Clash of Kings

2024 Edition



A Supplement for

Kings of War

Clash of Kings

Contents

Introduction 3
Background 6
Twilight Kin 8
Twilight Kin Army List 36
Clash Of Kings Updates 2024 48
2024 Army Changes 49
Abyssal Dwarfs 49
Basileans 51
Order of tbe Brothermark 51
Dwarfs 54
Free Dwarfs 56
Elves 57
Sylvan Kin 57
Empire of Dust 60
Forces of the Abyss 62
Forces of Nature 63
The Herd 64
Order of the Green Lady 64
Goblins 65
Halflings 68
Kingdoms of Men 69
League of Rhordia 69
Nightstalkers 70
Northern Alliance 72
Varangur 74
Ogres 75
Orcs 75
Riftforged Orcs 76
Ratkin 77
Salamanders 78
Trident Realm of Neritica 79
Undead 80
Scenarios 81

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Introduction

Reality warps. It begins with an almost imperceptible shift, as the colours in the world become saturated, while at the same time, leaching their vibrancy to the ether. The mortal brain senses a creeping darkness at the edge of perception, and physical vision begins to corrupt with insidious intent. The fabric of the mortal world twists and screams at the malevolence manipulating it and ultimately collapses in an impossible fissure. A portal to the Void has formed – an unspeakable place that is everywhere and nowhere. A place that swallows all of time and space. It defies the laws of physics, cuts across the known dimensions, and is perhaps the dark matter that binds the universe together. It is a place of unspeakable horrors. It is the playground of the Twilight Kin.

Welcome to the Clash of Kings 2024.

It has been a hugely exciting time for Kings of War. The game has had a slew of incredible new models and world-class plastics, and a mid-edition Compendium consolidated all the published books to date into a single, convenient place.

The background of the world of Pannithor moved online for free, and players were delighted to see the return (and update) of the immensely popular Siege rules for the game.

Our Companion launched to huge success. Giving players a great app full of super-useful tools for building their armies, accessing rules, comparing units, and even running tournaments. The Companion continues to be developed and allows us to roll out game updates outside of published books.

More players are attending tournaments than ever and the introduction of the new “Ambush” rules is a fantastic way of



bringing new players to the game. The community continues to flourish and the future is looking incredible.

Of course, many of you reading this book have been waiting for one thing only – something we teased all year. An army that we've dabbled with but never really clarified what it was. Well no more. It's been given a complete "Mantic makeover" to properly integrate it into our world (expect more of this for other armies!).

It is, of course, the Twilight Kin.

In this book you will find all the background and rules you need to introduce Twilight Kin armies to your games of Kings of War.

The army drips with evil, and the Kin's unholy relationship with the Void and its denizens gives them access to a variety of warped and insane units and tactics. Some of them possibly more warped and insane than the Kin themselves.

Along with the fantastic new Twilight Kin, there are all the annual changes for every single faction in the game. These updates will shake up the game as usual and ensure that no army plays quite the same as it used to!

You will also find all the changes included for the Northern Alliance and the Nightstalkers. Both of these were updated in the Companion earlier in the year alongside their new model releases, and now they are merged back into the fold, in print form.

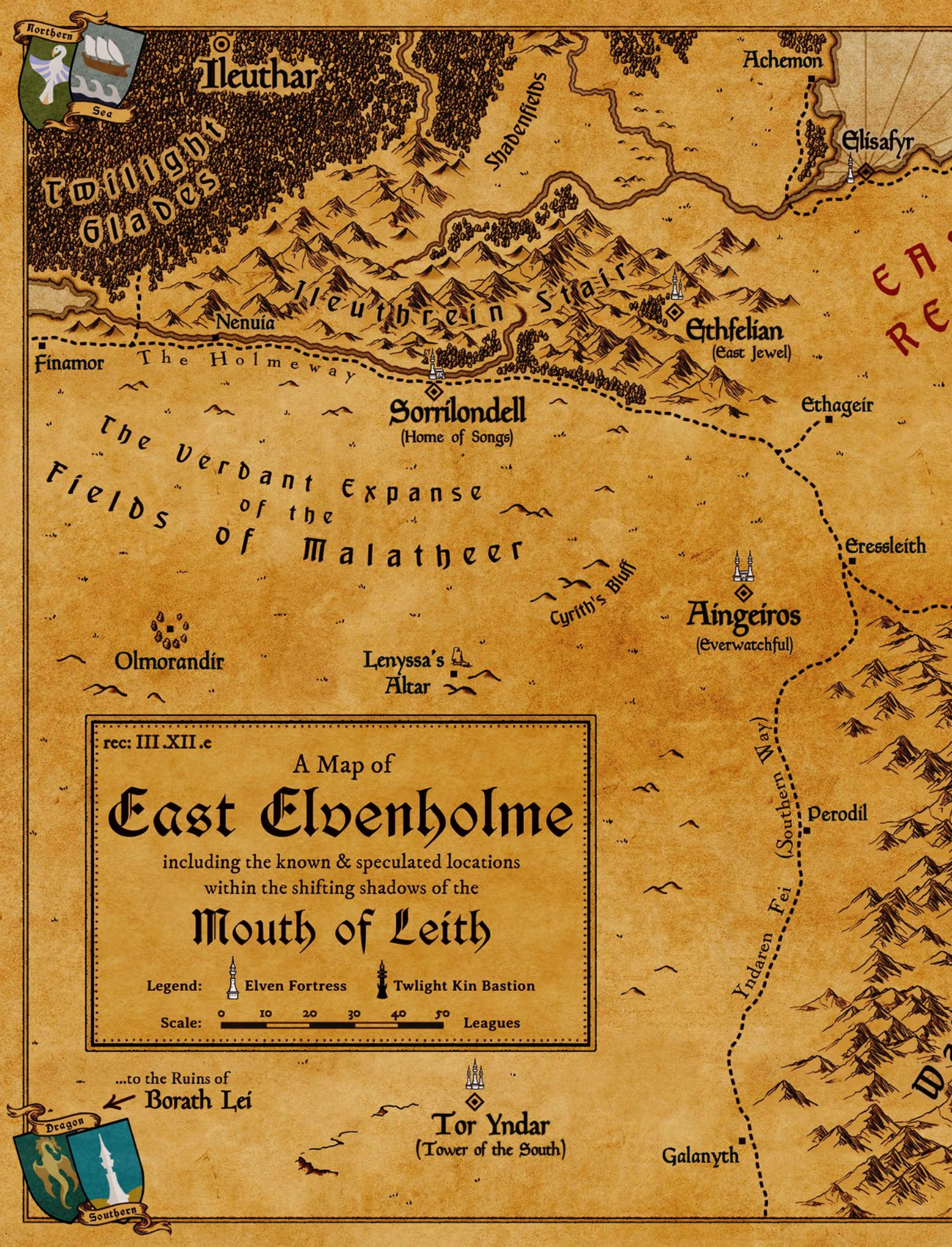
Lastly, the book contains exciting new game scenarios, for both standard and Ambush games, so you can try out your shiny new armies in new challenging ways.

Good luck General, your army awaits its new orders!








Northern Sea
Ileuthar
Twilight Glades
Shadenfields
Achemon
Elísafyr
Ileuthrein Stair
Nenuia
Ethfelian
(East Jewel)
Finamor
The Holmeway
Sorrilondell
(Home of Songs)
Ethageír
The Verdant Expanse of the Fields of Malatheer
Eressleith
Cyrith's Bluff
Aíngeíros
(Everwatchful)
Olmorandír
Lenyssa's Altar
rec: III.XII.e
A Map of
East Elvenholme
including the known & speculated locations
within the shifting shadows of the
Mouth of Leith
Legend: Elven Fortress Twlight Kin Bastion
Scale: 0 10 20 30 40 50 Leagues
Yndaren Fei (Southern Way)
Perodíl
...to the Ruins of
Borath Lei
Tor Yndar
(Tower of the South)
Galanyth
Dragon
Southern


Bay of Uruth
Tor Astos (Tower of Light)
Isle of Dusk
Kirokas
Straits of Madness
Sylvan
Eastern
Bisella
The Sleepless Sisters
I
II
III
IV
V
VI
Claw
The City of Slaves
Baegyth Fort
Luxan Gulf
Aril-en-duyn
Parched Meadows
Wastes of Ophidia
Ossein Ridge
Blasted Highlands
Mouth of Leith
Ruined Tar Dassos (Bastion of Dusk)
Ilmiryth
Leithan Pass
Bloodforts
Sword Stair
The Bloodshrine
...to the Ruins of Katapor
Legend:
Pit Edge Marking Stone
Twilight Kin Bastion
? Suspected Entrance to the Underworld
The Obsidian Spear
A view into the Mouth of Leith
The Pit of Despair
Forest of Scales
Horned Gorge
Pool of Souls
Beastfells
Shadow Glade
Eaves of Evershroom
Voidwater
Wyrm Caverns
Ruins of the Spire
Herein lies the ruin of Ileureleith, once prized city of the Elves; home now to those kin who dwell amidst the darkness and despair of their exile in the twilight
Exiled
Twilight

Twilight Kin

The Reflection of Doom

No place in all of Pannithor has affected the world so greatly as the elven city of Ileureleith. It was here, in the Tower of Heaven, that the mighty mage Reiliur Ythriil made contact with Eoswain across vast gulfs of space and time through the arcane Scrying Star. By harnessing the magic of his fellow mages in the Circle of Heaven, and with instruction from Eoswain, Reiliur was able to bridge the boundaries of physical reality. Elven wizards were capable of journeying to new worlds by means of their magic, opening to them an entire universe of discovery.

Yearning for even more advancement, inspired by the enlightened wisdom of Eoswain, Reiliur and the Circle of Heaven strove towards creating a means by which the god-like Celestians might travel from their own world and bestow their beneficent guidance upon all Pannithor. In an event that denoted the end of the Age of Nobility and the birth of the Time of Light, twenty Celestians crossed over from their own world, ushering in an era of knowledge and development never seen before. The often cruel domination of Bhanek's priesthood was toppled from power in Elvenholme and soon the Celestians were spreading their benevolent influence to other regions of Mantica, guiding humans and even dwarfs into an age of enlightened prosperity.

Three more times, the gateways were opened by the Circle of Heaven. Twice, Reiliur was able to successfully bring more Celestians to Pannithor, reinforcing the new gods of the world as they combatted the lingering influence of the Primogenitors and their followers. However, when the gate was opened for a fourth time, the result was a catastrophe. The cause of the disaster has never been discovered; perhaps the truth was known only to Eoswain and Reiliur, but scholars often speculate that some terrible disaster in the Celestians' own world was responsible. What is certain is that only a single entity emerged before the great gateways collapsed in an arcane discharge that slaughtered nearly all the elves present. This entity, a living abomination that had only the faintest trace of its Celestian origins, was immediately subdued by Eoswain and Reiliur's apprentice Calisor Fenulian, locked away within the Scarlet Sanctum, a massive gemstone buried far beneath the foundations of the Tower of Heaven. The pathway to the Celestian world was closed.

In the aftermath of this disaster, many things changed in Ileureleith. Driven mad by his experiences, Reiliur Ythriil disappeared, fading from history and becoming a spectre of myth. Eoswain, seeing no further purpose in remaining at the Tower of Heaven, departed to join the other Celestians in their task of nurturing the development of the peoples of Pannithor. Calisor assumed his mentor's former position and created a new cadre of wizards to replace the Circle of Heaven. This Conclave of Heaven would meet in the Citadel of Leith, as the rebuilt and expanded Tower of Heaven was named.

Ever since the first Celestians arrived on Pannithor, Ileureleith had become a site of pilgrimage for the multitudes who worshipped them as deities. The city was one of few places in Elvenholme where representatives of other races could often be encountered. Even the dwarfs would set aside their hostility to visit the place where Fulgria and Belkon originally descended upon the world. Now, with the gateways closed, the bright promise that Ileureleith had embodied was dulled with a sense of loss, the understanding that there would be no new Celestians to bestow wonders upon the mortal races.



This change gradually reduced the pilgrimages to a mere vestige of what they had once been, but the labours of Calisor to gather the Conclave of Heaven brought with it a different kind of traveller to Ileureleith. As the brightest and boldest wizards in Elvenholme were concentrated in the city, students of magic from across Mantica were drawn to Ileureleith, hoping to learn some of the knowledge the mages could impart to them. Nor was it only among the mortals that attention was drawn to Ileureleith. The Celestian Oskan was also intrigued by the magical studies being conducted by the Conclave of Heaven and he was often seen conferring with Calisor and the other mages, bestowing his own insights into their researches.

Over time, Calisor Fenulian became acknowledged as the wisest and greatest mage in all the records of elven history. Whether by the tutelage of Oskan or by his own will and determination, Calisor far exceeded the limitations of any who'd gone before him. As his powers grew, Oskan urged Calisor to create a new Scrying Star to craft new gateways and seek to throw open the portal back to the Celestians' world. Oskan sought to coerce Calisor by invoking all the prosperity the Celestians had brought to Pannithor, how if there were enough Celestians to extend their guidance to every corner of the globe that a true and unending age of peace and wisdom could be bestowed upon the world. Against Oskan's arguments about a bright and wondrous future, Calisor balanced his horrible memories of the last time the gates were opened and a monstrous abomination emerged. Firmly, resolutely, Calisor rejected Oskan's appeals. Indeed, the Celestian's persistence eventually caused Calisor to depart the Conclave of Heaven, turning his attention to other, more mundane pursuits, areas of endeavour that his fellow mages considered idle at best and wasteful at worst.

While Calisor maintained this self-imposed exile from magical study, Oskan continued to guide and influence the Conclave of Heaven. Wary now of being too overt about his own interests, Oskan was careful to advance his ideas much more slowly with the other wizards. He led them to lesser goals, teaching them to open doorways to worlds and dimensions not so very distant from their own. By incremental degrees, the mages regained the thrill of exploration and discovery that Calisor had taught them to constrain and repress. The inhibitions instilled in them by Calisor were gradually eroded. Over a few decades, the Conclave of Heaven was prepared to suit Oskan's purpose. One obstacle remained. To make the great journey to the Celestians' own world, the magic of the wizards would need to be concentrated into a foci. Reiliur had used the Scrying Star, but that artefact was shattered and lost, nor did any of the elves have the power to craft another such foci.

None, except Calisor.

Aware that Calisor would never wittingly create a new Scrying Star, Oskan knew he would need to resort to guile and deception to get what he needed. Since leaving the Conclave of Heaven, Calisor had seen little of Oskan, deliberately rebuffing the Celestian's overtures. But, over time, an incident occurred that changed everything.

In his travels, Calisor found himself in Therennia Adar, the royal capital of Elvenholme where King Yarinathar held court within his Transcendent Palace. Here he met the human envoy from Primovantor, Tribune Macron. More importantly, he met the man's daughter, Elinathora. What happened next was something so rare as to be unheard of among the elves. The great and powerful Calisor Fenulian fell in love with this young woman of a young race. Seized by the passion that overwhelmed him in body and soul, Calisor sought to woo Elinathora, uncaring who knew of his suit. The human, only too aware of the vast differences between her people and the elves, rejected Calisor. Elves who had considered Calisor's suit to be disgraceful and embarrassing, now took insult that a human should dare to reject an elf. The situation became a terrible scandal, straining relations with Primovantor and compelling Macron to depart with his daughter from Elvenholme. Distraught and heartbroken, Calisor sought the solace of solitude in the Groves of Adar. Here, however, he once again encountered Oskan.

Oskan listened with sympathy as Calisor related his tale of rejection and loss. In his despair, he was attentive when Oskan proposed a way to win his heart's desire. He urged Calisor to return to Ileureleith and the Citadel of Leith. There, with Oskan's help, they would craft a wondrous device, a mirror that would unveil the unwritten future to whomever gazed into it. With this, Calisor could show Elinathora the bliss of the life they could share together and by doing so, win her heart.

The mind and magic of the greatest wizard in Elvenholme was now fixated upon a single, obsessive goal. Under Oskan's instruction, Calisor gathered the exotic ingredients required to complete what would become the Fenulian Mirror. Little did he guess that many of the substances involved were inconsequential, useless fluff to conceal from Calisor what he was actually doing. For the Fenulian Mirror would do much more than act as a window into possible futures. It was also designed to serve as a new Scrying Star by which Oskan could guide the Conclave of Heaven across the limitless Void.

The elven mages of the Conclave of Heaven were suspicious of the duplicity, but they also knew the importance of what Oskan was trying to accomplish. If Calisor wouldn't aid them willingly, then they must resort to other measures. Besides, the Fenulian Mirror would also do what Calisor wanted it to do. Oskan, for his part, was eager to regain the favour he'd lost with his fellow Celestian Mescator and re-opening the door to the Celestian world was a feat that would demand Mescator's respect. To facilitate the bond between Pannithor and the Celestian world, the light of that distant star was added into the arcane brew that forged the Mirror's reflection.

By arcane means, Calisor had Elinathora brought to the Citadel of Leith. Seeking to allay her fears and win her affection, he wasted no time taking her to the Mirror and showing her wondrous visions of their life together. While Calisor was trying to secure Elinathora's love, Oskan and the Conclave of Heaven initiated their own rites far above in the pinnacle of the Citadel's tallest tower. Using the Mirror in its capacity as a focus, Oskan and the elves travelled across the Void, seeking the path that had been lost centuries ago.

What visions Elinathora was shown are unknown, but Oskan had woven a precaution into the Mirror's substance. If the enchanted relic sensed any threat to itself, a golden bird would appear in the glass and cry out in warning. Too fixated on his hopes, Calisor failed to react when the alarm was given. Too late he tried to turn Elinathora away from the visions in the Mirror. Something she saw there struck her with such horror that she lunged forward and smashed the fantastic Mirror.

Such were the monumental enchantments that went into the creation of the Fenulian Mirror that its destruction wrought immediate and cataclysmic change. First to suffer were the wizards of the Conclave of Heaven, their spirits torn from their bodies as they journeyed through the Void. Oskan himself was barely able to retain the bond of spirit and flesh long enough to return to Pannithor. When he emerged in the Citadel of Leith, he found a hall filled with dead mages, their soulless bodies swelling with the essence of the Void itself. Oskan hastened through the Citadel, seeking the Fenulian Mirror. When he finally found the chamber where it was kept, there was no sign of Calisor or Elinathora, only the shattered fragments of the Mirror itself. As he gazed upon the reflective shards, Oskan saw a wicked image glaring back at him. The next instant he felt the cold clutch of death as one of the slivers of the Mirror pierced his heart. For only a moment did Oskan understand that when he returned to Pannithor, his being had been divided. Shining Oskan died among the ruins of Calisor's dream while Wicked Oskan quickly fled Ileureleith and the cataclysm he knew would soon unfold.



For several hours the bodies of the dead mages continued to swell, bloating with the essence of the Void. At last, the soulless husks could contain the destructive energies no longer and they burst in an explosion of apocalyptic magnitude. Ileureleith was obliterated in the blink of an eye, sundered and erased from the face of Pannithor. A shock wave spread from the Citadel of Leith for hundreds of miles, shattering the landscape and exterminating every living thing within its reach. Where the elven city had once stood, only a deep crater remained. Over time, this geological wound would come to be known as the Mouth of Leith.

Aftermath of Annihilation

The inhabitants of Ileureleith and the surrounding country were annihilated in an instant when the unleashed Void-essence spilled into Pannithor. There were, however, many elves in other parts of Elvenholme who, through lineage or sympathetic affiliations, claimed kinship with the vanished city. In small groups, they dared to journey into the wasteland, drawn to the great crater by a grim urge they themselves couldn't explain. The scale of the destruction they discovered struck them deeply. Though they'd been far away when doom fell upon Ileureleith, each of the elves felt themselves to be survivors of the devastation. This sentiment buried itself deep within their psyches, festering into guilt and regret. They felt themselves unworthy of their continued existence when so many others, elves of greater wisdom and accomplishment, had died.

A few elves, those who felt the call less than their fellows, departed the wasteland and returned to the more vibrant regions of Elvenholme. They were the first to relate the miserable condition of those who stayed behind, the first to describe the great crater as the Pit of Despair. As word spread throughout the elven kingdom, hearts were moved to pity the wanderers who maintained a solemn vigil over the blasted ruin of what had once been a great city.

Haunted by demons of their own minds, the elves lingered at the periphery of the vast crater for many months. Exposed to the elements, with only the scantiest of provisions, they cared little whether they lived or died. Sorrow over Ileureleith's annihilation made them despondent and without the motivation even to preserve themselves. Many died of hunger and thirst, others simply withered away as their energies drained out of them. Expeditions sent from Therennia Adar and other cities to coax them back to healthier environs met with no success. King Yarinathar finally ordered these rescue efforts stopped when it was found that far from convincing the elves around the Mouth of Leith to depart, the mourners were gaining recruits from these forays, almost as though their sorrow was some kind of infectious disease.

It was on the darkest night of winter, a time held as belonging to the shadowy Primogenitor Lonok, that one of the mourning elves arose and began to climb down into the pit. What her name had been before was not remembered, but she would thereafter be known as Leithindyr, the Daughter of Leith. She was the first to hear a faint whisper in her dreams, a summons that compelled her to descend into the depths of the crater. Motivated by a listless brand of curiosity, the other mourners began to follow Leithindyr into the pit. By ones and twos, then by the hundreds, the elves climbed into the vast crater. By the time dawn rose over the wasteland, none remained on the blasted surface. All had joined the silent exodus into the world below.

The floor of the crater was once buried nearly a mile beneath the streets and foundations of Ileureleith. The exposed rock was of a dark and forbidding aspect. Great fissures and crevices criss-crossed the landscape, the remnants of ancient tunnels and mines excavated by primordial dwarf clans in a time so remote that even that doughty race remembered them only in myth. Now these crude channels offered refuge to the elves. They took shelter in the caves, nourished themselves upon the fungi and reptiles that inhabited the formerly subterranean vaults. Water flowed here, bubbling up from springs exposed by the calamity, spilling into the deeper caverns until, over the course of many years, a great lake was formed.

Under Leithindyr's leadership, the elves laid claim to the Pit of Despair as their inheritance, a legacy from their obliterated kin. Leithindyr was a practitioner of that dark and mysterious school of sorcery called thaumaturgy. Thaumaturgy was the arcane science of drawing energies from powers beyond the physical sphere, forces that could transform flesh and fold material distance. Considered dangerous even among the adepts of Ileureleith, thaumaturges sought to discover the same arcane secrets employed against the first elves by their most ancient enemies, the serpentine uraeus. The studies and experiments were of such a macabre nature that those who probed these theories would find their personalities twisted into sombre, brooding shadows of the elves they had once been. Other elves called these practitioners the Twilight Kin, after their inability to enjoy the bright and beautiful achievements of Elvenholme.

While most thaumaturges had been in Ileureleith when the city was destroyed, some few like Leithindyr had been abroad when disaster struck. Drawn back to the devastation, these sorcerers used their magic to help the other elves survive. Dwelling within the shadows of the crater, they were now all Twilight Kin, standing between the darkness and the light, but belonging fully to neither.

Even with the magic of their thaumaturges, the Twilight Kin maintained a wretched and starveling existence. The Pit of Despair oppressed them with awareness of all that had been lost, the many thousands of their kinfolk who had been obliterated along with the city. So things remained for many months until, while exploring the still-shallow lake at the centre of the crater, the Scarlet Sanctum was discovered. Hidden far below Ileureleith, the enormous gemstone survived the destruction, slipping down to still greater depths as the rock around it crumbled, finally to rest at the deepest part of the pit.

The Scarlet Sanctum fascinated the Twilight Kin, but none more than Leithindyr. Here she felt was the source of the call that had urged her down into the Mouth of Leith. She sat down beside the strange gemstone and placed herself into a trance. For forty days, Leithindyr did not stir, her mind and spirit communing with the entity she sensed trapped within.

With a fatalistic resolve, the rest of the Twilight Kin lingered around the lake, watching as the water slowly crept higher, threatening to submerge both the thaumaturge and the Scarlet Sanctum.



