

WARHAMMER AGE OF SIGMAR



COMPENDIUM MONSTROUS ARCANUM



MONSTROUS ARCANUM

On the following pages, you will find all of the rules you need to use the following Forge World models in games of Warhammer Age of Sigmar.

You can use the following Forge World models in any games of Warhammer Age of Sigmar that you play. Each of the models belongs to one or more factions, and can be included in an army from any of the factions it belongs to. When it is taken for an army, it gains the keyword for that army's faction and it is treated as if it were a unit from that faction's set of Pitched Battles profiles.

Each unit either has its own warscroll in this document, or it uses a warscroll from the battletome for its faction. The Pitched Battle profiles for the units that have their own warscroll in this compendium can be found at the end of this document. Models that use a warscroll from a battletome use the Pitched Battle profile for that warscroll in that battletome.

MODEL	FACTION	WARSCROLL
Bonegrinder Gargant	Gloomspite Gitz, Sons of Behemat	Bonegrinder Mega-Gargant (pg 3)
Colossal Squig	Gloomspite Gitz	Colossal Squig (pg 4)
Dread Saurian	Seraphon	Dread Saurian (pg 5)
Bloodthirster – Greater Daemon of Khorne	Blades of Khorne	Exalted Greater Daemon of Khorne (pg 6)
Great Unclean One – Greater Daemon of Nurgle	Maggotkin of Nurgle	Exalted Greater Daemon of Nurgle (pg 7)
Khorne Daemon Prince	Slaves to Darkness	Slaves to Darkness Daemon Prince (must be given the KHORNE Mark of Chaos keyword) (see battletome)
Khorne Herald	Blades of Khorne	Bloodmaster, Herald of Khorne (see battletome)
Lord of Change – Greater Daemon of Tzeentch	Disciples of Tzeentch	Exalted Greater Daemon of Tzeentch (pg 8)
Mazarall the Butcher, Daemon Prince of Khorne	Blades of Khorne	Mazarall the Butcher (pg 9)
Mourngul	Nighthaunt	Mourngul (pg 10)
Night Goblin Warboss on Great Cave Squig	Gloomspite Gitz	Loonboss on Giant Cave Squig (see battletome)
Night Goblin Boss with Battle Standard	Gloomspite Gitz	Loonboss (see battletome)
Night Goblin Shaman	Gloomspite Gitz	Madcap Shaman (see battletome)
Nurgle Daemon Prince	Slaves to Darkness	Slaves to Darkness Daemon Prince (must be given the NURGLE Mark of Chaos keyword) (see battletome)
Nurgle Herald	Maggotkin of Nurgle	Poxbringer, Herald of Nurgle (see battletome)
Rogue Idol	Orruk Warclans	Rogue Idol (pg 11)
Skaarac the Bloodborn, Great Khorgorath of Khorne	Blades of Khorne	Skaarac the Bloodborn (pg 12)
Keeper of Secrets – Greater Daemon of Slaanesh	Hedonites of Slaanesh	Soulfeaster Keeper of Secrets (pg 13)
Squig Gobba	Gloomspite Gitz	Squig Gobba (pg 14)
Troggoth Hag	Gloomspite Gitz	Troggoth Hag (pg 15)
Vorgaroth the Scarred & Skalok the Skull Host of Khorne	Blades of Khorne	Vorgaroth the Scarred on Skalok the Skull Host of Khorne (pg 16)
Warpgnaw Verminlord	Skaven	Warpgnaw Verminlord (pg 17)



WARSCROLL

BONEGRINDER MEGA-GARGANT

The Bonegrinder Mega-Gargant's coming is heralded by earth-shaking footsteps and a deafening roar of battle-lust. Each Bonegrinder thinks of itself as the next Behemat, and will stomp flat or batter to death anything foolish enough to stand in its way.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Hurled Boulder	☀	1	3+	2+	-3	4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Club	3"	☀	3+	3+	-2	3
Thunderous Stomp	1"	1	3+	3+	-2	D6

DAMAGE TABLE			
Wounds Suffered	Move	Hurled Boulder	Gargantuan Club
0-18	11"	18"	7
19-24	10"	15"	5
25-30	9"	12"	4
31+	8"	9"	3

A Bonegrinder Mega-Gargant is armed with a Gargantuan Club, Thunderous Stomp and Hurled Boulders.

Thunderous Stomp: A Bonegrinder Mega-Gargant's massive, stomping feet are devastating against smaller opponents.

Add 1 to hit rolls for attacks made with a Thunderous Stomp unless the target is a **MONSTER**.

I'll Bite Your Head Off!: A Bonegrinder Mega-Gargant's cavernous mouth makes for an especially deadly weapon, should the brute fancy a light snack during a battle.

After this model piles in, you can pick 1 enemy model that is within 3" of this model, and roll a dice. If the roll is greater than that enemy model's Wounds characteristic, that enemy model is slain.

