly kuirath blades – weapons carrying a mind-scouring curse that inflict blackouts and confusion upon those whom they strike. The same techniques have been employed to bolster the temple-city's already formidable natural defences; besieging armies often find themselves overcome by waves of soporific magic, staggering helplessly into specially arranged killing zones where the warriors of Khelt Nar await them.

Ironshard is a bleak place even by the standards of Khainite citadels:

windblown, cold and haloed by flocks of shrieking Khinerai. Visitors are rare and foreign traders rarer still. Few merchants or envoys would willingly brave the journey across the Chaos-haunted wilds of western Va-Leth, one of the most fiercely contested regions of the Shadrac Convergence. Those who do soon find the isolationist denizens of Khelt Nar less than willing to trade their valuable secrets.

Within Ironshard itself, little thought is given to ostentation or comfort, and the city's underlings live in even greater squalor than others of their kind. Under almost constant assault by Chaos-worshippers desperate to lay claim to its rich veins of umbrium, it is only the temple-city's formidable defences – and its merciless, kuirath-armed sentinels – that prevent it from being overrun.



Hagg Nar is the imposing capital of the Khainite creed and a symbol of Morathi-Khaine's boundless ambition.

LEGACY OF BLOODSHED

The Daughters of Khaine have a proud legacy that stretches back to the earliest days of the Age of Myth. Ever since Morathi first laid the foundations of Hagg Nar, the Brides of the Bloody-Handed God have spilled enough blood to drown entire continents. These proud warrior-zealots still will not let their blades rest.

● AGE OF MYTH ●

RUTHLESS EXPANSION

Led by Morathi, the Daughters of Khaine spread outwards from the temple-city of Hagg Nar. The High Oracle has stolen the secret of Malerion's shadow-shifting magic, and those shadowpaths allow swift travel over the vast distances of Ulgu. Fighting all manner of foes across all Thirteen Dominions, the Daughters of Khaine secretly expand, establishing dozens of Khainite temples and new sects.

YEARS OF STRIFE

The initial exodus from Hagg Nar runs into trouble, as many newly formed Khainite sects seek to undermine and destroy one another in their determination to please their murderous god. Morathi manipulates this civil war, using it to shape the future of the cult and remove those she deems potentially dangerous to her aims.

SAVAGERY EXCISED

The Helleflux Isles are threatened by a horde of shadow-painted Bonesplitterz led by the mad war-prophet Gagnaz Ghostface. It takes many years of bloody, attritional warfare before finally a Hagg Nar war coven ambushes Gagnaz off the coast of Zoli while the Wurrzog Prophet is spear-fishing for giant umbralean sharks. His head is turned to stone by Bloodwrack sorcerers and returned to Morathi, who orders it mounted atop the city's walls.

IRONSHARD

The temple at Ironshard – which will become home to the major sect of Khelt Nar – is founded by Morathi atop the mountain known as the Rothtor, which lies

at the centre of a powerful spiral of shadow magic. To clear the surrounding lands, the shrine's Daughters of Khaine are forced to hunt down and kill hundreds of the most monstrous creatures of the Shadowlands as well as dozens of Bonesplitter tribes. It is a task in which they revel and which sees Khelt Nar develop rapidly.



ILL-FATED PROPHETS

Judging their prophetic gifts to be a danger to her plans for supremacy, Morathi decries the followers of the aelven crone-goddess of death and fate, Morai-Heg. Though the Weaver of Prophecy has never made herself known, her followers' nomadic seer-troupes have always been respected and welcomed in all of the Khainite sects. That changes when the High Oracle's decree names them blasphemers and enemies of the cult. In less than a decade, this powerful order of seers is wiped out, though rumours persist that some of the Weaver's faithful champions survived, fleeing into the wilds of Ulgu to await their hour of vengeance.

FRAGMENTS OF A GOD

Well aware that she is dispatching them on a fool's errand, Morathi orders the various sects to range far and wide in search of splinters of

the dead Murder God. Countless holy missions are sent forth into the wilds, and though none will find a scrap of true divine essence – for Morathi herself lays claim to the only surviving shard of Khaine – they nonetheless secure many prosperous new territories and bring back many powerful artefacts for the High Oracle to study.

● AGE OF CHAOS ●

THE CATHTRAR DHULE

The treacherous valleys and gloomforests of the Umbral Veil play host to a ferocious battle between the Daughters of Khaine and Slaaneshi trespassers. Countless aelves and daemon-worshippers meet an agonising end upon battlefields drenched in shadow and blood. The Khainites' greatest foe proves to be Luxcious the Keeper, a Greater Daemon who claims to be Slaanesh reborn. Her perfumed legions ravage great swathes of Ulgu, laying waste to several prominent temples including Neff-Taal, Prax Nar and Traith-Kine.

PRE-EMPTIVE MEASURES

All too aware of the disaster that would follow if her Slaaneshi foes were ever to discover the secrets of the shadowpaths, Morathi unleashes her Khainite Shadowstalkers. These masked killers relentlessly pursue and kill any Chaos warlord who dares approach the sacred portals.

THE FIRST CAILLICH COVEN

With Luxcious's assault nearing Hagg Nar, Morathi is forced to call the first Caillich Coven, summoning a tithe of warriors

from every Khainite sect to her aid. At the Battle of Druchxar, the High Oracle engages the forces of the Keeper of Secrets with the largest army of Scáthborn ever seen, a combined host of slithering Melusai and flocks of Khinerai. The resulting conflict rages over many days, until finally Morathi drives Heartrender through Luxcious's chest, banishing the would-be goddess to the Realm of Chaos.

THE BOND OF BLOOD

Morathi and her ruthless son Malerion join forces to defend mutual interests at the Battle of Liar's Spine, facing an immense horde of daemons assembled by the Dark Master Be'lakor. Long has the first amongst Daemon Princes desired to claim Ulgu as his own, and he attempts to weaken his rivals by setting mother and son against one another, spreading word to Hagg Nar via spies and turncoats that Malerion plans to sacrifice Morathi's territories in order to preserve his own borders.

It seems that the Dark Master's ploy might succeed when the Khainite armies withdraw from the field early on in the engagement. Be'lakor hurls his full might against Malerion's Ulgurothi warriors, but in doing so, he becomes the victim of a double bluff; Morathi's withdrawal was a staged fiction of which Malerion was fully aware, and no sooner has the Legion of the First Prince committed itself to the assault than the Daughters of Khaine turn about and race screaming into the daemons' flank. An enraged Be'lakor is forced to retreat, though his armies inflict grievous damage before they are banished.

● AGE OF SIGMAR ●

UNEXPECTED ALLIES

Sigmar launches his new war against the Dark Gods, sending forth great hosts of gleaming-

armoured Stormcast Eternals. They make landfall first in Aqshy, but several detachments are also sent to search for Morathi in Ulgu. Concealing Hagg Nar behind illusory shadow-spells, the High Oracle observes the tactics of the strange, masked champions as they hew their way through several Chaos hosts. At last, she reveals herself and her armies at the Battle of Dolmen Heights, just as the Celestial Warbringers sent to find her are assailed by a shrieking cavalcade of Slaaneshi Hedonites. In the aftermath of the engagement, an alliance of convenience is arranged between Azyr and Hagg Nar.



FUNGAL LUNATICS

Seeking to spread the filth of the clammydank across the Umbral Veil, an infestation of Gloomspite Gitz led by the legendarily repugnant Madcap Shaman Nitbug Dribblesnot surges out of the Inkspoil Mines. This green tide swarms across the darksome valleys of Va-Leth, leaving forests of poison-spewing mushrooms in its wake. Cackling away on a red-spotted fungal throne at the heart of his squelchy and mildew-ridden kingdom, Dribblesnot takes to calling himself the new 'Loonking'. His ambitions are shattered by a war coven from Khailebron, who utilise cunning illusions to slip past hordes of Moonclan Grots and into the Shaman's war camp. After a brief but ferocious skirmish

with Dribblesnot's cadre of rabid Fanatics, the Khainites nail the crystallised form of the would-be Loonking to his own fungal shrine, frozen forever in the grip of unimaginable agony.

THE CULT EXPANDS

Over the centuries following the Realmgate Wars, Cities of Sigmar are erected across the Mortal Realms. Morathi is swift to install elements of the Khainite cult in these nascent strongholds, sensing a chance to spread her eyes and ears across the lands. With the God-King's grudging acquiescence, shrines and fighting pits erected in honour of the Bloody-Handed God can soon be found in several major free cities.

DEATHSTORMS OF SHYISH

Nagash's grand plans come to terrible fruition, and a great tidal wave of undeath is unleashed across the realms. The spirits of the dead rise up across Ulgu.

DUEL TO THE DEATH

In Fuarthorn, the city of Draichi Ganeth is attacked by the Soulblight armies of Count Malinaire, who calls himself the Matchless Sword. After laying siege to the Khainite fortress, the arrogant Malinaire demands that Draichi Ganeth send its best warrior to duel him, for he claims never to have been bested in single combat. His challenge is answered by the greatest of all Draichi High Gladiatrixes, Ilantha Shadowdrake. It takes seven strikes of her curved blade to unpick the vampire's defences, and another to take his head.

A THOUSAND CUTS

It is said that not even the mightiest blow can slay Gruntlefist the Great. Yet when a war coven from Khelt Nar is sent to curtail one of the Mega-Gargant's violent rampages, they test the truth of





that by striking not once but over a thousand times. With every well-placed Khinerai javelin and arcing slice of a Witch Aelf's blade, Gruntlefist loses a trickle of blood, while mind-fugging magics dull his already lacking wits. The brute's waxy hide is soon covered with a lattice of shallow cuts. Many aelves are squashed flat by the Mega-Gargant's flailing feet, but eventually Gruntlefist's mighty swipes begin to slow and his legs start wobbling beneath him. Exhausted, he topples to the earth, flattening a small forest in the process. The bloodthirsty Khainites proceed to flay Gruntlefist alive, capturing gushing torrents of gargant blood.

ASCENSION

Morathi ascends to godhood in a great ritual at Hagg Nar. She announces herself as Morathi-Khaine, the reincarnation of the Bloody-Handed God. The divinity she has desired for so long is now hers – but not without cost: her essence is split into two distinct forms joined by a single, fractured consciousness. Unbeknownst to the newborn goddess, her ritual allows something terrible to slide into reality – a protean essence bearing the mark of her ancient nemesis, Slaanesh.

HAR KURON RISES

Exulting in her new-found power, Morathi desires to expand the reach of Hagg Nar beyond Ulgu. To that end, she provokes an insurrection in the Aqshian port-city of Anvilgard. In the resultant confusion, the Daughters of Khaine seize the city, capturing its small garrison of Anvils of the Heldenhammer and putting its mortal armies to the sword. The souls of Anvilgard's many citizens are granted to the Idoneth in a symbolic gesture of unity. The city itself is renamed Har Kuron – 'City of Scales' in the Khainite tongue.

CRUEL HEARTS

Word reaches Morathi that the nascent temple of Ithass Marr has been drowned by a tide of brackish, black-swamp-water, and strange, lanky orruks have been sighted in the region in vast numbers. She sends forth a coven of Zainthar Kai to investigate under the command of her favourite Melusai Ironscale, Obsidia. The Melusai elite soon find themselves matching blades against Kruleboy orruks of the Eyeslittas tribe. Obsidia swears that she will see every last one of these invaders subjected to the scáth touch and trapped forever in the final moments of their agony.



HEAVEN'S WRATH

Lord-Veritant Keiser Ven Brecht – captured during the fall of Anvilgard – escapes through the intervention of an unknown benefactor and brings word of Morathi's betrayal to the God-King. Sigmar's fury is great. He dispatches three Warrior chambers from the Hammers of Sigmar to retake the city. They find the armies of Khainite city Har Kuron ready and waiting, the Daughters of Khaine standing defiant alongside Dreadspears and armoured Drakespawn Knights. Battle is joined with terrible zeal. Storm-forged hammers descend with crushing force, while Witch Aelves stab and slice at gorgets and eye sockets as they shriek their blood-chilling prayers to Khaine.

For all the ferocity of the Har Kuronites, they are outmatched and driven back to the very gates of

the conquered city. It is then that cloying mists sweep in from the Searing Sea, bringing with them great hosts of Namarti Thralls and eel-riding Akhelian warriors to surround the Stormcast Eternals. At that moment, Morathi-Khaine and her elite Vyperic Guard appear upon the battlefield. The Shadow Queen descends from on high in a flashing blur of scales, smashing dozens of shield-bearing Liberators to the ground. Suddenly, it is the Stormcasts who find themselves on the verge of disaster. At that pivotal moment, the skies split apart, and a coruscating column of lightning carries the Celestant-Prime to earth. In a voice that thunders over the clash of battle, the God-King's champion orders a halt to the killing. To the surprise of all, save perhaps Morathi herself, he offers a parley. The goddess accepts.

A BREAK IN THE STORM

Morathi-Khaine and the First-Forged Angel meet at Dauntless Hall, formerly the centre of governance in Anvilgard, which the goddess has converted into a luxurious place of residence. They speak alone for more than a day, and not even the goddess's most trusted agents are privy to their words. When the summit is over, the Celestant-Prime emerges and orders the Hammers of Sigmar to withdraw from the city. Har Kuron is to remain in the hands of Morathi-Khaine – for now, at least. In an example of irony that amuses Morathi, she agrees to come to the rescue of another of Sigmar's great settlements in exchange for this truce.

EXCELSIS IN PERIL

Surrounded and besieged by the rampaging greenskin hordes of the newly risen Earthquake God Kragnos, the free city of Excelsis seems destined to fall. Its once-prosperous harbours are being torn to splinters by the Mega-Gargant Derko Walrusbiter and

his fellow Kraken-eaters when black sails are sighted on the horizon. Sleek black wolfships bearing the insignia of the Scourge Privateers carry Morathi-Khaine and her armies of Hagg Nar to the City of Secrets, where they leap from prows and gunwales into the heart of the fighting. The serpentine Shadow Queen slays Walrusbiter, wrapping her coils around the titan's throat and squeezing so hard that she tears his head from his neck. With the docks secured, the Khainites join the battle for the city proper.



FEUD OF GODS

The giant, roaring behemoth Kragnos has already breached Excelsis' walls and is tearing a path of destruction across the city. As her followers hold the orruk mobs at bay, Morathi-Khaine meets the centauroid deity's primordial strength with snaking tendrils of Ulguan magic, holding him in place while the Shadow Queen slams in from the side. Even at this moment, with the twin-formed goddess at the height of her powers, the sheer fury of Ghur threatens to overwhelm her; Kragnos is too strong to deny, his rage too volcanic, and the Shadow Queen is swept aside.

But Morathi-Khaine has both a plan and a new and unexpected ally – the mummified Relic Priest Kroak, greatest of the Seraphon, who has his own reasons for wishing Excelsis to endure. Kroak manifests a yawning portal, and Morathi-Khaine utilises her skill at illusions and trickery to fool Kragnos into charging through this hole in reality, only for the portal to seal behind him.

Without their talismanic deity to drive them on, the momentum of the greenskin invasion stutters and fails. Thanks largely to Morathi's intervention, the City of Secrets survives the great siege, though its ultimate fate hangs in the balance.

UNEASY PEACE

Morathi's vital intervention at Excelsis earns her some grudging respect from the Celestant-Prime, but the First-Forged Angel is determined that the goddess must pay a price for her duplicity in annexing Anvilgard. In a gathering of lords at the Palace Excelsium's Conclave Hall, things threaten to descend into violence between the two.

Before blood can be shed, however, an old face from Morathi-Khaine's past makes his voice known: the duardin smith-god Grungni, returned to the realms after centuries of absence. The wise Great Maker puts an end to the conflict – temporarily, at least – by reminding both parties of the existential dangers that all the civilisations of Order now face, stating that they are waging a war not for cities or titles but for the fate of the realms themselves. Morathi-Khaine is content to be patronised by such talk for the time being, for Grungni's arrival brings her a much-needed reprieve.

ANVILS UNBROKEN

As an act of good faith, Morathi releases those Anvils of the Heldenhammer captured during the annexation of Anvilgard, many of whom have been kept locked in shadow-magic trances ever since that dark day. Returning in shame to their comrades, a warrior-cult forms amongst these figures. They begin to call themselves the Solemnites and wear the white kraken of Anvilgard-that-was emblazoned upon their jet-black armour. All swear a vow that they will accept

no honours or accolades until Har Kuron is retaken and their mark of dishonour erased. For her part, Morathi-Khaine has learnt much from her prisoners; though none were harmed during their incarceration, the goddess peered keenly into their lightning-souls, studying the God-King's work and searching for secrets that might prove vital in the wars to come.



THE CENTAUR AND THE SERPENT

The monstrous entity known as the Shadow Queen contains all of Morathi's bitterness and fury, and though it shares one soul with the goddess's beautiful aelf-form, there is a constant struggle between both splintered aspects of her psyche. Having returned to Hagg Nar, the Shadow Queen alternates between sullen brooding and sudden, frenzied outbreaks of bloodshed, enraged at being bested in battle by Kragnos, the End of Empires.

Then, to Morathi-Khaine's appalled concern, her attendants bring word that her serpentine aspect has burst through the roof of the Helleheart and soared off into the gloom of Ulgu. Those who heard the creature's ravings and survived her rages tell Morathi-Khaine that before departing, the Shadow Queen screamed the name of Kragnos the Drogrukh and swore to paint the savannahs of Thondia with his blood. Morathi-Khaine departs for Ghur at once, unnerved that the wrathful aspect of her split consciousness appears to be developing its own free will.

COVENS OF BLOOD

The Khainite creed is one of ceaseless violence and expansion, and so the strict organisation of its war covens is of the utmost importance. Passed down from Morathi herself, these structures and hierarchies have endured since the darkest days of the Age of Chaos.

Though the rites and rituals of the many Khainite sects might differ, all Daughters of Khaine follow a strict hierarchy in their organisation: either they are warriors who serve in their religious order or they are leathanam, disregarded menials who are little more than worker drones. All sects save the Kraith are composed of both.

When battle is called, a Khainite sect will send forth its warrior congregation known as a war coven. Larger sects have hundreds of war covens across dozens of temples, while the smallest of sects might have but one of each. The leaders of a war coven also preside over their unique blood rites and rituals. First and foremost, regardless of sect, comes Morathi-Khaine. Her word is law for all Khainites, and she speaks with the iron voice of a true goddess.

Beneath Morathi are the High Priestesses, the majority of them Slaughter Queens and Hag Queens. These powerful figures are the commanders of the Sisterhood of Blood and the keepers of each shrine's most sacred artefacts. The true degree of authority held by these Daughters of Khaine varies between the sects, as do their specific titles. For instance, the Kraith rank Slaughter Queens above the others and refer to the leader of a war coven as a Bloodqueen, whereas Bloodwrack Medusae carry greater favour in Hagg Nar and when one is appointed as leader of a war coven, she becomes a Saim-Supremas.

Nevertheless, Morathi can alter any ranking with but a word. Should she favour a particular

Kraith Hag Queen over a Slaughter Queen, the war coven's leadership will shift accordingly. Morathi has always been a canny strategist, un beholden to tradition or cumbersome notions of fair play. If the need arises, she will alert her extensive network of utterly loyal spies, murderers and assassins. Collectively known as the Shademarked, these include the deadly Khainite Shadowstalkers.



The troops of a war coven are divided into two categories: the Sisterhood of Blood and the Scáthborn. Covenite warriors from the Sisterhood of Blood are the most commonly seen, and to many, they are the face of the Daughters of Khaine. They are the Witch Aelves and Sisters of Slaughter, the ordained warriors who take part in public, ritualised combat and shady pit fights. Such bouts develop the participants' fighting prowess and offer them the potential to move upwards in the hierarchy of the cult. Should they display a particular aptitude for inventive and flamboyant murder, they may even ascend to the rank of High Gladiatrix, a ceremonial position of great renown. Though technically outside the formal leadership structure of the Khainite cult, these masterful warriors are afforded the utmost respect and given

leave to partake in battle however they wish.

The Scáthborn, also known as the Trueborn, Shadowborn or Morathi's Handmaidens, are creatures formed from the aelf-souls regurgitated by Slaanesh and reformed by Morathi. They are the Melusai and the Khinerai, beings whose new and twisted forms are often kept out of sight of outsiders, whether hidden away in darkened shrines or veiled by illusion. However, ever since Morathi claimed the power of a goddess, they have been sighted in ever greater numbers, fighting at the head of her conquering armies. These expeditions are typically led by feared Scáthborn generals such as the Melusai Ironscales – warlords created for the sole purpose of obliterating the enemies of Hagg Nar.

Most sects treat the Scáthborn as elite warriors; they hold a higher individual and unit ranking than their more comely kin from the Sisterhood of Blood. Certainly, Morathi uses them almost exclusively for her own honour guard – the vaunted Vyperic Guard – as well as for her elite aerial attack formations.

The strict hierarchy employed by the Khainites is essential. The Daughters are supreme warriors, but their fervour and bloodlust must be directed carefully to maximise their murderous power. The strengths of the covens lie in their mastery of the sudden ambush and the sheer speed and ferocity of their attacks. They are a blade that, when well aimed, can sink into the vital organs of any foe.

The orruk's blood splattered across Miathra's face as she dragged her blade free. Despite the beast's foul odour, the Hag felt a thrilling shiver ripple across her skin as the blood flowed slick and wet. She kicked the dying creature away and it slid into the inky depths of the gloom-swamp.

Around her, the battle had devolved into desperate chaos. The pale shapes of Khainite warriors dived and spun, evading the spear-thrusts of their orruk foes as their own daggers sought eyes, hearts and sinuous throats. Every now and then, there was a ragged scream as a Witch Aelf mistimed her strike and was impaled by half a dozen jagged iron spearheads.

