



NIGHTHAUNT

An army of vengeful spirits, the Nighthaunt seek to spread terror and death across the realms. Cursed to an eternity of misery and pain by Nagash, they are driven only by a burning desire to slay the living with ice-cold claws and wicked blades.



NIGHTHAUNT

Raised from the dead by Nagash's magical experiments, the Nighthaunt have burst forth from grave and barrow. Their ice-cold claws and scything blades have already carved a path of death and terror across the Mortal Realms.

'Ice cold fear heralds their arrival. Only ruined corpses mark their passing.'

- Lord-Exorcist Wynter

In all the Mortal Realms, there have always been hauntings. Whilst terrifying to any mortal, these incidents were caused by lesser gheists, the shadows of spirits who have long since passed to the afterlife. Yet there are other, far more powerful spirits from beyond. Those ghosts known as Nighthaunts are undead spirits that have far more power than the average ghost or apparition.

They do not seek to antagonise or haunt the living, but to vent their anger upon them and to ensure their spirits suffer the same eternal torment that the Nighthaunts must suffer. Throughout history, some Nighthaunts have become legendary for their evil deeds, and the living pass on terrifying stories of their hauntings from generation to generation.



From cairn, crypt and barrow the Nighthaunt spill forth, descending upon the Mortal Realms. Their tortured souls scream out for release as they tear unfortunate mortals apart.

When the dead pass into the Realm of Shyish, some souls become so twisted by death magic that they take on the ghostly form of a Nighthaunt spirit. There are many different types of Nighthaunt, but they all fall into one of about a dozen types. Some of these types include the eternally imprisoned Chainrasp Hordes, the cursed healers known as Dreadscythe Harridans or the mass-grave spirits known as Spirit Hosts.

Although they are almost completely resistant to harm, there is always a cruel twist to the fates of souls who have become Nighthaunts. Some are cursed by the manner of their death. Those who died as prisoners in chains may have hoped to find release from their captivity in the afterlife, only to find themselves bound by more manacles

than ever in the spiritual world. Others might find their good deeds in life turned against them. A mortal who spent their lifetime healing and nurturing might find that in death they can only destroy life rather than protect it from harm. Such dark rewards fill the Nighthaunts with hatred and fury.

Nagash, the God of Death, is responsible for dealing out these torments and punishments. The Great Necromancer finds the twisted irony he inflicts upon the dead to be a form of justice. His petty and cruel nature, endless spite and huge ego have created countless terrifying and embittered spirits, ghosts and wraiths.

When an army of hate-filled Nighthaunt spirits gathers, it has enough power to destroy a city and become the stuff of nightmarish legend.

NIGHTHAUNT PROCESSIONS

Nighthaunt armies are called processions. These processions emit a wave of terror that erodes the will of their enemies until they are frozen by fear.



NIGHTHAUNT



Lady Olynder, Mortarch of Grief, leads the Nighthaunt to war.

• NIGHTHAUNT PROCESSIONS

After the necroquake, the Nighthaunt attacked the living in a blind rage. Nagash appointed a new commander for his ghostly forces, Lady Olynder, Mortarch of Grief. Thanks to her great power, Nagash is able to order his ghostly armies wherever they are needed.

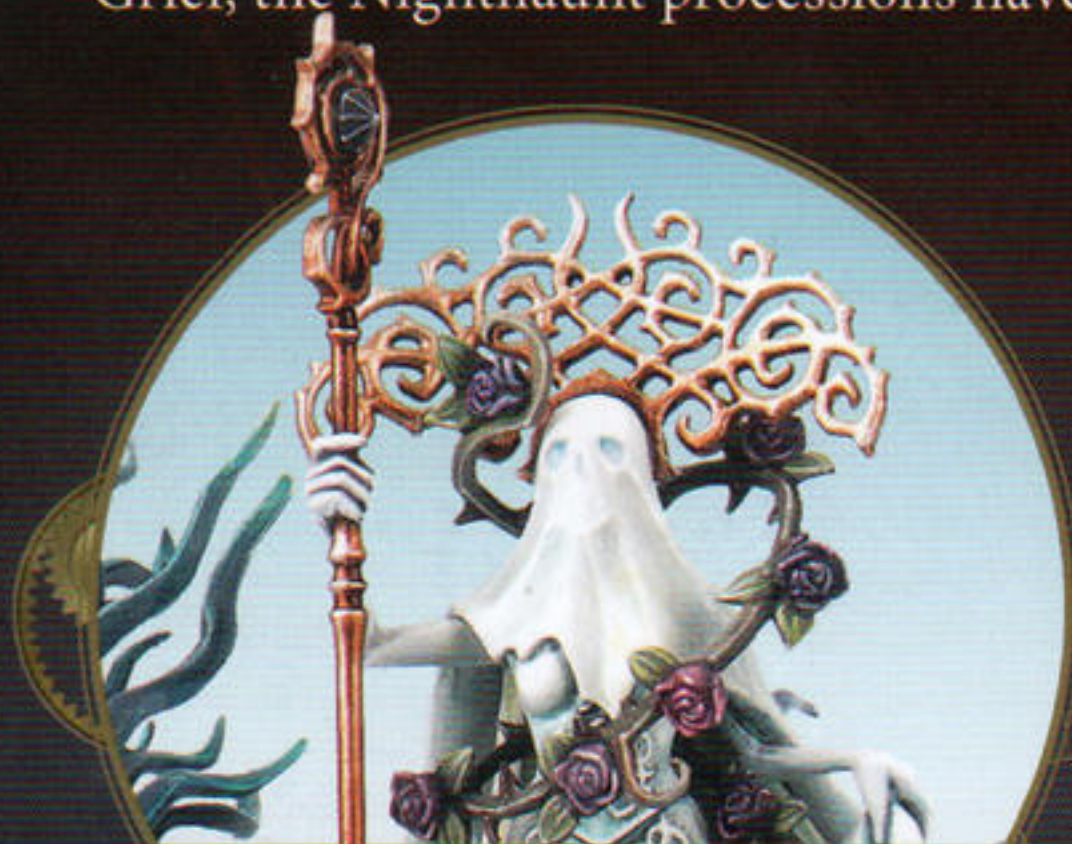
Nagash has several lieutenants known as Mortarchs, each responsible for leading a different portion of his army of the dead. The Nighthaunt are no different, and Lady Olynder has organised the ghostly hordes into armies known as processions.

The Mortarch of Grief may lead her armies to war on occasion, but usually

she places a powerful spirit in charge of each of her ghostly processions to ensure the other spirits remain ordered. Beneath each procession's commander are a number of other captains and officers who lead their ghostly troops in bloody assaults, tearing the enemy apart with rusty weapons and blade-like claws.

GHOSTLY PROCESSIONS

The Nighthaunt are organised by the direct order of Nagash. Under the command of Lady Olynder, the Mortarch of Grief, the Nighthaunt processions have been sent forth to unleash havoc at the head of Nagash's armies.



Lady Olynder, Mortarch of Grief

Lady Olynder is the leader of the Nighthaunt. As a Mortarch, she is one of Nagash's most valued lieutenants, entrusted to lead the Nighthaunt to battle against his many enemies.



Kurdoss Valentian, the Craven King

Kurdoss Valentian serves as Lady Olynder's advisor. He was once a general with a gift for tactics. In death he has been cursed never to lead, his voice reduced to a whisper.



KNIGHT OF SHROUDS

SHROUDGUARD

The Shroudguard is comprised of the leaders of each procession. Usually a Knight of Shrouds is placed in command of each of these armies, but on occasion another particularly powerful spirit such as Reikenor the Grimhailer, or the Cairnking Angrimm may lead such a force. They are often guarded by units of Bladegheist Revenants wielding mighty greatswords.



BLADEGHEIST REVENANTS



HEXWRAITHS



DREADBLADE HARROWS



BLACK COACHES

DEATHRIDERS

Deathriders smash into the flanks of the enemy, opening gaps in the enemy lines.



CHAINRASP HORDES



GUARDIANS OF SOULS

CHAINGUARD

The Chainguard forms the centre of a Nighthaunt procession's battleline.



GRIMGHAST STALKERS



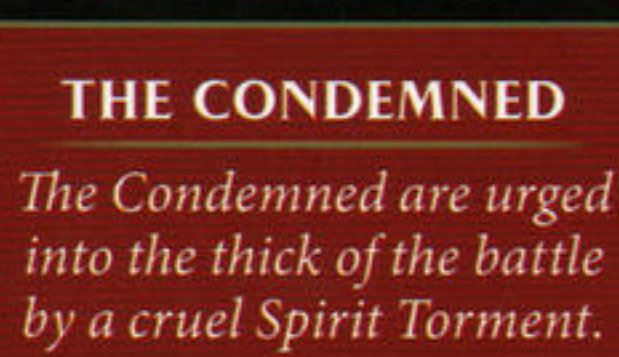
GRIMGHAST REAPERS



CAIRN WRAITHS

DEATH STALKERS

Death Stalkers are tasked with hunting down and destroying certain enemies.



THE CONDEMNED

The Condemned are urged into the thick of the battle by a cruel Spirit Torment.



SPIRIT TORMENTS

EXECUTION HORDES

Execution Hordes are mobile, hard-hitting and used to deal a killing blow.



LORD EXECUTIONER



SPIRIT HOSTS



DREADSCYTHE HARRIDANS

SHRIEKER HOSTS

Shrieker Hosts drift towards the enemy, devouring spells and loosing deadly shrieks.



TOMB BANSHEES



MYRMOURN BANSHEES



CHAINGHASTS



CHAINRASP HORDES



NIGHTHAUNT CHRONICLES OF TERROR

The Necroquake gave rise to great armies of Nighthaunts, but these creatures have existed for thousands of years, albeit in smaller numbers. Their history is long and terrifying, punctuated by misery, death and battles beyond count.

PART 1

AGE OF MYTH

There is a great deal of Nighthaunt activity during these years, but entire armies composed of Nighthaunts are rare occurrences.

RULER OF THE DEAD

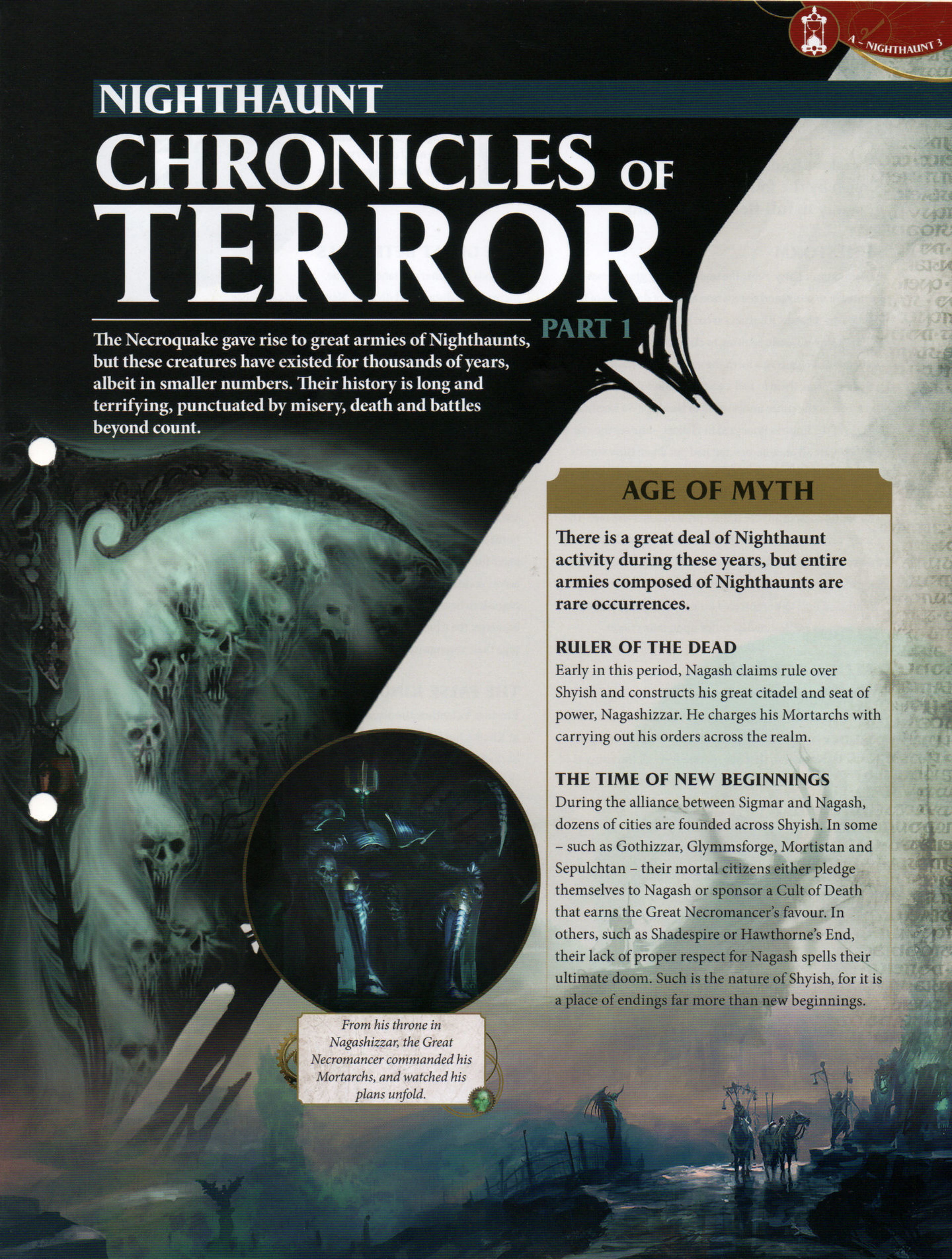
Early in this period, Nagash claims rule over Shyish and constructs his great citadel and seat of power, Nagashizzar. He charges his Mortarchs with carrying out his orders across the realm.

THE TIME OF NEW BEGINNINGS

During the alliance between Sigmar and Nagash, dozens of cities are founded across Shyish. In some – such as Gothizzar, Glymmsforge, Mortistan and Sepulchtan – their mortal citizens either pledge themselves to Nagash or sponsor a Cult of Death that earns the Great Necromancer's favour. In others, such as Shadespire or Hawthorne's End, their lack of proper respect for Nagash spells their ultimate doom. Such is the nature of Shyish, for it is a place of endings far more than new beginnings.



From his throne in Nagashizzar, the Great Necromancer commanded his Mortarchs, and watched his plans unfold.



AGE OF CHAOS

Occasional, small-scale attacks into Shyish by the followers of the Dark Gods give way to full-fledged invasions.

SOULSTORM

At the Battle of Dirge Peak, the undead suffer great losses and are unable to withstand the massed attack of daemons of the Chaos God Khorne. Khorne craved the lands of fallen heroes in the Realm of Death, wanting to claim them as his own. In desperation, Nagash rips forth the souls of a thousand mortal prisoners, using them to fuel a great summoning. In response, the spirits of the entire underworld of Nordyrie – a northerly section of the Endless Boneyard in Hallost – answer the call. In life they were all once heroes, but had put down their swords claiming they would fight only for a cause, never for pay. In death, Nagash's curse had made them ruthless mercenaries, who would combat any foe if their price in souls was met. The ghostly army not only halts the daemons' advance, but defeats them utterly. Only its leader, the Greater Daemon Khazkhan, escapes destruction. The Nordyrie become the first entirely Nighthaunt host to be mustered for a specific purpose, and their services are destined be called upon many times.

FALL OF DOLORUM

Once the largest of Shyish's civilisations, the empire of Dolorum falls during the Age of Chaos. The last ruler of those lands, Lady Olynder, is cursed upon her death by Nagash so that her spectre feels all the sorrows of the realms.



To attract the fury of Nagash is to suffer an agonising fate. Kurdoss Valentian discovered this at the cost of his own soul.

Lady Olynder was cursed by Nagash. She is shrouded in an aura of misery and despair that brings mortals to their knees, weeping.

THE GREAT BETRAYALS

The gods of Sigmar's alliance become increasingly distant and divided. Nagash finds evidence that Sigmar is withholding souls from the underworlds. At the Battle of Burning Skies, Nagash's promised undead aid does not arrive, and Sigmar blames his defeat on him, abruptly ending their alliance. Even amidst the multiple Chaos invasions across all the Mortal Realms, there are battles between former allies as the forces of Order fight amongst themselves.

CHAINWRAITHS

Idoneth Deepkin of the Mor'phann enclave raid all along the borders of the Great Quagmire. The oceanic aelven raiders enter the Vale of Chains searching for souls to steal. The aelves accidentally release a spectral host that was cursed by Nagash to be tormented there for eternity. Freed from their bondage, the Chainwraiths seek to kill the living, but also take their revenge upon any undead that serve Nagash.

THE FALSE KING

Kurdoss Valentian almost succeeds in taking the crown of Khajhi, but his attempt is short-lived. Valentian's backstabbing draws Nagash's fury, so that upon his death the craven king receives a powerful curse...

RUINATION

At the height of multiple Chaos invasions, Nagash attempts to counter-attack. In the final battle of the War of Bones, he is defeated by Archaon the Everchosen, the greatest champion of the Chaos Gods. Nagash's physical form is shattered. While Nagash slowly reforms in the safety of the hidden underworld of Stygxx, the Chaos forces level cities, desecrate cairns, and even sack Nagashizzar. Amidst the ruins, the dread symbols of the Dark Gods are raised. During this time of Chaos supremacy, only the Nighthaunts are effective in fighting the forces of the Ruinous Powers, for even the Mortarchs have slunk into hiding. Several Nighthaunt forces grow in notoriety during this time, including the Glowing Host – a strangely luminescent horde from the Glittering Marsh boasting no fewer than twelve Tomb Banshees – and the vengeful Grimguard, outcasts from the now Chaos-controlled city of Gothizzar.





NIGHTHAUNT

CHRONICLES OF TERROR

PART 2



Nagash returns to the realms with vengeance in mind. The forces of Chaos scatter before the Great Necromancer's army. When his ultimate plan for revenge results in the Necroquake, Nighthaunt arise in numbers never before seen. Armies of murderous gheists attack the living in every realm.

CONQUERING SHYISH

During the Age of Sigmar, Nagash's forces unleash a terrible vengeance upon the followers of Chaos, cleansing them from many of their strongholds in Shyish.

AGE OF SIGMAR

Even as Sigmar unleashes his Stormcast Eternals, a resurgent Nagash bursts forth from the Starless Gates. He summons a tempest of amethyst magic, raising his legions and launching hundreds of attacks to drive off the Chaos invaders.

BATTLE OF OSSIA

Stormcast Eternals arrive throughout Shyish, and the battles in Ossia are particularly fierce. As the undead rise up, alliances are formed between the two estranged factions. The fighting wavers back and forth, but, with the arrival of the Mortarchs, the Chaos strongholds are eventually cast down. Nagash does not forgive those of Ossia for allowing themselves to be conquered.