Longshanks: A Bonegrinder Mega-Gargant towers high above the battlefield, and although it moves ponderously, it can step over most obstacles.

When this model makes a normal move, run or retreat, it can ignore other models and terrain features when you trace the path of its move across the battlefield, but it cannot finish that move within 3" of an enemy unit.

Sons of Behemat: The Sons of Behemat are nearly as difficult to kill as their mighty progenitor.

If this model is affected by an ability that slays the target without any wounds or mortal wounds being allocated, then this model suffers D6 mortal wounds instead.

Terror: This terrifying monstrosity strikes fear into the hearts of its foes.

Subtract 1 from the Bravery characteristic of enemy units if they are within 3" of any friendly units with this ability.

Timberrrr!!!: A dying Bonegrinder Mega-Gargant is indiscriminating in their choice of where – and on whom – their body falls.

If this model is slain, before removing it from play, the players must roll off. The winner must pick 1 point on the battlefield 5" from this model. Each unit within 3" of that point suffers D3 mortal wounds unless it is a **MEGA-GARGANT**. This model is then removed from play.

BRAWLSMASHA – BONEGRINDER MEGA-GARGANT MERCENARY

You can pick this Mega-Gargant mercenary to be hired by your army instead of picking one of the Mega-Gargant mercenaries in *Battletome: Sons of Behemat*. If you do so, you must include 1 **BONEGRINDER MEGA-GARGANT** in your army as a **MERCENARY** unit. **BONEGRINDER MEGA-GARGANTS** can only be taken as **MERCENARY** units by armies that have a general with the **DESTRUCTION** keyword.

MEGA-CLUB OF GORK

Legend has it that Brawlsmasha was found as a youngling and raised by an Ironjawz warclan, who admired his strength and boisterousness. As he grew ever larger, he became revered amongst the orruks for his ability to flatten entire mobs of enemy troops with a single swing of his gargantuan club.

Add 1 to the Bravery characteristic of friendly **ORRUK** units while they are wholly within 12" of any friendly **MERCENARY BONEGRINDER MEGA-GARGANTS**.

KEYWORDS

DESTRUCTION, SONS OF BEHEMAT, GARGANT, MEGA-GARGANT, MONSTER, BONEGRINDER



WARSCROLL COLOSSAL SQUIG

With their large, fleshy mouths and boundless energy, Colossal Squigs unleash untold havoc in battle. These insatiable fungoid beasts messily devour swathes of foes in an instant, squashing everything in their path as they careen towards their next meal.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Puff Spores	8"	1	5+	5+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Enormous Jaws	3"	8	☀	3+	-2	D3
Trampling Feet	1"	☀	5+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Enormous Jaws	Trampling Feet
0-7	4D6"	2+	10
8-10	3D6"	3+	8
11-13	2D6"	4+	6
14+	2D6"	5+	4

A Colossal Squig is armed with Enormous Jaws, Trampling Feet and Puff Spores.

Crazed Charge: Driven mad with hunger, the Colossal Squig bounds head-first into anything that it considers edible, wildly gnashing its jaws in the hope of finding a tasty morsel.

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+, that enemy unit suffers D3 mortal wounds.

Fungoid Squig Explosion: When these massive creatures meet their death, their body ripples with a build-up of fungal spore gas, and with an ear-splitting pop they burst into a mass of smaller Squigs.

If this model is slain, before removing this model from play, roll a dice for each enemy unit within 3" of it. On a 2+, that enemy unit suffers D3 mortal wounds. Then, you can add 1 **SQUIG HERD** unit of up to 5 models to your army. Set up the **SQUIG HERD** unit wholly within 9" of this model and more than 3" from all enemy models. This model is then removed from play.

Puff Spores: When the Colossal Squig is threatened, its tiny fungal blisters begin to burst, spreading thick clouds of spores that blind and choke any who venture too close.

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

Swallowed Whole: A Colossal Squig's enormous jaws can stretch wide enough to consume their enemy whole.

If the unmodified hit roll for an attack made with this model's Enormous Jaws is 6, that attack causes D3 mortal wounds to the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN, SQUIG, MONSTER, COLOSSAL SQUIG



WARSCROLL DREAD SAURIAN

Considered by the Seraphon to be living icons of the Old Ones, Dread Saurians are savage leviathans unleashed only as weapons of last resort. Their capacity for primal violence, not to mention their heart-stopping roar, has sent entire enemy armies into retreat.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gargantuan Jaws	2"	3	4+	3+	-2	☀
Raking Claws	2"	6	☀	3+	-1	2
Armoured Tail	2"	1	4+	3+	-1	D6

DAMAGE TABLE			
Wounds Suffered	Move	Gargantuan Jaws	Raking Claws
0-18	10"	6	2+
19-24	9"	5	3+
25-30	8"	4	3+
31+	7"	3	4+

A Dread Saurian is armed with Gargantuan Jaws, Raking Claws and an Armoured Tail.