'Kill for Morathi-Khaine!' Miathra shrieked. 'Bleed this orruk filth white!'

She surrendered to the kill-lust, a ragged peal of laughter escaping her throat. Her sciansá flashed out left then right, sending two more foes reeling. She rolled over a thrusting sword, ducked low and slid beneath a clumsy, overextended swipe.

As she rose, she was dimly aware of a monstrous, leering face rushing out of the darkness towards her:

one of the orruks' crude shields, stained with blood.

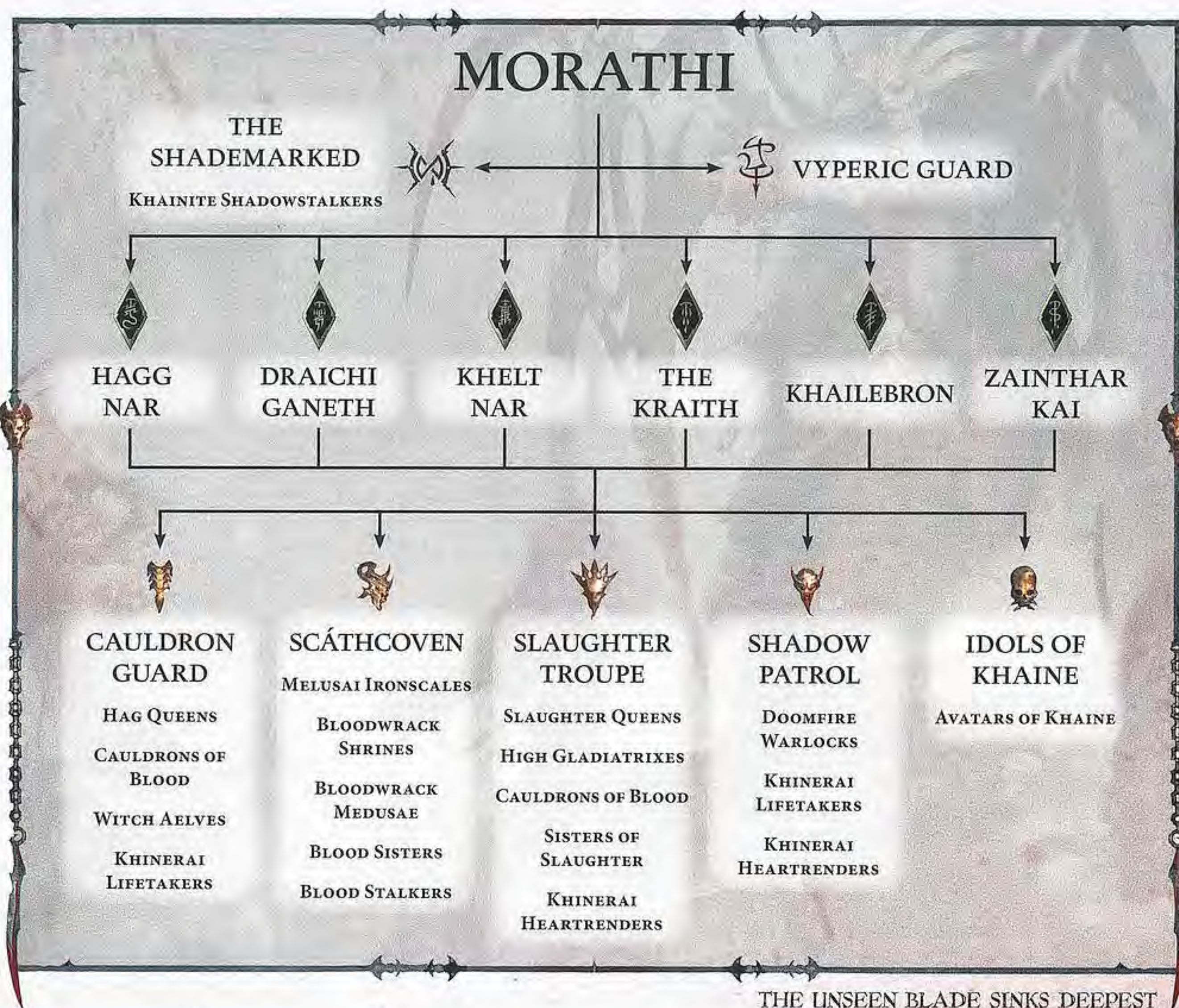
It struck Miathra in the face. Her nose shattered with a wet crack, and she was hurled backwards, cold mire-water soaking her skin. Through a haze of agony, she saw her assailant stalk forwards, raising its spear high. The orruk's bestial face was twisted in a leer, piggish little eyes glistening with cruel amusement.

Miathra did not even see the blow land. There was the briefest flash of crimson scales, and a red line appeared across the orruk's belly. She met the creature's shocked gaze in the second before it collapsed into two separate halves.

In its place rose the serpentine form of a blessed Melusai. Its upper torso was that of a statuesquely beautiful woman with crimson tears seeping from two pitiless, coal-black eyes. Miathra felt a blissful agony as the blood grew hot in her veins; to even be near one of the sacred Zainthar Kai was to feel the power of Khaine's holy wrath.

The Melusai leant down towards her, its glaive sliding along her cheek and opening a bloody gouge in her flesh. It bared its teeth and hissed.

'Weak,' it spat. Then it was gone.



THE KHAINITE SECTS

The Khainite faith has diverged over time into a number of powerful sects, each of which venerates a different aspect of Khaine's bloodthirsty nature. All are united by their devotion to bloodshed and battle, and all march to war in the name of the reincarnated goddess Morathi-Khaine.

HAGG NAR

Morathi founded the Khainite cult at the temple of Hagg Nar, and it was from here that she set out the foundations of her realm-spanning empire. Its warriors have always maintained a fierce and unwavering devotion towards their mistress, and this has only grown more intense since her ascension to godhood. The City of the First Temple can be found at the heart of the Umbral Veil, atop a mountainous island surrounded on all sides by the surging, pitch-black waves of the Penumbral Sea. It is a fearsome redoubt, but its true power lies not in its blade-like, fortified walls or ranks of zealous Witch Aelves but in the Helleflux – a potent font of shadow magic that has fuelled Hagg Nar's relentless rise. Morathi-Khaine harnesses this umbral energy for her own ends and also uses it to weave protective mist-clouds around her capital.

The other Khainite sects respect the primacy of Hagg Nar but resent the fact that its coven sisters receive the greater portion of Morathi's blessings. These feelings of jealousy have only been stoked in recent times, as Hagg Nar has undergone a vast project of expansion and re-armament; Morathi-Khaine has ordered the construction of militarised harbours as well as cavernous fortress-dwellings for her Scáthborn, and the old masculine statues of Khaine are slowly being replaced by images of the newborn goddess in all her glory.

When it comes to the blood rites, rituals taught to all Daughters of Khaine by Morathi herself, instilling in them the terrible strength of their war-hungry deity, none can equal the mastery displayed by those of Hagg Nar. The Daughters of the First Temple are not shy when it comes to extolling their superiority over the other great sects, for Hagg Nar's armies are vaster and more powerful than those of any other.

Always ready to convert freshly drained blood into tribute, there are no war covens more likely to march with a Cauldron of Blood than those of Hagg Nar. Atop these rolling war-shrines are foreboding iron statues of Khaine; priestesses of the First Temple have mastered the art of bringing these metal giants to life through gory ritual. They are commonly sighted striding into battle alongside Hagg Nar's armies, hewing through enemy ranks or spewing torrents of boiling blood that melt through metal and flesh with ease.

'All glory to Morathi-Khaine! Tortuous death to all who deny her!'



ZAINTHAR KAI

The Mortal Realms have only recently been exposed to the wrath of the Zainthar Kai – the Blood Saints, the first and most revered of the Scáthborn. For centuries, Morathi kept the existence of this sect a secret to all but her most trusted allies; she deployed them only in battles of the utmost import, most commonly in the deadliest engagements of the Cathtrar Dhule. Their brood nests and roosts lay deep underground, hidden behind webs of illusion, awaiting the moment of their mistress's ascension. Only now that Morathi-Khaine has claimed the power of a goddess and thrown off the shackles of mortality does she openly parade her finest Melusai warriors, each of whom proudly has the boiling blood of Khaine flowing through her veins.

Seen as holy beings by their kin, the Zainthar Kai cut a fearsome sight: crimson tears spill from their eyes, and their scales and leathery wings are flushed with sacred blood. Fearless and assured of their superiority over lesser beings, Scáthborn of this sect do not flee from battle, for to do so would dishonour their divine legacy. The greatest Zainthar Kai broodcrones blaze with the power of Khaine. Their cursed blood is so richly potent with his rage and passion that those nearby are stricken with agony, boiling gore pouring from their orifices in a hissing tide.

The Zainthar Kai do not maintain their own temple; instead, they occupy the ruins of Neff-Taal, a sect of some renown destroyed by Slaaneshi daemons during the Cathtrar Dhule. This shattered edifice overlooks the cursed drift-valleys of the Ravage of Luxcious, the site of terrible fighting during the Age of Chaos where Morathi and her Khainites battled the fearsome greater daemon Luxcious the Keeper, claimant of the title Ur-Slaanesh. This dread figure was eventually defeated by the former High Oracle, and the Zainthar Kai played a pivotal role in that battle, slaughtering thousands of the Keeper's daemonic minions. It is said that Morathi still fears her ancient foe's return and has tasked the Zainthar Kai with maintaining a constant vigil over the site of their greatest victory, in case Luxcious should tear their way into reality once again.

'Cower before the might of the Zainthar Kai, you mewling filth. Cower before the iron fist of the goddess.'





DRAICHI GANETH

The Khainites of Draichi Ganeth are regarded as supreme arena fighters even amongst the ranks of their own kind, ever seeking to honour the Murder God through the perfection of the killing blow. They train for their entire lives to master the moment when blade meets flesh, and they carry a special reverence for the art of decapitation. The temple of Draichi Ganeth is found in the northern barrens of Fuarthorn in Ulgu and is as much a gladiatorial arena as it is a centre of worship – it is a many-tiered construction, each level designed to

provide its own fashion of brutal and thrilling combat. When they are not partaking in their temple's sacred blood games, the sect's warriors are commonly sighted abroad, for they are ever keen to explore new lands and seek exotic new foes to kill.



Most residents of the Cities of Sigmar have heard tell of the ritual combat displays carried out by Draichi Ganeth gladiatrices, and a fortunate few have witnessed these illicit shows first-hand. Said to be as ferociously violent as they are exhilarating, they have given rise to many famed figures; in Hammerhal Aqsha, the name of Mhaegra the Hag is whispered in fearful awe by all who have watched her deadly dance, while it is said that Vindicarum's Mother of Lashes has never suffered so much as a single cut in over a thousand bloody arena battles.

'When the blade sinks deep and a crimson arc spurts forth to rain upon the sand. When the crowd screams as one in a pure howl of exultation; that is perfection.'



THE KRAITH

The Kraith are utterly single-minded in their pursuit of slaughter, and they scorn their fellow Khaine-worshippers for spending so long in prayer and recitation when they should be spilling blood. Known to all as the Crimson Cult, these fearsome figures see the battlefield as Khaine's only temple, and they look to honour him whenever possible by gruesomely slaughtering their foes. They have little time for notions of restraint and are more than happy to lace their blades with deadly venom; death need not be artistic or honourable to please the Murder God, for the kill itself is all that matters.

In an age of increasingly frenzied warfare, the Kraith are truly in their element. The surging tides of orruks that threaten the lands of Ghur and beyond provide a perfect foe upon which to test their well-honed blades. The Kraith have lent their murderous skills to many beleaguered Dawnbringer Crusades, not out of any sense of common cause but simply because these military columns always draw forth a tide of enemies for the Crimson Cult to annihilate.

'The truly pious do not kneel in shadowed naves, muttering scripture. True communion with the Bloody-Handed One can only be reached upon the battlefield, when your blade is hilt-deep in the enemy's heart and blood is raining down upon your skin.'





KHAILEBRON

The ways of the Khailebron are secretive, which is fitting, as they are a sect that worships Khaine's aspect as the assassin or unseen killer. There is but one temple dedicated to their cause, and its location is itself a carefully guarded secret, known only to those already sworn to their clandestine creed. By and large, the Khailebron are a nomadic sect that travels between the temples of the other sects in the guise of shadow-weaving blade dancers. Their command over the obfuscating magics of Ulgu is second to none, allowing them to mask their warriors in shifting banks of darkness – perfect for swift, killing strikes and sudden ambushes.

Traditionally, Morathi utilised the Khailebron as a network of spies, dispatching them to perform missions of subterfuge and occasional assassination. However, in recent times, she has become suspicious as to the depths of their loyalty. Rumours have reached her that the heretical Crone Heralds have spread their false accusations amongst the Khailebron, seeding the idea that Morathi-Khaine's claim to divinity as the reincarnation of the Bloody-Handed God is a lie. Needless to say, her own Scáthborn have been dispatched to root out the truth of these disturbing tales.

'Murder is an art best performed upon the unsuspecting.'

KHELT NAR

Khelt Nar is a rising power within the Khainite cult, a sect whose ambitious ruthlessness echoes that of their goddess. They reside within the temple of Ironshard, a massive shrine to the Murder God atop a flat-topped mountain known as the Rothtor, located in the gloomy mesas of Va-Leth. Obscured by layers of shadow magic and protected by the sect's hardened killers, Ironshard has withstood no fewer than six separate Chaos invasions. Though each assault caused a grievous loss of life, never has the Great Enemy penetrated the shrine's innermost chambers, a fact about which Khelt Nar's warriors are understandably proud.

Part of the sect's military success must be ascribed to the veins of precious umbral metal that run throughout the Rothtor itself – a substance imbued with potent Ulguan magic. The bladesmiths of Khelt Nar have perfected the art of crafting masterful weapons known as kuirath from this metal. Those struck by these blades find their minds engulfed by darkness and confusion as potent shadow-stuff spills into their veins. Dazed and reeling, these unfortunates prove easy prey for the Khainites' superior knife-work. The secret of crafting kuirath is fiercely guarded by the sect, for its rivals would dearly love to claim such knowledge as their own.

'Our kuirath are stained with the blood of ten thousand Chaos-worshippers. If Morathi-Khaine favours us, the new dawn will send us ten thousand more.'



MORATHI

Finally, Morathi has attained that which she sought above all else – the power of divinity. Yet ascension has not come without cost. The goddess has been divided into two physical forms that share a single consciousness: the regal sorceress Morathi-Khaine and the monstrosity known as the Shadow Queen.

Throughout her impossibly long life, Morathi has walked many paths and mastered countless disciplines. She is a cunning diplomat and a fearsome warrior, a devious ruler, a speaker to daemons and the mother of a tyrannical god. As fluid and changeable as the shadows of the realm she calls home, she has witnessed the death of a world and the fall of more kingdoms and petty empires than she can remember. Few beings in existence can claim a fraction of her skill in the magical arts – with little more than a flick of her hand, Morathi is able to summon formless horrors from the umbral realm to savage her foes or to blast them with bolts of icy darkness.

A manipulator and schemer without peer, Morathi has manoeuvred herself into position as one of the foremost powers in the realms. Through sheer cunning and boldness, she has claimed the near-limitless might of a true goddess – a victory that has only strengthened the devotion of her zealous followers, the Daughters of Khaine. Morathi most often presents herself as a regal and stunningly beautiful aelf, framed by bladed wings of gleaming shadow-metal. In this guise, she goes by the name Morathi-Khaine, purporting to be the second coming of the Bloody-Handed God. Skilled in both murder and magic, Morathi-Khaine prefers to call upon the very shadows to rend and tear her foes apart, though she is not averse to more direct methods of attack – her ability to inspire a zealous frenzy in her followers is as lethal a weapon as her ensorcelled spear, the infamous Heartrender.

This queenly vision is the image Morathi wishes to present to the world, but when she is threatened or angered beyond reason, she calls forth a far darker aspect. Known as the Shadow Queen, this war form is a towering, serpentine monstrosity with enormous bat-like wings and a mane of venomous snakes. Though she lacks the magical might of Morathi-Khaine, the Shadow Queen more than compensates for this with the intensity of her bloodlust. Filled with monstrous power, she can pulverise stone walls with her lashing coils, and those who meet her dreadful gaze must possess a will of iron, lest their blood erupt from their veins. She wields a shadow-simulacra of Heartrender, an oversized version of the legendary weapon that befits her formidable stature.

The wider world – including the majority of Hagg Nar's denizens – believes the Shadow Queen to be a monstrous ally of Morathi-Khaine's, perhaps some creature summoned from the darkest corners of the Shadowlands.

This misconception serves the sorceress's purpose, but the truth is far stranger. One of the aelven king-souls devoured by Morathi during her ascension to godhood found the strength for a final act of vengeance before obliteration. They struck their assailant a fearsome psychic blow, cleaving her physical form in two and tearing at the foundations of her innermost self.

Morathi-Khaine and the Shadow Queen are one being, joined by the single soul that is Morathi. The former represents all her cunning and stately grace, while the Shadow Queen is an embodiment of her

bottomless reserves of resentment and rage – a monstrous shadow that is no less emblematic of the goddess's true self. Taking to the battlefield together, these twin aspects form a terrifying union of martial and arcane might that is capable of obliterating entire armies. Nevertheless, worrying questions regarding the nature of Morathi's apotheosis do linger. The goddess faces a constant battle to balance the two clashing aspects of her psyche. In times of great strife, the appeal of the Shadow Queen's straightforward, murderous hatred becomes very difficult to deny, and the composed power of Morathi-Khaine wavers. Some of the goddess's most loyal servants have heard her muttering and ranting alone in her chambers, although none would ever think of disclosing such disturbing matters – not least because Morathi would have them flayed alive. The ragged wound in Morathi's godly soul may never truly heal, and she wonders if the final cost of her ascension is yet to be revealed.

Although she wields his Iron Heart, Morathi carries none of Khaine's divine essence in her own veins. Despite the triumphant victory of her own ascension, it remains a delicate game that she plays. If her Khainite masses were to discover the true scale of her duplicity, they would surely seek the destruction of their usurper goddess. Yet such is Morathi's skill at manipulation, coupled with her ruthlessness in silencing dissenters, that her people remain ignorant of the scale of her deceit. For Morathi, the future is full of promise. At last, she wields the power to remake the realms in her own image and to take revenge on all who dared to doubt her.



THE IRON HEART OF KHAINE

What little essence remains of the dead god Khaine is contained within the Iron Heart: an artefact of unfathomable power now possessed by Morathi and exploited for her own ends. It is with this relic that she created her most loyal warriors, pouring out drops of holy blood and mixing them with raw shadow magic and her own essence.

The Iron Heart pulses with divine power that repels assaults both physical and arcane in nature. This protection extends to both Morathi-Khaine and the Shadow Queen, for the shared soul of the goddess unites both of her physical forms. This is not always a boon – what afflicts one likewise affects the other, and so Morathi must ensure that the Shadow Queen's hateful malice does not lead both into terrible danger.

QUEENS AND CAULDRONS

Hag Queens and Slaughter Queens are the High Priestesses of Khaine, and they lead the war covens both in battle and in blood rites. It is they, along with the ominous Cauldrons of Blood, who channel their deity's murderous energies, summoning them through swordplay and fierce invocation.

The High Priestesses of the Khainite cult are chosen from the covenant sisters – the Witch Aelves and the Sisters of Slaughter – by Morathi-Khaine herself. Though she often selects the most zealous of the sect for such an honour, she has been known to nominate those who have earned her favour by other means. The initiation rites include a series of gory tests and blessings that culminate in the aspirant's immersion in a cauldron filled with shadow creatures from

the nether-domains. Those who survive this final trial emerge more powerful than ever before, able to channel Khaine's violent spirit.

HAG QUEENS

The High Priestesses known as Hag Queens are the guardians of Khaine's mysteries and the leaders of their temple's rites. Through Morathi's teachings, the Hag Queens learn secret rituals, words of power and divine incantations

that allow Khaine's energies to flow with all the gushing impetus of blood from a severed artery. It is the Hag Queens who mix any necessary poisons, and it is they who are responsible for the potion that drives their fellow Khainites into a rapturous battle-rage.

Known as witchbrew, this sacred concoction is derived from the blood of Slaughter Queens slain in the service of Khaine. Resonant with the fierce exultation that the deceased experienced in their final moments, this holy liquid is refined and blended through a sorcerous process known only to the High Priestesses. The resulting broth has the viscous consistency of clotting blood, and a single draught heightens the senses of the imbiber to supernatural levels, imbuing them with an uncontrollable bloodlust and robbing them of any sense of self-preservation. Their eyes rolling over white and their bloodstained teeth bared to resemble a nightmarish death mask, Khainites under the influence of witchbrew will ignore even the most horrific wounds as they carve their foes apart. Hag Queens, of course, do not simply observe their workings from afar; when their sacred duties have been performed, they join the killing as mercilessly as any of their kin.

SLAUGHTER QUEENS

Slaughter Queens are the martial leaders of the war covens, chosen for their skilled bladework and their fanaticism for dealing death. For a Slaughter Queen, the battlefield is her temple, and the jetting blood of an opened throat is her sacred offering to almighty Khaine. In war, they fight with



a sword in each hand, weaving a pattern of red ruination. The Blade of Khaine – blessed with the furore of war – strikes with blurring speed, while the Deathsword is imbued with Morathi's scorn, its enchanted edge slicing gaping clefts in flesh and armour with even the slightest stroke. A Slaughter Queen wears little in the way of armour, instead relying upon feints, deft dodges and flawless acrobatics to avoid enemy blows. This High Priestess is a leader who can spur her war coven on to greater feats of violence or rally their wavering nerves through the sheer force of her will.