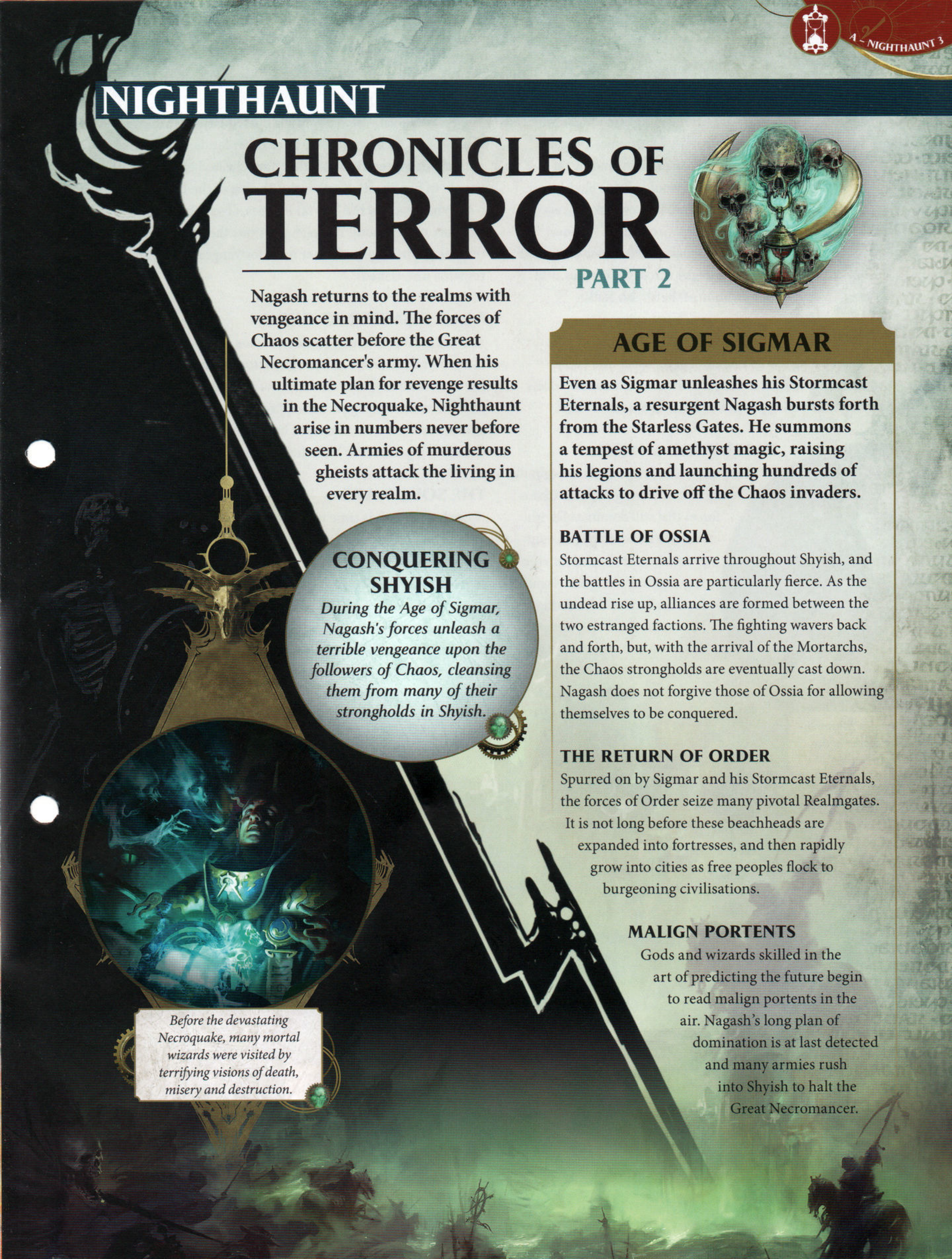
THE RETURN OF ORDER

Spurred on by Sigmar and his Stormcast Eternals, the forces of Order seize many pivotal Realmgates. It is not long before these beachheads are expanded into fortresses, and then rapidly grow into cities as free peoples flock to burgeoning civilisations.

MALIGN PORTENTS

Gods and wizards skilled in the art of predicting the future begin to read malign portents in the air. Nagash's long plan of domination is at last detected and many armies rush into Shyish to halt the Great Necromancer.

Before the devastating Necroquake, many mortal wizards were visited by terrifying visions of death, misery and destruction.



NECROQUAKE

Employing assaults designed to delay his enemies, Nagash nearly succeeds in fending off those who would invade Shyish and wreck his plan. However, skaven agents contaminate the Great Black Pyramid. The resulting necroquake sends massive waves of necromantic energies across the cosmos, and leads to the creation of the Shyish Nadir.

A QUEEN SHALL RISE

After a long search that saw Nagash peer into every underworld known to him, the Great Necromancer selects Lady Olynder and appoints her as his Mortarch of Grief.

BATTLEFIELD SHYISH

Lady Olynder's first order is to begin the long task of driving back the Chaos forces that still dominate Shyish. Over one hundred Nighthaunt processions are hurled into the fray, fighting alongside Nagash's legions. Each of the existing Mortarchs sees the opportunity to take Lady Olynder's measure. Although Mannfred von Carstein and Neferata resent the newcomer's share of power, all of the Mortarchs quickly realise she is a formidable addition to their ranks.



Lady Olynder, Mortarch of Grief, leader of the Nighthaunt.

CLOUD RAIDERS

An enterprising sky-fleet of Kharadron Overlords attempts to build a base from which to plunder the aether-gold that drifts high above Shyish. Their ability to remain above the clouds had kept them safe from many foes – but not Baroness Ravenblack and her Blackguard procession. The duardin are swept over by packs of Dreadscythe Harridans. One by one, the guns of the Kharadron fall silent, and their ships plummet from the sky.

BRIEF ALLIANCE

In many places the newly anointed Nighthaunt processions join forces with Flesh-eater Courts in order to destroy Chaos invaders. Such alliances are only temporary. At the Battles of Lake Lethis, the Grymfens, and throughout the campaign of Ossia the tale was the same. After the common foe was defeated, the Nighthaunt turned upon the vile cannibals and destroyed them also.

THE BRIAR QUEEN

The Briar Queen – nemesis of the cursed city of Shadespire – is unleashed by Nagash to menace other lands. She is tasked with claiming certain souls that have cheated Nagash. With the aid of her ghostly army – the Thorns of the Briar Queen – she visits each of the Mortal Realms, always bringing back her target's soul. Between missions the Briar Queen returns to Shadespire, for her need for vengeance there remains unsatisfied.

NEAR DISASTER AT GHRUN

The last battle to cleanse Lyria of Chaos almost results in Lady Olynder's defeat. Although victorious in the end, her near destruction at the hands of a Greater Daemon of Khorne draws Nagash's disapproval. He both punishes and rewards his new Mortarch by forcing her to marry the Craven King, Kurdoss Valentian.

THE SOUL WARS

Nagash decides it is time to launch his long-planned crusade to reclaim all those souls he sees as rightfully his – that is, all souls that ever were. Strikes are levelled against the factions that have betrayed Nagash by withholding the souls of their dead. The followers of Chaos, the Stormcast Eternals, the Idoneth Deepkin, the aelves of Hysh, the Sylvaneth and the Daughters of Khaine are all targets. The first wave is conducted by the Nighthaunt processions. Thus, even in the wake of the necroquake, a further tide of undead attacks sweeps across the Mortal Realms. Led by the Mortarch of Grief, every major free city is attacked. The Nighthaunts prove themselves beyond doubt to be the tip of Nagash's spear of terror.

THE GRIMHAILER

During the Nighthaunt attacks, none are more active than Reikenor. Time after time, the Grimhailer uses the shock of his spectral assaults to crush his enemies utterly, claiming many souls for Nagash.



Reikenor the Grimhailer leads Nighthaunt attacks across the Eight Realms. Mortals everywhere learn to fear his name.



NIGHTHAUNT

RISE OF THE WRAITHS

PART 1

During the necroquake of Shyish, Nagash witnessed the terror caused by the Nighthaunt. He had discovered the perfect shock attack force to unleash upon his foes.

Although the Nighthaunt attacks during the necroquake had caused havoc and destruction, Nagash sought to improve upon them. The assaults were often stopped when defenders regrouped, and they were rarely planned with any strategy in mind. Different armies of Nighthaunts made no attempt to work together or achieve any victory beyond terrifying and slaying mortals.

In the free city of the Phoenicium, the gheists had almost defeated the Stormcast Eternal garrison. Rather than completing their victory, however, the Nighthaunt force broke apart as they attacked the population instead of destroying the remaining defenders. In Ghyran, the Sylvaneth defending the wooded fortress of Gnarlrok were utterly destroyed, but the Nighthaunt force lacked the direction to capture Gnarlrok's magical resources.



Two great waves of Nighthaunts assaulted the Stormcast Eternals defences at Vandiumm, each nearly destroying the foe. Had they attacked together, the Nighthaunts would surely have triumphed, but their lack of coordination allowed the Stormcast Eternals to regroup and drive them off. From the Kharadron sky-port of Barak-Zon to the hidden undersea cities of the Idoneth Deepkin, many places were ravaged by the rampaging spirits, but there was no effort to capitalise on the devastation. The Nighthaunt often left the mortals to recover and rebuild.

It was not clever planning, cunning or military strategy that earned the armies of the dead so many victories during the necroquake, but sheer shock and terror. Few were prepared for vast numbers of Nighthaunt to emerge across the realms. The greatest victories had been won through the speed of the Nighthaunt attack and the wave of fear that spread before their invasions.

Nagash was impressed with the psychological effect of the Nighthaunt hordes upon the weak and superstitious minds of mortals. He looked upon these events and decided that this new horde of gheists needed a leader.

'Many places were ravaged by the rampaging spirits, but there was no effort to capitalise on the devastation.'

This commander would have to unite and drive the Nighthaunts to not just terrorise mortalkind, but utterly destroy them. Before the Soul Wars could truly begin, the Nighthaunt needed to be transformed into a more organised, militant fighting force. After the waves of Nighthaunt attacks, the shocked survivors would be helpless to defend themselves from Nagash's final crusade.





NIGHTHAUNT

RISE OF THE WRAITHS

PART 2

THE SEARCH FOR A NEW MORTARCH

Nagash's new army of vengeful spirits required a leader in order to marshal them into an effective army.



The Mortarchs are Nagash's top lieutenants – powerful undead leaders that have been granted a sliver of the Great Necromancer's power. All command their own undead legions, and all wish to wield still more power. Despite their talents, they were not the right leaders for the Nighthaunt. Nagash desired loyalty as well, since only Arkhan the Black served of his own free will. During the necroquake, the Nighthaunt had become a power that needed to be harnessed and guided by a trustworthy and competent leader. Directed by a commander gifted in military strategy and psychological warfare, they could become a deadly force indeed.

The tale of how Nagash scoured the underworlds for a new Mortarch is a long one, for there were untold afterlives to search. From Stygxx, the Land of Forgotten Gods, to the hidden cold-fire plains of Helstrom; from the relic-filled lands of Carstinia to Hallost, Land of Dead Heroes, no afterlife was left unsearched. Many souls were examined – champions of mighty tribes, tyrant-kings of long-forgotten empires, and matriarchs of bloodthirsty sisterhoods. Yet Nagash sought qualities that they did not possess.

Neferata

As Mortarch of Blood, Neferata is responsible for spreading corruption amongst mortals. Her sisterhoods, necromantic cults and vampire covens can be found across the Mortal Realms.



Mannfred von Carstein

The Mortarch of Night is a cunning military commander and schemer. Nagash calls upon Mannfred to make gory examples of his enemies, and to undertake missions that require a certain amount of devious cunning.



Arkhan the Black

Arkhan is the only Mortarch that Nagash truly trusts. Known as the Mortarch of Sacrament, he is often tasked with empire building, finding ways to expand the borders of Nagash's realm.





It was not clever trickery, cunning, or well-planned military strategy that earned the armies of the dead so many triumphs during the necroquake – it was shock and terror. The most overwhelming victories had been won through the suddenness of their assaults and the wave of fear that spread before the invasions and hung heavily over all lands through which the Nighthaunt passed. Nagash was impressed with the psychological effect of the Nighthaunt armies upon the fragile and superstitious minds of mortals.

*'I REQUIRE LOYALTY AND
INTELLIGENCE. RARELY DOES ONE
BEING POSSESS BOTH.'*

– Nagash, the Great Necromancer

In truth, Nagash had forgotten the notion of fear, for it had been ages since he had felt its tremble. Despite his great intelligence, the Great Necromancer, in his scheming, had allowed his logical mind to devise plans without thinking about the emotions of mortals. It was a rare mistake, and one he vowed not to repeat.

Eventually, his eyes were drawn to a spectre he had punished many centuries ago. In life, she had been Lady Olynder, the beautiful but cruel ruler of the realm of Dolorum. She had schemed her way to power, before angering Nagash. The Great Necromancer took her soul and cursed her to feel all the misery of the Mortal Realms, and to haunt Dolorum forever.

To Nagash's great surprise When he rediscovered the Veiled Lady, he found she had conquered Dolorum once more, turning it into a realm of terror. Here was a spirit worthy of leading the Nighthaunts to war.

*Eventually, Nagash would
settle upon Lady Olynder as the
Mortarch of Grief.*

*Only by appointing a new Mortarch
could Nagash truly harness the
Nighthaunt's potential.*

NIGHTHAUNT

PART 2

The Nighthaunts are no longer content to lurk at the edges of civilisation, preying upon the weak. Now they have gathered into huge spectral armies bent on vengeance. Each of the gheists has been condemned to an afterlife of damnation and torture by Nagash's cruel curses.

'THERE
IS NO RELIEF,
ONLY ENDLESS
DEATH.'

- Szhar Zalak, Chainrasp



The curses that afflict the Nighthaunt remove all compassion and warmth they felt during life, replacing these feelings with bitter hatred. What remains of their spirit is bound by a necromantic curse. These curses are normally linked to the gheist in some cruelly ironic way – either to the manner of their death or their deeds in life. They are forced to haunt the Mortal Realms for eternity, seeking out and punishing those who still live.

Nighthaunts are a bone-chilling sight. They glow with an unholy light and appear insubstantial and ghostly. They are able to float weightlessly in the air or pass directly through solid obstacles. Indeed, a Nighthaunt can glide without pause straight through a wall in the same way that a mortal man may stride through a light fog or mist on a gloomy day.

The Nighthaunt are incredibly difficult to kill, too. Only blades and arrows guided by supreme, unflinching faith can strike them. The majority of weapons simply pass straight through their ghostly forms without leaving a mark, much to the shock and horror of their wielders.

Only those who can focus their minds and drive out their deepest fears can hope to stand against such supernatural terrors. It takes unflinching courage to will a weapon to harm a Nighthaunt. But in return, the cold blades of the Nighthaunt take a terrible toll upon the living. Skeletal hands reach out, ignoring armour, flesh and bone alike to grasp at their victim's hearts. The aura of fear and confusion that emanates from each of these unholy gheists robs enemies of their physical strength, as well as their courage and conviction.

THORNY BRIAR

The thorny briar is a plant commonly associated with the undead, and with the Nighthaunts in particular. Its barbs represent the spirits' eternal pain and the cruelty of existence, whilst the grave roses that sometimes appear on its stems symbolise death, tragedy and bleakness. The vine's creepers endlessly curl into knots, calling to mind the inescapable fate of the cursed Nighthaunt spirits and the hopelessness of their existence. Like the twisted knots of the briar, the necromantic forces that hold the Nighthaunts together can be broken by magic or violence, but in time their shattered essences will reform in the underworlds of Shyish and they will return to serve Nagash once more. There are very few weapons or magical items powerful enough to destroy a Nighthaunt once and for all.

Some of the most powerful Nighthaunt spirits, such as Lady Olynder and the Briar Queen, manifest with thorny briars twisting around their ghostly forms. The Briar Queen even wields a whip made from thorny briars with which she lashes out at her foes. The horde of Chainrasps that accompany her to war have been referred to as her Thorns, for they loyally defend their mistress against any who would harm her.

Thorny briars follow Lady Olynder wherever she travels, heralding her arrival on the battlefield.

The Nighthaunt are united by their hatred of the living, and take any chance to slay their mortal foes.



A HATRED FOR THE LIVING

There are many types of Nighthaunt spirits, but all have one thing in common – a hatred of the living. Some, like the Cairn Wraiths, were as wicked in life as they are in death. Others, like the Glaivewraith Stalkers and Chainrasps, are embittered by the curse of their afterlife, for they are bound to an eternity of torment and their jealousy of the living knows no bounds. Some gheists mistakenly believe that slaying the living will earn them their freedom. Yet such is not the nature of Nagash, whose justice is final. Once their punishment is set, there is no escape from the curse.

*Expedition Log
The Prime Innerlands,
The banks of Lake Lethis,
Stygxx*

The thorny briar has long been associated with the dead. In Shyish, almost every mausoleum, graveyard and crumbling tomb has an accompanying layer of rose-vines.

Those who defended the Midnight Tomb in Lethis recall a carpet of briars heralding the arrival of Lady Olynder. It appears that Nagash has embraced this symbolism.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*



NIGHTHAUNT

RISE OF THE WRAITHS

PART 3

Long before being chosen as the Mortarch of Grief, Lady Olynder had been cursed to an eternity of undeath by Nagash. Ever ambitious, the veiled lady refused to let even death halt her rise to power. In death, she came to rule over the same kingdom she had in life.

In old Dolorum, Lady Olynder rose to rule, spreading grief and misery in her wake.

Olynder's rise did not go unnoticed. Nagash saw potential in this cunning, vengeful spirit.

Lady Olynder was once a great beauty, famed throughout the empire of Dolorum. Dolorum was the largest of the civilisations from the lands known since the Age of Chaos as the Screaming Wastes. She had schemed, plotted and charmed her way to a position of power, leaving a trail of ruined suitors and mysterious deaths behind her. Still, her beauty was such that she continued to wind her way upwards, winning the heart of the prince of Dolorum himself. Her engagement was brief, for the prince and his father, the high king, disappeared. In their absence, she became the ruler of Dolorum.

Olynder vowed to mourn her missing prince and king, and took to wearing a veil. Her people called her the Mourning Bride or the

Unrequited Queen. Her public displays of grief won over even the coldest of hearts. Yet it was all a lie. Her sorrow was no more than a trick. Hidden behind her veil, she could not help but smile at her own cleverness.

Unfortunately for the new queen, the Age of Chaos had arrived. Plague and the attention of the Chaos God Nurgle came to Dolorum, and soon Olynder's sorrows were for her realm. Again, however, her tears were false. She remained safe in her palace, her life a dream, even as all those around her died from disease.