A New Purpose

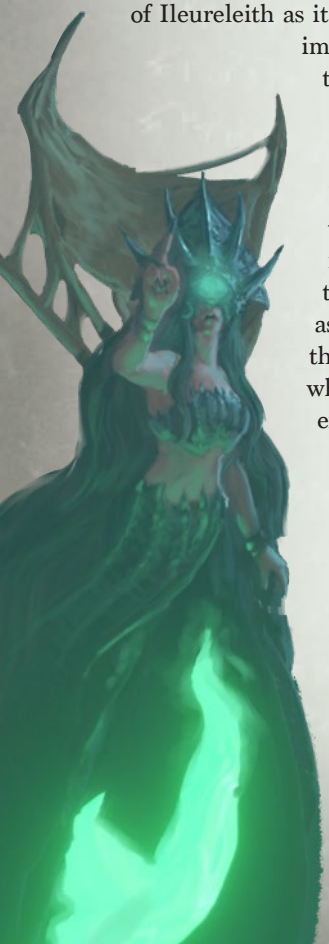
On the forty-first day, Leithindyr emerged from her trance. There was a strange and eerie light in her eyes when she waded out from the lake to address the other elves. She spoke to them vaguely of the entity within the Scarlet Sanctum and the visions it had shown her. The thing within the gemstone was a being whose thoughts and mind were utterly alien to anything else in existence, so it was left to Leithindyr to try to decipher meaning from the chaotic maelstrom of impressions it had conveyed to her. Yet within that maddened babble, she had found meaning. She had found a purpose for the Twilight Kin, but before she would explain to them what that purpose was, she would provide proof for her claims.

Across the forsaken pit, the Twilight Kin followed Leithindyr, picking their way over the jagged and ruinous terrain, navigating treacherous chasms that suddenly opened before their feet and the poisonous fumes that spiralled up from the underworld. At last, after many hardships, they came to a spire of rock that stabbed up from the Pit of Despair like an accusing finger. Leithindyr proudly pointed to this strange feature and commanded her followers to construct a ramp by which they might ascend to the top of the spire.

Even with the aid of magic, it was many months before the elves were able to raise a ramp of earth and stone high enough to attain the summit. Magic behaved strangely in the Mouth of Leith, the arcane forces truculent and difficult to shape in the ways the mages desired. Many found that their minds wandered to weird and impossible vistas when they performed their incantations and it was only with great difficulty that they were able to return their awareness to the physical reality around them.

As the ramp grew and the Twilight Kin were able to discern what exactly the spire was, the very notion of reality was shaken. They saw sections of stone vaults and cellars, unmistakably of elven construction. Higher still they saw fragments of rooms and corridors. There were places of utter nothingness, vacuity that nevertheless managed to support the spire as it continued above them. The wise speculated that these were parts of great chambers whose openness had been caught in the reach of the spire but whose supporting construction had not. For, it was obvious now that the spire was a cross-section of a building, a shred of Ileureleith that had escaped annihilation. When the elves attained the summit, all question of this theory was removed. There, as distinct as the sun itself, was a crystal panel, part of the concave ceiling that crowned the Citadel of Leith.

Leithindyr explained what she'd led her followers to find – and the new purpose it gave them. Here was a piece of their beloved city that hadn't escaped destruction, but rather had been brought back from destruction. It was a sliver of Ileureleith as it had been, torn from the past by the immense arcane forces unleashed when the Fenulian Mirror shattered.



What had happened by accident, could be accomplished by intention, the Dark Prophetess pronounced. The power was there, the spire proved that. All that remained was to discover how such things could be invoked. The past was as tangible as the present and more real than the future. All of their loved ones who had perished in the cataclysm still existed, cast adrift in that place between the things that were and the things that are.

The Twilight Kin stirred from the apathetic indolence that had gripped them. They would devote themselves to unravelling those mystical secrets that could bring Ileureleith back. That could bring it all back.

Dark Discoveries

While the rest of Pannithor was hurled into the havoc of the God War and the lands were ravaged by the horrific armies of the Wicked Ones, the Twilight Kin kept to themselves within the Mouth of Leith. The elves explored the many tunnels and caverns connected to the Pit of Despair, claiming this underworld for their own. Massive bastions were raised in subterranean grottos, strongholds from which the elves could work towards the new purpose Leithindyr had given them. Thaumaturges studied the tomes they'd brought with them, sharing their occult collections in a Dark Conclave of mages and sorcerers. Yet even the combined studies of generations of arcane experimenters wasn't enough to penetrate the secrets the Twilight Kin wished to learn.

In desperation, with no other resource left to them, it was decided to commune once more with the entity sealed inside the Scarlet Sanctum. Many years had passed since Leithindyr first consulted the abomination and the waters of the Pool of Souls had risen to completely submerge the enormous gemstone at the bottom of a vast lake. Labouring tirelessly for months, the elves constructed an underwater tunnel to the Sanctum. A vault was built around the strange prison and the waters drained away. In this chamber beneath the lake, the boldest of the Twilight Kin sought to open their minds to the entity. Upon silken couches, twenty of the wisest mages put themselves into trances just as Leithindyr had done. The results, however, were much different. The most fortunate of the thaumaturges simply went mad. Others were twisted in body as well as mind, their flesh reshaping itself into insane amalgamations of limbs and tendrils, distended physiques and exposed organs. The other Twilight Kin were forced to destroy these creatures, unable to communicate or reason with the tortured beings.

Seeing her followers teetering on a precipice that would plunge them back into apathy and despair, Leithindyr offered to again undergo the ordeal of opening her mind to the abomination. Alone, she rested upon one of the couches and bid her disciples to seal up the tunnel and open it only after another forty days were past. Fearing the worst, the Twilight Kin implored her not to take such a risk, but Leithindyr was determined. She would wrest from the imprisoned deity the knowledge they needed. The secrets that would cast aside the veil between present and past.

Leithindyr didn't return from the vault for several days. When she did, she'd undergone a fragmentary metamorphosis, with traces of dark, scabby skin along the right side of her body and peculiar growths sprouting from her scalp. The transformation hadn't corrupted her mind, however. Unlike the other thaumaturges who'd attempted to commune with the godling locked inside the Scarlet Sanctum, she remained coherent and was able to convey to the Twilight Kin what she'd gleaned from the entity.

Background

Leithindyr told her people the being inside the gemstone was the Voidspawn, a creature that was a fusion of the last Celestian to try to cross into Pannithor and one of the primordial entities that inhabit the nexus of all dimensions. A realm existing both between the boundaries of space-time and beyond those limitations. The Void, and within it, all that had once been can still be found, if only the seeker possesses the correct key to breach the veil of separation. Chiefly, she had learned that Ileureleith's abrupt and unnatural annihilation caused the city and its inhabitants to be scattered across the Void, caught within the confluence of cosmic harmonies and chaotic discord. Somewhere within that dimension, these fragments of their glorious past were waiting to be reclaimed, their vanished kinfolk yearning to be rescued.

The Dark Prophetess had struggled against the insane delirium of the Voidspawn until at last she was able to penetrate the godling's mentality and learn the secret that even in its madness it struggled to keep from her. She explained to the Twilight Kin that there was a way for them to leave Pannithor and journey into the Void.



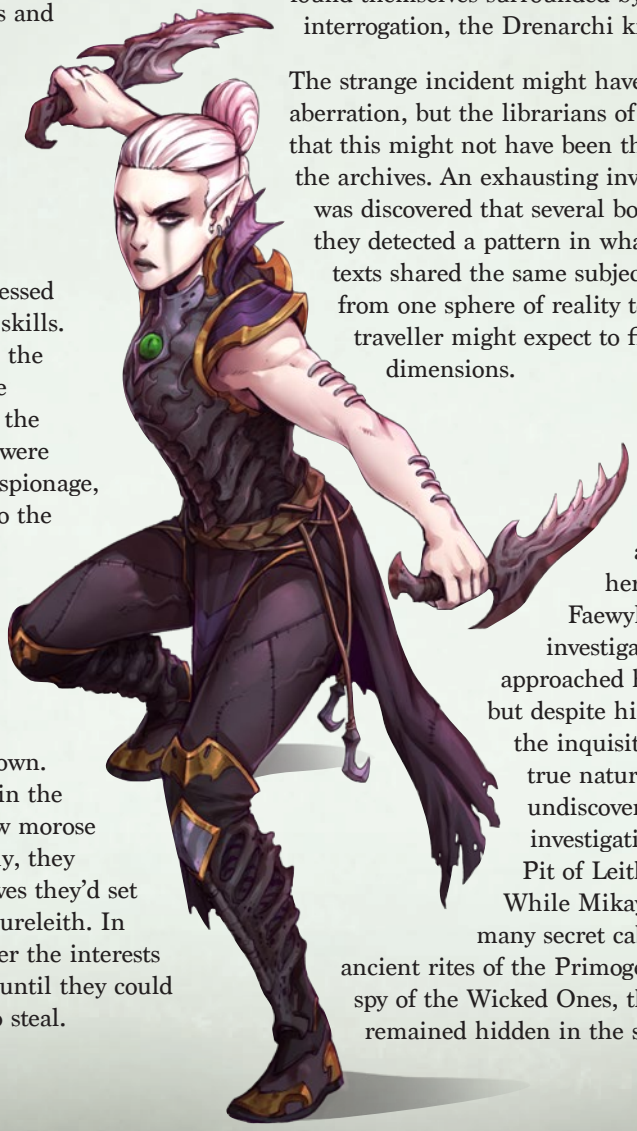
The Lurkers of Leith

The sliver of the Citadel of Leith that remained after the annihilation of Ileureleith, Leithindyr had learned, was simultaneously in harmony with both Pannithor and the Void. It could be used to create a bridge between the dimensions, but before the Twilight Kin could dare contemplate such a journey, it was vital that they should learn all that they could about this strange existence that lay beyond the barriers of space-time. The impressions the Dark Prophetess had drawn from the Voidspawn were too alien and uncertain. They would need to consult other sources for the information they required.

Though Ileureleith had been the centre of magical theory and study in Elvenholme, there were other libraries scattered among the great cities that boasted collections of their own. Many of the tomes lost in the cataclysm had copies elsewhere, kept by arcane scholars in places as widely separated as the royal capital Therennia Adar and the forest shrines of Ileuthar. The Twilight Kin now sought access to these books, to consult the experiments and observations conducted by generations of mages. They would learn everything that had ever been discovered by an elf about the Void.

There were many disparate disciplines among the elves who'd climbed into the Mouth of Leith. Not only arcane thaumaturges, but also many who possessed more mundane but no less formidable skills. Scouts and spies who'd explored across the borders of Elvenholme to safeguard the kingdom now instructed others among the Twilight Kin. An entire cadre of elves were trained in the arts of infiltration and espionage, preparing them for a shadowy return to the world beyond the Pit.

The first of these Drenarchi, the Lurkers of Leith as other elves would call them, were tasked to work their way back into elven society and establish themselves in the great cities and schools they'd once known. They would say little about their time in the Pit of Despair, claiming that only a few morose hermits still remained there. Outwardly, they would seem desperate to resume the lives they'd set aside before journeying to vanished Ileureleith. In truth, everything they did was to further the interests of the Twilight Kin, biding their time until they could gain access to the books they needed to steal.



The focus of Elvenholme was very much fixated upon the God War at this time. King Yarinathar had thrown his support behind Mescator and the Shining Ones, pitting the armies of the elves against Oskan and the Wicked Ones. Conflict stretched across Pannithor and with their focus upon the enemies without, the elves were oblivious to the menace lurking within their own cities. The Drenarchi were cautious in their activities, sneaking into libraries and archives in the dead of night. Warily they performed the theft of the books and scrolls they needed, dispatching their prizes back to the Mouth of Leith as each was secured.

For many months the Drenarchi went undiscovered. Then, a young scholar staying late at the extensive library kept by the house of Valellion to study the ancient texts of the archmage Tharinival, disturbed the Twilight Kin as they were stealing from the archives. The Drenarchi murdered the hapless student before she could reach help, but the very shedding of blood within the library excited magical wards and an alarm was raised. Before the thieves could escape they found themselves surrounded by guards. Rather than risk interrogation, the Drenarchi killed themselves.

The strange incident might have passed as a curious aberration, but the librarians of Valellion were suspicious that this might not have been the first attempt to steal from the archives. An exhausting inventory was conducted and it was discovered that several books were missing. Moreover, they detected a pattern in what was gone. All of the absent texts shared the same subject: theories on the transition from one sphere of reality to another and what the traveller might expect to find when crossing into other dimensions.

The alarm spread through Elvenholme, with it at first suspected that the thefts had been orchestrated by agents of the Wicked Ones. A heroic young captain, Mikayel Faewyll, was given the duty of investigating these crimes. Mikayel approached his task with a ruthless zeal, but despite his best efforts and those of the inquisitors under his command, the true nature of the Drenarchi remained undiscovered. As soon as Mikayel's investigations began, orders from the Pit of Leith had the lurkers go dormant. While Mikayel's inquisition unmasked many secret cabals of elves who clung to the ancient rites of the Primogenitors and the occasional spy of the Wicked Ones, the Twilight Kin themselves remained hidden in the shadows. Biding their time.



The Nightships

The books that were stolen before the start of Mikayel's inquisition provided the Twilight Kin with much knowledge. Aspects of the Void and the possible hazards of that alien plane were revealed to the thaumaturges. Armed with this knowledge, they began to make their preparations. Leithindyr consulted with the Voidspawn many times, each instance further degrading her physically and distorting her elven form. One side of her body was now a mass of dark, scabby flesh, with hideous tendrils sprouting from her skin and half of her face transformed into a nest of spidery eyes. The Dark Prophetess grew in size, increasing to ogre-like proportions before at last acceding to the pleas of her followers to stop communing with the monstrosity within the Scarlet Sanctum.

The insights gained during these disfiguring consultations were of vast import to the Twilight Kin. Leithindyr was able to bridge the gaps in the knowledge they'd stolen from Elvenholme's libraries, to explain inconsistencies and contradictions in what they'd learned. It was by the Mad Queen's sacrifice that the thaumaturges gained the confidence to proceed.

The Void could be reckoned akin to an infinite ocean, and to sail upon those dimensional waves the Twilight Kin would need ships especially designed and constructed to survive the voyage and protect their crews. Understanding something of the realm into which they would journey, engineers drew out plans for the vessels. A special discipline, of which the Twilight Kin called its practitioners 'voidwrights', was developed - thaumaturges who focused upon materials that could be found in Pannithor which possessed properties that could withstand the rigours of the Void.

Fortuitously, the best of these materials were to be found underground. The ships would be built from the stalks of the evershroom, gigantic fungi that grew deep beneath the earth and which were as hardy as any oak. There was some danger in harvesting evershrooms, for the caverns in which they grew were the hunting grounds of dark wyrms, immense multi-legged reptiles bred long ago by the elves and set loose during their early wars against the dwarfs. Wyrmbreakers soon developed among the Twilight Kin, fearless warriors who became not only skilled at slaying the horrible beasts but even at subduing the monsters and training them.

Far beneath the surface, in eerie shipyards built around subterranean rivers, a sinister fleet began to take shape. With exacting care and a mix of magic and craftsmanship, the voidwrights constructed the Nightships. The uncanny fungal timber glowed a sickly green in the subterranean murk but when exposed to sunlight, the ships would darken to a black so profound that they seemed to actively drain the light from the air around them. At the bow of each ship, in accordance with Leithindyr's edicts, a cage was fitted to constrain a living figurehead.

Essential to journeying to the Void was the inclusion of a blood sacrifice. Leithindyr had learned of a tall mountain some distance to the north where the veil between the material world and the Void was only a thin sliver. An elf had to be chosen and taken to this mountain. Here, in what the Twilight Kin would soon call the Bloodshrine, the sacrifice would be made. With athames crafted from the purest obsidian, mystic sigils would be cut into the elf's bare flesh. When the grisly rites reached their conclusion, the reeling sacrifice would be led to one of the Nightships, there to be locked within the prow-gibbet, to serve as the Wayfinder. Their now-enchanted blood acted as the link between Pannithor and the Void, specifically those regions of the Void where some fragment of Ileureleith could be found. The voyage wouldn't necessarily be fatal to the Wayfinder, sometimes the toll exacted from them would be minor and the elf would return relatively unscathed. At the other extreme, the ordeal could kill the sacrifice or even drain their essence so completely that the Nightship would lose her tether back to Pannithor and be lost utterly upon the endless Void. The elves soon discovered a way to mitigate such disasters. The mother of a Wayfinder could serve as Navigator on the Nightships, her blood connection to the living sacrifice enabling her to better interpret the energies flowing through her offspring and thereby guide the vessels upon the most desirable pathways in the Void.

Only the bravest of elves would embark on the Nightships, for even among the morbid Twilight Kin the concept of being lost forever in the Void was a fate too terrible to contemplate. Outfitted with the very best weaponry and armour that could be fashioned in the underworld, the crews of the Nightships became the Vriidnakri, the Voidwalkers. The Void Captains who commanded each vessel became the most respected members of the Twilight Kin, just beneath the Dark Conclave themselves. Guided by the attuned senses of the Navigator, the grim vessels would ply the subterranean rivers and seas until reaching that point of convergence where the veil would fray and they could slip from physical reality into the unreal vistas of the Void.

Into the Void

The nature of the Void is beyond mortal comprehension. It is a nexus of intersecting dimensions within which time and space behave without pattern or reason. It becomes possible for a voyager to fold these barriers in upon themselves, to transpose himself from one location in both time and place to another. The riddle of controlling these divergences, however, is of such complexity that even the minds of the elves are incapable of charting all the variables that affect their navigation. Nor were their bodies immune to the malefic radiation within the Void. Male elves typically sickened and mutated while females proved better able to resist the emanations of the dimensional seas. Regardless of sex, those elves who journeyed too often into the Void began to find their skin taking on a deep, purplish hue and their hair fading to colourless, cobweb-like masses. In their eyes, the unnatural light of the Void was always present, provoking fear in all who dared to meet their gaze too long.

The Voidwalkers restrained themselves to sailing within the Void itself and exploring the multitude of fragments that swirled within this dimensional maelstrom. Because of the tethering influence of the Navigator, they found many shards from Ileureleith foundering within the aspect of the Void with which they were in harmony. Sometimes the voyagers would be able to secure a powerful relic from the annihilated city, snaring it with grapples as it floated past them upon the ebon waves of infinity. In other instances, the Voidwalkers were able to make landfall upon some larger chunk of the vanished past, revisiting structures and landscapes that had been torn from Pannithor long ago.

In rare instances, the Voidwalkers would catch sight of one of their vanished kinfolk. Occasionally they would rescue these wretches and try to return them to Pannithor. Often they were thwarted in these attempts and still more often they would find that the mind of the elf had become deranged by their lengthy exposure in the Void.



And sometimes what came back with them wasn't an elf at all, but something else cloaking itself in the shape of an elf. Or perhaps, as some thaumaturges dared to whisper, the entity had indeed been an elf, but was such no longer.

The Voidwalkers quickly discovered that the Void wasn't as empty as it seemed. It was inhabited by entities, beings that were invisible and intangible yet possessed of vitality just the same. These creatures, devoid of form themselves, would pluck shapes for themselves from the minds of those they encountered. When the Nightships ventured into the cosmic nexus, the entities swarmed around the vessels, straining to steal memories from the elves, to give themselves shapes with which to manifest. The only reason the Voidwalkers weren't overwhelmed immediately was because the entities struggled against one another and so only the strongest would be capable of taking on a visible, tangible aspect.

When the Nightships returned to the underworld, many times they brought back a creature of the Void. Most times these entities lacked the restraint to maintain their pose once they were removed from their native dimension. What had seemed a rescued elf one moment abruptly exploded into an altogether more monstrous aspect, taking on the terrible proportions of horrors from the oldest elven myths. Feeding upon terror, these creatures tormented the Voidwalker crews and proved difficult to destroy once they became manifest. In such manner were the first Nightstalkers brought upon the Twilight Kin.

Leithindyr and the Dark Conclave carefully studied the phenomenon that assailed their ventures into the Void. By dangerous experiment, they discovered ways by which the entities within the Void could be diverted. Victims could be offered to them, locked inside cages that would be trawled behind the ships as they sailed within the dimensional tides. This measure would, of course, demand victims and the Twilight Kin weren't so numerous as to sustain such losses. To distract the Nightstalkers it became necessary for the Twilight Kin to raid other settlements. They weren't so jaded as to prey upon other elves, but the Nightships considered expeditions against other peoples with less compunction. The Voidwalkers would soon earn an additional name from their victims – corsairs.

Channels were discovered in the underground tunnels, waterways that the Twilight Kin expanded until they could be navigated by the Nightships. These channels, often warped in space and even time, connected to distant seaside caves and lakeside grottos, giving the Voidwalkers access to terrestrial as well as dimensional seas. From these vantages, the Twilight Kin raided coastal communities, preying upon the villages of Primovantor and Ophidia as well as the smaller petty kingdoms scattered across Mantica and beyond. In the midst of the God War, the outrages were blamed on the Wicked Ones and their followers, for the Twilight Kin were careful to leave no survivors behind them to spread tales that the culprits were elves.

Those taken by the Twilight Kin were doomed to lives of terror and despair. Such compassion as the elves had held for others was systematically conditioned out of them by the Dark Conclave. The thaumaturges required absolute ruthlessness from the Twilight Kin, for the least exhibition of mercy could upset the Great Return their entire society sought to bring about. In the Mouth of Leith, the elves learned that no cruelty was too terrible if it would help their cause, if it would bring Ileureleith back to Pannithor. Captives were tortured and mutilated for no other reason than to drive any remnant of sympathy and restraint from the elves who tormented them. Bloodthirsty rituals were devised simply to test the resolve of each Twilight Kin. Those who exhibited the least hesitation were themselves tortured until they were broken of their merciful tendencies.



When the Voidwalkers sailed, they did so with broken, cowering wretches chained within the holds of their ships. Offerings to propitiate the entities of the Void. For their cruelties, the Twilight Kin were rewarded with ever greater numbers of relics recovered from the shattered fragments of their old city. Even the occasional survivor was found who retained enough sanity to be useful to the Dark Conclave. It was from these survivors that the elves first learned the names of Ch'wthall'thoi the Dreaming Devil and Tsatt'huul the Fear Demon, monster-gods of the Void. The crazed survivors had discovered these terrible gods when they slept, feeling their presence in their dreams. By praying to these beings they believed they had been spared the worst of the Void's horrors.

The Dark Conclave was uncertain what to make of the accounts they were able to piece together from the survivors, but these stories of cosmic star-gods gave them a new subject for the Drenarchi to seek out when they resumed their furtive activities. The lurkers were more circumspect now, copying rather than stealing the texts they sought, trying their utmost to remain undetected by Mikayel and his inquisitors.



Dark Betrayal

While the activities of the Twilight Kin had largely gone undetected by the rest of Elvenholme, the raids of the Voidwalkers hadn't been ignored by the Celestians. Both the wise Valandor and the monstrous Ba'el noticed the slave raids of the corsairs and discerned that neither the forces of the Shining Ones or the Wicked Ones were responsible. Though the overall conduct of the God War would limit their investigation, both of the Celestians would eventually learn of the Twilight Kin.

Ba'el, through collusion with the morbid Wicked One Akshun'arha who was the most versed of all the Celestians in the fell practice of necromancy, arrived at the ruins of a town destroyed by the Voidwalkers. Conjuring up the ghosts of those slain in the raid, Ba'el was stunned to discover that the attack had been conducted by elves. This demanded further study, for the Wicked Ones had drawn many followers from among humans and dwarfs, but no elf had ever betrayed Elvenholme and sided with Oskan's faction. If there was a schism among the elves, that divide would be of keen interest to the Wicked Ones. Ba'el contrived to send spies across Elvenholme in an effort to ferret out the truth.

Almost simultaneously, Valandor learned of the Nightships and the elven nature of the mysterious attackers. Arriving at a village mere hours after a Voidwalker raid, the Celestian was able to weave an image of the recent past from the violent harmonies that yet lingered in the air. The discovery that the perpetrators were elves was an even greater shock to Valandor than it had been to Ba'el, for he'd come to believe the elves were the most beneficent of all Pannithor's people. Valandor journeyed to Therennia Adar and met with King Yarinathar and disclosed the existence of elven renegades to the monarch. The news horrified Yarinathar who immediately summoned Mikayel to his court. Now elevated to the post of Grand Inquisitor, Mikayel bore ultimate responsibility for failing to root out this cancer among their people. Despite his success at exposing Primogenitor cults and heretic mages, Mikayel had not uncovered this even larger conspiracy, for to operate what must be many ships there had to be an entire community of these renegades. Humbled by the anger of his king, Mikayel vowed to redouble his efforts.

