

WARHAMMER

AGE OF SIGMAR



— ORDER BATTLETOME —

FYRESLAYERS



Many civilisations thrived during the Age of Myth, but not so the Fyreslayers. Their god, Grimnir, the duardin deity of battle, was lost to them in an epic confrontation. Grimnir's form was shattered, intermingling with the molten blood of his monstrous slain foe, Vulcatrix, and cast on winds of fire to scatter across all the Mortal Realms. For his followers, nothing would ever be the same.

Then came the Age of Chaos, an era that broke cultures apart as the minions of the Dark Gods invaded. The Great Alliance collapsed, Sigmar the God-King retreated to the Heavens, and everywhere the legions of Chaos established cruel dominion. One force alone stood strong. They did not hide, for they were made to be tested in battle. And that is what the Fyreslayers sought, marching forth to war as often as they could, hiring themselves out as mercenaries to any who had gold to pay them.

From the magmaholds of Aqshy the Fyreslayers spread, hewing out their own kingdoms and hoarding vast quantities of treasure. Though they were constantly besieged, no foe could penetrate their volcanic sanctums. They were without allies, for even those that hired them scorned them as greedy sellswords. Misunderstood, mistrusted; to the Fyreslayers it mattered not, for there was a secret hidden in the gold they so aggressively gathered. With every battle, their furtive and unspoken hope came closer to fruition.

When Sigmar re-opened the Heavens and sent forth his Stormcast Eternals, they found that Chaos had overrun all save the Fyreslayers. Indeed, during that terrible age they had proliferated. And by flame and fury will they continue to do so, until their final victory, for such is the binding oath they made to Grimnir.



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With axes, oaths and smouldering fury, the Fyreslayers pour forth from their magmaholds. They blaze with such intense aggression that sparks and burning motes fill the air around them.



A PATH OF BLOOD, GOLD AND FIRE

From flame-filled holds and deep mountain vaults, the Fyreslayers march out to war. Brash and unforgiving, they charge into battle shouting fierce war cries and wielding finely honed axes, the power of the mighty warrior-god Grimnir flowing into them from glittering golden runes hammered into their ruddy flesh.

Fyreslayers are duardin dedicated to the fallen god Grimnir. They are harsh, aggressive and possessed of blazing temperaments, prone to sudden eruptions of violence. As a race, the Fyreslayers are obsessed with two things: war and gold.

Fyreslayers are renowned warriors, and their ferocity is famed throughout the Mortal Realms. They are more than just restless fighters, however, for to them battle is a vital aspect of their religion. They always feel the need to be at war, and if they cannot find any of their own enemies to fight, they will seek the conflicts of others. Fyreslayers are eager mercenaries, and they fight for any with gold enough to meet their fee.

To outside observers the Fyreslayers seem little more than money-grubbing sellswords, yet their battlefield triumphs ensure their services are always in demand. From kings to councils of tribal elders, many seek out the hot-blooded duardin to enlist their services. With their constant warring the Fyreslayers have garnered enemies beyond count, and while they have many customers, their belligerent ways ensure they have few true allies.

A DIFFERENT KIND OF DUARDIN

The Fyreslayers exhibit many of the traits that duardin are famed for, including stubbornness, deference

to age, taking umbrage at the least offense, and believing matters of oaths and honour to be of the utmost import. Yet there is much that is unique about the Fyreslayers, qualities far different to those of their ancestral kin.

The duardin of old were famed for their craftsmanship. They were mighty toilers that dedicated much of their lives to carving out homesteads deep beneath the mountains, excavating mines in search of precious metals and refining the arts of metallurgy and forging. At need, those duardin put aside their occupations and took up arms in order to fight those that threatened their homes, but always



when danger passed the majority went back to their true vocations.

Such is not the way of the followers of Grimnir. Like their kindred, the Fyreslayers too are expert miners and blacksmiths, and they also fashion their homes beneath mountains, yet their attitude to such labours differs greatly. To the Fyreslayers, there is but a single worthy profession: war. All their efforts and creations are ultimately devoted towards that endeavour.

ORIGINS OF THE FYRESLAYERS

Fyreslayers first appeared in Aqshy, the Realm of Fire, and have long since spread to every Mortal Realm. During the Age of Myth they were the first to follow Grimnir, the duardin god of battle, though tales of their origins differ. Some claim that the Fyreslayers' forebears were Grimnir's children, others that the god made them out of his own incandescent rage. No few myths recount how the duardin factions each chose their own patron from amongst their pantheon. However their people came about, the Fyreslayers were, and always have been, wholly dedicated to Grimnir.

Since their appearance during the Age of Myth, Fyreslayers have eschewed bulky armour. Indeed, they wear little more than a beard, helmet, loincloth and girdle. It takes great boldness to charge bare-chested into combat, but like their patron, Fyreslayers believe they are protected by their own fiery convictions.

Another way in which the Fyreslayers emulate Grimnir is the distinctive hairstyle they adopt. A vital aspect of their warrior-cult, a Fyreslayer's locks are shorn on the sides, while the hair on top is spiked high into an impressive crest. It is dyed, and held in place by a waxy substance, each lodge maintaining and jealously guarding their own secret concoctions for such purposes. Those who mock a Fyreslayer's hair do so only once, for the misguided fool's head is swiftly separated from their neck.

To outsiders, perhaps the strangest habit of the Fyreslayers is their practice of pressing metal into their flesh, for each bears runes of gold that are literally hammered red-hot into their bodies. In battle these sigils glow, radiating heat and light as if they were just pulled from the forge. The strongest of their number – with massive crests of hair and thickly corded muscles – are so studded with such runes that they too begin to glow, beards blazing, and cinders drifting from their smouldering skin. In their battle-rage the Fyreslayers go berserk, undaunted by the size or number of their foes and wading into the enemy's midst with axes swinging, their voices raised to issue war-songs, coarse insults or barely coherent oaths to Grimnir.

After battle the Fyreslayers collect their fallen and any payment due, then return to their stronghold. This is most often a magmahold beneath the mountains, though some operate out of forge-temples established in the larger cities of Order.

When not caught up in their emotions, Fyreslayers are pragmatic. They care little for politics, and are isolationists with scant empathy for

the plight of others. Their concerns centre around fulfilling their own oaths, which usually boils down to acquiring gold by any means. Other races assume that the Fyreslayers are simply greedy, with an insatiable need to stockpile the precious metal. Would-be allies often grow quickly estranged as they witness Fyreslayers fighting alongside them one day and then against them the next. Across the Mortal Realms it is common enough to hear many call the fiery duardin unscrupulous warmongers, disloyal sellswords that are only too ready to fight alongside traitors, monsters or even worshippers of the Dark Gods.

There is truth in such claims, for Fyreslayers do seek war and eagerly fight as mercenaries. And some of their kind have accepted coin from the most unsavoury of sources. However, the full reasoning behind their actions is known only by the Fyreslayers themselves, for gold and battle are intrinsically connected to their lost deity. The duardin do nothing to halt the dissemination of even the most base accusations of avarice, for others would be less likely to part with their gold if they knew the true power held within its gleaming lustre.

KEEPERS OF THE KEYS

There are several reoccurring symbols important to the Fyreslayers, but none more so than the key. Most obviously, it represents their people's ancestral ties to Aqshy, where it is commonly associated with the magic of that realm. However, the key holds even deeper significance for the Fyreslayers. First and foremost, it reminds them of their binding covenant with Grimnir. To the Zharrgrim priests, it has a further, hidden meaning; the key represents their order's secret quest, for it symbolises freedom from a state of constraint. Members of the order are given forge keys, each crafted from different metals to designate their progress within the priesthood, with gold used for those with the highest experience. Of course, Fyreslayers being duardin and therefore a no-nonsense sort of folk, the keys they bear also serve a practical purpose. Those carried by Runefathers and Runemasters unlock the mighty doors of their forge-temple, as well as the magma-vault where the lodge's ultimate treasures are stored.





In battle, Fyreslayers unleash the pent-up might of their fallen god. Blazing with berserk fury, the doughty warriors fearlessly charge even vast monsters or the most heavily armoured of foes. Each fights with the fiery conviction of Grímnir himself, who once said, 'There is no foe that my axe cannot bring down to size.'



THE FALL OF GRIMNIR

Nothing has affected the Fyreslayers more than the death of their patron, Grimnir, the duardin god of battle. The ramifications of that tragic loss have not only brought about the Fyreslayers' continuing purpose, but also inspire their zeal, empower their battle prowess, and heavily influence their fatalistic hope for the future.

Long before the ending of the world-that-was, Grimnir had sung his death-song. He had ventured alone into the Northlands seeking to close the polar gates that spewed forth Chaos and allowed the minions and warping power of the Dark Gods to pour forth into reality.

During his journeys, Grimnir's battles, deeds of valour, and tests of will were beyond count. Lost and bewildered by the insanity of the realm he had been drawn into, Grimnir did not complete his

mission. However, such was his fiery determination and indefatigable strength that he was neither slain nor driven mad in the attempt.

How long Grimnir wandered is unknown, for time has no meaning in the Realm of Chaos. Yet his tale truly begins after the destruction of the world-that-was, at the dawning of the Age of Myth. During that time of legends, the gods first discovered and walked amongst the Mortal Realms. And so it was with Grimnir, who one day awoke in Aqshy and found himself surrounded by his kin. Although weak and wearied from his dreadful journey, Grimnir recognised the duardin that attended him, and he rejoiced to be back in the lands of mortals.

Despite his long plight, Grimnir sought to serve those who had revived him. He listened to their pleas and acted on them, hunting down and catching the godbeast Ignax, whom he shackled to the Land of the Chained Sun so that all might have light and fire.

Even as he rested from his task, another evil befell the duardin gods. Exactly what occurred during the event known as the Thagduegi – the Great Betrayal – is unclear, but the duardin pantheon broke apart. In the aftermath of traitorous acts, Grimnir and his brother Grungni were left shackled atop the tallest of the Iron Mountains of Chamon. There, bound in chains, the two might have stayed forever had not Sigmar – mankind's celestial war-god – stumbled upon them.

When Sigmar loosened their heavy manacles, the duardin gods were freed. Both pledged oaths to repay the favour, but hot-headed Grimnir demanded he be allowed to settle the debt immediately. A rage had built up in Grimnir during his captivity, and he needed to release it before the blazing anger overcame him. It

was the duardin god's desire that Sigmar should name a mighty enemy for him to slay single-handedly, and thereby fulfil his vow.

Sigmar greatly valued the duardin gods, for they had been steadfast allies in the past. Yet he knew also that to name an unworthy target would do great harm, for Grimnir was riled easily, and prideful over such matters. Acting impulsively, Sigmar named the godbeast that he himself thought would be the most difficult to conquer – a decision he immediately regretted.

BATTLE OF GOD AND GODBEAST

So it was that the legendary duardin sought out Vulcatrrix, Mother of Salamanders, she who first birthed flame into the worlds.

There are several tales that recount the last thing Grimnir did before setting out. Some say he downed a keg of ale, proclaiming it had to have been brewed by one of the legendary family of Bugman. Others tell of how he bid his brother Grungni to forge him a new axe for the monumental task, while those of the Vostarg lodge claim Grimnir helped choose the site of their original magmahold before embarking on his quest. All versions agree that it was not long before Grimnir strode into the Hills of Aqshy searching for his quarry. Grimnir went alone, but he did not go quietly, booming out his challenge every few strides, and hurling coarse speculations about his opponent's lineage.

When at last Grimnir came before Vulcatrrix, she uncoiled endlessly like a molten river from between smoke-belching peaks. Gleaming blade and burning fang met in showers of sparks, each blazing ember from those mighty strikes outshining the stars themselves as god sought to best monster.

DEATH RITES

Burial rites are important to the Fyreslayers. The omission of such time-honoured rituals is deemed an insult, for they hold that it jeopardises reincarnation. Fyreslayers believe that their deceased must be cremated, for only then can they properly rejoin their revered ancestors and return to stone, metal, earth and fire, for of such elements were they first forged. The spark of their being (what some races term the soul) is extinguished, a process they compare to the burning of coal, which glows bright for a time but is reduced to ash in the end. The Fyreslayers' outlook in this regard is more practical than nihilistic, as they believe death is not the ultimate end. The duardin gods know the secrets of how to wake them from stone-sleep, and how to reforge them. Before Doomgron – the final battle – they will be remade. In council with the gods, the ancestors will judge who is worthy, reincarnating each in the order in which they first walked the realms. Those not given the proper funeral rites, or those found wanting, might never be remade.

The Fyreslayers tell that it was Vulcatrix's spite which claimed Grimnir's life, for he delivered a mortal blow to his enemy but was felled by her death throes and the poisons that erupted from her rent form. So great was the heat released by the duel's climax that a cataclysm followed: a fiery blast of noxious gases levelled mountains and created the Plains of Aqshy. The scorching of the lands, however, cleansed them of the foul sulphurous dusts that had once rendered them barren. Elsewhere, the falling embers formed the volcano Vostargi Mont, and dozens more across the realms.

The nova-like event ignited the magics of Aqshy, and the impossible heat alloyed the divine spirit of Grimnir with the Great Salamander's blood of liquid metal. God and godbeast were intertwined, and scattered far. Flaming ruin streaked across the skies, blazing like meteors to fall across the realms, while all across Aqshy volcanoes answered the outburst with eruptions like some final tribute.

UR-GOLD AND MAGMADROTH EGGS

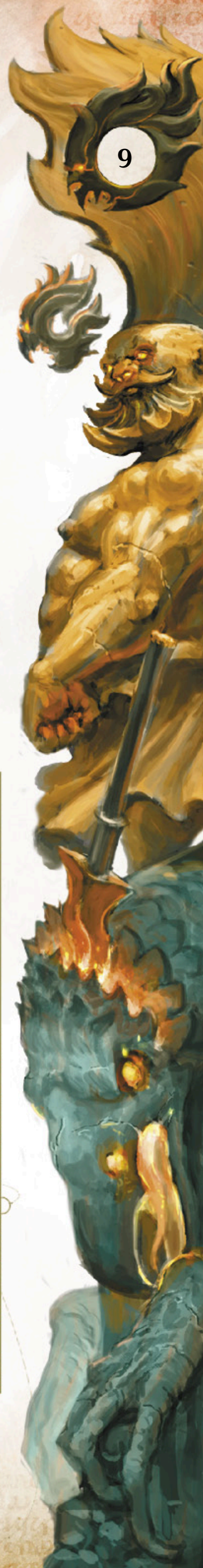
Where they landed, the fragments of Grimnir and Vulcatrix had a strange effect upon the lands. The divine remnants writhed and twisted, burying themselves underground, where they fused with veins of gold. The resultant substance looked to all appearances like ordinary gold, but it had been transmuted into something much more. Only the Fyreslayers proved able to detect this new metal, which they called ur-gold – an ability of which they do not openly speak.



Since their discovery of what ur-gold was and what it could do, the Fyreslayers have been a race possessed. To outsiders, they seem little more than common mercenaries, warring for bullion.

Yet in truth, Fyreslayers do not seek treasure for its own sake, nor for what it can buy them; the holds and weapons a lodge owns are all crafted by the toil of their own people. They hire out their services simply as a means to reclaim the scattered remains of their broken god, and even the smallest trace of ur-gold is precious beyond measure. For a Fyreslayer, the gathering of ur-gold and the subsequent release of its powers in battle is nothing short of a religious act. It not only brings the Fyreslayers closer to their god, but it frees Grimnir's entrapped spirit. If they could release the energies of enough of the shattered fragments, they would ensure Grimnir's rebirth for the final battle, the Doomgron.

The creation of ur-gold was not the only strange after-effect of the titanic battle between Vulcatrix and Grimnir. In some flamestruck regions, black spheres were formed, the scorching-hot eggs that would one day give birth to Magmadroths, the offspring of the Great Salamander herself.