Arcane Glyphs: Dread Saurians go to war clad in techno-arcane glyph-plates through which a slann can channel power to ward off enemy sorceries.

Each time this model is affected by a spell or the ability of an endless spell, you can roll a dice. If you do so, on a 6+, ignore the effects of that spell or the ability of that endless spell on this model. Add 2 to the roll if this model is within 12" of a friendly SLANN.

Obliterating Charge: A Dread Saurian's sheer scaled mass is a potent weapon in its own right.

After this model makes a charge move, roll a dice for each enemy unit within 1" of this model. On a 2+, that unit suffers D3 mortal wounds if it is a **MONSTER** or D6 mortal wounds if it is not a **MONSTER**.

Death Throes: Even a mortally wounded Dread Saurian cannot be discounted, for it will lash out violently before meeting its end.

If this model is slain, before removing it from play, roll a dice for each enemy unit within 3" of it that is not a **MONSTER**. On a 4+, that unit suffers D3 mortal wounds.

Terror: This horrific monstrosity strikes fear deep into the hearts of its enemies.

Subtract 1 from the Bravery characteristic of enemy units if they are within 3" of any friendly units with this ability.

CELESTIAL CONJURATION

1 Dread Saurian can be summoned to the battlefield using the Celestial Conjunction battle trait for 50 celestial conjunction points.

KEYWORDS

ORDER, SERAPHON, MONSTER, DREAD SAURIAN



WARSCROLL

EXALTED GREATER DAEMON OF KHORNE

Exalted Greater Daemons of Khorne are the largest and most furious of the Blood God's servants. Armed with weapons shaped in the fires of their patron's forges, they butcher their way through rank after rank of enemies, leaving great rivers of gore in their wake.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lash of Khorne	8"	☀	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Mighty Axe of Khorne	2"	8	3+	☀	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Lash of Khorne	Mighty Axe of Khorne
0-8	12"	6	2+
9-12	10"	5	2+
13-16	9"	4	3+
17+	8"	3	3+

An Exalted Greater Daemon of Khorne is armed with a Lash of Khorne and Mighty Axe of Khorne.

FLY: This model can fly.

Drawn in for the Kill: Bloodthirsters often use their barbed lashes to entangle their opponents, rendering escape impossible.

At the start of the enemy movement phase, pick 1 enemy unit within 3" of this model. That unit cannot retreat in that phase.

The Land Rebels: The ground around an Exalted Greater Daemon of Khorne becomes cracked and broken beneath its stomping hooves, causing molten rock to bubble up from deep below.

At the start of your hero phase, roll a dice for each enemy unit within 8" of any friendly models with this ability. On a 5+, that enemy unit suffers 1 mortal wound.

Rejoice in Exalted Slaughter: An Exalted Greater Daemon of Khorne is an unsubtle leader, driving its subjects towards the enemy in great numbers.

You can use this command ability at the start of the combat phase. The command must be issued by this model and received by a friendly **KHORNE DAEMON** unit. In that combat phase, the unit that receives the command is eligible to fight if it is within 6" of an enemy unit instead of 3", and models from that unit can move an extra 3" when they pile in.

SUMMON DAEMONS OF KHORNE

1 Exalted Greater Daemon of Khorne can be summoned to the battlefield using the Summon Daemons of Khorne battle trait for 16 Blood Tithe points. If your army includes an Exalted Greater Daemon of Khorne, the maximum number of Blood Tithe Points you can have is 16 instead of 8.

KEYWORDS

CHAOS, KHORNE, BLADES OF KHORNE, DAEMON, BLOODTHIRSTER, MONSTER, HERO, EXALTED GREATER DAEMON OF KHORNE



WARSCROLL

EXALTED GREATER DAEMON OF NURGLE

Riddled with pestilence and disease, an Exalted Greater Daemon of Nurgle is a foul manifestation of Nurgle's will. With each lumbering step and burbled word, it spreads more of its diseased blessings to those who stand before it.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Bile	7"	D6	3+	☠	-2	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Bilesword	2"	☠	3+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	Move	Noxious Bile	Massive Bilesword
0-8	7"	2+	4
9-11	6"	3+	4
12-13	5"	3+	3
14+	4"	4+	3

An Exalted Greater Daemon of Nurgle is armed with a Massive Bilesword and Noxious Bile.

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

Blubber and Bile: The dubious reward for piercing the blubbery hide of an Exalted Greater Daemon of Nurgle is to be showered by acidic bile and putrid toxins.

This model has a ward of 5+. If an unmodified ward roll for this model is 6 and the attacking unit is within 3" of this model, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.

Corpulent Mass: An Exalted Greater Daemon of Nurgle is blessed with the Plaguefather's gift of fecundity, enabling its body to swiftly regrow damaged flesh and tissue.