Through all of this, Nagash watched Dolorum closely, for its people had always honoured him. Their dedication had ended with Olynder's rise. Even when her lands, cities and throne room were empty of life, the cruel queen felt no grief.



'Rise my subjects. Rise and join the procession. Rise and join the shrouded parade of death. We shall make our enemies weep.'

— Lady Olynder, Mortarch of Grief

Having been given a sliver of Nagash's godhood, Lady Olynder calls forth Nighthaunts from across the realms.

It was only when she negotiated with the agents of Nurgle that Nagash marked Olynder as a true traitor. As punishment, he claimed her soul for his own. So did she become the Veiled Lady, a spectre burdened to feel all the miseries of the Mortal Realms and to haunt the ruins of Dolorum for ever. Satisfied at this punishment, Nagash turned his attention elsewhere, giving not a single thought to her fate for many long centuries. When he eventually turned his attention to Dolorum once more, he was surprised at what he discovered.

The Veiled Lady, rather than allow her grief and misery to halt her ambition, had risen to power once more. She had dominated the spirits and wraiths that made Dolorum their home, drawing them closer with her aura of grief. So haunted was Dolorum that

any living being who stepped within the kingdom's boundaries experienced true terror.

Yet Olynder was not happy with ruling over one underworld. She longed to bring more nations, both dead and alive, into her empire of misery.

Here, at last, was the leader for the Nighthaunt that Nagash had been looking for. In a dark ritual, he gave her a small portion of his power, making her the Mortarch of Grief. His first task for her was to unite the Nighthaunts into a true force, a weapon that could be directed against his many foes.

Eager for conquest and power, Lady Olynder readily agreed. She began using her god-given powers to call Nighthaunts from across the realms, drawing them to her with a siren call and promising them all vengeance against the living.



DOLORUM

Dolorum was once a powerful and majestic kingdom, full of arcane wonders and beautiful works of art. Its people worshipped Nagash, making many offerings in his name. The empire was cursed, however, when the Age of Chaos arrived, and Nurgle's followers spread plague through the mortal population. Almost everyone in Dolorum died of disease or turned to worship Nurgle in desperation. Soon all that remained was a haunted ruin in which the anguished spirits of the dead dwelt, slaying any mortals who were foolish enough to enter the borders of their shadowy home.





NIGHTHAUNT

RISE OF THE WRAITHS

PART 4

From across the Mortal Realms, Nighthaunt spirits flock to the siren call of the Mortarch of Grief. They mustered together in Nagashizzar to be divided into armies. They were then sent out into the realms to conquer in the name of the Great Necromancer, Nagash.

'Rise, my subjects. Rise and join the procession. Rise and join the shrouded parade of death. We shall make our enemies weep.'

— Lady Olynder, Mortarch of Grief

Lady Olynder is summoned to Nagashizzar from her ancestral home in Dolorum to stand before Nagash, the Great Necromancer. There, she ascends the steps of his colossal throne and is granted the title of Mortarch, and with it a sliver of the God of Death's great power. Granted command of the Nighthaunt Processions, she leaves Nagashizzar plotting the bloody downfall of her enemies.

REIGN OF TERROR

Upon their arrival in Nagashizzar, Lady Olynder divided her new forces into distinct armies, appointing sub-commanders to direct them in battle, and assigning a Knight of Shrouds to lead each spectral host.

As with all tasks undertaken by the Veiled Lady, this process was conducted in a morbidly ceremonial manner – in ghostly processions. Only when the next wave of aftershocks emanated from the Shyish Nadir did Lady Olynder unleash her newly assembled armies.

Like the howling of an ill wind, the Nighthaunt hosts advanced on a hundred fronts. They would strike first in Shyish and then move through Realmgates to spread terror across the Mortal Realms. The old empire of Lyria was the first region to feel Olynder's wrath, overrun by a seemingly endless tide of spirits. Relentlessly, the Nighthaunts moved from one target to the next.

Nighthaunt processions used their ethereal, ghostly nature to their advantage. Entire armies rose from the ground to strike without warning, disappearing as swiftly as they had arrived. In the rare instances where their attacks did not work as planned and met resistance, they merely faded away, sinking into the earth once more, or stepping into the eerie mists that accompanied them, disappearing entirely.

Where success was most crucial, Lady Olynder accompanied her processions to battle, bringing with her a wave of fear, dread and foreboding that washed over the foe. Entire regiments of enemies faltered, overcome by the oppressive weight of their own hopelessness.

Under the Mortarch of Grief's command, the Nighthaunt won many great victories against the forces of Order and Chaos alike, bringing vast regions of Shyish under the control of the dead.

THE NECROQUAKE: AFTERSHOCKS

The disastrous necroquake sent waves of death magic out across the cosmos, causing Nighthaunts to rise in every realm. So great was the event's destructive power that aftershocks continued to ripple out from the Shyish Nadir long after the initial magical explosion. Lady Olynder invaded Shyish in the wake of one such tremor, following the wave of amethyst magic with a campaign of slaughter.



The interference of the Skaven disrupted Nagash's plans to dominate Shyish. The necroquake was the unintended result.

KNIGHTS OF THE SHROUD

The Knights of Shrouds are the generals of the Nighthaunt forces. They were once mortal warriors, who bartered away their lives and betrayed their allies in return for immortality. Each Knight of Shrouds leads one of Lady Olynder's processions of Nighthaunts. When such a procession joins battle, the disembodied voice of a Knight of Shrouds can be heard directing the spectral horde.





NIGHTHAUNT

THE EMERALD HOST



'RISE, EMERALD HOST. A SOUL MUST SUFFER.'

-Lady Olynder, Mortarch of Grief

Wreathed in green baleflame and led by a terrifying spectral cavalry, the Emerald Host is sent forth by Lady Olynder to destroy her most hated foes. With scythe and talon they tear at the souls of the living. In their path lie the corpses of their victims, faces contorted with heart-stopping fear. Such is the fate of all who defy the Veiled Lady and refuse to bend to the will of Nagash.

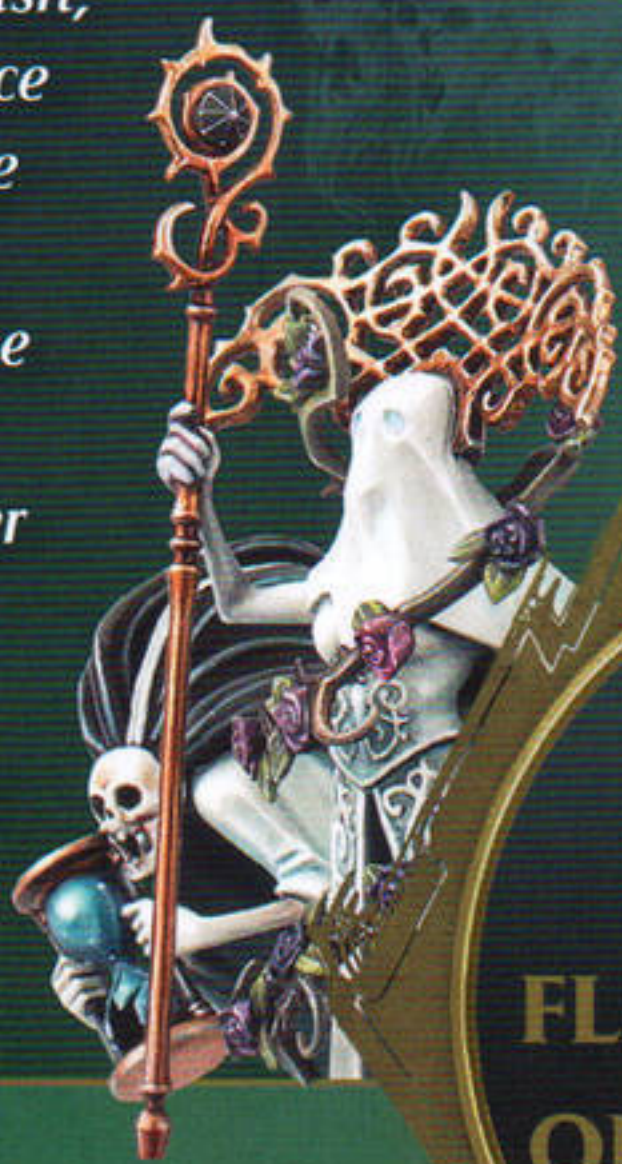
The Emerald Host are an army of warriors gifted to Lady Olynder by Nagash. They are formed from the souls of nobles of Dolorum who once plotted against the veiled lady, believing her to be responsible for the death of their king.

Only when Lady Olynder places the destructive hex known as the Emerald Curse upon her foes do these spectres rise to haunt the realms. The dark rituals required to inflict the Emerald

Curse are complex and macabre. They demand the sacrifice of thousands of souls, as well as a portion of Olynder's power. Once a being is marked, however, their fate is sealed. Though it may take days, months or years, the Emerald Host will find their prey. The victim of the curse will notice the sky glow green and gather in intensity until it is aflame with witchlight. Only then will the riders of the Emerald Host descend from on high to reap their due.

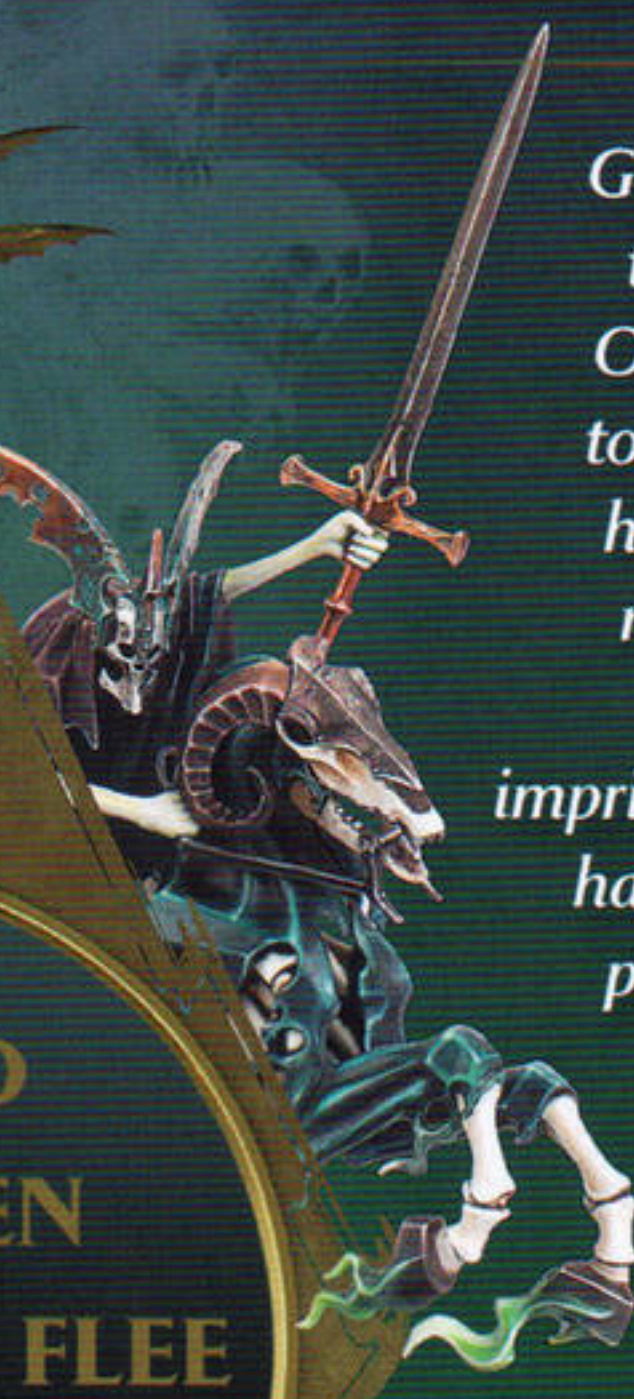
LADY OLYNDER

In life, Lady Olynder rose to power through treachery and deceit. Upon being cursed by Nagash, she rose to power once more, this time at the head of an army of wraiths. Now that she has been elevated to Mortarch of Grief, her ambition knows no bounds. Those that stand in her way feel the full wrath of the Emerald Host.



GHAREST MALCOR

Gharest Malcor was one of those who plotted against Olynder. Olynder was able to sway the young noble to her cause with promises of marriage. He betrayed his allies, who were slain or imprisoned. Olynder, however, had no intention of sharing power and had him killed. Nagash raised the slain noble as a Knight of Shrouds, and he now leads the Emerald Host.



**'SHOULD
THE GREEN
FLAME RISE, FLEE
OR FACE DEATH.'**

- Shyishan words of wisdom

Dolorum

Dolorum lies in the Screaming Wastes of Shyish. Dolorum was once the heart of a great Shyishan empire, but now its cursed lands and crumbling ruins echo with the agonised screams of the dead. Dolorum has become a kingdom of spectres, ruled over by the Mortarch of Grief. An aura of misery and despair lies over the entire realm. Mortals who step foot within the borders are swiftly overcome by woe. The spectral armies of Dolorum now seek to conquer in the name of Nagash.

The Dolorous Guard

The nobility of ancient Dolorum were well trained in the art of cavalry warfare. The most elite champions amongst them formed the Dolorous Guard. Most of these nobles joined the plot against Olynder. They would pay for this treachery with their eternal souls. The Dolorous Guard have been transformed into Hexwraiths — the spectral shock cavalry of the Nighthaunt processions. They now ride to war at the head of the Emerald Host, taking out their frustrations on the Lady Olynder's many enemies.



The Hexwraiths of the Dolorous Guard are the elite of the Emerald Host. These spectral knights wield scythes that flicker with green flame. These blades can part their victim's soul from its body, allowing the Hexwraiths to claim it.

NIGHTHAUNT CHAINRASPS

*Expedition Log
The Prime Innerlands,
Day 2 - Glymmsforge.*

I was a fool to delve into the catacombs. I had not accounted for the dangers within. We had barely descended more than a few metres when Chainrasps burst from the darkness, their skeletal faces twisted with rage. The dread gheists swarmed around us, wailing, stabbing and tearing apart my guards as they stood paralysed by fear. I am not ashamed to say that I fled, for what could a mortal man do before such a terrifying procession of death?

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*

The Chainrasps are the most numerous of the spirits that make up the Nighthaunt processions. These bitter gheists are created from the souls of the most vicious prisoners to have ever lived in the Mortal Realms. In death they wear the chains that bound them in life, howling in misery and anger as they drag their bonds. They are held together only by their hatred for those who still live.

The form of a Chainrasp reflects the manner of their death. All Chainrasps were once vicious criminals and still carry the restraints that bound them in their final moments. Some are weighed down with heavy iron cannonballs, restrained by thick manacles or locked in rotting stocks. They are forced to carry their restraints for all eternity.

Enraged by their cursed existence, they seek out the living to bludgeon, claw or stab them to death. Their ghostly weapons can cut through flesh and break bone as easily as any physical sword or mace.



When they gather in large enough numbers, the hatred that the Chainrasps emit is so powerful and all-consuming that it can weaken the enemy's will to fight. Often victims are easy prey by the time the Chainrasps close in for the kill.

The Chainrasps' champions are known as Dreadwardens. The candles these gheists carry are like beacons to the spirits they command. These lights cast a dread glow that the Chainrasps believe will lead them to their freedom. In fact, this eerie illumination helps to bind the Chainrasps to eternal servitude. Though they still seek their freedom in death, in truth they are bound to a horrifying, eternal imprisonment as a Chainrasp.



THE VENGEFUL DEAD

Kreth Soulvoid

Kreth was once a soldier who murdered his commander in return for riches, only to die in chains. In death he is eager to unleash his Chainrasp followers upon the living.

Gallowghast

Gallowghast's mortal life has been lost to the mists of time, but his deeds as a vengeful spirit are well known. A thousand mortals have fallen to his pitted, rusty blade.



The Gravemaiden

The gheist known as the Gravemaiden was once a tomb robber and cutthroat. Her flailing chains and rusting restraints rattle to the soul-chilling sound of her tortured wails.

Yorik the Wicked

Yorik's life as a bandit ended in the dank depths of a forgotten dungeon. Death provided no release from his torment, for his chains are as heavy as they were in life.



From cairn, crypt and barrow the Nighthaunt spill forth across the Mortal Realms.



CHAINRASP HORDE

Chainrasps rise from forgotten tombs and graves, coming together to form colossal Chainrasp Hordes. If they gather in large enough numbers, they can affect the minds of their victims, weakening them greatly. They fight with no great strategy, but rather swarm over their enemies in a tide of stabbing, bludgeoning and slashing fury. Entire mortal armies have fallen to the fury of rampaging Chainrasp Hordes.

NIGHTHAUNT

MYRMOURN BANSHEES

The Myrmourn Banshees were once women who practiced the arcane arts and sought out magical knowledge. In their search for power, they failed to pay the proper respect to Nagash. In death he has cursed them, forcing them to forever seek out and devour the magic they craved in life.

Myrmourn Banshees have an unnatural hunger, for they can only feast upon magic. No enemy spell is safe from these hungry spirits as they haunt the Mortal Realms in search of arcane energy to consume. They are drawn to magic as vultures are drawn to carrion, and such is their fury towards the living that any mortal who stands in their way will receive swift vengeance at the point of their cursed chill daggers.

When Myrmourn Banshees gather in large numbers, they can devour magical spells even before the effect of the spell has been unleashed. They can then turn this arcane energy against the caster, infusing their chill daggers with dark power and moving in to stab their unfortunate victims to death.

*Expedition Log
The Prime Innerlands,
Day 20 - Redstone Barrow*

The Banshees came at dusk, drifting out of the darkness, falling upon our wizard with chill daggers. A spell of warding died upon the poor spellcaster's lips. Thank Sigmar for our Stormcast protectors. Without their bravery, we would be naught but carrion. I fear my dreams shall be haunted by nightmarish wails and shrouded, ghostly skulls.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*



THE WAILING DEAD



SCREAMS

Myrmourn Banshees unleash terrible screams of rage and misery as they attack their victims.



CHILL GRASP

Despite their ghostly forms, Banshees can grasp and tear at the living or stab them with their chill daggers.

SOUL-EATERS

The cold touch of a Banshee saps the will and strength of the living, eating away at their souls.



SPELL-EATERS

The Myrmourn Banshees hunger for magical energy. They can eat spells as they are cast and drain the magic from enchanted weapons.



CHILL DAGGERS

Myrmourn Banshees are armed with cruel blades known as chill daggers. These ice-cold weapons possess vicious points and are capable of passing through all but the mightiest of magical armour with ease. Myrmourn Banshees who have devoured enough magical energy attack with even greater fury, descending on their enemies with a flurry of thrusting strikes. Even powerful enemies have met their end beneath a swarm of shrieking Myrmourn Banshees and their chill daggers.