MAGMAHOLDS

Fyreslayers construct vast subterranean fortresses hewn from the stony hearts of mountains. These nigh-impregnable underground cities are known as magmaholds, and it is from their imposing gates the Fyreslayer armies march forth seeking war and gold.

After Grimnir's destruction, the god's followers made their home in Aqshy. Here, along the vast volcanic mountain range known as the Salamander's Spine, the first magmaholds were created. These were similar to karaks, the underground strongholds of other duardin, but there was one essential difference: the Fyreslayers chose exclusively to carve their underground passageways beneath active volcanoes.

As the Fyreslayers became more familiar with the volatile environments in which they dwelt, they achieved greater and greater feats of engineering and stonework. Eventually they learned to channel rivers of magma, using the molten rock to bore new tunnels, or to form defensive barriers through which no foe could pass.

It has been many ages since outsiders have been allowed to enter a magmahold, for the Fyreslayers have grown ever more gruff and isolationist. In the Age of Myth – before the Fyreslayers were so guarded – some few did pass beyond the gates of such a fastness to describe what they saw there. Dark passages gave way to high arched chambers and many-pillared halls. It was said the architecture lacked some of the artisanal flair of the stonework that marked the duardin karaks, yet they were still works far beyond the most skilful human engineers. Even then, however, it was apparent that the Fyreslayers would rather carve foes than rock – such tasks were to be completed, and completed well, but it was not anyone's life work. There was one area in which magmaholds bested karaks however, and that was in the hoarding of treasure.

Magmaholds were quickly filled with gold as the scions of Grimnir sought traces of their lost god. Most

of the precious metal contained little or none of the divine spirit of Grimnir, and even that which did was soon drained. The by-product of ur-gold is simply gold, a substance that swiftly accumulated within the magmaholds. Thus, even the poorest Fyreslayer cities could boast vast ancestor-statues and rune-etched masks forged from solid gold, as well as columns that stretched out of sight bearing countless gilded braziers, which cast a brilliant gleam upon everything beneath them.



Doubtless it was the Fyreslayers' riches – and the many enemies they made due to their mercenary ways – that drew invaders to their holdings. Not all the attacks were raids made in the name of plunder, however, for the Age of Chaos was dawning, and it was swiftly transforming into an era of terror. Wave after wave of assailants attacked civilisations across the Mortal Realms. Corruption, mutation, and plague were rampant.

One by one the karaks were broken and the duardin driven out of their mountain holds. Enemies were everywhere – skaven and grotts tunnelled from below, many tribes of men were corrupted and turned into blood-crazed killers that rampaged across the plains, beastmen stormed out of the forests, and daemon armies scoured the lands. Once driven out of their mountain dwellings, the duardin refugees were little more than prey for creatures such as troggoths, gargants, and other monsters that stalked the lands. It was a time of disaster for the duardin, save only in Aqshy, where the magmaholds of the Fyreslayers held strong.

Aided by their molten defences, Fyreslayer holds proved tough nuts for the Chaos forces to crack. It was significant also that all the Fyreslayers were followers of Grimnir, that is to say, they were warriors first and foremost. Invasion after invasion was repelled. A few magmaholds were breached and destroyed, but these were the smaller ones. Only when the followers of the Dark Gods turned to subterfuge did they meet with real success. Chaos forces, disguised as refugees from fallen kingdoms, were allowed to enter. Their targets were no longer the impenetrable walls of the magmaholds themselves, but the societies within: the lodges.

FYRESLAYER LODGES

A lodge is a group of Fyreslayer families or households, the chieftains of which claim descent from a common ancestor. Magmaholds are typically settled by one lodge, although there are instances of two or more co-existing within the same magmahold. Typically, lodges that share holds are closely related, and such situations tend to be temporary until the newest branch grows large and bold enough to establish their own territory.

The earliest Fyreslayer lodges were known as the first-forged, for they were the duardin who walked in the presence of Grimnir before he embarked on his quest to slay Vulcatrix. Those original lodges no longer exist, although some – such as the Vostarg and the Greyfyrd – claim to be their direct descendants.

Each lodge is formed around a single patriarch, a leader known as a Runefather. He and his family rule the lodge, with authority passing down to his male heirs, who are known as Runesons. Each lodge also maintains their own forge-temple and Zharrgrim priesthood.

A Runefather who has many Runesons must choose one to succeed him. Those not chosen often decide to set out with a few followers, hoping to break away and establish a new lodge. When a Runefather dies with no declared heir, it typically marks the end of the lodge. The remaining Fyreslayers must decide to follow one of their own, pledge themselves to another lodge, or take the oath to become *grimnyn* – a duardin word that means ‘fated wanderer’, and is used by those who have abandoned home and hope. They roam the Mortal Realms with the aim of meeting either new purpose or death in battle. This is similar to, but not as fatalistic as, the vow of the Doomseeker.

To outsiders, Fyreslayers seem to be a society wholly dominated by males, for females are rarely seen and the lodge rule is clearly patrilineal, meaning that property and title are inherited exclusively by the sons. In truth, Fyreslayers are as secretive about the women of their kind as they are about ur-gold. It is known that females are rare amongst the Fyreslayers, born in disproportionately low numbers. The few that claim to have seen any say they are every bit as hot-headed, impetuous and battle-worthy as their menfolk. Female Fyreslayers are masters of the hearth, healing, brewing and magmic defences. Some privileged travellers tell of Fyrequenes who hold mighty powers, but of such things the warriors of the fyrds will not speak to members of other races.

THE COST OF DEFENCE

During the Age of Chaos, the magmaholds that survived did so by closing their gates. Refugees of broken civilisations, including many duardin from the karaks, sought the safety of the magmaholds, but were met only with silence as they battered upon iron-bound gates. Grim-faced and stoic, the Fyreslayers admitted no one.

But even though the Fyreslayers closed their gates to those seeking sanctuary, they still marched out to bring war to the forces of Chaos.

Fyreslayer armies – known as fyrds – emerged from secret tunnels at will. Far from the magmaholds, new passages opened up, filling once more with lava in the wake of those who traversed them. These armies marched out into the Chaos-ridden lands and sold their axes to the highest bidders. Desperate tribes or besieged cities paid exorbitant prices in gold to the Fyreslayers. The violence of the times meant there was always a need for their services.



During this time of horror and strife, the Fyreslayers multiplied and prospered. Secure in their volcanic homes and growing ever wealthier, the burgeoning populations within the magmaholds led to many splinter groups striking out in hopes of establishing their own domains. So did the Fyreslayers spread all across Aqshy, where they found the richest deposits of ur-gold and Magmadroth eggs. They followed ur-gold trails, mercenary contracts and tales of fortune into other lands until they had established magmaholds in every realm. Where possible they

gravitated towards volcanic regions, but at need they tunnelled into living mountains in Ghur, established bases amongst the sky-islands of Chamon, and hollowed out cairn peaks in Shyish. All continued to amass gold, largely through payment for their employment as mercenaries, but occasionally by seizing it from foes, or even by mining.

Unbeknownst to the Fyreslayers, however, they were not as immune to the designs of Chaos worshippers as they thought. Agents of Tzeentch, the Great Conspirator, were quick to whisper to the survivors of fallen kingdoms, reminding them not to forget who refused to open their gates to them in their darkest hour. Tales of the Fyreslayers’ mercenary ways were often stretched, and even those who successfully hired them were bewitched into believing themselves ill-used by greedy duardin. The Plague God Nurgle invented a new pox, one that clung to a single substance: gold. If touched, infected metal drove mortals to distraction, so much so that they would kill one another to possess it. All races that coveted gold were susceptible to the disease, and its grip on Fyreslayers, who already suffered from the glimmerlust, proved especially deadly. Several previously impregnable magmaholds were torn apart internally as the lodges that dwelt within became corrupted.

AIR AND FIRE

The ancestors of the Fyreslayers and Kharadron Overlords were related, and once lived side by side, but their descendants have diverged. In the Age of Myth, the Fyreslayers’ forebears swore themselves to Grimnir, while those of the karaks took Grungni as their patron. After the fall of their mountain holds and the refusal of the Fyreslayers to take them in, refugees from the shattered karaks took to the skies, evolving into the Kharadron Overlords. They never again looked upon the Fyreslayers as kin, but only as trade partners that would likely hold to their end of an oath. For their part, most Fyreslayer lodges lost touch with the Overlords, and see them now less as distant relations and more as rich customers. The fact that most of the Kharadron have abandoned the gods – for they themselves felt abandoned by their pantheon – sits poorly with the zealous Fyreslayers. Each side, being duardin, and therefore cantankerous at the best of times, is contemptuous of the other. Open conflict is rare but not unheard of, save amongst the Granthium Mountains in Chamon, where ur- and aether-gold have mixed and each side strives to claim the entire deposit as their own.



HEART OF THE HOLD

At the centre of each magmahold is its forge-temple, a sanctuary where the Zharrgrim priesthood safeguard the lodge's ur-gold and fashion it into powerful runes. Through their fiery hammer-blows is Grimnir's fighting spirit brought back to blazing life, and the power of the Fyreslayers made manifest.

Hidden deep beneath shimmering mountains and behind graven stone doors are the forge-temples of the Fyreslayers. Here are the beating hearts of the magmaholds, their pulse pounded out by the ceaseless clang of hammers. The vast halls echo and throb to that heavy rhythm, punctuated by the grinding wail of axes being sharpened. The air ripples, and all glows red from the heat of the forgebanks and rivers of lava that flow through the surrounding chambers to power them. Sparks fly everywhere, and the heat is enough to make an ogor's eyeballs sizzle.

The forges of the Fyreslayers' ancestors were akin to those of other duardin, constructs built from designs taught to them by Grungni. Upon Grimnir's shattering, however, the firestorm that swept the realms ignited something inside the forges of those in Aqshy who had dedicated themselves to the god of battle. This was known as the Zharrkhul, the Master Flame or First Fire. Those who tended this divine spark and stoked the supernatural flames became known as the Zharrgrim, the priests of the undying fire.

To this day the Zharrgrim priesthood lead the lodges in the worship of Grimnir. Though all Fyreslayers have some sense of ur-gold, only an Auric Runemaster – an elder steeped in the sacred lore of metallurgy, fire and the spirit of battle – can definitively pick out metal imbued with Grimnir's essence from its mundane counterpart. It is the Runemaster who leads the process of extraction, where flames and heat are used to smelt the alloy so that the ur-gold can be separated in its purest form. The ur-gold is then cast into sacred runes, the great majority of which signify some aspect of battle, such as strength, fury, endurance, indomitable boldness, loyalty to kin, or Grimnir himself.

In a process that is every bit as agonising as it sounds, the Runemaster then pounds the ur-gold sigils into the bodies of Fyreslayer warriors. It is essential to perform this act with the runes still glowing hot from the forge, for only in this way can the rune truly fuse into the duardin's muscular frame.



A Fyreslayer with ur-gold hammered into his flesh immediately feels a greater connection to his god, but it is not until the runes are awoken in battle that they unleash their true power. It is the duty of another branch of the Zharrgrim priests to rouse the runes' latent might. These Runesmiters accompany the warriors to battle, their ritual chanting igniting the runes and unlocking the battle-rage of Grimnir himself. The glowing sigils augment the Fyreslayers' physical might and martial prowess, raising them to supernatural levels.

RISING POWER

The first followers of Grimnir to discover ur-gold knew it was somehow connected to their fallen god, but not how. In time, masterwork weapons were created using the metal, for the Fyreslayers have always been skilled artisans. Yet these objects could only impart a small measure of power to their wielders. It was only when the first Runemasters forged the gold into runes for warriors to wear into battle that the true potential of ur-gold was glimpsed.

Blazing white-hot, these tokens burned their way into the flesh of the Fyreslayers, sending them into a

Grimnir-blessed fighting frenzy that saw countless enemies cut down. Eventually, the ur-gold runes were hammered directly into a warrior's body, where their divine energies could better take root.

Over time, the Zharrgrim priests learned to unlock more of the secret properties of ur-gold. That Grimnir's shattered being fuelled rage and a fiery spirit was considered only proper, but as the Zharrgrim priests learned to control flame and summon elemental energies, they realised that the ur-gold contained more than the essence of their god alone. The fragments were discovered to be specks of Grimnir's quintessence intertwined with that of Vulcatrux, fused by impossible heat. No longer battling, the two kindred spirits had bonded, becoming stronger together.

It was the Zharrgrim priests who first found Magmadroth eggs and learned how to raise the creatures. Where long ago the beasts had been the mortal enemies of any who dared invade their volcanic sanctums, they have since bonded with the Fyreslayers. It is wrong to think of Magmadroths as domesticated, for the creatures are far too wilful; they are more akin to allies of the duardin than mere beasts of burden.

The secrets of ur-gold are in many ways still a mystery to the Fyreslayers, and the Zharrgrim priests are still learning of its divine power. The Shyish necroquake, which flooded all the realms with tides of magical energy, has boosted the elemental powers of the Zharrgrim, and their war-chants can now summon new and more potent magmic manifestations. In addition to magma-tunnelling and calling up molten rock from the deep places, Zharrgrim priests can raise Magmic Battleforges to ignite the Fyreslayers' war-spirit, or summon Infernoths and Runic Fyrewalls.

THE GLIMMERLUST

Ur-gold is a finite resource, for its power is released in battle as a Fyreslayer fights. To maintain his might, a Fyreslayer must constantly have fresh runes struck into his body. This can leave the duardin craving more should he feel the divine strength of Grimnir leaving him, and this hunger only adds to the many legends told by other races of the Fyreslayers' avarice.



*'With each strike of the hammer,
You are tested with pain,
The runes shall ignite your rage,
And fury shall be your armour.'*

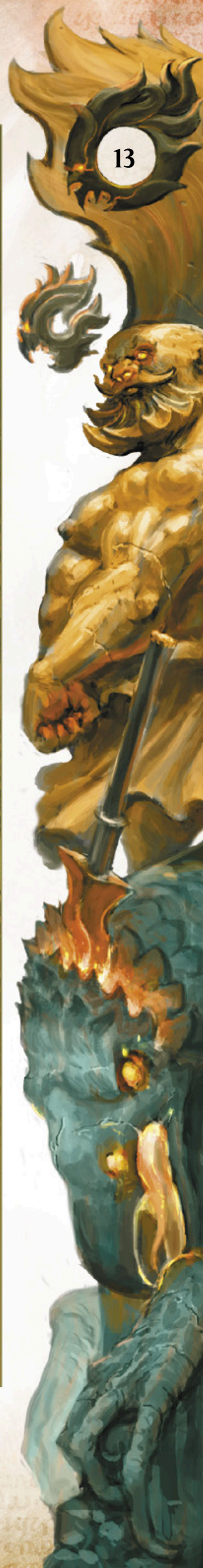
- Hammerchant of Runemaster Althar



It is in this field that the Zharrgrim priests perform another vital duty, steering the members of the lodge safely along the path of Grimnir. The Runemasters in particular have learned to temper the Fyreslayers' impulsive natures; even the Auric Runefathers, the lords of the lodges, seek the counsel and wisdom of the Zharrgrim elders in this regard. It is for the Runemasters to guide the Fyreslayers, and protect their people against the perils of gold-greed. They ensure that ur-gold is given only to those deserving of its blessing, and that no warrior is given more than his rightful due or, for that matter, more than he can bear. Should this happen, the consequences can be dire indeed.

ROGUE SLAYERS

Alone, and without the wisdom of the Zharrgrim priests to guide him, a duardin might be completely consumed by the glimmerlust. Grim tales are told of lone warriors overcome by their need for ur-gold. This is sometimes the fate of Doomseekers, warriors who have pledged to leave their lodge and seek a mighty end. Many do so heroically, but no few have gone mad, such as the Axe of Magorth or the Immolated Slayer. These reviled beings are called Doomvarags, and they are rabid lone wolves that would even kill other Fyreslayers so they might prise the runes from their remains.