No Khainite can help but be inspired by the unrestrained butchery enacted by a Slaughter Queen. Where these priestesses roam, the land is soon watered with the blood of the freshly slain. Though they prefer bladework to ministry, Slaughter Queens are still adept at channelling the hot rage of Khaine into devastating battle prayers. All learn the killing words of power – appellations of Khaine that, when shouted at the correct pitch, can smite an enemy or even blunt an incoming spell.

CAULDRONS OF BLOOD

For a battle worthy of their finest ritual offerings, the war covens of the Daughters of Khaine bring forth the greatest of their religion's icons – the Cauldrons of Blood. Mounted on iron-shod wheels, these mobile shrines grind forward, propelled solely by the incantations of their riders, as if the machine itself was lured onwards by the promise of carnage. Each Cauldron of Blood lies heavy with dark enchantments; its mere presence in the battleline motivates the Khainites.

When a Hag Queen accompanies the altar, she brings the blood within the iron vat to a furious boil

until it gives off billowing clouds of crimson steam. This offers strange protections, and Khainites nearby find themselves able to shrug off wounds or dodge blows more easily. Those fortunate enough to be offered a draught of the cauldron's brew find themselves plunged into an ecstasy of violence, their martial prowess magnified by the Lord of Murder.

Brought to life by blood rituals, the iron statue of Khaine upon the shrine roars its anger in torrents of molten metal blood or swings its massive sword to hack down those who dare close with the cauldron. Sometimes these metallic golems are given a life of their own and stride across the battlefield autonomously, fighting alongside their worshippers as powerful icons of the Murder God.

It is said that the Cauldrons of Blood are gifts from Khaine himself, who bestowed them upon his Daughters as a reward for their dedication to his cause. This, at least, is Morathi-Khaine's claim each time she gifts one of the great iron cauldrons to the grand temple of a newly founded Khainite sect. Created only in the underhall of Khruthú, at the heart of the First Temple, knowledge of the dark sorcery required to fashion these holy war-shrines belongs to Morathi and her most trusted servants alone.

The Khainites see it as a sign of their god's favour that the cauldrons never seem to overflow, no matter how much blood is poured into them after battle – all assume Khaine himself takes the surplus as an offering. This is not the case, however. Through Morathi's magics, those fluids flow back to Hagg Nar to the Mother Cauldron, the Máthcoir, whereupon Morathi absorbs and repurposes the blood's energies, using them for her own nefarious gain.

THE MOTHER CAULDRON

The immense iron cauldron known as the Máthcoir was created by Morathi to store the soul energies she leached from Slaanesh. Within this vast receptacle, she blended raw shadow magic with her own blood to create new forms for these stolen souls. The Mother Cauldron also became the font through which the High Priestesses channelled all their strange blood magic.

It was, in essence, the source of Morathi's own power, constantly refilled by the sacrifices of her war covens. When she enacted her great ritual of ascension, Morathi filled the Máthcoir with pure varanite, channelling through it the spirits of thousands of slain Chaos-worshippers. In doing so, she transformed the Mother Cauldron into a portal to the very gut of Slaanesh, through which she drew forth the king-souls that, once consumed, would expand her power to that of a goddess. However, the Mother Cauldron was damaged – perhaps irreparably. Unable to contain the swelling energies summoned by Morathi, its iron surface splintered and cracked, and a flood of boiling varanite swept forth. The extent of the damage to the Máthcoir remains unknown to all but Morathi and her closest agents. Nevertheless, whispers have spread throughout Hagg Nar that tell of the goddess's attempts to repair the cauldron – attempts that have birthed a host of malformed monstrosities that shriek and hiss in the depths of Khruthú, where they are fed a regular supply of leathanam thralls...



WARRIORS OF THE SISTERHOOD

The heart and soul of the Khainite cult are its warriors, aelven females who have devoted themselves to the mastery of combat. Bloodthirsty and eager zealots, they fight at the forefront of nearly every war coven, seeking to lose control in the wanton frenzy of battle to better honour their violent god.

WITCH AELVES

Witch Aelves are devotees of Khaine, their entire lives dedicated to serving their bloodthirsty deity. In stoic fashion, they train endlessly. Though weapons practice and mock duels take up the majority of their daily lives, these are not mere military drills; they are religious ceremonies, treated with all the gravitas that other cults might use when reading their most holy of tomes or offering prayers to their god. For Witch Aelves, ritual combat hones martial prowess and sates a craving for violence, while duels fought against prisoners, captured beasts or gladiatorial opponents offer a chance to spill blood. However, it is only in battle where the followers of Khaine can truly immerse themselves in the holy rapture that bonds their souls with the Murder God.

Witch Aelves fight with long sacrificial knives known as sciansá – steel blades tempered in blood and blessed by the Hag Queens. The sciansá is a holy tool for the worship of Khaine. Its razor-sharp edge slices easily through flesh, while some bear a notch that, with a subtle twist, causes maximum pain and profuse bleeding. Whether wielded in a pair or accompanied by a bladed buckler, a Witch Aelf weaves her sciansá in a blurring flurry of deadly attacks. Armour is generally considered an impediment to the art of slaughter, though Witch Aelves do wear enchanted bracers and pauldrons that can turn aside the rare blow that they fail to evade.

Before battle, it might be said that Witch Aelves are staid, reserved or even cold, but in the midst of

combat, all of that is left behind. With an explosion of movement, Witch Aelves spin, feint, dodge and pirouette, exulting as they take their foes apart.

As their battleline devolves from an ordered march into a whirlwind of stabbing and slicing, the Witch Aelves truly lose all self-control. Still-beating hearts are ripped from victims' chests and flesh is daubed with gore-red runes. Dancing like pale shadows, they weave a scarlet path through the orgy of destruction, revelling in the spray of jetting arteries. This exultant murder-trance can be terrifyingly unpredictable. There are many dark tales of Witch Aelves losing themselves utterly to the slaughter and turning their sacrificial knives upon supposed allies.



SISTERS OF SLAUGHTER

To the Sisters of Slaughter, combat is everything. Their entire lives are dedicated to fighting – melee is worship, and only through mastery of it can they truly worship Khaine. They fight in an exaggerated style: spinning, leaping and posing dramatically as they use their whips and blades to trace ancient runes in enemy flesh.

The Sisters of Slaughter are a subcult considered extremist even by other Khainites. Whether absorbed by revenge or overcome with the murderous spirit of Khaine, the warriors take the vow of druharú and don masks of living metal. Once, these were worn solely for the Khielt-gadh, a ritual combat that recreated the mythic battles of Khaine against the Chaos powers. In an excruciating rite involving boiling blood and spells of bonding, those who would join the sisterhood permanently graft the helmets onto their heads, the metal leering ever more cruelly as it scents blood.

Barbed whips known as kruiplash are the weapon of choice for the Sisters of Slaughter, and each practises her weaponcraft to levels of skill and precision only an aelf could achieve. With a simple flick of her wrist, a Sister can crack her kruiplash so that it shears a gloomfly in half – an amazing feat, for the thumbnail-sized insects blend in with the cloying mists in which they are found. When the barbed whips are used in battle, the effect is far more devastating: the serpentine coils snap out to sever limbs, lacerate eyes or puncture armour to flay the flesh beneath. Some Sisters battle with a short stabbing blade in addition to their lash, while others prefer a bladed buckler that can turn enemy strikes and deliver a lethal counter-blow of its own.

HIGH GLADIATRIXES

For some Daughters of Khaine, the glory earned in the gladiatorial arenas becomes a way of life. The exultant roars of the crowd are as sacred prayers; their death-defying

feats and escalating butchery are sacraments to the Lord of Murder. To survive in these gruelling pits demands an ironclad will. To become a High Gladiatrix, however, requires a different calibre of warrior altogether. There is no one moment in which an aelf earns this rank, no single trial that must be overcome, for Morathi-Khaine teaches that all life is a non-stop struggle for dominance.

Instead, a Witch Aelf or Sister of Slaughter is marked as a High Gladiatrix by their ability to overcome ever more perilous contests of arms – and with brutal, exhilarating flair to boot. At the beginning of a night's death-games they may fight merely a single snarling Frost Sabre, but such

will soon be followed by a mob of captive orruks, then perhaps a duo of rampaging Stegadons, a coven of Sisters of Slaughter, and even more esoteric foes conjured from the very shadows. Unlike the Hag Queens, a High Gladiatrix does not preach the word of Khaine. Rather, they are their deity's will made manifest, incarnated in each dazzling display of slaughter.

Though High Gladiatrices hold no formal position amongst the war covens, few of Morathi's generals would deny their aid, should it be offered. Not only are they akin to one-woman armies, wielding glaive, whip and blade to eviscerate whatever blunders into their path, but as they ride the crest of fanaticism that surges

through the Khainite ranks, they begin to radiate almost divine power. Bands of Witch Aelves and Sisters of Slaughter flock to a High Gladiatrix's presence, fighting with such fervour that it is said they would follow their idols into the Realm of Chaos itself. Their serpentine whips moving with such skill that they first block enemy blows, then knock projectiles clean from the air, and finally even burst hostile sorceries with a contemptuous flick of the wrist, a High Gladiatrix at war is as a locus of Khaine's power. The crimson blessings that radiate from them intensify with each successive act of carnage until the battlefield is awash with gore and warriors screaming praise to the Bloody-Handed One.





MELUSAI

The dreaded Melusai are Scáthborn who bear the lower bodies of great serpents. They are cruel, cold-blooded and eager to inflict pain – seemingly the ideal Khainites – and they serve Morathi-Khaine as the elite ground-assault troops of her war covens.

MELUSAI IRONSCALES

The elite war leaders known as Melusai Ironscales are one of the most dangerous breeds of Scáthborn to slither from the depths of the Máthcoir. Even in the age of Morathi-Khaine, when the Scáthborn are no longer such a fiercely guarded secret, they are still a rare sight for most Daughters of Khaine; the Sisterhood of Blood believes that they are formed from souls whose faith in the Murder God allowed them to endure their torment. The truth is somewhat more complex.

The souls used in the creation of the Ironscales did indeed retain a sense of self better than most, but not because of zeal; rather, it was a burning desire for revenge against their race's age-old foe that allowed a wisp of self-awareness to cling on. Upon extracting these souls from Slaanesh, Morathi took special care in shaping and blending them with the dark secrets she had learnt, crafting a new generation of Scáthborn champions to serve in her devoted armies.

The Ironscales are Morathi-Khaine's trusted inner coven and, as far as the lower-ranking Khainites are concerned, speak with the voice of the goddess. They are privy to truths concealed from most and are granted the honour of contributing to Morathi's increasingly regular councils of war, for even the goddess recognises their innate talent in military matters. Ironscales are responsible for the protection of Morathi-Khaine – such as she requires – and one of their number occupies a semi-permanent position as the commander of her

elite Vyperic Guard, a retinue of hardened Scáthborn bodyguards.

As Morathi-Khaine plots to seize ancient artefacts and sites of eldritch power to further her insidious schemes, it is the Ironscales who lead her conquering covens; the souls of these champions have been threaded with arcane wards that allow them to resist the magical energies they regularly encounter, though the ever-cautious Morathi has ensured that her own sorceries are not so easy to turn aside. There is no profit in unnecessary risk, after all.

Wielding curved sacrificial daggers and serpent-crested staves known as keldrisaíth, they loose bolts of shadowy energy into the foe and strike down their enemies with lightning-fast blows. The coiling serpents atop these weapons are more than simple decoration: when the correct words of power are spoken, they lunge forwards, distend their jaws and bury their sharp fangs deep into an enemy's chest, tearing out their heart in a single motion. By holding this gory offering aloft in supplication to Khaine, the Ironscales can tap into ancient blood sorcery, driving their Scáthborn kin into a violent frenzy that can collapse an entire battleline in a few gore-soaked minutes.

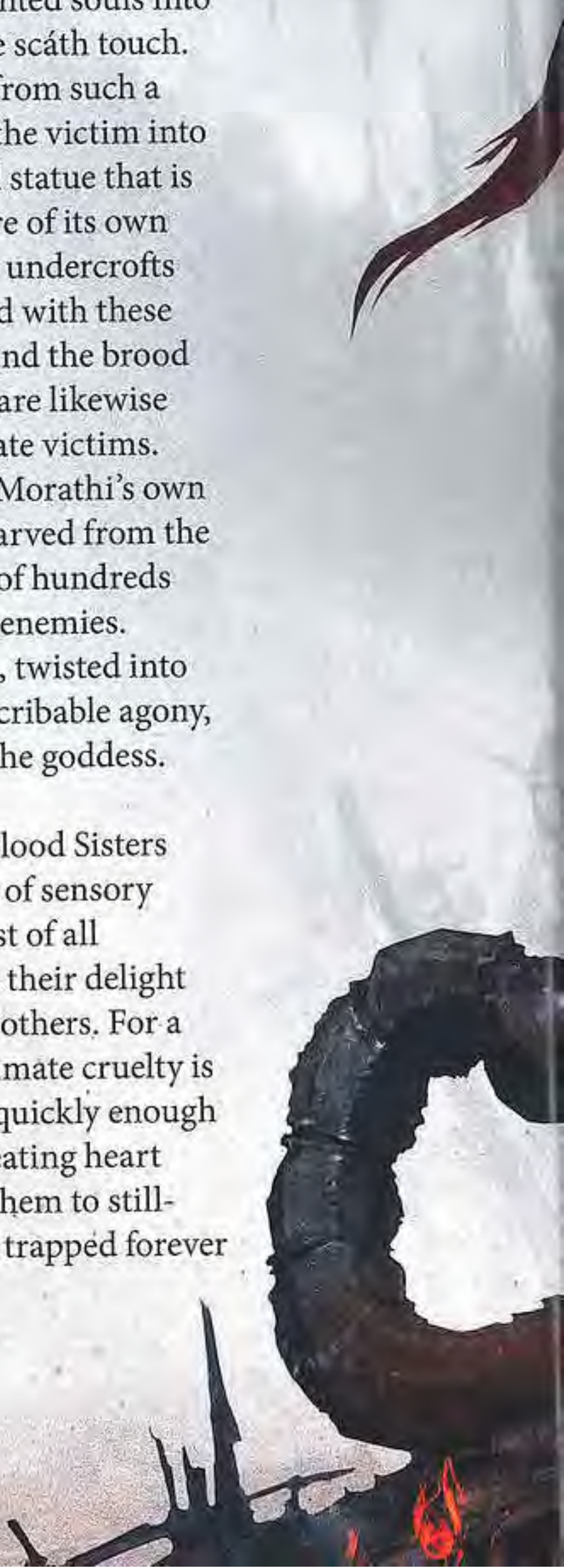
BLOOD SISTERS

Blood Sisters are powerful warriors employed either as bodyguards for High Priestesses or Bloodwrack Medusae or as a potent vanguard for the war covens. Each Blood Sister is equipped with a heartshard glaive – a heavy polearm ideal for driving through armour and ribs to impale an enemy's heart.

Despite its size, the Melusai wield this weapon with prodigious grace, often carving their opponents apart before they can raise their own blades in defence. Their fearsome kragath war-masks – crafted to recall Khaine's own terrible visage – are designed to inspire pure terror in the Blood Sisters' prey. Each kragath is also layered with illusory enchantments that allow the wearer to take the form of a normal aelf, should the occasion require it.

Melusai sometimes slither amongst the ranks of the Khainite masses, gathering information for their mistress and keeping a predatory eye out for the slightest hint of discontent or blasphemy. Blood Sisters can also channel the blackness of their tainted souls into a strike known as the scáth touch. The lightest contact from such a blow can transform the victim into an unmoving crystal statue that is still horrifically aware of its own metamorphosis. The undercrofts of Hagg Nar are filled with these living monuments, and the brood nests of the Melusai are likewise lined with unfortunate victims. Indeed, the walls of Morathi's own inner sanctum are carved from the crystallised corpses of hundreds of former rivals and enemies. Their horrified faces, twisted into expressions of indescribable agony, never fail to amuse the goddess.

As sensualists, the Blood Sisters consider an eternity of sensory deprivation the worst of all possible fates, hence their delight in inflicting it upon others. For a Blood Sister, the ultimate cruelty is to thrust her glaive quickly enough to slice out a foe's beating heart while transmuting them to still-living crystal. To be trapped forever



in a state of unbearable pain is but a small sample of the torment the Melusai themselves have endured. These utterly merciless beings like to line their lairs with such statues, enjoying the constant reminder of the agonies they have inflicted.

BLOOD STALKERS

The Blood Stalkers are Morathi-Khaine's elite archers, a venomous guard who rain death from afar. Each bears a heartseeker bow, a

weapon carved from the wood of the sentient ashdusk tree. The arrows loosed by such bows are blessed by Hag Queens and imbued with the same enchantments as those that guide Morathi's own spear, Heartrender. With uncanny accuracy, these missiles streak across the battlefield to pierce their targets' hearts. In close combat, Blood Stalkers wield scianlar, long daggers forged to absorb the energies released when the bearer extracts the vital organs from the corpses of their victims after battle.

Though they prefer to engage their prey at a distance, a Blood Stalker's ability with a blade should not be underestimated – they are Khainites after

all, and all relish the sensation of thrusting a scianlar into soft, unyielding flesh.

Though they are perfectly capable of speech, in battle, Melusai communicate via a series of graceful gestures and unspoken empathic signals that no enemy can decipher. This allows Blood Stalkers to hunt their prey silently through the darksome valleys of Ulgu before launching a sudden and deadly ambush. The first their prey knows of the danger is when barbed missiles begin to rain down upon them. Bands of Melusai typically hail from the same brood nest, further bonding them into a single, lethal weapon.

The leader of a Blood Stalker pack is known as a Krone and is usually the eldest sister. Many employ the predatory creatures known as Blood Wyrms to track their quarry. Roughly the size of a hunting hawk, these winged serpents can sniff out a single drop of blood from a hundred leagues away. Their sharp, hooked fangs also eject an anticoagulant poison that causes blood to thin and flow like water, allowing the Blood Wurm to bring down a target many times its size.

Of all the Khainite sects, it is the Khailebron who most revere their Blood Stalkers, seeing them as the perfect form of the unseen slayer. Disguised Melusai glide amongst the sect's nomadic troupes of blade dancers, camouflaged behind a shroud of illusion. A common form of sacrifice among the Khailebron is to release their most dangerous prisoners in Melusai territory, watching from afar as the Blood Stalkers track them down. Though these sacrifices are sometimes granted weapons and armour to make the contest more interesting, such pursuits only ever end one way – in the quarry's bloody, painful death.



THE BLESSED AND THE CURSED

Within the Khainite cult, there are those who – willingly or otherwise – give themselves over to the murderous power of the Bloody-Handed God. These souls are transformed into vessels of spiteful malice who delight in the agonising slaughter of their foes.

BLOODWRACK MEDUSAE

It is considered a high honour among Khainite aelves to be selected for the Slith-onóir. In this gory ritual, their flesh is pierced by the fangs of the hissing serpents that crown the Shadow Queen's skull. This results in the agonising

transformation of the chosen into monstrous beings blessed with a portion of Morathi's strength and magic – the Bloodwrack Medusae.

Bloodwrack Medusae wield sorcerous energies, and their eyes blaze with the power of death. Any who meet a Medusa's gaze

find their body exsanguinated in a welter of gore. Neither does the sorceress shy away from combat; wielding the razor-sharp gauntlet known as a whisperclaw in concert with a Bloodwrack spear, the Medusa can cut a swathe through any foes foolish enough to approach her.

Those selected for the Slith-onóir might be the rising champions of their sect, but some are chosen because they are openly contentious when it comes to Morathi-Khaine's strictures or her claims of a divine mandate. Regardless, after the ritual, Bloodwrack Medusae become the goddess's most faithful and loyal servants. Naturally resonant with arcane power, they eagerly absorb every scrap of magical knowledge that she grants them, including all manner of malicious spells and curses.

BLOODWRACK SHRINES

Some Bloodwrack Medusae are borne into battle atop mobile shrines. Propelled by unseen magics, the bladed Bloodwrack Shrine grinds forward to crash into the enemy battleline. Two shrineguards armed with long goadspears strike out, while the writhing Medusa uses her whisperclaw, Bloodwrack spear and deadly gaze to join the slaughter.

As formidable as the shrine is in close combat, it has another, more sinister purpose. A strange mirror known as a scáthmre stands at the shrine's centre, reflecting not just the Bloodwrack Medusa's deadly gaze but also an agonising



KNEEL BEFORE THE GLORY OF THE SHADOW QUEEN

aura, a shadowy projection of the scathing hatred harboured by the monstrous serpentine creature.

Such is the power of this dark emanation that it causes nearby foes to perish in the throes of unbearable torment. Eyes bulging, screaming at the top of their lungs, they writhe and lash in such a frenzy that they snap their own spines – much to the cruel enjoyment of the watching Medusa.



DOOMFIRE WARLOCKS

The Doomfire Warlocks are the light cavalry of the war covens. They harass foes with blasts of arcane flame and volleys of black-fletched bolts, worrying the enemy's flanks and slaying unprotected targets. As the main Khainite formations are engaged, these swift riders charge in, scimitars drawn, to help overwhelm and finish off their distracted victims. Up close,

Doomfire Warlocks are gaunt and pallid, their black eyes haunted and lacking any emotion save spite. Emblazoned upon their brows are hateful runes that cause them great pain but are also vital in keeping them alive.