In your hero phase, you can heal up to D3 wounds allocated to this model.

Mountain of Loathsome Flesh: Such is the size and girth of an Exalted Greater Daemon of Nurgle that it can simply run over its foes, crushing or asphyxiating them beneath its monstrous bulk as it does so.

Roll 1 dice for each enemy unit within 1" of this model after this model finishes a charge move. On a 4+, that enemy unit suffers D3 mortal wounds.

Plague Wind: The Exalted Greater Daemon of Nurgle summons a whirlwind of maggots and filth, basking in its feculence for a moment before sending it forth.

Plague Wind is a spell that has a casting value of 7 and a range of 14". If successfully cast, pick 1 point on the battlefield within range and visible to the caster and draw a straight line between that point and the closest point on the caster's base. Each unit passed across by that line suffers D3 mortal wounds. If that line passes across a **NURGLE** unit, that unit's commanding player can heal up to D3 wounds allocated to it instead.

Grandfather's Exalted Joy: At the Great Unclean One's command, Nurgle's children are inspired to fight with even greater exuberance.

You can use this command ability in the combat phase. The command must be issued by this model and received by a friendly **NURGLE DAEMON** unit. Add 1 to the Attacks characteristic of that unit's melee weapons until the end of that phase.

SUMMON DAEMONS OF NURGLE

1 Exalted Greater Daemon of Nurgle can be summoned to the battlefield using the Summon Daemons of Nurgle battle trait for 35 contagion points.

KEYWORDS

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



WARSCROLL

EXALTED GREATER DAEMON OF TZEENTCH

With a wave of its talons, an Exalted Greater Daemon of Tzeentch can hurl its foes into the nightmarish Realm of Chaos or bathe them in deadly magical fires. They are the most malefic servants of the God of Sorcery, and their very forms flicker with arcane energies.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of Tzeentch	3"	3	3+	☀	-	2
Curved Beak and Wicked Talons	1"	4	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Staff of Tzeentch	Infernal Gateway
0-9	10"	2+	2+
10-11	9"	2+	3+
12-15	8"	3+	3+
16+	7"	3+	4+

An Exalted Greater Daemon of Tzeentch is armed with a Curved Beak and Wicked Talons, and a Staff of Tzeentch.

FLY: This model can fly.

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

Mastery of Magic: *Tzeentch's daemons are manifestations of magic in its rawest form; the mightiest of their kind can wield sorcerous power with the same ease that a mortal breathes air.*

When you make a casting, dispelling or unbinding roll for this model, you can change the lowest dice roll to equal the highest dice roll.

Spell-Thief: *Exalted Greater Daemons of Tzeentch have an insatiable appetite for sorcerous knowledge, and by feeding upon arcane manifestations they are able to instantly perfect new forms of spellcraft.*

If this model successfully unbinds a spell and the unbinding roll was 9+, this model knows the spell that was unbound.

Infernal Gateway: *Tendrils of magic shoot forth to rend the fabric of reality, opening a screaming portal into Tzeentch's crystal labyrinth.*

Infernal Gateway is a spell that has a casting value of 7 and a range of 18". If successfully cast, pick 1 enemy unit within range and visible to the caster, and roll 9 dice. For each roll that equals or beats the value shown for Infernal Gateway on the damage table above, that unit suffers 1 mortal wound.

Beacon of Sorcery: *Spreading its arms wide, the Exalted Greater Daemon of Tzeentch saturates the area with magic.*

Add 1 to casting and unbinding rolls for friendly **TZEENTCH DAEMON WIZARDS** that are wholly within 12" of this model.

SUMMON DAEMONS OF TZEENTCH

1 Exalted Greater Daemon of Tzeentch can be summoned to the battlefield using the Summon Daemons of Tzeentch battle trait for 45 Fate points.

KEYWORDS

CHAOS, TZEENTCH, DISCIPLES OF TZEENTCH, DAEMON, LORD OF CHANGE, MONSTER, HERO, WIZARD, EXALTED GREATER DAEMON OF TZEENTCH



WARSCROLL

MAZARALL THE BUTCHER

Mazarall the Butcher is a renderer of mortal flesh and a devourer of daemons both. His sheer barbarity and unbridled rage have led many to believe him more mindless beast than canny warlord, but such a belief is a mistake for which many have lost their lives.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
The Ancyte Shield's Wrath	12"	D6	5+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Harrow Meat	2"	4	3+	3+	☀	3
The Ancyte Shield's Blades	1"	☀	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Harrow Meat	The Ancyte Shield's Blades
0-4	12"	-2	5
5-7	10"	-2	4
8-9	8"	-1	3
10+	6"	-1	2

Mazarall the Butcher is armed with the Ancyte Shield's Wrath, the Ancyte Shield's Blades and Harrow Meat.

Bloody Charge: A towering creature of muscle and rage, Mazarall barrels into his foes, throwing aside bodies with contemptuous ease.