Convinced that the renegades were elves who'd been enticed into serving the Wicked Ones, Yarinathar assured Valandor that Elvenholme would increase its support of the Shining Ones in the God War. While Mikayel's inquisitors scoured the countryside for any sign of renegade encampments, Yarinathar raised a new army to march against the Wicked Ones. Previously the elves had limited their contributions to isolated detachments to serve alongside the forces of Primovantor, but now an entire host would take the fight to Oskan's forces.

One of Ba'el's spies discovered the existence of the dormant Drenarchi. With consummate craft, the spy arranged for information to make its way back to Mikayel. Soon, several Drenchari had been captured and, under questioning, one of them exposed the existence of the Twilight Kin and their stronghold in the Mouth of Leith. Marshalling such military as he could still find, Mikayel mounted an expedition to the wasteland where Ileureleith had once stood.

Ba'el's agents hurried ahead of Mikayel's expedition and arrived at the Pit of Despair before the inquisitors. Feigning friendship with the Twilight Kin, the ambassadors from Ba'el gave Leithindyr warning that their enemies were coming to destroy them. Some among the Twilight Kin argued that they should stand and fight, but Leithindyr cautioned that they were still too weak to defend themselves. Even if they could defeat Mikayel's expedition, others would come. No, the only way for the Twilight Kin to survive was to let the rest of Elvenholme believe they'd been destroyed.

The Twilight Kin retreated into their caverns, sealing off the entrances with such skill that even a dwarf should find it impossible to locate them. Such structures as were visible within the Pit of Despair were abandoned. Only the great ziggurat that had grown around Yesterday's Spire held any importance to the Twilight Kin, and this, it was hoped, would be of such monolithic scale as to defy any attempt to destroy it. However, it was also apparent that Mikayel wouldn't be satisfied with empty buildings and the inquisitors would continue their search unless they believed they'd accomplished their objective. To fully deceive their enemies, a tenth of the Twilight Kin would have to remain behind. Sacrifices so that the Great Return could be fulfilled.

Mikayel's incursion against the Mouth of Leith was a month-long campaign of destruction. The Twilight Kin left in the Pit of Despair fought to the very last, preferring death to capture. The last stand was made atop the ziggurat and as the inquisitors mounted the steps, the renegade elves threw themselves from the summit to perish on the floor of the crater thousands of feet below. Seeing Yesterday's Spire as a symbol of the twisted actions of the Twilight Kin, Mikayel ordered it demolished. Discovering the unnatural properties of the sliver of Ileureleith only made the inquisitors more determined to destroy the construction. The summit of the ziggurat was torn down, the sinister temple pulled apart stone by stone for hundreds of feet. At last, however, the elves decided they'd done enough. Events elsewhere demanded their return to Therennia Adar.

While Mikayel invaded the Pit of Despair, the Twilight Kin had not been idle. Some Drenarchi had been drafted into Yarinathar's grand army. Messengers arrived to report to the king, keeping him appraised of the campaign against the renegades. The Drenarchi among his army soon learned about the attack on the Twilight Kin and plotted revenge.

Late one night, after the elven army linked up with an even greater host of humans and dwarfs, the lurkers struck. In the darkest hour they killed Yarinathar's guards and then assassinated the king himself. Rather than claim credit for the deed, the murderers left a dwarfen dagger in Yarinathar's heart before they vanished into the night.

The resultant turmoil might have dissolved the alliance, as the elves blamed the dwarfs for the death of their king. Only the intervention of the half-Celestian Domivar was able to persuade the elves that the assassination must be the work of the Wicked Ones, for even he didn't consider that the Twilight Kin were involved. The new elven king, Therinsor Leafblade, was persuaded to maintain the commitment of his people in the escalating God War.



An Infernal Pact

Hidden within their underworld, the Twilight Kin let the rest of the elves believe they'd been destroyed. Though the Nightships no longer raided for slaves and the Drenarchi went dormant after assassinating King Yarinathar, the Dark Conclave was far from idle. Expeditions continued into the Void. Though less ambitious than those staged before Mikayel's attack, these scouting voyages brought back much knowledge to the thaumaturges. Wyrmbreakers expanded their mastery over all manner of monsters, breeding new strains of the beasts that would prove less recalcitrant than their feral predecessors. Cave explorers ventured deeper into the earth, travelling further and further from the Mouth of Leith in their expeditions, returning with tales of ghastly discoveries in the farthest reaches of the underworld.

Most of all, the Dark Conclave expanded their relationship with Ba'el and the Wicked Ones. Leithindyr sent emissaries to assist Oskan's forces against the Shining Ones. Elven scouts and spies proved a valuable asset to the hordes fighting the High Alliance created by Mescator between the civilizations the Celestians had helped guide and build. At the same time, the Twilight Kin learned the art of terror from observing the hordes of the Wicked Ones. Orcs, goblins, and the twisted creations of Dark Kyron often shattered the morale of their enemies simply by their monstrous forms. This was a lesson the elves would take to heart, and led them to redefine the aesthetics of their society with the aim of provoking fear in all who encountered them. The ships and armour of the Twilight Kin now accommodated diabolical designs, rendering vessels and warriors with grotesque, vicious aspects that would horrify those who stood against them.

The pact between the Wicked Ones and the Twilight Kin persisted to the very end of the God War, when the triumphant Domivar hurled a vanquished Oskan from the skies and sent him careening into the Abyss. The victorious Shining Ones imprisoned most of the Wicked Ones in the Abyss as well. Even Ba'el was subdued and locked away by Valandor, sealing the King of Destruction beneath the ruins of the last civilization to perish before his wrath.

The Wicked Ones, however, endured, and their followers, embittered by defeat, continued to thrive. Vengeful dwarfs, malicious goblins, cruel orcs, and many evil-minded humans continued to serve Oskan's fallen Celestians. The Twilight Kin, too, sent their representatives, kneeling before the Wicked Ones and flattering them with a show of worshipful subservience. In the decades that followed, the elves watched as the Wicked Ones wove the energies flowing from the Abyss into monstrous supernatural entities. The arcane art of summoning demons slowly developed into a mystical science – a science the observant Twilight Kin learned well from the infernal powers in the Abyss. These secrets were conveyed back to the Mouth of Leith to add another weapon to the arsenal of the Dark Conclave.

The Gift of Winter

One of the most malignant of the Wicked Ones was the goddess Winter. Unlike the other dark fragments of the Celestians, Winter deserted Oskan and took no part in the God War. Instead she bided her time far to the north, developing her own plans for Pannithor. Winter's War was a conflict that would ultimately reshape the whole world, first by covering much of it in glaciers, then flooding the planet when she was finally defeated and all the ice she'd conjured rapidly melted. This deluge became known to many races as Winter's Last Gift. For the elves of Elvenholme, the deluge was a cataclysm that sundered their ancient kingdom and left only shattered remnants behind.



For the Twilight Kin, however, Winter's Last Gift was a gift indeed. The Mouth of Leith was spared the flooding that ravaged much of Elvenholme and only the farthest outposts of the underworld suffered in the watery apocalypse. While the rest of the elves were reeling, the renegades they thought exterminated centuries before were left unharmed. In truth, the devastation presented to them many opportunities.

For some time the Twilight Kin had been forced to make do with the sickly, wasted stock of slaves they maintained in their underworld in conditions that reduced even the hardy dwarfs to wasted, feeble things. To penetrate further into the Void, the Voidwalkers needed hardier offerings to distract the dimensional entities. No longer as afraid of reprisals from the other kindreds as they'd been before the deluge, Queen Leithindyr ordered the Nightships set loose upon the coasts of Pannithor once more. Caverns that had been closed off for centuries were reopened and the dreaded corsairs, like monsters steeping from the mists of legend, again sailed the mortal seas in search of prey. Many underground channels now opened directly upon the Infant Sea.

The Drenarchi too were roused from dormancy. The Twilight Kin were not a prolific society and few children were born in the bleak caverns surrounding the Pit of Despair. To increase their numbers and further the Great Return, more elves were needed to carry on the work. As the magnitude of the catastrophe Elvenholme had suffered preyed upon the minds of those who'd survived, the lurkers found fertile fields for the fantastic hope the Twilight Kin alone could offer. Among the most despondent of the elves, the Drenarchi found new recruits, initiates to be drawn into the cult that strove to erase an intolerable present and restore a glorious past. Within a few decades there was not a town or city still standing in Elvenholme that was without a cult of the Twilight Kin hidden among its inhabitants.

The Nightships ranged farther than they ever had before, exploring new lands both above and below the surface of Pannithor. The Twilight Kin established emissaries in the courts of the distant east, studying the mystic knowledge in Xiryan and Yamatero, exploring the ruins of Kong and Mughaal, even probing into the secrets of the infernal Fractures that had opened in these lands. In the farthest reaches of the underworld, they encountered the malignant Mhurloks, a breed of bestial dwarf-like beings whose profane technology defied every magic known to the elves.

Voyages into the Void were entered upon with a new boldness and soon it was discovered that the entities of the dimensional sea would possess objects they mistook for living creatures. Figureheads and carvings on the Nightships occasionally became infected by these formless beings, taking on a grisly half-life of their own. This phenomenon was studied extensively by the thaumaturges until they devised a means by which its potential could be harnessed. By experimenting, the elves learned that armour and weaponry could likewise be possessed by these entities, attaining an eerie vitality that exerted its own vicious influence. The baroque mail worn by a Voidwalker would fuse itself to the body of the elf who wore it, but at the same time it would protect its host in a manner far beyond mere metal, regenerating both itself and the flesh of its host in the aftermath of battle. A void-kissed sword would never lose its edge and would even help guide the hand of the warrior who held it so that the blade might savour the blood of a foe.

Weapons and armour endowed with these attributes were coveted by the Twilight Kin. More prominent elves would seize these Void-wrought materials from those of lesser status, often by violent means. Perversely, in order for an elf to raise his own status within the Twilight Kin, owning Void-wrought items increased his abilities and accrue the sorts of victories that would elevate his rank. With supply far below demand, the thaumaturges searched for a way to increase the chances of an entity possessing an object brought into the Void. To this end, they discovered that organic materials acted as the best receptacle. As a consequence, armour began to be fashioned from the flayed hides of captives while weapons were crafted from the bones of slaves. Once infused with the presence of a Void-dweller, these comparatively fragile materials became as strong as steel and infused with the properties only the Void could bestow.

The Dark Conclave made further use of this quirk of the Void-dwellers, and elven artisans crafted many curious devices with the intent of enticing a dimensional entity to infect them with its essence. It was quickly determined that only the crudest, most witless of the entities would mistake a mundane object for a mortal creature, but even so the resultant fusion often had practical uses for the Twilight Kin. However, after a few disastrous experiments to create golem-like servitors, the thaumaturges ordered that no image that could function independent of an elf should ever be brought across into the Void. A dimensional dweller that could move and kill on its own would do so, and had no compunction regarding who it attacked. Better by far to limit the infestations to weapons and armour that still needed one of the Twilight Kin to endow them with purpose.



The Great Inquisition

The renewed activities of the Twilight Kin came to the notice of Mikayel, and King Therinsor expanded the authority of the inquisitors. Across the diminished kingdom, an even more ruthless strategy was waged to root out the cultists.

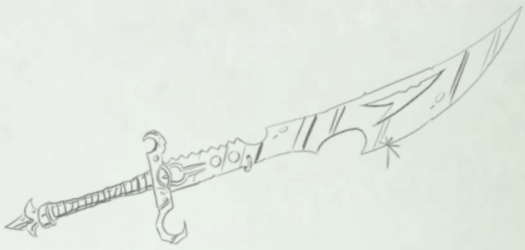
Mikayel's new campaign was compromised from the very start, however. Unknown to the Grand Inquisitor, his wife Eithyryll had been drawn into the cult. She kept the Twilight Kin apprised of her husband's activities, learning where the inquisitors would focus their attentions. When Mikayel determined to investigate the Mouth of Leith in the belief that the renegades had returned to their old haunt, Eithyryll got word of his intentions to Leithindyr. As a result, when the expedition arrived in the wasteland, the entrances to the underworld were again hidden and all they found was an uninhabited crater.

A greater threat to the Twilight Kin was King Therinsor, who proved to be even more obsessed with destroying the renegade elves than his own inquisitors. Trying to negotiate better alliances with the nations plagued by the Nightships, Therennia Adar had hosted a delegation from Ophidia. Among the delegation was one of the desert kingdom's necromancers, a practitioner calling himself Azadi. In a display of his power and to demonstrate the magical strength of Ophidia's God-Kings, Azadi conjured up the ghost of King Yarinathar. Speaking with his successor, the spirit told Therinsor that his death had been caused not by dwarfs or demons, but by treacherous elves. After this revelation, Therinsor became determined to exterminate the Twilight Kin. Dissatisfied with the lack of progress made by Mikayel and the elven inquisitors, Therinsor sought the aid of outsiders, promising rich rewards to the Ophidians if they could purge Elvenholme of these traitors. Ophidian witch hunters, bearing their own sinister magics, were encouraged to scour the fractured kingdom for the renegades. In Ilantha, hundreds of cultists were uncovered and destroyed when an Ophidian mage unleashed a djinn to expose the Twilight Kin lurking in the city. Packs of predatory kaftars were sent into the tunnels beneath Tor Alandar to massacre the cultists gathered there.

The pogrom initiated by Therinsor forced a vicious reprisal from the Twilight Kin. The most skilled of the Drenarchi were gathered together and sent into the royal palace in a bloodthirsty raid that resulted in the slaughter of most of the household. Again the Twilight Kin committed regicide, assassinating Therinsor Leafblade as he tried to protect his twin children. The royal heirs were kidnapped by the Drenarchi and taken far from the lands of Elvenholme.

The Dark Conclave intended to use the heirs as hostages. There were, however, renegades among their own ranks who had a different purpose in mind. Demonologists in league with Ba'el took the captives and hurried with them to the Bloodshrine. By sacrificing the royal children, the traitors intended to use the properties of the Bloodshrine to break the bonds of the Abyss and create a permanent portal to release the Wicked Ones and their demons.

Determined to prevent this atrocity, Leithindyr knew the best weapon to set against the sorcerous traitors was the enemy who'd brought so much trouble to the Twilight Kin. With no time to waste, Eithyryll revealed her involvement in the cult to Mikayel and told him where the children were and what he needed to do to save them. The revelation staggered Mikayel, the awareness that his own wife had betrayed him in such a manner warred with the great love he still felt for her. Unable to reconcile this conflict, he ordered Eithyryll to be imprisoned while he hurried with a small company of chosen wizards and warriors to stop the ritual being performed at the Bloodshrine.



Powerful magics brought Mikayel and the acting regent of Elvenholme, the proud Thominus Moonweaver, to the Bloodshrine with their warriors. Giving battle to the renegade elves they found there, they were hard-pressed to contend with the many demons summoned by the treacherous sorcerers. Too late did they reach the summit, where in a gory rite the demonologists sacrificed the twins and succeeded in manifesting a colossal archfiend from the Abyss, Ahmuk the Desecrator, High Captain of Ba'el. While his comrades recoiled in terror, Mikayel bravely stood his ground against the horrific demon.

Mikayel and Ahmuk fought for many hours. The demon's very presence caused the Bloodshrine to pulsate with infernal power and a sanguine rain to fall from the blackened sky. Lesser demons continued to crawl up from the breech, escaping the Abyss. Thominus rallied the other elves to strike down these profane creatures, but only Mikayel had the fortitude to contend with Ahmuk. At last, when it seemed even Mikayel's endurance must reach its limit, he slashed his blade down into the archfiend's hand. The sword, ancient by the reckoning of elves, shattered as it severed three of Ahmuk's fingers. The demon reeled and dropped the huge sword it bore. Casting aside his own broken blade, Mikayel took up Ahmuk's weapon. Before the archfiend could recover,

Mikayel stabbed it through the heart with its own black sword. Ahmuk disintegrated into a stinking fume of putrid light, sucked down into the metal of the blade that destroyed it.

Mikayel claimed Ahmuk's sword as the spoil of battle. Its dark power was enough to frighten the demons loose upon the Bloodshrine, causing them to flee back through the portal into the Abyss. Without Ahmuk to hold the rift open, the doorway collapsed in upon itself, the ritual of the demonologists coming to nothing. Thominus led the surviving warriors in exterminating every Twilight Kin they found on the island, vengefully taking them to account for the deaths of the royal heirs.

The vengeance of Elvenholme would not, however, be so easily satisfied.

The Fall of Mikayel

Thominus Moonweaver became the next King of Elvenholme. At once, King Thominus took steps to uncover every trace of the conspiracy that had resulted in King Therinsor's assassination. Mikayel had tried to shield Eithyryll, but her involvement with the cult of the Twilight Kin was discovered. Royal interrogators arrived at Mikayel's palace to take Eithyryll away for questioning. As Grand Inquisitor, Mikayel knew only too well that this would mean torture and eventual death. Duty and love fought within Mikayel's heart. When he saw the royal soldiers leading Eithyryll from their home, Mikayel's love for her overcame any sense of loyalty he had for his country. Taking up the Sword of Umbra he'd claimed after vanquishing Ahmuk, Mikayel fought the royal soldiers and rescued his wife. The couple tried to flee from Therennia Adar, but the alert had been sounded. Every soldier in the city was on the streets looking for them.

Disguised, Mikayel thought he could smuggle himself and Eithyryll past the walls, but his ploy was discovered by his own lieutenant, the inquisitor Samirya. Recognizing Mikayel, Samirya shouted an alarm. Mikayel whipped Eithyryll's horse forward, hoping that she, at least, could escape before the gates were sealed shut. His wife, however, wouldn't leave without him and turned the horse around just as she'd cleared the gate. Trying to race back to her embattled husband, Eithyryll was caught beneath the dropping portcullis.

Horrified, Mikayel abandoned his fight with the guards and rushed to Eithyryll. Crushed beneath the portcullis, Eithyryll begged Mikayel to save himself but he wouldn't leave her side until the last spark of life had left her. Disarmed by Samirya, Mikayel was taken prisoner.

Convinced that Mikayel's actions were proof that he was one of the Twilight Kin, King Thominus ordered the disgraced hero interrogated until he confessed all he knew about the cult. Samirya was appointed Grand Inquisitor and put in charge of the questioning. For many months, Mikayel was tortured, bitterly refusing to divulge anything to his tormentors. Even if he'd known the answers they wanted, he was determined to tell them nothing.

Mikayel's endurance surprised the inquisitors, but his resistance only made them more determined to break him. The apparent treachery of their own leader was a blight upon the honour of Samirya and every other inquisitor, something that made their hearts burn with fury. It was this excess of emotion that caused the torturers to be careless. During one interrogation, the bonds that held Mikayel failed. Rallying his remaining strength, the prisoner overpowered his interrogator and killed his tormentors. Escaping the dungeons, Mikayel stole through the inquisitorial fortress until he found the vault wherein the Sword of Umbra was held. With the mighty weapon in his hands once more, Mikayel confronted Samiyra and slew his former lieutenant. Concealing himself in Samirya's armour, Mikayel left the fortress at the head of a troop, the warriors little suspecting that the same fugitive they were hunting was in fact leading them.

Once outside Therennia Adar, Mikayel was able to slip away from the soldiers. Embittered against Elvenholme for Eithyryll's death and the tortures he'd suffered, Mikayel was now an elf without country or kin. Alone, he rode out into the wilds, seeking oblivion in the wastelands.

From Inquisitor to Soulbane

Though Mikayel sought oblivion, a hero of his stature wasn't so easily forgotten. The Dark Conclave was well aware of all that had happened to the Grand Inquisitor. When he escaped from Therennia Adar, the Drenarchi were watching. Now, as he headed into the wilds, the Twilight Kin met their old enemy, not as foes but as friends. Meeting with Mikayel, the cultists spoke with him. To his questions they expanded upon the little Eithyryll had told him about the Great Return and what the Twilight Kin sought to achieve.

Lost and alone, Mikayel now found a purpose for himself. A way to reclaim all that he'd lost. With the Drenarchi to guide him, Mikayel found his path leading back to the Mouth of Leith. His only hope now lay within the Pit of Despair. The Twilight Kin led him down through the reptile-infested jungle at the bottom of the crater and into the tunnels hidden within its walls.

Leithindyr met with Mikayel and explained to him the ambitions of the Twilight Kin and the purpose of the Great Return. They would, she insisted, put the world back the way it had been, the way it should have always remained. All the misery and pain that had afflicted Pannithor since the shattering of the Fenulian Mirror could be undone. It would be undone, for the power to set things right waited for them in the swirling tides of the Void. The Dark Prophetess offered Mikayel something more than the drab and senseless preservation that obsessed Elvenholme. By restoring the past, he could erase his mistakes, he could bring back Eithyryll and all the others who'd been lost in the madness of a broken world.

Mikayel was respected as the hero who'd prevented the Bloodshrine from being corrupted by the demonologists, but before he could be accepted as one of the Twilight Kin, Leithindyr demanded a further test of his convictions. Mikayel was taken to the Dreaming Crypt, the sunken chamber beneath the Pool of Souls. Here he was left for ten days to commune with the Voidspawn. Few of the elves expected him to survive the ordeal, for only Leithindyr had endured such a communion with the Scarlet Sanctum, and even she had emerged as something no longer completely elven.

Mikayel did survive, however, stepping from the Dreaming Crypt seemingly unchanged in form, though the most perceptive of the Twilight Kin noted a cold intensity in his eyes that hadn't been there even when he served as Grand Inquisitor. The Dark Conclave, still wary of their old enemy, put a small detachment of elves under Mikayel's command and tasked him with penetrating the subterranean vaults held by the Mhurloks and finding a route to the Southern Rift. If the Voidspawn had spared Mikayel's mind, the thaumaturges anticipated that this expedition would claim the elf lord's life.

Several years passed before Mikayel returned to the Pit of Despair. He'd accomplished the mission given to him, coercing a pact with the Mhurloks and reaching the Southern Rift which he was able to confirm was indeed connected to the Abyss, serving as almost a mirror image of the region of the Wicked Ones. As proof of his accomplishments, Mikayel was clad in the eerie Armour of Dusk, a grisly suit of plate crafted from a black ore unknown to the elves by the gangrel Mhurloks.

For the success of his expedition, Leithindyr elevated Mikayel to the rank of Soulbane, placing him among the generals and warlords of the Twilight Kin. He would soon embark on other ventures, both to the Southern Rift and into the Void itself. A voyage upon the dimensional seas saw him return with a pitch-black destrier of incredible strength and stamina. While some thaumaturges thought the creature to be a horse from lost Ileureleith, others believed the intelligence it displayed in unguarded moments indicated a more otherworldly nature, that it was in fact a Void-dweller masquerading in the semblance of a mere animal. Whatever its nature, Mikayel took the beast as his steed, calling it Mor'ghul'eiza. Unstoppable in battle, the brute was called the Mare of Night by the humans the Twilight Kin rode against, and in the process Mikayel became the Lord of Nightmares.



A further trip into the Void brought Mikayel another terrifying weapon. Sailing against a horrific manifestation within the cosmic maelstrom, the Soulbane sacrificed many Voidwalkers to the entity's tendrils before he was able to secure the treasure it guarded – nothing less than a fragment of the Fenulian Mirror itself! This shard of infernal glass was carefully mounted into the face of a shield upon Mikayel's return to the Mouth of Leith. The thaumaturges detected the awful properties that endowed the shard, for it would show any who gazed into it the worst possible visions of the future. The glass was mounted behind the sculpted face of a snarling demon. It needed but the flip of a catch to cause the mouth to open wide and reveal the cursed mirror within. So was the Shield of Djet added to Mikayel's terrifying arsenal.

In the aftermath of Ahmuk's summoning at the Bloodshrine and the exposed treachery of the demonologists, the practice of summoning Abyssals by the Twilight Kin was outlawed. The Dark Conclave maintained a network of sect of secret police, the Blightshades, to ensure that demonologists hiding among them were discovered before they could attempt such outrages again. Now, with Mikayel a trusted member of the Twilight Kin, the mighty Soulbane was put in charge of the Blightshades to expose demonologists in the Mouth of Leith much as he'd once hunted Twilight Kin in Therennia Adar.

It only took a few decades to turn the most persistent adversary of the Twilight Kin into their most terrifying warlord. The deeds of Mikayel the Grand Inquisitor were soon forgotten even in Elvenholme while Mikayel the Lord of Nightmares became infamous throughout Pannithor.