DESTROYING THE DEAD



ENCHANTED WEAPONS

The stormsmite mauls and maces carried by Sequitors can destroy the ghostly form of a Banshee, striking with the power of a thunderstorm.



SHIELDS OF AZYR

The magical shields carried by Sequitors can be empowered by the storm magic of Azyr to block and parry the vicious thrusts of a chill dagger.

NIGHTHAUNT

GLAIVEWRAITH STALKERS



*Expedition Log
The Prime Innerlands,
Day 56 - Morthaven.*

At dusk we came upon the remains of a caravan. The dead were strewn between the carts, fear frozen upon their faces. There was but one survivor. Left barely alive, he frantically whispered to us of spectral horse-men armed with wicked glaives. Thanks to my research in Glymmsforge, I knew he spoke of the Glaivewraith Stalkers. Needless to say we moved on, before the Nighthaunt had cause to return.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*

Glaivewraith stalkers prowl the realms in packs, seeking prey to hunt. Once their target is chosen, the pursuit begins. It will not end until their blades are buried in the heart of their victim.

Glaivewraith Stalkers are Nighthaunt that were once mounted hunters who rode down their prey for the thrill of the chase, despite the fact that their prey was innocent of any crime. The fallen victims of these cruel hunters did not forget the manner of their deaths, and when they reached the afterlife, they asked Nagash to punish

their killers. Nagash, thanks to his strange sense of justice, often answers these prayers, cursing these cruel hunters to become Glaivewraith Stalkers.

In death, those cursed in this way are transformed into a strange mix of horse and rider. These crook-backed spirits are given a new, endless hunt to take part in. When their master selects a target for them, Glaivewraith Stalkers will pursue the target with grim determination.

**'Once the
Glaivewraith has
your scent, it is kill
or be killed.'**

- Lord-Exorcist Abranus

Glaivewraith Stalkers do not move with great speed, often advancing to the slow and steady thump of a drum made from human skin. They no longer feel the thrill of the chase that they sought as mortals. Instead, they only possess a cold and unforgiving drive to pursue and kill.

There is no escape, for once their target is chosen, the Glaivewraith Stalker's blade points towards the victim like a compass, and the Glaivewraith will kill anyone that stands between it and its prey. A victim could run or flee on horseback to the most well-protected of areas, but they can never escape their fate. Mortals still have to eat, sleep and rest, and that is when the Glaivewraith will close in. Some have evaded a Glaivewraith for years, only to let their guard down at the fatal moment. Sooner or later, the point of the gheist's blade will end their life.

For the prey of a Glaivewraith Stalker there may be no escape, but the same is equally true for these cursed spirits. No longer are they satisfied upon completing a hunt. With each successful kill, a new target is marked out for the ritual to begin again. Shyish swells with the souls of the dead slain by relentless packs of Glaivewraith Stalkers, and mortals across the realms tell grim tales of their cruel hunts.

*The Glaivewraith, child, is on your trail,
His eyes aflame with bitter wrath.
Through darkest night and fiercest gale,
His glaive stays fixed upon your path.*

*You may try to hide or flee,
but Old Bones cares not.
All are caught eventually,
And in forgotten graves they rot.*

-Morthavian Folk Song

SPECTRAL HUNTERS



Winsome Vyrn

In the distant past, Winsome Vyrn was a powerful warlord. He was handsome and charming, traits that masked his true cruelty. After each battle he pursued his fleeing enemies, hunting them for sport. His crimes eventually caught up with him when he was slain in battle. But still his punishment was not complete. Vyrn has been twisted into a Glaivewraith Stalker, forever cursed to hunt down Nagash's enemies.

Zynkarn

The gheist known as Zynkarn once rode with a pack of outlaws who delighted in running down their victims on horseback. He was captured and executed for his crimes. The last sound he heard as a mortal was the steady beat of the executioners drum. In death, he has been cursed to serve as a Deathbeat Drummer. Each strike of his drum serves as a painful reminder of his death and the endless servitude to come.



THE VANGUARD

Glaivewraith Stalkers are one of the more common spirits in the armies of the Nighthaunt. They are often amongst the first wave of spirits to descend upon the Nighthaunt's living enemies, sowing fear and pursuing their targets relentlessly. Whilst they are far from the most powerful of spirits, Glaivewraith Stalkers have an unnatural persistence, and their weapons are deadly indeed. Often an attack by these terrifying spirits is enough to break a force of mortals and send them fleeing into the night. Even the fearless Stormcast Eternals find great numbers of these enemies difficult to dispatch.





NIGHTHAUNT

Dreadscythe Harridans howl in tortured misery as they cut down foes.

DREADSCYTHE HARRIDANS

Murderous spirits with razor-sharp blades in place of hands, Dreadscythe Harridans cut through the living, shrieking with unnatural fury as they spill a crimson river of blood. These spirits are made all the more terrifying by the cruel nature of the curse that afflicts them.

Dreadscythe Harridans were once healers, nurturers and nurses, all women devoted to easing suffering and prolonging life. Their actions drew the attention of Nagash, for any who prevent death are guilty in the eyes of the Great Necromancer – such healers have denied him his tally of souls. So did he create a special reward for those who committed such crimes – the dreadful Harridan Curse. This hex twisted the offending souls, reshaping them into something that was the opposite of what they once were.

Where they had healing hands, wicked reaping weapons known as bone scythes appear. If they were gentle and caring in life, the Dreadscythe Harridans are now raging

'Pitiful are the Dreadscythe Harridans, for they bear witness to their own crimes, and can do nothing to stay their own hands.'

- Lord-Relictor Arranas Mournblade

killers. In life, the sight of blood and injuries caused them to feel compassion, but now it only enrages them. In place of soothing words, they now issue terrifying shrieks thick with rage, fury and absolute misery. At the front of Dreadscythe Harridan packs are Slasher Crones, the most formidable killers of their kind. They possess an extra set of scythed limbs and are even deadlier than the spirits they lead to war.



Dreadscythe Harridans are, like many Nighthaunt, excellent shock troops. They are swift and deadly, swooping across the battlefield before launching into furious, frenzied attacks. Their scythed limbs are razor sharp, passing through armour and flesh with frightening ease.

The Dreadscythe Harridans unleash an unnatural, ear-piercing shriek as they attack, causing all but the bravest of foes to drop their weapons and flee the battlefield in absolute terror. Few of those who flee escape, and are instead sliced limb-from-limb by a swirling mob of shrieking spirits.

The shrieking advance of a pack of Dreadscythe Harridans almost always heralds a bloodbath. Their cries can cause even the bravest of mortals to drop their weapons and flee. To do so is folly, for the merciless spirits are swift, and they cut down any who flee their grasp.



THE HARRIDAN CURSE

The Harridan Curse may be one of Nagash's most cruel punishments. Perhaps the most disturbing thing about the curse is that the minds of its victims are completely intact and fully aware.

Most spectres lose any memories of their former lives, but this is not so for the Dreadscythe Harridans. While they retain their old memories, they can no longer control their actions, so each is aware of and can see the atrocities they commit. Tragically, they can do nothing to stop themselves. They are forced to spend the rest of their existence tortured by their own actions.

BONE SCYTHES

The pale limbs of the Dreadscythe Harridans do not end in clawed hands as those of other Nighthaunts do. Instead, they possess bone scythes, razor-sharp blades that can cut through flesh and armour and allow a Dreadscythe Harridan to deal fatal blows with every strike.



NIGHTHAUNT

GRIMGHAST REAPERS

Grimghast Reapers are formed from the souls of those who murdered their rivals without getting blood on their own hands. In death they have been cursed to slay Nagash's enemies in the most brutal fashion, staining their hands red with blood.

THE BLIND GHEISTS

In the foothills beneath the Deific Mons of Stygxx, I was unfortunate enough to find myself caught up in a battle against the Nighthaunts. While I can recount no heroics of my own, the battle will never fade from my memory.

I witnessed with my own eyes the charge of the Grimghast Reapers. They swept across the barren land in blind fury, scythes slashing wildly. Our pikemen had nowhere to flee. The unseeing spirits crashed into them and the living fell like a field of wheat at harvest.

The gheists emerged from the fray slick with blood, their maddening cries spreading panic throughout ranks. We were fortunate indeed to win the day, though the cost was great.

*From Musings on the Realms:
A Guide for the Curious
by Tarlach Malthar*

In life, those who were to become Grimghast Reapers were careful, precise killers. They planned and plotted, worrying over every act of cruelty they committed. All took great pains to see that they would not have to act in violence themselves. The deaths they caused were brought about through whispered lies, poison, or the activity of mercenaries. In death, Nagash has seen fit to punish such souls with everlasting bloodshed in the most frenzied and obvious manner possible. The curse that afflicts the Grimghast Reapers also renders them utterly blind.

In battle, the Grimghast Reapers advance with stuttering movements, yet they are still fast, even despite their blindness. As they drift across the battlefield, they constantly swing their scythes in long, sweeping strikes, blindly cutting through the enemy ranks. Like horrible clockwork figures, they endlessly repeat the same scything blows until no more enemies stand. By the time the battle is over, they are utterly drenched in blood.





DEATH KNELLS

The champions of the Grimghast Reapers are the Extollers of Shyish. Once spiritual leaders who spoke out against Nagash, they now bear death knells. When these bells strike flesh, they can shake a mortal soul loose from its body.



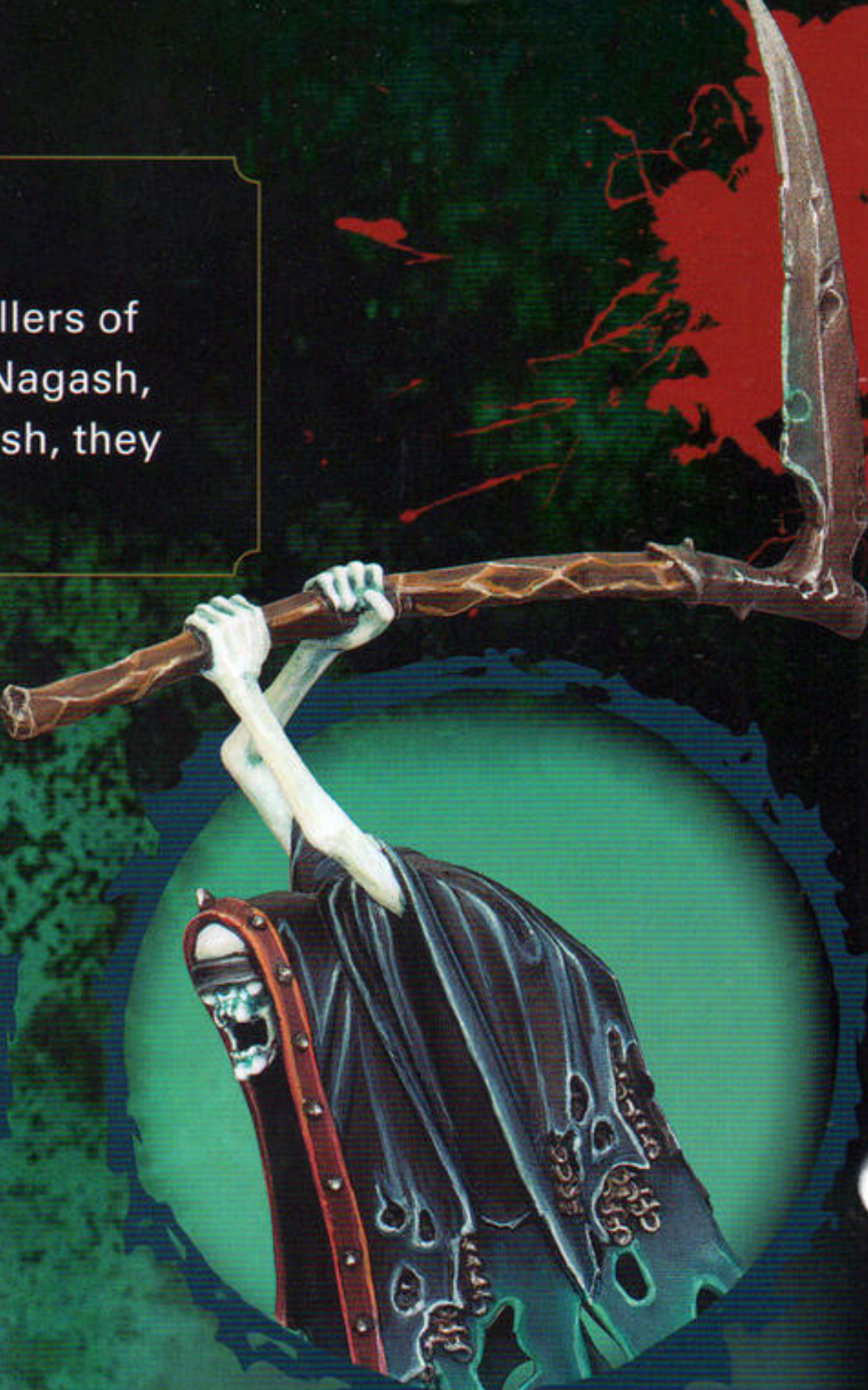
Tynak the Shepherd

Tynak the Shepherd was once an outspoken priest of Sigmar. He told his followers to shun Nagash and dedicate their prayers to Sigmar. Nagash vowed to punish the priest. Upon Tynak's death, he was cursed to become an Extoller of Shyish, and must honour Nagash with the toll of his bell.



Arkys Dram

Poison has always been the weapon of cowards. Thus it was for Arkys Dram, who murdered no less than five members of his own family in pursuit of an inheritance he would never attain. The hangman's noose ended his life, and he was cursed to an eternity of bloody slaughter.



Mordyr Ilthax

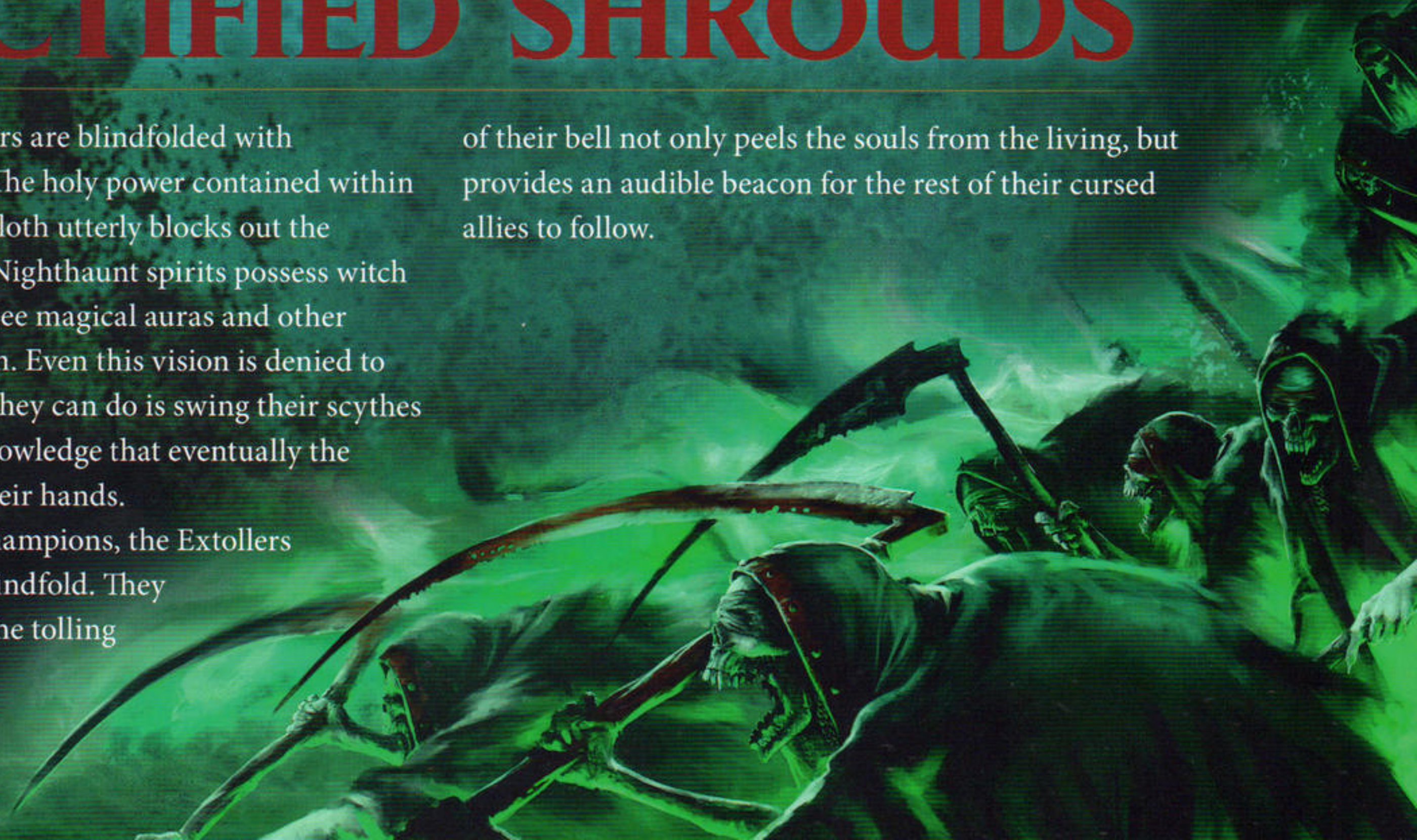
Mordyr Ilthax was once an art collector who employed thieves, assassins and mercenaries to plunder the most beautiful works from across Shyish. Sentenced by Nagash to an eternity of blind violence as a Grimghast Reaper, he yearns for treasures he can no longer appreciate.

SANCTIFIED SHROUDS

The Grimghast Reapers are blindfolded with sanctified shrouds. The holy power contained within these thin strips of cloth utterly blocks out the gheist's sense of sight. Most Nighthaunt spirits possess witch sight, which allows them to see magical auras and other spirits in the air around them. Even this vision is denied to the Grimghast Reapers. All they can do is swing their scythes and press forwards in the knowledge that eventually the blood of the foe will cover their hands.

The Grimghast Reapers' champions, the Extollers of Shyish, do not wear the blindfold. They alone are permitted to see. The tolling

of their bell not only peels the souls from the living, but provides an audible beacon for the rest of their cursed allies to follow.





NIGHTHAUNT



Spirit Hosts attack in furious swarms, surrounding and overwhelming their victims.

SPIRIT HOSTS

Of the many deadly gheists that haunt the Mortal Realms, Spirit Hosts are perhaps the most common. They stalk the realms' haunted cairns, battlefields and cursed sites. Since the necroquake sent waves of death magic across the Mortal Realms, Spirit Hosts have only increased in number.

