

### Unnatural Vitality



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

Add 2" to the Move characteristic of NURGLE units.

### Fecud Vigor



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

Add 1 to the wound rolls of all attacks made by NURGLE units in the combat phase.

### The Burgeoning



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

Roll a dice for each unit within 1" of a terrain feature at the start of the hero phase. On a roll of 5 or more the unit suffers 1 mortal wound. NURGLE units heal 1 wound instead.

### Plague of Misery



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

Re-roll battleshock test rolls of 1 for enemy units, excluding NURGLE units.

### Nauseous Revulsion



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

Re-roll wound rolls of 6 or more for attacks made by enemy units in the combat phase, excluding NURGLE units.

### Rampant Disease



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

At the start of your hero phase, pick D3 different enemy units within 12" of each other, excluding NURGLE units. Each unit suffers D3 mortal wounds.

### Corrupted Regrowth



#### Enchantment — Cycle of Corruption



*At the start of the first battle round roll a dice to see which stage of the Cycle of Corruption is currently taking place. In the following battle round apply the next following Stage of Corruption instead and continue to do so each following battle round.*

NURGLE units heal D3 wounds at the start of their hero phase.



### Grandfather's Blessing

1



Enchantment – Command Trait Rotbringer

*The twisted and disfigured, the spiteful and forsaken, the hopelessly insane; all embrace the paternal comfort offered by Grandfather Nurgle, and willingly draw strength from his foul blessings.*

Once per battle, at the start of your hero phase, you can move the Cycle of Corruption one stage forward or backward if your general has not been slain.

### Living Plague

2



Enchantment – Command Trait Rotbringer

*Gathering huge armies, they vowed to spread seven hundred and seventy seven plagues across the Mortal Realms.*

At the start of your hero phase, roll a dice for each enemy unit within 1" of your general. On a 4+ the unit being rolled for suffers 1 mortal wound and you receive 1 contagion point.

### Hulking Physique

3



Enchantment – Command Trait Rotbringer

*The champion is a hulking monstrosity, swollen with pus and unnatural vitality.*

Add 1 to wound rolls for your general in the combat phase.

### Bloated with Corruption

4



Enchantment – Command Trait Rotbringer

*The general's fleet has travelled the Mortal Realms, raiding and spreading corruption at will.*

Roll a dice each time you allocate a wound to your general in the combat phase (and it is not negated). On a 4+ the attacking unit suffers 1 mortal wound after all of its attacks have been made.

### Avalanche of Rotten Flesh

5



Enchantment – Command Trait Rotbringer

*Gifted with rotting appendages the general crosses the battlefield at blistering speed and buzzing sounds.*

Add 2 to run and charge rolls for your general.

### Resilient

6



Enchantment – Command Trait Rotbringer

*Their bodies are hives of filth and decay, their flesh eternally rotting away even as it is renewed by the ceaseless process of death and rebirth.*

Roll a dice each time you allocate a wound or mortal wound to your general. On a 6+ the wound is negated.



### Grandfather's Blessing

1



Enchantment – Command Trait Daemon

*The twisted and disfigured, the spiteful and forsaken, the hopelessly insane; all embrace the paternal comfort offered by Grandfather Nurgle, and willingly draw strength from his foul blessings.*

Once per battle, at the start of your hero phase, you can move the Cycle of Corruption one stage forward or backward if your general has not been slain.

### Living Plague

2



Enchantment – Command Trait Daemon

*Gathering huge armies, they vowed to spread seven hundred and seventy seven plagues across the Mortal Realms.*

At the start of your hero phase, roll a dice for each enemy unit within 1" of your general. On a 4+ the unit being rolled for suffers 1 mortal wound and you receive 1 contagion point.

### Hulking Physique

3



Enchantment – Command Trait Daemon

*The champion is a hulking monstrosity, swollen with pus and unnatural vitality.*

Add 1 to wound rolls for your general in the combat phase.

### Tainted Corruptor

4



Enchantment – Command Trait Daemon

*The general has the power to corrupt the growth and constructions around him to do Nurgle's bidding.*

At the start of each of your hero phases, you can pick one terrain feature that is within 3" of your general. For the rest of the battle, that terrain feature has the Sickness Blossoms scenery rule from the Feculent Gnarlmau warscroll, in addition to any other rules it already had.

### Nurgling Infestation

5



Enchantment – Command Trait Daemon

*The Great Father marks out those who are chosen with the gift of his Nurglings. These servants invest their host and aid them in combat.*

Once per battle, at the start of a combat phase, you can inflict D3 mortal wounds on an enemy unit that is within 3" of your general.