BORN OF FLAME

The Realm of Aqshy is where the Fyreslayers have their origins, and to many is where they most belong. It is a volatile land, and its people are known for their fiery passions and fervent causes. It is here where the roots of the Fyreslayers lie, buried amidst the volcanic mountain ranges, cracked earth and flame-ridden plains.

Also known as the Bright Realm and the Realm of Fire, Aqshy is made up of dozens of different continents. Once, these were all accessible to one another, connected by bodies of water, but they have since been fractured. Some lands were blasted apart by the battle of Grinnir and Vulcatix, and even more were broken up by the ruinous energies released during the Age of Chaos. Now it is nearly impossible to reach the different landmasses without the use of Realmgates. Despite the size of the realm and its multitude of dangers, the fyrds of the Fyreslayers have scoured every corner of its lands searching for traces of ur-gold.

The Fyreslayers originally hail from Aqshy, and have since spread to all the realms. It is still in the Realm of Fire, however, where their flames burn brightest. Even after long ages, more Fyreslayer lodges can be found in Aqshy than any other realm. The reason for this is simple: there are more ur-gold deposits and Magmadroth eggs to be found in the Realm of Fire than anywhere else.

THE FIRST-FORGED

The earliest Fyreslayer settlements were founded along the vast mountain range known as the Salamander's Spine. Accounts of how many holds were established there differ; however, the volatile nature of the region's volcanoes has changed much of its landscape, meaning there is no way to verify any such claim. All of the forefathers of the current lodges came from this region, and it was the forges of these holds that roared to life with the supernatural flames of the Zharrkhul, the firestorm that raged over the skies of Aqshy after Grinnir met his doom.

Once the epicentre of Fyreslayer culture, the Salamander's Spine is now a desolate place. Most of the original magmaholds have been destroyed, and the few that remain

have been ransacked many times. In spite of this historic decline, it is common for the lands and empires of Aqshy to remake themselves, starting anew after being swept clear by fire. So it proved for the Fyreslayers, although their legends tell many tales of the Salamander's Spine and the lodges that began it all.

VOSFORGE

The original Vostarg lodge lived in Vosforge, largest of the magmaholds carved into the Salamander's Spine. More lodges have sprung from that one mighty bloodline than any other of the first-forged. Hundreds of current lodges can trace their heritage directly back to those who came from that vast fortress. Today, the lodge that still bears the Vostarg name has made its home in Furios Peak, the largest volcano in the Cynder Peaks mountain range. The magmahold was founded by Urgom-Grinnir, the first to climb the Thousand Stairs and lay pick to stone where it now stands.

THE HARRWORLD

Of the place of the Greyfyrd's origins, the Harrworld, nothing is ever said. The mountain that stood over the halls of the first of their line, the Greygrend, has been levelled. Nearly all lodges that have suffered disproportionately from the glimmerlust can trace their roots to the Greygrend, but these duardin do not speak of their troubled heritage.

The Greyfyrd still maintain holds in Aqshy, including Asharak in the Bright Mountains and the Emberhalls in the Caustic Peaks, near the city of Hammerhal Aqsha. Their fastness on the Scarred Isle, however, was destroyed by Archaon during the Realmgate Wars. All of these locations are connected by the firepaths, portals that lead back to the Greyfyrd's capital, the Gateswold in Chamon.

KARADRUM

While natural disasters and civil strife claimed some of the first-forged, it was the armies of Chaos that destroyed the Grymdar. Their hold of Karadrum was taken and the lodge's Runefather slain. The refugees that escaped chose a new leader, and became the Hermdar lodge. Taking vows of vengeance, they stormed back to reclaim what had been their hold, freeing the captives therein from a terrible fate. Yet the mountainside had been riven beyond repair by the ferocity of the fighting, and so the remaining Zharrgrim priests caused the volcano to erupt, burying the underhalls in waves of lava.

The Hermdar have remained in Aqshy ever since, establishing a new magmahold, the Grymhold, beneath the highest mountain

BRIGHT MAGIC

The Realm of Fire has always been rich in bright magic, the energies harnessed in the art of pyromancy. In general it can be said that the intensity and power of a realm's native magic increases at its edge, and grows fainter the further inland one travels. However, the eldritch energies in Aqshy can be fickle. At times they blow strong like the hot wind that races before a firestorm; at other times they lull, as rare as water in the Parchlands. That all changed with the Shyish necroquake. The event not only increased the concentration and potency of death magic in the realms, but all sorcerous energies. For the Zharrgrim priests, this meant the start of a new era, for their ability to summon and control magmic elemental powers has since increased tenfold.

in the Adamantine Chain. From there they continue to sell their martial services, most especially to the human tribes of the Flamescar Plateau.

DRAKENHAL

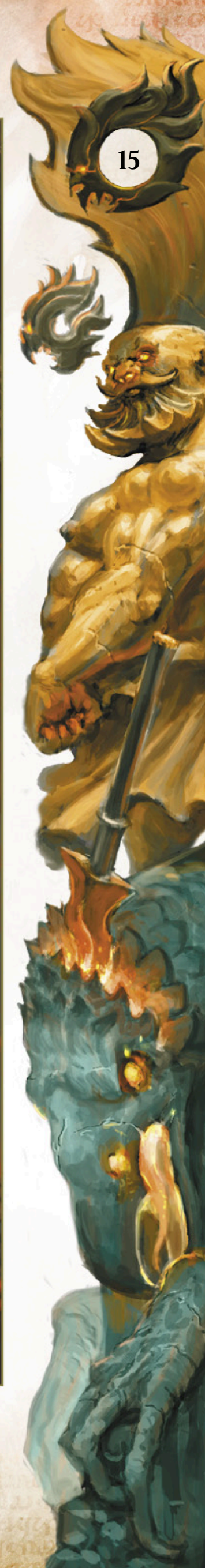
The first-forged known as the Drakendreng lodge were famous for their monster-slaying skills. Emulating Grimnir, they hunted the largest and most ferocious beasts they could find, and lined the gates of their magmahold, Drakenhal, with their quarry's skulls. Perhaps it was this, or the rumoured size of their fabled treasure hoard, that drew Nagwroth the fyre serpent. Offspring of the titanic godbeast Nagendra, Nagwroth coiled around the mountain, and the ensuing battle destroyed Drakenhal.

During that great catastrophe, the Drakendreng's ruling dynasty was severed, and the survivors founded the Lofnir lodge. They left the ruins of their old home and pursued the wounded Nagwroth all the way to Ghur. There they established a new magmahold, Rufhal, within the domed volcano of Crownpeak. Since then, they have sought to fulfil the oaths of vengeance that their ancestors swore against Nagwroth.

OTHER KEY LOCATIONS

Vostargi Mont is a huge volcano that rises from the Flamescar Plateau. It was formed from the falling debris created by Grimnir's battle with Vulcatrrix. Many Fyreslayers have mined the mountain, and the current stronghold is open to all lodges but ruled by the Vostarg. It is to this site that many humans made their way during the Age of Chaos, desperate to hire the skills of the Fyreslayers.

The Cynder Peaks mountain range is perhaps the most volcanically active in Aqshy. Its constant eruptions bring up and spit out much that has long been buried deep. Many lodges watch where these fireballs land, for they leave craters rich in ur-gold, as well as shiny clusters of Magmadroth eggs. As the largest of the lodges, the Vostarg have claimed this lucrative region as their own.



VOSTARG

The Vostarg are the only Fyreslayer lodge that still carry the name of one of the first-forged lodges, who breathed the same scorched air as Grimmir himself. Heavy with pride in their legacy and traditions, the Vostarg strive with unmatched aggression to not only equal the deeds of their storied ancestors, but to surpass them.



Beneath the smouldering volcanoes of the Cynder Peaks, the hammers of the Vostarg lodge ring ceaselessly upon their anvils like the drums of war. Amongst the oldest of the Aqshy Fyreslayer lodges, the Vostarg can trace their lineage back to the legendary Vosforge. From their sprawling magmahold of Furios Peak, the might of the Vostarg casts a blazing glow across the lands. Their reputation as brutal mercenaries and fearsome warriors stretches far beyond the borders of their domain.

The Vosforge was the largest of the first-forged magmaholds and the last of the original holds to fall. It held out against enemy sieges during the Age of Chaos, fighting off countless armies of the Dark Gods. Each time the foe stormed the gates the duardin hurled them back, bloody and broken onto the scorched plains. But always the enemy returned.

In the end the Vosforge was undone by avarice and discord rather than by the foe. Its last Runefather, Thorgar-Grimnir, broke a Chaos assault by slaying the Bloodthirster commander, but he soon fell of his own wounds. Thorgar left behind a dozen Runesons but no chosen successor. Leaderless, the foe had retreated, leaving the magmahold unassailed. Yet the lodge had no peace.

Each Runeson was convinced that he alone deserved the inheritance. With civil war about to erupt and the Chaos forces beyond their gates



forming for another assault, the Runemaster divided the lodge's ur-gold among the Runesons, lest infighting bring destruction to them all. He bade them each to gather followers and go their separate ways. So it was that Vostarg were broken and scattered across the realms like Grimmir himself. The emptied Vosforge was sacked many times and became an abode of evil things. Only one Runeson, Zhafor, took up the mantle of Vostarg, and his descendants still drink to his honour at every Ghuzfest.

The Vostarg are now the largest of the Fyreslayer lodges. Aggressive attack has always been their hallmark, and their legacy of bold triumphs is second to none. Down the long ages they have been led to greatness by a long line of successful, and prolific, Runefathers. Indeed, the Vostarg are sometimes referred

to as the All-fathers, for they have produced more Runesons that have marched out to found their own kingdoms than any other lodge. Their current leader, Bael-Grimnir, has consummately maintained this tradition, for he has sat on the ruby-red Fyrethrone for centuries and has fathered at least fifty sons.

It is not in the begetting of sons alone that Bael-Grimnir has carved out his legend. Over his long and battle-filled career, the Runefather's war-ventures have brought in mountains of ur-gold. According to the meticulous records recited by the Battlesmiths, he trails only his fabled ancestor Thorgar-Grimnir in the acquisition of the Fyreslayers' most precious substance. Such a holy tribute to the duardin god of battle commands great respect from the other lodges, even those not related to the long line of Vostarg.

GREYFYRD

Grim, fierce and for hire, the battle-hardened warriors of the Greyfyrd lodge are notorious mercenaries that never say no to a mission, so long as their fee in gold is met. Amongst their number stride legends, for Greyfyrd produces heroes the way active volcanoes produce smoke: frequently and in impressive volume.



The Greyfyrd are bold crusaders. Their warriors can be found across all the Mortal Realms, for their main stronghold, the great Gateswold in Chamon, contains many Realmgates. At any one time there might be a score of Greyfyrd armies out campaigning across the realms.

With a reputation spread far and wide, the warriors of Greyfyrd are much sought after as mercenaries. They have changed the fates of many who have hired them, including the Ninefold Kingdoms of Obsidia, the Gloomtribes of Shyish and the Neolantic Bloodlands. Their cost in gold is high, but for those willing to meet their demands there are no questions. Over the centuries the Greyfyrd have fought for, alongside and against nearly every major faction of the realms.

Most other lodges have a number of caveats, qualms or stipulations regarding the acceptance of certain mercenary jobs. The Greyfyrd, however, have only one: that their price be met. In this manner they have served countless paymasters, joining wars just and unjust alike. In the end, it is all the same to those of Greyfyrd, for they care not for sides or for causes save their own.

Those of Greyfyrd no longer mine, and only the Zharrgrim priesthood and those who would be Battlesmiths still work the forges. It is war they want, and it is a profession much in demand. Such non-stop battling ensures every Greyfyrd army is full



of grizzled veterans. Many from Greyfyrd are marked by their lives of combat, their skin and muscles thick with battle scars, while others have lost an eye, or have missing hands replaced with blades. Since the Age of Myth countless fyrds have marched in and out of the Gateswold, either heading out to war or returning home from one. It is foretold by the lodge's priests that only when Grimnir returns will the Greyfyrd have rest and cease their realm-spanning campaigns.

The Battlesmiths of Greyfyrd do not speak of their lodge's troubled heritage, the dark secrets of their founders or the dubious deeds of their kin. Instead, they spend weeks recounting the sagas of each Runefather since the infamous Hurdar-Grimnir. It was he who held firm against the skaven tides from the Verminvaults, and bested

a Bloodthirster single-handedly. The chanting of the deeds of Grimwrath Berzerker Asgeran, first of his kind, takes longer still. And so it goes for every era, with epic tales of lodge-lords, priests and even warriors that rose from the ranks to heroically keep oaths, slay foes and collect gold. Not all of Greyfyrd's paragons are in the distant past.

The current Runefather of the Greyfyrd is Hursgar-Grimnir, a great warrior who claims to have slain every kind of creature that walks, slithers or flies. A dozen of his Runesons too have made their mark, having garnered enough fame in battle to qualify them to lead their own lodge. Yet even amongst that roll call of heroes one stands out: Grimwrath Berzerker Braegrom, Blessed of Grimnir. A terror of the battlefield, Braegrom carves a path of red ruin through anything he faces.

ON THE RISE

There are hundreds of different Fyreslayer lodges, and while none yet match Vostarg or Greyfyrd in size or renown, there are a number that are gaining ground. Each lodge is greatly influenced by their home-realm, and is identified by its own unique runes, traditions and distinctive colours.



HERMDAR

The Hermdar are descended from the Grymdar, one of the first-forged lodges, whose hold of Karadrum was captured early in the Age of Chaos. With their royal family slain, the remnants elected the greatest Karl amongst them as Runefather. Taking the name Hermdar-Grimnir, he led them in an oath to retake their lost kingdom, slaying every one of the skaven and Chaos enslavers that had despoiled it. The Runefather commanded the old hold to be



sealed with magma, and founded the Hermdar lodge beneath the mountain range known as the Adamantine Chain. It was from the fires at the heart of those peaks that they unlocked the secret of blending fyresteel so that it never lost the heat of its first forging.

The Hermdar have become well known in Aqshy. Oath-takers and skull-breakers, the lodge played a vital role in preserving the freedom of the region's peoples during the Age of Chaos. They take what gold they can, but are known to fight tyranny even without pay.



LOFNIR

The Lofnir boast vaults filled with Magmadroth eggs. They rear more of the beasts than any other lodge, and their bond with the creatures is stronger. Perhaps this is because the Lofnir venerate Vulcatrrix alongside Grimnir, seeing in the godbeast the same fiery temperament as that of the duardin battle-god. The lodge is also famous for the skill of their Zharrgrim priests, who show a particular aptitude for magmic summonations.



The Lofnir's warriors are easily identified by their soot-stained hands and feet, markings that are gradually made permanent over the course of battles by ritual tattoos. This distinctive appearance has its roots in a rite of passage, as would-be warriors must traverse a bridge of

red-hot fyresteel whilst carrying a Magmadroth egg. It is also said to harken back to Grimnir's fight with Vulcatrrix, during which – according to the Battlesmiths – the god himself started to burn from the intense heat radiating the molten hide of the Mother of Salamanders.

TANGRIM

The Tangrim settled in the Realm of Heavens after Sigmar re-opened the Gates of Azyr. Grim and honourable, they often ally with Stormcast Eternals. The Tangrim refuse to accept the coin of any who follow the Dark Gods, although whether this is their own judgement or simply a wise consideration by those who live in Sigmar's domain is unknown.

**ULRUNG**

The Ulrung lodge of Shyish mark their beards, faces and fists in the white ash of the dead. Their forges have gone cold but their fyrds fight on. Whether they can establish a new magmahold or retake their old one from the undead spirits that seized it remains to be seen, but their long survival in the underworlds of Shyish has made them grim indeed.