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 4+ that unit suffers D3 mortal wounds.

Harrow Meat's Hunger: Harrow Meat, Mazarall's infamous axe, possesses its own crude sentience, fuelling Mazarall's fury with each drop of blood fed to it.

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, add 1 to the Attacks characteristic of Harrow Meat for the rest of the battle.

The Ancyte Shield: Covered in the stretched skin of unfortunate spellcasters, the Ancyte Shield serves as protection against hateful magic.

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

The Butcher's Due: To follow Mazarall is to tread the path of ascension on a road paved with the butchered carcasses of the dead.

You can use this command ability at the start of the combat phase. The command must be issued by this model and received by a friendly **KHORNE** unit. Add 1 to wound rolls for attacks made by that unit until the end of that phase.

KEYWORDS

CHAOS, KHORNE, BLADES OF KHORNE, DAEMON, MONSTER, HERO, MAZARALL THE BUTCHER



WARSCROLL MOURNGUL

Driven by famine and pain to hunt their former friends and companions, Mournnguls are damned to an eternity of terrible isolation. Their shadowy cadaverous forms of cold flesh and cracked bone warp and twist ceaselessly as they rake their foes with claws and teeth.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Nightmarish Claws and Fangs	2"	☀	3+	3+	-1	2

DAMAGE TABLE		
Wounds Suffered	Move	Nightmarish Claws and Fangs
0-4	12"	8
5-6	10"	7
7-8	9"	6
9+	8"	5

A Mournngul is armed with Nightmarish Claws and Fangs.

FLY: This model can fly.

Devourer of Flesh and Souls: The unholy essence of a Mournngul is nourished by the souls of those it devours.

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Ethereal: Creatures whose bodies have rotted away are difficult to harm with ordinary weapons.

Ignore modifiers (positive and negative) when making save rolls for attacks that target this model.

Frightful Touch: Just one touch from a Mournngul's claws can still the heart of a mortal opponent.

If the unmodified hit roll for an attack made with this model's Nightmarish Claws and Fangs is 6, that attack causes 2 mortal wounds to the target and the attack sequence ends (do not make a wound or save roll).

Ghastly Apparition: Mournnguls are soul-searing horrors to look upon, radiating an aura of supernatural terror, unutterable despair and ravenous hunger.

Subtract 1 from hit rolls for attacks made by enemy units while they are within 6" of any friendly models with this ability.

KEYWORDS DEATH, NIGHTHAUNT, MALIGNANT, MONSTER, MOURNGUL



WARSCROLL ROGUE IDOL

Crudely fashioned by orruk shamans from rocks and battlefield debris, Rogue Idols are daubed with sigils and animated by Waaagh! energy. They are drawn inexorably to the biggest battles, storming out of the wilderness to clobber their foes.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulder Fists	3"	2	3+	✱	-2	D6
Stompin' Feet	2"	✱	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Boulder Fists	Stompin' Feet
0-8	10"	2+	10
9-11	8"	3+	8
12-13	6"	3+	6
14+	4"	4+	4

A Rogue Idol is armed with Boulder Fists and Stompin' Feet.

Avalanche! Even in death, Rogue Idols cause widespread devastation, their stony forms collapsing in a rain of heavy boulders and rubble that has left more than one elated champion crushed flat by the remains of the very beast he just bested.

If this model is slain, before removing it from play, roll a dice for each unit within 3" of this model. On a 4+, that unit suffers D3 mortal wounds. This model is then removed from play.

Living Idol: The crackling spiritual power of the Waaagh! is the lifeblood of the Rogue Idol, such that orruk shamans can tap into it when casting their magic.

Add 1 to casting rolls for friendly **ORRUK WIZARDS** while they are within 6" of any friendly models with this ability. In addition, add 1 to the Bravery characteristic of friendly **ORRUK** units while they are wholly within 18" of any friendly models with this ability.

Da Big 'Un: Nothing more, in truth, than a monumental pile of rocks in motion, the Rogue Idol has few weaknesses and does not feel pain.

This model has a ward of 5+.

Rubble and Ruin: A Rogue Idol doesn't particularly care about where it's treading, and chunks of stone and bits of former victims are forever falling off its thunderous bulk.

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. On a 4+, that unit suffers 1 mortal wound.

Spirit of the Waaagh! Rogue Idols storm relentlessly into battle, driven ever onwards by the will of Gorkamorka, smashing their enemies flat with one thunderous charge after another.

Add 1 to hit rolls for attacks made by this model if it made a charge move in the same turn.