### Pestilent Breath

6



Enchantment – Command Trait Daemon

*The gift of Rotfather's breath is fresh air to it's followers and draws daemon spores into the lungs of his opponents until their flesh breaks out.*


At the start of your shooting phase, pick one enemy unit within 6" of your general. Roll a dice for each model in that unit that is within 6" of your general. The unit suffers 1 mortal wound for each roll of 5+.



### Grandfather's Blessing

1



Enchantment – Command Trait Mortal 


*The twisted and disfigured, the spiteful and forsaken, the hopelessly insane; all embrace the paternal comfort offered by Grandfather Nurgle, and willingly draw strength from his foul blessings.*

Once per battle, at the start of your hero phase, you can move the Cycle of Corruption one stage forward or backward if your general has not been slain.

### Living Plague

2



Enchantment – Command Trait Mortal 


*Gathering huge armies, they vowed to spread seven hundred and seventy seven plagues across the Mortal Realms.*

At the start of your hero phase, roll a dice for each enemy unit within 1" of your general. On a 4+ the unit being rolled for suffers 1 mortal wound and you receive 1 contagion point.

### Hulking Physique

3



Enchantment – Command Trait Mortal 


*The champion is a hulking monstrosity, swollen with pus and unnatural vitality.*

Add 1 to wound rolls for your general in the combat phase.

### Hideous Visage

4



Enchantment – Command Trait Mortal 


*The general is gifted with a visage that displays daemon, mortal and rotting corpse alike. Buzzing with flies and maggots even the bravest of enemies cannot stand this sight for long.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 3" of your general.

### Overpowering Stench

5



Enchantment – Command Trait Mortal 


*It is said that the general smells like the rotting corpses of thousands strong.*

Re-roll hit rolls of 6+ for attacks that target your general in the combat phase.

### Virulent Contagion

6



Enchantment – Command Trait Mortal 

*Steel will rust and corrupt like all that is touched by Nurgle's chosen. No armour can withstand the general's stench and plagues.*

Improve the Rend characteristic by 1 for attacks made by your general in the combat phase.



### The Splithorn Helm

1



#### Artifact – Artefact of Contagion

*This rusted helm was scrimshawed from a shed chunk of a Great Unclean One's antler. Daemonic energies still linger around it, blessing its wearer with supernatural resilience.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 6+ the wound is negated.

### Muttergrub

2



#### Artifact – Artefact of Contagion

*A daemonic familiar prised from the Rotwood joints of Nurgle's Manse, this bloated maggot curls itself within its master's ear and mumbles the secrets of Nurgle's magic to them.*

If the bearer is a WIZARD, they can attempt to cast one additional spell in each of their hero phases. If the bearer is not a WIZARD, they can attempt to cast Foul Regeneration in each of their hero phases (this does not give them the ability to unbind spells).

### Rustfang

3



#### Artifact – Artefact of Contagion

*Rustfang is a cursed battle-axe whose blade crawls with a thick layer of sentient corrosion. The slightest touch of this blade spreads its ferric blight, chewing away the foe's armour in moments.*

At the start of the combat phase, pick one enemy unit within 3" of the bearer. Subtract 1 from its save rolls for the rest of the battle. You cannot use this ability more than once on the same enemy unit.

### Flesh Pealer

4



#### Artifact – Artefact of Contagion

*This cursed bell was dredged up from the depths of the Festerswamp. When tolled, the bell emits waves of sorcerous energy that slough flesh from bone and rot living victims into heaps of slime.*

In your hero phase, roll a dice for each enemy unit that is within 6" of the bearer. On a 5+ the unit being rolled for suffers D3 mortal wounds.

### The Bileheart

5



#### Artifact – Artefact of Contagion

*Originally a Sylvaneth soulpod, this foul artefact was cursed by Golgous the Bitter. It is forcibly thrust into the bearer's chest, where it takes root and pumps ichor through their veins that spurts out in infectious gouts should they be wounded.*

Roll a dice each time you allocate a wound or mortal wound to the bearer in the combat phase (and it is not negated). On a 4+ the attacking unit suffers 1 mortal wound after all of its attacks have been made.

### The Fecund Flask

6



#### Artifact – Artefact of Contagion

*It is said that an entire ocean of infectious waters was trammelled within this grimy glass bottle. Its bearer can drink deep of its endless flow, restoring their vitality.*

You can use the fecund flask once per battle, at the start of your hero phase. If you do so, roll a dice. On a 2+ any wounds the bearer has suffered are healed. On a 1, the bearer is slain. If the bearer is slain by the fecund flask, you can add a Beast of Nurgle to your army and set it up within 1" of the bearer.