Spirit Hosts rise out of the ground like a swirling mist, forming massed bodies of spiritual energy. They are the spirits of the damned, their individuality taken away and fused into a roiling cloud of pure spite, fury and ethereal force. Spirit Hosts may be one of the weakest of Nighthaunt gheist, but with each tortured soul that joins their number, they become stronger and more deadly. Amidst each shifting ghostly form, deathly faces leer and grasping talons snatch out to grab and torment their living victims.

Like bodies left to rot in heaps upon the battlefield, or piled into a mass grave, Spirit Hosts have long since lost their identity. All of their memories and physical forms have dissolved, leaving only a vengeful rage and a cold hatred for the living, for in their mortal victims they recognise a faint glimmer of that which they have lost.

Though they are amongst the lowest form of Nighthaunt spirit, Spirit Hosts are no less deadly for it. Their phantom weapons and tearing claws wound not just the body of their victims, but their souls as well. Their chill touch can pass through armour to tear at the flesh and organs beneath, inflicting deadly wounds.

Wherever Nighthaunt processions rise for war, vast numbers of Spirit Hosts flock to join them. Spirit Hosts play the role of shock troops, weaving in and out of their allies to take the foe by surprise. These sudden attacks disrupt the enemy forces, breaking their lines and allowing the larger formations of Nighthaunt to exploit the confusion caused. For many mortal soldiers, the last sight they witness is a screeching cloud of ghostly forms and tearing claws emerging from a place they thought no threat could come.



EXECUTION HORDES

Spirit Hosts are commonly seen accompanying the gruesome gheists known as Lord Executioners to battle. These particular Spirit Hosts are the massed souls of those that the Lord Executioner slew in life, many of them wrongfully executed. They howl in anguish and frustration as they descend upon the living and tear them to shreds.

These formations of Spirit Hosts and Lord Executioners are known as Execution Hordes. Each Execution Horde is tasked with hunting down and destroying those who have escaped the justice of Nagash, or otherwise angered the Great Necromancer.

The Spirit Hosts descend upon the target, slaughtering their bodyguards to carve a path to the quarry. The attentions of the Spirit Hosts allow the Lord-Executioner to close with the victim and land the killing blow with a deadly headsman's axe.

*Expedition Log
The Prime Innerlands,
Day 600 - Morthaven.*

The lands around Morthaven have seen many battles, and it seems the souls of the fallen do not rest easy. Thrice we have been assailed by Spirit Hosts – great clouds of cursed souls that rose like mist from their mass war graves. They attacked with a terrifying fury, slaying many with their spectral touch.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*



'The cursed Spirit Hosts would be pitiful indeed, were they not so deadly...'

— Andros Ghayle, Priest of Sigmar

Haunting Hannersdorf

In the heart of Carstinia, the village of Hannersdorf was the site of a bloody massacre — the entire village was torn to shreds by rampaging ghouls. The anguished souls of the fallen soon rose from the pit in which their bones were hurled and merged into a vengeful Spirit Host. They still linger in the rotting ruins of their damned village, appearing only to attack the living. Those foolish enough to trespass there are torn asunder by the shrieking Spirit Host.

The Coldspite Swarm

The inhabitants of Decrepita in Ghyran have always been cold-hearted and grim, for every year a bitter winter takes its toll. The abandoned graves of Decrepita's frozen landscape have given rise to many cruel Spirit Hosts — the Coldspite Swarm is the largest. Formed from the souls of exiled people who died cold and alone, it is drawn to the warmth they were denied. It has slain many travellers warming themselves by the flickering flames of a campfire.





NIGHTHAUNT

CHAINGHASTS

Chainghasts are the cursed spirits of condemned prisoners. Facing a terrible doom, they turned to the gods for aid. As they pleaded, these poor wretches failed to include Nagash in their prayers, sealing their fate. As punishment, the Great Necromancer sentenced these mortals to eternal imprisonment, binding them in manacles and chains of iron secured by enchanted padlocks.



**'FEAR THE
CONDEMNED!
THEY WILL TAKE
YOUR SOUL!'**

- Pylus Gorm, Glymmsman

1

MASKS

The Chainghasts' faces are sealed behind iron masks. The restrictive masks are a constant reminder that they will never be free.

2

GHASTFLAILS

Chainghasts are forced to carry these black-iron weights as part of their punishment. In battle they serve as deadly weapons.

3

MANACLES

A Chainghast's manacles weigh heavily, cutting into their ghostly forms, which only serves to increase their misery.

4

ENCHANTED PADLOCKS

A Chainghast's heavy chains are secured by enchanted padlocks which prevent them escaping their bonds.

Nagash is infinitely spiteful. Not content with shackling and binding Chainghasts for all eternity, he forces them to carry heavy weights of black iron. These weights are imbued with dreadful emotions – the worst pangs of fear and hopelessness experienced by the cruelly enslaved. A Chainghast wields these weights as a weapons, bludgeoning their foes with flailing strikes. When whirled with enough force, these ghastrails build up a charge of deadly misery.

When charged in such a way, a ghastrail can be used like a sling to hurl bolts of spirit-force that eat through armour and wound the soul.

Behind their sealed masks, Chainghasts retain some memories of their former lives, and all have an eternal yearning to break free from their bonds. This is yet another torture bestowed upon them by Nagash, for they are bound to serve and can never hope to act upon these thoughts.



Together with hordes of Chainrasps and their Chainghast servants, Spirit Torments go to war in vast processions known collectively as The Condemned. Battalions of The Condemned are often chosen to lead the Nighthaunts' attacks, heaving forward as one to smite their foes.

SPIRIT TORMENTS

All Chainghasts are bound to serve a Spirit Torment. Spirit Torments are the masters of Nagash's dungeon, the Great Oubliette. These cruel gheists are responsible for hunting down and capturing the souls of those who have angered the Great Necromancer.

In battle, Chainghasts fight alongside their Spirit Torment master. It is their duty to slay whom the Spirit Torment commands, either in close combat, or by slinging bolts of spirit-force from their ghastrails.

Since the necroquake, ever greater numbers of Spirit Torments and their Chainghast servants have been sent out to wreak havoc in the Mortal Realms, battering their enemies and creating a rich harvest of souls to be captured and returned to the haunted corridors of the Great Oubliette.

CAGED LIGHTNING

Some believe there is a link between the appearance of Spirit Torments and the Stormcast Eternals. It is suspected that Nagash has ordered them to reclaim souls he sees as belonging to him.





NIGHTHAUNT



Hexwraiths ride through their foes, sowing havoc as they go.

HEXWRAITHS

Once proud knights of the Mortal Realms, the Hexwraiths are now cursed to serve eternally as Nagash's shock cavalry. Also known as Reaper Knights, they can sever body and soul in a single strike.

Hexwraiths are found in many Nighthaunt processions. These undead horsemen are incredibly useful to any undead general, as they are capable of riding through solid walls in the pursuit of their chosen prey. Hexwraiths steal the souls of those they kill, transmuting the spirit-essence of their victims into ever-burning ghostly flames. Their scythes can slice through plate armour, while the trampling hooves of their spectral steeds are brutally effective against light infantry. One sinister tactic used by these dread cavalymen is to ride through enemies rather than face them directly. Those whom the Hexwraiths pass through suffer horrible deaths as their blood turns to ice. There is no escape from such an assault – armour cannot protect against the marauding spectres. Many formations of Hexwraiths have become feared far and wide in the Mortal Realms, such as the Dolorous Guard bound to Lady Olynder.

*Expedition Log
The Prime Innerlands,
Day 72 – Dunmoor.*

We have not slept in four days. We are exhausted. Those who have dared rest have been slain. A group of Hexwraiths pursues us. I can see their green embers coming over the horizon, and I can hear their mocking laughter on the wind. It is hard to imagine that these vile creatures were once proud knights. Were these warriors always wicked? Did any of them have good hearts? Will I ever sleep again?

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*



The Emerald Knight

The spirit known as the Emerald Knight ignored his duties to those he was supposed to protect, caring only for ever-grander coats of arms and fine silks. Now he is little more than a shrieking gheist clad in rags.



Black Ivan

In life, Black Ivan abandoned his knightly vows and took up life as a bandit, killing dozens on the highways of the Mortal Realms for the coin in their pockets. He is now followed by the dying moans of those he has killed.



Kanem Sharu

A warrior lord of an ancient horse-tribe, Kanem Sharu delighted in burning down the settlements of his sleeping enemies. Now, Kanem burns with eternal flame, searing those who dare approach him.

Hexwraiths often ride to war alongside other fast-moving spirits.

RIDERS OF DEATH

Speed is one of the greatest weapons of the Nighthaunt. Hexwraiths, Dreadblade Harrows and Black Coaches fall upon enemies with sudden fury. This causes fear and panic, sowing anarchy in the enemy before they even have a chance to react. In the hands of a cunning general, a Nighthaunt procession can devastate an army in moments.





NIGHTHAUNT

BLADEGHEIST
REVENANTS

Bladegheist Revenants are among the most efficient and brutal bringers of death found in the Nighthaunt processions. They are savage warriors who cut unpredictable paths of slaughter across the Mortal Realms. The secret to these spirits' fury is a cruel curse that forces them into eternal torment.



The fate of the Bladegheist Revenants is cruel, even by the standards of the Nighthaunt. Though they are armed like soldiers, it is terror, rather than skill at arms, that fuels their onslaughts. Each suffered a particularly awful death, such as being buried alive or crushed by spikes. Nagash has cursed these poor souls to be eternally trapped in their last, dying moment. This causes them to flail hopelessly as they try to escape their fate. Each Bladegheist Revenant wields a tomb greatblade. As the spirits flail and writhe, their colossal blades are swung violently back and forth, hacking off limbs and inflicting grievous wounds upon anyone unfortunate enough to get in their way.

Bladegheist Revenants are all but unstoppable, whirling across the battlefield like a deadly cyclone that is impossible for the enemy to pin down. Their frenzy is driven to even greater heights in the presence of Spirit Torments or Chainghasts. Bladegheist Revenants are cursed to see these dominating spirits as the captors who trapped and killed them, and so they thrash with even greater fury in a deluded, impossible attempt to escape.

*Expedition Log
The Prime Innerlands,
Day 80 - Necoria.*

We heard them before we saw them. A great wailing came up from the tombs as dozens of men and women cried out in horror and pain. 'Help me!' they cried, a hundred voices claiming to be drowning, or burning, or suffocating. By the time we saw them, it was too late. They ran through us in a hacking, desperate stampede, blind to anything save their own dread. These wretches may be trapped in terror, but they fight with the fury of hardened warriors. I fear we will join their number before long.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*

SUFFOCATING GRAVETIDES

A Suffocating Gravetide is a type of living spell that rampages across the realms as though it has a mind of its own. As death magic washes over the land, it draws the spirits of the dead up from the earth, forming a wave of wailing gheists that smothers anyone foolish enough not to run for their lives. A great number of these Suffocating Gravetides roam through the wild parts of Shyish, burying untold souls every day. Those that are crushed by the waves of death magic often rise again as Bladegheist Revenants, cursed to forever relive the breathless last seconds before their terrible death.

Suffocating Gravetides are formed from Shyishan magic. In the Realm of Death, they grow terrifyingly large, and can consume entire towns.

VICTIMS OF THE BLADEGHEIST CURSE



Karnost

Karnost was a deserter from the Freeguild Guard stationed at Lake Lethis. He was crushed by a Suffocating Gravetide as he fled the Nighthaunt on the front lines. Now he serves among them. He hacks enemies down in a brutal frenzy, spilling blood in his eternal and hopeless attempt to escape death.



Vhelden Yor

Vhelden was once a great duellist. In the Age of Chaos, a warband of marauders chose to kill Vhelden in his sleep by locking his door and setting his tower ablaze. He is haunted by the final moments of his life, flailing furiously to put out imaginary flames and slaughtering dozens in the process.



Strangled Pate

Pate was a sailor on the Coast of Tusks in Ghur. When smuggling realmstone out of Excelsis, he was dragged overboard by a great tentacled beast and drowned. When he fights, Pate thrashes to cut the spectral tentacles of his killer, lopping off limbs and heads in his frantic dance of death.

NIGHTHAUNT

BLACK COACH

Black Coaches are funeral carriages that come from the underworlds in the Realm of Death. They ride to war alongside the Nighthaunt processions, spreading ruin and mayhem in their wake.

A Black Coach prepares to ride down a pack of Nurgle daemons.

When one of Nagash's chosen servants is slain, their remains are placed in a Black Coach – a terrifying construct of bone, cold iron and death magic. Each coach is driven by a Cairn Wraith, armed for war with scythes and whips. Even unarmed, these dark coach masters are deadly – their icy grasp can drain a mortal's soul. The Black Coach itself absorbs ambient magical power to become even more dangerous. During battles, the Coach feasts on the death energy of the slain, and in doing so gains bizarre new powers. Nearby Nighthaunt are invigorated by the Coach's fell power. Meanwhile, invisible scythes of energy tear at the flesh of those unfortunate mortals caught nearby. Eventually, the Black Coach will phase in and out of reality, reappearing to smash enemy formations or incinerate them with scorching gouts of balefire. Black Coaches often lead the Deathrider processions. These formations of Nighthaunt attack before the main force, scourging enemies with cold, clawing hands and slicing blades before they can react.

CASKETS OF DEATH

Each Black Coach contains an enchanted casket. Inside this casket are the remains of a powerful vampire or Necromancer. As the Black Coach takes more lives, the body within begins to regenerate.

'I do not fear death. Should I fall, I shall ride the coach back to my life and slay those who defied me.'

– Hugar Kalmorne, Necromancer



BLACK COACHES OF LEGEND



The Arisen Parade

It is claimed that the remains of the legendary Necromancer Pallas Thynel are kept in a specially prepared Black Coach known as the Arisen Parade. Hordes of Deadwalker zombies rise up in its wake, clawing their way through the soil the Black Coach disturbs on its journey through the realms.



The Blood-cart

Centuries ago, the Vampire Lord Thorsten Ven Drek was banished by a band of brave heroes. However, his evil lives on in a Black Coach. Clad in resplendent red and gold, this coach is known for the horrifying effects it has on the living. Any caught in its path are drained of their blood in moments.



The Bone-breaker

The remains of the Abhorrant Archregent Akhash the Magnificent are kept in a Black Coach carved from the tusks of Ghurish monsters. When this coach rides, those it passes by are overcome with an incredible hunger – a hunger that can only be satisfied by feasting on the flesh of the living.

'No matter how hard we try, we cannot end the evil of Nagash's servants. Even banishment can be reversed by the power of the Black Coach.'

– Pulsifer Hark, Witch-hunter

Expedition Log The Prime Innerlands, Day 90 – The Bleak Roads

We ate the horses to avoid starvation. Now, a new death awaits us – exhaustion from walking these endless wastelands. Stagecoaches pass by occasionally, but woe betide anyone desperate enough to hail one. These Black Coaches are all too eager to offer passage to the living. If they spy a mortal, they will ride hard, doing everything they can to lure a living victim. They crave only our souls to feed their true passengers.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*

Black Coaches can be seen riding in the underworlds of Shyish.



NIGHTHAUNT

THORNS OF THE BRIAR QUEEN



Over the centuries Shadespire has trapped many adventurers within its strange, illusory walls. The Briar Queen and her ghostly followers have been ordered by Nagash to punish those who enter the cursed streets of the Mirrored City.

The Briar Queen was once a powerful death mage and a great enemy of Shadespire. Her armies broke through the city walls and threatened to tear it down from the inside. After a great battle, her plans failed, and she was captured and sentenced to an eternity of imprisonment within the Nightvault, far beneath the city. Years passed, and the Briar Queen was forgotten. Trapped for centuries in a cell made from shadeglass, she was slowly consumed by madness.

Briar Queen

Once a mighty wizard, the Briar Queen has been driven mad by her imprisonment in the Nightvault. She now serves Nagash. She desires nothing more than revenge upon those who have wronged her.

THE NIGHTVAULT OPENS

The Nightvault was created to hold Shadespire's enemies. The lords of Shadespire, the Katophranes, filled this magical dungeon with thousands of rivals, thieves and would-be conquerors. All of these prisoners had been broken and tormented at the hands of their jailers. Thousands of years later, the souls of these victims still lingered, and Nagash saw them as the perfect tool with which to take control of Shadespire and remove all the trespassers trapped there. Nagash broke the chains and spells that held these spirits and tasked them with imprisoning all outsiders in the depths of the Nightvault. The Briar Queen leads them, having been transformed into a powerful banshee. She now has an army of spirits to help her have vengeance upon the living.

THE BRIAR QUEEN'S THORNS

Since being released from the depths of the Nightvault, the Briar Queen has been served by many Nighthaunt spirits. Each of these undead gheists seeks murderous vengeance against the living. They are all bound to the will of Nagash.

The Ever-hanged

The most powerful of the Briar Queen's Chainrasp followers is the Ever-hanged. He is the ghost of a mass-murderer. The rope that ended his life still hangs around his neck.

Varclav the Cruel

Varclav the Cruel is the Briar Queen's main henchman. He was once the warden of the Nightvault, until he himself was found guilty of murder and locked in its depths.

The Briar Queen commands a small army of spirits, each bound to follow her orders.

Chainrasps

When Nagash cracked open the Nightvault and took the Briar Queen into his service, he knew she would need an army with which to cleanse Shadespire of the living. Thankfully, the Nightvault contained countless cursed souls of killers, thieves and traitors. The deadliest of these cursed spirits were raised as Chainrasps, and they now serve the Briar Queen as she stalks the Mirrored City of Shadespire in search of fresh victims.



NIGHTHAUNT TOMB BANSHEES

Tomb Banshees are bitter, vengeful spirits who were tormented and betrayed in life. They find no relief in death and are cursed to shriek their wailing cries as they haunt the Mortal Realms. Though they are solitary, Nagash often commands them to fight within his Nighthaunt armies.