There are few male aelves in the cities of the Daughters of Khaine – fewer still in the military hierarchies of the war covens. This is by nefarious design. Only the weakest and most broken souls retrieved from Slaanesh are used to create male aelves, and these are destined to serve as leathanam, wretches exploited by the Khainites for menial labours and worse. They are worked hard, fed poorly and drained of blood in daily rituals. It is Khaine's wish that only the strong survive; the weak must either perish or perform some task deemed worthy enough to warrant the gift of maintaining their paltry existence. Doomfire Warlocks are at least granted a measure of autonomy, despite the constant discomfort caused by their arcane markings. Thus, it is the wish of many leathanam to join their ranks, so that they might at least expunge some of their frustration and bitterness through acts of violence. However, only those born with an innate talent for magic

are chosen by the Hag Queens to receive the dhaimkhyr – the sacred markings that grant Warlocks their power yet leash them forever to the service of their betters.

Not all aelf males are formed from souls recovered from their torturous existence inside the Great Enemy. Those birthed to covenite sisters in the conventional fashion are likewise afflicted with a weakness of the body and spirit. This too is no coincidence, for long ago Morathi wrought a secret malediction that would touch all sons born of the Daughters of Khaine, allowing her to siphon off a portion of their soul-stuff to add to the ever-growing font of power stored by the Máthcoir.

'The dhaimkhyr condemns us to an eternity of pain, a burning agony that never fades in its intensity. Embrace it. Better this than a life of servile drudgery and toil. Better to ride free and to know the terror of our quarry as they flee before our shadow-fire.'

- Razuth Dral, Master of Warlocks

THE SHADOW QUEEN'S SERPENTS

The entity known as the Shadow Queen – one half of Morathi's sundered psyche – is regarded as a sacred being by Medusae, for it is she who grants them their powers. Those transformed by the ritual of Slith-onóir have always gravitated to the one who inflicted the Bloodwrack curse upon them, forming something of an honour guard around the mercurial goddess. When battle calls, these Medusae fight beside their maker with rapturous fury, exulting in the spectacle of gruesome bloodshed that inevitably results. Such rampages are becoming increasingly common during the Era of the Beast – often, the Shadow Queen will depart Hagg Nar for days or weeks on end, pursuing her unquenchable thirst for slaughter wherever it takes her. Ever since the Shadow Queen's defeat at the hands of Kragnos the Earthquake God, Morathi has found it increasingly hard to control the monstrous embodiment of her rage.

In recent times, the Shadow Queen has also taken to creating new Bloodwrack Medusae with alarming regularity. Scores of the creatures now dwell within the serpent-goddess's lair deep beneath the temple of Helleheart, and with every passing day, more Khainite aelves appear before the Shadow Queen, petitioning her to grant them the same unnatural gifts. Were it not for the fact that the Shadow Queen is one half of Morathi's own twisted consciousness, it would almost seem as though she is raising an army of her own – one utterly loyal and bonded to her by the same cursed blood.



AGENTS OF SHADOW AND SKY

There are none that can hide from the wrath of Morathi-Khaine. Those that flee to the shadows are tracked down by umbral assassins, while leather-winged Khinerai soar across the skies of the Mortal Realms in shrieking packs, tracking those who have displeased their mistress.

KHINERAI HEARTRENDERS

The Khinerai Heartrenders sweep out of the skies, dark streaks that cut swiftly through low clouds. With streams of vapour still clinging to their bodies, the winged aelves pull up, using their forward momentum to help launch cruelly barbed javelins with great force. These spike-ridden spears travel with such velocity that they can skewer both a mounted warrior and their steed and still maintain enough impetus to embed themselves deep into the ground. The Heartrenders do not stop to watch the gory aftermath of their arrival; always do they seek new prey, their powerful wings carrying them to another part of the battlefield in moments, javelins materialising out of the mists into their hands.

Constantly in motion, they quickly dart out of range of any return attacks, their hawk-sharp eyes scanning all the while for their next victim. Should a tempting enough target present itself, the Heartrenders will forego their missile assault and dive straight into combat – their barbed javelins are perfectly weighted for hand-to-hand fighting, and they can swiftly retreat back into the skies should the enemy bring overpowering numbers to bear.

Heartrenders conceal their faces behind gilded masks, never revealing their true appearance even to their fellow Khainites. Some say that their faces are horrifically deformed and avian, possessing none of the statuesque beauty that the Daughters of Khaine prize. Perhaps this might account for their bloodthirsty

nature and the cruel delight with which they pursue and slaughter retreating foes. They seem to take particular pleasure in suddenly breaking off their attacks, allowing the enemy to believe they might truly escape, and then once more sweeping down upon them, shrieking inhumanly as they hurl their deadly missiles.



KHINERAI LIFETAKERS

Tucking their wings close, the Khinerai known as Lifetakers plummet downwards at high speed. At the last moment, they spread their leathery pinions, halting their descent as they swing their sickleblades with maximum force. Forged from priceless shadow-metal, these weapons are designed to slice open throats and remove heads with a single blow. Those foes who survive the Lifetakers' initial devastating assault can strike back, but any who fight the Khinerai must keep their wits about them, for these creatures are masters at using their claw-like heartpiercer shields not only to parry blows but also to puncture vital organs.

Even as nearby enemies rally to pin the Khinerai Lifetakers in combat, the Khainites rise above the melee in a flurry of beating wings, looking for the next vulnerable targets to strike. Somewhat less animalistic in their ferocity than their Heartrender kin, Lifetakers possess an uncanny ability to read the battlefield. They respond with fearsome speed to enemy breakthroughs or apparent weaknesses in the enemy line, striking home in a spray of viscera.

KHAINITE SHADOWSTALKERS

Whenever Morathi-Khaine desires a target discreetly slain or a potent artefact recovered from enemy hands, she sends forth her hand-picked agents – the Khainite Shadowstalkers. Only they are granted the honour of wearing the mircath, or shademark, a brand woven from Ulguan sorcery that grants extraordinary supernatural abilities yet leashes the bearer's soul eternally to Morathi's service. Able to leap from shadow to shadow and weave tools of murder from the very stuff of the night, these master assassins stalk and kill the many enemies of Khaine's chosen disciple. Once marked for death, no quarry is safe from their blades.

Shadowstalkers can transport themselves across unfathomable distances in an instant by slipping through the arcane pathways of the Umbral Web, an intricate pattern of shadowy realmgates that connect each of the Eight Realms. Some forge pacts with shadow daemons, so thoroughly mingling their

blood with these half-corporeal monsters that, if cut, they bleed pure darkness. Using the foulest of sorceries, such beings can even command the shadow of a victim into murderous animation, directing it to strangle the life from its owner.

Though their skills are prodigious and their talent for murder unrivalled, all Shadowstalkers are condemned to the same terrible fate. Every journey they make through the Umbral Web demands a terrible cost; the all-consuming darkness of this mysterious labyrinth saps at their physical essence and erodes their soul. Its malevolent aura will ultimately transform them into a living shadow, and they will be trapped forever in its gloomy embrace. Morathi-Khaine, of course, conceals this horrifying truth from those upon whom she bestows the mircath. Often, these unfortunates are those whom the goddess has marked out as potential troublemakers or dissidents. As Shadowstalkers, they can at least serve her well before they meet their end.

PATHS OF DARKNESS

The Umbral Web is an extension of the fabled shadowpaths – a labyrinthine network that winds and wends its way between the realms. Formed by the darksome pall of Ulgu, this mysterious maze offers passage into lands unreachable by any other means. Distant locations across the Mortal Realms have been anchored to Ulgu by a series of shadowy realmgates first discovered by Morathi and her son, Malerion, during the Age of Myth.

The locations of these realmgates – and the arcane phrases required to open them – are known only to these two, and these secrets are guarded with ferocious zeal. Indeed, so secretive is the Umbral Web that some of Morathi's foes believe her agents to be able to pierce the very fabric of reality itself; this is not quite so, but it is certainly true that the Umbral Web offers selected warriors the ability to outmanoeuvre their enemies.

Those who set foot inside the portals of the Umbral Web unprepared are never seen again. Not only are its shrouded depths almost impossible to navigate, there are terrible things that dwell in the shadows, among them smoke-winged nightmares that consider the mortal soul a particular delicacy. Even worse, prolonged exposure to the Umbral Web causes the flesh and the soul to ebb away until, eventually, a traveller is transformed into a formless shade – a malicious entity of pure shadow.

Only Morathi and Malerion have discovered how to walk its gloom-shrouded paths, and even they cannot do so indefinitely. Thus, they employ disposable agents such as the Shadowstalkers to make use of the Umbral Web's potential, branding them with arcane runes that offer, at best, temporary protection. This also provides Morathi with a useful manner of disposing of those in her flock who display troubling signs of ambition.



HERALDRY OF KHAINE

At the command of their reincarnated goddess, the Daughters of Khaine march forth to conquest and glory, screaming promises of slaughter to the Bloody-Handed One. Eyes afire with battlelust, weapons dripping with freshly spilled blood, these warrior-aelves are a foe to strike doubt and dread into the boldest of hearts.



Melusai Ironscale



High Gladiatrix

Beneath the molten gaze of an Avatar of Khaine, a war coven of screaming Hagg Nar fanatics launch themselves upon a force of Maggotkin foolish enough to stray into their sacred lands. Rancid and foul-smelling it might be, but the spilled blood of these plague-infected warriors will nonetheless please the Bloody-Handed One.





Morathi-Khaine

The Shadow Queen



Vengeful, murderous and fuelled by a desire to destroy, the entity known as the Shadow Queen is the darkest half of Morathi's soul and a terror to her enemies.

In her sprawling palace of the Helleheart, the goddess Morathi-Khaine plots the expansion of her power and the destruction of those who have slighted her.





Harridyn



Khinerai Lifetakers

Doomfire Warlocks are sent forth by a Melusai commander to drive back the enemies' advance troops, hurling bolts of vile shadow-flame that burn to the soul.





Shryke



Khinerai Heartrenders





Slaughter Queen on Cauldron of Blood

Sisters of Slaughter are fanatical even by the standards of the Daughters of Khaine. These masked killers delight in bloodily eviscerating their victims.

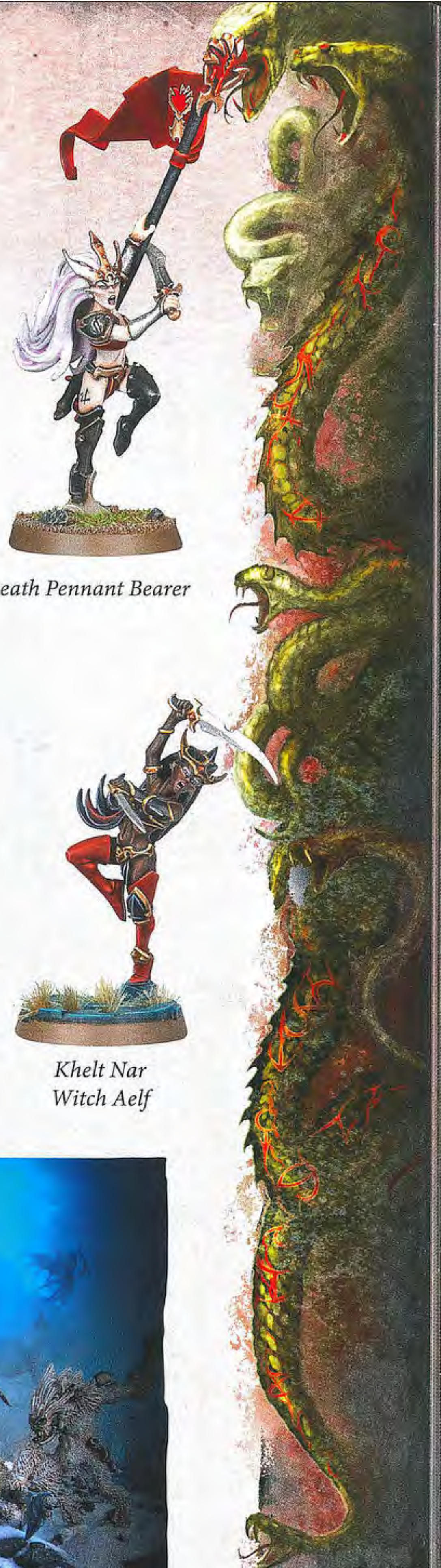


This Hag Queen has summoned forth a Bloodwrack Viper – a serpentine manifestation of magic that will smother her foes in its boiling embrace.



When the twin manifestations of Morathi's psyche take to the battlefield together, there are few foes in all the realms that can stand before their godly might.







Bloodwrack Shrine



Master of Warlocks

Doomfire Warlocks



Khamyss

Morgwaeth the Bloodied

Kyrae

Kyrssa

Lethyr

Morgwaeth's Blade-coven



Morgwaeth the Bloodied and her trusted acolytes have carved a gory swathe across the Mortal Realms.



Possessed of unnatural powers over shadow and darkness, the master assassins known as Khainite Shadowstalkers are a unseen blade poised at the throat of Morathi's enemies.



Slaughtershade



Darkflame Warlock



Shroud Queen



Darkflame Warlock



Shroudblade

Khainite Shadowstalkers



Blood Sister



Gorgai



Blood Sister



Blood Stalker



Krone



Blood Stalker



Even those lands dominated by Chaos are not safe from the murderous wrath of the Zainthar Kai, whose veins contain the boiling power of Khaine's holy blood.



*The Daughters of Khaine take any opportunity to annihilate the
ethereal hosts of the Nighthaunt, for these unnatural horrors are an
affront to their bloodthirsty deity.*



PAINTING GUIDE

Armies of the Daughters of Khaine are a vision of martial splendour, offering the budding hobbyist many opportunities to experiment with skin tones, metallics and various special effects. On the following pages, you will find a helpful painting guide, allowing you to swiftly and easily assemble a mighty war coven.

Daughters of Khaine miniatures offer a particularly satisfying challenge for hobbyists. They are highly detailed and intricately textured with many subtle features. Yet they are surprisingly easy to paint once you have mastered some of the simple techniques explained within the following painting guide.

As the rank and file of the Khainite hosts largely eschew armour, concentrating on perfecting your skin tones will pay dividends. By combining Shade and Contrast paints, you will be able to quickly

and efficiently paint flesh and other organic areas, such as the scales and feathers of Morathi's elite Scáthborn warriors. These processes offer jaw-dropping results with minimum effort, so you can paint dozens of Witch Aelves or merciless Melusai to a table-ready standard in no time!

Remember that the far-flung sects of the Khainite creed favour many different colours, symbols and patterns. While the following advice is intended to help you recreate the heraldry of the six greatest sects, any of the

techniques depicted can be altered and adapted as you see fit. There is no right or wrong way to paint your miniatures!

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.

MORATHI'S SKIN AND FEATURES



1 Basecoat the skin with Rakarth Flesh.



2 Apply a shade of Reikland Fleshshade.



3 Layer the skin with Rakarth Flesh, making sure to avoid the recesses.



4 Carefully highlight with Pallid Wych Flesh.



5 Apply a shade of Carroburg Crimson to the lips. Paint the eyes with Rhinox Hide then White Scar, avoiding the recesses. Paint the pupils with Abaddon Black.



Gold: Basecoat with Balthasar Gold and shade with Reikland Fleshshade. Apply a layer of Gehenna's Gold followed by a layer of Liberator Gold. Finish with a sharp highlight of Stormhost Silver.



Black Hair: Basecoat with Abaddon Black. Apply progressively thinner highlights of Eshin Grey, Dawnstone and Administratum Grey.



Snake Braids: Basecoat with Incubi Darkness, layer with Kabalite Green and highlight with Sybarite Green.

MORATHI'S ROBES



1 Apply a basecoat of Khorne Red.



2 Carefully shade the recesses of the cloth with Nuln Oil.



3 Apply a chunky highlight of Wazdakka Red to the edges of the folds.



4 Apply a fine highlight of Tuskgor Fur.



5 Finish with an even thinner highlight of Cadian Flestone.



Bright Red: Basecoat with Mephiston Red, add Nuln Oil to recesses, layer with Evil Sunz Scarlet, Fire Dragon Bright highlights.



Blood: Basecoat with Mephiston Red and then apply Blood For The Blood God.

TOP TIP

It's good practice to give your painted miniatures a coat of Munitorum Varnish spray (following the instructions on the can) or Stormshield.

This will add an extra level of protection against the inevitable wear and tear of battle!

DRAICHI GANETH



Cloth: Basecoat with Mephiston Red, shade with Agrax Earthshade, then highlight with Evil Sunz Scarlet and Fire Dragon Bright.



Armour: Basecoat with Ironbreaker, shade with Nuln Oil and highlight with Runefang Steel.



Black Leather: Basecoat with Abaddon Black, then highlight with Eshin Grey and Dawnstone.



Sisters of Slaughter Leather: Basecoat with Abaddon Black, then add Stegadon Scale Green and Sotek Green highlights.



Pink Hair: Basecoat with Corax White, apply a 1:1 mix of Druchii Violet and Lahmian Medium, then highlight with White Scar.



Green Hair: Basecoat with Corax White, shade the recesses with thinned Baharroth Blue and highlight with White Scar.



Melusai Bow: Basecoat with Abaddon Black, then highlight with Incubi Darkness and Sotek Green.



Glaive: Basecoat with Ironbreaker, shade with Coelia Greenshade and highlight with Stormhost Silver.

KHAILEBRON



Leather: Kantor Blue (basecoat), Nuln Oil (shade), Temple Guard Blue and Fenrisian Grey (highlights).



Armour: Warplock Bronze (basecoat), Agrax Earthshade Gloss (shade), Ironbreaker (highlight).



Use Abaddon Black to carefully add tattoos and battle markings.



Glaive: Warplock Bronze (basecoat), Agrax Earthshade Gloss (shade), Ironbreaker (highlight).

HAGG NAR



Cloth: Khorne Red (basecoat), Nuln Oil (shade), Wazdakka Red and Wild Rider Red (highlights).



Hair: Corax White (basecoat), 1:1 Emperor's Children/Lahmian Medium (shade), 1:1 Wazdakka Red/Lahmian Medium (towards head).



Gold: Retributor Gold (basecoat), Agrax Earthshade Gloss (shade), Runefang Steel (highlight).



Glaive: Ironbreaker (basecoat), Drakenhof Nightshade (shade), Stormhost Silver (highlight).

THE KRAITH



Cloth: Abaddon Black (basecoat), Mechanicus Standard Grey and Administratum Grey (highlights).



Armour: Leadbelcher (basecoat), Coelia Greenshade (shade), Runefang Steel (highlight).



Wounds: Paint the cuts with Pink Horror and apply Blood For The Blood God.



Leather: Screamer Pink (basecoat), Nuln Oil (shade), Pink Horror and Emperor's Children (highlights).

KHELT NAR



Cloth: Abaddon Black (basecoat), Mechanicus Standard Grey and Administratum Grey (highlights).



Leather: Mephiston Red (basecoat), Agrax Earthshade (shade), Fire Dragon Bright (highlight).



Armour: Abaddon Black (basecoat), Retributor Gold (edge highlight), Runefang Steel (highlight).



Hair: Paint the same way as Khelt Nar Cloth. Streak with Khorne Red, Wazdakka Red and Wild Rider Red.

ZAINTHAR KAI



Gold: Basecoat with Retributor Armour, shade with Reikland Fleshshade and highlight with Stormhost Silver. Carefully shade the recesses with Druchii Violet.



Cloth: Basecoat with Abaddon Black, then add a layer of Naggaroth Night, avoiding the recesses. Carefully highlight with Xereus Purple and Kakophoni Purple.



Hair: Basecoat with Abaddon Black, then add a layer of Barak-Nar Burgundy, avoiding the recesses. Highlight with Screamer Pink and Pink Horror.



Glaive: Basecoat with Ironbreaker and shade with Druchii Violet. Apply a fine highlight of Stormhost Silver.

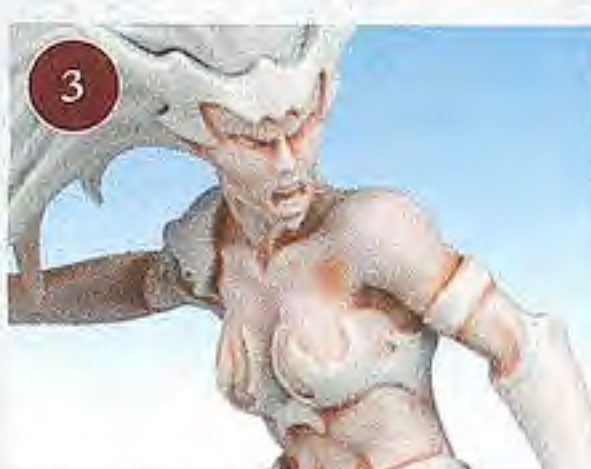
CONTRAST SKIN TONE



Undercoat the model with Wraithbone spray.



Apply a 1:1 mix of Guilliman Flesh and Contrast Medium.



Apply a layer of Wraithbone.



Finally, highlight with Pallid Wych Flesh.

DARK SKIN TONE



Apply a basecoat of Catachan Fleshtone.



Apply a layer of Bloodreaver Flesh, avoiding the recesses.



Apply a chunky highlight of Knight-Questor Flesh.



Finally, apply a fine highlight of Cadian Fleshtone.

FLUSHED SKIN TONE



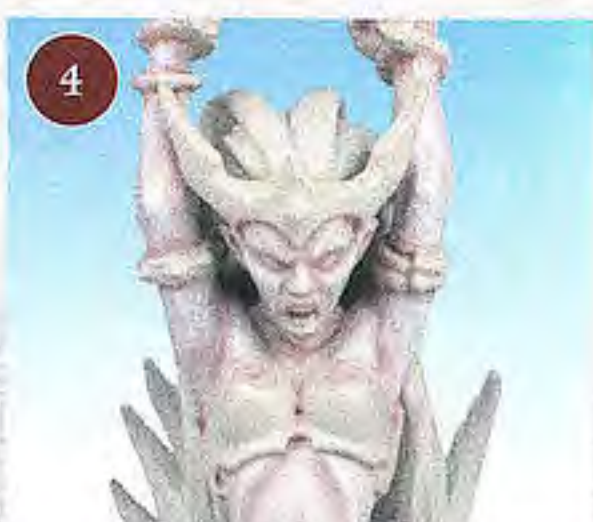
Undercoat the model with Wraithbone spray.