Horrors Made Flesh

The thaumaturges had long studied the entities within the Void, quantifying them and trying to categorise their attributes and abilities. Some, they knew, could penetrate into the physical world, either by seizing a living host or even infesting an undead husk. The lowest of these entities could even manifest within inanimate objects, provided the materials had been shaped into at least a semblance of a living form. There were methods, they knew, by which Nightstalkers could be conjured up out of the Void, but unlike the demons of the Abyss, the thaumaturges hadn't discovered the trick of controlling these entities. At best they could divert and distract them, but actual command remained elusive.

All of that changed when an elf agent returned from the swamp-jungles of Mughaal, carrying with her ancient tablets that were far older than the ancient temple in which they'd been found. Though it took years of study to decipher the tablets, eventually the Twilight Kin learned the awful secrets they contained. The power to harness the dwellers in the Void was now theirs to command.

An order of crone-summoners was drawn from the members of the Dark Conclave. Like the voidwrights, these were specialised thaumaturges who devoted themselves exclusively to the practice of summoning and commanding Nightstalkers. The art was daunting, draining not only the vitality but also the mentality of the summoner, eventually rendering her a mummified husk or a drooling imbecile. For reasons obscure to the thaumaturges, females were better conditioned to invoke the Nightstalkers than males and the practice became the exclusive domain of the crones. By their dark magic, the veil between reality and the Void could be drawn back to allow such manifestations as Shadowhounds and Mind-screeches to appear. The most loathsome horrors imaginable were now at the Twilight Kin's command.

The Dark Conclave was not content with the transitory manifestations of Nightstalkers, however. The tablets also related how the very essence of the Void could be drawn off and infused into mortal flesh. By these foul practices, the thaumaturges developed the practice of 'blood-shaping'. Embarking the subjects of their experiments in the holds of Nightships as they voyaged into the Void, the flesh-changers would use obsidian needles to draw off the very mists of the dimensional tides and inject them into their subjects. The consequent agonies caused most of their victims to die, but those who endured provided the Twilight Kin with some of their deadliest warriors.

The malignant Impalers were a product of these experiments, elven warriors, both male and female, locked inside baroque suits of armour. Like the spikes of an iron maiden, the interior of the armour was festooned with obsidian needles, infusing

the warrior with the essence of the Void while the design of the armour itself drew entities to infest it. More females seemingly survived the process, but as a result, the selected elves were transformed, fused to their armour in a perfect symbiosis with the entity inhabiting it. The Impalers would grow in size and strength, towering over other elves and wielding weaponry impossible for a normal elf to lift, much less swing. Soulbanes, seeking such power for themselves, submitted to the same procedures to become colossal warriors in their own right.

Countless slaves were likewise exposed to the attentions of the flesh-changers. Injecting dimensional mist directly into the brains of humans, dwarfs, and orcs, the Twilight Kin produced raging lunatics, madmen who might, if the infusion of Void-essence were great enough, explode in the midst of battle, creating a brief rendering of the veil and sucking nearby enemies into the Void.

The Faceless Scourge

The Twilight Kin first learned the dangers of the undead when some of their scouts explored the desert to their east. Lands still held by the Ahmunites after their destruction by Ophidia. Previously believing the undead to be an isolated and rare occurrence, the sight of legions of skeletal soldiers was a shock to the Twilight Kin. The Empire of Dust became a region the elves cautiously avoided, hoping to escape the attentions of the deathless pharaohs and their deathless armies.

War would come to the Twilight Kin just the same and from an unexpected quarter. In an act of charity, Elvenholme had allowed a wayward human scholar to study magic under elven mages. Inquisitors eventually discovered that this student had betrayed the trust extended to him and had devoted his studies to the obscene rites of necromancy. Though great effort was made to kill the adept before he could escape, Mhorgoth the Faceless endured. Swearing to destroy all living things, the powerful necromancer was especially embittered towards all elves for causing his disfigurement and the nigh-continual pain he endured as a result.

Mhorgoth had learned well from his elven tutors and especially had he discovered the nature of the Glade of Ways. By using this portal to the Shadow Paths, the Arch-necromancer hoped to open a doorway into the ethereal realm, that plane within and beneath the Void where the spirits of the dead linger. His goal was to set loose upon Pannithor a storm of ghosts and phantoms that would scourge the world of its living inhabitants and consume everything in a dance of death. By perpetrating such a slaughter, Mhorgoth expected to ascend to godhood and replace the faded Shobik as God of Death.

Spies of the Twilight Kin discovered the gigantic undead army Mhorgoth had created to invade Mantica. Arduous divinations that consumed the life-essence of many thaumaturges revealed the necromancer's plan. In the face of such a threat, the Dark Conclave set aside their antagonism with the other kindreds and passed warning to King Thominus in Therennia Adar. Assassins and sorcerers were deployed to try to eliminate Mhorgoth before he could leave Tragar, but when these efforts failed, Leithindyr promised to help the other kindreds defend the Glade of Ways.



The uneasy alliance between the elven kindreds proved unnecessary. The horde of Mhorgoth was finally destroyed by the Basileans as it sought to march across the Golden Horn. The necromancer himself escaped, however, and the threat of his return has compelled the Twilight Kin to maintain communication with the other kindreds. While they have their own ambitions, one that the other elves don't share, the Twilight Kin won't risk losing the Shadow Paths to a menace like Mhorgoth. The sacred shrines of Ileuthar and the Twilight Glades have become a neutral ground, a place where the Twilight Kin may openly walk among the other kindreds. The Mage-Queen Laraentha has even been posed to act as arbiter in disputes between the Twilight Kin and other enclaves.





Culture

The Twilight Kin have developed a culture and mindset that has diverged drastically from the other elven kindreds. Though they share a common history, the Twilight Kin have deliberately cast aside the morality and compassion that endowed Elvenholme with much of its grandeur at the height of the kingdom's power. In their ruthless drive to restore the glories of the past, the Twilight Kin have shed the very essence of that past.

Dwelling in their underworld caverns for so long has brought physical changes upon the Twilight Kin. They are paler than other elves, their skin taking on a sickly, almost pasty cast. The beauty of their countenances is clouded by a cruelty that has become almost innate to them. The Voidwalkers and those who commune with entities from the Void, have peculiar eyes that convey a terrible intensity that is unnerving to look upon. Most Twilight Kin have a furtive, haunted manner about them, as though being aware of what lies beyond the mortal world they are likewise conscious that they are never truly alone.

Following Winter's Last Gift, when so much of their realm was drowned in the deluge, all elves have become gripped with a pernicious nostalgia for what once was. They can see in the fractured remains of Elvenholme only a hollow echo of the world they knew. A grim aspect has crept into the very souls of the elves, a bitterness that makes many of them dour and petulant. While the scattered kindreds still possess great strength, they have lost the will to achieve. They have narrowed their aspirations to simply preserving what remains rather than building anything new. This blot upon their collective psyche has resulted in ever fewer children in successive generations. The elves are a vanishing people who look to the past because they have no hope for the future.

The Twilight Kin are, if anything, more fatalistic and melancholy than the other kindreds. The disillusionment that has infected the rest of Elvenholme set its hooks into the Twilight Kin long ago, when the cracking of the Fenulian Mirror annihilated Ileureleith from the face of Pannithor. The elves who were drawn to the Pit of Despair were the first of their race to be afflicted with crippling nostalgia and overwhelming apathy for a repugnant present. Perhaps because they were the first elves to reach this despondent condition, they were also the first to rally from their sorrow and devise a way to rebuild – in their case by restoring the past itself upon the hateful present.

With a firm goal driving them on, the Twilight Kin have sacrificed all empathy and morality. For them, everything is secondary to the realization of the Great Return – the transition of Ileureleith as it was into Pannithor's present.

Many of them believe an even greater feat is possible, that all Pannithor can be returned to a state before the breaking of the Fenulian Mirror. As this grand ambition has spread to most of the Twilight Kin, it has rendered them even more ruthless, for any cruelty can be excused if it will ultimately be erased once they have accomplished their goal and the world of the past replaces that of the present. When that happens the vast multitude of their victims will never have existed, nor will their suffering at the hands of elven corsairs have ever happened.

The scruples of elven character have been conditioned out of each and every member of the Twilight Kin. To become one of their dark cult, an elf must become hardened to torture and savagery. Initiates are tested continually to ensure their hearts have no sympathy for their victims – that no moral doubts will cause them to stray from their devotion to the Great Return. Every Twilight Kin undergoes these trials, whether they are one of the original wanderers who first descended into the Mouth of Leith or a cultist recruited after Winter's Last Gift. The Blightshades are always watching and will report to a Soulbane when they believe the devotion of a particular elf must undergo an ordeal to prove that their commitment remains strong.

Fear is the overwhelming aspect of Twilight Kin culture. From their architecture to the clothes they wear and the songs they sing, all is designed to provoke fear. The multitudes of captives that languish under the Twilight Kin are kept in a state of continual fear of their capricious masters. The elves themselves also live in constant fear. While every member of the Twilight Kin is ready to give their life for the Great Return, all of them are terrified that they might die an ignoble death, to be decried as a heretic who has tried to betray the Dark Conclave and Queen Leithindyr. Such executions are the most brutal and fearful ever devised, extended by arcane means to excesses beyond the natural endurance of mere flesh. That those who expose such traitors are greatly rewarded only heightens the paranoia of the Twilight Kin. No elf knows when a misconstrued word or some chance remark might be seized upon and serve as the seed from which their own denouncement will grow. Distrust of their fellow elves has compelled an isolated mindset. Twilight Kin stalk through the streets of their underworld cities in wary silence. They do not form bonds of friendship or affection, only alliances of utility and mutual convenience. Only the hope of the Great Return unites them.

Yet the suspicions of the Dark Conclave aren't unfounded and there are some among the Twilight Kin who've developed their own heretical theories about what is possible within the Void. There are some who have come to fear what achieving the Great Return will bring about. They secretly act to undermine the Twilight Kin from within, feeling that it is the natural order that Ileureleith is lost and that Elvenholme is in decline. These are the elves who, despite everything, have retained some spark of the nobility of their race.



More insidious are the cults that lurk within the cult itself. There are some among the Twilight Kin who do not feign fealty with the Wicked Ones. They have aligned themselves with the Abyss and work covertly to pervert the Great Return to serve the interests of Oskan. Many demonologists have been exposed as agents of the Abyss, so much so that the practice of harnessing and summoning demons is punishable by death.

Another cult hidden among the Twilight Kin is still more dangerous. The Twilight Kin seek to exploit and harness the mammoth power of the Lords of the Void, the star-gods who dwell in the plane beneath realities. There are some, however, whose minds have collapsed under the presence of these cosmic beings and instead of trying to harness the star-gods, they instead offer themselves to these entities so that they might harness them. Terrifying rites are performed by these cultists far beneath the earth in caverns unknown even to the Twilight Kin. Here, screaming victims are offered up to Ch'wthall'thoi, Tsatt'huul, and the other Lords of the Void. The ambition of these cultists isn't to recover Ileureleith from the Void, but rather to send the whole of Pannithor into the dimensional maelstrom for their primordial gods to devour. A goal to horrify even other Twilight Kin.

World Politics

The Twilight Kin have no true friends among the other nations and peoples of Pannithor. Though there are certain causes that can bring them into alliance with the other elven kindreds, these other elves have also been the greatest threat to the Great Return. When not confronted by a mutual enemy, the Twilight Kin and the rest of elvendom are in a state of hostility and clandestine warfare. The Drenarchi continue to draw new recruits into the cult, syphoning citizens away from the already diminished populations of Elvenholme. Nor do they restrict their activities to merely recruiting initiates. The lurkers have been responsible for the kidnapping of children and the theft of arcane tomes, magical artefacts, and whatever else the Dark Conclave has decided will help their cause. Perhaps most monstrous of all, the rites of the Twilight Kin have created many places where the veil between dimensions has weakened and allowed Nightstalkers to slip into the mortal plane, with or without a crone to summon them.



However hostile their relations in the broader scale, all the elves consider the Twilight Glades and the city of Ileuthar to be neutral ground and it is here that nobles from Therennia Adar and admirals of the Sea Kindred can be found walking the same paths as Soulbanes from the underworld. Of late, the Shadow Paths have taken on a sinister taint and Nightstalker incursions have been discovered even in the Glade of Ways, events which, if not directly intended, the other elves still blame upon the Twilight Kin.

For the other races of Pannithor, the Twilight Kin are known chiefly by their corsairs and the raids staged by the Voidwalkers to claim more captives for their underworld. Basilea maintains many warships expressly to guard against these elven slavers. The Successor Kingdoms often find themselves beset by the Nightships, for their scattered communities offer rich pickings for the corsairs. Though rare, the Twilight Kin sometimes make forays against the dwarfs, for though the doughty folk are difficult to subdue, their hardiness makes them ideal specimens for the flesh-changers to experiment upon. Even the Shires have attracted the attentions of the Voidwalkers, who find halflings desirable as captives because more can be shoved into the holds of their ships.

The brutal creatures created by the Wicked Ones are not exempt from the slave raids of the corsairs. Independent orc and goblin tribes that try to establish themselves too near the Infant Sea will eventually be targeted by the Twilight Kin. Orcs are every bit as hardy as dwarfs and their impulsive natures make them even easier to lure into a trap. Goblins, much like halflings, are small enough to cram many of them in the holds. Of the creatures that have drifted away from the Abyss to form their own savage outposts, it is the ratkin that the Voidwalkers seldom bother with, finding that the stress of capture makes the rodents ravenous and that a full load of prisoners can be reduced to a handful of obese survivors in a matter of hours.

The denizens of the Abyss themselves have a hostile relationship with the Twilight Kin, one that has its origins in mutual exploitation since the God War. They continue to seek to exploit each other, with some elves abandoning the Great Return and seeking power from the Wicked Ones. To a degree, the Dark Conclave allows these traitors to exist in order to slip their own spies into the Abyss. Both the forces of the Abyss and those of the Pit of Despair try to manipulate the other into accomplishing their own goals while at the same time make every effort to steal each other's secrets.

The same state of affairs largely holds with the God-Kings of Ophidia. Of all the non-elven factions, it is the Ophidians who have the best understanding of who the Twilight Kin really are. The uraeus in particular are eager to maintain ties with these sinister cultists, savouring the notion of pitting elf against elf and getting their ancient enemy to fight among themselves. The Twilight Kin, at the same time, see the Ophidians as another resource from which to draw knowledge and materials for the Great Return.

The Twilight Kin have less defined positions with most of the other races of Pannithor. The Nightships have sometimes come into conflict with the Trident Realm and the corsairs have paid a heavy enough cost in the past that they no longer target the islands held by the salamanders in their raids. Twilight Kin spies were present to witness the subjugation of the kingdoms of Xiryan and the founding of the Xirkalli Empire, but how this mighty empire fits into their own schemes is something the Dark Conclave has yet to decide, though their westward march is leaving the elves an ever smaller window in which to reach a decision.



The undead, however, are viewed by the Twilight Kin as an outright menace. At some level, the thaumaturges believe all necromancy taps into the Void or at least the ethereal plane that converges upon that cosmic vortex. Each act of necromancy, therefore, draws from the same energies that the Dark Conclave seeks to utilise for the Great Return. Consequently, the Twilight Kin revile necromancers as rivals who threaten what the elves view as a sacred mission. Past events have seen the Twilight Kin oppose the Empire of Dust and Mhorgoth the Faceless. They are aware of the vampiric Tetsumo Shogunate beyond the borders of the Xirkaali Empire and consider them to be still another threat. Even the Ophidians, for all their usefulness, would be disposed of by the Twilight Kin should the opportunity present itself.





Twilight Kin



Ċʒ'oūṛaq Twice-Ċūṛsed
Impaler

The most common military forces of the Twilight Kin that are likely to be encountered are the Corsairs who crew the Nightships. Voidwalkers are skilled with many kinds of weapon and excel at close combat. Often their objective is to subdue rather than kill an enemy, for each captive they take brings them one step closer to achieving the Great Return. In battle, Voidwalkers will seek to ensnare opponents with hooked nets so that they can be taken alive, another prisoner to be dragged back to the hellish Mouth of Leith.

While Corsairs that navigate the void are most likely to be female, due to their resilience to the warping powers of that malignant place, those that crew the Kin's fleets in the mortal realm are almost exclusively male as a consequence. The split is purely a pragmatic one, and there is nothing stopping a Corsair from plying their trade in either plane. The chances of survival and the consequences of succumbing to mutation, mean that only the most confident or strong willed male Corsairs will traverse the Void more than a handful of times.

Among the Corsairs, Fleetwardens are tasked with fending off the monstrous inhabitants of the Void, keeping them at bay with long spears. Accustomed to engaging creatures beyond the capacity of any individual to oppose, the Fleetwardens train to work in concert with one another, forming up into phalanxes to suppress a hungry Void-dweller trying to devour their ship. The tactics employed on their voyages also serve them on the battlefields of Pannithor and many an enemy has quailed to see a phalanx of Fleetwardens marching on his forces.

Corsair Wranglers are the boldest of the Twilight Kin who crew the Nightships. While the rest of their crews seek to keep the terrifying inhabitants of the Void away from their ships, the Wranglers will deliberately entice these monsters to attack. Using instruments first designed by the Wyrmbreakers to capture the creatures of the underworld, Wranglers strive to subdue the horrors they confront. While many a Wrangler has been devoured for her efforts, often their daring exploits are successful and they return to Leith with captive Void-dwellers. By slow and insidious tortures, they compel the alien beasts to submit to them, in time making the entities obedient to their commands. When a Nightship raids a community for slaves, often a compliment of Wranglers will join the slaughter, leading their subservient Nightstalkers against whatever unfortunates they can find.

Arcane Transport

The Void-skiff is a peculiar vessel employed by the Twilight Kin that harnesses the twisted emanations of the dimensional seas to propel itself over any terrain. Levitating over land as easily as water, the Void-skiffs are a little larger than a chariot in size, manned by a crew of one or two Corsairs. In battle the skiffs deploy the same harpoon-guns they use to attack the more enormous denizens of the Void. Where a deadly volley from their harpoon-guns isn't enough, the Void-skiff's gravity-defying character enables it to propel itself at great speed into a target and gash the victim with the spikes clustered along its prow.

Charting the Void

Leading the Corsairs, whether aboard ship or in battle, are the Void Captains and Navigators. Mutated by their prolonged contact with the malefic emanations of the dimensional tides, the Captains remain fearsome warriors of deadly ability, second only to the Soulbanes in rank and reputation. The Navigators, corrupted in flesh and thought by the matricidal cost of their powers, are regarded with fear by the other Twilight Kin. Their intimate connection to the Void has caused them to not merely tap into the energies they harness, but to become vessels for the cosmic powers of the beyond.



Insanity

Summoner Crones are thaumaturges whose presence greatly benefits any Twilight Kin force. Harnessing a dark school of magic that specialises in weakening others, a Crone is capable of draining the strength from an enemy before he can strike a blow. Powerful hexes can curse rival wizards, causing their spells to fizzle even as they invoke them. The price for the terrible powers they wield is tremendous, for the Crones drain their own vitality with each exertion of their black art, but few other spellcasters in Pannithor can match the pure magic that a Crone can bring to bear upon the battlefield.

Monsters

Among the more monstrous components of a Twilight Kin force are the Void-dwellers that have been subjugated by their beastmasters or summoned by their spellcasters. Among these are the Goredrakes, hideous two-headed monstrosities that are capable of slaughtering entire villages on their own.

Mutation

The Void-touched are those mortals who have been corrupted and mutated by the dimensional radiations that flow between realities. The most stable of these mutants are the hulking Impalers and the merciless Soulbanes, but there are many others of more unnatural and twisted nature. Many of these creatures are too abhorrent and deranged to be of any use to the Twilight Kin, but some possess enough coherence to be utilised in their armies. Those designated as simply Mutants are deformed and crazed creatures, both elf and non-elf, who are simply set loose against opponents by their uncaring masters. Weavers are Void-touched whose corruption has charged their bodies and spirits with cosmic energy. These energies are constantly influx, erupting from their bodies in destructive elemental discharges. Employed with a bit more care than lesser Mutants, Weavers can deliver devastating fireballs and lightning bolts against enemy positions.



Army Special Rules

Alignment: Evil

Bloodhex

Dark magic infuses the warriors of the Twilight Kin to fight through unimaginable pain.

Once per game, after resolving a movement order, a unit carrying a Bloodhex may increase their defence by 1 until the start of the controlling player's next turn. The Bloodhex is then destroyed and cannot be used again for the remainder of the game.

INFANTRY

Corsair Voidwalkers

Infantry

Ht 2

Sp	**Me**	**Ra**	**De**
6	4+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	10	10/12	80
Regiment	3	12	14/16	120
Horde	4	25	21/23	200

Special Rules
Elite (Melee)

Options
- May purchase Snare Nets - Gain the Ensnare Special Rule for [+5/+10/+20] pts
- May purchase a Bloodhex for [+5/+5/+10] pts
- May be upgraded to **Reavers of the Middle Sea** - Change Melee to 3+ for [+10/+15/+25] pts

Keywords: Corsair, Twilight Elf

Corsair Fleetwardens

Infantry

Ht 2

Sp	**Me**	**Ra**	**De**
6	4+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	12	10/12	95
Regiment	3	15	14/16	145
Horde	4	30	21/23	245

Special Rules
Crushing Strength (1), Elite (Melee), Phalanx

Options
- May purchase a Bloodhex for [+5/+5/+10] pts
- May be upgraded to **Veterans of the Celestial War** - Increase nerve by +1/+1 for [+5/+5/+10] pts

Keywords: Corsair, Twilight Elf

Bound Reapers

Infantry

Ht 2

Sp	**Me**	**Ra**	**De**
6	3+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	15	10/12	120
Regiment	3	20	14/16	185

Special Rules
Crushing Strength (1), Stealthy

Options
- Upgrade to **Captain Horgoth's Horrors [1]** - Regiment only, gain the Mindthirst and Vicious (Melee) Special Rules for +10 pts

Keywords: Cronebound, Nightmare, Reaper

Voidtouched Weavers*

Heavy Infantry, Spellcaster: 0

Ht 2

Sp	**Me**	**Ra**	**De**
6	5+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	8	9/12	110
Regiment	2	10	13/16	145

Special Rules
Elite (Melee)

Must choose one of the following options:
- **Cosmic Fire** - Gain Fireball [10/12] for free
- **Void Bolts [3]** - Gain Lightning Bolt [6/8] for +15/25pts

Keywords: Twilight Elf, Voidtouched

Voidtouched Mutants
Heavy Infantry

Ht 2

Sp	Me	Ra	De
7	3+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	15	10/13	150
Regiment	3	20	14/17	225

Special Rules
Elite (Melee), Strider, Thunderous Charge (2), Wild Charge (D3)
Keywords: Twilight Elf, Voidtouched

Bound Phantoms*
Heavy Infantry

Ht 2

Sp	Me	Ra	De
10	4+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	12	-/12	100
Regiment	3	15	-/16	155

Special Rules
Fly, Nimble, Stealthy
Keywords: Cronebound, Phantasm



Corsair Wranglers
Heavy Infantry

Ht 2

Sp	Me	Ra	De
7	4+	-	4+

Unit Size	US	Att	Ne	Pts
Troop	1	7	11/13	100
Regiment	2	14	14/16	150

Special Rules
Crushing Strength (1), Stealthy, Elite (Melee)
Unleashed Tormentors: 6", Ra: 4+, Piercing (1), Steady Aim, Unleashed!
Unleashed!: Any unit successfully damaged by this attack is Disordered until the end of its next turn.
Options
- May purchase a Bloodhex for +5 pts

Keywords: Corsair, Cronebound, Twilight Elf

Large Infantry

Bound Butchers*
Large Infantry

Ht 3

Sp	Me	Ra	De
6	4+	-	5+

Unit Size	US	Att	Ne	Pts
Regiment	2	9	13/15	120
Horde	3	18	16/18	200

Special Rules
Crushing Strength (2), Fury, Stealthy
Keywords: Abomination, Cronebound, Nightmare

Bound Ravagers*
Large Infantry

Ht 3

Sp	Me	Ra	De
6	4+	4+	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	9	13/15	140
Horde	3	18	16/18	230

Special Rules
Crushing Strength (1), Fury, Stealthy
Void Cannons: 12", Piercing (1), Steady Aim
Options
- Upgrade to **The Gunnery Crew of the Duriel [1]** - Regiment only, Increase Piercing to (2) for +10 pts