### Noxious Nexus

1



#### Artifact — Daemonic Boons



*This daemon is a festering carrier for literally thousands of Nurgle's most virulent plagues. Simply to stand near them risks a myriad of horrible fates, each more revolting and agonising than the last.*

At the start of your hero phase, roll a dice for each enemy unit within 7" of the bearer. If the roll is equal to or less than the number of the current battle round, the unit being rolled for suffers 1 mortal wound.

### Nurgle's Nail

2



#### Artifact — Daemonic Boons



*Rumour has it that this plague-sword was fashioned from a splinter of one of Nurgle's own toenails. The foulness that drizzles from its blade is so infectious that it rots reality itself, and can reduce its victims to blackened sludge in seconds.*

Pick one of the bearer's melee weapons to be Nurgle's Nail. At the end of each combat phase, roll 2D6 for each enemy model that was allocated any wounds caused by Nurgle's Nail in that phase and was not slain. If the result is exactly 7, the model being rolled for is slain.

### The Bountiful Swarm

3



#### Artifact — Daemonic Boons



*A cloud of cheerfully buzzing flies surrounds this daemon. Those they sting find Nurgle's gifts flowing into them in an uncontrolled flood.*

At the start of your hero phase, pick an enemy model within 3" of the bearer and then roll a dice. If the roll is greater than that model's Wounds characteristic, then it is slain. If a model with a Wounds characteristic of 4+ is slain by the Bountiful Swarm, you can add a Beast of Nurgle to your army and set it up within 1" of the enemy model.

### The Witherstave

4



#### Artifact — Daemonic Boons



*Carved from the heartwood of a tormented Trelord, the Witherstave thrums with a soured mockery of the sylvaneth spirit song. Those struck with it feel a terrible weakness shiver their limbs as a jarring dirge of despair clouds their minds.*

Re-roll hit rolls of 6 for enemy units while they are within 12" of the bearer.

### Tome of a Thousand Poxes

5



#### Artifact — Daemonic Boons



*Its groaning pages are thick with foul secrets of sorcerous plague lore that can reduce Dreadforts to tumbled ruin and enemy armies to heaps of flyblown corpses.*

If the bearer is a WIZARD, add 1 to the casting rolls for any spells from the Lore of Nurgle that they attempt to cast. If the bearer is not a WIZARD, they can attempt to cast the Sumptuous Pestilence spell in each of your hero phases (they cannot unbind spells).

### The Endless Gift

6



#### Artifact — Daemonic Boons



*Whenever this daemon is injured by its foes, bilious flab and scuttling parasites spill from the wounds. These heap into layers of new growth before crusting over and solidifying into unnatural flesh, leaving the daemon healed as though it had never been harmed at all.*

At the start of the battleshock phase, roll a dice for each wound that was allocated to this model during the same turn. On a 4+ the wound is healed.



### The Virulent Blade

1



#### Artifact — Plageridden Gifts



*This blotted and rusting sword seethes with magical contagions that it spreads through the enemy ranks with every blow. As its wielder hacks his way across the battlefield, he leaves outbreaks of disease spreading in his wake.*

Pick one of the bearer's melee weapons to be the Virulent Blade. Add 1 to the Damage characteristic for attacks made with the Virulent Blade if the wound roll for the attack is 5+.

### The Foetid Shroud

2



#### Artifact — Plageridden Gifts



*This mildewed cloak clings to its wearer's body as though drenched in fever-sweat. Enemies find themselves entangled in its clammy folds, their blows reduced to a fumbling struggle to escape the shroud's sopping grasp.*

Re-roll hit rolls of 6+ or more for attacks that target the bearer in the combat phase.

### Sublucus' Stenchplate

3



#### Artifact — Plageridden Gifts



*This verdigrised suit of Chaos armour is infused with a stench so wretched that even Nurgle's daemons cannot adequately describe it. Enemies recoil, choking on their own vomit, at its slightest whiff, or simply pass out altogether as their senses are overwhelmed.*

Enemy units that are within 3" of the bearer at the end of their movement phase suffer D3 mortal wounds.

### The Eye of Nurgle

4



#### Artifact — Plageridden Gifts



*This ancient bronze amulet is inscribed with a tri-lobed keyhole, through which Nurgle himself occasionally peeks with one vast, rheumy eye. Should an enemy be unlucky enough to stand before the bearer at such a time, they are damned in an instant, overwhelmed by the Plague God's gifts. Once per battle, at the start of your hero phase, you can roll 2D6 if there are any enemy models within 12" of the bearer. If the result is exactly 7, then the closest enemy model to the bearer is slain.*

### The Carrion Dirge

5



#### Artifact — Plageridden Gifts



*A spiralling horn torn from the skull of a Pestigor chieftain, when sounded this awful object emits the cawing shrieks of a thousand starving carrion birds. So dreadful is this sound that it can break the spirit of the enemy, and leave them cowering on their knees.*

Subtract 2 from the Bravery characteristic of enemy units while they are within 12" of the bearer.