Use a 1:4 mix of Carroburg Crimson and Lahmian Medium to shade the entire area.



Apply a layer of Pallid Wych Flesh, avoiding the recesses.



Add a highlight of White Scar.



MELUSAI SCALES



Crimson Scales: Basecoat with Mephiston Red, shade with Agrax Earthshade, then lightly drybrush with Kindleflame.

Black Scales: Simply basecoat with Abaddon Black and carefully edge highlight with The Fang.

Orange Scales: Basecoat with Jokaero Orange, shade with Reikland Fleshshade, then edge highlight with Bestigor Flesh.



Turquoise Scales: Undercoat with Corax White spray, shade with Coelia Greenshade and drybrush with Skink Blue.

Purple Scales: Basecoat with Abaddon Black and highlight with Xereus Purple then Warpfiend Grey.

Fiery Red Scales: Basecoat with Khorne Red, shade with Nuln Oil and highlight with Evil Sunz Scarlet then Fire Dragon Bright.



Pink Scales: Paint these using the same method as for Flushed Skin Tone.

Red Scales: Basecoat with Khorne Red, shade with Druchii Violet and highlight with Wazdakka Red and Wild Rider Red.

THE SHADOW QUEEN'S WINGS



Basecoat with Grey Seer and shade with Carroburg Crimson. Apply a couple of coats of Volupus Pink towards the fingers to create a darker blend. Drybrush the membrane with Grey Seer and very lightly with White Scar.

KHINERAI WINGS



Membrane: Basecoat with Khorne Red and apply a recess shade of Nuln Oil. Highlight with Wazdakka Red, then apply a final highlight of Wild Rider Red.

Claws: Basecoat with Ushabti Bone, shade with Seraphim Sepia, and then highlight with Screaming Skull. Apply a final highlight of Pallid Wych Flesh.



Membrane: Basecoat with Abaddon Black. Next, highlight with Xereus Purple then Warpfiend Grey, and then apply a fine highlight of Emperor's Children on the extremities.

Claws: Basecoat with Abaddon Black. Highlight with Kabalite Green and then apply a second highlight of Administratum Grey.

BANNER DESIGN



Carefully sketch out a diamond shape with Celestra Grey.



Next, add a vertical line down the centre of the diamond.



Add two diagonal lines at the base of the diamond, forming a cross.



Add two more vertical lines, slightly curved, to finish the design.

BLOODY BLADES



To add smears of gore to weapons and armour, gently flick the surface with Rhinox Hide before liberally applying Blood For The Blood God.

CAULDRON OF BLOOD



Basecoat with Mephiston Red, then apply an all-over shade of Agrax Earthshade. Drybrush with Evil Sunz Scarlet to pick out the texture before adding a highlight of Fire Dragon Bright. To finish, apply 'Ardcoat for a glossy sheen.

BLOODSHARDS AND HEARTS



Begin with a basecoat of Khorne Red. Edge highlight with Evil Sunz Scarlet, then further bring out the details with Fire Dragon Bright. To finish, apply an all-over coat of 'Ardcoat.

AVATAR OF KHAINE



Paint the gold areas using one of the methods for Gold detailed previously in this guide. Then, add a liberal coat of Blood For The Blood God to the areas you wish to be red.

SISTERS OF SLAUGHTER MASKS



Basecoat with Retributor Armour. Apply a thinned shade of Blood For The Blood God to the recesses, and tidy up the flat areas with more Retributor Armour. Finally, highlight with Stormhost Silver.



Basecoat with Ironbreaker, then shade the recesses with Drakenhof Nightshade. Next, shade with Soulstone Blue thinned with Lahmian Medium. To finish, edge highlight with Stormhost Silver.



Basecoat with Khorne Red, then apply an all-over shade of Nuln Oil. Layer with Evil Sunz Scarlet, avoiding the shaded areas, and finish off with a highlight of Fire Dragon Bright.



Basecoat with Abaddon Black, then layer with Naggaroth Night, avoiding the recesses. Highlight with Xereus Purple and Kakophonon Purple.

BLOODWRACK SHRINE MIRROR GLASS



To begin, basecoat the mirror with Celestra Grey.



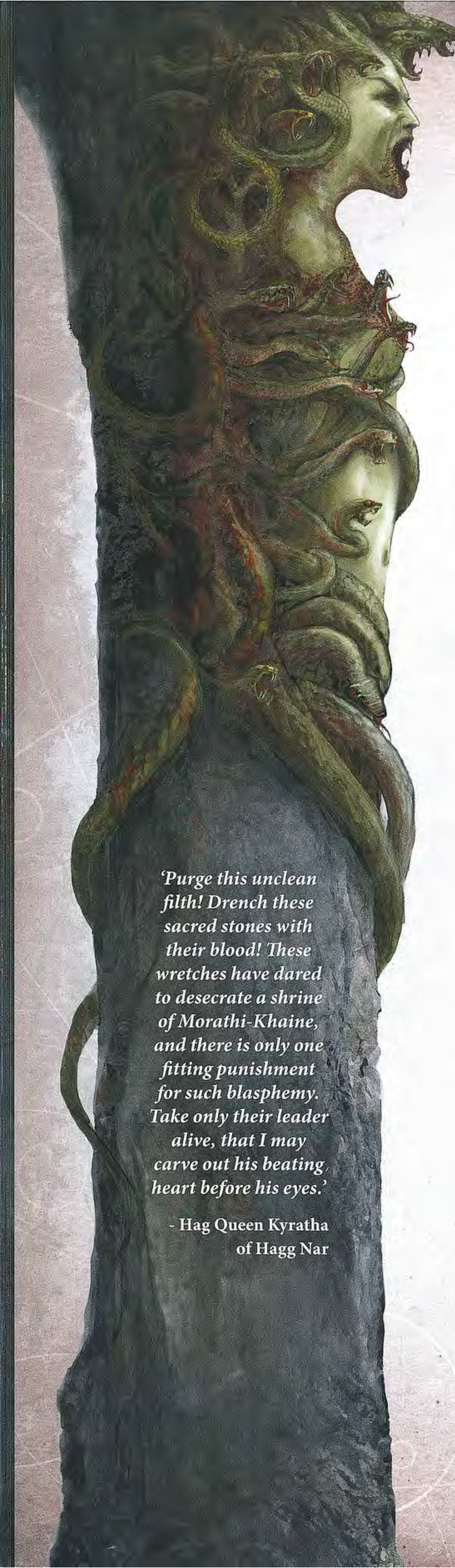
Apply a 1:1 mix of Coelia Greenshade and Lahmian Medium around the edge of the mirror, then lightly dapple this mix onto its surface, building up the colour on one side for a smooth transition from light to dark.



Next, thin down some Ulthuan Grey with Lahmian Medium and carefully apply a few thin coats to the lighter side of the mirror.



Finally, apply 'Ardcoat across the entire area for a shiny finish.



WRATH OF KHAINE

Welcome to the rules section of *Battletome: Daughters of Khaine*. On the following pages, you will find all of the rules you need to field your Daughters of Khaine collection and dominate the battlefield in the name of the Bloody-Handed One.

● ARMY RULES ●

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Daughters of Khaine 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 Daughters of Khaine army (pg 66).



ENHANCEMENTS

COMMAND TRAITS

Abilities available to the general of a Daughters of Khaine army if it is a **HERO** (pg 67).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Daughters of Khaine army (pg 68-69).

SPELL LORES

Spells available to **WIZARDS** in a Daughters of Khaine army (pg 70).

PRAYER SCRIPTURES

Prayers available to **PRIESTS** in a Daughters of Khaine army (pg 71).

TEMPLES OF KHAINE

Abilities for the six main temples. These rules can be used by units in

a Daughters of Khaine army that have been given the appropriate subfaction keyword by the Temples of Khaine battle trait (pg 72-73).

WARSCROLLS

Warscrolls for each unit and invocation from the Daughters of Khaine faction are found here (pg 86-103).

'Purge this unclean filth! Drench these sacred stones with their blood! These wretches have dared to desecrate a shrine of Morathi-Khaine, and there is only one fitting punishment for such blasphemy. Take only their leader alive, that I may carve out his beating heart before his eyes.'

- Hag Queen Kyratha
of Hagg Nar



PITCHED BATTLE PROFILES

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

ALLIES

This section lists the allies a Daughters of Khaine army can include (pg 104).

● PATH TO GLORY ●

This section contains rules for using your Daughters of Khaine collection in a Path to Glory campaign. It includes quests, veteran abilities and battleplans (pg 74-81).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Daughters of Khaine army (pg 82-83).

Designer's Note: *On these pages, you will find 6 warscroll battalions. Each warscroll battalion has access to the ability presented on page 82.*

● 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 Daughters of Khaine army (pg 84).

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 Daughters of Khaine army (pg 84).

CORE BATTALIONS

This section includes core battalions that can be included in a Daughters of Khaine army (pg 85).



ALLEGIANCE ABILITIES

BATTLE TRAITS

TEMPLES OF KHAINE

There are a number of sects dedicated to Khaine, each fixated on a different aspect of their patron.

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **DAUGHTERS OF KHAINE** units in your army gain the keyword of the subfaction you picked, 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.

- **HAGG NAR** (pg 72)
- **DRAICHI GANETH** (pg 72)
- **KHELT NAR** (pg 72)
- **KHAILEBRON** (pg 73)
- **KRAITH** (pg 73)
- **ZAINTHAR KAI** (pg 73)

BATTLE FURY

When a Khainite champion's rage is stoked, they attack the foe with no thought for their own safety.

This is a heroic action that you can carry out with 1 friendly **DAUGHTERS OF KHAINE HERO** that is not a **MONSTER** instead of picking 1 from the table in the core rules. If you do so, add 2 to the Attacks characteristic of melee weapons used by that **HERO** until the end of that turn. This heroic action does not affect the weapons used by that **HERO's** mount.

ALL-OUT SLAUGHTER

The leaders of the Daughters of Khaine can exhort their warriors to commit acts of terrible slaughter.

You can use this command ability when a friendly **DAUGHTERS OF KHAINE** unit is picked to fight in the combat phase. The command must be issued by a friendly **DAUGHTERS OF KHAINE** unit and received by the unit that has been picked to fight. If the unmodified hit roll for an attack made by that unit in that phase is a 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

FANATICAL FAITH

Their belief that their god will protect them is so strong that the Khainites can ignore mortal injuries.

Friendly **DAUGHTERS OF KHAINE** units have a ward of 6+.

BLOOD RITES

Before battle, the Daughters take part in holy rites of bloodletting. With each sacrifice, the faithful are imbued with a fraction of their god's furious power.

Friendly **DAUGHTERS OF KHAINE** units gain an ability each battle round, as shown below. Units have the abilities of the current battle round and each previous battle round.

Battle

Round Ability

- 1 **Quickening Bloodlust:** *The Khainites' hearts thump harder and their strides grow longer as they anticipate the battle to come.*

Add 1 to run rolls for this unit.

- 2 **Headlong Fury:** *Reciting the catechism of Crimson Hate, the Khainites rush forwards in their eagerness to begin the slaughter.*

Add 1 to charge rolls for this unit.

- 3 **Zealot's Rage:** *The faithful draw the god's murderous spirit to the battlefield.*

Add 1 to hit rolls for attacks made with melee weapons by this unit.

- 4 **Slaughterer's Strength:** *Khaine's flock are imbued with shocking strength.*

Add 1 to wound rolls for attacks made with melee weapons by this unit.

- 5 **Unquenchable Fervour:** *The faithful are gripped by a vision that banishes mortal fears and pain instantly.*

Friendly **DAUGHTERS OF KHAINE** units have a ward of 5+.



ENHANCEMENTS

COMMAND TRAITS

PARAGONS OF MURDER

DAUGHTERS OF KHAINE HERO only.

Arcane Mastery: *This sorceress weaves strands of arcane energy into perfectly formed spells.*

WIZARD only. This general knows all of the spells from the Lore of Shadows (pg 70) in addition to the other spells it knows.

Bathed in Blood: *This general bathes in gore during a battle; doing so grants her healing powers.*

In the combat phase, each time an enemy model is slain by wounds caused by this general's attacks, you can heal 1 wound allocated to this general.

Fuelled by Revenge: *This general inspires a wrathful lust for vengeance in her Scáthborn kin.*

MELUSAI IRONSCALE only. Once per battle, at the start of the combat phase, you can say that this general will wreak Khaine's vengeance. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **MELUSAI** units wholly within 12" of this general.

Zealous Orator: *This general is a skilled demagogue who inspires her followers to fight on in the face of impossible odds.*

If this general issues the Rally command, you can return 1 slain model to the unit that receives the command for each 4+ instead of each 6.

Master of Poisons: *This general has intimate knowledge of all poisons and coats her blades in an elixir that can kill a warrior with a scratch.*

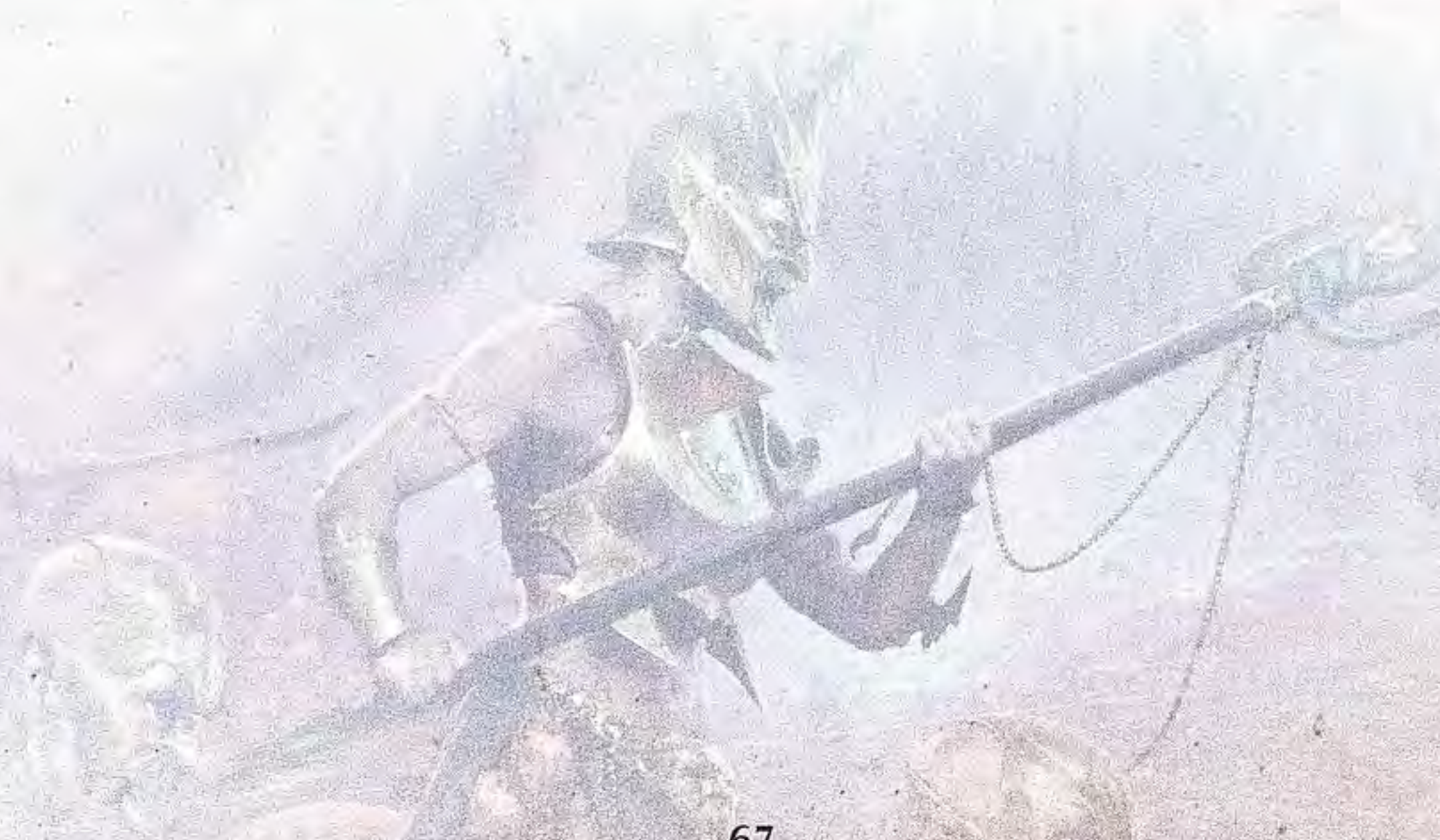
At the end of the combat phase, if any wounds caused by this general's attacks were allocated to any models on the battlefield in that phase, pick 1 of those models. That model suffers D6 mortal wounds.

Sacrificial Overseer: *This general has sacrificed countless victims, and she is just as adept at offering lives to Khaine on the battlefield.*

After this general has fought for the first time in the combat phase, if any enemy models were slain by wounds caused by this general's attacks in that phase, this general is said to be revelling in murder until the end of the phase. If this general is revelling in murder, they can fight for a second time in that phase. The strike-last effect applies to this general when they fight for that second time.

True Believer: *This general truly believes that she has been chosen for greatness, a conceit from which she draws great strength.*

Add 1 to the number of the current battle round when determining the abilities gained by this general from the Blood Rites battle trait (pg 66). This ability and other similar abilities are cumulative.



ARTEFACTS OF POWER

GIFTS OF MORATHI
DAUGHTERS OF KHAINE HERO only.

Bloodbane Venom: *One of the wielder's blades is coated with a deadly poison that causes even the tiniest wound to bleed openly and profusely, exsanguinating the victim in seconds.*

Pick 1 of the bearer's melee weapons. After the bearer fights, if any wounds caused by attacks made with that weapon in that phase were allocated to an enemy model and that enemy model has not been slain, roll a dice. If the roll is equal to or greater than that model's Wounds characteristic, that model is slain.

Crone Blade: *As a Crone Blade drinks deep of its victims' lifeblood, its wielder grows visibly younger before her enemies' very eyes, her vigour and murderlust restored.*

Pick 1 of the bearer's melee weapons. If the unmodified hit roll for an attack made with that weapon is a 6, you can heal 1 wound allocated to the bearer after all of the bearer's attacks have been resolved.

Crown of Woe: *Forged from the cult of Khaine's first sacrificial altar, an aura of dread surrounds the wearer of this baleful crown.*

Enemy units cannot receive the Rally or Inspiring Presence commands while they are within 9" of the bearer. In addition, if any enemy models are slain by wounds caused by the bearer's attacks, increase the range of this ability to 15" for the remainder of the battle.

Rune of Khaine: *Inscribed into the supplicant's forehead, it is said that Khaine's vengeance will find those who harm the bearer of this rune.*

The first time the bearer is slain, the bearer can fight before they are removed from play.



ARTEFACTS OF SHADOW

DAUGHTERS OF KHAINE WIZARD only.

Crystal Heart: *This mage's heart was turned to living crystal and the great magic that resides within can be used to exert control over malign sorceries.*

When the bearer attempts to cast a spell that summons an endless spell, the range of that spell is doubled.

Sevenfold Shadow: *This wizard possesses a living shadow that can, at a command, envelop them and transport them across the shadow realm.*

Once per battle, in your movement phase, instead of making a normal move with the bearer, you can remove the bearer from the battlefield and set them up again anywhere on the battlefield more than 9" from all enemy units.

Shadow Stone: *Crafted in another age from a piece of darkest realmstone, this unassuming item grants the bearer mastery of shadow magic.*

Add 1 to casting rolls for the bearer when they attempt to cast a spell from the Lore of Shadows (pg 70).

RELICS OF KHAINE

DAUGHTERS OF KHAINE PRIEST only.

Blood Sigil: *This token is inscribed with a mysterious sigil of power and entrusted to only the highest-ranking Khainites.*

You can pick 1 extra prayer for the bearer from the Prayers of the Khainite Cult (pg 71).

Khainite Pendant: *The wearer can call for Khaine's blessings as easily as drawing breath.*

Once per battle, before the bearer chants a prayer, you can say that they will call upon the power of the pendant. If you do so, that prayer is automatically answered (do not make a chanting roll).



SPELL LORES

LORE OF SHADOWS

DAUGHTERS OF KHAINE HERO WIZARD (including Unique units) only.

Steed of Shadows: *A coal-black creature with wings of night materialises from the darkness and swoops across the battlefield, carrying the caster swiftly above the fray.*

Steed of Shadows is a spell that has a casting value of 6. If successfully cast, until your next hero phase, the caster has a Move characteristic of 16" and can fly.

Pit of Shades: *The wizard opens a rift to the infamous Pit of Shades. Terrified warriors fall screaming through the portal, plummeting to a shadowy no-place filled with the incessant wailing of 'those who dwell beyond'.*

Pit of Shades is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster and roll 2D6. If the roll is higher than that unit's Move characteristic, that unit suffers a number of mortal wounds equal to the difference between its Move characteristic and the roll.

Mirror Dance: *The wizard casts a spell of shifting, revealing a shadowpath between two distant allies that allows them to move across the battlefield in a heartbeat.*

Mirror Dance is a spell that has a casting value of 6 and a range of 18". If successfully cast, pick 2 friendly **DAUGHTERS OF KHAINE HEROES** that are wholly within range, visible to the caster and each more than 3" from all enemy units. Remove those **HEROES** from the battlefield. Then, set each model up again within 1" of the location that had been occupied by the other model before it was removed from the battlefield and more than 3" from all enemy units.

