







SOULBLIGHT GRAVELORDS

The pallid and darkly handsome visage of a Soulblight vampire masks the horror of its true nature, for they are inhuman monsters that crave the taste of fresh blood. Possessed of unnatural strength and the power to resurrect the dead to serve their will, they wage an unceasing war against the living.

| SOULBLIGHT GRAVELORDS FIGHTER ABILITIES | |
|---|---|
|  | [Double] Shambling Horde: A fighter can use this ability only if they are within 6" of a visible friendly fighter with the Leader runemark (★). This fighter can make a bonus move action of a number of inches equal to the value of this ability. |
|  | [Double] Vampiric Agility: Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing. |
|  | [Double] Blood-maddened Feeding Frenzy: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by this fighter this activation. This fighter makes a bonus move action or a bonus attack action. |
|  | [Triple] Deathly Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points equal to the value of this ability to that fighter. |
|  | [Triple] Thirst for Blood: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by this fighter this activation. Remove a number of damage points allocated to this fighter up to double the value of this ability. |
|  | [Quad] Chosen Champion: A fighter can use this ability only if they are within 6" of a visible friendly fighter with the Leader runemark (★). This fighter can make a bonus attack action. In addition, add half the value of this ability (rounding up) to the Attacks characteristic of that attack action. |

| SOULBLIGHT GRAVELORDS LEADER ABILITIES | |
|---|--|
|  | [Double] Beheading Strike: Add half the value of this ability (rounding up) to the number of damage points allocated by critical hits from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less. |
|  | [Double] Necrotic Siphon: Pick a visible friendly fighter with the Minion runemark (✦) within 6" of this fighter. Allocate a number of damage points equal to the value of this ability to that fighter. Then, remove a number of damage points allocated to this fighter up to double the value of this ability. |
|  | [Triple] Summon Undead Minions: Pick a friendly fighter with the Minion runemark (✦) that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. That fighter no longer counts as being taken down and has no damage points allocated to it. |
|  | [Triple] Call the Crimson Feast: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions that have a Range characteristic of 3 or less made by visible friendly fighters while they are within 6" of this fighter. |
|  | [Quad] Vanhel's Dance Macabre: Pick a number of visible friendly fighters with the Minion runemark (✦) equal to the value of this ability within 6" of this fighter. Each fighter picked can make a bonus move action or a bonus attack action (some can make bonus move actions and others bonus attack actions). |

SOULBLIGHT GRAVELORDS

VAMPIRE LORD225













1

4

4

2/6













5

5

25

VYRKOS
BLOOD-BORN120













1

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1/5











8

3

15

NECROMANCER150













3-7

2

3

3/6













4

3

20

VARGSKYR220













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2

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3/6











6

4

35

WIGHT KING170













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2/5













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25

KOSARGI
NIGHTGUARD170













2

2

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2/5











4

4

30

WIGHT KING ON
SKELETAL STEED225













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2/5













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VARGHEIST195













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1/4











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VARGOYLE245













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2/5













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35

BLOOD KNIGHT WITH
TEMPLAR BLADE170













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2/4











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22

KASTELLAN210













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2/5













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25

BLOOD KNIGHT WITH
TEMPLAR LANCE175













2

2

5

2/4











8

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22

HELL KNIGHT

1

3

3

2/4

8

4

22

140

BLACK KNIGHT

2

2

3

1/4

8

4

18

110

SENESCHAL

1

4

5

2/4

3

4

15

125

GRAVE GUARD WITH WIGHT BLADE AND CRYPT SHIELD

1

3

4

1/4

3

4

10

70

GRAVE GUARD WITH GREAT WIGHT BLADE

1

3

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2/4

3

3

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70

SKELETON CHAMPION

1

3

3

1/4

3

4

12

70

SKELETON WARRIOR WITH ANCIENT BLADE

1

3

3

1/3

3

4

8

50

SKELETON WARRIOR WITH ANCIENT SPEAR

2

2

3

1/4

3

4

8

50

DEADWALKER ZOMBIE

1

2

3

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SOULBLIGHT GRAVELORDS

The Soulblight Gravelords are inheritors of an ancient and terrible curse. This spiritual malady forever damns the afflicted, yet it also grants them terrifying physical power and formidable necromantic abilities. Ever seeking to dominate and feed upon the living, these vampires have honed their martial skills over centuries of warfare. Calling upon their curse-granted powers they raise vast legions of rotting corpse-soldiers and howling beasts of the night, sending these shambling legions forth to overwhelm their enemies.

Vampires are rarely content to observe the slaughter from afar. They delight in taking to the battlefield in person, cleaving their prey apart with cruel, almost animalistic delight. They often assemble elite retinues to follow them into combat, keeping would-be slayers at bay while they slake their terrible thirst.

| SOULBLIGHT GRAVELORDS FIRST NAMES | |
|-----------------------------------|------------|
| D10 | FIRST NAME |
| 1 | Rasav |
| 2 | Marclav |
| 3 | Uset |
| 4 | Olahva |
| 5 | Vrashul |
| 6 | Akranos |
| 7 | Evaska |
| 8 | Drul |
| 9 | Paska |
| 10 | Ortullas |

| SOULBLIGHT GRAVELORDS LAST NAMES | |
|----------------------------------|--------------|
| D10 | LAST NAME |
| 1 | the Thirster |
| 2 | von Kadev |
| 3 | Krastov |
| 4 | Nightstalker |
| 5 | Charnask |
| 6 | Uhl-Karn |
| 7 | Azharad |
| 8 | Dragomesh |
| 9 | von Strahl |
| 10 | Curseheart |

| ORIGIN | |
|--------|--|
| 1 | Spoor Hunters – These fiends of the night can trace their prey across vast distances, tracking the unfortunates down so that they might be devoured at will by their Soulblight master. |
| 2 | Dark Lord's Retainers – These warriors are the favoured champions of their vampire master, chosen to carry out their most important commands with merciless efficiency. |
| 3 | Bettered Foes – These warriors were once the vampire's enemies, defeated and since raised as undead chattel so that they might serve their new master with unquestioning loyalty. |
| 4 | Blood-bonded – Each of these undead warriors was once related to their Soulblight master, though now they are mere pawns that serve their kin's will. |
| 5 | Terrors of the Night – These fiends delight in spreading panic and terror wherever they roam, utilising fear to defeat their enemies before they even take to the field. |
| 6 | Gilded Guard – The vampiric master of this warband has outfitted even the lowliest cadavers in his horde with the finest accoutrements, to reflect his great power and fine sense of taste. |

| LEADER/FAVOURED WARRIOR BACKGROUND | |
|------------------------------------|---|
| 1 | Nagashian Zealot – Not all vampires chafe under Nagash's rule – this warrior fervently believes in the vision of the great necrotopia, and will see his master's will done at any cost. |
| 2 | Ancient Duellist – This undead warrior has studied and practised the most ancient forms of sword-craft and delights in slaughtering the living in single combat. |
| 3 | Touch of the Beast – This monstrous warrior is all but unable to contain their animalistic urges, and in battle they enter a terrifying blood-frenzy. |
| 4 | Nulahmian Nobility – Hailing from the vampiric court of Nulahmia, this leader sees themselves as superior to their foes – and their peers – in every conceivable way. |
| 5 | Twisted Honour – This fiend professes to adhere to a code of honour, even as they delight in murdering and draining dry every mortal they come across. |
| 6 | Collector of Vitae – This vampire desires to sup upon only the finest blood, and collects phials of the stuff from particularly worthy defeated foes, to be consumed later at their leisure. |