KEYWORDS

DESTRUCTION, ORRUK WARCLANS, BONESPLITTERZ, IRONJAWZ, KRULEBOYZ, MONSTER, TOTEM, ROGUE IDOL



WARSCROLL

SKAARAC THE BLOODBORN

A creature of endless hate and brutality, Skaarac the Bloodborn is a beast of legend among the devoted of Khorne. If slain, his body is simply reformed in Khorne's charnel pits so that his undying rage can be loosed once more upon the Mortal Realms.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Blood	8"	1	3+	☀	-	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brutal Blades	2"	☀	3+	3+	-2	2
Thunderous Hooves	1"	6	4+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Burning Blood	Brutal Blades
0-7	10"	3+	8
8-10	9"	3+	7
11-13	8"	4+	6
14+	7"	4+	5

Skaarac the Bloodborn is armed with Burning Blood, Brutal Blades and Thunderous Hooves.

Life-eater: Skaarac is a creature fuelled by bloodshed, his wounds closing as the blood of his foes washes over him.

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model.

Infernal Iron: Clad in armour blessed by Khorne himself, the air around Skaarac warps and writhes, twisting the winds of magic into an uncontrollable maelstrom.

Subtract 2 from casting rolls for enemy **WIZARDS** while they are within 12" of this model.

Towering Horror: A creature of sheer malice possessing an unquenchable lust for death, Skaarac's very presence shatters the courage of all around him.

Subtract 1 from the Bravery characteristic of enemy units while they are within 12" of this model.

Undying Hate: Should Skaarac's mortal form be slain, it disappears in a torrent of scalding blood and blazing soul-fire.

If this model is slain, before removing it from play, roll a dice for each enemy model within 3" of this model. On a 4+, that model's unit suffers 1 mortal wound. This model is then removed from play.

Call of the Skull Throne: Skaarac's very being is driven by the need to spill blood in Khorne's name. This singular desire overwhelms those around him, lending speed to their limbs as they race towards their foes.

Add 1 to charge rolls for friendly **KHORNE** units that are wholly within 12" of this model.

KEYWORDS

CHAOS, KHORNE, BLADES OF KHORNE, BLOODBORN, MONSTER, HERO, SKAARAC THE BLOODBORN



WARSCROLL

SOULFEASTER KEEPER OF SECRETS

Soulfeaster Keepers of Secrets are sensation addicts, devoted above all to the pursuit of new experiences. They roam the battlefield at their own ecstatic whim, using their stabbing tendrils to gorge themselves on the emotions of their victims.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sinistrous Hand	1"	1	2+	3+	-1	1
Elegant Greatblade	2"	☀	3+	3+	-1	2
Impaling Claws	3"	2	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Elegant Greatblade	Impaling Claws
0-6	14"	4	5
7-9	12"	3	4
10-12	10"	3	3
13+	8"	2	3

A Soulfeaster Keeper of Secrets is armed with an Elegant Greatblade, Impaling Claws and a Sinistrous Hand.

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

Dark Temptations: Few can resist the temptations whispered by a Keeper of Secrets.

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model and ask your opponent if they wish for that **HERO** to accept temptation. If they refuse, that **HERO** suffers D3 mortal wounds. If they accept, add 1 to hit rolls for attacks made by that **HERO**. Then, at the start of the next combat phase, roll a dice. On 1-3, that **HERO** no longer receives this modifier to their hit rolls. On 4-6, that **HERO** is slain.

Delicate Precision: A Keeper of Secrets attacks their foes with a dazzling array of exquisitely measured blows.

If the unmodified wound roll for an attack made with a melee weapon by this model is 6, that attack causes a number of mortal wounds to the target equal to the Damage characteristic of the weapon used for the attack and the attack sequence ends (do not make a save roll).

Sinistrous Hand: Reaching out with their long-nailed fingers, the Keeper of Secrets rips the heart from their dying victim's chest and consumes the still-beating organ.

At the end of the combat phase, if any enemy models were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D3 wounds allocated to this model. If any enemy **HEROES** were slain by wounds inflicted by this model's attacks in that combat phase, you can heal up to D6 wounds allocated to this model instead.

Soulfeaster Tendrils: The cruel tendrils that snake from the rear of a Soulfeaster Keeper of Secrets' head are the means through which it feeds on sensation, stabbing into the mind of a chosen adversary and drinking deep their agony and desire.

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model and roll 3D6. If the roll is greater than that model's Bravery characteristic, you gain D3 depravity points and 1 is subtracted from hit rolls for attacks made by that **HERO** until the end of that phase.

Cacophonic Choir: The Keeper of Secrets unleashes a sanity-shattering chorus of magical sound.

Cacophonic Choir is a spell that has a casting value of 6 and a range of 6". If successfully cast, roll 2D6. Each enemy unit within range that has a Bravery characteristic less than the roll suffers D3 mortal wounds.

FEAST OF DEPRAVITIES

This model can be summoned to the battlefield for 12 depravity points.