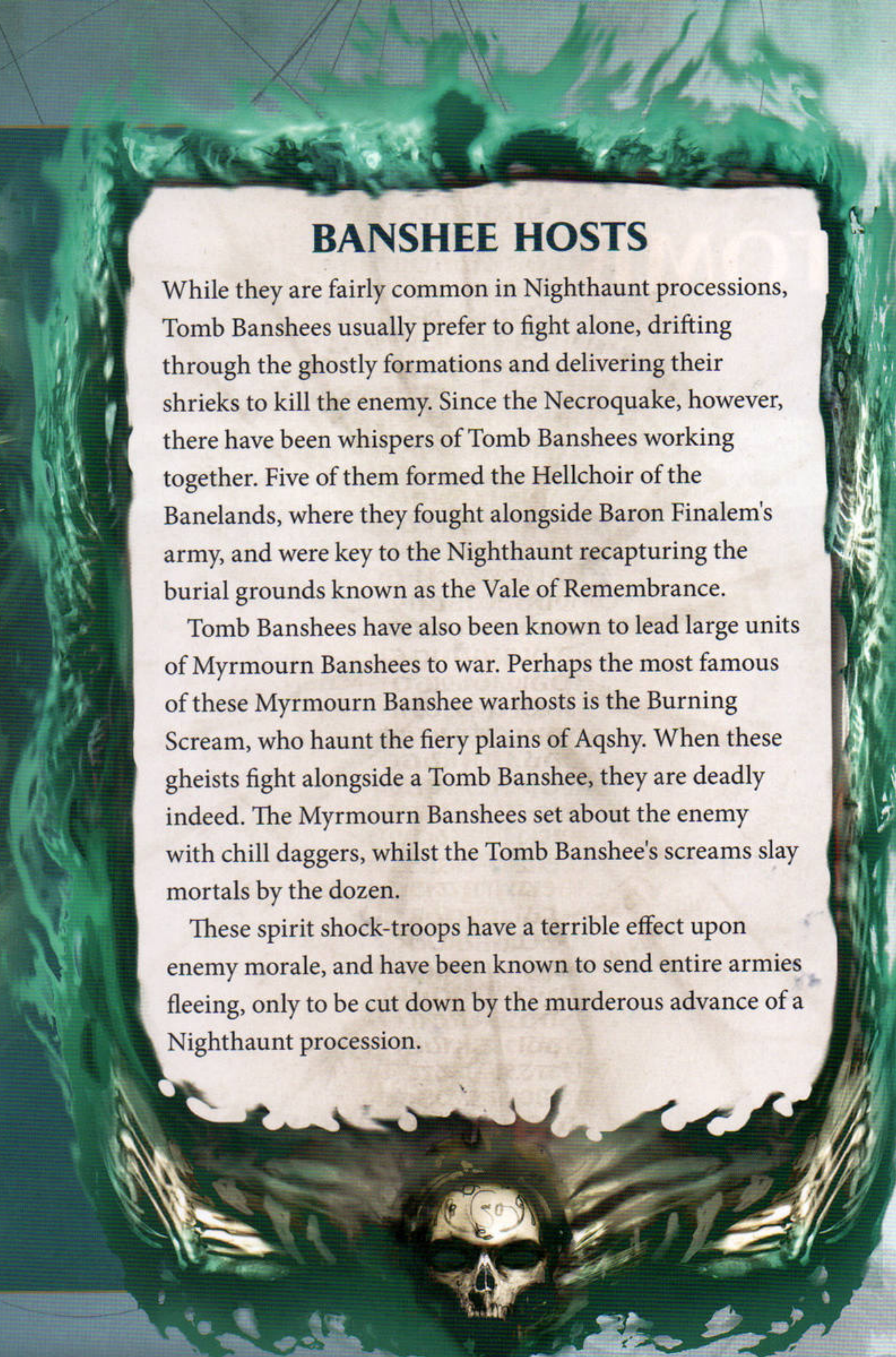


Tomb Banshees are deadly opponents for any mortal. The touch of these ghostly spectres can stop a beating heart, and the chill daggers they carry can pass through armour to deliver a killing blow. Their most powerful weapon, however, is their scream. The howl of a Tomb Banshee can instantly kill, for it freezes the blood in their victim's veins. The noise is so painful that it can rip a soul straight out of its body. Only the bravest and strongest of will can hope to withstand the terrible scream of a Tomb

Banshee and survive to tell the tale.

These spirits lurk in ancient tombs and ruins, or haunt the places where they dwelt in life. They hate all living creatures, and seek nothing more than to unleash their terrifying screams upon as many mortal victims as possible.

Necromancers and other wielders of dark magic have been known to try and recruit or enslave Tomb Banshees, for their chill daggers, deadly screams and ghostly forms make them excellent assassins.

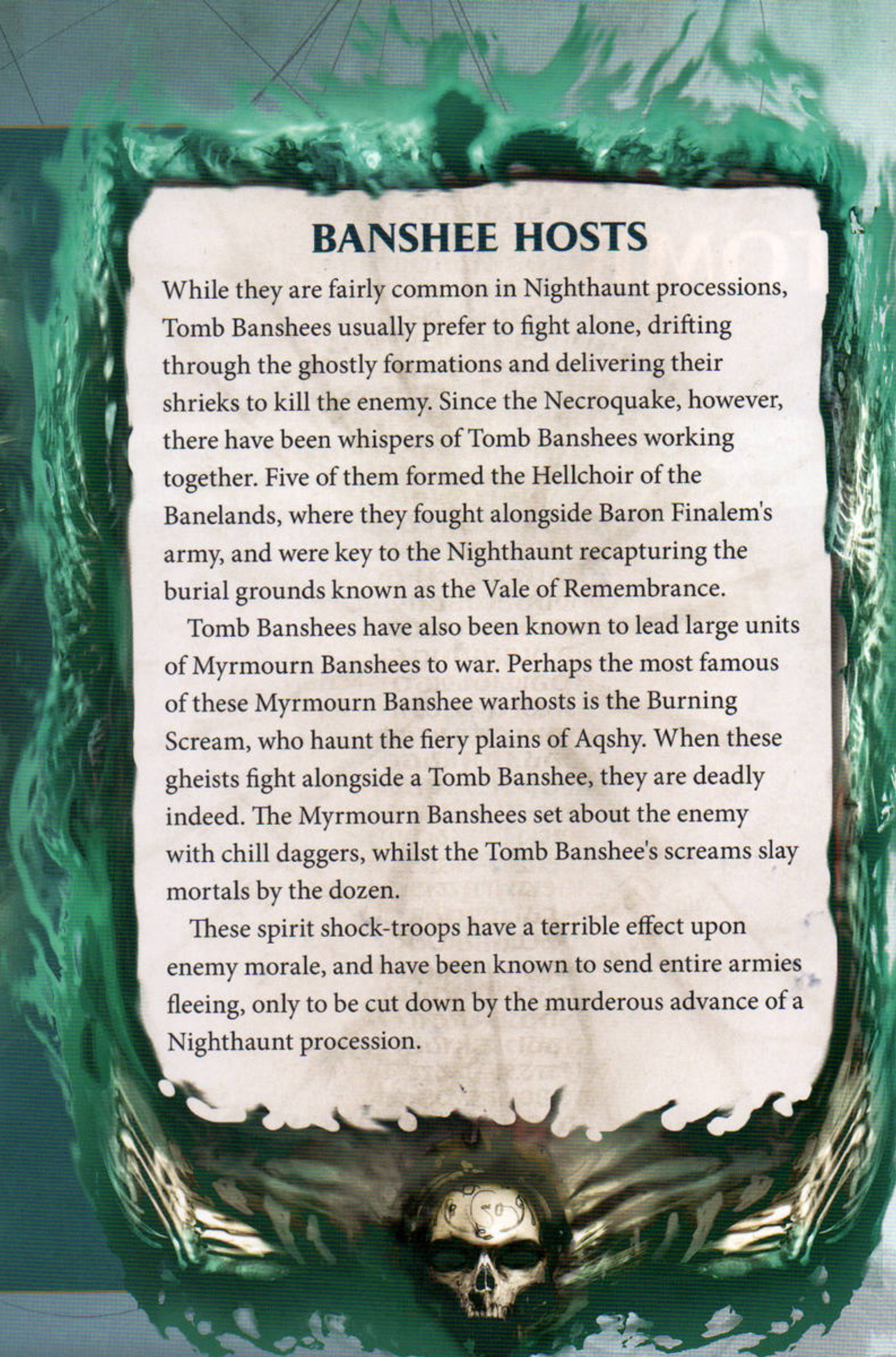


BANSHEE HOSTS

While they are fairly common in Nighthaunt processions, Tomb Banshees usually prefer to fight alone, drifting through the ghostly formations and delivering their shrieks to kill the enemy. Since the Necroquake, however, there have been whispers of Tomb Banshees working together. Five of them formed the Hellchoir of the Banelands, where they fought alongside Baron Finale's army, and were key to the Nighthaunt recapturing the burial grounds known as the Vale of Remembrance.

Tomb Banshees have also been known to lead large units of Myrmourn Banshees to war. Perhaps the most famous of these Myrmourn Banshee warhosts is the Burning Scream, who haunt the fiery plains of Aqshy. When these gheists fight alongside a Tomb Banshee, they are deadly indeed. The Myrmourn Banshees set about the enemy with chill daggers, whilst the Tomb Banshee's screams slay mortals by the dozen.

These spirit shock-troops have a terrible effect upon enemy morale, and have been known to send entire armies fleeing, only to be cut down by the murderous advance of a Nighthaunt procession.



'Her scream is death.'

- Lord-Exorcist Wynter

LINGERING HATRED

Centuries ago, Anitha Van Harsk was betrayed and abandoned by her lover. Overcome by grief, she died in misery. Cursed to bedevil the realms as a Tomb Banshee, she haunts ancient ruins alongside her Myrmourn Banshee handmaidens, luring mortals to their untimely deaths.



Anitha Van Harsk leads a host of Banshees and Harridans through a broken ruin.



NIGHTHAUNT DREADBLADE HARROWS

Dreadblade Harrows act as officers in the ranks of the Nighthaunt. They serve as bodyguards for higher ranking gheists or as lieutenants to shepherd the lesser spirits who make up the bulk of each ghostly Nighthaunt procession.



Cursed to an eternity of torment and misery, Dreadblade Harrows help lead the cursed armies of the Nighthaunt against the living.

Dreadblade Harrows are officers that serve directly under the Knights of Shrouds. Each Knight of Shrouds is the ghost of a military commander who betrayed their people and pledged an oath to Nagash. In life, each Dreadblade Harrow watched its leader's betrayal, neither helping nor hindering. Their failure to stop this betrayal has been rewarded with a curse in death, for they are now forced to serve their treacherous lord for all eternity.

Even for Nighthaunts, Dreadblade Harrows are especially ghostly and insubstantial. They can disappear and reappear whenever they wish. They are also known as the Knights of Regret, for they are full of bitter guilt and misery. In battle, they take control of the Nighthaunt hordes, or ride side by side with their Knight of Shrouds, protecting them from the blades of any foes. They appear and vanish in wisps of mist, and are often given the most dishonourable commands, such as slaying the vulnerable, cutting off retreating warriors and other terrible tasks.

Expedition Log The Prime Innerlands, Village of Ulthyr

My visit to the small village of Ulthyr had been intended only as a chance to re-supply and rest. How fortunate for my research, then, that this forgettable backwater was thick with tales of the dead, and the locals claimed to know much about the Nighthaunt. They regaled us with tales of the gheists, and the tragic curses that afflict them.

Of particular interest were stories of the Knights of Shrouds and their Dreadblade Harrow lieutenants. The people of Shyish reserve a special hatred for these traitors, for they earned their curse by betraying the living.

Whilst I was pleased with the knowledge gathered in Ulthyr, I fear I shall imagine ghostly riders in the gloom for weeks to come.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*



Malakyr Quayle

Malakyr Quayle once marched to war alongside Edric Harsk, a general of great renown, serving as his lieutenant in a dozen battles and inflicting great defeats upon the legions of the dead. Fate eventually caught up with Harsk and his men, as hordes of skeletal undead ambushed their forces. Faced with defeat, the general threw himself upon the mercy of Nagash and was transformed into a Knight of Shrouds. Malakyr, who stood by as the treachery occurred, now serves as a Dreadblade Harrow, full of regret for his inaction.

Kryptos Sharn

Kryptos Sharn was once a chivalrous Knight with nobility and honour in his veins. The kingdom he served was invaded by the Legions of Nagash, under the command of a powerful Soulblight Vampire Lord. The war was long and brutal, eventually turning in the favour of the dead. The Vampire Lord's armies besieged the capital city and waited for the living to starve to death. In despair, Sharn's commander turned traitor, opening the gates to the dead. Rather than attempt to stop the slaughter, Sharn stood alongside his superior, and his soul was claimed by Nagash.



KNIGHTS OF SHROUDS



Each Knight of Shrouds is the spirit of a commander who betrayed its own people.

The Knights of Shrouds are former generals and war leaders who betrayed their own armies and threw their lot in with Nagash, rather than be slain by the endless armies of the dead. They still feel great guilt at their betrayal of their own kin, and they seek the distraction of battle in order to forget their treacherous past.

They are often joined on the field of battle by Dreadblade Harrows, the lieutenants who stood by and watched as their commander turned their back on the living.

Even as undead terrors, the Knights of Shrouds are expert commanders who can marshal the forces of the dead. Their grim voices echo across the battlefield, directing the fury of their ghostly minions to the areas where it will have most effect.

NIGHTHAUNT

KNIGHTS OF SHROUDS

The Knights of Shrouds are spectral commanders who have been blessed with unholy power by Nagash. They are the leaders of the Nighthaunt armies, the strategic minds behind the processions of gheists that serve the Great Necromancer. Where these cruel generals lead, terror soon follows.

In life, the Knights of Shrouds were military commanders who traded their souls to Nagash. In return, they have been granted power and immortality, becoming generals in command of the Nighthaunt processions. They lead from the front, taking a terrible tally of souls with their deadly blades.

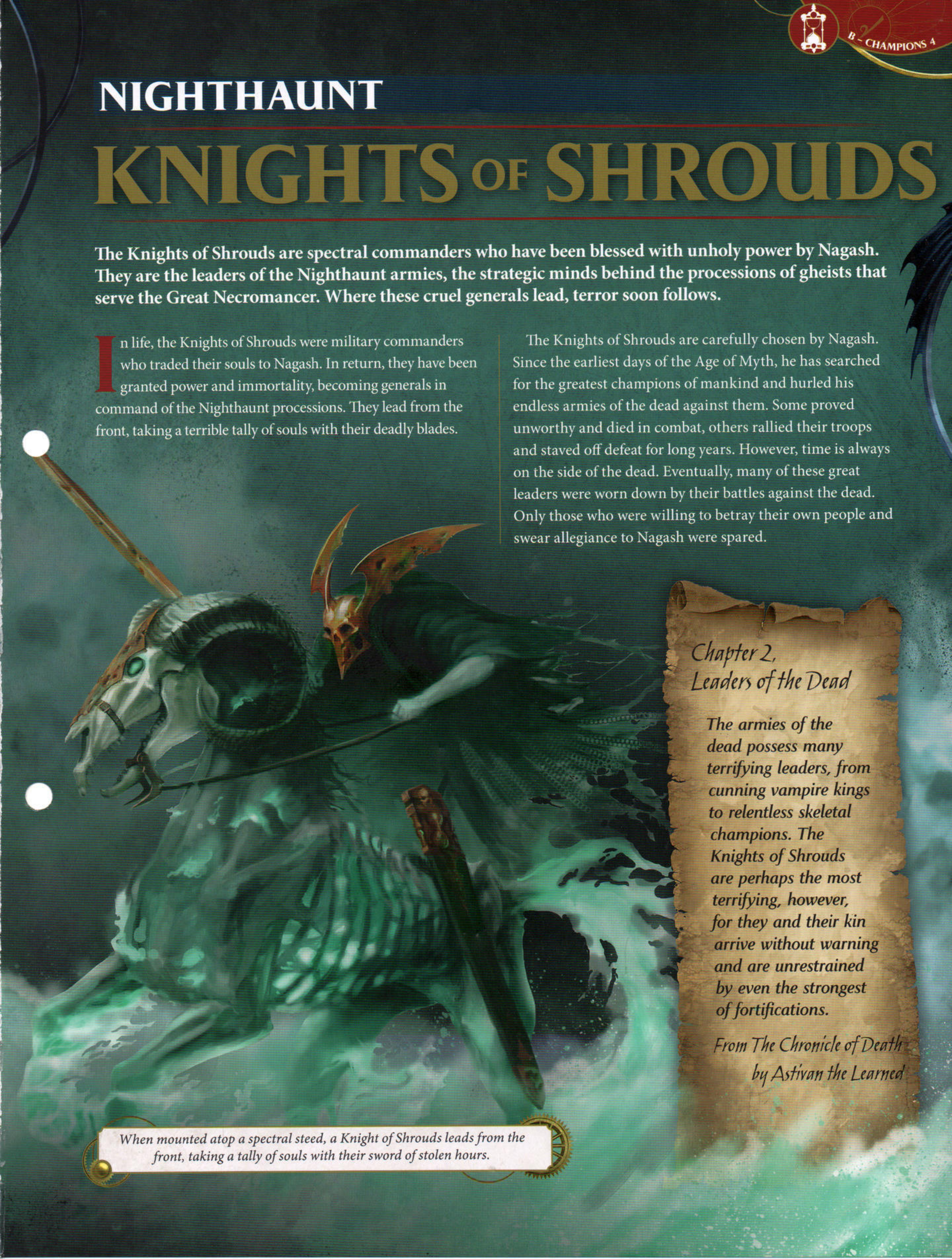
The Knights of Shrouds are carefully chosen by Nagash. Since the earliest days of the Age of Myth, he has searched for the greatest champions of mankind and hurled his endless armies of the dead against them. Some proved unworthy and died in combat, others rallied their troops and staved off defeat for long years. However, time is always on the side of the dead. Eventually, many of these great leaders were worn down by their battles against the dead. Only those who were willing to betray their own people and swear allegiance to Nagash were spared.

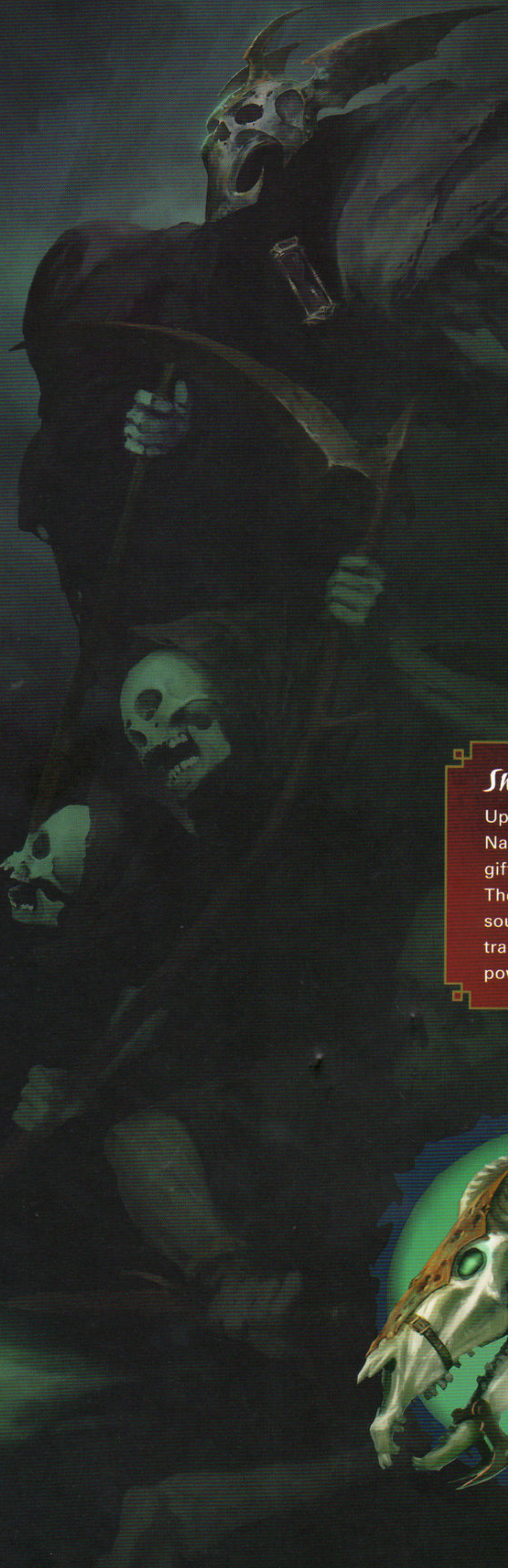
Chapter 2, Leaders of the Dead

The armies of the dead possess many terrifying leaders, from cunning vampire kings to relentless skeletal champions. The Knights of Shrouds are perhaps the most terrifying, however, for they and their kin arrive without warning and are unrestrained by even the strongest of fortifications.