The Withering: *The wizard plants overwhelmingly vivid images of frailty and doubt in their foes' minds.*

The Withering 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. Add 1 to wound rolls for attacks that target that unit until your next hero phase.

Mindrazor: *The wizard summons spectral blades into their allies' hands, weapons whose edges are honed by the wielder's faith as much as the victim's fear.*

Mindrazor is a spell that has a casting value of 8 and a range of 18". If successfully cast, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the caster. Improve the Rend characteristic of that unit's melee weapons by 1 until your next hero phase. In addition, until your next hero phase, add 1 to the Damage characteristic of that unit's melee weapons if it made a charge move in the same turn.

Shroud of Despair: *Numbing darkness descends upon the battlefield, suppressing the foe's will to fight.*

Shroud of Despair is a spell that has a casting value of 4 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from that unit's Bravery characteristic until your next hero phase. If the casting roll was 8+, subtract D3 from that unit's Bravery characteristic instead of 1 until your next hero phase.

PRAYER SCRIPTURES

PRAYERS OF THE KHAINITE CULT

DAUGHTERS OF KHAINE HERO PRIEST (including Unique units) only.

Catechism of Murder: *Khaine's followers enter a killing frenzy that knows no bounds, lashing out in a slicing storm of razored steel.*

Catechism of Murder is a prayer that has an answer value of 3 and a range of 14". If this prayer is answered, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the chanter. Until your next hero phase, if the unmodified hit roll for an attack made with a melee weapon by that unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

Blessing of Khaine: *Screaming her sisters' devotion to the skies, the priestess channels their faith into a potent aura of protection.*

Blessing of Khaine is a prayer that has an answer value of 3 and a range of 14". If this prayer is answered, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the chanter. Until your next hero phase, you can re-roll Fanatical Faith rolls (pg 66) for that unit.

Martyr's Sacrifice: *The priestess beseeches Khaine to give those faithful who have been slain the strength to deliver one final blow.*

Martyr's Sacrifice is a prayer that has an answer value of 3 and a range of 14". If this prayer is answered, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the chanter. Until your next hero phase, each time a model from that unit is slain by an attack made with a melee weapon, before the slain model is removed from play, pick 1 enemy unit within 3" of the slain model and roll a dice. On a 5+, that unit suffers 1 mortal wound.

Crimson Rejuvenation: *A coppery tang fills the air as a bloody mist with restorative powers surrounds Khaine's chosen.*

Crimson Rejuvenation is a prayer that has an answer value of 3 and a range of 14". If this prayer is answered, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the chanter. Heal up to D3 wounds allocated to that unit.

Covenant of the Iron Heart: *The hearts of the Murder God's followers become as cold and hard as iron, crushing their fears and doubts and replacing them with a chilling contempt.*

Covenant of the Iron Heart is a prayer that has an answer value of 3 and a range of 14". If this prayer is answered, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the chanter. Until your next hero phase, do not take battleshock tests for that unit.

Sacrament of Blood: *The dreaded rune of Khaine spontaneously manifests on the brows of the faithful as if carved there by some ghostly knife.*

Sacrament of Blood is a prayer that has an answer value of 3 and a range of 14". If this prayer is answered, pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within range and visible to the chanter. Until your next hero phase, add 1 to the number of the current battle round when determining the abilities gained by that unit from the Blood Rites battle trait (pg 66). This ability and other similar abilities are cumulative.

TEMPLES OF KHAINE

HAGG NAR

None of the great sects of the Khainite cult can hope to rival mighty Hagg Nar in splendour or divine favour. Morathi's stronghold boasts the largest armies, the deadliest war engines and the most fervent warriors, each of whom longs for the opportunity to spill blood in the name of the ascended goddess.

Daughters of the First Temple: *The proud warriors of Hagg Nar see themselves as the true inheritors of Khaine's power, and they strive to prove their worth when set upon the enemy.*

Add 1 to the number of the current battle round when determining the abilities gained by friendly **HAGG NAR** units from the Blood Rites battle trait (pg 66). This ability and other similar abilities are cumulative.



DRAICHI GANETH

To all Daughters of Khaine, the act of dealing death is a form of worship, but none take part in ritualised slaughter with such artistic relish as those of Draichi Ganeth. Fearsome gladiators who seek to perfect their delivery of the killing blow, they take every opportunity to hone their skills on worthy foes.

Bladed Killers: *Forged in the arena death-pits, those of Draichi Ganeth are among the most masterful warriors in the Mortal Realms.*

Improve the Rend characteristic of melee weapons used by friendly **DRAICHI GANETH WITCH AELVES** units and friendly **DRAICHI GANETH SISTERS OF SLAUGHTER** units by 1 if those units made a charge move in the same turn.



KHELT NAR

Bold and ambitious, the burgeoning sect of Khelt Nar has risen to dramatic prominence during the Age of Sigmar. Its master weaponsmiths possess the secrets of fashioning shadow-infused weapons, ornate blades and barbed whips that inflict a strange and debilitating curse in those they strike.

Strike and Fade: *Warriors of Khelt Nar sink their cursed kuirath blades deep into the flesh of their foes, and when the enemy begins to reel in sickened confusion, the Khainites retreat and ready for a devastating follow-up charge.*

Friendly **KHELT NAR** units can retreat and still charge in the same turn.



KHAILEBRON

Warriors from this secretive sect strive to become pure manifestations of murder, eschewing grandiose displays in favour of thrusting a scianlar home with merciless precision.

Masters of the Shadowpaths: *Well versed in the secret ways of the shadowpaths, the Khailebron strike where least expected.*

You can use this command ability at the end of your movement phase. The command can only be issued by a friendly **KHAILEBRON HERO**, and the unit that receives the command must be a friendly **KHAILEBRON** unit. Remove the unit that receives this command from the battlefield and set it up again on the battlefield more than 9" from all enemy units.



THE KRAITH

The Kraith seek not only to defeat their foes but to bleed them to the last drop. For these crazed slaughterers, true worship of Khaine comes through the spilling of blood in truly gruesome quantities, and they employ their mastery of the lash and the blade in order to sate the Murder God's desire.

Disciples of Slaughter: *The warriors of the Kraith refuse to cease their assault until every last drop of blood in the enemy's veins has been claimed.*

After a friendly **KRAITH SISTERS OF SLAUGHTER** unit has fought for the first time in the combat phase, roll a dice. On a 4+, that unit can fight for a second time in that phase. The strike-last effect applies to that unit when they fight for that second time.

ZAINTHAR KAI

The Melusai shock troops of the Zainthar Kai are seen as nothing less than living saints by many Khainites, for each carries in their veins no fewer than three drops of Khaine's holy blood – a cursed lineage that both offers supernatural power and can be turned into a potent weapon.

Khaine's Essence: *The drops of divinity that Zainthar Kai warriors carry in their blood elevate them above other Scáthborn into vessels of murder.*

Each time a model in a friendly **ZAINTHAR KAI MELUSAI** unit is slain, that model can fight before it is removed from play.



PATH TO GLORY

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

GLADIATORIAL ARENA

A life of ceaseless gladiatorial combat and battle hones the natural grace of the aelves to near supernatural levels.

In step 3 of the aftermath sequence, you can pick 1 **HERO** or 1 Battleline unit on your order of battle to be a contestant in the gladiatorial arena.

If you pick a **HERO** to be your contestant, roll a dice. Add 1 to the roll if you pick a High Gladiatrix or Slaughter Queen. Then look up the modified roll on the Single Gladiatorial Combat table below and apply the result of the roll to your roster.

If you pick a Battleline unit to be your contestant, roll a dice. Add 1 to the roll if you pick a Sisters of Slaughter unit. Then look up the modified roll on the Massed Gladiatorial Combat table below and apply the result of the roll to your roster.

SINGLE GLADIATORIAL COMBAT

Roll	Result
1-2	Defeat: Make an injury roll for your contestant.
3	Bloody Victory: Make an injury roll for your contestant. If your contestant is not killed, they gain D3 renown points.
4-5	Victory: Your contestant gains D3 renown points. Chance for Glory: You can either treat this as a Victory result or go for glory. If you go for glory, roll 2D6. If the roll is a double, your contestant is killed and must be removed from your order of battle, but you receive a number of glory points equal to the roll. If the roll is not a double, you receive a number of glory points equal to the roll and your contestant gains a number of renown points equal to the roll.
6+	

MASSED GLADIATORIAL COMBAT

Roll	Result
1-2	Defeat: Make a casualty roll for your contestant unit but roll a number of dice equal to the number of models in the unit. Bloody Victory: Make a casualty roll for your contestant unit but roll D6 dice. If the contestant unit's casualty score does not equal the number of models in the unit, it gains D3 renown points.
3	
4-5	Victory: Make a casualty roll for your contestant unit but roll D3 dice. If the contestant unit's casualty score does not equal the number of models in the unit, it gains D3 renown points.
6+	Glorious Victory: You receive D3 glory points and your contestant unit gains D3 renown points.

QUESTS

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

QUEST CAULDRON OF BLOOD

The right to ride upon a Cauldron of Blood is only granted to Hag Queens and Slaughter Queens who have earned it in bloody battle.

Pick 1 **HAG QUEEN** or **SLAUGHTER QUEEN** that does not have the **CAULDRON OF BLOOD** keyword from your order of battle.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each enemy **HERO** that was slain by an attack made by that unit.

In addition, at the end of each Path to Glory battle, you can spend 1 glory point to gain 1 additional quest point.

Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you can pick an eligible heroic upgrade for that **HAG QUEEN** or **SLAUGHTER QUEEN** for a reduced amount of renown points (pg 77).

QUEST SHADOW WAR

The Daughters of Khaine will sometimes set their enemies against each other in a subtle war of subterfuge and deception. In order to gain their victims' trust, they will first fight and win battles on their behalf.

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 'Divide and Conquer' battleplan (pg 80-81). 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.

PATH TO GLORY



VETERAN ABILITIES

Each time a **DAUGHTERS OF KHAINE** 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.

DAUGHTERS OF KHAINE VETERAN ABILITIES

Zealots: *These frenzied warriors are amongst the most dedicated followers of Khaine.*

This unit can use this veteran ability once per battle in your hero phase. Until your next hero phase, add 1 to the number of the current battle round when determining the abilities gained by this unit from the Blood Rites battle trait (pg 66). This ability and other similar abilities are cumulative.

Swift-footed Murderers: *These fleet-footed warriors hurl themselves into combat, charging at their foes with wild abandon.*

WITCH AELVES units only. This unit can use this veteran ability once per battle after you make a charge roll for this unit. You can re-roll the charge roll.

Bloodthirsty Assault: *These murderous cultists are desperate to get to grips with the enemy and tear them limb from limb.*

SISTERS OF SLAUGHTER units only. This unit can use this veteran ability once per battle when it is picked to fight in a combat phase if it made a charge move in the same turn. Add 1 to hit and wound rolls for attacks made by this unit until the end of that phase.

Sudden Deadly Assault: *Striking from quarters unseen, these aelf warriors are amidst their foes with blades whirling before the enemy even realises their doom.*

KHAINITE SHADOWSTALKERS units only. This unit can use this veteran ability once per battle at the start of the combat phase. The strike-first effect applies to this unit until the end of that phase.

Deadly Doomfire: *The first spells cast in a battle by this unit of mounted wizards are devastatingly effective.*

DOOMFIRE WARLOCKS units only. This unit can use this veteran ability the first time it successfully casts the Doomfire spell and the spell is not unbound. This unit is treated as having 10 models when determining how many mortal wounds the spell causes.

Cold-hearted Killers: *These heartless veterans know exactly where to strike in order to inflict a painful and grisly death upon their foe.*

MELUSAI units only. This unit can use this veteran ability once per battle when it shoots or fights. Add 1 to wound rolls for attacks made by this unit in that phase.

Murderous Precision: *When these winged warriors descend onto the battlefield, they do so with deadly accuracy.*

KHINERAI units only. This unit can use this veteran ability once per battle when they are set up on the battlefield after circling high above as a reserve unit. This unit can be set up more than 6" from all enemy units instead of more than 9" from all enemy units.

TERRITORIES

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

DAUGHTERS OF KHAINE FACTION TERRITORIES (D66)

61-62 GLADIATORIAL ARENA

This impressive arena rings out to the sounds of gladiatorial combat.

You can never have more than 1 territory of this type. You receive 1 extra glory point in step 1 of the aftermath sequence, and you can re-roll rolls of 1 on the Gladiatorial Combat tables (pg 74).

[Upgrade 15GP] Colosseum of Blood: You receive D3 extra glory points in step 1 of the aftermath sequence instead of 1 (you can still re-roll rolls of 1 on the Gladiatorial Combat tables).

Designer's Note: Remember that you can re-roll injury rolls by spending 1 glory point.

63-64 KHAINITE TEMPLE

This site is perfect for a temple to Khaine; once built, it will bring scores of new zealots under your influence.

This territory has no effect until it is upgraded. You can only upgrade this territory if you win a **major victory** or a **minor victory** using the 'Ceremony of Blood' battleplan (pg 78-79).

[Upgrade 0GP] Pilgrimage Site: Increase your unit limit by 3 (to a maximum of 30).

65 SCÁTHBORN LAIR

Most feared of all Khainites are the Scáthborn. These cold-blooded killers rarely stray outside the confines of their hidden lairs, emerging only when war calls.

Increase your unit limit by 2 (to a maximum of 30); however, these additional units must have the **SCÁTHBORN** keyword.

[Upgrade 5GP] Prime Lair: Increase the limit by 3 instead of 2 (to a maximum of 30).

66 FREE CITY SHRINE

With the God-King's grudging acquiescence, shrines and fighting pits erected in honour of the Bloody-Handed God can soon be found in several major free cities.

Increase your Allied Units limit by 3; however, these additional allies must be from the **CITIES OF SIGMAR** faction.

[Upgrade 5GP] Unwitting Puppet: In addition, when you pick an army, you can choose an allied **CITIES OF SIGMAR HERO** to be the general of your army. If you do so, for that battle, that **HERO** gains the **DAUGHTERS OF KHAINE** keyword and the subfaction keyword for your army (if it has one).

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 that **HERO** must have, 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 that 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
Bloodwrack Shrine	Bloodwrack Medusa	30	5
Hag Queen on Cauldron of Blood	Hag Queen	35*	6
Slaughter Queen on Cauldron of Blood	Slaughter Queen	35*	6

*The Required Renown Points is reduced to 15 if you have completed the 'Cauldron of Blood' quest with your **HERO** (pg 75).

BATTLEPLAN CEREMONY OF BLOOD

You have discovered a site that will be the perfect location for a new Khainite temple. However, you must first consecrate the site by performing a special ritual known as the Ceremony of Blood. The ceremony is performed by channelling a vast quantity of potent gore through a sacred sacrificial shrine. But enemies seek to impede your plans; they must be driven back – or fed to the shrine themselves.

TERRITORY UPGRADE BATTLEPLAN

You can use this battleplan if one player is using a Daughters of Khaine army and has brought the Khainite Temple territory (pg 77) under their control. Use the Path to Glory battlepack.

THE ARMIES

Each player picks an army. The player with the Khainite Temple territory is the **ritualist**. Their opponent is the **usurper**. The ritualist must use a Daughters of Khaine army.

THE BATTLEFIELD

First, place 4 Blood Font objective markers in the locations shown on the map. Then, place a Ritual Cauldron objective marker at the centre of the battlefield. The players then roll off. The winner sets up the battlefield's terrain features, and the other player chooses which long edge of the battlefield is the northern edge.



DEPLOYMENT

The ritualist sets up their general within 1" of the Ritual Cauldron. The remaining units in the ritualist's army must be set up wholly within their territory and wholly within 9" of any Blood

Font objectives. The usurper then sets up their army wholly within their territory.

FIRST TURN

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

WE CANNOT FAIL

The usurper can use this ability at the end of their turn if any units in their army have been destroyed. If they do so, they can roll a dice. On a 4+, they can set up 1 destroyed unit from their army wholly within their territory and more than 3" from all enemy units.

IT MUST BE DESTROYED

Units in the usurper's army treat the Ritual Cauldron in the centre of the battlefield as an enemy model and can attack it with melee weapons (it is not affected by spells or abilities and any mortal wounds caused to it are negated). The Ritual Cauldron is considered to have a Wounds characteristic of 12 and a Save characteristic of 5+. The Ritual Cauldron is destroyed when 12 wounds have been allocated to it.

BLOOD FONTS

At the end of each of their turns, the ritualist can roll a dice for each Blood Font objective that they control. On a 5+, they can heal up to D3 wounds allocated to the Ritual Cauldron.

BATTLE LENGTH

The battle lasts for 5 battle rounds or until the Ritual Cauldron is destroyed.





GLORIOUS VICTORY

If the Ritual Cauldron is destroyed, the usurper wins a **major victory**.

If the Ritual Cauldron has fewer than 6 wounds allocated to it at the end of the battle, the ritualist wins a **major victory**.

If neither player has won a **major victory**, the player who controls the most Blood Font objectives at the end of the battle wins a **minor victory**.

If both players control the same number of Blood Font objectives at the end of the battle, the battle is a **draw**.



PATH TO GLORY REWARDS

If the ritualist wins this battle, they can upgrade their Khainite Temple territory to a Pilgrimage Site (pg 77).

BONUS RENOWN

Each unit that is within 3" of a Blood Font objective at the end of the battle gains 1 renown point.

BATTLEPLAN DIVIDE AND CONQUER

Morathi is no fool. Her conquests rely on subtle manipulation as much as all-out war, a shadow campaign in which supposed allies are set against one another and enemies are tricked into carrying out the Shadow Queen's will. The leaders of her war covens have learnt these lessons well, often setting two enemies against each other while the Daughters of Khaine await the perfect moment to strike.



QUEST BATTLEPLAN

You can use this battleplan instead of using the rules in the battlepack that determine which battleplan is used for the battle as long as you have exactly 3 players to fight the battle and one player is using a Daughters of Khaine army, has embarked on the 'Shadow War' quest and has earned 3 or more quest points (pg 75).

The battlefield for this battle should be at least 44" x 60" to accommodate all the armies.

TRIUMPH AND TREACHERY

This battle uses the Triumph and Treachery rules (Core Book, pg 352).

THE ARMIES

Each player picks an army. The player using a Daughters of Khaine army is the **Daughters of Khaine player**. The other two players can use armies that belong to any other faction and must roll off. The winner of the roll-off is **Player A** and the other player is **Player B**.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features.

The players who did not set up the battlefield's terrain features roll off. The winner chooses which long edge of the battlefield is the northern edge.

DEPLOYMENT

The players alternate setting up units, one at a time, starting with the player who chose the northern edge of the battlefield. Player A and Player B must set up their units wholly within their territory and more than 9" from all other players' territories. The Daughters of Khaine player must set up their units wholly within their territory.

The players continue to set up units until all units have been set up. If a player finishes setting up their units first, the remaining players continue to alternate setting up units until all units have been set up.

WEAKENED ENEMIES

After deployment is complete, the Daughters of Khaine player can pick D3 different enemy units from each of the other two armies. At least 1 of the units picked from each army must be a Battleline unit. Then, the Daughters of Khaine player rolls a dice for each unit that they picked. On a 1, that unit is unharmed. On a 2-3, that unit suffers D3 mortal wounds. On a 4-5, that unit suffers D6 mortal wounds. On a 6, that unit suffers 6 mortal wounds.



BATTLE LENGTH

The battle lasts for 4 battle rounds.

VICTORY POINTS

At the end of the battle, each player adds up the starting points values of all friendly units that have not been destroyed and that were not





summoned to the battle and scores a number of victory points equal to the total.

GLORIOUS VICTORY

If the player with the most victory points at the end of the battle is Player A or Player B, that player wins a **major victory** if the Daughters of Khaine player has the fewest victory points and a **minor victory** if the Daughters of Khaine player does not have the fewest victory points.

If the player with the most victory points at the end of the battle is the Daughters of Khaine player, they win a **major victory** if the number of victory points they have scored is greater than the victory points scored by Player A and Player B combined, and they win a **minor victory** if the number of victory points they have scored is less than the victory points scored by Player A and Player B combined.

PATH TO GLORY REWARDS

If the Daughters of Khaine player wins this battle, they complete the 'Shadow War' quest, gain 10 glory points and can make 2 exploration rolls in step 6 of the aftermath sequence of that battle instead of 1.

PATH TO GLORY

WAR COVEN

The Daughters of Khaine march to battle in mighty war covens, eager to smite any who defy their will. Those who dare oppose the Khainite cult find they must pay a steep price in their own blood.



WARSCROLL BATTALION

VYPERIC GUARD

Organisation:

- Morathi-Khaine
- The Shadow Queen
- 1-3 Bloodwrack Medusae or Melusai Ironscales in any combination
- 2-6 Blood Sisters or Blood Stalkers units in any combination

WARSCROLL BATTALION

SHRINE BROOD

Organisation:

- 1 Bloodwrack Shrine
- 2 Blood Sisters or Blood Stalkers units in any combination
- 2 KHINERAI units

WARSCROLL BATTALION

CAULDRON GUARD

Organisation:

- 1 HAG QUEEN
- 2 Witch Aelves units
- 2 Khinerai Lifetakers units

ABILITIES

Frenzied Devotees: *The frenzied warriors that make up a war coven are inured to injury and pain, and they will keep on fighting at any cost.*

The first ward roll you make for each unit in this battalion in a phase is automatically successful (do not make a ward roll).

WARSCROLL BATTALIONS



WARSCROLL BATTALION

SLAUGHTER TROUPE

Organisation:

- 1 **SLAUGHTER QUEEN**
- 2 Sisters of Slaughter units
- 2 Khinerai Heartrenders units

WARSCROLL BATTALION

SCÁTHCOVEN

Organisation:

- 1 Bloodwrack Medusa or Melusai Ironscale
- 1-4 Blood Sisters units
- 1-2 Blood Stalkers units
- 0-2 **KHINERAI** units

WARSCROLL BATTALION

SHADOW PATROL

Organisation:

- 2 Doomfire Warlocks units
- 4 **KHINERAI** 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.