**BAELDRAG**

Scions of the Vostarg, the Baeldrag dwell in the Wandering Mountains of Ghyran, and are sworn enemies of the skaven. Even without hope of profit they have attacked the ratmen, ever since Runefather Grumgen-Grimnir's two eldest Runesons were captured by the Grey Seer Kritket Doomeye and stitched into the abomination known as Ummglug.

**SIGYORN**

The members of the Sigyorn lodge bear deep red tattoos with symbols of warrior kinship. They hail from the Forge Cities of Chamon. Protected by lava-falls, this stronghold has grown in size and attracts business and trade from many of the Free Peoples that live in the Realm of Metal. Those of Sigyorn have sold their axes in service to the Kharadron Overlords on many different occasions.

**THUNGUR**

The Thungur lodge rule the glimmering peaks of Lunarest in Hysh. They have fought several wars with the aelves of those lands. Amongst their strange customs are melting ur-gold under giant lenses, and creating a golden powder from their forges' by-products. Warriors of this lodge often glimmer with a dusting of this substance, and in battle their Runesmiters can cause it to ignite.

**GELVAGD**

Another splinter of the Vostarg lodge, these Fyreslayers have settled in Azyrheim, where they are known as stone-hearted mercenaries. The Gelvagd have a forge-temple in the Eternal City, and are known for their vindictive streak. All the lodge's grudges are chiselled into metal, and when they are settled they are cast into the forge and melted to help form the molten moat that separates their lodge from the rest of the populous city.

**VOLTURUNG**

Claiming direct descent from the first-forged, the Volturung of Aqshy are famed for the skill of their Runesmiters. Using magmic powers, they have carven the entire volcanic slope of their mountainous home into an image of Grimnir. They were the first lodge to ally with the Stormcast Eternals, and since then they have fulfilled many oaths fighting alongside Sigmar's warriors.

**CAENGAN**

Long ago, the Caengan lodge settled in the Realm of Ulgu seeking hidden ur-gold in the mists. They learned many subtle and clandestine ways from their former clients, the Shroudling Kings, but following a disagreement over lack of remuneration, Caengan fyrds ransacked the kingdom, taking not only their outstanding payment but also a stern measure of retribution.



THE SOUL WARS COMETH

The Fyreslayers weathered the Age of Chaos, defending their magmaholds and expanding during an era of terror and war. The Age of Sigmar began with promise, as the dominion of Chaos was lifted from many lands and growing civilisations offered new opportunities to earn ur-gold, yet trouble was brewing in Shyish...

When Sigmar re-opened the Heavens and unleashed his Stormcast Eternals upon the Mortal Realms, he began a new era. The battles of the Realmgate Wars aided the Fyreslayers. They relieved some of the building pressure that the armies of the Dark Gods were exerting, for during the long Age of Chaos the Fyreslayers had been the only force of Order to stand firm against them. Now, with new enemies to contend with, many of the Chaos armies were drawn off to fight elsewhere. Sieges that had lasted decades were abandoned or weakened, allowing duardin counter-attacks to finally drive them off.

This new epoch was filled with battles, for many factions that had long remained hidden emerged to strike a blow against their Chaos oppressors. The mercenary services of the Fyreslayers were in great demand, and no few lodges were forced to expand their treasure vaults. The coveted ur-gold was not merely stockpiled, however, as the constant wars allowed the Fyreslayers to release its pent-up power at rates never before seen. It was a time of great prosperity.

As Sigmar's alliance reclaimed lands, cities and civilisations began to be raised once more. Although the Fyreslayers did not aid in any building, they did help in their own way, for there were orruks to scour, ogor tribes to hunt down, and beastmen to beat back into the wilds.

Over time, several Fyreslayer lodges established close ties with the new cities of Order. It was not unusual in larger settlements to see fyrds of Fyreslayers marching in and out to collect their fees. Some lodges – such as Bulder and Hermdar – developed closer ties, and the Tangrim lodge even built a forge-temple within the city of Azyrheim. Across the Mortal Realms many Runesons struck out to found new lodges, and some of these

grew rich hiring out their services to the burgeoning cities. And then the winds shifted, and a time of dread omens and malign portents began.

PORTENTS OF DOOM

Fell shadows lengthened across the Mortal Realms, and dark omens were everywhere for those that could see them. For a long time this did not include the Fyreslayers, who went about their mercenary business as usual, showing a combination of duardin practicality and gruff disdain for any form of soothsaying. Yet soon, when the sun disappeared for days on end during dark solstices, even the surliest of Fyreslayers began to feel the unnatural chill that was creeping over every realm.

Gazing from hollow eye sockets, Nagash, Supreme Lord of the Undead and self-proclaimed ruler of Shyish, could still see much. It was Nagash's unwavering belief that the souls of all mortal creatures should pass to him upon their death, for he was the ruler of the underworlds. He gazed upon the Mortal Realms and saw many races that withheld his due: the Sylvaneth sought to recycle the souls of their fallen, while the recently discovered Idoneth Deepkin were actually stealing souls for their own mysterious uses. Worst of all, Sigmar, who still sought Nagash as an ally in the great war against Chaos, was plucking the brightest souls of mankind to forge his Stormcast Eternals.

Enraged, Nagash forswore all others, denouncing even former allies as thieves and betrayers, and therefore enemies. Enacting a plan long in the making, the god attempted to drown all life in a flood of necromantic magic. It was this dire event that triggered the many omens of doom that were witnessed across the Mortal Realms. While the Great Necromancer's ultimate goal was foiled, he did succeed in unleashing

a tidal wave of death magic that raged unchecked across the realms. Thus began the Soul Wars.

THE NECROQUAKE

Nagash's ritual triggered a great evil, a sorcerous blast known as the Shyish necroquake, for its epicentre was in the Realm of Death. Across the realms the dead awoke, all lands were faced with invasions by spectral hosts – phantasmal horrors that sought revenge against the living – and fell magics flowed unbound throughout the realms.

For the Fyreslayers the attacks were a shock. Lodges from all the Mortal Realms came under sudden and intense assault. Magmaholds that had held out against innumerable foes during the Age of Chaos now found their defences availed them little against spirit-armies that could materialise within their mountain strongholds, bypassing hundreds of feet of solid rock. Phantom hosts simply floated over rivers of magma that had once held back Chaos hordes.

In Aqshy, the Vardhraz lodge fell in a single day to a surging undead horde – there were no survivors. The magmahold of Brynbak was breached for the first time in its long history. Its stout defenders managed to stave off defeat and destroy the invaders, though only through emptying their treasure vaults in order to craft enough runes for their armies. The lodge's Vulkite Berzerkers were so overloaded with ur-gold that those who survived the hammering-in process became unstoppable killing machines, cleaving great swathes through the spectral hordes. Yet it was a victory at great cost, for many of the duardin warriors that survived the battle expired shortly after. Their hearts had burst, for even robust Fyreslayer frames are rarely able to withstand so much divine power.

While magmaholds in all the realms were assailed, the lodges of Shyish bore the brunt of the necromantic storm. Half a dozen holds were wiped away by the Nighthaunt spearheads, and an equal number had their bloodlines severed. Some suffered a slain Runefather, while others lost their entire royal family. The Bharnak lodge lost all members of their ruling dynasty except for a single Runeson, making the matter of succession easy. Others were not so fortunate. After their patriarch fell beneath a surging tide of Chainrasps, the last remaining Runeson of the Durnhok lodge was so overcome with grief he immediately vowed to become a Doomseeker. Ever faithful, the entire lodge took a similar oath and became grimnyn, destined also to wander the realms as slayers without hearth or home.

EVIL TIDINGS

The waves of undead were not the only effect of the necroquake. Just as those who were slain continued to fight, so too did many sorcerous conjurations linger long after they should have expired. Mages across

the realms found the potency and longevity of their spells greatly increased.

Buffeted by fell winds, many magmaholds in Shyish witnessed the eternal flame of their forge-temple guttering like a candle in a hurricane. Several – including those of the Ulrung and Zhuffnok lodges – were snuffed out altogether.

*By the light of the Zharrkhul,
I shall awaken from stone-sleep,
And once more see my ancestors,
And take my place amongst them.*

- Rites of the Pyre

With nothing but cooling embers where flames should be, the warriors of the Zhuffnok lodge underwent the ritual of grimnyn. Their death-songs sung, they marked their faces with white skull-masks and marched out to find either hope or a glorious ending. Although the fires had gone out within their own forges, those of the Ulrung lodge did not give up hope, for the flames in their fyresteel axes still burned

bright. With the runic protections of their magmahold – the Ulfort – lost, the lodge was forced to fight their way out of their own halls to escape the spectral hordes assailing them. Cast out into the gloom of the underworlds, the Ulrung began an epic journey to escape Shyish.

There were more grim tidings. Since its discovery by the Fyreslayers, members of other races had failed to recognise ur-gold for what it truly was, save only the white-furred sorcerers of the skaven. Yet now, some of the undead forces were being drawn to large ur-gold deposits and attempting to plunder them. Where the worst of the eldritch storm thrown up by the necroquake struck, the powerful Shyishan magic had started to leech some of the ur-gold's power. It was as if Nagash himself were stretching out his cold, bony fingers to pluck at the Fyreslayers' most coveted possession. The only cure to stave off the slow siphoning of Grimnir's spirit was to ignite the runes in the heat of battle. And there was yet another ill omen: the Bad Moon, casting its malevolent and sickly light, was on the rise.



Ritual funeral pyres properly send the spark of a slain Fyreslayer's being back to the resting nothingness known as the stone-sleep, until the time when all duardin return to fight the last battle of the Doomgron.

LEGACY OF THE LODGES

Herein can be found the major deeds of the Fyreslayers following the loss of Grimnir, and through the ages of the realms. Each lodge maintains their own oral histories as recalled by their Battlesmiths. The telling of these sagas is an event in itself, a raucous celebration in the main hall with frequent toasts, stomping and cheering.

● AGE OF MYTH ●

For most races this is a time of legends, when the gods walk amongst the realms and civilisations are built up seemingly overnight. For the Fyreslayers, however, it is a time of grief and introspection as they come to terms with the reality of losing their god. In many of the growing empires, humans, Sylvaneth, aelves and duardin forge tight alliances, but not so the Fyreslayers, for they shun contact and only aid others – even their former kin – in times of battle.

FIRST-FORGED

The followers of Grimnir form into familial communities called lodges. The earliest of these are known as the first-forged, although some lodges prefer the term Children of Grimnir, and claim direct descent from their god. There are dozens of different lodges, with the largest and most powerful being the Vostarg, Drakendreng and Greygrend.

THE GLOWING KING

Rumenar-Grimnir, the first Runefather of the Drakendreng lodge, drinks a caldera dry of lava, and in so doing discovers the perfect site for a magmahold. Thus is the Shimmerhold founded. For centuries afterwards, Rumenar glows like a raging volcano.

CURSED GENERATION

Through ill fortune, failed bloodlines, civil strife or sheer belligerence, the first generation of lodges break apart. Of all the Runesons that disperse, only one ensures the name of his former lodge, the Vostarg, will live on in the next generation, although he and his people leave their original magmahold of Vosforge and settle beneath Furios Peak.

● AGE OF CHAOS ●

As attacks and invasions by minions of the Dark Gods increase, so too

does corruption and infighting across the civilisations of the Mortal Realms. During the long centuries of this age, the hot-blooded Fyreslayers grow in number, in riches, and in truculence.

THE GATES ARE SHUT

As threats become more frequent, the magmaholds shut their gates. While this keeps the Fyreslayers safe from invasion, it also locks out refugees from broken karaks.



FIRE-BLOODED BROTHERS

The Fyrdhand lodge is driven mad with the first case of glimmerlust, turning upon their Runemaster and giving in completely to an insatiable hunger for ur-gold. For decades, the Fyrdhands raid other lodges throughout Aqshy, prising golden runes from the remains of their brothers. They do not observe the pyre-rites on either their own dead or those of other Fyreslayers, and even desecrate forge-temples in their frenzied plundering. Only an alliance of a dozen lodges led by the Vostarg brings the Fyrdhands to justice. The treacherous lodge's Runefather is buried alive in molten slag as punishment for bringing dishonour to Grimnir.

THE ETERNAL KEEP

The Grumnir lodge, scions of the Harrworld, attack the Everliving Keep – a fastness formed from the roots of a Ghyran oak. However, each time the Sylvaneth defenders are cut down they swiftly grow back

again. Unwilling to break their oath, the lodge refuse to back down and choose to wage endless battle rather than accept defeat. Eventually the Runefather and his sons are slain, and the lodge fractures. The few survivors take vows to become Doomseekers.

THE SHAME OF SHADESPIRE

In breach of their oath, the Vostarg prove unable to prevent disaster befalling the city of Shadespire. Thus begins an odyssey to find the Mirrored City, and end the curse placed upon it by Nagash.

THE TIME OF FLAMES

Many generations after the death of Grimnir, a time of cataclysmic volcanic eruptions shakes the Realm of Fire. A few magmaholds are swallowed up by the tortured and churning lands. However, the upheavals are also seen as a sign that Grimnir's spirit is fighting to be free. In the disaster's wake, tons of ur-gold are brought to the surface, and many new lodges are born during the gold-harvest that follows.

THE MAGMAHOLD WARS

The armies of Chaos seek to destroy the Fyreslayers. All the major magmaholds and many smaller ones are held in a constant state of siege. Daemonic engines and ratmen sappers batter and claw their way into some holds, committing countless atrocities. Yet after more than a century of war, the Fyreslayers remain, having weathered all the Dark Gods could throw at them.

THE PYRE WAR

The skaven prove most adept at penetrating magmaholds. Most invasions are halted, but several lesser lodges are destroyed in the fighting. During these fierce campaigns the ratmen discover something of the power of ur-gold. Although not as precious to them as warpstone, the skaven begin to consume the duardin dead, ur-gold

runes and all, in the hope of imbuing themselves with empowering energies. The Fyreslayers ensure that funeral pyres are constructed as soon as possible in the wake of any conflict, to prevent this heinous desecration.

THE CALL OF UR-GOLD

Rich new veins of ur-gold are discovered in the Realms of Ghyran, Ghur and Shyish. Heeding the siren call, hundreds of Runesons set off with their Runefathers' blessings to found new lodges, sparking the largest Fyreslayer migration since the Time of Flames. Across the realms, armies swell with duardin mercenaries as new lodges make their presence known.

● AGE OF SIGMAR ●

Sigmar's Tempest is felt in even the deepest magmaholds. Drawn by battle and the prospect of fresh mercenary contracts, the Fyreslayers join conflicts without number.

A LIGHTNING OATH

Fyreslayers of the Tangrim lodge stand beside the Hammers of Sigmar defending a hidden Realmgate from rampaging Bloodbound. They are paid in coin from Azyr that contains traces of ur-gold, news that quickly makes it way to all lodges.

SETTLING IN AZYRHEIM

For the first time, lodges migrate to Azyr seeking ur-gold. Some of them whisper that Grimnir's return is close at hand.

TO DEFEAT THE IRONHOLDS

Runefather Hursgar-Grimnir takes a gold-oath to aid the Stormcast Eternals in taking the Ironholds and seizing the Mercurial Gate, the Chamonian link to the Allpoints. Forming a coalition with a half-dozen related lodges, the patriarch of the Greyfyrd tasks a gathering of Runesmiters with opening a tunnel beneath the shifting iron bastions to get close to the main gates. The plan nearly works, until the arrival of the godbeast Argentine, the Silver Wurm, and finally Archaon the Everchosen himself. When Dracothion arrives and destroys the last bridge, Hursgar is left unable to

complete the task, and has no choice but to lead his fyrds in fighting their way back out, leaving the Stormcast Eternals to die alone. One day he hopes to return and fulfil the oath.

MALIGN PORTENTS

Nightmares and visions of ruin beset the realms as a dark solstice occurs. The dead rise in unprecedented numbers to attack the living.