Keywords: Abomination, Cronebound, Nightmare

Monstrous Infantry / Large Cavalry

Impalers
Monstrous Infantry

Ht 3

Sp	Me	Ra	De
5	3+	-	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	9	-/14	135
Horde	3	18	-/17	225

Special Rules
Big Shield, Crushing Strength (1), Elite (Melee), Wild Charge (D3)
Keywords: Impaler, Twilight Elf, Voidtouched

Bound Soulflayers*
Large Cavalry, Spellcaster: 0

Ht 4

Sp	Me	Ra	De
8	3+	-	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	12	13/15	160

Special Rules
Crushing Strength (1), Fly, Stealthy, Thunderous Charge (1)
Spells
- Wind Blast (5)

Keywords: Cronebound, Nightmare

Chariots

Corsair Void-Skiffs
Chariot

Ht 3

Sp	Me	Ra	De
7	4+	-	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	16	14/16	150

Special Rules
Brutal, Elite (Melee), Fly, Nimble, Thunderous Charge (2)
Options
- May Purchase Corsair Deck Harpoons, gaining the ranged attack - Corsair Deck Harpoons: 18", Ra: 4+, Att: 8, Broadside, Piercing (1), Steady Aim for +10 pts
- May purchase a Bloodhex for +5 pts

Broadside: When picking a target in the shooting phase, this unit uses its left and right flank arcs in place of its front arc and treats the exact centre of the left or right edge of its base (whichever arc the target is in) as its leaderpoint.
Keywords: Corsair, Twilight Elf

Monsters

Bound Mind Screech
Monster, Spellcaster: 0

Ht 4

Sp	Me	Ra	De
6	4+	-	4+

Unit Size	US	Att	Ne	Pts
1	1	5	13/15	150

Special Rules
Fly, Nimble, Stealthy
Must choose one of the following options:
- **Singing Aberration** - Gain Lightning Bolt (6), Mind Fog (6), Wind Blast (6) for free
- **Planar Apparition [1]** - Gain Radiance of Life, Heal (7), and Mind Fog (2) for free

Keywords: Cronebond, Insidious, Nightmare

Titans

Bound Terror
Titan

Ht 6

Sp	Me	Ra	De
6	3+	-	4+

Unit Size	US	Att	Ne	Pts
1	2	12	18/19	235

Special Rules
Crushing Strength (1), Ensnare, Rampage (8), Regeneration (4+), Stealthy, Strider
Keywords: Abomination, Cronebound, Nightmare

Goredrake
Titan

Ht 6

Sp	Me	Ra	De
8	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	2	7	15/17	190

Special Rules
Crushing Strength (2), Fly, Nimble, Strider
Void-Charged Beast: Whenever the unit rolls to hit in Melee, it can re-roll 3 of the dice that failed to hit.
Keywords: Abomination, Voracious

Heroes

Bound Voidlurker
Hero (Ttn)

Ht 6

Sp	Me	Ra	De
10	3+	-	4+

Unit Size	US	Att	Ne	Pts
1	2	10	17/19	265

Special Rules
Crushing Strength (2), Fly, Nimble, Regeneration (5+), Stealthy, Thunderous Charge (1)

Options
- Upgrade to **The Pride of the Dark Fleet [1]** - Gain the Inspiring Special Rule and increase Nerve by +1/+1 for +15 pts

Keywords: Cronebound, Phantasm, Voracious

Navigator
Hero (Hv Inf)

Ht 2

Sp	Me	Ra	De
6	5+	-	4+

Unit Size	US	Att	Ne	Pts
1	0	1	11/13	60

Special Rules
Individual

Spells
- Icy Breath (5)

Legacy of Oskan: Unless disordered, immediately before giving this unit a Movement order, pick one of the following Special Rules and apply it to this unit until the start of its following Movement Phase:
- Aura (Vicious (Melee) - **Twilight Elf** Only)
- Aura (Life Leech (2) - **Cronebound** Only)
- Aura (Spellward and Stealthy - **Voidtouched** Only)

Keywords: Corsair, Twilight Elf, Voidtouched

Navigator on Void-Skiff
Hero (Cht)

Ht 3

Sp	Me	Ra	De
7	4+	4+	4+

Unit Size	US	Att	Ne	Pts
1	1	4	12/14	110

Special Rules
Elite (Melee), Fly, Nimble, Thunderous Charge (2)
Corsair Deck Snipers: 18", Att: 4, Broadside, Piercing (1), Steady Aim)

Broadside: When picking a target in the shooting phase, this unit uses its left and right flank arcs in place of its front arc and treats the exact centre of the left or right edge of its base (whichever arc the target is in) as its leaderpoint.

Legacy of Oskan: Unless disordered, immediately before giving this unit a Movement order, pick one of the following Special Rules and apply it to this unit until the start of its following Movement Phase:
- Aura (Vicious (Melee) - **Twilight Elf** Only)
- Aura (Life Leech (2) - **Cronebound** Only)
- Aura (Spellward and Stealthy - **Voidtouched** Only)

Note: Base size cannot be increased beyond 50x100mm.

Keywords: Corsair, Twilight Elf, Voidtouched

Bound Butcher Fleshripper
Hero (Lrg Inf)

Ht 3

Sp	Me	Ra	De
6	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	1	5	13/15	115

Special Rules
Crushing Strength (2), Fury, Nimble, Stealthy)

Keywords: Abomination, Cronebound, Nightmare

Impaler Soulbane
Hero (Mon Inf)

Ht 3

Sp	Me	Ra	De
5	3+	-	4+

Unit Size	US	Att	Ne	Pts
1	1	9	-/15	150

Special Rules
Crushing Strength (2), Elite (Melee), Inspiring, Nimble, Wild Charge (D3)

Keywords: Impaler, Twilight Elf, Voidtouched

Twilight Assassin
Hero (Inf)

Ht 2

Sp	Me	Ra	De
7	3+	3+	4+

Unit Size	US	Att	Ne	Pts
1	0	5	11/13	120

Special Rules
Crushing Strength (1), Dread, Duelist, Elite, Individual, Inspiring (Self), Scout, Stealthy
Throwing Weapons: 12", Piercing (1)
Fel Blades: Enemy units that suffer a point of damage from this unit in melee suffer a -1 to damage modifier until the end of their following turn. This modifier **cannot** be combined with similar modifiers such as Weakness.
Keywords: Corsair, Twilight Elf, Voidtouched



Captain on Void-Skiff
Hero (Cht)

Ht 3

Sp	Me	Ra	De
7	3+	4+	4+

Unit Size	US	Att	Ne	Pts
1	1	7	15/17	190

Special Rules
Crushing Strength (1), Elite (Melee), Fly, Inspiring, Nimble, Thunderous Charge (1)
Corsair Deck Arbalists: 18", Att: 7, Broadside, Piercing (1), Steady Aim
Broadside: When picking a target in the shooting phase, this unit uses its left and right flank arcs in place of its front arc and treats the exact centre of the left or right edge of its base (whichever arc the target is in) as its leaderpoint.
Options
- Upgrade to **Vice Admiral Phoebus Darkheart [1]** - Replace Inspiring with Very Inspiring and replace Thunderous Charge (1) with Thunderous Charge (2) and gain the Aura (Headstrong - Twilight Elf Only) for +25 pts. This unique upgrade cannot be taken in addition to a magical artefact.

Keywords: Corsair, Twilight Elf, Voidtouched

Void Captain
Hero (Hv Inf)

Ht 2

Sp	Me	Ra	De
6	3+	-	4+

Unit Size	US	Att	Ne	Pts
1	0	4	12/14	80

Special Rules
Crushing Strength (1), Elite (Melee), Individual, Inspiring, Mighty, Rallying (1 - **Corsair** only)
Options
May choose one of the following options.
- Reaver of the Middle Sea - Increase Attacks to 7 for +10 pts
- Veteran of the Celestial War - Change Nerve to -/15 for +10 pts

Keywords: Corsair, Twilight Elf, Voidtouched

Summoner Crone
Hero (Hv Inf), Spellcaster: 3

Ht 2

Sp	Me	Ra	De
6	5+	-	4+

Unit Size	US	Att	Ne	Pts
1	0	1	11/13	55

Special Rules
Individual, Inspiring
Wicked Miasma: After rolling to hit with Enthral, Hex, Weakness or Windblast, roll to damage for each hit scored with a Piercing (1) modifier.
Options
- Mount on a Twilight Mare, increasing Speed to 9 and changing to Hero (Cav - Height: 3) for +25 pts
- Bane Chant (3) for +30 pts
- Enthral (5) for +35 pts
- Hex (3) for +20 pts
- Weakness (4) for +35 pts
- Windblast (5) for +35 pts
- Bloodboil [1] for +20 pts

Keywords: Corsair, Twilight Elf, Voidtouched

Soulbane on Nightmare
Hero (Lrg Cav)

Ht 4

Sp	Me	Ra	De
8	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	1	6	14/16	155

Special Rules
Crushing Strength (2), Dread, Elite (Melee), Inspiring, Nimble
Keywords: Impaler, Twilight Elf, Voidtouched

Unique Units

La'theal Bleakheart [1]

Hero (Hv Inf), Spellcaster: 3

Ht 2

Sp	Me	Ra	De
6	5+	-	4+

Unit Size	US	Att	Ne	Pts
1	0	1	13/15	150

Special Rules

Aura (Stealthy), Individual, Inspiring

Spells

Bane Chant (3), Enthral (7), Windblast (7)

The Eye of Valak: At the start of each friendly Ranged phase, if La'theal is not Disordered, she may select an enemy unit within 12" regardless of Line of Sight. This unit loses Stealthy and Spellward until the end of the Turn. All spells targeting this unit may re-roll all natural unmodified to-hit rolls of a 1 until the end of the Turn.

Chilling Miasma: After rolling to hit with Enthral or Windblast, roll to damage for each hit scored with a Piercing (1) modifier.

Keywords: Twilight Elf, Voidtouched

Mikayel, Lord of Nightmares [1]

Hero (Lrg Cav)

Ht 4

Sp	Me	Ra	De
8	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	1	9	-/17	235

Special Rules

Crushing Strength (2), Dread, Elite, Iron Resolve, Nimble, Stealthy, Very Inspiring

The Sword of Umbra: While attacking enemy Heroes, Monsters or Titans in melee, this unit gains the Slayer (3) Special Rule.

Keywords: Corsair, Cronebound, Twilight Elf, Voidtouched

Formation

Crew of the Heart Seeker [1]

- Two troops of Corsair Fleetwardens (+10 pts each)
- One Regiment of Impalers (+10 pts)

The Corsair Fleetwardens amend their Nerve to -/12 and attacks to 14. The Impaler Regiment gains the Rallying (1 - **Corsair** Only) Special Rule.

Total Formation cost: +355 pts









Clash of Kings Updates 2024

While Kings of War is a well-balanced wargame, no game is absolutely perfect. As has become tradition, on the following pages you will find a range of game and unit updates for the coming year.

We recommend implementing all the following rule and unit changes to keep the game as fresh and balanced as possible.

General Game Changes

- All Titans are now Unit Strength 2.
- The Potshot Special Rule has been removed from the game.

New Special Rules

Redeploy

After deployment and all Scout moves have been completed by both players, but before rolling for the first turn, this unit may be picked up and redeployed anywhere in the controlling player's deployment zone. If more than one unit shares this rule then pick up all units first, then deploy them. If units on both sides share this rule, both players remove all units with this rule from the board and then take turns deploying them starting with the player who finished their normal deployment first.

Ordered March

When Issuing an At The Double order, the unit can make a single pivot around its centre of up to 90 degrees from its current facing at any point during the order.

Secured Position

This unit is considered a Scoring Unit with a Unit Strength of 0.

Amended Special Rules

Iron Resolve (n)

If this unit is Steady as a result of a Nerve test, it regains (n) points of damage previously suffered to a maximum of 3. If no value is specified, the unit has Iron Resolve (1).

Amended Magical Artefacts

Aegis of the Elohi

The unit gains the Iron Resolve (+1) Special Rule.

Boots of Levitation

Add the "Infantry and Heavy Infantry Only" condition.

Arcane Library Changes

Alchemist's Curse

Increases by 10 pts at each level (+25/+35/+45)

Blizzard

Add the following text: If one or more points of damage are dealt, the damaged Enemy unit is given the Frozen special rule



2024 Army Changes

On the pages that follow, you will find the units that have been adjusted following results from events and general shifts in the game meta, as well as some new units and Formations for your armies. As usual, changed units replace those previously printed in the big red Compendium.

Abyssal Dwarfs

Abyssal Berserkers

Add the *Ordered March* Special Rule. Amend the Slaver Nets Option to read: Upgrade with Slaver Nets - Ensnare for [+5/+10] pts

Blacksouls

Add the *Ordered March* Special Rule. Amend the Fiery Bulwark Upgrade to read: Fiery Bulwark [1] - Gain the Iron Resolve (D3) special rule for +10 pts.

Decimators

Add the *Ordered March* Special Rule. Amend range of Blunderbuss to 14".

Immortal Guard

Add the *Ordered March* Special Rule. Add the following option:

- Infernal Wardens - Gain *Crushing Strength* (1) for [+10/+15] pts.

Abyssal Halfbreeds

Amend Nerve to 12/14 (Troop) and 15/17 (Regiment). Amend Points to 125/190.

Abyssal Grotesques

Amend Points to 150/250. Add the *Fury* and *Strider* Special Rules.

Angkor Heavy Mortar

Add the *Secured Position* Special Rule.

Dragon Fire-Team

Amend Speed to 5, Defence to 5+. Amend the range of the Blackfire-gun to 14".

G'rog Mortar

Add the *Secured Position* Special Rule.

Katsuchan Rocket Launcher

Amend attacks to 4. Add the *Secured Position* Special Rule.

Greater Obsidian Golem

Amend Unit Strength to 2.

Hellfane

Amend Unit Strength to 2.

Overmaster

Amend the Infernal Advance Upgrade to read: Infernal Advance [1] - Gain *Aura* (*Strider* - Infantry only).

Iron-Caster

Amend Points to 50, Remove Fireball (10), Add the following Option:

- Fireball (12) for +35 pts.

Remove the following Option:

- Replace Fireball (10) with Surge (8) for free

Hexcaster

Add the *Spellward* Special Rule, Remove the *Dampening Runes* Unique Special Rule.

Infernox

Amend Points to 145.

Add the Following Ranged Attack: Molten Boulder: 12", Att:3, Piercing (1), Steady Aim.

Add the following option:

- The Ironmonger Warlord [1] - *Aura* (*Elite* (Melee) - Infantry Only) for +30 pts

Abyssal Halfbreed Champion

Add the *Fury* Special Rule.

Abyssal Grotesque Champion

Amend Attacks to 7, Nerve to 15/17, and Points to 220. Add the *Fury, Inspiring,* and *Strider* Special Rules.

Overmaster on Ancient Winged Strider Halfbreed

Amend Unit Strength to 2. Add the *Fury* Special Rule.

Supreme Iron-Caster on Great Winged Halfbreed

Amend Unit Strength to 2 and Points to 250. Add the *Fury* and *Radiance of Life* Special Rules. Remove Fireball (12).

Add the following Unique Special Rule:

- Master of the Sacred Fire: Once per turn, after successfully casting Fireball, the Supreme Iron Caster on Great Winged Halfbreed may choose to cast Bane Chant, Heal, or Surge on a friendly unit anywhere within 12" of this model regardless of Arc or Line of Sight.

Add the Following Options:

- Halfbreed Affinity [1] - for each friendly Abyssal Halfbreed or Abyssal Grotesque unit within 6", increase the amount of dice rolled with Bane Chant, Heal, Fireball, Lightning Bolt, Mind Fog, and Surge by 1 to a maximum bonus of +3 for +10 pts
- Fireball (12) for +20 pts

Infernok [1]

Amend Unit Strength to 2.

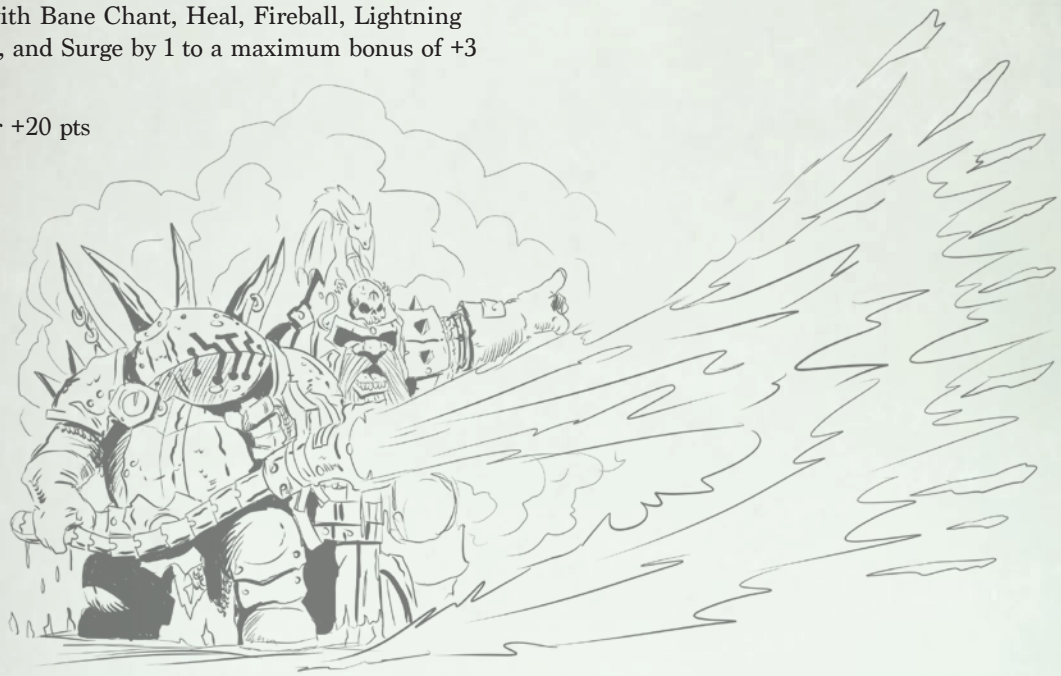
Dravak Dalken [1]

Add the following Unique Special Rule:

- Ariagful's Flame: Whenever this unit rolls to damage with Fireball, it can re-roll all dice that score a natural, unmodified 1.

Brakki Barka [1]

Add the *Fury* Special Rule.



Formations

Remove The Damned of Yaygar [1] Formation. Add the Following Formation:

Formation

The Brewing Rebellion [1]

- Two Slave Orc Gore Riders Regiments (+5pts per unit)
- Jag Bloodspike, Brutal Gladiator [1]

The Slave Orc Gore Riders have Thunderous Charge (2).

Total Formation cost: +200pts

Jag Bloodspike has the following profile:

Jag Bloodspike, Brutal Gladiator [1] — Ht 3

Hero (Cav)

Sp	Me	Ra	De
8	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	0	7	14/16	190

Special Rules
Aura (Wild Charge (2) - Slave Only), Brutal, Crushing Strength (2), Rallying (2 - Slave only), Thunderous Charge (1), Very Inspiring
Keywords: Orc

Basileans

Amend the Army Special Rule to:

Aegis Fragment: The Unit has *Iron Resolve* (+1). When this unit's *Iron Resolve* is used, the unit's Aegis Fragment is then destroyed and cannot be used again. A unit cannot have more than one Aegis Fragment at a time.

Men-at-Arms Crossbowmen

Remove the *Potshot* Special Rule from Crossbows.

Men-at-Arms Spearmen

Amend Points to 75/115/190. Add the following Option:

- Aegis Fragment for +5 pts

Men-at-Arms Swordsmen

Add the following Option:

- Aegis Fragment for +5 pts

Sisterhood Infantry

Add the *Rampage* [3/5/10] Special Rule. Add the following Option:

- Aegis Fragment for +5 pts

Sisterhood Scouts*

Amend Unit Strength of the Regiment option to 2. Add the *Vicious* Special Rule. Add the following Option:

- Aegis Fragment for +5 pts

Remove *Vicious* (Ranged) from Bows.

Sisterhood Panther Lancers

Amend Defence to 4. Add the following Option:

- Aegis Fragment for +5 pts

Sisterhood Panther Chariots

Amend Speed to 9. Add the *Brutal* Special Rule. Add the following Option:

- Aegis Fragment for +5 pts

Phoenix

Amend Unit Strength to 2 and Nerve to 15/17. Amend the Ancient Phoenix upgrade to read: Upgrade to an Ancient Phoenix [1] - Lower Defence to 2+, Increase Nerve to 16/18, lose the *Nimble* special rule, change Regeneration to (3+) and gain both the *Radiance of Life* and *Cloak of Death* special rules for +30pts

Bearer of the Holy Icon

Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule. Add the following Unique Special Rule:

- Holder of the Holy Relics: In the Movement phase, after this unit has completed its order, choose one Friendly core unit with the Human Keyword within 12". The Target unit receives an Aegis Fragment if possible.

Priest

Amend Points to 55. Remove Heal (3). Add the following Option:

- Heal (3) for +25 pts

War Wizard

Amend Points to 35. Remove Fireball (10). Add the following Option:

- Fireball (10) for +30 pts

Remove the Following Option:

- Replace Fireball with Lightning Bolt (4) for free

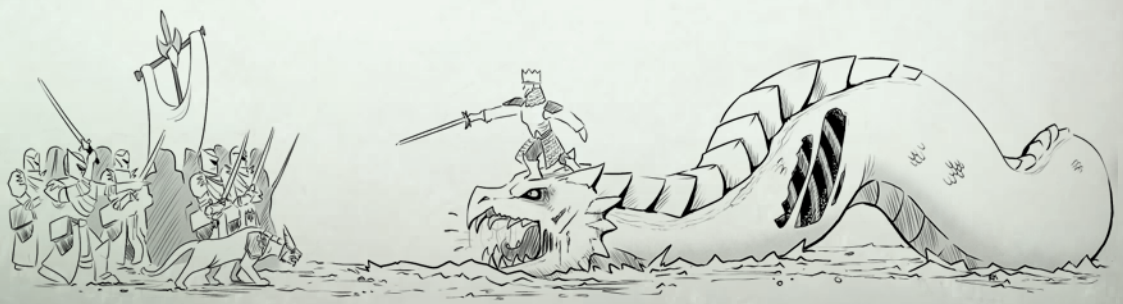
High Paladin on Dragon

Amend Unit Strength to 2.

Order of the Brothermark

Bearer of the Holy Icon

Add the Aura *(Lifeleech (+1) – Infantry Only)* Special Rule. Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule.







Dwarfs

Remove the following units from the list:

- Ironwatch Crossbows
- Ironwatch Rifles

Add the following Units:

Ironwatch
Infantry

Ht 2

Sp	Me	Ra	De
4	4+	5+	4+

Unit Size	US	Att	Ne	Pts
Troop	1	8	10/12	100
Regiment	3	10	14/16	135
Horde	4	20	21/23	235

Special Rules
Headstrong, Ordered March
Crossbows: 24", Piercing (1)

Options
- Replace Crossbows with Rifles, gaining the Ranged attack: Rifles - 24, Piercing (2) for [+15/+15/+30] pts

Keywords: Dwarf



Berserkers
Add the *Ordered March* Special Rule.

Bulwarkers
Amend Points to 85/130/215. Add the *Ordered March* Special Rule.

Ironclad
Add the *Ordered March* Special Rule.

Ironguard
Add the *Ordered March* Special Rule.

Shieldbreakers
Amend Points to 90/140/230 and *Crushing Strength* to (2). Add the *Ordered March* Special Rule.

Rangers*
Amend Unit Strength of the Regiment to 2 and Points to 135/170. Add the *Ordered March* Special Rule.

Sharpshooters
Add the *Ordered March* Special Rule.

Berserker Brock Riders
Add the following Unique Special Rule:

- **Vengeance:** While Counter Charging, this unit has Crushing Strength (+1)

Ironbelcher Cannon

Add the *Secured Position* Special Rule.

Ironbelcher Organ Gun

Add the *Secured Position* Special Rule.

Jarrun Bombard

Add the *Secured Position* Special Rule. Amend the Blast It! Ranged Attack to read: Blast It!: 48", Blast (D3+2), Piercing (3), Reload.

Greater Earth Elemental

Amend Unit Strength to 2.

Dwarf Army Standard Bearer

Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule. Add the following Unique Special Rule:

- For the King!: Friendly units within 6" may re-rolled failed *Headstrong* rolls.

