



UNDYING DYNASTIES - TERRACOTTA ARMY

LA BRIQUE - 4 495 POINTS



1785 pts (40.00%) 1130 pts (25.00%) 710 pts (16.00%) 450 pts (10.00%) 710 pts (16.00%) 0 pts (0.00%)
Characters **Core** **Special** **Mason's Menagerie** **Ancient Ordnance** **Entombed**
 (40 Max) (25 Least) (0 NoLimit) (35 Max) (35 Max) (30 Max)

Characters



PHARAOH #1

Pharaoh - Standard - Infantry - 20x20mm

465 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	9	1	, Ensouled Fear, Undead, Dust to DustStatue, Undying Will	
Defensive	HP	Def	Res	Arm		
	4	6	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Pharaoh	4	6	5	2	2	Mummy's Curse, Hand Weapon

Options	Great Weapon (King Slayer) • General
Magic items	Death Mask of Teput • King Slayer (Great Weapon) • Obsidian Rock • Destiny's Call (Light Armour)



TOMB HARBINGER #1

Tomb Harbinger - Standard - Infantry - 20x20mm

245 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	, Ensouled Undead, Dust to DustStatue, Royal Guard	
Defensive	HP	Def	Res	Arm		
	3	4	6	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Harbinger	3	4	4	1	2	Lethal Strike, Poison Attacks, Guardian's Wrath, Hand Weapon

Magic items	Scourge of Kings (Hand Weapon) • Essence of Mithril (Light Armour)
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TOMB ARCHITECT #2

Tomb Architect - Standard - Infantry - 20x20mm

300 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	, Ensouled Undead, Dust to DustStatue, Master of Stone	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Architect	2	4	4	1	2	Hand Weapon

Magic items	Talisman of the Void • Rod of Battle
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DEATH CULT HIERARCH #1

Death Cult Hierarchy - Standard - Infantry - 20x20mm

485 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Wizard Apprentice, Undead, Dust to DustStatue, Ensouled	
Defensive	HP	Def	Res	Arm		
	3	3	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Death Cult Hierarchy	1	3	3	0	1	Hand Weapon

Options	Wizard Master • Cosmology
Magic items	Sacred Hourglass
Notes	Passeur d'âme



TOMB ARCHITECT #1

Tomb Architect - Standard - Infantry - 20x20mm

290 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	7	1	Undead, Dust to DustStatue, Master of Stone, Ensouled	
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tomb Architect	2	4	4	1	2	Hand Weapon

Magic items	Ankh of Naptesh • Dragon Staff
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Core



SKELETONS #1

Skeletons x40 - Standard - Infantry - 20x20mm

440 POINTS



Global	Adv	Mar	Dis	Rea	Model Rules	
	4"	8"	4	7	Scoring, Undead, Dust to DustStatue, Ensouled	
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Light Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Skeleton	1	2	3	0	1	

Options	Champion • Musician • Standard Bearer • Spear
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SKELETONS #2

Skeletons x36 - Standard - Infantry - 20x20mm

400 POINTS



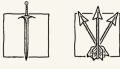

Global	Adv	Mar	Dis	Rea	Model Rules
	4"	8"	4	7	Scoring, Undead, Dust to DustStatue, Ensouled
Defensive	HP	Def	Res	Arm	
	1	2	4	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Skeleton	1	2	3	0	1

Options	Champion • Musician • Standard Bearer • Spear
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	SKELETON SCOUTS #1 Skeleton Scouts x5 - Standard - Cavalry - 25x50mm	145 POINTS 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	6	4	Vanguard, Scout, Undead, Dust to DustStatue, Ensouled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	3	3	0	1	Aspen Bow (5+, 5+)
Skeletal Horse	1	2	3	0	2	Harnessed

	SKELETON SCOUTS #1 COPY Skeleton Scouts x5 - Standard - Cavalry - 25x50mm	145 POINTS 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	8"	16"	6	4	Vanguard, Scout, Undead, Dust to DustStatue, Ensouled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	4	1		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rider	1	3	3	0	1	Aspen Bow (5+, 5+)
Skeletal Horse	1	2	3	0	2	Harnessed

Special

	NECROPOLIS GUARD #1 Necropolis Guard x30 - Standard - Infantry - 20x20mm	710 POINTS 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>	
	4"	8"	8	3	Scoring, Undead, Dust to DustStatue, Bodyguard, Ensouled	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	5	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Necropolis Guard	1	3	4	1	2	Lethal Strike, Poison Attacks, Magical Attacks

Options	Paired Weapons • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)

Ancient Ordnance

	CHARNEL CATAPULT #1 Charnel Catapult - Large - Construct - 75mm round	210 POINTS 
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	4"	4	2	War Machine, Ensouled, Undead, Dust to DustStatue
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	2	3	0	1 Charnel Catapult (5+, 5+)



CHARNEL CATAPULT #2

Charnel Catapult - Large - Construct - 75mm round

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	4"	4"	4	2	War Machine, Ensouled, Undead, Dust to DustStatue
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	2	3	0	1 Charnel Catapult (5+, 5+)