SLAYERS OF TYRANTS

There is rough agreement amongst most lodges of the value of any given type of mercenary venture, but some Fyreslayers grumble that the Hermdar are undercutters. The Hermdar's reputation is cemented when it becomes widely known among the Zharrgrim that they accepted shockingly low payment to destroy the prison-fortress of Blackiron while also embarking upon the gruelling Cracked Plain campaign to end the gut-tyranny of Thogbrute, and without even demanding gold up front. The Hermdar do not mind that the human tribes who dwell near the Adamantine Chain have begun to call them the Slayers of Tyrants, for the duardin deem it to be a moniker that is good for business.

SOUL WARS

The Shyish necroquake sends waves of death magic crashing across the realms. All Fyreslayer cities are soon assailed as the dead wake and phantasmal hosts stalk the lands. Magmaholds fall at a rate unheard of in the long history of the Fyreslayers. All of the lodges in Shyish suffer losses, with several destroyed and others forced to vacate as their strongholds are breached. Several lodges take the vow of grimnyn.

In addition to the assaults upon their magmaholds, many Fyreslayer fyrds are engaged as mercenaries across the Mortal Realms. With the increase in magical energies, Zharrgrim priests find their magmic powers enhanced as well.

BAD MOON RISING

A further baleful omen fill the skies as the leering celestial body known as the Bad Moon rises more often. Dozens of magmaholds are assailed by hordes of grots. Some invasions, such as the feeble attack upon Furios Peak, are beaten back with ease. Other holds do not fare so well, as several smaller lodges are overrun. These are grim signs, as the sickly moon has only begun to wax large.

THE DUARDRAZHAL

During the Battle of Blackstorm on the boundaries of Hammerhal Aqsha, the heroics of the Vostarg lodge ensure not only victory but also doubled pay from that city. During the week-long Ghuzfest that follows, the Fyreslayers invite their duardin cousins from the city to join in the festivities, and even extend the offer to an allied Kharadron Overlords skyfleet. So much magmalt ale flows that many songs are sung in the old language, but young Runeson Rolth lets the cups get the better of him, divulging the truth of ur-gold and Grimnir. To the Fyreslayers' surprise, such knowledge only gains them support and eventually leads to the *duardrazhal*, the unification talks which ripple through the duardin populations of Azyrheim to the sky-ports of Chamon.

THE MASTER MAKER

Rumours of Grungni's return spread throughout the duardin factions, from Fyreslayer lodges to the Kharadron's aerial domains, as well as the Dispossessed and Ironweld Arsenal garrisons in the free cities of the Mortal Realms. It is said that the patriarch of the duardin pantheon has returned from his self-imposed exile and founded a new stronghold hidden beneath the mountains of Chamon. There are those who whisper that, in solitude, the Forge God is crafting something wondrous that will reunify his scattered children. Reports differ on what this could be, from a new duardin bloodline to a great machine, or even a way to bring back the missing goddess of the hearth. Whether such claims are true or merely the result of too much strong liquor and hidden hopes remains unknown.



FYRESLAYERS AT WAR

The entirety of Fyreslayer society is built to support their fyrds, the armies that march out of the magmaholds. It is through their warriors' efforts that ur-gold is seized from foes, or earned as payment for mercenary services. Already linked by familial bonds, the fyrds grow tighter still as they fight and endure campaigns together.

It began with Grimnir. Hot-tempered and impulsive, the warrior-god was as loyal as he was combative. Dauntless to the point of recklessness, Grimnir feared no foe. He took pride in his skill at arms and his oaths were unbreakable. That same bloodline and those same fiery traits flow through the Fyreslayers. This divine wellspring is passed from father to son, and from this spirit of fury are born the lodges and the fyrds within them.

Fyreslayer lodges are the family groups of a warrior culture. Their main purpose is to provide for the fyrds, the armies that march out of the magmahold in search of gold. To a Fyreslayer, the quest to find ur-gold and unlock its hidden powers in battle is everything. They are single-minded and driven, exhibiting great zeal in the pursuit of these matters. Fyreslayers are equally fierce about the protection of their lodge, for such is the society that enables the fyrds to pursue their holy quest: the collection of the shattered remnants of Grimnir and the release of their energy in the crucible of war.

Some lodges contain just one fyrd, perhaps comprising the Runefather and a handful of loyal duardin, while there are those magmaholds, vast by comparison, that can field many scores of different fyrds, each one numbering in the thousands and led to battle by the Runefather or one of his plentiful Runesons.

FYRD ORGANISATION

A lodge, including its fyrds, is ruled by a single patriarch, the Auric Runefather. It is by his will that fyrds are mustered, and it is his responsibility to equip, train and house them. Adding the title of 'Grimnir' to his name to honour his god, this great Fyreslayer is the descendant of a bloodline that stretches back to the Age of Myth. As a leader in a warrior-cult, the

Runefather constantly seeks combat himself. In accordance with his status, he will always head a fyrd when the battle is vital to the lodge's existence, when the action commands the highest mercenary price, or when he feels it has been too long since his axe has tasted combat. For battles of lesser stature, the Runefather will send one of his sons to command in his stead.



At the Runefather's side stand his Runesons, who are skilled fighters and bold leaders in their own right. It is the hope of all Runesons that, in time, they might inherit rule of the lodge. Each eternally strives to stand above his brothers, for they are judged by their martial prowess and ability to command. It is a system that has endured for countless generations, and has seen the Fyreslayers grow strong in Grimnir's service, in spite of the brutality of the Age of Chaos.

Alongside the Runefather and his sons are the Zharrgrim priests, of which there are two types vital to the fyrds. It is the Runemasters who rule the entire Zharrgrim order, and each holds authority over his lodge's forge-temple. It is his duty to safeguard his people's ur-gold, and he who shapes it at the forge, casting it into runes. The Runemaster either pounds the runes into the flesh of the warriors himself, or directs his undersmiters to do so. Each lodge has but one who holds the rank of Runemaster, and the

secret knowledge that accompanies this station. Although much of a Runemaster's time is spent in the forge-temple, he will join a fyrd at need, unleashing his magmic powers to devastating effect upon the foe.

Runesmiters are the most common of the Zharrgrim priests, and an essential part of a fyrd. It is their role to unlock the energy of the ur-gold runes, a feat that can only be done in combat. Thus, Runesmiters can always be found in the midst of any fighting. A lodge can have any number of Runesmiters, and they are known to attach themselves to specific Berzerker formations or even to lead them on the field of battle. Channelling the molten rock beneath their feet, Runesmiters can bore tunnels underground, a tactic they often use to strike the enemy from an unexpected quarter.

In addition to ensuring the war spirit of Grimnir flows strong within each member of a fyrd, it is the task of the Zharrgrim priests to advise the Runefather and his sons. It is rare for a Fyreslayer to be able to fully control their temper, but the Zharrgrim train to do so, and have mastered the ability to alloy their aggression with wisdom. Typically they offer the fyrd's commander counsel on matters related to ur-gold, oath-making and rites of battle.

Vulkite Berzerkers form the bulk of most fyrds. They are professional warriors utterly dedicated to battle, earning gold and fulfilling the lodge's oaths. The strongest and most able of their number are given the title Karl, and they serve as champions within the different Berzerker units. The size and strength of the Vulkite formations vary from lodge to lodge. Some, like the most ancient and powerful magmaholds of Aqshy, boast tens of thousands of Vulkite Berzerkers. Others, such as lodges in remote lands or those newly formed

by former Runesons, are but a handful of brave warriors led by a single Runefather.

Most fyrds are accompanied by a Battlesmith, a fearsome warrior that carries an icon of Grimnir. He is a chronicler of events, for he witnesses the deeds of the fyrds and recites them in the magmahold's Hall of Fyre. Thus are the epic tales of the past preserved in living memory, for each Battlesmith must learn all the tales that have come before.

The elite of the Fyreslayer troops are the Hearthguard. These are chosen from the Vulkites' ranks. The strongest and most formidable in combat are taken into the Hearthguard Berzerkers, who are typically charged with protecting the fyrd's leader, be it Runefather or Runeson. The Auric Hearthguard serve as the guard of the Zharrgrim priests. In the magmahold it is their duty to defend the forge-temple,

although units not assigned to this task often accompany fyrds to battle.

Finally there are the individuals that stand outside the conventional structure of the fyrds: the Grimwrath Berzerkers and Doomseekers. A Grimwrath Berzerker is the lodge's best and most driven warrior. Truly blessed by Grimnir, they are akin to avatars of destruction, through which the ancient might of the battle-god lives on. They excel at the expenditure of ur-gold runes, burning them up in such violent displays of martial prowess that their skin smokes, and sparks fly from their sizzling beards.

Doomseekers are lone wanderers who are on a quest to end their life in some heroic fashion. To recharge themselves with runic might, these fated individuals will temporarily join a fyrd in action, trading their formidable combat skills for a fresh supply of ur-gold runes.

To reach Aric-Grimnir, the warriors had to pass mounded dead. By all rights, the Runefather should have died several times over. He bled from a score of wounds, but with his remaining arm he still held the enormous latchkey grandaxe. Waving off any offers of help, Aric growled.

'Who felled the gargant?'
'It was your son Arnolf,' replied the Karl. 'He bowled over his brothers as he raced to reach the creature first.'

The smile that creased the Runefather's broken face was not at all pleasant. 'It is good. Then it is to Arnolf that I bequeath my axe. I go now, to wait for Grimnir.'

High was stacked that battle's victory pyre, and all flagons were lifted to Aric's honour at the ensuing Ghuzfest.



HEIRS OF GRIMNIR

There are no figures more important to the Fyreslayers than the warrior-leaders of a lodge, the Auric Runefather and his Runesons. Down the generations are the gifts of Grímnir passed, and it is their duty to lead the fyrds to victory, to honour all oaths and to bring in as much ur-gold as possible.

AURIC RUNEFATHERS

Warrior king. Lodge leader. Oath keeper. Master of the magmahold. An Auric Runefather is all these things and more. The blood of Grímnir flows like a molten river through the veins of the Auric Runefathers. This touch of divinity accounts for not only their might in battle, but also their fearsome aura. Weak-willed opponents have been known to flee rather than face a Runefather's wrath, for the duardin's fiery glower bores into their foes, causing even the bravest of enemies to quail.

Inheriting the title of Runefather has a way of turning even the most reckless of Runesons into something more grim and stoic. For a lodge to prosper, two things are required: an inflow of ur-gold and battles through which to release its godly energy. It is a constant demand. The Battlesmiths keep a detailed history of each Runefather's deeds, including how many foes were defeated during their reign and whether there are any unsettled grudges from that time. The Zharrgrim priests tally how much ur-gold is acquired under a Runefather's rule. Great pressures wear on a Runefather, for not only are they measured against the glorious deeds of their forebears, but their broad shoulders must also bear the responsibility of finding and freeing the essence of their shattered god.

As befits those who claim distant kinship with Grímnir, Runefathers are powerful warriors, able to stand toe to toe with hulking monsters or the mightiest of foes. As lodge leader, a Runefather's rage must be tempered with wisdom. He has learnt when to charge to the fore and when to hold back, marshalling not only his own impetuous nature but that of his people. Only the bellowed command of a Runefather can halt Berzerkers from heedlessly throwing themselves at a foe. The presence of a Runefather within the Fyreslayer battleline bolsters the warriors' already considerable will, ensuring that the doughty duardin will never flee a fight but will hold their ground and slog it out with any enemy.



'Hear me, my scions, and I will tell ye the same as I heard from my own forebear. Only one can bear the lodge's grandaxe. I shall name as heir he whose deeds prove best – he who fells the mightiest foes and brings before the proud name of Vostarg the greatest tribute to Grímnir. May the blaze of battle burn bright within you all.'

- Bael-Grímnir,
Runefather of the Vostarg



The Runefathers possess the greatest heirlooms of their lodge. The most ancient of these date back to the first-forged, and include many objects of awesome power, yet none are more sacred than the long-hafted latchkey grandaxe. Handed down from father to son, these blazing weapons not only strike with enough force to cleave an orruk in twain, but with their notched design they can trap and sunder enemy blades. Furthermore, each of these axes is the master key to the lodge's great forge-temple vault and its stores of precious ur-gold.



AURIC RUNESONS

Filled with reckless enthusiasm and a burning desire to prove themselves, Auric Runesons are each potential heirs to the throne of their lodge. While many other races grant the mantle of command to their leader's first-born, such is not the way of the Fyreslayers. The Runeson that will become Runefather must establish himself as the most worthy.

As a follower of Grimnir, the best way for a Runeson to distinguish himself is with feats of arms. Thus do the brothers compete with one another, vying to lug the greatest trophies back to the lodge, or to be first to charge the enemy's lines, often singling out the largest or most imposing foes as their quarry. The fighting prowess of each Runeson is carefully displayed within his lodge, where gargant skulls are stacked and the captured banners of enemy armies hang for all to see.

Because of the dangerous nature of Runeson competition, along with their reckless bravery and inherent disregard for death, it is a

wise Runefather that sires as many progeny as he can over his long life. Many of the most successful lodges have a dozen or more Runesons striving at the same time for the right to one day rule.

MAGMADROTHS

As the Fyreslayers' ruling dynasties are the children of Grimnir, so too are the Magmadroths the offspring of Vulcatrix. Ever since the epic battle between duardin god and godbeast, a bond has existed between the descendants of these mythic combatants. Most often the feud is continued, for both seek the smouldering caverns and tunnels beneath the volcanic mountain ranges of the realms as their dwelling places. It was the Zharrgrim priests who learned the secrets of hatching Magmadroth eggs and hand-raising the volatile beasts, though only the most noble-blooded of the Fyreslayers have shown the prowess and willpower required to persuade a fully-grown Magmadroth to serve them as a battle mount.

Born of flame and fury, the heat of a Magmadroth causes the air around them to ripple. In battle, the reptilian creatures rake prey with their enormous claws, gouge them with their razor-sharp horns, crush them in their powerful jaws and bring their tails lashing down with the impact of a falling ironoak.

With a bellowing roar, a Magmadroth can spew flaming bile that ignites all it touches, burning through flesh and armour alike. They are protected by thick scales, so that only the stoutest of blows can penetrate their hides. Even a telling strike can have deadly consequences for an attacker, for jets of flaming-hot blood spurt from a Magmadroth's wounds.

When riding to war atop a Magmadroth, an Auric Runefather, Runeson, or Runesmiter becomes a threat that commands the attention of even the most powerful foes. The Magmadroth and its Fyreslayer rider are capable of single-handedly staving in an enemy centre or breaking apart an entire flank.

THE CHOSEN AXES

The Chosen Axes are a hand-picked warband of elite Fyreslayers that accompany the legendary Runefather Fjul-Grimnir. Endless battles have honed the warriors' fighting skills, and their skin has been hardened with not just ur-gold runes but so many scars that only the best-aimed strikes can now wound them. They care little for defence, however, for like Grimnir himself, they are the epitome of aggression. In combat the warband attacks like a storm of axe-blades, with Fjul-Grimnir at the centre of the maelstrom.

Honour and fulfilling oaths are paramount to all Fyreslayers, but to no lodge more so than the Vostarg. One blemish alone rankles that noble line: the failure to protect the city of Shadespire from the threat of Nagash. It is a stain upon a proud history. Every hundred years since that time, a new force is sent into the twilight realm of the Mirrored City in an attempt to remove the curse that haunts it. Thousands of Fyreslayers have been lost in the endeavour, and none have ever returned to tell their tales. However, Fyreslayers are stubborn, and those of Vostarg especially so. No matter the losses, no one would ever suggest that the quest be abandoned. In the long history of their attempts, there has been only one foray led by an Auric Runefather.