KEYWORDS

CHAOS, SLAANESH, HEDONITES OF SLAANESH, HEDONITE, DAEMON, GREATER DAEMON, KEEPER OF SECRETS, HERO, MONSTER, WIZARD, SOULFEASTER



WARSCROLL

SQUIG GOBBA

Armies of Moonclan grots use Squig Gobbas as living artillery. The enormous fungoid beasts are prodded and poked until they regurgitate smaller squigs they have devoured, sending them flying into the ranks of the enemy to explode in clouds of acidic spores.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spit-squigs	30"	6	4+	3+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bashin' Sticks	1"	3	5+	5+	-	1
Cavernous Maw	2"	3	3+	3+	-2	D3

A Squig Gobba is armed with Spit-squigs and a Cavernous Maw.

CREW: This model has a grot crew that attack with their Bashin' Sticks.

Arcing Spit: Once gobbled forth, flailing Spit-squigs soar in an uncharacteristically graceful, saliva-trailing arc before messily splatting into their target.

When this model makes an attack with Spit-squigs, it can target an enemy unit that is not visible to it. In addition, add 1 to hit rolls for attacks made with Spit-squigs if the target has more than 5 models.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, MOONCLAN, SQUIG, MONSTER, SQUIG GOBBA



WARSCROLL TROGGOTH HAG

Unlike most of their race, Troggoth Hags are possessed of both arcane powers and a modicum of intelligence. They serve as leaders and envoys of the troggoth tribes, communicating in ways even the most dim-witted of their kin can understand.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Copious Vomit	10"	☀	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Deadwood Staff	2"	4	4+	☀	-1	3
Crushing Bulk	1"	D3	4+	3+	-	D6

DAMAGE TABLE			
Wounds Suffered	Move	Copious Vomit	Deadwood Staff
0-8	8"	6	2+
9-11	7"	5	3+
12-13	6"	4	3+
14+	5"	3	4+

A Troggoth Hag is armed with Copious Vomit, a Deadwood Staff and Crushing Bulk.

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

Hag Regeneration: All troggoths have an innate ability to regenerate even the most grievous of injuries, and in the case of the Troggoth Hag, this trait is augmented further by the arcane energies coursing through her hulking physique.

In your hero phase, you can heal up to D6 wounds allocated to this model.

Spell-spite: A Troggoth Hag carries with her sackfuls of strange fetishes and weird keepsakes, the most cursed of which are used to call down malignant hexes upon those that would dare wield hostile magic against her.

Each time this model successfully unbinds a spell, you can roll a dice. On a 4+, the caster of that spell suffers D3 mortal wounds.

Terrible Stench: So foul is the dank swamp stench given off by Troggoth Hags that even the hardest of warriors will retch uncontrollably in their presence.

Subtract 1 from hit rolls for attacks made with melee weapons that target this model.

Hag Curse: The cackling curses of the Troggoth Hag are insidious and vile, robbing her victims of strength and shackling them with ill fortune.

Hag Curse is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit and subtract 1 from save rolls for attacks that target that unit.

KEYWORDS

DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH, FELLWATER, MONSTER, HERO, WIZARD, TROGGOTH HAG



WARSCROLL

VORGAROTH THE SCARRED

ON SKALOK THE SKULL HOST OF KHORNE

Legends speak of the slaughter unleashed by Vorgaroth and Skalok, and together they have carved a bloody path of destruction and carnage across the Mortal Realms. The number of their victims is now beyond measure, a colossal tower of skulls claimed for the Blood God.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
White-hot Balefire	20"	3	4+	2+	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skull Cleaver Axe of Khorne	1"	12	3+	3+	-2	2
Eviscerating Claws	3"	D6	3+	3+	☀	3
Cavernous Jaws	3"	2	4+	☀	-2	3
Brass-plated Tail	3"	☀	4+	4+	-1	3

DAMAGE TABLE				
Wounds Suffered	Move	Eviscerating Claws	Cavernous Jaws	Brass-plated Tail
0-15	14"	-3	2+	3D6
16-20	11"	-3	3+	2D6
21-25	10"	-2	4+	D6
26+	9"	-1	5+	D3

Vorgaroth the Scarred is armed with the Skull Cleaver Axe of Khorne.

FLY: This model can fly.

MOUNT: Skalok the Skull Host of Khorne is armed with White-hot Balefire, Eviscerating Claws, Cavernous Jaws and a Brass-plated Tail.

Monstrous Trophies: *Believing only the greatest of beasts can hope to challenge his might, Vorgaroth hunts the realms, seeking out the mightiest with which to do battle.*

Add 1 to wound rolls for attacks made with this model's Skull Cleaver Axe of Khorne that target a **MONSTER**. In addition, if the unmodified wound roll for an attack made with the Skull Cleaver Axe of Khorne is 6, that attack causes D3 mortal wounds to the target in addition to any damage it inflicts.

Crushing Bulk: *Possessing a speed at odds with her immense size, even the nimblest of warriors may be crushed underfoot when Skalok charges.*

Roll a dice for each enemy unit that is within 1" of this model after this model makes a charge move. On a 2+, that unit suffers D3 mortal wounds.