Warsmith

Remove the Pistol Ranged Attack. Add the Following Ranged Attack: Rifle: 24", Piercing (1).

Dwarf Lord

Add the following Option:

- Horn of Heroes [1] - gain the *Secured Position* special rule for +10 pts. This upgrade cannot be taken in addition to a magical artifact.

Dwarf Stone Priest

Amend points to 50. Remove the Surge spell and the Stoneshapers Unique rule. Add the following Option:

- Surge (8) for +30pts
- **Stoneshapers:** If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target regardless of range, arc, or LoS for +10 pts

Remove the following Option:

- Replace Surge with Radiance of Life (Dwarf only) for free

Rordin the Dwarf [1]

Add the following Unique Special Rule:

- Now I'm Angry: Once per game, after being given an order in the Movement phase Rordin can choose to gain *Aura* (*Rampage* (D3) - Infantry only) until the start of his following turn.

Formation

The Royal Guard [1]

- Two Bulwalker Regiments (+15pts per unit)
- One Ironclad Horde (+20pts)
- One Army Standard Bearer (+30pts)

All units in this formation gain Me 3+. The Ironclad Horde gains Ne 22/24. The Army Standard Bearer gains Ne 11/13 and Aura (Elite – Infantry only).

Total Formation cost: +80pts



Free Dwarfs

Remove the following units from the list:

- Free Dwarf Ironwatch Crossbows
- Free Dwarf Ironwatch Rifles
- Dwarf Army Standard Bearer

Add the following Units:

Free Dwarf Ironwatch

Infantry — Ht 2

Sp	Me	Ra	De
4	4+	5+	4+

Unit Size	US	Att	Ne	Pts
Troop	1	8	10/12	100
Regiment	3	10	14/16	135
Horde	4	20	21/23	235

Special Rules
Ordered March, Pathfinder, Wild Charge (1)
Crossbows: 24", Piercing (1)

Options
- Replace Crossbows with Rifles, gaining the Ranged attack Rifles - 24, Piercing (2) for [+15/+15/+30] pts

Keywords: Dwarf, Tracker

Stoneclaw Riders*

Large Cavalry — Ht 4

Sp	Me	Ra	De
10	3+	-	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	9	11/13	140
Horde	3	18	14/16	245

Special Rules
Fly, Nimble, Pathfinder, Thunderous Charge (2)

Options
- May purchase Grenades, gaining the ranged attack - Grenades: Range 12", Ra 4+, Att [4/8], Blast (D3), Piercing (1), Shattering for [+10/+15] pts

Keywords: Dwarf, Raven

Free Dwarf Army Standard Bearer

Hero (Inf) — Ht 2

Sp	Me	Ra	De
4	4+	-	5+

Unit Size	US	Att	Ne	Pts
1	0	1	10/12	50

Special Rules
Headstrong, Individual, Rally (1 - Dwarf only), Very Inspiring

Keywords: Dwarf

Stoneclaw Champion

Hero (Lrg Cav) — Ht 4

Sp	Me	Ra	De
10	3+	4+	4+

Unit Size	US	Att	Ne	Pts
1	1	5	11/13	145

Special Rules
Fly, Inspiring, Nimble, Pathfinder, Thunderous Charge (2)
Grenades: Range 12", Ra 4+, Att 3, Blast (D3), Piercing (1), Shattering

Keywords: Dwarf, Raven

Free Dwarf Berserkers

Add the *Ordered March* Special Rule.

Free Dwarf Rangers

Amend the Unit Strength of the Regiment to 2 and the Points to 135/170. Add the Ordered March Special Rule. Remove the Throwing Mastiff Option. Amend the Herneas' Handpicked Rangers option to:

- Upgrade to Herneas' Handpicked Rangers (Regiment only) [1] - Gaining Stealthy and Elite (Ranged) for +15 pts

Free Dwarf Spear Levy

Amend Unit Strength of the Regiment to 3 and the Points to 75/110. Add the Ordered March Special Rule.

Free Dwarf Shieldbreakers

Amend Points to 90/140/230 and Crushing Strength to (2). Add the Ordered March Special Rule.

Free Dwarf Berserker Brock Riders

Add the Pathfinder Special Rule. Remove the following Option:

- Gain Pathfinder for [+10/+15] pts

Free Dwarf Stone Priest

Amend Points to 50. Remove the Surge Spell and the Stoneshapers Unique rule. Add the following Option:

- Surge (8) for +30 pts
- **Stoneshapers:** If this unit has taken the Bane Chant option it may, after casting Surge on a Friendly Core Earthbound unit, immediately cast Bane Chant against the same target regardless of range, arc, or LoS for +10 pts

Amend the Alchemist's Curse option to read: Alchemist's Curse (3) [1] for +40 pts. Remove the following Option:

- Replace Surge (8) for Alchemist's Curse (3) [1] for free

Elves

Remove the following units from the list:

- Shield Watch

Forest Guard

Amend the Points to 100/155. Add the Keyword Warhost.

Kindred Archers

Amend Range to 5+, Defence to 4+, and Points to 90/120/210. Add the Keyword Warhost.

Kindred Gladestalkers

Amend the Unit Strength of the Regiment to 2.

Kindred Tallspears

Amend Points to 85/130/215. Add the Keyword Warhost.

Kindred Warriors

Add the Keyword Warhost.

Palace Guard

Amend Defence to 5+. Remove *Crushing Strength* (1). Add the following Option:

- Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining *Crushing Strength* (1) for free

Add the Keyword Warhost.

Battlecats*

Amend Melee to 5+ and Defence to 3+. Add the *Pathfinder* Special Rule. Remove the *Elite* (Melee - Swarms Only) and *Vicious* (Melee) Special Rules.

War Chariots

Amend Points to 115/145/180/210. Add the *Brutal* Special Rule. Remove Shortbows. Add the following Option:

- May Purchase Shortbows, gaining the ranged attack - Shortbows: 18", Ra: 5+, Att: [4/6/8/10], *Steady Aim* for [+5/+5/+10/+15] pts

Add the Keyword Warhost.

Dragon Breath

Amend Points to 80.

Elven Standard Bearer

Add the *Aura* (*Rampage* (Melee 3) - Warhost only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule. Add the Keyword Warhost.

Elven King

Add the *Elite* Special Rule. Remove the *Elite* (Melee) Special Rule. Add the following Option:

- Exchange shield for bow, lowering Defence to 4+ and gaining the ranged attack - Bow: 24", Ra: 4+ for free

Add the Keyword Warhost.

Noble War Chariot

Amend Attacks to 5, Nerve to 12/14, and Points to 115. Add the *Inspiring* Special Rule. Add the Keyword Warhost.

Dragon Kindred Lord

Amend Unit Strength to 2.

King's Champion [1]

Add the *Inspiring* Special Rule. Remove the *Very Inspiring* Special Rule.

Madriga the Elf [1]

Amend Defence to 3+, Attacks to 4, and Points to 120. Remove the Trickshot Unique Special Rule. Add the following Ranged Attack: Trickshot: 24", Att:1, Blast (D6), Piercing (2).

Argus Rodinar [1]

Amend Unit Strength to 1 and Points to 75. Remove the *Individual* Special Rule.

Tydarion, Dragonlord [1]

Amend Unit Strength to 2.

Sylvan Kin

Add the following Master List Units:

- Madriga the Elf [1]

Sylvan Gladestalkers

Amend the Unit Strength of the Regiment to 2.

Stormwind Cavalry*

Add the following Option:

- Upgrade to Quicksilver Lancers (Regiment only) [1] - Gain Nimble and increase Waver/Rout values +1 for +25 pts

Amend the Pathfinder Upgrade to read: Gain *Pathfinder* for [+10/+15] pts. This may not be taken in addition to the Quicksilver Lancers upgrade.

Greater Air Elemental

Amend attacks to 8.

Forest Guard

Amend the Points to 100/155/260. Add the Keyword Warhost.

Forest Warden

Add the *Inspiring* Special Rule.





Empire of Dust

Amend the Army Special Rule to:

- Casket of the Damned: The Unit gains the *Scout* Special Rule.

Add the following Units:

Cursed High Priest on Royal Chariot
Hero (Cht) — Ht 3

Sp	Me	Ra	De
8	5+	-	5+

Unit Size	US	Att	Ne	Pts
1	1	1	-/13	100

Special Rules
Inspiring, Nimble, Thunderous Charge (1)
Reanimator: For each other Friendly Core Skeleton unit within 6", you may re-roll one dice that failed to hit with Drain Life, Fireball, Heal, Hex, Surge, Weakness and Wind Blast to a maximum of two re-rolls.
Options
- Drain Life (6) for +30 pts
- Fireball (12) for +35 pts
- Heal (5) for +35 pts
- Hex (3) for +15 pts
- Surge (8) for +30 pts
- Weakness (3) for +20 pts
- Wind Blast (6) for +25 pts

Keywords: Skeleton, Royal Court

Arkhanten, Captain of the Dead Seas [1]
Hero (Inf) — Ht 2

Sp	Me	Ra	De
5	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	0	4	-/15	130

Special Rules
Crushing Strength (1), Elite, Individual, Inspiring, Lifeleech (1), Mighty
Spells
Surge (3), Windblast (4), Wither and Perish (2)
Stormcaller: Once per turn, after using a spell, Arkhanten may use a different spell against the same or a different target.
Keywords: Revenant, Skeleton

Sandborn Wyrmrider Champion
Hero (Lrg Cav) — Ht 4

Sp	Me	Ra	De
7	3+	-	5+

Unit Size	US	Att	Ne	Pts
1	1	5	-/14	160

Special Rules
Crushing Strength (2), Inspiring, Lifeleech (2), Nimble, Pathfinder
Options
- Surge (5) for +10pts

Keywords: Revenant, Royal Court, Skeleton

Skeleton Warriors

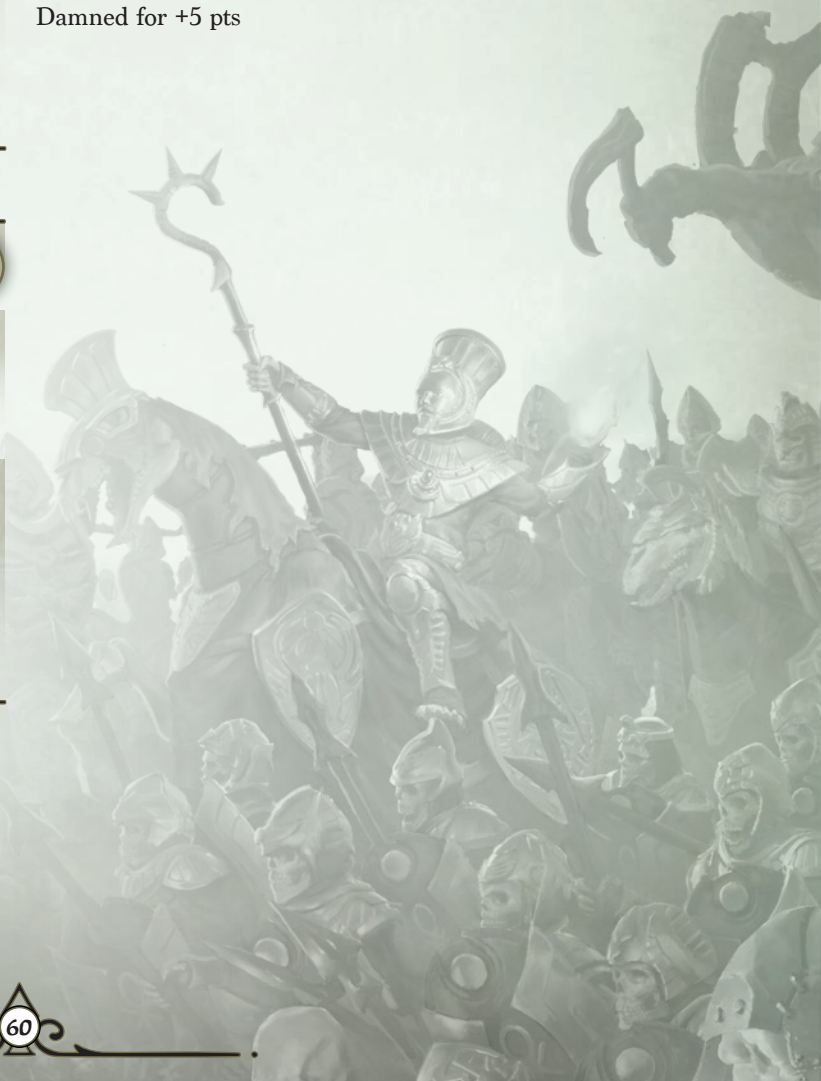
Amend the Exchange shields Option to read: Exchange shields for two-handed weapons, lowering Defence to 3+ and gaining Crushing Strength (1) for free.

Amend the Casket of Damned Option to read: Casket of the Damned for +5 pts

Skeleton Spearmen

Amend Points to 65/100/165.

Amend the Casket of Damned Option to read: Casket of the Damned for +5 pts



Skeleton Archers*

Remove Bows. Add the following Ranged Attack: Cursed Bows: 24", Shattering.

Skeleton Deadeye Crossbows

Remove the *Potshot* Special Rule from the Crossbows.

Revenants

Amend Defence to 5+. Add the following Option:

- Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining *Crushing Strength* (1) for free

Amend the Casket of Damned Option to read: Casket of the Damned for +5 pts.

Enslaved Guardians

Remove the following option:

- Casket of the Damned for +10 pts

Enslaved Guardians Archers

Remove the *Potshot* Special Rule from the Heavy Crossbows.

Remove the following option:

- Casket of the Damned for +10 pts

Skeleton Archer Cavalry

Amend Points to 95/150.

Bone Giant

Amend Unit Type to Titan, Unit Strength to 2, Attacks to D6+8, Nerve to -/19, Points to 230, and Height to 6.

Amend *Crushing Strength* to (4). Add the following Option:

- You may select one of the following options for free
  - Giant Club - Gain *Rampage* (D6 - Melee)
  - Giant Cleaver - Gain *Slayer* (D6 - Melee)

Monolith [1]

Amend Unit Strength to 2.

Undead Army Standard Bearer

Amend name to Ahmunite Army Standard Bearer. Amend Defence to 5+ and Points to 60. Add the *Aura* (*Strider* - Infantry Only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule.

Ahmunite Pharaoh on Royal Chariot

Amend the Rahs Option to read: Upgrade to Rahs The Undying [1] - Increasing the unit's Rout value by +1. The unit also gains the Restore Ancient Glory unique special rule (see below) for +40 pts. This upgrade cannot be taken in addition to a magical artifact.

Restore Ancient Glory: Once per turn, after completing its move, this unit may choose a single friendly unit within 6" that has the Skeleton keyword and have it replace their Melee value with Rahs' Melee value until the end of the turn.

Revenant King on Undead Great Flying Wyrm

Amend Unit Strength to 2 and Points to 255.

Apaphys, Champion of Death [1]

Amend Unit Strength to 2 and Points to 340. Add the Elite Special Rule. Remove the Winds of Death Unique Special Rule.



Forces of the Abyss

Abyssal Guard
Amend Points to 90/150.

Lower Abyssals
Amend Points to 70/110/180.

Succubi
Amend Points to 100/150.

Flamebearers
Amend the Points of the Regiment to 150.

Abyssal Warlock
Amend Bloodboil [1] Upgrade to 20 pts.

Abyssal Horsemen
Amend Points to 145/225.

Abyssal Harbinger
Add the *Aura* (*Rampage* (Melee 3) - Infantry only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule.

Abyssal Fiend
Amend Unit Strength to 2.

Archfiend of the Abyss
Amend Unit Strength to 2 and Points to 300.

Remove the Kah'za'ah's Torment Formation. Add the following Formation:

Formation

Fiendish Ambush [1]

- One Succubi Regiment (+15pts)
- One Lower Abyssals Troop (+5pts)
- One Flamebearers Troop (+20pts)

The Succubi and Lower Abyssal units both gain Thunderous Charge (1). The Flamebearers Troop gains Fireball (12) and Spellcaster: 0.

Total Formation cost: +40pts





Forces of Nature

Naiad Ensnarers
Amend Points to 80/125/210.

Naiad Heartpiercers
Amend Points to 115/155.

Salamander Primes
Amend Points of the Regiment to 130 and Horde to 215. Add the following Option:

- Frenzied Otter for +5 pts

Centaur Bray Hunters
Amend Range to 4+, the Attacks to 7/14, and the Points to 120/180. Add the following Option:

- Frenzied Otter for +5 pts

Scorchwings*
Amend Points to 130/215.

Greater Air Elementals
Amend Attacks to 8.

Greater Earth Elemental
Amend Unit Strength to 2.

Hydra
Amend Unit Strength to 2.

Druid
Amend Points to 45. Remove Heal (2). Add the following Option:

- Heal (2) for +10 pts

Gladewalker Druid
Amend Points to 60. Remove Heal (4). Amend Points of the Ring of Harmony Upgrade to 30. Add the following Option:

- Heal (4) for +30 pts

Remove the following Option:

- Replace Heal (4) with Surge (8) for free

Forest Warden
Add the *Inspiring* Special Rule.

Unicorn
Remove Heal (5). Add the following Option:

- Heal (5) for +35 pts

Remove the following Option:

- Replace Heal (5) with Lightning Bolt (5) for free



The Herd

Tribal Warriors

Amend Points to 75/115/190. Remove the *Thunderous Charge* (1) Special Rule. Add the following Option:

- May purchase *Thunderous Charge* (1) for [+5/+5/+10] pts

Tribal Spears

Amend Points to 80/125/205. Remove the *Thunderous Charge* (1) Special Rule. Add the following Option:

- May purchase *Thunderous Charge* (1) for [+5/+5/+10] pts

Tribal Trappers*

Amend Attacks to 10/12 and Points to 85/115. Remove the *Thunderous Charge* (1) Special Rule. Add the following Option:

- May purchase *Thunderous Charge* (1) for +5 pts

Longhorns

Amend Defence to 5+, Attacks to 10/12, and Points to 120/170. Remove the *Thunderous Charge* (1) Special Rule. Add the following Option:

- May purchase *Thunderous Charge* (1) for +5 pts

Lycans

Amend Points to 140/235.

Order of the Green Lady

Order of the Thorn

Amend Points to 100/155.

Devoted

Amend Points to 40. Remove Heal (3). Add the following Option:

- Heal (3) for +20 pts

Remove the following Option:

- Replace Heal (3) with Icy Breath (6) for free

Exemplar Adjutant

Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule. Add the following Unique Special Rule:

- Entangling Roots: In the Movement phase, after this unit has completed its order, nominate an enemy unit within 18". The target unit cannot use the *Fury* and *Headstrong* special rules for the duration of its next Turn.

Goblins

Sharpsticks

Amend Points to 85/140/205.

Fleabag Chariots

Amend Points to 110/140/175/205. Add the Brutal Special Rule. Remove the Shortbows. Add the following Option:

- May Purchase Shortbows, gaining the ranged attack - Shortbows: 18", Ra: 5+, Att: |4/6/8/10|, Steady Aim for |+5/+5/+10/+15| pts

War-Trombone

Amend Points to 70.

Giant

Amend Unit Strength to 2.

Banggit

Amend the Blast of the Makeshift Grenades to (D2).

Biggit

Add the following Option:

- The Sharpest Stick |1| - gain *Aura* (*Vicious* (Melee) - Sharpsticks Only) for +10 pts

Flaggit

Add the *Aura* (*Strider* - Infantry only) and the Very Inspiring Special Rules. Remove the Inspiring Special Rule.

Wiz

Amend Points to 25. Remove Lightning Bolt (3). Add the following Option:

- Lightning Bolt (3) for +20 pts







Halflings

Spearspikes

Amend Unit Strength to 2/3 and Points to 90/150.

Stalwarts

Add the following Option:

- Heroes of Hoddenburg [1] (Horde only) - gaining *Elite* (Melee) and Inspiring for +20 pts

Poachers

Amend the Ra to 4+ and Points to 110/145. Amend Unit Strength of the Regiment to 2.

Wild Lancers

Amend Points to 95/145/245.

Juggers

Amend Points of the Troop to 125 and Regiment to 190. Amend *Thunderous Charge* (1) to *Thunderous Charge* (2).

Forest Troll Gunners

Add the *Piercing* (1) Special Rule to the Pintle Gun Ranged Attack. Add the Tinker Keyword.

Iron Beast

Amend Unit Strength to 2 and Points to 210. Remove the *Aura* (*Spellward*) Special Rule. Add the *Inspiring* Special Rule.

Amend the Pride of the Shires Upgrade to read: Pride of the Shires [1] - gain *Aura* (*Headstrong*) for +15 pts.

Gunnery Sergeant on Troll

Add the *Piercing* (1) Special Rule to the Pintle Gun Ranged Attack. Add the Tinker Keyword.

Muster Captain

Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule. Add the following Option:

- Sure-footed Captain - Gain *Aura* (*Strider* - Ravenous only) for 15 pts



Sauceror

Add the following Option:

- Halfling Hot Pot - When this unit rolls to determine the effects of Gastromancy, it may re-roll any results of a 1 for +10 pts. This upgrade cannot be taken alongside a mount.

Feast Master

Add the following Options:

- Relentless for +5 pts
- Mount on a Miniature Aralez, losing *Scout*, increasing Speed to 8 and changing to Hero (Cav - Height: 3) for +25 pts

Remove the McSween's Cutthroats formation. Add the following Formation:

Formation

Wild Saucery [1]

- Two Wild Runners Troops (+5pts)
- One Spearspike Regiment (+10pts)

The two Wild Runner Troops gain Good Cooking.

Good Cooking: While within 6" of a core friendly unit with the Gastromancy Special Rule, this unit is considered Fearless and gains the Elite (Ranged) Special rule.

The Spearspike Regiment gains the Gastromancy special rules (see the Sauceror unit entry).

Total Formation cost: +20pts

Kingdoms of Men

Crossbow Block

Remove the *Potshot* Special rule from the Crossbows. Remove the *Potshot* Special Rule from the Rifles Upgrade.

Spear Phalanx

Amend Points to 110/180. Amend the Pikes Upgrade to read: Exchange Spears for Pikes, gaining *Ensnare* for [+10/+20] pts.

Beast Cavalry

Remove the "May choose one of the following Options" Text.

Charioteers

Amend Points to 110/135/170/195. Add the *Brutal* Special Rule. Remove the Shortbows. Add the following Options:

- May Purchase Shortbows, gaining the ranged attack - Shortbows: 18", Ra: 5+, Att: [4/6/8/10], Steady Aim for [+5/+5/+10/+15] pts
- Indomitable Will for +10 pts

Cannon

Add the *Secured Position* Special Rule.

Giant

Amend Unit Strength to 2.

Army Standard Bearer

Add the *Aura* (*Life Leech* (+1) - Infantry only) Special Rule.

Wizard

Amend Points to 30. Remove Fireball (6). Add the following Opton:

- Fireball (6) for +20 pts

Remove the following Option:

- Replace Fireball (6) with Lightning Bolt (3) for free

The Captain [1]

Amend the Master Tactician Unique Special Rule to read: Master Tactician: After deployment is finished, you may choose up to D3 of your own units to gain the *Redeploy* Special Rule.

The Monarch [1]

Amend Unit Strength to 2.