Fjul-Grimnir, great grandfather to the current Vostarg ruler Bael-Grimnir, could not bear sending others in his place to atone for the mistakes of his ancestors. In a fit of pique, Fjul had a new latchkey grandaxe forged and chose one hundred of his finest warriors. Before trekking off to the forbidden city, Fjul named one of his sons as his successor. Long years have passed, and those of Vostarg have never heard back from their lost leader. Since that time, more fyrds have been sent, yet no news of them or their former Runefather ever reaches Furios Peak.

In Shadespire, armies and heroes alike die, but that has not been the fate of Fjul-Grimnir – at least not yet. There, amongst the ruins, Fjul fights on still. In grinding years that seem to repeat and stretch themselves well past sanity, the formidable Runefather has fought non-stop battles against foes beyond count. Of his warband, only three remain – the mightiest of the lot. Alongside Fjul, Tefk Flamebearer, Mad Maegrim and Vol Orrukbane fight as one, their axes blazing a flaming pattern of death. They have battled together so long that they anticipate each other's movements, parrying for one another or ducking their comrades' hurled axes as if it were second nature. Each still hopes to end Shadespire's curse, complete their ancient oath and restore their lodge's honour.

MASTERS OF THE FORGE

Since the Age of Myth, the Zharrgrim priests have led the search for Grimmir's remains. It is they who discovered ur-gold and mastered the secrets of forging it into runes, of hammering it into sturdy duardin warriors and coaxing forth its great power. They seek to release that same divine energy in the heat of battle.

To join the Zharrgrim, a duardin must show a strong affinity with ur-gold and its wondrous properties. There are various types of priest within the order, each with their own titles and responsibilities, but the two most vital in warfare are the Runemasters and the Runesmiters.

AURIC RUNEMASTERS

The high priest of a lodge's Zharrgrim order is a revered figure known as an Auric Runemaster. It is they who craft the ur-gold runes that are hammered into the flesh of the Fyreslayers, granting the bearer a sliver of the raw power of Grimmir. Auric Runemasters are attuned to their deity like no other, and can sense deposits of ur-gold with an unmatched keenness. Many legends tell of Runemasters who could sense ur-gold buried deep beneath mountains, swallowed in the bellies of enormous godbeasts, or even hidden in other realms.

Unlike a Runesmiter, a Runemaster has tempered his fiery nature, drawing upon his great wisdom, knowledge and connection with Grimmir's divine power to offer invaluable counsel to his lodge's Runefather. Not even the most rash of lodge leaders would make decisions on matters of ur-gold, oaths of war or mercenary contracts without first consulting with the Runemaster. The role of spiritual advisor, however, does not necessarily mean that a Runemaster is a peaceful and introspective individual; they are Fyreslayers after all. Rather, Runemasters are able to think with a cool and rational head while channelling their rampant emotions into magmic energy.

As a weapon and symbol of office, the high priest carries a brazier-staff lit by the flames of his magmahold's great forge and imbued with a portion of its immense power. It is in times of war that a Runemaster

unleashes the full force of his rage. By focusing his fury and slamming the base of his staff upon the ground, the very battlefield cracks asunder, bathing the foe in magma that surges up from below. The Runemaster can also reach into the deep places of the realm through a practice known as magmic invocation. His words can inflame the fiery nature of his kin, making their blood boil and stoking their battle-fury to staggering levels. He can raise Runic Fyrewalls – summoning them up from the molten depths – to block the advance of invaders, or he can call upon the realm itself to spit gobbets of lava at the enemy. Searing heat rises at his word, and he can surround himself with a swirling cloud of embers that whip around him like a swarm of angry fireflies. It is also within his power to summon destructive Aqshian elementals from the fiery pits below, and Magmic Battleforges that set his comrades' battle-spirits aflame.

Should a Runemaster sense foes carrying even the smallest trace of ur-gold, he will call *galthar-baraz*, effectively declaring holy war upon them. Upon hearing a Runemaster's proclamation, the eyes of Fyreslayers blaze with righteous fury and they redouble their efforts to hack down any foe that would dare to seize and hold a portion of their god.



AURIC RUNESMITERS

Runesmiters are the war-priests of their lodge. It is in the thick of combat where they do their work, for their patron is a god of battle, not a benign, contemplative deity. Only amidst the clash of arms, the screams of the dying and the coppery stench of blood are Runesmiters truly in their element. Chanting invocations and brandishing their weapons of office, they call forth the power of Grimnir. As their war-song builds to a booming crescendo, it brings to life the energies of their fallen god. Nearby ur-gold runes blaze brightly, imbuing those who bear them with fell-handed power.

Whether on foot or riding a ferocious Magmadroth, Runesmiters prefer to charge into the maelstrom of close combat, where their skills are most needed. For them, the heat of battle is a literal thing, for their chanting causes the Runesmiters themselves to radiate waves of searing energy. Such is the intensity of these warrior-priests that their own vehemence – a kind of battle-joy – exudes outwards, setting off ur-gold runes

to a sparking, pulsing glow that fills nearby Fyreslayers with vigour and fury.



*'By the fires of creation I ignite thee,
By the blaze of destruction I invoke thee,
In the heat of battle,
Even metal shall burn.
By the power of the god-pyre,
Let flame beget flame.'*
- War-chant of Holy Ignition



The release of Grimnir's energies can only happen in the blaze of battle. It is this act that the Fyreslayers have dedicated their very lives to, for this is the height of their religion – a pinnacle of fierce joy at the final release of their god's entrapped spirit. It is not enough to merely free the energies of the ur-gold, but to use that force in combat – this act alone is tribute worthy of Grimnir. Various lodges react to such divine agitations in different manners. The warriors of the Vostarg lodge lift their voices to join those of their Runesmiters, while the Greyfyrd are inspired to

bellow their own war-oaths and hurl curses at their foes in their harsh and unforgiving tongue. Others, like those from the Lofnir lodge, are overcome with a mania, gnashing their teeth and making savage noises underscored by the hissing of the rising flames that burn with heightened intensity in the shafts of their fyresteel axes.

Beyond the ability to ignite the latent energies within ur-gold runes, Runesmiters have developed other, more elemental powers. From their understanding of metal and rock they are able to control magmic forces, summoning cinderstorms or wreathing their Magmadroth's claws in flame. With their feet in contact with the ground, they can enter a trance-like state, using their minds to shift molten rock and bore temporary tunnels through the earth. Using this ability, Runesmiters often lead a formation of Fyreslayers to strike enemy armies from an unexpected quarter, as the duardin suddenly charge forth from a glowing underground tunnel that opens up right before the foes' eyes.

THE ZHARRGRIM PRIESTHOOD

Fire and warfare, rage and rune-casting, ur-gold and forges: these are the concerns of the Zharrgrim, the battle-priests of Grimnir. Beneath the Runemaster of a large forge-temple are twelve different ranks, ranging from the war-centric Runesmiters to the Klinkin, who stoke the blast furnaces and mind the eternal flame.

The Zharrgrim have evolved greatly since their beginnings. In the time of Grimnir, those who would become priests began as makers, smiths who forged the weapons of war. It was their task to bind the fury of fire and raging battle-spirit into the blade of an axe. With their knowledge of forging and metals, it was these individuals who first recognised ur-gold and knew it for what it was. Since those days, the Zharrgrim have further merged their skills in forging and battle with the fires of their homeland, Aqshy, and something even more elemental: the scorching flame of Vulcatrrix. It was not just the spirit of Grimnir that the priests unlocked from ur-gold. In their mutual destruction, the godbeast's essence had alloyed itself to that of the duardin battle-god, and one could not be set free without loosing the other. Over long exposure to the residual energies of Vulcatrrix, the Zharrgrim have gained further mastery over flames and magma. A Runesmiter pulls upon these forces to burn tunnels

underground with liquid rock, doing so by merging the aggression of his own raging spirit with a pure elemental power, the molten pulse of Aqshy itself.

Without this connection to Vulcatrrix, it is doubtful that the duardin would have instinctively known how to hatch Magmadroth eggs and raise the volatile spawnlings to adulthood. Without the emerging fire-skills of the Zharrgrim priests, they would not have developed such a close bond with the creatures, one that is closer to true friendship than the link between beast and master. The unique abilities of the Zharrgrim have been further bolstered by the surging magics unleashed by the Shyish necroquake. Since that time, Runemasters and Runesmiters have been able to summon a host of elemental manifestations, from fiery beasts to a blazing war-forge that burns brightly with the Zharrkhul, the Master Flame of Grimnir. Such fires burn with the same intensity that the priests alight within the runes of Grimnir. As impulsive as the rest of their kin, the Zharrgrim priests do not dwell for long upon the exact reasons why they are attuned to magmic energies. Instead, they search for more ur-gold and strive to release its energies in battle, for only then can they free not only Grimnir, but Vulcatrrix also. It is their hope that both can be resurrected for the final battle of Doomgron.

CHAMPIONS OF THE FYRESLAYERS

There are some individuals that stand out amongst the Fyreslayers' ranks who are not of their lodge's royal line or members of the Zharrgrim priesthood. Instead, these champions rise above their kin due to their skills and feats of arms. When the fyrds march to battle, these fiercest of warriors are usually found at the fore of the fighting.

GRIMWRATH BERZERKERS

A Grimwrath Berzerker is more than just a lodge's greatest warrior; he is considered to be the battle fury of Grimnir made manifest. Carving trails of destruction through the enemy ranks like the fire wyrms of old, these grizzled duardin wreak absolute ruin with their fyrestorm greataxes.

Grimwrath Berzerkers are solitary figures. They are considered gruff and aggressive even by the standards of the Fyreslayers. Indeed, Grimwrath Berzerkers take belligerence to a new level. Although it is this fury that makes them legendary fighters, it also makes them ill-suited to lead. Impulsive and prone to solving even the mildest of disputes with bone-breaking violence, they are rogues not only in the eyes of outsiders, but to those within their own lodge.

By ancient tradition, Grimwrath Berzerkers stand apart from both Runefather and Runemaster, neither heirs to lodge rule nor answering to the Zharrgrim priesthood. Unlike the Doomseekers, however, they remain loyal to one lodge, and do not wander alone or seek their own demise. During periods of extreme rage, Grimwrath Berzerkers might leave the magmahold in pursuit of targets worthy of their martial expertise, but such forays rarely stray far from a lodge's territory or campaigning army.

It is an indomitable will and great quantities of ur-gold that imbue Grimwrath Berzerkers with their unusual combat prowess. Even a single ur-gold rune grants great preternatural strength, and so powerful are the fragments of Grimnir that only the mightiest warriors can bear more than a few. The Grimwrath Berzerkers have proven able to harness dozens. Even the Runemasters do not know for sure why this is, and the only way

to determine if a Fyreslayer has the soul of a Grimwrath is for him to take the Test of Wrath. It is a grim process that only the most combative of Berzerkers feels compelled to undergo. Appeals to take this dangerous trial are almost always denied by the Zharrgrim priests, but with each refusal, those who feel its siren lure grow increasingly difficult to control. Their bodies begin to smoulder, glowing like embers in the dark until, at last, a Runemaster gives his begrudging blessing.

*'One is for glory,
Two is for gold,
Three is for furore,
A terror to behold.'*
- Runesmiter's hammerchant

After a series of rituals, the final part of the Test of Wrath is the hammering of rune after rune into the aspirant's body until his flesh rejects their molten touch, the spirit of Grimnir awakens within him, or he is burnt to cinders in a roaring pillar of fire. Many do not survive, and some that do emerge either quite mad or wholly consumed by gold-rage.

At best antisocial and at worst insane, Grimwrath Berzerkers find their purpose in the heart of battle. Only in the maelstrom of combat do they find some measure of contentment, for they enter a single-minded state of ferocity. Suffused with the spirit of their god, they snarl eye-watering insults while hewing gore-strewn swathes through the enemy army. Perversely, the more foes that surround a Grimwrath Berzerker, the greater he glowers with the energies of Grimnir. He becomes so enraged that his fyrestorm great axe becomes a blur of constant motion, and he ignores wounds that would fell a Rockgut Troggoth.

BATTLESMTITHS

Duardin venerate the past, and the Fyreslayers are no exception to this rule. Each lodge is known by its deeds, including the battles it has won, the ur-gold it has accumulated, and the oaths its members have honoured. These events are neither written in tomes nor are they chiselled in stone, but rather they are committed to memory by those known as Battlesmiths.

When the fyrds march to war, Battlesmiths stand at the fore of the Fyreslayers' ranks so that they can witness the most heroic moments for recitation. They are the living memory of their lodge, and they chant their sagas in the magmahold's great hall of fyre, around fire-pits while on campaign, and even amidst the clash of arms while fighting alongside their brethren.

Battlesmiths are not merely chroniclers, but like all Fyreslayers are fierce warriors. They carry more than an axe into battle, however, for it is also a Battlesmith's honour to hoist aloft the icon of Grimnir. Fyreslayers rally to this image, emboldened by the intoned glories of their lodge's storied past. All within earshot fight with renewed vigour as their ur-gold runes blaze with rekindled energies.

Each lodge has its own festivals, usually epic drinking bouts during which the Battlesmiths recite the history of the lodge from the days of its founding. Every generation and their deeds are recounted, which for the older lodges, such as Greyfyrd and Vostarg, can take weeks on end.

Battlesmiths are chosen by the Runefather, who selects them from the greatest of the lodge's forge workers. It falls upon them to make their own icons of Grimnir, and only the most gifted of metalsmiths have the skill to craft such a revered symbol to the required standards.

DOOMSEEKERS

Many are the fates that can cause a Fyreslayer to take the *barazakdum*, the doom-oath. This could be a grave failure, a broken vow, unrequited love, the fracturing of a lodge, or any number of other equally tragic occurrences. Some of these transgressions or quirks of fate might seem trivial to a human observer, but not so to a duardin.

Those who speak the fatalistic oath must leave their lodge. Their last act is to craft their own weapons, using the eternal blaze of their people's master forge to light the brazier of their doomseeker axe before turning their back on hearth and home. It is their destiny to wander the Mortal Realms in search of not redemption – for there can be none – but a doom worthy of an epic saga.

In truth, most who take the doom-oath die quickly, for the realms are dangerous for lone travellers, and even more so for those actively seeking out monsters or mighty champions to challenge. Marching

off into the wilds is typically fatal, and many a Doomseeker finds a fast and ignominious death. Some starve, while others meet their end in the bellies of hungry troggoths, hunting Mawkrushas or packs of emberwolves in the dark reaches.

Not all those that pledge the oath perish soon after. Doomseekers who continue to defeat their foes hone their battle skills, sharpening them to a razor's edge. With each triumph they are further imbued with the energies of fell-handed Grimnir. It is said of such Doomseekers that their axes scorch the air with every swing, and that they spit glowing cinders with every war cry.

Doomseekers fight in much the same style as Grimwrath Berzerkers, although they are even more reckless in their onslaught. Whirling, gouging, and hacking, the doomed warriors actually seem to grow stronger and more frenetic the longer the battle lasts and the more injuries they sustain. When their eyes blaze and the killing truly takes

hold of them, some of their rampant energy transfers from their clenched fists into the fyresteel of their runic war-iron. When it begins to glow as if fresh from the forge, then is the Doomseeker most dangerous. While his axe cleaves, the war-iron rips out chunks of flesh or is driven deep into a foe's vitals.

Doomseekers are fated to roam far and wide in their quest for a worthy death. During such sojourns they are naturally drawn towards ur-gold, for its latent power calls to them. It is inevitable then that Doomseekers chance upon Fyreslayer fyrds out campaigning, for they too are pulled towards the sacred substance. A few of the most deranged Doomseekers are so lustful for more power that they see their fellow duardin as foes, but most are willing to trade their skills in battle in exchange for fresh runes and the services of the Runesmiters to drive them home. Only death will keep a Doomseeker from eventually moving on in search of his fate, but he will settle any debts before he departs once more.