*From The Chronicle of Death
by Astivan the Learned*

When mounted atop a spectral steed, a Knight of Shrouds leads from the front, taking a tally of souls with their sword of stolen hours.





These traitors were granted eternal undeath in reward for their treachery, transformed into spectral generals. Many have been waiting for centuries, held by Nagash in hidden underworlds. Only now has Nagash unleashed them to lead his Nighthaunt processions. The Nighthaunts automatically obey the grim, disembodied orders of a Knight of Shrouds, whilst the living consider the dire figures to be the worst kind of traitors imaginable.

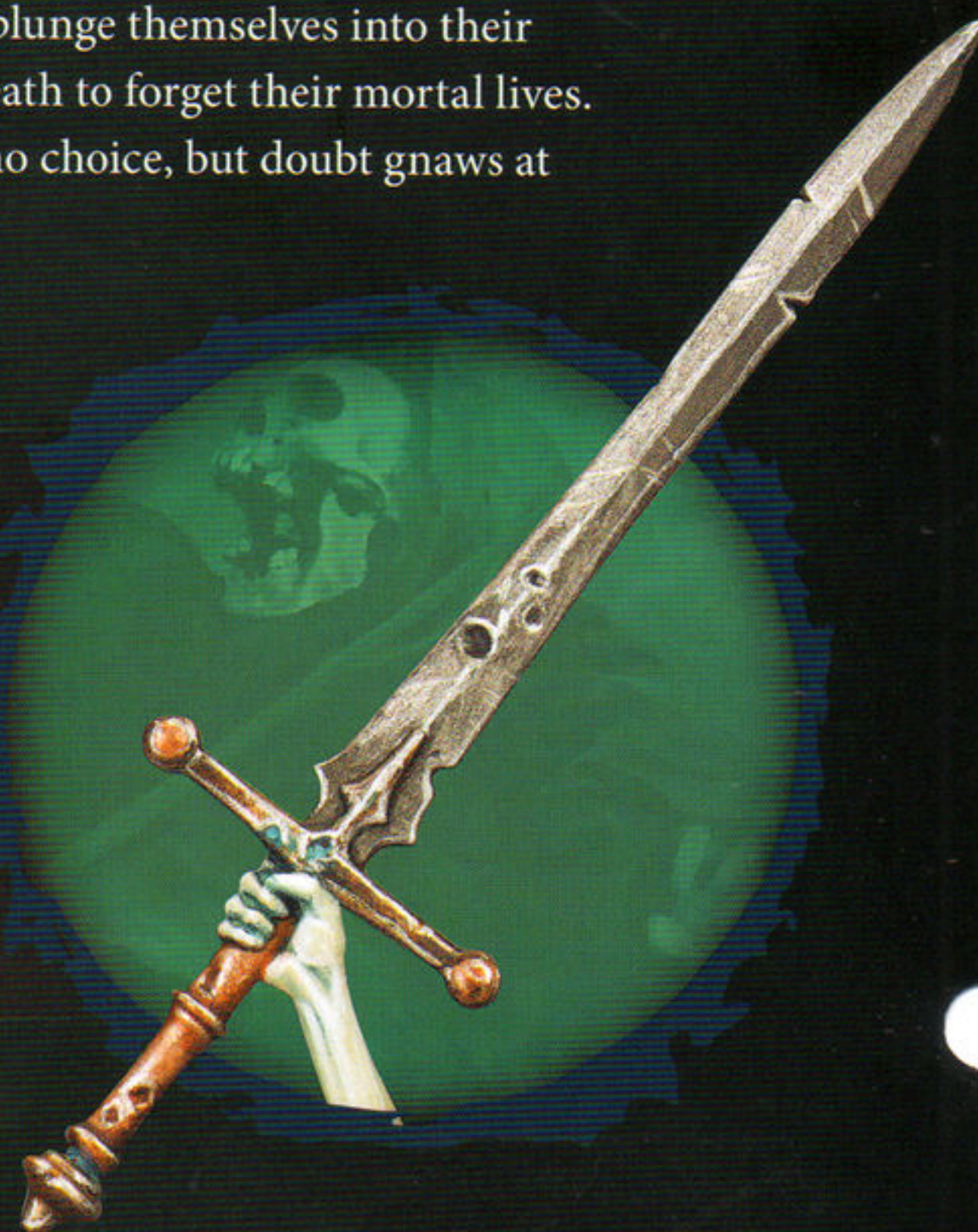
'Strike their left flank, carve a path through their lines. Fear will do the rest. There shall be a slaughter this eve.'

- Kaderak the Unforgiving, Knight of Shrouds

The Knights of Shrouds still feel anguish and guilt at the betrayal they committed, and plunge themselves into their duty and the blackness of undeath to forget their mortal lives. They tell themselves they had no choice, but doubt gnaws at their souls.

Sword of Stolen Hours

Upon swearing allegiance to Nagash, a Knight of Shrouds is gifted a sword of stolen hours. These cursed blades steal the soul energies of those they slay, transferring a portion of that power back to its undead wielder.



Ethereal Steed

Many Knights of Shrouds choose to ride to battle on spectral mounts. These skeletal creatures usually take the form of horses. Atop ethereal steeds, the Knights of Shrouds can swiftly reach the areas of the battlefield where their strengths are needed, issuing orders to the horde of spirits under their command.





NIGHTHAUNT

GUARDIAN^{OF} SOULS

Guardians of Souls were once Necromancers, who used amethyst death magic to further their own knowledge, yet their arcane power was not enough to keep them alive. Nagash claimed their souls, shaping them into servants for his Nighthaunt processions.

Guardians of Souls are chosen by Nagash because of the arcane power they had in life. As Necromancers, they used their power to prolong their own lives and raise armies of the dead to do their bidding. In death, they use that same magical power not for their own ends, but instead to heal Nighthaunts damaged in battle, and to summon more vengeful gheists from their graves.

The Guardians of Souls usually haunt the fringes of the battlefield, casting spells at their foes from a distance, and watching for holes in the Nighthaunt ranks that



may need reinforcing. Should they see the need for the Procession to be bolstered, the Guardians of Souls raise their flickering lanterns and channel their fell magic through the smoke and flame. By channelling their magical power in this way, the Guardians of Souls can conjure the spirits of the fallen from many miles around.

On many occasions an opposing army's victory cries have been cut short as the Nighthaunts they thought defeated surged forward once more, their numbers bolstered by the magical lanterns of their spectral enemies.



Whilst they prefer to use their spells to aid the ghostly hordes from afar, the Guardians of Souls are more than capable of fighting all but the greatest of enemy warriors. They go to battle armed with razor-sharp chill blades or heavy, bone-crushing mauls of judgement. These weapons may appear rusty and tarnished by the passage of time, but they are no less deadly for it. Mortals who are bold enough to cross blades with a Guardian of Souls rarely emerge from the fight with both their body and soul intact.

'Eternal life is a lie, only death is endless.'

- Anzat Xhal, Necromancer

Necromancers

Necromancers are mortal wizards who wield death magic in pursuit of great power. Whilst some serve Nagash directly, others anger the Great Necromancer by creating their own armies of undead creatures, or trying to escape death by stealing the souls of other mortals.

Mortality Glass

A mortality glass is a magical hourglass filled with grave sand. It allows a Guardian of Souls to slow time, making their enemies feel as if they are trapped in a nightmare. The arcane spectre can also use sorcery to distort the hourglass, allowing nearby Nighthaunts to move towards their enemies at a terrifying speed.



'Come, spirits. Rise from your cold slumber and wreak bloody vengeance upon the living!'

- Zuthussu Vasanis, Guardian of Souls

Nightmare Lantern

A nightmare lantern is a ghostly beacon lit by the flames of Nagashizzar, which burn at the heart of Nagash's fortress home. The mind-chilling smoke that drifts from the flame does not rise towards the heavens, but instead drifts towards the field of battle. Nearby Nighthaunts are empowered by the wafting vapours, and a Guardian of Souls can channel the lantern so that the cold smoke snakes through the earth, calling spirits out of their graves and chilling mortal foes to their very cores.





NIGHTHAUNT

SPIRIT TORMENTS

Immortal and cruel, Spirit Torments and Chainghasts capture, imprison and torture the souls of those who have broken Nagash's laws. They are the jailers of Shyish, the Keepers of the Keys and the fell guardians of the underworlds.

The Spirit Torments are the lords of the Great Oubliette, a continent-sized underworld of dark cells and ice-cold dungeons. They are known as shacklegheists to the mortals of the Shyish Innerlands. They were once a rare sight in the Mortal Realms, but after the necroquake they became far more common. Since the launching of the great Nighthaunt processions, the Spirit Torments have regularly joined the Nighthaunt armies in battle.

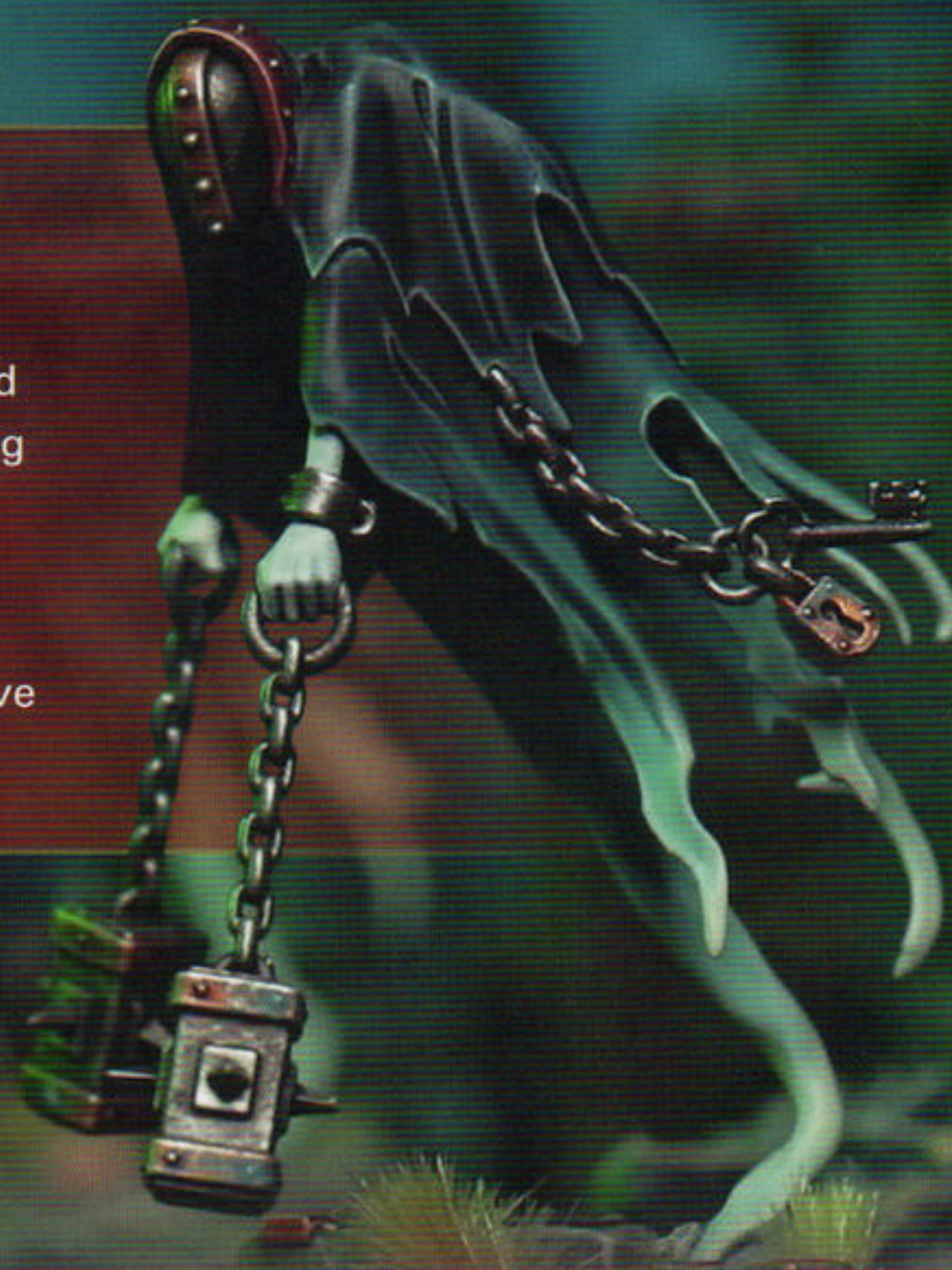
Spirit Torments are entrusted with a duty Nagash considers incredibly important, for it is their role to capture the souls of

those who disobey the laws of Nagash, particularly those who attempted to escape their death. For this reason, Nighthaunt processions that have been tasked with hunting down and capturing these souls are always joined by Spirit Torments.

A Spirit Torment draws its victim's spirit into its shacklegheist chains – heavy bonds forged of magical iron and strengthened by strange rituals. The chains act as an enchanted jail, binding the soul as soon as the attached lock closes tight. They are not unlocked until the spirit returns to Shyish and delivers the souls to a jailer spirit or a Mortarch.

Chainghasts

Chainghast spirits exist only to serve their Spirit Torment master. Though they retain memories of their mortal lives and a painful longing to be free, they are trapped in a never-ending cycle of service, forced to obey every command that their Spirit Torment gives them, no matter how cruel. Chainghasts wield ghastrails, weapons that contain the essence of pure misery. The Chainghast uses them like slings, hurling corrosive bolts of spirit force that can burn a target's soul.



Captured Soul Energy

The Spirit Torment uses its chains and padlocks to capture the souls of those it slays. Even the souls of Stormcast Eternals can be bound in such a way, preventing them from returning to Azyr. This soul-energy can then be used by the Spirit Torment to heal its fellow spirits.



Spirit Torments are often accompanied by a number of Chainghasts, who assist them in capturing souls. Chainghasts can even be used as a conduit for the Spirit Torments' power, ensuring nearby spirits are empowered by deathly energies.

NIGHTHAUNT

LORD EXECUTIONER

**'There is no honour
in your soul and there shall be
no redemption!'**

- The Spirit of Andross the Black

In the living world there are many executioners tasked with ending the lives of the guilty, often by axe stroke or at the end of a noose. Amongst these executioners are those that knowingly slay the innocent and claim that they are just doing their duty. These mortals are likely to attract the attention of Nagash.

Lord Executioners are created from the souls of those that either took no care to ensure their victims were guilty, or enjoyed their work far too much. These souls are marked for punishment upon their deaths. Nagash prefers to curse those who were eventually slain by the relatives of those they executed. These doomed souls are remade into the spectral form of a Lord Executioner and charged with slaying heroes, champions, kings and anyone else who defies the laws of Nagash.

Lord Executioners each bear a massive decapitating axe and are accompanied by the disembodied souls of their former victims. These spirits appear as skulls wreathed in ghostly balefire that swirl around the Lord Executioner, insulting and harassing their killer. Despite their hatred for the Lord Executioner, they ward off dangers and block enemy sword blows and spells. They do not do this out of kindness, but so that their killer can never escape the executioner's bloody work, regardless of how much he wishes to repent.

THE EXECUTIONER

The Lord Executioner is a spirit whose curse manifests itself in obvious and disturbing ways. He still carries his tools of office and wears the same sombre hood that he did in life. Now, however, his former victims swirl around him, berating their executioner and ensuring his eternal service is full of misery.



1

GALLOWS

Lord Executioners carry ghostly echoes of their mortal lives. The gallows is but one example.

2

THE HANGMAN'S NOOSE

Many mortals, both innocent and guilty, met their end at the end of this rope.

3

EXECUTIONER'S HOOD

The executioner's identity was once disguised by a hood, which he now wears for all eternity.

4

DECAPITATING GREATAXE

The Lord Executioner now uses his headman's axe to slay the champions of Nagash's foes.

5

DISEMBODIED SKULLS

The ghostly skulls of the Lord Executioner's victims both protect and berate their killer.

6

ETHEREAL MIST

As with all Nighthaunts, the Lord Executioner's form is indistinct. A ghostly fog trails his axe.



NIGHTHAUNT

CAIRN WRAITH

Cairn Wraiths are made from the souls of spiteful mass murderers. They have been transformed into hateful wraiths, who delight in hacking down mortals and watching their souls seep outwards.

The spirits of the dead usually turn into shades that are echoes of their mortal selves. These spectres are easy prey for Nagash, who changes them for his own dark purposes. However, the psychotic souls that become Cairn Wraiths have remained defiant and maintain some of their free will. These spirits endured Nagash's spiritual torments, but all that they were has been stripped away, save for their unending hatred. Only the most spiteful of killers become Cairn Wraiths, and these spectres exist only to kill and cause suffering.

Before the necroquake, Cairn Wraiths were lone predators that haunted places where death magic lay heavy, such as battlefields, barrows and sites of great tragedies. These cursed spectres were often bound into the service of others by necromancy, for Cairn Wraiths obey no one willingly.

*Expedition Log
The Prime Innerlands,
Day 2 - Gylmmsforge.*

As we passed through the foothills of the Deific Mons, the Nighthaunts attacked our caravan. They were led by a Cairn Wraith, and a more terrifying spirit I have never encountered. The spectre carved my men apart with a murderous glee, pursuing those who fled and hacking them down. Only three of us returned to Lethis.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*

Cairn Wraiths stalk the battlefield in search of living prey to murder.

After the necroquake, Cairn Wraiths arose in numbers never before seen. With a single act – the ritualistic building of the Great Cairnoch – Nagash bound them all to his will instantly. Some Cairn Wraiths were shackled into the service of Necromancers or Soulblight Vampires, but most drifted into Nighthaunt Processions. The Knights of Shrouds were quick to realise the potential of these deadly spectres. The Cairn Wraiths' fearsome combat prowess and eagerness to deal death have proven useful indeed.