### The Shield of Growths

6



#### Artifact — Plageridden Gifts



*This revolting shield is fashioned from diseased trogoth flesh grown around a frame of rusted iron. The more damage it takes, the more it regrows, bulging outward into a ponderous bulwark of rotting blubber and skin.*

You can re-roll failed save rolls for the bearer if the roll is equal to or less than the number of wounds currently allocated to the bearer.



### Blades of Putrefaction

1



#### Sorcery – Lore of Malignance



*The wizard blesses weapons so that they ooze with the choicest of Nurgle's foul contagions.*

Blades of Putrefaction has a casting value of 7. If successfully cast, pick a friendly unit within 14" of the caster that is visible to them. Until your next hero phase, hit rolls of 6+ for that unit inflict 1 mortal wound in addition to any other damage.

### Rancid Visitations

2



#### Sorcery – Lore of Malignance



*As the wizard reaches out, their enemies are seized by a terrible affliction that blackens their flesh and rots their organs to mulch.*

Rancid Visitations has a casting value of 6. If successfully cast, pick an enemy unit within 3" of the caster. That unit suffers 1 mortal wound for each model from the unit that is within 3" of the caster.

### Gift of Contagion

3



#### Sorcery – Lore of Malignance



Gift of Contagion has a casting value of 6. If successfully cast, select an enemy unit within 18" of the caster that is visible to them. Then roll a dice and use the result to apply the penalty until the start of your next hero phase:

1-2: Subtract 1 from the unit's hit rolls in the combat phase.

3-4: Subtract 1 from the unit's wound rolls in the combat phase.

5-6: Subtract 1 from the unit's save rolls.

### Plague Squall

2



#### Sorcery – Lore of Foulness



*Singing an extravagant prayer to Grandfather Nurgle, the Sorcerer causes the skies to split open like the swollen belly of a corpse, raining a glorious shower of boiling filth upon his foes.*

Plague Squall has a casting value of 6. If successfully cast, roll 7 dice. For each roll of 6, you can pick an enemy unit that is visible to the caster. That unit suffers D3 mortal wounds. If you roll more than one 6, you must pick a different enemy unit to suffer each set of mortal wounds.

### Cloying Quagmire

3



#### Sorcery – Lore of Foulness



*The Sorcerer thrusts his hands into the soil, causing the ground to putrefy into a sucking, grasping quagmire.*

Cloying Quagmire has a casting value of 5. If successfully cast, select an enemy unit within 14" of the caster that is visible to them. Then roll a dice, and compare it to the enemy unit's Save characteristic. If the roll is equal to or higher than the Save characteristic, the unit suffers D6 mortal wounds.

### Magnificent Buboos

1



#### Sorcery – Lore of Foulness



*With a gracious sweep of his hand, the Sorcerer bestows upon his victim one of Nurgle's prettiest afflictions, a clutch of debilitating pustules and boils.*

Magnificent Buboos has a casting value of 7. If successfully cast, pick an enemy HERO within 21" of the caster that is visible to them. The hero suffers D3 mortal wounds. In addition, subtract 1 from their hit rolls, casting rolls and unbinding rolls until your next hero phase.



### Favoured Poxes

1



#### Sorcery – Lore of Virulence



*Calling upon Nurgle to bless his enemies, the daemon concentrates his attentions on an enemy, inflicting wave after wave of debilitating sickness upon them.*

Favoured Poxes has a casting value of 7. If successfully cast, pick an enemy unit within 14" of the caster that is visible to them. Subtract 1 from hit, wound and save rolls for that unit until the caster moves, attempts to cast a spell or is slain.

### Glorious Afflictions

2



#### Sorcery – Lore of Virulence



*Hawking a wad of cloudy phlegm, the daemon picks a foe to be infected with an atrophying canker that roasts limbs and withers their muscles.*

Glorious Afflictions has a casting value of 5. If successfully cast, pick an enemy unit within 21" of the caster that is visible to them. The unit's Move characteristic and any run or charge rolls made for them are halved (rounding up) until your next hero phase. In addition, units that can normally fly cannot do so until your next hero phase.

### Sumptuous Pestilence

3



#### Sorcery – Lore of Virulence



*Virulent plagues erupt across the entire battlefield as the daemon recites all of the diseases it has been blessed with during its millennia of service to Nurgle.*

Sumptuous Pestilence has a casting value of 6. If successfully cast, each enemy unit within 7" of the caster suffers 1 mortal wound. Units with more than 5 models suffer D3 mortal wounds instead.