FYRESLAYER INFANTRY

Like Grimnir, Fyreslayers are filled with fiery determination and an irascible belligerence. Smouldering in their rage, Berzerkers charge headlong towards the foe bellowing ferocious war cries, while the Auric Hearthguard stand their ground, channelling their aggression into volley after volley from their magmapikes.

Fyreslayer lodges are built upon a foundation of skilled warriors and martial pride. From these traditions are born the Vulkite Berzerkers, Hearthguard Berzerkers, and Auric Hearthguard. All are oathsworn to Grimnir, strong and resilient fighters that have dedicated their lives to battle. It is by their bloody toil that enemies are hacked apart, and mighty armies are broken. With their fighting prowess the Fyreslayers bring in ur-gold for their lodge, either winning it in battle or earning it as payment for mercenary deeds.

VULKITE BERZERKERS

When a lodge marches to war, it is the Vulkite Berzerkers who make up the bulk of its fyrds. Heedless of enemy blows, they hurl themselves into combat to strike down their enemy, and nothing less than a devastating wound will slow them down. Many are the stories told across the realms of Vulkite Berzerkers continuing to slog through the fray, each stout warrior bleeding from a score of injuries. Even those with dozens of arrows protruding from their flesh press onwards, the light of Grimnir burning in their eyes and their fury undimmed.

Some Vulkite Berzerkers fight with a fyresteel axe in each hand, their battlefield formation a terrible bladed whirlwind of death and destruction. Others eschew axes in favour of a war-pick and bladed slingshield. These ornate bucklers are far from being purely defensive; a Berzerker can hurl his shield at his target as he bears down upon them. Soon after, in the maelstrom of the melee, the duardin will reclaim it, ripping the shield out of his victim's ruined corpse. For ranged capability, many Berzerkers carry finely balanced throwing axes. After countless hours of practice, a warrior can clip an ear off a running grot at twenty paces with but a flick of his wrist.

To prepare themselves for the holy ritual of battle, Vulkite Berzerkers perform many different rites. These vary by lodge, and include such things as ceremonial tattooing, scarification, beard braiding, and coating hair crests with a range of unpleasant concoctions to maintain their rigidity. Often these customs coincide with *grundtogg*, the Fyreslayer word for the ritual of a Runesmiter hammering ur-gold runes into their bodies. The fiercest and most experienced warrior of a Vulkite Berzerker formation is known as its Karl, and it is he that oversees his brethren's observances.


*'Let oaths be taken,
And shields be shattered.
We return with victory,
And axes besplattered.'*
 - Berzerker's battle-song

In battle, the Vulkite Berzerkers are consumed with a fierce joy. This state of exhilaration is kindled into a raging inferno by the chanting of the Runesmiters, for the priests' ancient words and violent oaths set ur-gold and duardin hearts alike aflame. As disciples of Grimnir, the Vulkite Berzerkers seek to smite their foes as did their vengeful god. When the sonorous blare of a horn of Grimnir sounds, to them it is as though the booming voice of their deity is calling a challenge to their foes, driving the duardin to ever greater heights of zeal and fury.

HEARTHGUARD BERZERKERS

Hearthguard Berzerkers are the elite melee specialists of the lodge. In battle, it is they who are given the weighty honour of protecting the royal family, the Auric Runefather and his Runesons, willingly sacrificing their own lives if necessary to ensure the continuation of their lord's legacy.

Each lodge regularly holds their own version of ceremonial combat. These brutal events are not only a chance for the Fyreslayers to venerate Grimnir, but also a proving ground for the lodge's warriors. Hearthguard Berzerkers are chosen from the Vulkite ranks based on raw strength, fighting prowess, the ability to channel Grimnir's supernatural might, or some combination thereof. Those selected must pass the Trials of Grimfyre, a series of endeavours that test a duardin's loyalty to his liege, and pit him against hulking monsters and ferocious beasts. Those who survive swear a profound oath to the Runefather, who in turn gifts the warrior with a fire-blessed weapon from his personal hoard.

It is tradition for a Hearthguard Berzerker to fight with either a Berzerker broadaxe – a double-handed axe capable of chopping a limb off an ogor with a single blow – or a flameshield poleaxe, a long-hafted weapon to which is attached a chain capped with a heavy flanged brazier. Lit with the flames of the master forge, the brazier swings in deadly arcs, breaking bones and setting foes alight. Despite the size and heft of these weapons, Hearthguard Berzerkers wield them as if they were extensions of their own bodies.

Before battle, a Hearthguard Berzerker formation's Karl leads them in the taking of oaths. Each renews his pledge to protect his leaders, fighting for them as if he were an honour guard for Grimnir himself. Such is their fanaticism that, when in combat near their lords, Hearthguard Berzerkers can shrug off seemingly mortal injuries, their blazing battle-lust allowing them to ignore great rents in their flesh as they concentrate relentlessly on hacking their foes apart. Only when he is certain that his charge is safe will a warrior so wounded allow himself join his ancestors.

AURIC HEARTHGUARD

The Auric Hearthguard are the protectors of the forge-temple, the dedicated soldiery of the Zharrgrim priesthood. Each is sworn to protect the forge fires, to preserve the sparks originating from Brokkfoor, the Father of Forges.

The Runemaster too recruits from the ranks of Vulkites, but he seeks not the boldest of fighters, but rather the most steady and incorruptible. All Fyreslayers are warriors, with loyalty to kin deeply ingrained into their psyches, so these are traits that require no searching. However, hot tempers are common amongst the followers of Grinnir, and as their very name implies, Berzerkers are prone to letting their lust for battle or vengeance outweigh common sense.

Those chosen for the ranks of the Auric Hearthguard stand watch over their lodge's forge-temple and treasure vaults. There the sacred fires are kept, and the ur-gold that is literally a shattered portion of their

people's god. Such a monumental task can only be entrusted to warriors who will hold their ground, no matter the circumstances. They cannot lose themselves in the heat of battle, nor allow themselves to be drawn away from their holy duty.



Auric Hearthguard are steadfast, but as Fyreslayers they are still naturally belligerent. What marks these warriors out from their brethren, however, is that they possess the iron will required to channel their battle-fury not into reckless charges at the foe, but into focussing the fire of their trademark weapons.

The Auric Hearthguard carry magmapikes, bladed hand-cannons that fire sizzling bolts of lava. Such missiles are capable of searing through plate armour, and the heat of the shot can ignite the target's hair

and clothing. Should any enemies survive a sustained volley of these fiery projectiles and manage to close with the Auric Hearthguard, they are met with stubborn warriors adept at slashing and stabbing with the blades affixed to the heads and hilts of these distinctive weapons.

Larger foes struck but not slain by shots from a magmapike find the movement of their limbs restricted as the burning rock cools and solidifies upon their flesh. This technique has proven particularly effective at pacifying rampaging Magmadroths, for the creatures are unaffected by the heat of the shot, but eventually find themselves overwhelmed by the oppressive weight of the hardening lava.

When Fyreslayer lodges march to war, it is common for Hearthguard formations to accompany them. In the fyrds, they serve as bodyguards to members of the Zharrgrim priesthood, and Battlesmiths tell many tales of their defiant stands against numerically superior forces.





To protect their magmahold and its precious store of ur-gold, the Fyreslayers of the Vostarg lodge counter-attack to repel an undead assault. None may assail the Sons of Grimnir with impunity.



SONS OF GRIMNIR

With their mighty beards, spiked crests and rune-stamped muscles, Fyreslayer miniatures blaze with aggression, charging forwards with weapons raised in a bold challenge to their foes. Here we present a showcase of Fyreslayer models expertly painted by Games Workshop's very own 'Eavy Metal Team and Design Studio army painters.



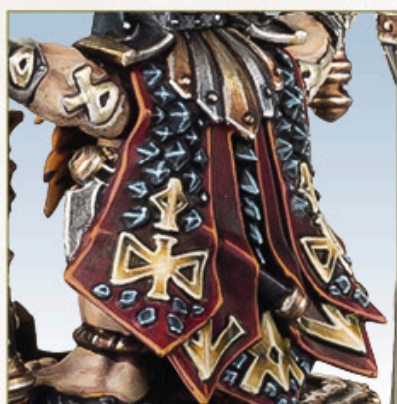
To carve out territory for the construction of their magmaholds, the Fyreslayers have fought countless battles against the terrors that live beneath the roots of mountains. Here, a Grimwrath Berzerker leads the charge against a skaven swarm.



Auric Runefather on Magmadroth



With oaths on their lips, fury in their hearts and trusty fyresteel in their fists, Vulkite Berzerkers of the Vostarg lodge prepare to unleash a storm of axe-blows upon their enemies.



Auric Runesmiter on Magmadroth



Armed with lava-shooting magmapikes, the Auric Hearthguard are tasked with protecting the forge-temple as well as guarding members of the Zharrgrim priesthood.

*Doomseeker**Auric Hearthguard**Auric Hearthguard Karl**Auric Hearthguard**Auric Runeson on Magmadroth*



Hearthguard Berzerker



Hearthguard Berzerker Karl



Hearthguard Berzerker



These Auric Hearthguard armed with whirling flamestrike poleaxes are the bodyguard of Runeson Alaric. However, the Magmadroth-riding noble is so impetuous that the unit often find themselves as the vanguard of the fyrd.



Auric Runemaster



Battlesmith



Grimwrath Berzerker



*Vulkite Berzerker with
horn of Grinnir*



Vulkite Berzerker Karl



Vulkite Berzerker



Auric Runeson



Auric Runesmiter



Auric Runefather



VOSTARG

Also known as the All-fathers, those of the Vostarg lodge bear bright orange beards and hair crests.



GREYFYRD

Those of Greyfyrd lodge are marked by coal-black beards which often smoulder with the heat of the forge.



HERMDAR

The Hermdar lodge know the secret of blending fyresteel that never loses the heat of its first forging.



LOFNIR

Black hands and feet are a telltale sign of the warriors of Lofnir; these are either soot markings or tattoos.



TANGRIM

The Tangrim lodge are recent settlers of Azyr, and have adopted beard-streaks the colour of the stars.



ULRUNG

The Ulrung lodge of Shyish mark their beards, faces and fists with the white ash of the dead.



BAELDRAG

Like many lodges, the warriors of Baeldrag often use tattoos to mark out different units and fyrds.



SIGYORN

Red-streaked beards, deep red tattoos and runic symbols of kinship are the hallmarks of the Sigyorn.



THUNGUR

The Thungur lodge mix Hyshian crystal into their fyresteel, giving it a unique appearance.



DRONG

The Drong lodge honour their fallen by marking themselves with crimson flame-tattoos.



CAENGAN

The Caengan lodge daub their faces and beards in soot in a two-tone pattern, and bear striped crests.



BAEYRD

Warriors of the Baeyrd lodge can be identified by their distinctive black armour crafted from darksteel.



Their price in gold met, Fyreslayers of the Greyfyrd lodge hunt down and banish the Tzeentchian daemons that have ravaged one of the newly built cities of Order.



Over the ages, many times have the illusory magics of the Disciples of Tzeentch and the deceptions of the Changeling cost the Fyreslayers ur-gold. The Sons of Grimnir look to settle these old grudges at every opportunity.



Under the gaze of their Runefather, a Battlesmith and Grimwrath Berzerker hurl themselves into the fray, leading their fyrd in a fierce counter-attack against invading Slaaneshi daemons.



The hard-bitten warriors of the Greyfyrd lodge make a defiant stand amongst the ruins of a fallen outpost, rallying beneath the stern gaze of an icon of Grimnir held aloft by a Battlesmith.



WARRIORS OF FORTUNE

Fulfil your oaths and unleash your fury! There are many ways to go about collecting a Fyreslayer force so that you too can gather ur-gold. To give you an idea of the thought process behind assembling an army, this spread shows an example collection, alongside notes explaining which units were chosen and why.

There is no right or wrong way to collect a Warhammer Age of Sigmar army, however it does help to have a plan. How you decide which units to include in your Fyreslayer fyrd might be based on the look of the models, how you envision them fighting in a tabletop battle, or it could follow a narrative found in a battletome or even one of your own invention. No matter the method, the goal is the same: to field a battle-ready Fyreslayer army! What follows here is some of the thinking behind how we assembled the collection photographed below.

The first model chosen for the fyrd was the Auric Runefather, patriarch of the lodge and leader of the fyrd. Mounted on an enormous Magmadroth, this warrior-king is a force to be reckoned with on the battlefield. Additionally, the massive model is a great centrepiece and really stands out from the infantry-heavy army, providing a visual spectacle and some unique painting challenges.

Not stopping there, we selected two additional heroes on Magmadroths. First, the Auric Runeson on his

enormous mount is able to get into combat swiftly and hit hard, a tactic true to his hot-headed nature in the background and useful to wrongfoot an enemy from the start. The Runesmiter on Magmadroth, meanwhile, can augment other units in the army whilst being a powerful model in its own right.

The Runemaster gives the fyrd access to powerful magmic invocations, and can open up geysers of lava beneath the enemy's feet or make use of the Magmic Battleforge to extend Grimnir's battle-blessings.



Three more champions, this time on foot, round out the characters in the army. A Battlesmith is a must, partially for his excellent unit-boosting rules, but equally because carrying the icon of Grimnir into the thick of the fight seems like a very Fyreslayer thing to do! The Doomseeker and Grimwrath Berzerker are nasty surprises for the foe, for each is a combat monster capable of blasting out a lot of fierce attacks as he smoulders with the battle-spirit of his fallen god.

Next comes the bulk of the fyrd's numbers. Three units of Vulkite Berzerkers will storm the foe, each warrior swinging a pair of fyresteel axes. That's an impressive number of attacks, which will all greatly benefit from the presence of the Runesmith and Battlesmith.

Three small units of Auric Hearthguard provide the fyrd with much-needed ranged attacks, and can be interspersed with the Vulkite Berzerkers. Finally, an elite unit – the Hearthguard Berzerkers – form a hard-hitting bodyguard to accompany the Runeson on his bold rush into the foe.

If you look more closely at the composition of our army, you will notice that three different warcroll battalions (pg 75) can be formed from the units we have included: the Lords of the Lodge, a Warrior Kinband and a Forge Brethren battalion. Each of these formations of units grants the army impressive cohesion on the tabletop, and bestows some powerful additional abilities. Now all we need to do is to go out and win some ur-gold!

1. Runefather on Magmadroth
2. Runeson on Magmadroth
3. Runesmith on Magmadroth
4. Runemaster
5. Grimwrath Berzerker
6. Battlesmith
7. Doomseeker
8. Vulkite Berzerkers
9. Vulkite Berzerkers
10. Vulkite Berzerkers
11. Auric Hearthguard
12. Auric Hearthguard
13. Auric Hearthguard
14. Hearthguard Berzerkers
15. Magmic Battleforge

'Our ancestors will look down upon us this day. They who founded the Vostarg line will see our oaths, and how we fulfilled them all in battle. They shall see our tribute to Grimnir and rejoice.'
- Bael-Grimnir



PAINTING YOUR FYRESLAYERS

Whether you have never painted a Citadel Miniature in your life or are a master of the brush with decades of experience, the prospect of painting a Fyreslayer fyrd offers a unique and exciting challenge. On the following pages you will find stage-by-stage guides to get you started, with tips and examples from the experts.

Painting your models is highly rewarding, and it is your brushwork and colour choices that help bring out the detail of each Citadel Miniature. A single painted Fyreslayer looks great, a finished unit is still more impressive, and an entire painted fyrd – linked together by a shared colour scheme – is nothing less than spectacular. There is immense satisfaction in watching an army grow rank by rank.