League of Rhordia

Dogs of War

Amend all options to read as follows:

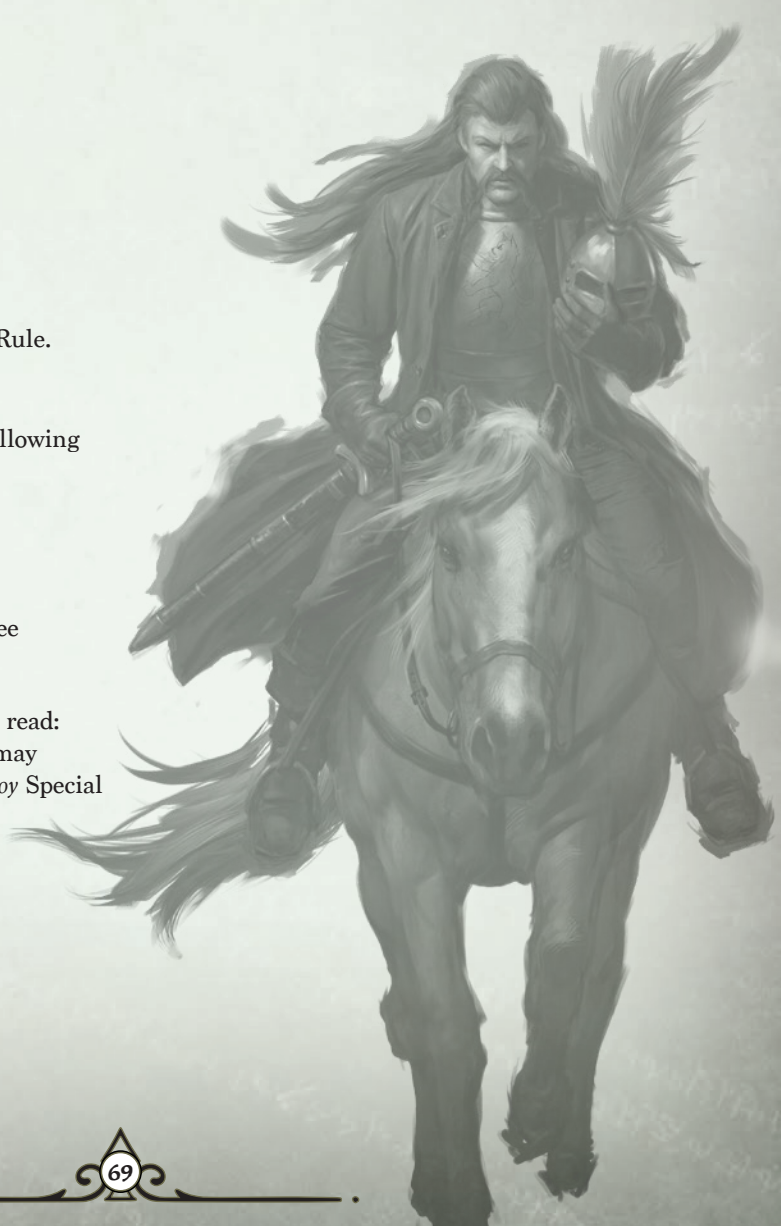
- The Shields of Hetronburg [1] - Increase Defence to 5+, gain *Phalanx* and *Ensnare* for [+40/+65] pts
- The Razors of Berlonviche [1] - Increase Melee to 3+, gain *Phalanx* and *Elite* for [+35/+60] pts
- Beasts of Targun Spire [1] - gain *Crushing Strength* (1), *Fury*, and *Pathfinder* for [+30/+50] pts

Halfling Archers*

Amend Speed to 5.

Volley Gun

Amend Speed to 5. Add the Halfling keyword.



Nightstalkers

Remove the following units from the list:

- Spectres
- Planar Apparition

Add the following Units:

Tormentors
Infantry

Ht 2

Sp	Me	Ra	De
7	3+	-	3+

Unit Size	US	Att	Ne	Pts
Troop	1	12	10/12	120
Regiment	3	15	14/16	185

Special Rules
Crushing Strength (1), Fly, Mindthirst, Nimble, Stealthy, Strider
Leaper: This unit treats its height as 3 (modified by terrain as normal) when drawing Line of Sight.
Keywords: Nightmare, Reaper

Ravagers
Large Infantry

Ht 3

Sp	Me	Ra	De
6	4+	4+	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	9	13/15	140
Horde	3	18	16/18	235

Special Rules
Crushing Strength (1), Mindthirst, Stealthy
Void Cannons: 12", Piercing (1), Steady Aim
Keywords: Abomination, Nightmare

Shadowhounds

Add the following Unique Special Rule:

- Ferocious Charge: Unless Disordered, on a turn in which this unit makes an Unhindered Charge it receives a +1 To Hit modifier in combat. This unit may not benefit from the effects of *Pathfinder* or *Strider*.

Shadow Hulk

Amend Unit Strength to 2.

Terror

Amend Speed to 6, Defence to 4+, Unit Strength to 2, Attacks to 12, Nerve to 18/19, and Points to 240.

Amend *Crushing Strength* to (1). Add the *Rampage* (8) Special Rule.

Mindscreech

Remove the *Pathfinder* Special Rule. Remove Lightning Bolt (6), Windblast (6) and Mindfog (6). Add the following Options:

- Must choose between one of the following options:
  - Singing Aberration - Gain Lightning Bolt (6), Mind Fog (6), Wind Blast (6) for free
  - Planar Apparition - Gain *Radiance of Life*, Heal (7), and Mind Fog (2) for free.

Horror

Amend Points to 45. Remove Lightning Bolt (3). Add the following Option:

- Lightning Bolt (3) for +20 pts

Remove the following Option:

- Replace Lightning Bolt (3) with Bane Chant (2) for free



Portal of Despair

Amend US to 2.

Butcher Fleshripper

Amend Nerve to 13/15 and Points to 120. Add the *Fury* Special Rule.

Void Lurker

Amend Unit Strength to 2.

The Dream Hunter

Amend Points to 185.

Add the following Formation:

Formation

Stalker Hunting Pack [1]

- Two Tormentor Regiments (+10pts)
- The Dream Hunter [1] (+10pts)

All units in this formation gain Redeploy.

Total Formation cost: +30pts



Northern Alliance

New Army Special Rules:

Tundra Fighters. Units with this rule have Vicious (Melee - vs. units with the *Frozen* special rule only).

Chilling Presence. In the Movement phase, after this unit has completed its order, all Enemy units within 6" of this unit are given the *Frozen* special rule.

Remove the following Units from the list:

- Human Clansmen
- Huscarls

Add the following new Units:

Human Tribesmen
Infantry

Ht 2

Sp	Me	Ra	De
5	3+	-	5+

Unit Size	US	Att	Ne	Pts
Troop	1	10	10/12	100
Regiment	3	12	14/16	150
Horde	4	25	21/23	250

Special Rules
Crushing Strength (1), Wild Charge (1)

Options:
- Upgrade to Hearthguard [2] - (regiment only) Changing unit type to Heavy Infantry, gaining 8 attacks and the Fury special rule, replacing Crushing Strength (1) for Crushing Strength (2), and increase their nerve to 15/17 for 75 pts
- Exchange Shields for two-handed weapons, lowering defence to 4+ and gain Crushing Strength (2) for free. may not be taken with the Hearthguard option
- Tundra Fighters for [+5/+10/+15] pts

Keywords: Barbarian, Human

Frostclaw Riders*
Large Cavalry

Ht 4

Sp	Me	Ra	De
10	3+	-	4+

Unit Size	US	Att	Ne	Pts
Regiment	2	9	11/13	135
Horde	3	18	14/16	240

Special Rules
Fly, Fury, Nimble, Thunderous Charge (2)
Ice Runes: If one or more points of damage are scored with this units melee attacks, the damaged enemy unit is given the Frozen special rule.

Options
- May purchase Ice bombs, gaining the ranged attack - Ice bombs: Range 18", Ra 4+, Att [6/12], Piercing (1), Steady Aim for [+10/+15] pts

Keywords: Dwarf, Raven

Frostclaw Champion
Hero (Lrg Cav)

Ht 4

Sp	Me	Ra	De
10	3+	3+	4+

Unit Size	US	Att	Ne	Pts
1	1	5	11/13	135

Special Rules
Fly, Fury, Inspiring, Nimble, Thunderous Charge (2)
Ice Runes: If one or more points of damage are scored with this units melee attacks, the damaged enemy unit is given the Frozen special rule.
Ice bombs: Range 18", Att 3, Piercing (1), Steady Aim
Keywords: Dwarf, Raven

Dwarf Clansmen
Add the *Ordered March* Special Rule.

Elf Clansmen
Amend Range to 5+, Defence to 4+, and Points to 90/120. Add the *Vicious* (Ranged - vs. units with the *Frozen* special rule only) Special Rule.

Half-Elf Berserkers
Add the *Tundra Fighters* Special Rule. Add the following option:

- Upgrade to Talannar's House Guard [1] (regiment only) - Increasing the units Attacks by 5 and increasing the units Rout value by +1 for 20 pts. This upgrade cannot be taken in addition to a magical artifact.

Ice Naiads
Add the Unique Special Rule **Icy-Blood:** While engaged with a unit with the *Frozen* Special Rule this unit gains the *Life Leech* (2) Special Rule. add the following options:

- *Tundra Fighters* for [+5/+5/+10] pts
- Upgrade with spears - gain Phalanx and [+2/+3/+5] attacks for [+5/+10/+15] pts

Ice Kin Hunters
Amend Unit Strength of the Regiment to 2.

Pack Hunters
Remove Shortbows. Add Bows: 24", add the following Option:

- *Tundra Fighters* for +5 points.

Amend the Exchange Shortbows option to read: Exchange Bows for Javelins: 12", *Steady Aim, Piercing* (1) for [+5/+10] pts

Ice Elementals

Amend Ice Shards range to 12". Add the *Chilling Presence* Special Rule.

Tundra Wolves*

Add the *Pathfinder* Special Rule.

Frostfang Cavalry

Add the following Option:

- *Tundra Fighters* for [+5/+10] pts.

Cavern Dweller

Add the *Chilling Presence* Special Rule.

Frost Giant

Amend Unit Strength to 2 and Points to 235. Add the *Fury* and *Chilling Presence* Special Rules.

Ice Blade

Add the *Tundra Fighters* Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts.

Ice Queen

Amend Points to 55. Remove Icy Breath (10), Remove the *Very Inspiring* Special Rule. Gain the *Inspiring* Special Rule. Add the following Option:

- Icy Breath (10) for 30 pts

Lord

Add the *Tundra Fighters* Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts.

Thegn

Add the *Tundra Fighters* Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts.

Skald

Add the *Aura* (*Ordered March* - Infantry only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule.

Lord on Frostfang

Amend Attacks to 7 and Points to 180. Add the *Tundra Fighters* Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts.

Thegn on Frostfang

Add the *Tundra Fighters* Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts.

Lord on Chimera

Amend Unit Strength to 2 and Points to 300. Add the *Tundra Fighters* Special Rule.

Clarion

Add the *Mighty* and *Tundra Fighters* Special Rules. Add the following Unique Special Rule:

- Herald of the North: In the Movement phase, after this unit has completed its order, you may choose a single Enemy unit within 9" of this unit to gain the *Frozen* Special Rule.

Hrimm

Amend Unit Strength to 2. Add the *Chilling Presence* Special Rule.

Serakina

Amend Points to 120. Amend the Frozen Winds Unique Special Rule to read: If one or more hits are scored with Serakina's Wind Blast spell, the target enemy unit is given the Frozen special rule. In addition, after rolling to hit with Windblast, roll to damage for each hit scored.

Orlaf

Add the *Aura* (*Slayer* (Melee D3 - Infantry only)) Special Rule.

Add the following Formation:

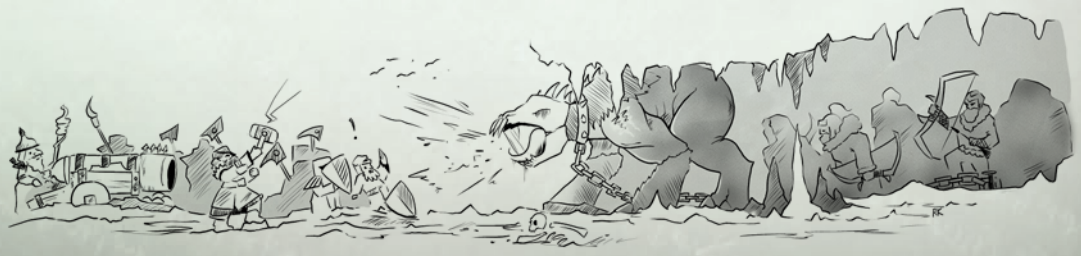
Formation

Talannar's Vanguard [1]

- Two Half-elf Berserker Troops (+10pts per unit)
- One Frostclaw Riders Regiment (+15pts)

The Half-elf Berserker Troops both gain Crushing Strength (1). The Frostclaw Riders Regiment gains Ne 12/14 and Rallying (1 – Half-elf only).

Total Formation cost: +35pts



Varangur

Add: Human Tribesmen

Human Tribesmen

Infantry

Sp	Me	Ra	De	Ht
5	3+	-	5+	2

Unit Size	US	Att	Ne	Pts
Troop	1	10	10/12	100
Regiment	3	12	14/16	150
Horde	4	25	21/23	250

Special Rules

Crushing Strength (1), Wild Charge (1)

Options:

- Upgrade to Hearthguard [2] - (regiment only) Changing unit type to Heavy Infantry, gaining 8 attacks and the Fury special rule, replacing Crushing Strength (1) for Crushing Strength (2), and increase their nerve to 15/17 for 75 pts
- Exchange Shields for two-handed weapons, lowering defence to 4+ and gain Crushing Strength (2) for free. may not be taken with the Hearthguard option
- Tundra Fighters for [+5/+10/+15] pts

Keywords: Barbarian, Bloodbound, Human

Reavers

Amend Nerve to -/14 (Troop) and -/18 (Regiment). Add the *Tundra Fighters* Special Rule (see Northern Alliance).

The Fallen

Amend Points to 145/235

Magus

Amend Points to 50. Remove Lightning Bolt (4). Add the following Option:

- Lightning Bolt (4) for +30 pts

Remove the following Option:

- Replace Lightning Bolt (4) with Bloodboil [1] for free

Cursed Son

Add the *Wild Charge* (1) Special Rule. Add the following Option:

- Upgrade with The Curse - Lowering Defence to 4+ and gain *Crushing Strength* (3) for free. This upgrade cannot be taken in addition to a Horse.

Lord

Add the Tundra Fighters Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts

Thegn

Add the Tundra Fighters Special Rule. Amend the Snow Fox Option to read: Snow Fox - Gain +1 Attack for +10 pts



OGRES

Add the following Unit:

The Paymaster [1]
Hero (Lrg Inf)

Sp	Me	Ra	De	Ht
6	3+	-	5+	3

Unit Size	US	Att	Ne	Pts
1	1	4	12/14	100

Special Rules
Brutal, Crushing Strength (1), Nimble, Rallying (1 - Merc only)
Keywords: Ogre, Paymaster

Red Goblin Sharpsticks*

Amend Points to 85/140/205.

Berserker Braves

Add the Merc Keyword.

Ogre Warriors

Add the Merc Keyword. Add the following Option:

- Upgrade with a Matriarch [3], gaining *Redeploy* for [+5/+10/+20] pts

Boomers

Add the Merc Keyword.

Hunters

Amend Points to 130/220. Add the Merc Keyword.

Shooters*

Add the Merc Keyword. Remove the *Potshot* Special Rule from the Heavy Crossbows.

Boomer Chariots*

Amend Points to 125/150. Amend the Black Powder Guns Upgrade to read: Upgrade with Black Powder Guns [1] - Gaining Aura (*Stealthy*) for +25 pts

Giant

Amend Unit Strength to 2.

Ogre Army Standard

Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule.

Ogre Warlock

Amend Points to 75. Amend Bloodboil [1] Upgrade to 20 pts. Remove Lightning Bolt (3). Add the following Option:

- Lightning Bolt (3) for +25 pts

ORCS

Longax

Amend points of the Regiment to 150 and the Horde to 250.

Skulk Raider Chariots

Amend Points to 100/125. Add the *Brutal* Special Rule. Remove Shortbows. Add the following Option:

- May Purchase Shortbows, gaining the ranged attack - Shortbows: 18", Ra: 5+, Att: [4/6], *Steady Aim* for +5 pts

Gore Chariots

Amend Points to 155/195/245/285. Add the Brutal Special Rule.

Giant

Amend Unit Strength to 2.

Flagger

Add the *Very Inspiring* Special Rule. Remove the *Inspiring* Special Rule. Add the following Unique Special Rule:

- Strength in Numbers: The Flagger has the Aura (Rampage (n) - Heavy Infantry Only) where n is the number of non-*Individual* Friendly Heavy Infantry Units within 6" of the Flagger.



Godspeaker

Amend Points to 25. Amend all options to read as follows:

- Mount on a Gore, increasing Speed to 8 and changing to Hero (Cav - Height:3) for +25 pts
- Bane Chant (2) for +30 pts
- Drain Life (4) for +35 pts
- Fireball (7) for +35 pts
- Heal (2) for +35 pts
- Hex (2) for +20 pts
- Bloodboil [1] for +20 pts

Krudger on Winged Slasher

Amend Unit Strength to 2.

Riftforged Orcs

Amend the Army Special Rule Stormstrike to read **Stormstrike:** Any natural rolls of 6 to hit in melee are resolved with the Blast (2) special rule. This effect does not work if the unit needs more than a 6 to hit.

Add the following Units from the Master List

- God Speaker
- Gore Chariots

Add the following new Units:

Stormbringer on Gore Chariot
Hero (Cht) — Ht 3

Sp	Me	Ra	De
8	3+	5+	5+

Unit Size	US	Att	Ne	Pts
1	1	5	14/16	160

Special Rules
Crushing Strength (2), Inspiring, Nimble, Thunderous Charge (1)
Stormbreath: 12", Steady Aim
Keywords: Riftforged

War Drum
Monster — Ht 2

Sp	Me	Ra	De
5	4+	-	4+

Unit Size	US	Att	Ne	Pts
1	1	3	-/11	80

Special Rules
Crushing Strength (1), Rallying (2 - Orc only), Rallying (1 - Riftforged only)
Options
- Mount on a War Wagon, increasing Speed to 8, gaining Nimble and changing to Monster (Cht - Height: 3) for +30 pts
- Upgrade the unit with Dread for +15 pts

Keywords: Riftforged

Thunderseers
Amend the Visions of the Rift Upgrade to read: Visions from the Rift [2] - gain *Redeploy* for [+5/+10] pts.

Storm Giant
Amend Unit Strength to 2.



Stormcaller
Amend Points to 50. Add the *Stormstrike* Special Rule. Remove Lightning Bolt (4). Add the following

Options:

- Lightning Bolt (4) for +25 Points

Remove the following Option:

- Replace Lightning Bolt (4) with Icy Breath (8) for free.

Stormbringer on Winged Slasher
Amend Unit Strength to 2.

Stormforged Shrine [1]
Amend Unit Strength to 2. Add the Spellward Special Rule.

Tundra Wolves*
Add the Pathfinder Special Rule.



RATKIN

Shock Troops

Amend the Plague Pots option to read: Plague Pots for [+5/+10/+15] pts. Amend the Heavy Halberds Option to read: Upgrade with Heavy Halberds, gaining *Phalanx* for [+5/+5/+10] pts.

Spear Warriors

Add the Expendable Keyword. Amend Points to 95/155. Amend the Plague Pots option to read: Plague Pots for [+10/+15] pts.

Warriors

Amend the Plague Pots option to read: Plague Pots for [+10/+15] pts.

Scurriers*

Amend Attacks to 10/12 and Points to 120/160. Add the Stealthy Special Rule. Remove the *Duelist* Special Rule. Add the following Option:

- Plague Pots for [+5/+10] pts

Vermintide*

Amend Unit Strength of the Legion to 3. Add the following Unique Special Rule:

- The Endless Swarm - Legions of Vermintide have *Rallying* (1 - Vermin only) and are not considered Irregular.

Mutant Rat-Fiend

Amend Unit Strength to 2. Amend the Vermin Spawn Unique Special Rule to read: Vermin Spawn: Friendly Core Vermin units without the Abomination keywords regain (D3) points of damage previously suffered instead of one from this unit's *Radiance of Life* special rule.



Warlock

Amend Points to 40. Remove Lightning Bolt (5). Add the following Option:

- Lightning Bolt (5) for +35 pts

Night Terror

Amend Type to Monster. Add the *Rallying* (1) Special Rule.

Swarm-crier

Add the *Aura* (*Elite* (Melee) – Tek only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule.

Tangle [1]

Amend Unit Strength to 2. Add the Vermin Keyword.

Skudku-z'luk, Demonspawn of Diew [1]

Amend Unit Strength to 2 and Points to 335.

This formation has changed from the one previously published. This version should be used instead.

Formation

Smoke. Mirrors. Death. [1]

- Two Shredder War Engines (+5pts per unit)
- One Death Engine Spewer (+25pts)

The Death Engine Spewer gains the Aura (Iron Resolve - Tek only), Inspiring, and Steady Aim Special Rules. All Units in the Formation gain the Redeploy Special Rule.

Total Formation cost: +35pts

Salamanders

New Army Special Rule:

Fireborn: For each Friendly Core unit with the Inferno keyword within 6", this unit gains *Life Leech* (+1) to a maximum of (+3).

Salamander Ceremonial Guard

Amend Points to 100/155/255. Add the *Fireborn* Special Rule. Add the following Option:

- Effigy of Fire for +5 pts

Salamander Primes

Amend Points of the Regiment to 130 and the Horde to 215. Add the *Fireborn* Special Rule.

Salamander Unblooded

Amend Points to 115/190. Add the *Fireborn* Special Rule.

Salamander Corsairs*

Amend Attacks to 10/12. Add the *Fireborn* Special Rule. Add the following Option:

- Effigy of Fire for +5 pts

Fire Elementals

Add the Inferno Keyword.

Kaisenor Lancers

Add the *Fireborn* Special Rule. Add the following Option:

- Effigy of Fire for +5 pts

Rhinosaur Cavalry

Add the following Option:

- Effigy of Fire for +5 pts

Scorchwings*

Amend Points to 130/215

Greater Fire Elemental

Add the Inferno Keyword. Add the following Option:

- *Rallying* (1 - Fire Elementals Only) for +10 pts

Fire Drake

Amend Unit Strength to 2. Add the Inferno Keyword.

Ghekkotah Slasher

Amend Points to 215. Add the *Rallying* (1 - Ghekkotah Only) Special Rule.

Add the following Option:

- Upgrade the unit's Sharpstick Thrower ranged weapon with Tox bolts, adding the *Vicious* (Ranged) special rule and increasing its Piercing to (3) for +10 pts

Phoenix

Amend Unit Strength to 2 and Nerve to 15/17.

Amend the Ancient Phoenix upgrade to read: Upgrade to an Ancient Phoenix [1] - Lower Defence to 2+, Increase Nerve to 16/18, lose the *Nimble* special rule, change *Regeneration* to (3+) and gain both the *Radiance of Life* and *Cloak of Death* special rules for +30 pts.

Battle Captain

Add the *Fireborn* Special Rule. Add the following Option:

- Gain the ranged attack - Brace of Pistols: 12", Ra: 4+, Piercing (1) for +15 pts. Cannot be taken with a Raptor mount.

Clan Lord

Add the *Fireborn* Special Rule. Add the following Option:

- Gain the ranged attack - Brace of Pistols: 12", Ra: 4+, *Piercing* (1) for +15 pts. Cannot be taken with a Raptor mount.

Herald

Add the *Aura* (*Wild Charge* (2) - Heavy Infantry only), *Fireborn*, and Very Inspiring Special Rules. Remove the *Inspiring* Special Rule.

Mage Priest

Amend Points to 60. Add the *Fireborn* Special Rule. Remove Fireball (10). Add the following Option:

- Fireball (10) for +30 pts

Remove the following Option:

- Replace Fireball (10) with Surge (8) for free.

Clan Lord on Fire Drake

Amend Unit Strength to 2. Add the *Fireborn* Special Rule. Add the Inferno Keyword.

Firebrand [1]

Add the *Fireborn* Special Rule.

Rakawas, the Pale Rider [1]

Amend Unit Strength to 2. Add the Inferno Keyword.



Trident Realm of Nertica

Naiad Ensnarers

Amend Points to 80/125/210.

Naiad Heartpiercers

Amend Points to 115/155.

Oceanborne Naiad Wyrmriders

Amend Points to 140/235.

Coral Giant

Amend Unit Strength to 2.

Kraken

Amend Unit Strength to 2.

Naiad Envoy

Add the Aura (*Fury* - Infantry and Heavy Infantry only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule.

Thuul Aquamage

Amend Points to 60. Remove Icy Breath (10). Add the following Options:

- Heal (3) for +20 pts
- Icy Breath (10) for +30 pts

Remove the following Option:

- Replace Icy Breath (10) with Surge (8) for free.



Undead

Skeleton Spearmen

Amend Points to 65/100/165.

Skeleton Warriors

Amend the Exchange Shields Option to read: Exchange shields for two-handed weapons, lowering Defence to 3+ and gaining *Crushing Strength* (1) for free.

Revenants

Amend the Exchange Shields Option to read: Exchange shields for two-handed weapons, lowering Defence to 4+ and gaining *Crushing Strength* (1) for free.