WHIRLWIND OF BLADES

Daughters of Khaine army only.

Bloodbath: When the battle ends, you complete this grand strategy if all enemy **HEROES** and **MONSTERS** either have at least 1 wound allocated to them or have been slain and if all other enemy units on the battlefield have had at least 1 model slain.

Conquered in the Name of Khaine: When the battle ends, you complete this grand strategy if there is a friendly **AVATAR OF KHAINE** or **CAULDRON OF BLOOD** wholly within enemy territory.

Bloodthirsty Zealots: When the battle ends, you complete this grand strategy if all friendly units either fought at least once during the battle or have been destroyed.

Naught But Destruction: If you pick this grand strategy, after deployment, pick 1 defensible terrain feature wholly within enemy territory. If there are no defensible terrain features wholly within enemy territory, your opponent picks 1 defensible terrain feature anywhere on the battlefield. When the battle ends, you complete this grand strategy if that terrain feature has been demolished.

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.

MURDEROUS PLOYS

Daughters of Khaine army only.

Clash of Arms: You complete this tactic if 3 or more friendly units make a charge move this turn. If 2 or more of those units are **WITCH AELVES** or **SISTERS OF SLAUGHTER**, score 1 additional victory point.

Cruel Delight: You complete this tactic if 2 or more friendly **KHINERAI** units move using their Fire and Flight ability or Fight and Flight ability this turn.

Tide of Blades: You complete this tactic if there are 2 or more units from your starting army wholly within your opponent's territory at the end of this turn. If 2 or more of those units are **WITCH AELVES**, score 1 additional victory point.

Executioner's Cult: You can pick this battle tactic only if there is a friendly **HIGH GLADIATRIX** on the battlefield. You complete this tactic if an enemy **HERO** is slain by that unit's Killing Stroke ability this turn.

Hatred of Chaos: You can pick this battle tactic only if you have a Hagg Nar or Khelt Nar army. You complete this tactic if 2 or more **CHAOS** units are destroyed this turn.

Unexpected Attack: You complete this tactic if a friendly **KHAINITE SHADOWSTALKERS** unit uses its Shadow Leap ability and makes a charge move this turn.

CORE BATTALIONS

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

VYPERIC GUARD



SHADOW PATROL



UNIT ICONS

(Mandatory/Optional)

-   **Morathi:** Morathi-Khaine and the Shadow Queen
-   **Khainite Leader:** Bloodwrack Medusa or Melusai Ironscale
-   **Melusai Warriors:** Blood Sisters or Blood Stalkers unit
-   **Doomfire Warlocks:** Doomfire Warlocks unit
-   **Khinerai Warriors:** Khinerai Lifetakers or Khinerai Heartrenders unit

BATTALION ABILITY ICONS

-  **Unified:** One-drop Deployment (core rules, 26.2.1).
-  **Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.
-  **Magnificent:** When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.
-  **Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.
-  **Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.
-  **Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.



WARSCROLL MORATHI-KHAINE

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender	2"	3	3+	3+	-2	D3
Bladed Wings	2"	6	3+	3+	-1	1

Morathi-Khaine is armed with Heartrender and Bladed Wings.

WIZARD: This unit can attempt to cast 3 spells in your hero phase and attempt to unbind 2 spells in the enemy hero phase. If this unit is part of a Daughters of Khaine army, it knows all of the spells from the Lore of Shadows (pg 70) in addition to the other spells it knows.

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

THE SHADOW QUEEN: If this unit is included in an army, then the army must include the Shadow Queen. References to the Shadow Queen on this warscroll refer to the Shadow Queen unit in the same army as this unit.

Commanding Presence: *Very few foes are able to resist quailing before Morathi's regal presence.*

Subtract 1 from hit rolls for attacks that target this unit.

One Soul, Two Bodies: *Morathi-Khaine and the Shadow Queen are two entities that share the same life force.*

If the Shadow Queen is on the battlefield, wounds and mortal wounds that would be allocated to this unit are instead allocated to the Shadow Queen and have no effect on this unit. Wounds and mortal wounds allocated to the Shadow Queen in this way cannot be negated.

In addition, if the Shadow Queen is on the battlefield and the effect of an ability or spell would cause this unit to be destroyed without any wounds being allocated, then this unit is not destroyed and 3 wounds are allocated to the Shadow Queen instead.

If the Shadow Queen is destroyed, after removing that unit from play, this unit is also destroyed.

Worship Through Bloodshed: *At Morathi's command, her warriors launch into a killing frenzy that sees their foes slain in droves.*

You can use this command ability in your hero phase if this unit is part of your army and on the battlefield. The command can only be issued by this unit, and the unit that receives the command must be a friendly **DAUGHTERS OF KHAINE** unit. That unit can shoot or, if it is within 3" of any enemy units, it can fight.

Black Horror of Ulgu: *A roiling black cloud of energy swirls into existence, smoking tendrils lashing out from it to drag those nearby to their doom.*

Black Horror of Ulgu is a spell that has a casting value of 7 and a range of 36". If successfully cast, pick 1 enemy unit within range and visible to the caster, then roll a dice. On a 1, that unit suffers 1 mortal wound. On a 2-3, it suffers D3 mortal wounds. On a 4+, it suffers D6 mortal wounds.



Proclaiming herself Khaine reborn, the goddess Morathi-Khaine bestrides the realms, summoning snaking tendrils of shadow magic to tear apart her enemies. She is a master of manipulation, endlessly cunning and depthlessly cruel.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, AELF, HERO, WIZARD, MORATHI-KHAINE

WARSCROLL

THE SHADOW QUEEN



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gaze of the Shadow Queen	18"	1	2+	2+	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartrender	2"	☀	3+	3+	-2	3
Crown of Serpents	1"	2D6	3+	3+	-	1
Envenomed Tail	3"	1	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Heartrender	Envenomed Tail
0-6	14"	8	6
7-8	12"	7	5
9-10	10"	6	4
11+	8"	5	3

The Shadow Queen is armed with Gaze of the Shadow Queen, Heartrender, Crown of Serpents and Envenomed Tail.

FLY: This unit can fly.

MORATHI-KHAINE: If this unit is included in an army, then the army must include Morathi-Khaine. This unit cannot be a general. References to Morathi-Khaine on this warscroll refer to the Morathi-Khaine unit in the same army as this unit.

Fury of the Shadow Queen: *Bloodshed raises the Shadow Queen's fury to new heights, in turn fuelling the murderlust of nearby Scáthborn.*

While this unit is within 3" of any enemy units, add 1 to the Attacks characteristic of melee weapons used by friendly **KHINERAI** and **MELUSAI** units wholly within 18" of this unit.

Two Bodies, One Soul: *The Shadow Queen and Morathi-Khaine are two entities that share the same life force.*

If this unit is on the battlefield, wounds and mortal wounds that would be allocated to Morathi-Khaine are instead allocated to this unit and have no effect on Morathi-Khaine. Wounds and mortal wounds allocated to this unit in this way cannot be negated.

In addition, if this unit is on the battlefield and the effect of an ability or spell would cause Morathi-Khaine to be destroyed without any wounds being allocated, then Morathi-Khaine is not destroyed and 3 wounds are allocated to this unit instead.

If this unit is destroyed, after removing this unit from play, Morathi-Khaine is also destroyed.

Iron Heart of Khaine: *The Iron Heart of Khaine is the last remnant of the fallen god, and it pulses still with life-sustaining divine energies.*

No more than 3 wounds and/or mortal wounds can be allocated to this unit in the same turn. Once 3 wounds and/or mortal wounds have been allocated to this unit in the same turn, not counting any wounds that were negated, any further wounds and mortal wounds that would be allocated to this unit are negated.

Wounds and mortal wounds allocated to this unit at the start of the battle round count towards the number of wounds allocated to this unit in the first turn of that battle round. Wounds and mortal wounds allocated to this unit at the end of the battle round count towards the number of wounds allocated to this unit in the second turn of that battle round.

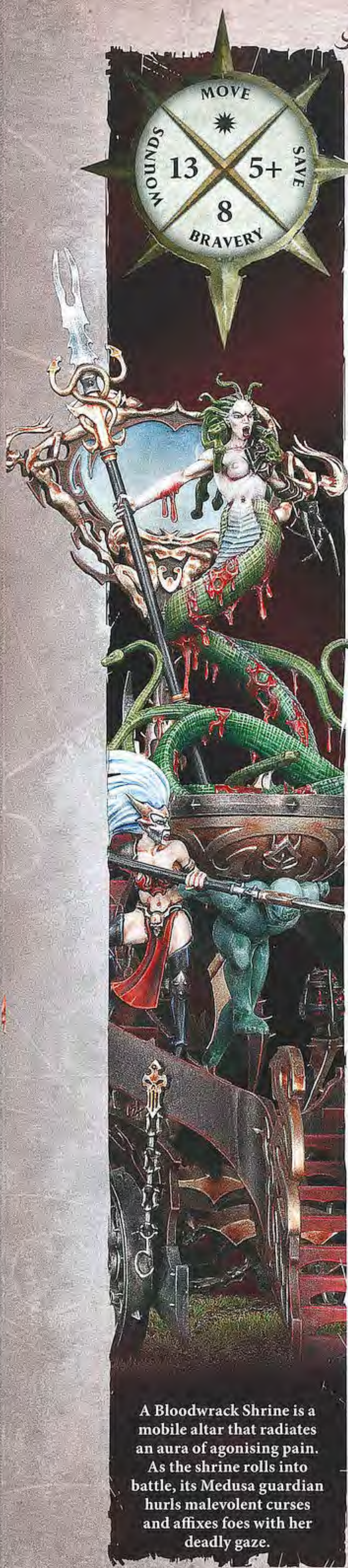
If the effect of an ability or spell would cause this unit to be destroyed without any wounds being allocated, 3 wounds are allocated to this unit instead. These wounds can only be negated if 3 wounds and/or mortal wounds have been already allocated to this unit in the same turn.

Wounds allocated to this unit cannot be healed.

The Shadow Queen is Morathi-Khaine's dark reflection, the accumulation of all her hatred and bitterness given monstrous form. This serpentine monster delights in snatching up foes in her lashing coils and crushing them to death.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, HERO, MONSTER, THE SHADOW QUEEN



WARSCROLL

BLOODWRACK SHRINE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	12"			See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Spear	2"	3	3+	3+	-1	D3
Goadstaves	2"	☀	3+	3+	-	1
Whisperclaw	1"	4	3+	3+	-	1
Tail of Serpents	2"	D6	4+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Goadstaves	Aura of Agony
0-6	6"	6	2+
7-8	5"	5	3+
9-10	4"	4	4+
11+	3"	3	5+

A Bloodwrack Shrine is ridden by a Bloodwrack Medusa armed with a Bloodwrack Stare, Bloodwrack Spear, Whisperclaw and Tail of Serpents.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

COMPANION: This unit is accompanied by Shrinekeepers armed with Goadstaves.

Aura of Agony: Bloodwrack Shrines emit an aura that causes waves of agony to course through the enemy.

At the start of your hero phase, you can roll 1 dice for each enemy unit within 7" of this unit. If the roll is equal to or greater than the Aura of Agony value shown on this unit's damage table, that enemy unit suffers D3 mortal wounds. The same unit cannot be affected by this ability more than once per turn.

Bladed Impact: The bladed carriage of a Bloodwrack Shrine can cleave its way through enemy ranks with ease.

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.

Bloodwrack Stare: Should a victim's eyes lock with a Bloodwrack Medusa's stare for even a second, their life blood will violently rebel, flooding from every pore until their body collapses into a pool of gore.

Do not use the attack sequence for an attack made with a Bloodwrack Stare. Instead, roll a number of dice equal to the number of models in the target unit that are within range of the attack. For each 5+, the target unit suffers 1 mortal wound.

Melusai Kin: A Bloodwrack Medusa leads her Melusai kin into battle, encouraging them to follow her example and strike down the enemy with brutal swiftness.

At the start of your combat phase, you can pick 1 friendly MELUSAI unit wholly within 12" of this unit. Add 1 to the number of the current battle round when determining the abilities gained by that unit from the Blood Rites battle trait (pg 66) until the end of that phase. This ability and other similar abilities are cumulative.

Enfeebling Foe: The Bloodwrack Medusa reaches into her victims' minds, sapping their strength.

Enfeebling Foe is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from wound rolls for attacks made with melee weapons by that unit until your next hero phase.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, MEDUSAE, HERO, TOTEM, WIZARD, BLOODWRACK MEDUSA, BLOODWRACK SHRINE



The Bloodwrack Shrine is a favoured weapon of the Melusai, for they delight in the horrifying agony it inflicts upon their foes.

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

WARSCROLL MELUSAI IRONSCALE

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

A Melusai Ironscale is armed with a Keldrisaíth.

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

Each time this unit is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 5+, ignore the effect of that spell or the effects of that endless spell's abilities on this unit.

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

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

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

At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers 1 mortal wound.

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

You can use this command ability in your charge phase if this unit is part of your army and on the battlefield. The command can only be issued by this unit, and the unit that receives the command must be a friendly **MELUSAI** unit. That unit can attempt a charge even if it ran or shot in the same turn.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, SCÁTHBORN, MELUSAI, HERO, MELUSAI IRONSCALE

Bloodwrack Medusae are sorceresses gifted – or cursed – with enormous serpentine bodies and heads crowned with snakes. They are so full of spite and shadow magic that to meet their horrific gaze can cause explosive haemorrhaging.

WARSCROLL BLOODWRACK MEDUSA

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Stare	12"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bloodwrack Spear	2"	3	3+	3+	-1	D3
Whisperclaw	1"	4	3+	3+	-	1
Tail of Serpents	2"	D6	4+	4+	-	1

A Bloodwrack Medusa is armed with a Bloodwrack Stare, Bloodwrack Spear, Whisperclaw and Tail of Serpents.

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 2 spells in the enemy hero phase.

Bloodwrack Stare: Should a victim's eyes lock with a Medusa's stare for even a second, their life blood will violently rebel, flooding from every pore until their body collapses into a pool of gore.

Do not use the attack sequence for an attack made with a Bloodwrack Stare. Instead, roll a number of dice equal to the number of models in the target

unit that are within range of the attack. For each 5+, the target unit suffers 1 mortal wound.

Melusai Kin: A Bloodwrack Medusa leads her Melusai kin into battle, encouraging them to follow her example and strike down the enemy with brutal swiftness.

At the start of your combat phase, you can pick 1 friendly **MELUSAI** unit wholly within 12" of this unit. Add 1 to the number of the current battle round when determining the abilities gained by that unit from the Blood Rites battle trait (pg 66) until the end of that phase. This ability and other similar abilities are cumulative.

Enfeebling Foe: The Bloodwrack Medusa reaches into her victims' minds, sapping their strength.

Enfeebling Foe is a spell that has a casting value of 5 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster. Subtract 1 from wound rolls for attacks made with melee weapons by that unit until your next hero phase.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, MEDUSAE, HERO, WIZARD, BLOODWRACK MEDUSA

As coldly ambitious as any of Morathi-Khaine's priestesses, the ruthless Hag Queen Morgwaeth the Bloodied travels the realms in search of precious Khainite treasures.

WARSCROLL MORGWAETH THE BLOODIED

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Glaive of Khaine	2"	3	3+	3+	-1	D3

Morgwaeth the Bloodied is armed with a Glaive of Khaine.

Witchbrew: Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds.

At the start of your hero phase, you can pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of this unit to drink witchbrew. A unit cannot drink witchbrew more than once in the same hero phase.

If you do so, add 1 to the number of the current battle round when determining the abilities gained by that unit from the Blood Rites battle trait (pg 66) until the end of that turn. This ability and other similar abilities are cumulative.

Touch of Death: In battle, Hag Queens can beseech Khaine to strike down a foe upon whom they lay their hand.

Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. That enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, HAGG NAR, HERO, PRIEST, HAG QUEEN, MORGWAETH THE BLOODIED

Unflinchingly loyal to their bloodthirsty mistress Morgwaeth and to the cause of Hagg Nar, the warriors of the Blade-coven have spilled the blood of countless enemies in the course of their far-ranging missions.

WARSCROLL THE BLADE-COVEN

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heartseeker Bow	24"	3	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sacrificial Knives	1"	4	3+	4+	-	1

The models in The Blade-coven are Kyræ, Khamyss, Kyrssa and Lethyr. Kyræ is armed with a Heartseeker Bow and Sacrificial Knives; and Khamyss, Kyrssa and Lethyr are each armed with Sacrificial Knives.

CHAMPION: Kyræ is the unit champion. That model has a Wounds characteristic of 3.

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

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

Zealots of the First Temple: The Blade-coven are fanatical in their devotion to Hagg Nar and to Morgwaeth.

Before you allocate a wound or mortal wound to a friendly **MORGWAETH THE BLOODIED** within 3" of this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to a friendly **MORGWAETH THE BLOODIED** within 3" of this unit, you can roll a dice. On a 2+, that wound or mortal wound is allocated to this unit instead of **MORGWAETH THE BLOODIED** and cannot be negated.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, MELUSAI, HAGG NAR, THE BLADE-COVEN



A Cauldron of Blood is a sacred sacrificial bowl, its enchanted gore blessed by a Hag Queen. The presence of this relic inspires nearby worshippers, offering them mystical protections in the name of the Murder God.

WARSCROLL HAG QUEEN ON CAULDRON OF BLOOD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avatar's Sword	2"	4	3+	3+	-2	3
Blade of Khaine	1"	4	3+	3+	-1	D3
Sciansá	1"	☀	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Sciansá	Bloodshield
0-6	6"	8	18"
7-8	5"	7	14"
9-10	4"	6	10"
11+	3"	5	6"

A Hag Queen on Cauldron of Blood is armed with a Blade of Khaine.

COMPANIONS: This unit is accompanied by Witch Aelves armed with Sciansá and an Avatar of Khaine armed with a Torrent of Burning Blood and Avatar's Sword.

Altar of Khaine: Prayers chanted near an Avatar of Khaine are empowered instantly.

Add 1 to chanting rolls for friendly **DAUGHTERS OF KHAINE PRIESTS** wholly within 9" of any friendly units with this ability.

Bladed Impact: The bladed carriage of a Cauldron of Blood can cleave its way through enemy ranks with ease.

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.

Bloodshield: The powerful magic that fuels the Cauldron of Blood grants it and nearby followers protection.

Add 1 to save rolls for attacks that target friendly **DAUGHTERS OF KHAINE** units wholly within range of any friendly units with this ability. The range of this unit's Bloodshield ability is shown on its damage table.

Witchbrew: Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds.

At the start of your hero phase, you can pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of this unit to drink witchbrew. A unit cannot drink witchbrew more than once in the same hero phase.

If you do so, add 1 to the number of the current battle round when determining the abilities gained by that unit from the Blood Rites battle trait (pg 66) until the end of that turn. This ability and other similar abilities are cumulative.

Touch of Death: In battle, Hag Queens can beseech Khaine to strike down a foe upon whom they lay their hand.

Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. That enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, HERO, PRIEST, TOTEM, AVATAR OF KHAINE, CAULDRON OF BLOOD, HAG QUEEN

WARSCROLL HAG QUEEN

MELEE WEAPONS

Blade of Khaine

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

A Hag Queen is armed with a Blade of Khaine.

Witchbrew: Witchbrew drives the imbiber into such an ecstasy of destruction that they will fight on in the face of impossible odds.

At the start of your hero phase, you can pick 1 friendly **DAUGHTERS OF KHAINE** unit wholly within 12" of this unit to drink witchbrew. A unit cannot drink witchbrew more than once in the same hero phase.

If you do so, add 1 to the number of the current battle round when determining the abilities gained by that unit from the Blood Rites battle trait (pg 66) until the end of that turn. This ability and other similar abilities are cumulative.

Touch of Death: In battle, Hag Queens can beseech Khaine to strike down a foe upon whom they lay their hand.

Touch of Death is a prayer that has an answer value of 3 and a range of 3". If answered, pick 1 enemy unit within range and visible to the chanter. That enemy unit suffers D3 mortal wounds.

Highest-ranking of the Khainite priestesses are the Hag Queens. These zealous and cruel-hearted aelves lead their sisters in worship of the Bloody-Handed One, administering potions that drive their fellow Khainites into a frenzied fury.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, HERO, PRIEST, HAG QUEEN



The honour of animating an Avatar of Khaine falls to the Hag Queens, who turn these murderous statues upon those who would defy Morathi.



Some Slaughter Queens go to battle atop great Cauldrons of Blood, preferring to send these bladed shrines smashing into the heart of the melee where they can fully indulge their terrible lust for bloodshed.

WARSCROLL

SLAUGHTER QUEEN

ON CAULDRON OF BLOOD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avatar's Sword	2"	4	3+	3+	-2	3
Deathsword and Blade of Khaine	1"	4	3+	3+	-1	D3
Sciansá	1"	✱	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Sciansá	Bloodshield
0-6	6"	8	18"
7-8	5"	7	14"
9-10	4"	6	10"
11+	3"	5	6"

A Slaughter Queen on Cauldron of Blood is armed with a Deathsword and Blade of Khaine.

COMPANIONS: This unit is accompanied by Witch Aelves armed with Sciansá and an Avatar of Khaine armed with a Torrent of Burning Blood and Avatar's Sword.

Altar of Khaine: Prayers chanted near an Avatar of Khaine are empowered instantly.

Add 1 to chanting rolls for friendly **DAUGHTERS OF KHAINE PRIESTS** wholly within 9" of any friendly units with this ability.