Cairn Wraiths are often entrusted with leading Nighthaunt formations known as Death Stalkers. These spectral forces are made up of Grimghast Reapers and Glaivewraith Stalkers. A Cairn Wraith's murderous passion for slaughter drives them forward, and they fall upon their foes with a vengeful, zealous fury.

Reaper Scythe

Cairn Wraiths wield reaper scythes. These deadly weapons carve through ranks of mortal warriors as if they were no more than corn at harvest. With wide sweeps of their scythes, Cairn Wraiths may cut a bloody swathe through their foes, reaping a bounty of souls for Nagash. They delight in the fear and suffering felt by their victims.





NIGHTHAUNT

REIKENOR
THE GRIMHAILER

Once a sorcerer-king with great knowledge of death magic, Reikenor ran afoul of Nagash. In his undeath, the Grimhailer has been cursed to serve as Nagash's chief reaper of souls.

In his mortal life, Reikenor sought to use his arcane power to overcome death. By using the light magic of Hysh, he hoped to end all mortality and usher in a world without death. As he undertook a grand quest to gather knowledge on this subject, Reikenor drew the ire of Nagash and was cursed to serve the god in undeath.

Reikenor no longer seeks eldritch secrets. Instead, he pursues those who attempt to withhold souls from his master, or those who dare to tamper with his holy sites and necromantic rituals. Should he detect such blasphemies, Reikenor descends on his nightmare steed, Kyllaron, screeching powerful hexes and dealing sweeping blows with his scythe, Fellreaper. Then, using his mastery of amethyst magic, he summons the wraithstorm. This spell causes the souls of his victims to rise and attack their comrades, delivering dark vengeance to Nagash's foes.

THE GRIMHAILER

To witness the Grimhailer descend is a singularly terrifying experience. Few have seen the Storm Rider strike and lived to tell the tale.

He falls from the sky in a haze of sickly green light, the gossamer wings of his hideous steed softly beating, trailing wisps of baleflame and luminous smoke.

His wicked scythe, Fellreaper, cuts through men as if they were wheat at harvest. Then, as the survivors struggle to their feet, a hurricane of tortured souls sweeps through their midst and drags them screaming and flailing to their graves.

*From Musings on the Realms:
A Guide for the Curious
by Tarlach Malthar*

THE GRIMHAILER

Reikenor the Grimhailer is one of Nagash's most deadly and powerful servants. He is a sorcerer, a master of terror and a reaper of souls. He has been provided with all manner of arcane trinkets, deadly weapons and other equipment with which to bring swift and final justice to those who anger Nagash.



1

FELLREAPER

The edge of this enchanted scythe can cleave through armour, flesh and bone.

2

KYLLARON

Reikenor's steed, Kyllaron, is a Nightmare — a fierce and deadly undead creature.

3

HOURLASS AND BELL TRINKETS

An hourglass represents the fleeting nature of life. A bell tolls for those whose time has come.

4

CORPSE CANDLES

When extinguished, these candles snuff out the lives of mortals and empower Reikenor's spells.

5

ETHEREAL WINGS

Kyllaron's ethereal wings allow the undead steed to soar above the battlefield.

6

GHOSTLY HOOVES

Kyllaron may be an ethereal being, but his hooves can still crush mortals to death.

GHAREST MALCOR

THE

TRAITOR KNIGHT

In life, Gharest Malcor was a liar and a murderer, corrupted by his own endless greed. His reward was assassination followed by an eternity of miserable service to the Mortarch of Grief and Nagash. Now, Malcor commands the spectral legions of Dolorum in battle, bringing doom to the Mortal Realms.

Gharest Malcor was once a noble of the city of Dolorum. When Lady Olynder rose to power, Malcor attempted to manipulate her, positioning himself as a key ally while plotting her downfall. Olynder promised Malcor that she would marry him if he slew her rivals. A vicious purge followed, with Malcor's men killing dozens of Olynder's opponents. Malcor's reward was a poisoned dagger in the

belly – he too had been outwitted by Olynder. As Malcor lay dying, he prayed to Nagash to save his wicked soul. Unfortunately for Malcor, the Great Necromancer did just that, transforming him into a Knight of Shrouds. Now, Malcor is condemned to endless, joyless servitude, leading the armies of the dead in battle. His new master is none other than Olynder herself.

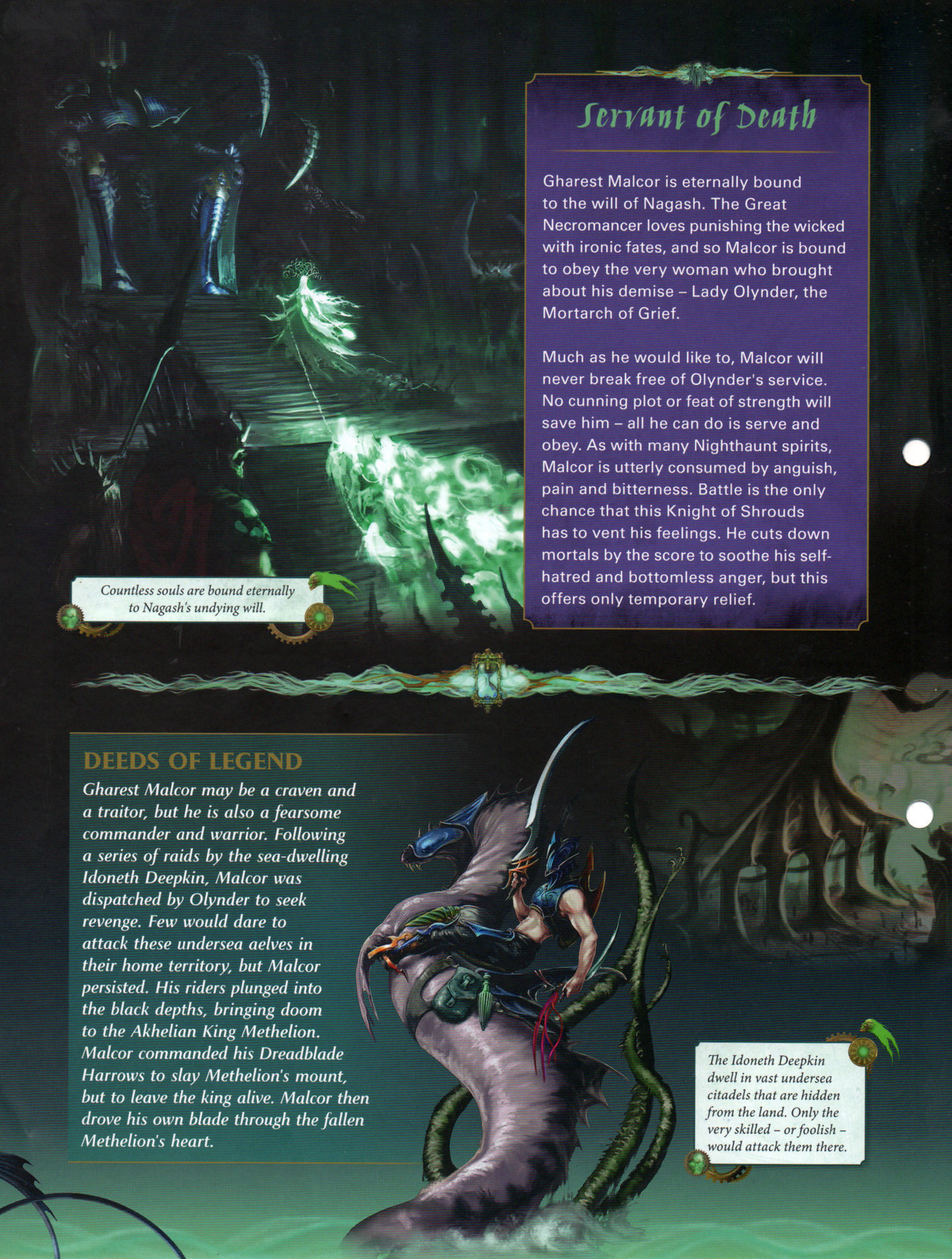
Expedition Log The Prime Innerlands Day 87 – Dolorum

Legends claim the city of Dolorum was once a great place. I cannot see it. All that remains here is a gheist-haunted wreck, sinking into the black sands of Shyish. Even at a safe distance, we can hear a Knight of Shrouds as he patrols the broken streets, cursing the names of the city, Lady Olynder and even Nagash.

From *Travels in Shyish:
An Adventurer's Diary*
by Tarlach Malthar

Gharest Malcor leads Lady Olynder's Emerald Host into battle.





Servant of Death

Gharest Malcor is eternally bound to the will of Nagash. The Great Necromancer loves punishing the wicked with ironic fates, and so Malcor is bound to obey the very woman who brought about his demise – Lady Olynder, the Mortarch of Grief.

Much as he would like to, Malcor will never break free of Olynder's service. No cunning plot or feat of strength will save him – all he can do is serve and obey. As with many Nighthaunt spirits, Malcor is utterly consumed by anguish, pain and bitterness. Battle is the only chance that this Knight of Shrouds has to vent his feelings. He cuts down mortals by the score to soothe his self-hatred and bottomless anger, but this offers only temporary relief.

Countless souls are bound eternally to Nagash's undying will.

DEEDS OF LEGEND

Gharest Malcor may be a craven and a traitor, but he is also a fearsome commander and warrior. Following a series of raids by the sea-dwelling Idoneth Deepkin, Malcor was dispatched by Olynder to seek revenge. Few would dare to attack these undersea aelves in their home territory, but Malcor persisted. His riders plunged into the black depths, bringing doom to the Akhelian King Methelion. Malcor commanded his Dreadblade Harrows to slay Methelion's mount, but to leave the king alive. Malcor then drove his own blade through the fallen Methelion's heart.

The Idoneth Deepkin dwell in vast undersea citadels that are hidden from the land. Only the very skilled – or foolish – would attack them there.



NIGHTHAUNT

The Craven King surveys the battlefield, carefully deciding where to strike.

KURDOSS VALENTIAN

THE CRAVEN KING

The Craven King is among the most powerful and feared Nighthaunt spirits. Second only to Lady Olynder herself, Kurdoss Valentian is a masterful commander and brutal combatant. Champions who dare approach the Craven King are subjected to his bitter wrath and crushed by his vast mace.

Kurdoss Valentian was a ruthless plotter and schemer who sought more and more power for himself. He slew his brothers in an attempt to gain the throne of his kingdom only to be struck down by Nagash before this plan could be completed. But death did not diminish Valentian's hunger for supremacy. As a wraith, he sought to rule an entire underworld for himself. Nagash was impressed by Valentian's skill yet also eager to punish the would-be-king for his sins in life. The Great Necromancer devised a cruel compromise. He imbued Valentian with necromantic

energies, transforming him into the Craven King. However, this power came with a curse. Valentian would be bound forever to Lady Olynder and would never rule. He would be king in name only, a mere enforcer for Nagash and Olynder. With his ambitions crushed for all eternity, Valentian has become a deeply bitter figure. He vents his spite on the commanders and champions of enemy armies, rising from his throne of stone to shatter their skulls. The aura of bitterness surrounding Valentian is infectious, sapping the will of any others who would seek to rule.

THRONE

Kurdoss goes to war atop a cracked stone throne, a symbolic seat that mocks his lack of authority. The Craven King only rises from this throne to kill worthy foes.

SPECTRAL ATTENDANTS

These wraiths were victims of Kurdoss. They proclaim the coming of the Craven King, calling out his wicked deeds and mocking him for the curse that he bears.

SCEPTRE

Kurdoss' huge mace has spelled doom for many heroes. When wielded by the Craven King, this brutal weapon is powerful enough to crack the skull of a gargant.

Kurdoss remains utterly still, waiting for the moment to deliver a killing strike to the foe.

Whispering Tactician

Kurdoss was forceful, bold and confident in life. However, due to his curse, he can no longer speak in anything louder than a rasping whisper. Kurdoss is a practiced tactician, and can provide key advice and strategic insights for other Nighthaunt generals. However, most of his commands are doomed to be heard by no-one. Kurdoss' curse can even infect enemy commanders – when in the presence of the Craven King, their bellowed orders and carefully planned commands turn to dust in their mouths, leaving their forces in disarray.

LIEUTENANT TO OLYNDER

Nagash gave Olynder the Craven king to use as her servant, seeing the treacherous pair as a perfect match for one another. With Kurdoss unable to ever overthrow Olynder due to Nagash's curse, he has become a dutiful and useful lieutenant for the Mortarch of Grief. Olynder sends Kurdoss across the realms, leaving him to command armies and slaughter enemies in her stead. The pair are most terrifying when they take to the battlefield together. Regiments of troops fall to despair and misery in the presence of Lady Olynder, while Kurdoss Valentian methodically annihilates any commanders who could rally them. This leaves the foe leaderless and reeling, allowing the rest of the Nighthaunt to sweep through.



B-2 CHAMPIONS 1

LADY OLYNDER

MORTARCH OF GRIEF



Olynder is a creature of dark majesty, attended to by spectral handmaidens.

Lady Olynder is the Mortarch of Grief, the harbinger of sorrow and ruin for the Mortal Realms. She is shrouded in misery and doom, and her enemies are overpowered with hopelessness before they can even try to resist. Those that can stand before such a creature are crushed by her Nighthaunt legions.

Long ago, Lady Olynder was a power-hungry mortal from the city of Dolorum. Not even death stopped her ambitions. Now, at the Great Necromancer's command, she brings terror and misery to the living.

Olynder is one of the most terrifying forces in the Mortal Realms. She topples empires through her sorcery, her aura of grief and her vast armies of Nighthaunt spirits. Her power does not come from physical strength, but from her use of fear

**'Despair
is both my
greatest
curse and
my greatest
weapon.'**

— Lady Olynder, Mortarch of Grief

and despair as weapons. An aura of deep sorrow surrounds the Mortarch as she fights, weakening any who would dare approach her. Olynder magically directs this aura to render her chosen foes totally helpless. She then absorbs the suffering of her enemies to bolster her deathly vigour and increase her power. With her vast reserves of Shyishan magic, she calls Nighthaunt spirits to rise from their graves to fight again and again. Few warriors have the courage to stand before such an assault.

VEIL OF GRIEF

In battle, Olynder lifts her veil to reveal her true face to those nearby. Such a sight can kill a warrior in an instant.

BANSHEE HANDMAIDENS

Olynder is served in death by two loyal banshees, who are entrusted with carrying her magical weaponry.

GRAVE-SAND HOURGLASS

This gift from Nagash gives Olynder control over life and death, allowing her to rapidly age nearby foes.

Olynder drifts across the battlefield, hunting for heroes to slaughter.

Overlord of Death

Olynder is the undisputed ruler of the Nighthaunt by Nagash's decree. Every spirit, from the lowliest Chainrasp to the most regal Knight of Shrouds, is compelled to obey her without question. In battle, Olynder often puts her talents as a plotter and a schemer to use. Shock and terror are her most potent weapons. The Nighthaunt under her command strike fast and aim to break the will of the enemy in sudden, savage assaults. Olynder has been known to sow division and mayhem among her enemies before battle. In the war for the Lethis Stormvault, she bribed the Fyreslayers to turn upon their Stormcast allies.

TRIUMPH OF GRIEF

The battles of the Soul Wars have seen Olynder travel across the Mortal Realms at the head of a vast Nighthaunt host. She has brought death to thousands and unleashed all manner of horrors. In the battle of Lake Lethis, her power was challenged by the Celestant-Prime, the greatest of the Stormcast Eternals. The two fought in the core of the Midnight Tomb, with Olynder attempting to free the soul of Katakros. Despite almost being destroyed, Olynder managed to curse the Celestant-Prime to age rapidly and die.





E - LEGIONS 2

DEATH MORTIS ENGINE

A Mortis Engine is a necromantic construct of incredible power. These engines of horror house the souls of the most powerful Necromancers and act as conduits to the Realm of Death. Each radiates a morbid aura of dark power that drains the life of all nearby.



The most powerful mortal Necromancers never truly die. Even when such a being is destroyed, its remains become a powerful locus of death magic. Necromantic acolytes build new shrines for their masters' remains, forging war machines of bone, souls and Shyishan energy. These are the Mortis Engines, and they are feared across the realms.

Mortis Engines are carried to war by vast processions of spirits, and each Engine is a terrifying addition to Nagash's armies. The undying spirit kept in a Mortis Engine acts as a powerful

source of amethyst magic, and it draws in all other magic on the battlefield. Death wizards can call upon this power by paying homage to the entombed soul. A Mortis Engine can also release all of its stored energy at once in a pulse of darkness. The effects of this pulse are truly horrifying to behold – living warriors are turned to dust in an instant, while the dead that are caught in the shock wave simply glow with unnatural light. A Mortis Engine causes so much terror that even wild and predatory Endless Spells avoid them, as if somehow aware of the Mortis Engine's power.



*Expedition Log
The Prime Innerlands,
Day 94 - Dunbarrow.*

'Stay away from the tomb of Quelthas Deathcaller!' We were warned in this manner everywhere we turned. In our arrogance, we thought the tomb a location we could simply ignore. By the time we knew the truth, four of us were dead. The final resting place of Quelthas is within a Mortis Engine, roaming this blighted place for souls to steal and life to extinguish.

*From Travels in Shyish:
An Adventurer's Diary
by Tarlach Malthar*

DEATH'S LODESTONE

Every Mortis Engine is a dread locus for the powers of death. They are magically crafted by Necromancers to sustain the spirits of their former masters and to destroy the living.

1 CORPSEMASTER

This necromantic acolyte is the steward of the Mortis Engine and directs it in battle.

2 MORTIS STAFF

A mere touch from this gnarled staff can wither an armoured warrior in moments.

3 WAILING BANSHEES

The howls and shrieks of these trapped spirits strike fear into the hearts of the living.

MORTAL REMAINS

At the heart of each Mortis Engine is a locked vessel. Within this are the remains of a Necromancer of incredible power. By being entombed in this way, the spirit of the Necromancer is able to continue their foul existence eternally.

4 SPECTRAL PROCESSION

The Mortis Engine is carried to battle by spirits bound to the entombed Necromancer.

5 SPIKED BONE

The core of each Mortis Engine is formed from bones twisted by amethyst magic.

6 NOXIOUS FLAME

Nearby Necromancers can draw on the dark energies that swell around the Mortis Engine.



NIGHTHAUNT

Master of the Procession

*The bearer of this certificate is a master of forbidden
knowledge, a crafter of unquiet spirits and a feared
commander of the Nighthaunt in battle.*



NIGHTHAUNT

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a master of forbidden knowledge,
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