



SAVAGERY

WAVE 3

THE REALM OF GHUR IS A LAND BUILT UPON UNTAMED SAVAGERY. LUSH FORESTS AND BARREN PLANES STAND IN STARK CONTRAST AS IF LOCKED IN ENDLESS BATTLE WITH THOSE WHO DISCOVER THEMSELVES THRUST INTO THE PERILOUS REALM OF BEASTS.

Now darkness blankets the Realm as the calamitous Bad Moon passes overhead, sowing the seeds of madness wherever it is seen. Even the bravest of Champions will find their sanity waning in its ominous presence.

Without warning Skragrott the Loonking and his murderous Gloomspite Gitz erupt from the labyrinth-like tunnels that lurk just below the earth, determined to cast this Realm into eternal darkness. Meanwhile Alarielle the Everqueen and her loyal Sylvaneth refuse to stand by as another of the Mortal Realm's great forests fall to the tainted touch of Grandfather Nurgle's Maggotkin, reigniting a bitter hatred that has spanned the ages

WARHAMMER
AGE OF SIGMAR
•CHAMPIONS•

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SAVAGERY

WAVE 3

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- 158 New Cards:
New Special Characters
- Introducing 3 New Armies:
The foul Maggotkin of Nurgle,
the sneaky Gloomspite Gitz, &
the vengeful Sylvaneth
- For the the first time collect 7 variations
of a card, the Festering Nurglings

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04.05.2019**



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