Mason's Menagerie



DREAD SPHINX #1

Dread Sphinx - Gigantic - Beast - 50x100mm

450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Rea</i>	<i>Model Rules</i>
	6"	12"	8	1	Ensouled Statue, Fly (6", 12", 6", Autonomous12")
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	5	8	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Dread Sphinx	5	5	5	1	0 Lethal Strike, Poison Attacks, Colossal Kopesh

Magics

Racial Trait Spell

Undying Dynasties do not have a Hereditary Spell. Instead, all Death Cult Hierarchs know the Hereditary Attribute Spell Death is Only the Beginning (in addition to Path Attributes). Whenever the Wizard successfully casts a non-Attribute non-Bound Spell of Type Augment, the Hereditary Attribute is automatically cast.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
Death is Only the Beginning				
<i>Mf</i>	-		Augment	Instant
<p><i>When resolving the spell, choose one of the following effects:</i></p> <ul style="list-style-type: none"> The R&F part of the target Raises a number of Health Points equal to its Resurrected value. Up to one Character within the target Recovers a number of Health Points equal to its Resurrected value. <p>Characters and models with Towering Presence cannot Recover more than 2 Health Points from this spell in a single Magic Phase.</p>				



Cosmology

Duality: All Cosmology spells are divided into two versions, representing opposing aspects; Cosmos and Chaos. When casting Cosmology spells, always declare which version of the spell you are using. Whenever the Caster successfully casts a non-Bound Cosmology spell, the next Cosmology spell it attempts to cast has its Casting Value reduced by 1, provided this spell is a Cosmology spell of the opposing aspect.

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	Perception of Strength Chaos	8+	24"	Hex	Last one Turn	The target suffers -1 Strength and -1 Armour Penetration.
5	Unity in Divergence Cosmos	10+	24"	Augment	Last one Turn	All models in the target unit gain Aegis (5+) .
5	Unity in Divergence Chaos	10+	24"	Hex, Damage, Direct	Instant	Each model in the target unit suffers a hit with Strength 3, Armour Penetration 0, and Magical Attacks .
4	Perception of Strength Cosmos	8+	24"	Augment	Last one Turn	The target gains +1 Strength and +1 Armour Penetration.
6	Truth of Time Cosmos	7+	24"	Augment, Focused	Instant	The target Recovers 1 Health Point
6	Touch the Heart chaos	7+	24"	Hex, Missile, Damage, Focused	Instant	The target suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
1	Altered Sight Chaos	5+	24"	Hex	Last one Turn	The target suffers -1 Offensive Skill and -1 Defensive Skill, and has its weapons' Aim worsened by 1.
2	Truth of Time Cosmos	5+	24"	Augment	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Maximised Roll.
2	Truth of Time Chaos	5+	24"	Hex	Last one Turn	Rolls for Charge Range, Flee Distance, Pursuit Distance, and Overrun Distance of units with at least one model affected by the spell are subject to two instances of Minimised Roll.
1	Altered Sight Cosmos	5+	24"	Augment	Last one Turn	The target gains +1 Offensive Skill and +1 Defensive Skill, and has its weapons' Aim improved by 1.
3	Ice and Fire Cosmos	7+	24"	Hex, Missile, Damage	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 0, and Magical Attacks . Successful Special Saves against wounds caused by this spell must be rerolled.
3	Ice and Fire Chaos	7+	24"	Hex, Damage, Augment	Instant	The target suffers 2D6 hits with Strength 4 and Armour Penetration 0, and Magical Attacks . Successful Armour Saves against wounds caused by this spell must be rerolled.

Magic items

Ankh of Naptesh: The bearer gains **Hierophant**. R&F models in the bearer's unit gain **Fortitude(6+)**.

Death Mask of Teput: Enemy units in base contact with the bearer suffer -2 Offensive Skill.

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

King Slayer: The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and **Magical Attacks** while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Obsidian Rock: The bearer gains Magic Resistance (2).

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Sacred Hourglass: The bearer may reroll failed Casting Attempts that were rolled using 2 Magic Dice (by rerolling both Magic Dice).

Scourge of Kings: While using this weapon, the wielder's Attack Value is set to 6. Attacks made with this weapon become **Magical Attacks** and must reroll failed to-wound rolls when Fighting a Duel.

Talisman of the Void: The bearer gains Channel (1).

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Model Rules

Aspen Bow: Shooting Weapon.

Range 24", Shots 1, Str 3, AP 0, Volley Fire.

This weapon always hits on a roll equal to or greater than its Aim.

Autonomous: Independent units consisting entirely of models with Autonomous may perform March Moves as normal even when outside the range of friendly models' Commanding Presence. The unit must still pass a Discipline Test in order to do so if within 8" of non-fleeing enemy units.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Charnel Catapult: Artillery Weapon.