Bladed Impact: The bladed carriage of a Cauldron of Blood can cleave its way through enemy ranks with ease.

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.

Bloodshield: The powerful magic that fuels the Cauldron of Blood grants it and nearby followers protection.

Add 1 to save rolls for attacks that target friendly **DAUGHTERS OF KHAINE** units wholly within range of any friendly units with this ability. The range of this unit's Bloodshield ability is shown on its damage table.

Pact of Blood: Blood oaths to the Murder God protect his subjects from malevolent sorcery.

This unit can attempt to unbind 1 spell in the enemy hero phase in the same manner as a **WIZARD**.

Orgy of Slaughter: The Slaughter Queen orders her warriors to renew their assault twice over.

You can use this command ability in your hero phase if this unit is part of your army and on the battlefield. The command can only be issued by this unit, and the unit that receives the command must be a friendly **DAUGHTERS OF KHAINE** unit within 3" of any enemy units. That unit can fight.

Dance of Doom: In a dizzying display of lethal acrobatics, the Slaughter Queen launches herself into the fray, screaming prayers of bloodshed to Khaine as she cuts down the enemy.

Dance of Doom is a prayer that has an answer value of 3. If answered, the strike-first effect applies to this unit in the following combat phase.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, HERO, PRIEST, TOTEM, AVATAR OF KHAINE, CAULDRON OF BLOOD, SLAUGHTER QUEEN

MOVE 6"
WOUNDS 5
SAVE 5+
BRAVERY 8

It is a Slaughter Queen's role to embody the aggressive martial prowess of Khaine himself. With blades in hand, the Slaughter Queen hacks and spins in the maelstrom of close combat while chanting blood-curdling battle rites.

WARSCROLL SLAUGHTER QUEEN

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deathsword and Blade of Khaine	1"	4	3+	3+	-1	D3

A Slaughter Queen is armed with a Deathsword and Blade of Khaine.

Orgy of Slaughter: The Slaughter Queen orders her warriors to renew their assault twice over.

You can use this command ability in your hero phase if this unit is part of your army and on the battlefield. The command can only be issued by this unit, and the unit that receives the command must be a friendly **DAUGHTERS OF KHAINE** unit within 3" of any enemy units. That unit can fight.

Dance of Doom: In a dizzying display of lethal acrobatics, the Slaughter Queen launches herself into the fray, screaming prayers of bloodshed to Khaine as she cuts down the enemy.

Dance of Doom is a prayer that has an answer value of 3. If answered, the strike-first effect applies to this unit in the following combat phase.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, AELF, HERO, PRIEST, SLAUGHTER QUEEN

MOVE 6"
WOUNDS 6
SAVE 5+
BRAVERY 8

A High Gladiatrix is a living conduit of Khaine's wrath. Striding at the head of their sisters' advance, these paragons of combat ride the wave of fanaticism that spreads through a war-coven, channelling it into acts of gruesome murder.

WARSCROLL HIGH GLADIATRIX

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Whip	3"	4	3+	3+	-1	1
Gladiatrix's Blade	1"	2	3+	3+	-1	1

A High Gladiatrix is armed with a Barbed Whip and Gladiatrix's Blade.

Dance of Death: High Gladiatrices manoeuvre through the enemy ranks with the greatest of ease.

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

Killing Stroke: A High Gladiatrix prides herself on slaying enemies with magnificently gory flourishes, killing them with a brutal whip motion or single precise stroke from her blade.

At the end of the combat phase, you can pick 1 enemy **HERO** within 1" of this unit and roll a D3. Add the number of wounds allocated to that enemy **HERO** to the roll. If the roll is equal to or greater than that enemy **HERO**'s Wounds characteristic, it is slain.

Paragon of Slaughter: The spectacular acts of death-dealing performed by a High Gladiatrix inspire nearby Daughters of Khaine, setting their souls aflame with the power of the Bloody-Handed God.

Melee weapons used by friendly **WITCH AELVES** and **SISTERS OF SLAUGHTER** units wholly within 12" of any friendly units with this ability have a To Wound characteristic of 3+ instead of 4+ and a Rend characteristic of -1 instead of '-'.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, AELF, HERO, HIGH GLADIATRIX



With skills honed in ritual duels and gladiatorial fights, the Sisters of Slaughter send their kruiplash whips lashing out to tear open throats and strip flesh from bone, exulting in the perfection of each gory kill.

WARSCROLL

SISTERS OF SLAUGHTER

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

Each model in a Sisters of Slaughter unit is armed with 1 of the following weapon options: Kruiplash and Sacrificial Knife; or Kruiplash and Bladed Buckler. All models in the unit must be armed with the same weapon option.

SHIELD: If this unit is armed with Bladed Bucklers, it has a Save characteristic of 5+ instead of 6+.

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

STANDARD BEARER: 1 in every 5 models in this unit can be a Death Pennant Bearer. You can re-roll failed battleshock tests for this unit if it includes any Death Pennant Bearers.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. This unit can run and still charge later in the turn if it includes any Hornblowers.

Bladed Bucklers: *The martial skill of these warriors allows them to turn defensive techniques into deadly strikes.*

If the unmodified save roll for an attack made with a melee weapon that targets a unit armed with Bladed Bucklers is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Dance of Death: *Sisters of Slaughter manoeuvre through the enemy ranks with the greatest of ease.*

This unit is eligible to fight in the combat phase if it is within 6" of an enemy unit instead of 3", and it can move an extra 3" when it piles in.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, AELF, SISTERS OF SLAUGHTER



WARSCROLL WITCH AELVES



Witch Aelves are devotees of bloodshed and murder, eschewing heavy armour in favour of nigh-supernatural agility. As fresh gore splatters their skin, they enter an ecstatic killing frenzy.

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

Each model in a Witch Aelves unit is armed with 1 of the following weapon options: Sciansá and Bladed Buckler; or Paired Sciansá. All models in the unit must be armed with the same weapon option.

SHIELD: If this unit is armed with Bladed Bucklers, it has a Save characteristic of 5+ instead of 6+.

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

STANDARD BEARER: 1 in every 5 models in this unit can be a Death Pennant Bearer. You can reroll failed battleshock tests for this unit if it includes any Death Pennant Bearers.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. This unit can run and still charge later in the turn if it includes any Hornblowers.

Bladed Bucklers: *The martial skill of these warriors allows them to turn defensive techniques into deadly strikes.*

If the unmodified save roll for an attack made with a melee weapon that targets a unit armed with Bladed Bucklers is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Frenzied Fervour: *With their lieges nearby, Witch Aelves hurl themselves at the enemy with no fear of death.*

Add 1 to wound rolls for attacks made with melee weapons by this unit while it is wholly within 12" of any friendly **DAUGHTERS OF KHAINE TOTEMS**.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, AELF, WITCH AELVES





Shadowstalkers are the elite assassins and agents of Morathi-Khaine. These shademarked wraiths leap between shadows to outflank their prey before charging forth in a murderous blur of sorcery and flashing knives.

MOVEMENT CHART:
 MOVE: 6"
 WOUNDS: 1
 SAVE: 4+
 BRAVERY: 7

WARSCROLL KHAINITE SHADOWSTALKERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Missiles	6"	1	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Assassin's Blades	1"	2	4+	3+	-	1
Umbral Blades	1"	3	3+	3+	-1	D3

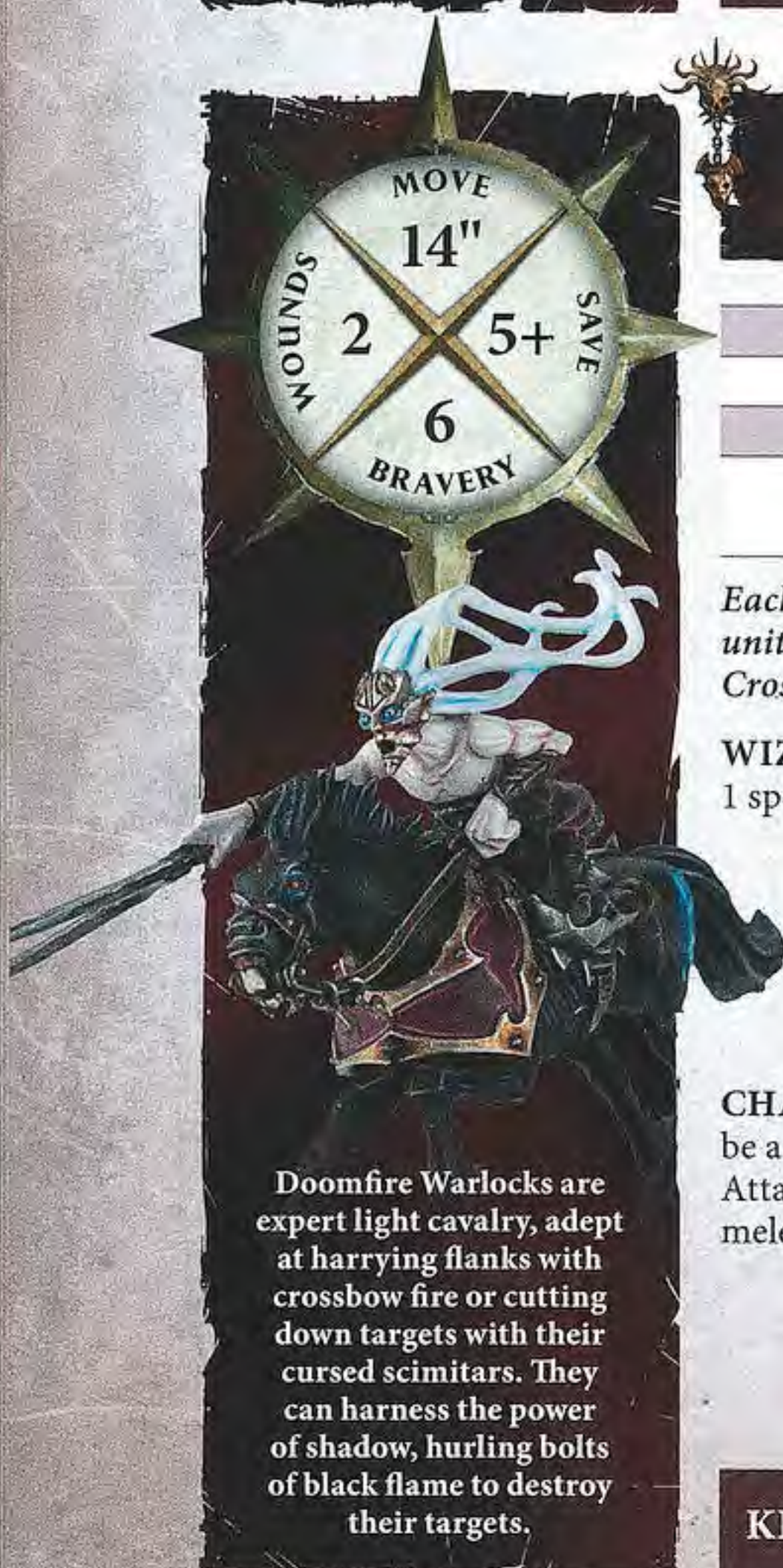
Each model in a Khainite Shadowstalkers unit is armed with Cursed Missiles and Assassin's Blades.

CHAMPION: 1 model in this unit can be a Shroud Queen. That model is armed with Cursed Missiles and Umbral Blades instead of Cursed Missiles and Assassin's Blades. In addition, a Shroud Queen has a Wounds characteristic of 3.

Shadow Leap: Shadowstalkers can vanish and reappear at will as they navigate the Umbral Web.

In your movement phase, instead of picking this unit to make a normal move or retreat, you can say that it will shadow leap. If you do so, remove this unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, AELE, KHAINITE SHADOWSTALKERS



Doomfire Warlocks are expert light cavalry, adept at harrying flanks with crossbow fire or cutting down targets with their cursed scimitars. They can harness the power of shadow, hurling bolts of black flame to destroy their targets.

MOVEMENT CHART:
 MOVE: 14"
 WOUNDS: 2
 SAVE: 5+
 BRAVERY: 6

WARSCROLL DOOMFIRE WARLOCKS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomfire Crossbow	12"	2	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Scimitar	1"	2	4+	3+	-1	1
Vicious Bite	1"	2	4+	4+	-	1

Each model in a Doomfire Warlocks unit is armed with a Doomfire Crossbow and Cursed Scimitar.

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

MOUNT: This unit's Dark Steeds are each armed with a Vicious Bite.

CHAMPION: 1 model in this unit can be a Master of Warlocks. Add 1 to the Attacks characteristic of that model's melee weapons.

Doomfire Coven: The arcane power of a Doomfire coven grows with every warlock that joins their party.

Add 1 to casting and unbinding rolls for this unit while it has 5 or more models

Doomfire: The Doomfire Warlocks hurl bolts of blazing black flame at their foes.

Doomfire is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. If the caster's unit has fewer than 5 models, that enemy unit suffers D3 mortal wounds. If the caster's unit has 5-9 models, that enemy unit suffers D6 mortal wounds. If the caster's unit has 10 or more models, that enemy unit suffers 6 mortal wounds.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, AELE, WIZARD, DOOMFIRE WARLOCKS

WARSCROLL

AVATAR OF KHAINE

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Torrent of Burning Blood	10"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Avatar's Sword	2"	4	3+	3+	-2	3

An Avatar of Khaine is armed with a Torrent of Burning Blood and Avatar's Sword.

Altar of Khaine: Prayers chanted near an Avatar of Khaine are empowered instantly.

Add 1 to chanting rolls for friendly **DAUGHTERS OF KHAINE PRIESTS** wholly within 9" of any friendly units with this ability.

Animus of Sorcery and Sacrifice: An Avatar of Khaine is protected from harm by the fell energies that created it.

This unit has a ward of 5+.

Wrath of Khaine: Khaine's subjects channel their faith through bladed idols of the Murder God, allowing it to carry out acts of monstrous carnage.

This unit counts as a **MONSTER** for the purposes of the Monstrous Rampage rules (core rules, 21.1), but you can only carry out a Stomp or Smash To Rubble monstrous rampage with it. It cannot be picked to be the target of a monstrous rampage.

Animated by dark blood-letting rituals, Avatars of Khaine are iron statues imbued with a killing rage. When the right words are spoken, they march forth to hew apart enemies of the creed, or engulf them in jets of boiling gore.

KEYWORDS

ORDER, DAUGHTERS OF KHAINE, TOTEM, AVATAR OF KHAINE



Sizzling eldritch bolts fill the air as a formation of Doomfire Warlocks engages in a magical skirmish with capering Blue Horrors.



MOVE 8"
WOUNDS 2
SAVE 5+
BRAVERY 8

Drawing their ornate heartseeker bows, the slithering Melusai hunters known as Blood Stalkers loose volleys of arrows that seek out their targets' hearts with uncanny accuracy.

WARSCROLL BLOOD STALKERS

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

Each model in a Blood Stalkers unit is armed with a Heartseeker Bow and Scianlar.

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

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

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

KEYWORDS ORDER, DAUGHTERS OF KHAINE, SCÁTHBORN, MELUSAI, BLOOD STALKERS



MOVE 8"
WOUNDS 2
SAVE 5+
BRAVERY 8

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

WARSCROLL BLOOD SISTERS

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

Each model in a Blood Sisters unit is armed with a Heartshard Glaive.

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

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

After this unit has fought for the first time in a phase and all of its attacks have been resolved, you can pick 1 enemy unit within 1" of this unit. Roll 1 dice for each model in this unit. For each 2+, that enemy unit suffers 1 mortal wound.

KEYWORDS ORDER, DAUGHTERS OF KHAINE, SCÁTHBORN, MELUSAI, BLOOD SISTERS



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

WARSCROLL

KHINERAI HEARTRENDERS

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

Each model in a Khinerai Heartrenders unit is armed with a Barbed Javelin.

FLY: This unit can fly.

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

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

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is circling high above as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units.

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

After this unit shoots, this unit can make a normal move of 6".

KEYWORDS ORDER, DAUGHTERS OF KHAINE, SCÁTHBORN, KHINERAI, KHINERAI HEARTRENDERS



Khinerai Lifetakers are swift-attack specialists, elite ambushers that swoop into battle to scythe down foes with their barbed sickles. They rake enemy formations in combat before flying out of the melee to seek other vulnerable prey.

WARSCROLL

KHINERAI LIFETAKERS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Barbed Sickle	1"	2	3+	3+	-1	1

Each model in a Khinerai Lifetakers unit is armed with a Barbed Sickle.

FLY: This unit can fly.

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

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

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is circling high above as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units.

Fight and Flight: The cults of the Khinerai are masters of the hit-and-run strike.

After this unit fights, you can roll a dice. On a 4+, this unit can retreat 6".

KEYWORDS ORDER, DAUGHTERS OF KHAINE, SCÁTHBORN, KHINERAI, KHINERAI LIFETAKERS



ENDLESS SPELL WARSCROLL BLOODWRACK VIPER

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 9". If successfully cast, set up this endless spell wholly within range of the caster.

Only **DAUGHTERS OF KHAINE WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 9" and can fly.

Fanged Strike: *The serpent curls around its enemies and tightens its coils, choking its prey in torrents of unnatural ichor before striking with its monstrous fangs.*

After this endless spell has moved, the commanding player must pick 1 unit within 1" of it and roll 3 dice. For each roll that is equal to or greater than that unit's Wounds characteristic, 1 model in that unit is slain.

Monster of Blood: *A Bloodwrack Viper is a powerful creature that can be ordered to go on a terrible rampage.*

At the end of the charge phase, the commanding player can count this endless spell as a **MONSTER** for the purposes of the Monstrous Rampage rules (core rules, 21.1), but they can only carry out a Stomp or Smash To Rubble monstrous rampage with it. It cannot be picked to be the target of a monstrous rampage.



ENDLESS SPELL WARSCROLL BLADEWIND

SUMMONING: This endless spell is summoned with a spell that has a casting value of 6 and a range of 9". If successfully cast, set up this endless spell wholly within range of the caster.

Only **DAUGHTERS OF KHAINE WIZARDS** can attempt to summon this endless spell.

PREDATORY: This endless spell is a predatory endless spell. It can be moved up to 12" and can fly.

Unnatural Edge: *The falchions carve through rock and masonry effortlessly, preying on those who would seek shelter behind them.*

After this endless spell has moved, roll a dice for each unit that has any models it passed across and for each other unit that is within 1" of it at the end of its move. On a 2+, that unit suffers 1 mortal wound.

In addition, do not apply the cover modifier to save rolls for attacks that target units within 12" of this endless spell.

INVOCATION WARSCROLL HEART OF FURY



The most devout of Khaine's priestesses can summon a manifestation of his Iron Heart, a blood-dripping icon that burns with supernatural rage. Those bathed in its wrathful aura continue to fight and kill even when stricken with mortal wounds.

SUMMONING: This invocation is summoned with a prayer that has an answer value of 3 and a range of 12". If answered, set up this invocation wholly within range and visible to the chanter.

Only **DAUGHTERS OF KHAINE PRIESTS** can attempt to summon this invocation.

Locus of the Murder God: *This prayer takes the form of Khaine's undying power and bestows death-defying energies upon his faithful.*

At the start of the combat phase, if this invocation is on the battlefield, the commanding player must roll a dice.

On a 1-5, until the end of that phase, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a **DAUGHTERS OF KHAINE** unit in the commanding player's army wholly within 12" of this invocation.

On a 6, until the end of that phase, subtract 1 from the damage inflicted (to a minimum of 1) by each successful attack that targets a **DAUGHTERS OF KHAINE** unit in the commanding player's army wholly within 12" of this invocation and add 1 to the Attacks characteristic of melee weapons used by **DAUGHTERS OF KHAINE** units in the commanding player's army wholly within 12" of this invocation.

In addition, if the roll was a 6, this invocation is removed from play at the end of that phase.



Darting forward with terrifying speed, the arcane predator-spell known as a Bloodwrack Viper sinks its monstrous fangs into its prey.

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

DAUGHTERS OF KHAINE				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Sisters of Slaughter	10	135	Battleline	
Witch Aelves	10	115	Battleline	A Draichi Ganeth army can include 1 reinforced or double-reinforced Witch Aelves unit in addition to the other reinforced units it can include.
Avatar of Khaine	1	155	Behemoth	Single
Bloodwrack Medusa	1	130	Leader	Single
Bloodwrack Shrine	1	200	Leader	Single
Hag Queen	1	110	Leader	Single
High Gladiatrix	1	90	Leader	Single
Melusai Ironscale	1	115	Leader	Single
Morathi Khaine	1	680	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Shadow Queen	1		Leader, Behemoth	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
Morgwaeth the Bloodied	1	185	Leader	
The Blade-coven	4			
Slaughter Queen	1	130	Leader	Single
Hag Queen on Cauldron of Blood	1	270	Leader, Behemoth	Single. A Hagg Nar army can include 1 CAULDRON OF BLOOD in addition to the other Behemoth units it can include.
Slaughter Queen on Cauldron of Blood	1	315	Leader, Behemoth	Single. A Hagg Nar army can include 1 CAULDRON OF BLOOD in addition to the other Behemoth units it can include.
Blood Sisters	5	140		Battleline in a Zainthar Kai army or if general is MELUSAI.
Blood Stalkers	5	180		Battleline in a Zainthar Kai army or if general is MELUSAI.
Doomfire Warlocks	5	145		
Khainite Shadowstalkers	9	150		Battleline in a Khailebron army.
Khinerai Heartrenders	5	95		
Khinerai Lifetakers	5	90		
Bladewind	-	50	Endless Spell	
Bloodwrack Viper	-	80	Endless Spell	
Heart of Fury	-	45	Invocation	

FACTION	ALLIES
Daughters of Khaine	Cities of Sigmar, Idoneth Deepkin, Lumineth Realm-lords, Stormcast Eternals, Sylvaneth