Eternal Hunt: *Vorgaroth and Skalok soar through the skies high above the Mortal Realms, ever-watchful for any sign of bloodshed. Wherever battle may be found, they swoop down, bringing death and destruction to all who stand in their way.*

Instead of setting up this model on the battlefield, you can place it to one side and say that it is in reserve. If you do so, at the end of your second movement phase, you must set up this model anywhere on the battlefield more than 9" from all enemy units.

Fettered Servitude: *Vorgaroth demands unwavering obedience from any of Khorne's followers that are in his presence, and will severely punish any warriors who show the slightest sign of fear.*

Once per battleshock phase, before you take a battleshock test for a friendly **KHORNE** unit wholly within 12" of this model, you can say that this model demands unwavering obedience. If you do so, 1 model in that unit is slain, but you do not have to take a battleshock test for that unit in that phase.

Fuelled by Death: *When battle is joined, the servants of Khorne are overcome with a murderous rage. Such fury sweetens their blood, strengthening Skalok with each ally she devours.*

In your hero phase, you can pick 1 friendly model within 3" of this model and roll a dice. If you do so and the roll is equal to or greater than that model's Wounds characteristic, that model is slain and you can heal a number of wounds allocated to this model equal to the slain model's Wounds characteristic.

Wings of Fury: *Each beat of Skalok's great wings disrupts the balance of ambient magical energies.*

Subtract 3 from casting and unbinding rolls for enemy **WIZARDS** that are within 18" of this model.

KEYWORDS

CHAOS, KHORNE, BLADES OF KHORNE, MORTAL, BLOODBOND, HERO, MONSTER, VORGAROTH THE SCARRED



WARSCROLL

WARPGNAW VERMINLORD

Warpgnaw Verminlords possess the unique ability to bore gnawholes through reality using their dark magic. Hated and envied in equal measure by their daemonic peers, these secretive beings lead skaven swarms to invade the realms wherever it suits their agendas.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	6"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnaw-glaive	2"	4	3+	3+	-2	☀

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tail	Gnaw-glaive
0-4	12"	4	5
5-7	10"	3	4
8-9	8"	2	3
10+	6"	1	2

A Warpgnaw Verminlord is armed with a Prehensile Tail and Gnaw-glaive.

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

Protection of the Horned Rat: *An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.*

This model has a ward of 5+.

Realm Guide: *The Warpgnaw Verminlords claim – and none have the courage to gainsay them – that it was they who first bestowed the boon of gnawholes upon the skaven race. Certainly, their knowledge of these twisted ways is second to none, allowing them to squirm through the cracks in reality to fall upon their horrified foes.*

Instead of setting up this model on the battlefield, you can place this model to one side and say that it is moving through the cracks in reality as a reserve unit.

If you do so, at the end of your movement phase, you can set up this model wholly within 6" of a Gnawhole in your army and more than 9" from all enemy models.

Terrifying: *This horrific monstrosity strikes fear deep into the hearts of its enemies.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

Splinter-screech: *The Warpgnaw Verminlord gives an atonal shriek that rises in pitch until reality itself shivers, shudders, then cracks asunder.*

Splinter-screech is a spell that has a casting value of 5 and a range of 13". If successfully cast, pick 1 enemy model within range and visible to the caster, and roll a dice. If the roll is equal to or greater than that model's Wounds characteristic, it is slain.

KEYWORDS

CHAOS, SKAVEN, MASTERCLAN, DAEMON, VERMINLORD, MONSTER, HERO, WIZARD, WARPGNAW VERMINLORD

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for the warscrolls in this compendium. See section 25.0 of the core rules for further information about Pitched Battle profiles. Updated July 2021.

MONSTROUS ARCANUM				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Squig Gobba	1	175	Artillery	Single
Bonegrinder Mega-Gargant	1	535	Behemoth	Single
Colossal Squig	1	325	Behemoth	Single
Dread Saurian	1	545	Behemoth	Single
Mazarall the Butcher	1	365	Behemoth	Single, Unique
Mourngul	1	300	Behemoth	Single
Rogue Idol	1	430	Behemoth	Single
Exalted Greater Daemon of Khorne	1	580	Leader, Behemoth	Single
Exalted Greater Daemon of Nurgle	1	430	Leader, Behemoth	Single
Exalted Greater Daemon of Tzeentch	1	515	Leader, Behemoth	Single
Skaarac the Bloodborn	1	455	Leader, Behemoth	Single, Unique
Soulfeaster Keeper of Secrets	1	385	Leader, Behemoth	Single
Troggoth Hag	1	405	Leader, Behemoth	Single
Vorgaroth the Scarred on Skalok the Skull Host of Khorne	1	1250	Leader, Behemoth	Single, Unique
Warpgnaw Verminlord	1	275	Leader, Behemoth	Single