This Artillery Weapon always hits on a roll equal to or greater than its Aim. It can be fired in two ways:

- As a Catapult (4×4) with Range 12–60", Shots 1, Str 3 [7], AP 0 [4], [Multiple Wounds (D3, Clipped Wings)]
- As a Catapult (6×6) with Range 12–48", Shots 1, Str 3, AP 0, Flaming Attacks, Magical Attacks. For the purpose of Panic Test, a unit suffering one or more Health Point losses from this weapon is treated as having suffered 25% Health Point losses. Panic Tests caused by this weapon are taken at –1 Discipline.

Colossal Kopesh: Melee Weapon.

Attacks with this weapon gain +2 Strength, +2 Armour Penetration, and Multiple Wounds (D3, against Towering Presence).

Dust to Dust: At the end of any phase in which the Hierophant was removed as a casualty, every unit in the army with Dust to Dust must pass a Discipline Test or lose a number of Health Points equal to the amount by which the test was failed, with no saves of any kind allowed. These Health Point losses are allotted following the rules for Unstable. The number of Health Points lost is reduced by 1 if the unit is within range of Rally Around the Flag.

At the end of the Player Turn in which the Hierophant was removed as a casualty, a new Hierophant may be selected. In order to do so, nominate a friendly Wizard Character. This Character becomes the new Hierophant.

At the start of each friendly Player Turn after the army's Hierophant has been removed as a casualty and no new Hierophant has been selected, every unit with Dust to Dust must once again pass a Discipline Test or lose Health Points as described above.

Ensouled Statue: The model gains Undead and Dust to Dust. If more than half of the models in a unit have Ensouled Statue, reduce the number of Health Points lost by this unit due to Dust to Dust and Unstable by 1.

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

Guardian's Wrath: Attack Attribute - Melee.

The model and all model parts in the same unit, except model parts without Harnessed in its unit gain Battle Focus.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Lethal Strike: If the attack wounds with a natural to-wound roll of 6+, its Armour Penetration is set to 10 and the target of the attack cannot take a Regeneration save against it.

Light Armour: Armor +1

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Master of Stone: Universal Rule.

Right before the battle (during step 7 of the Deployment Phase Sequence), and at the start of each friendly Player Turn, choose a friendly unit consisting entirely of models with Ensouled Statue within 18" of the Tomb Architect. This unit gains Fortitude (5+) until the start of your next Player Turn or until the Tomb Architect is removed as a casualty, whichever comes first.

Mummy's Curse: When the model with Mummy's Curse is removed as a casualty, it immediately inflicts 1 hit with Strength 6 and Armour Penetration 10 against the model that caused the final Health Point loss. This is considered a Ranged Attack. If more than one model was part of the action which brought the downfall of the model with Mummy's Curse, randomise which of those models suffers the hit.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Royal Guard: Universal Rule.

The model counts as a R&F model for the purpose of Undying Will. If in the same unit as a Pharaoh or a Nomarch, unless another model does so first:

- A Tomb Harbinger must issue a Duel.
- A Tomb Harbinger must accept a Duel.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Scout: At step 8 of the Pre-Game Sequence (after Spell Selection) an army that includes units with Scout must state which of its units with Scout will use it, starting with the player that picked the Deployment Zone. Deploy your army as usual, but without deploying any of the Scouting units. These units are placed after all other non-Scouting units have been deployed. They can either be deployed in your Deployment Zone, using the normal rules, or they can be deployed outside the Deployment Zone, but must be more than 18" away from any enemy units. This is decreased to 12" if the Scouting unit is deployed entirely within a Forest, Ruins, Field, Building, or Water Terrain Feature. Scouting units that are deployed outside their player's Deployment Zone may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have Scouting units, alternate deploying one unit at a time, starting with the player that finished deploying first.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Undead: The model gains Unstable. Models with Undead cannot perform March Moves, unless their unit starts the March Move within the range of a friendly model's Commanding Presence. The only Charge Reaction a unit with one or more models with Undead can make is Hold.

When units consisting entirely of models with Undead lose Health Points due to Unstable, the number of lost Health Points can be reduced in some situations. Apply the modifiers in the following order:

1. If the unit is Stubborn, halve the number of lost Health Points (round fractions up).
2. If the unit is Steadfast, reduce all lost Health Points above 12 to 12.
3. If the unit receives Rally Around the Flag, reduce the number of lost Health Points with the unit's current Rank Bonus. Units with no Rank Bonus reduce the number of Health Points lost by 1 instead.
4. Apply all other modifiers (from Special Equipment, Model Rules, spells, etc.) afterwards.

Undying Will: Units with one or more models with Undying Will gain +2 Offensive Skill, +2 Defensive Skill, Lethal Strike, and replace their Shooting Weapons' Aim with (4+). Characters, models with Ensouled Statue, and model parts with Harnessed are not affected by Undying Will.

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Pharaoh #1



Skeletons #1



Skeletons #2



Skeleton Scouts #1



Skeleton Scouts #1 copy



Necropolis Guard #1



Tomb Harbinger #1



Charnel Catapult #1



Charnel Catapult #2



Tomb Architect #2



Death Cult Hierarch #1



Tomb Architect #1



Dread Sphinx #1