Werewolves

Amend Points to 150/235.

Undead Army Standard Bearer

Amend Defence to 5+ and Points to 55. Add the *Aura* (*Wild Charge* (D3) - Skeleton Only) and *Very Inspiring* Special Rules. Remove the *Inspiring* Special Rule.

Necromancer

Amend Points to 30. Remove Surge (6). Add the following Option:

- Surge (6) for +20 pts

Remove the following Option:

- Replace Surge (6) with Heal (3) for free.

Liche King

Amend Points to 80. Remove the *Regeneration* (5+) and *Fly* Special Rules. Remove Surge (10). Add the following Option:

- Surge (10) for +40 pts

Remove the following Option:

- Replace Surge (10) with Heal (6) for free.

Revenant on Undead Great Burrowing Wyrm

Amend Unit Strength to 2.

Revenant King on Undead Great Flying Wyrm

Amend Unit Strength to 2 and Points to 255.

Vampire Lord on Undead Dragon

Amend Unit Strength to 2 and Points to 300.

Jarvis [1]

Amend Points to 120.

Mhorgoth the Faceless [1]

Amend Points to 200. Remove the Unholy Levitation Unique Special Rule. Add the following Unique Special Rule.

- Unholy Levitating Arch-Liche: The unit can move At the Double and make ranged attacks as if it had Advanced that turn. Once per turn, after using a spell, Mhorgoth may use a different spell against the same or a different target.

SCENARIOS

Games are always more challenging when there are new ways to win. Here are some new scenarios for you to pit your tactical genius against that of your woeful opponent!

PUSH!

Add the following to the Push! scenario.

A unit may not hold more than one Loot Counter for purposes of scoring.

HOLD THE LINE!

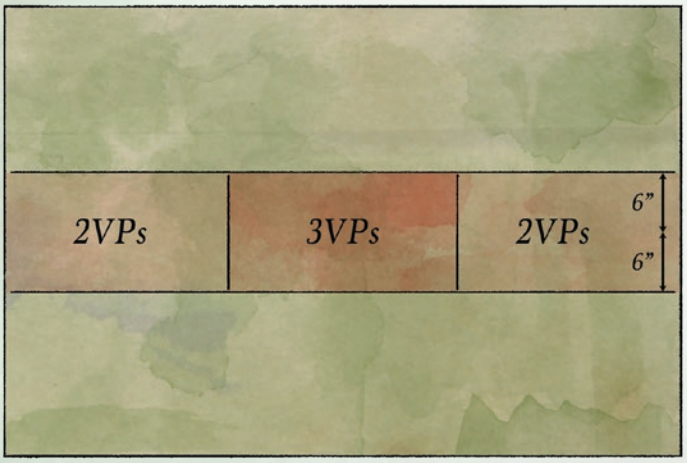
At the end of the game, draw an imaginary corridor across the table, 6" either side of the centre-line. Divide this corridor equally into three scoring zones.

Add up the total Unit Strength of each player's units within a scoring zone. If a unit is straddling the line between two zones it is considered to be in whichever zone is covered by more than 50% of the unit's base. If there is not a clear majority, the unit is not considered in either zone.

Whoever has the highest total Unit Strength in each scoring zone controls it.

Victory Points are awarded at the end of the game as follows:

- 3 Victory Points if you control the scoring zone in the middle.
- 2 Victory Points for each other scoring zone you control.





STOCKPILE!

Before rolling off to choose sides, place three piles of Loot Counters (2 for smaller games) on the centre line of the board as follows.

One pile of 3 Loot Counters must be placed in the exact centre of the board (or as close to it along the centre line as possible). Then players alternate placing a pile of 2 Loot Counters each along the centre line, rolling off to see who places their pile first. Loot Counter piles cannot be placed within 12" of each other or within 3" of Blocking Terrain.

There should now be a total of 7 (5 for smaller games) Loot Counters on the table: a Centre pile of 3 (1 for smaller games) and two (or one) piles of 2 Loot Counters each.

A Unit can only pick up one Loot Counter from each pile per Turn (for example it would take a unit 3 Turns to pick up the 3 Counter from the central pile).

Victory Points are awarded at the end of the game as follows:

- 1 Victory Point for each Loot Counter you hold.

Ambush Scenarios

The following Scenarios are intended for narrative play with Ambush sized armies and maps.

Desperate Stand

Outnumbered and outmatched we must hold the line at all costs!

Pregame

Determine one player to be the attacker, and another to be the defender. The game may be played at any point size but the attacker always has 25% more points to spend than the defender.

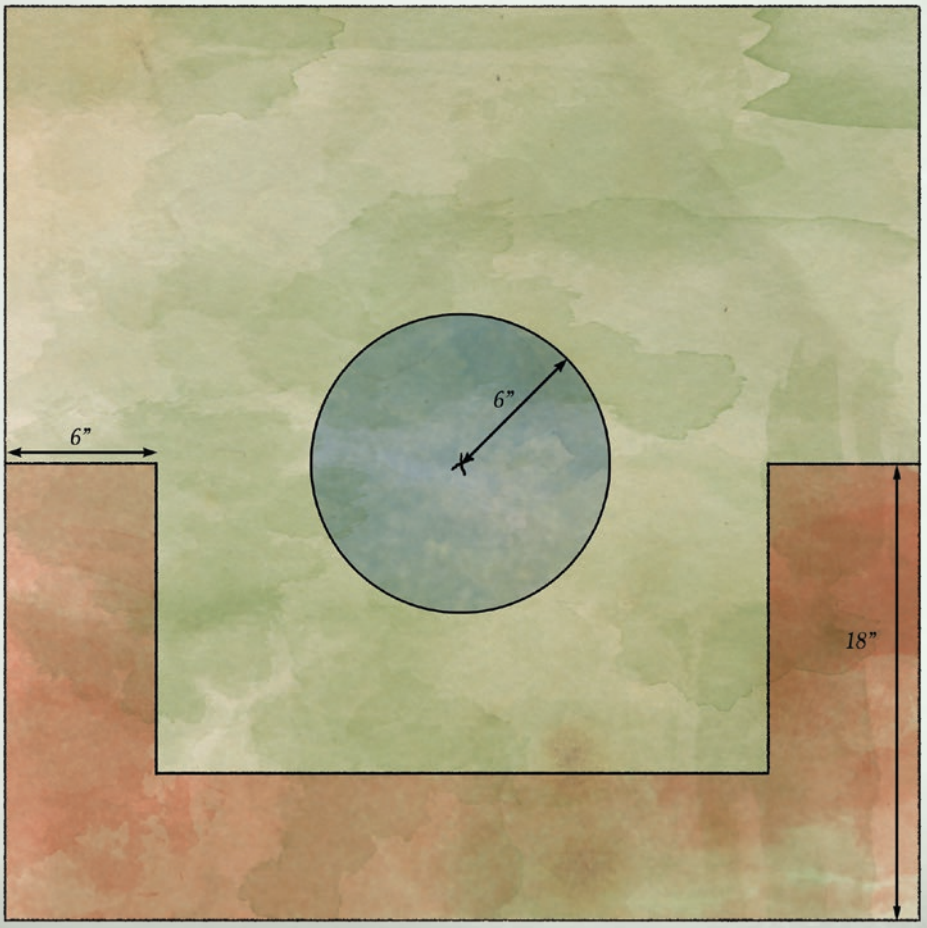
Deployment

The attacker may deploy up to 18" from their table edge up the left and right sides of the board and 6" inwards, as well as 6" inwards from their table edge. The defending player must deploy their units within 6" of the centre of the board.

In addition, after deployment is finished, the defender may deploy 2 additional 6" obstacle pieces of terrain touching the edge of the defender's deployment zone in any fashion.

Victory

The attacker earns scenario points for each point of unit strength they remove from the defender's army by the end of the game. The defenders earn points equal to twice the amount of unit strength they have remaining fully within their deployment zone at the end of the final round. Whichever player earns more points is declared the winner!



Caravan Ambush

Critical supplies are en route to a starving village, but bandits prey on the unwary!

Pregame

Determine one player to be the attacker, and another to be the caravan. The game may be played at any point size. In addition, the caravan player may deploy 3 of the following:

Caravan Wagon
Monster

Ht	Sp	Me	Ra	De
4	5	-	-	5+

Unit Size	US	Att	Ne	Pts
1	0	0	-/17	0

Special Rules
Radiance of Life
Keywords: Provisions, Wagon

Deployment

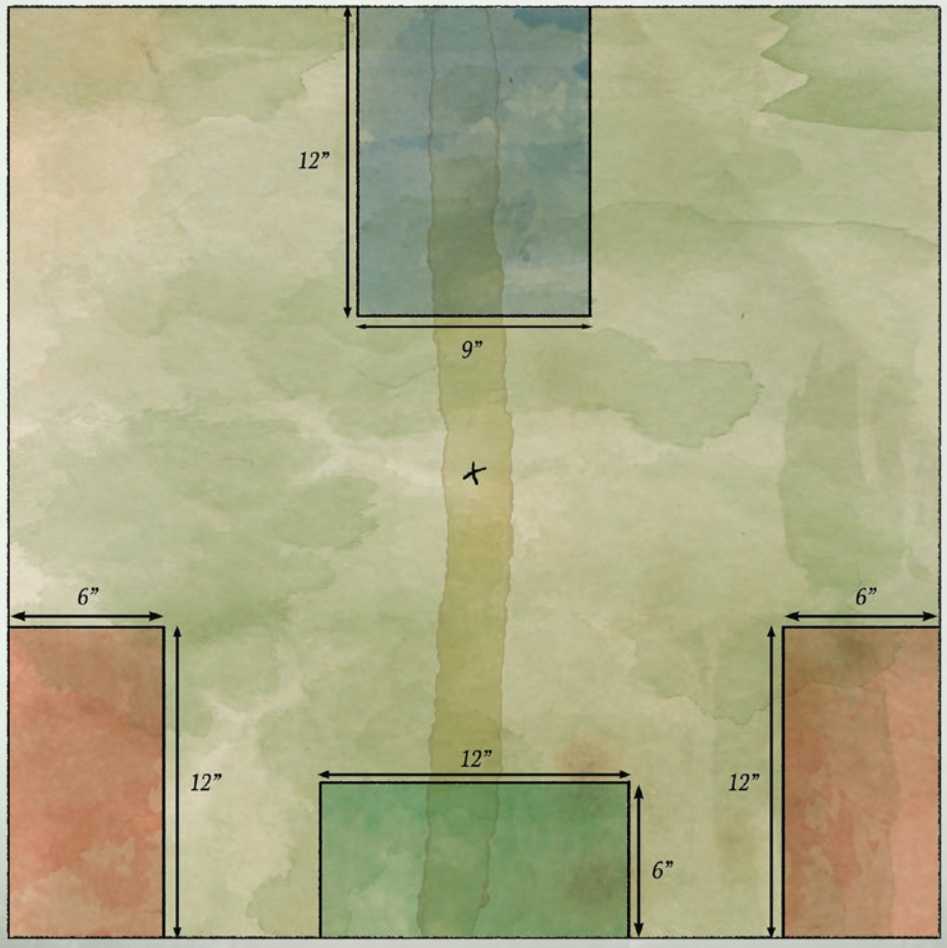
The attacker may deploy up to 12" from their table edge up the left and right sides of the board and 6" inwards. The attacker must deploy as close to an equal amount of units as possible in both zones. The defending player must deploy their units within 12" of their table edge, but within a space 9 inches across (4.5" from the center of the table edge).

The Caravan

On a turn in which a Caravan Wagon moves into a 6 inch deep by 12 " wide zone centered on the opposite table edge from the Caravan Player, the Caravan is considered safely escorted and removed from play.

Victory

The attacker earns scenario points for each Caravan Wagon they destroy by the end of the game. The Caravan Player earns points for each Caravan Safely escorted. Whichever player earned most points is declared the winner!



Surprise at Dawn

We have been caught unaware! Rally our reserves and make haste to the field!

Pregame

Determine one player to be the attacker, and another to be the defender. The game may be played at any point size but the attacker always has 25% fewer points to spend than the defender.

Deployment

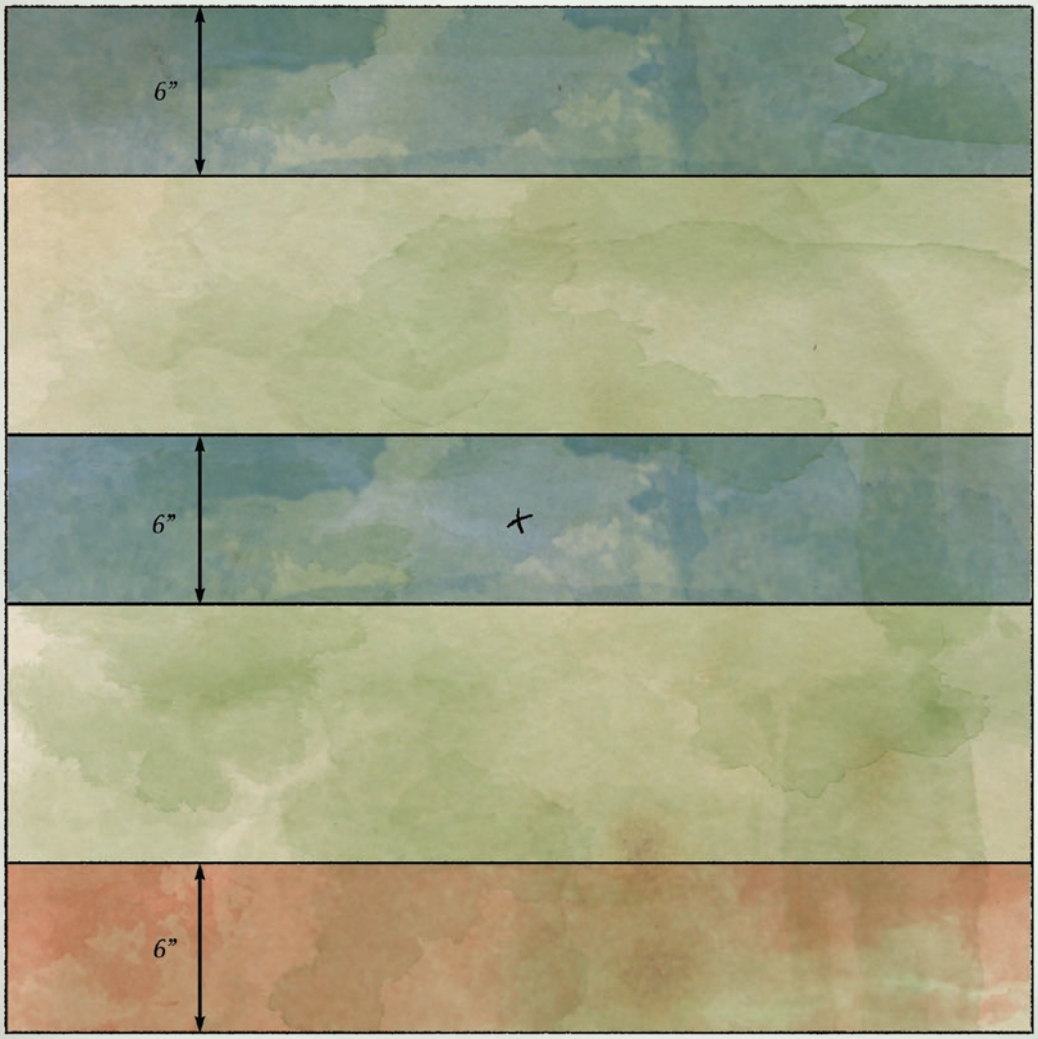
The attacker deploys their full army as normal 12" from the centerline of the board. The Defending player splits their army into 2 roughly equal groups of units, deploying 1 within 3" of the centerline of the board (the vanguard), and the other in the normal 12" away from the centerline deployment zone (the rearguard)

The Dawn attack

The defending player may not move any units that were deployed in the rearguard until the start of their 3rd turn.

Victory

At the end of the game, count the total number of points that both players have killed. Whichever player that killed the most is declared the winner!



The Darkest Delvers

I beg you, return home, claim your birthright! Leave nothing unchecked, there is much to be found in forgotten places.

Pregame

Determine one player to be the Recovery Team, and another to be the Bandit Raiders.

Deployment

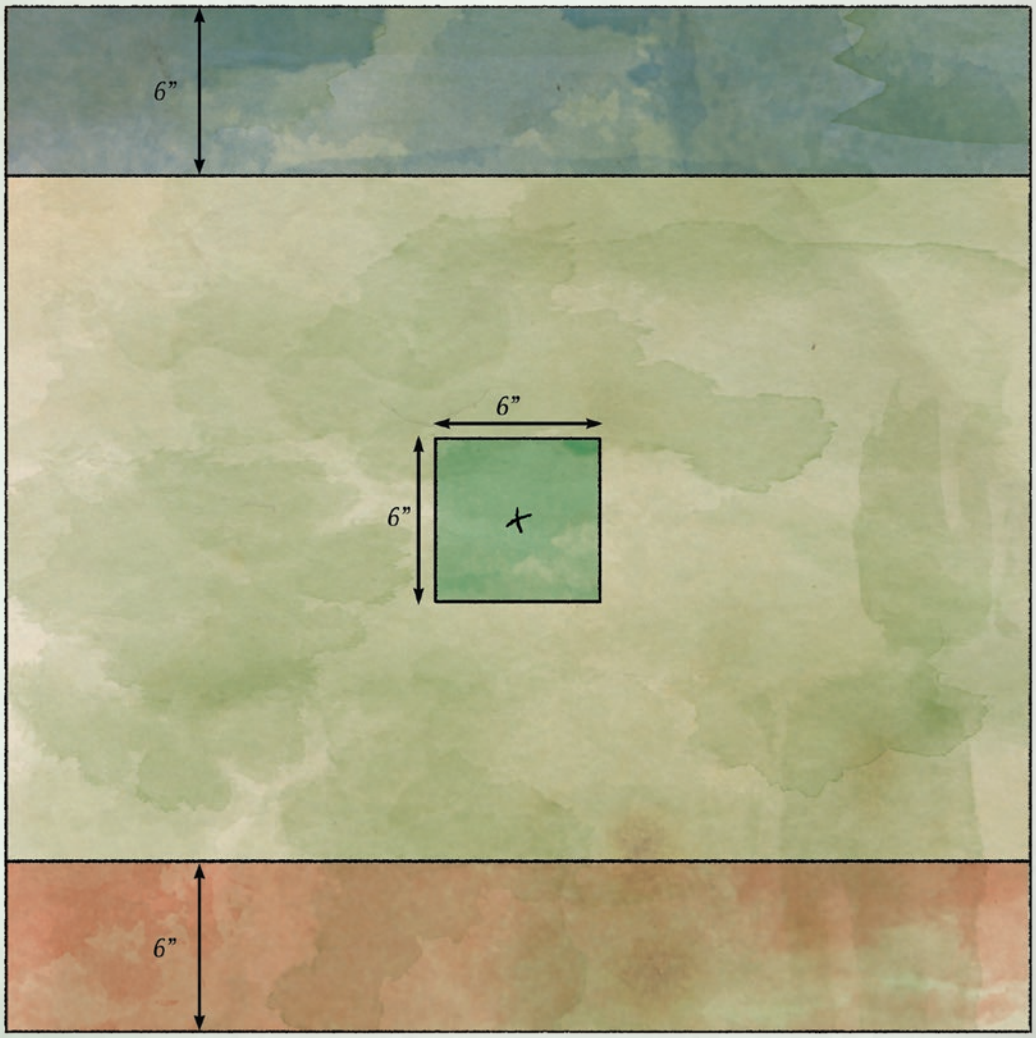
The Recovery Team and the Bandits deploy as normal. The game must always have a square piece of Difficult Flat Terrain in the exact center of the Table that is 6" by 6" Known as the "Manor". In addition, deploy a single loot token in the center of the Manor.

Our most venerable house

The Recovery team player may choose to have their units delve into the ruins in search of trinkets and baubles. To do this, any unit at least partially within the Manor that issues a Halt order may roll a D6. On a 4+, that unit recovers and gains a loot token.

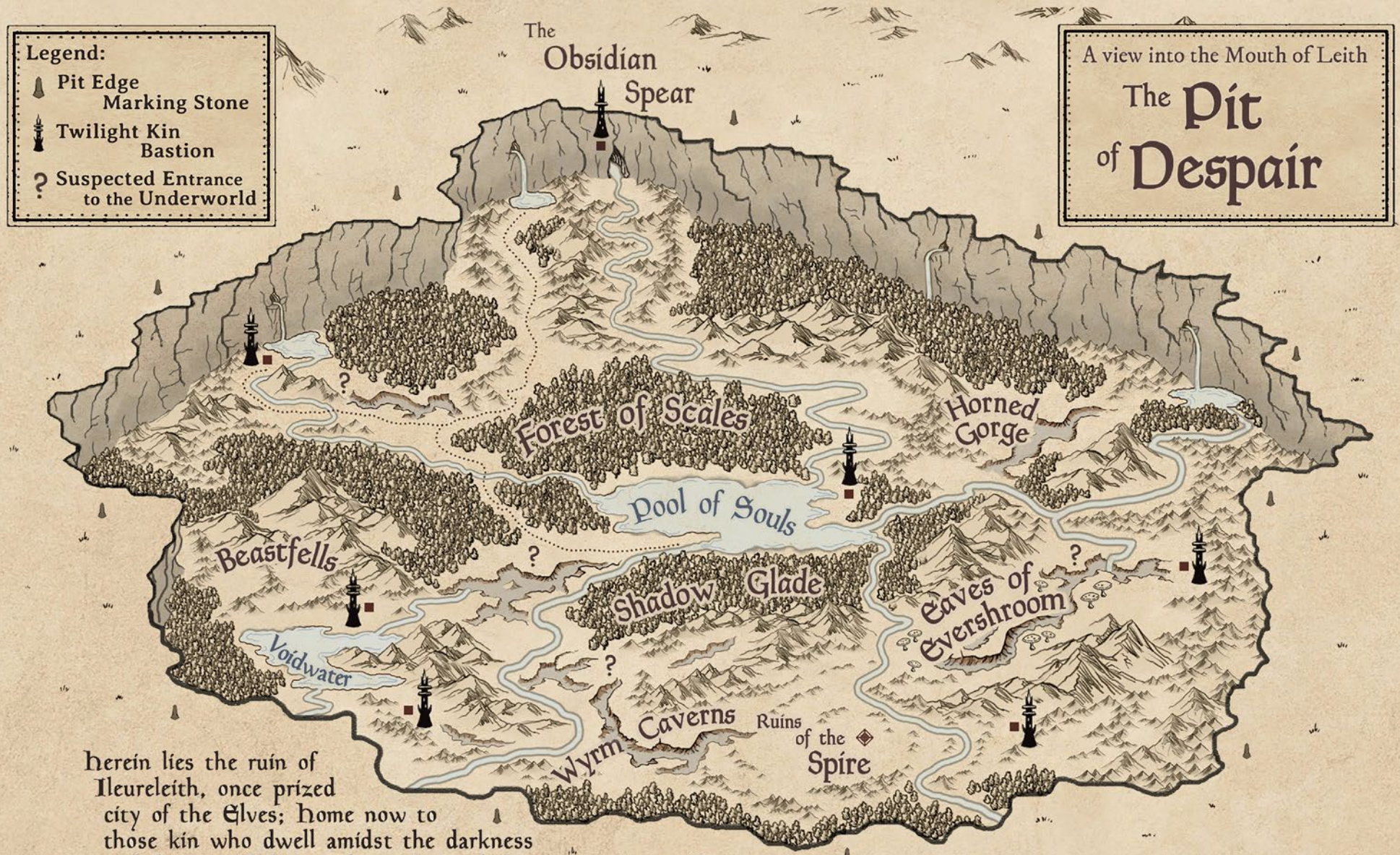
Victory

At the end of the day, whichever player has the most tokens is the winner!








Legend:
Pit Edge Marking Stone
Twilight Kin Bastion
? Suspected Entrance to the Underworld
A view into the Mouth of Leith
The Pit of Despair
The Obsidian Spear
Forest of Scales
Horned Gorge
Pool of Souls
Beastfells
Shadow Glade
Eaves of Evershroom
Voidwater
Wyrm Caverns
Ruins of the Spire
Herein lies the ruin of Ileureleith, once prized city of the Elves; home now to those kin who dwell amidst the darkness and despair of their exile in the twilight