First off, there is no right or wrong way to paint a miniature. Some revel in lavishing detail upon their models, rendering each figure a work of art. Others take a more simplistic approach, with basic paint jobs that allow them to finish a large force quickly. And, of course, there is a middle ground, where more time and attention are applied to key

figures such as heroes or monsters. There is no one way to paint, just the way that works best for you. And where better to try out your painting techniques than on the Fyreslayers? The short but powerful duardin of the Fyreslayers have their own unique aesthetic: fierce and battle-scarred warriors whose appearance is dominated by large axes, beards and enormous hair crests.

Before painting your models, you'll first need to assemble them. To begin with, we recommend you follow the advice given in the construction booklet provided with your models. Next, you can choose a paint scheme. Many of the most famous lodges are shown on the preceding pages and in the art throughout this book, but of course it is also possible to create your own. Which lodge you choose

can influence your army's character as well as its abilities (see page 62-65). All the colours you'll need can be found in the Citadel Paint System, a range of paints that takes the guesswork out of painting.

WARHAMMER TV

Warhammer TV's painting tutorials have insights for everyone, as they show you how to paint Citadel Miniatures from start to finish. The guides are available for free on games-workshop.com, and can also be watched via the Warhammer TV YouTube channel. Why not take a moment to check them out?

FYRESLAYER SKIN



1 Apply a basecoat of Kislev Flesh over a Corax White Spray undercoat.



2 Shade with a 1:1 mix of Reikland Fleshshade and Lahmian Medium.



3 Layer the skin with Kislev Flesh, leaving the shade showing in the recesses.



4 Pick out the edges of the raised areas with Flayed One Flesh.

FYRESLAYER BEARDS



1 Over an undercoat of Corax White Spray, layer on Trollslayer Orange basecoat.



2 Shade the beard all over with a 1:1 mix of Fuegan Orange and Carroburg Crimson.



3 After allowing the Shade to dry, pick out the individual strands with Trollslayer Orange.



4 For the final stage, drybrush with Fire Dragon Bright.

FYRESLAYER DETAILS

The basics of painting Fyreslayers vary depending on the lodge you have chosen, as shown on the previous pages. However, there will be elements in common no matter which lodge you choose. Here are a few helpful tips for features that will recur in many different paint schemes.

RED STRIPES



1 Directly over the orange crest, paint stripes of Khorne Red.



2 Wash the red stripes with Druchii Violet, avoiding the orange.



3 Pick out the strands of the red stripes with Wazdakka Red.



4 Apply a fine highlight to the strands with Squig Orange.

STRIPE VARIANTS



Brown: Rhinox Hide basecoat, Doombull Brown layer, Tuskgor Fur highlight



White: Celestra Grey basecoat, Nuln Oil wash, Ulthuan Grey highlight



Black: Abaddon Black basecoat, Mechanicus Standard Grey layer, Dawnstone highlight

Studio Painter's Note: When painting the hair crests for your Fyreslayers, first follow the steps for painting beards as shown on the previous page, then apply your chosen stripe effect as seen here.

GOLD



1 Apply an even basecoat of Retributor Armour.



2 Wash the gold with Reikland Fleshshade.



3 Apply a layer of Auric Armour Gold.



4 Add extreme highlights with Stormhost Silver.

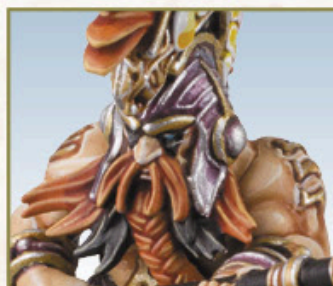
ARMOUR VARIANTS



Bronze: Brass Scorpion basecoat, Agrax Earthshade Gloss wash, Skullcrusher Brass layer, Stormhost Silver highlight



Red: Khorne Red basecoat, Druchii Violet wash, Tuskgor Fur and Cadian Fleshtone highlights



Red Tint: Runefang Steel basecoat, Carroburg Crimson wash, Stormhost Silver highlight



Bright Steel: Ironbreaker basecoat, Nuln Oil wash, Stormhost Silver layer

OTHER EFFECTS



The blade of this axe was basecoated with Incubi Darkness, recess shaded with Nuln Oil, highlighted with Sotek Green then edge highlighted with Administratum Grey.



Basecoat the blade with Ulthuan Grey, then focus Casandora Yellow at one end of the blade and Guilliman Blue at the other. Finish with an edge highlight of White Scar.



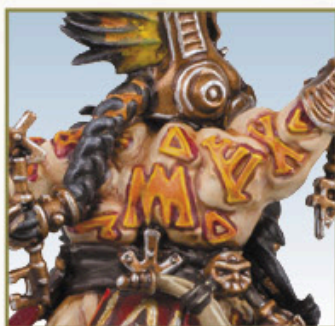
Basecoat the blade with Ironbreaker, then apply Drakenhof Nightshade mixed with Lahmian Medium. Re-layer with Ironbreaker, then edge highlight Stormhost Silver.



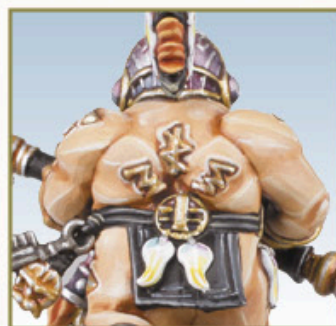
Build up the design by first painting three parallel lines of Khorne Red. Embellish with additional details as you wish, then use the flesh colour to tidy and correct any mistakes.



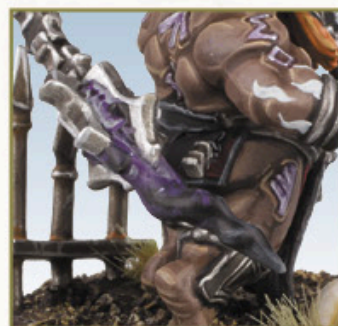
For the distinctive soot-stained hands and feet of the Lofnir lodge, stipple on Abaddon Black in multiple layers until you achieve the desired effect.



For blazing orange runes, basecoat with Mephiston Red, layer with Trollslayer Orange, then edge highlight with Fire Dragon Bright.



Gleaming ur-gold runes, like those for Thungur lodge above, can be painted using the gold stage-by-stage on the previous page.



For purple smoke, start with an Abaddon Black basecoat, paint Xereus Purple into the recesses, then Daemonette Hide into the deepest recesses.



For the smouldering hair crests of the Greyfyrd lodge, first apply a basecoat of Abaddon Black. Then, drybrush with Dawnstone followed by a lighter drybrush of Administratum Grey. Next, paint Trollslayer Orange thinned with Lahmian Medium towards the base of the hair. Finally, stipple Yriel Yellow at the bottom of the crest.



For the teal areas of the icon, start with a basecoat of Incubi Darkness and then shade with Nuln Oil. Next, apply an edge highlight of Kabalite Green, then finish with a finer edge highlight of Blue Horror. Apply some additional streaking lines, ensuring that they stay parallel, across the surface of the leather strips to give the appearance of a shiny surface.



To paint the Auric Runemaster's cloak, basecoat the scales with Dark Reaper, then apply an all-over shade of Nuln Oil. Highlight the individual scales with Russ Grey, followed by a finer highlight of Fenrisian Grey. For quicker results, these same colours can be applied instead using the drybrushing method.

MAGMADROTH SCALES



Basecoat with Abaddon Black, then apply successively thinner edge highlights of Dark Reaper then Fenrisian Grey.

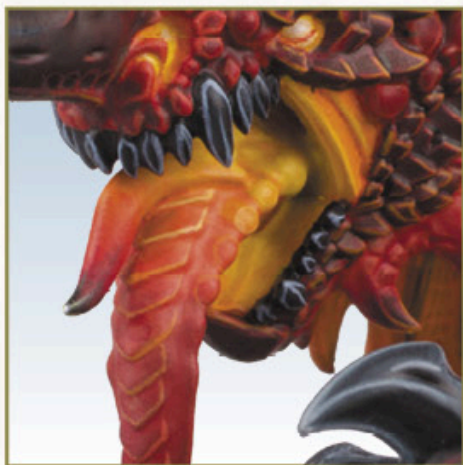


Basecoat Mephiston Red, shade with Carroburg Crimson, then highlight with Evil Sunz Scarlet, Trollslayer Orange and Fire Dragon Bright.



Instead of applying layered highlights, you can apply the colours specified in the previous two images using the drybrush technique.

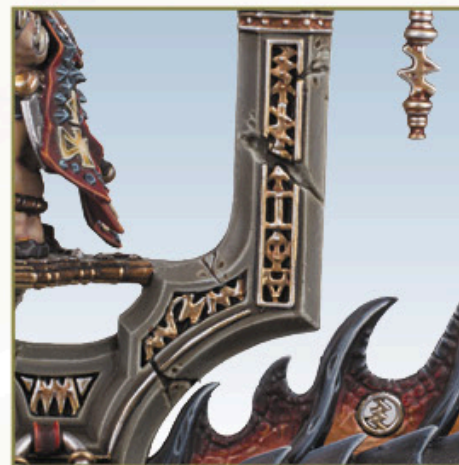
MAGMADROTH DETAILS



Basecoat the inside of the mouth with Averland Sunset, shade Fuegan Orange, layer Yriel Yellow, and edge highlight with Dorn Yellow.

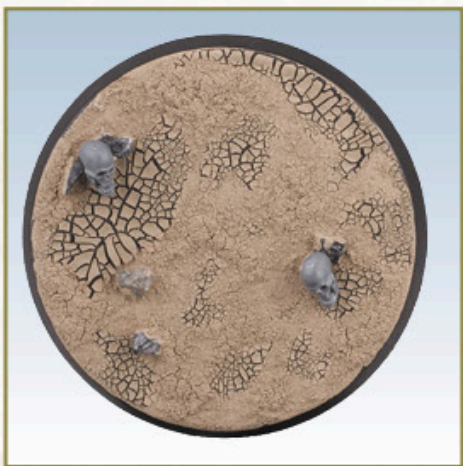


Basecoat pale hide with Cadian Flestone, shade with a Carroburg Crimson-Lahmian Medium mix, then highlight with Kislev Flesh.



Basecoat stone with Stormvermin Fur, shade with a mix of Agrax Earthshade and Lahmian Medium, then highlight with Karak Stone.

FIERY CRACKED EARTH BASE



Use a combination of Agrellan Earth and Agrellan Badland to achieve a varied texture. Add some stones, and skulls from the Citadel Skulls set.



Undercoat with Chaos Black Spray, then drybrush with Mechanicus Standard Grey, Dawnstone and Administratum Grey.



Paint the larger cracks in the base with Mephiston Red, Trollslayer Orange and then finally patches of Yriel Yellow.

FORCES OF THE FYRESLAYERS

This battletome contains all of the rules you need to field your Fyreslayers miniatures on the battlefields of the Mortal Realms, from a host of exciting allegiance abilities to a range of warscrolls and warscroll battalions. The rules are split into the following sections.

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Fyreslayers army. The rules for how to use the following allegiance abilities can be found in the core rules.

BATTLE TRAITS

Abilities available to every unit in a Fyreslayers army (pg 53).

COMMAND TRAITS

Abilities available to the general of a Fyreslayers army if it is a **HERO** (pg 54).

ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Fyreslayers army (pg 55-56).

MAGMADROTH TRAITS

Traits for the Magmadroths ridden by **HEROES** in a Fyreslayers army (pg 57).

MAGMIC PRAYERS

Magmic prayers available to **FYRESLAYERS PRIESTS** in a Fyreslayers army (pg 58).

MAGMIC INVOCATIONS

This section contains rules for magmic invocations (pg 59).

MAGMIC BATTLEFORGE

Here you will find the rules and scenery warscroll for the Magmic Battleforge (pg 60-61).

LODGES

Abilities for four of the most famous Fyreslayer lodges (pg 62-65). These rules can be used by units in a Fyreslayers army that have been given the appropriate keyword (see the Lodges battle trait, opposite).



BATTLEPLANS

This section includes new narrative battleplans that can be played with a Fyreslayers army (pg 66-69).

PATH TO GLORY

This section contains rules for using your Fyreslayers collection in Path to Glory campaigns (pg 70-73).

WARSCROLLS

This section includes all of the warscrolls you will need to play games of Warhammer Age of Sigmar with your Fyreslayers miniatures.

There are three types of warscroll included in this section:

WARSCROLL BATTALIONS

These are formations made up of several Fyreslayers units that combine their strengths to gain powerful new abilities (pg 74-75).

WARSCROLLS

A warscroll for each unit is included here. The rules for using a Fyreslayers unit, along with its characteristics and abilities, are detailed on its warscroll (pg 76-85).

MAGMIC INVOCATION WARSCROLLS

There are three magmic invocation warscrolls that detail the rules for unique and powerful invocations that can be used by **FYRESLAYERS PRIESTS** (pg 86-87).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, warscroll battalions and magmic invocations in this book (pg 88).

ALLIES

This section has a list of the allies a Fyreslayers army can include (pg 88).

ALLEGIANCE ABILITIES

BATTLE TRAITS

53

LEGACIES OF FLAME AND FURY

UR-GOLD RUNES

Ur-gold is a source of strength for the Fyreslayers. In battle a warrior's runes are awakened, filling the duardin with the blazing power of Grimnir.

At the start of your hero phase, you can activate one of the following six ur-gold runes. To do so, state which rune will be activated and roll a dice. On a 1-5, the rune has the standard effect. On a 6 it also has the enhanced effect. The effect(s) of the rune lasts until the start of your next hero phase.

Each ur-gold rune can only be activated once in each battle, and no more than one can be activated at the same time. Once you have used a rune, you can choose a new one to use in your next hero phase, but you cannot use the same one again.

Rune of Fury: You can re-roll hit rolls of 1 for attacks made by friendly FYRESLAYERS units.

Enhanced Effect: Add 1 to the Attacks characteristic of melee weapons used by friendly FYRESLAYERS units.

Rune of Searing Heat: If the unmodified wound roll for an attack made by a friendly FYRESLAYERS unit is 6, add 1 to the Damage characteristic of the weapon for that attack.

Enhanced Effect: Roll a dice for each enemy unit within 3" of any friendly FYRESLAYERS units when this rune is activated; on a 2+ that enemy unit suffers 1 mortal wound.

Rune of Awakened Steel: Improve the Rend characteristic of melee weapons used by friendly FYRESLAYERS units by 1.

Enhanced Effect: Improve the Rend characteristic by a further 1.

Rune of Fiery Determination: Add 1 to the Bravery characteristic of friendly FYRESLAYERS units.

Enhanced Effect: Friendly FYRESLAYERS units do not have to take battleshock tests.

Rune of Relentless Zeal: Add 2" to the Move characteristic of friendly FYRESLAYERS units.

Enhanced Effect: Add 2 to charge rolls for friendly FYRESLAYERS units.

Rune of Farsight: Add 1 to hit rolls for attacks made with Fyresteel Throwing Axes by friendly FYRESLAYERS units.

Enhanced Effect: Add 1 to wound rolls for attacks made with Fyresteel Throwing Axes by friendly FYRESLAYERS units.



LODGES

Across the Mortal Realms dwell the different lodges of the Fyreslayers, each with their own distinct culture and traditions.

If your army is a Fyreslayers army, you can give it a lodge keyword. All FYRESLAYERS units in your army gain that keyword. If a model already has a lodge keyword, it cannot gain another one, but this does not prevent other units in your army from having a different lodge keyword. You can either choose one of the lodges listed below, or choose another lodge you've read about or created yourself. If you choose one from the list below, all units with that keyword benefit from the extra abilities listed for that lodge on the page indicated. If you choose a different lodge, simply pick the lodge that most closely matches the nature of your own lodge.

- VOSTARG (pg 62)
- GREYFYRD (pg 63)
- HERMDAR (pg 64)
- LOFNIR (pg 65)

COMMAND TRAITS

INHERITANCE OF GRIMNIR

AURIC RUNEFATHERS and AURIC RUNESONS only.

D6 Command Trait

- 1 **Fury of the Fyreslayers:** *In this noble duardin is fiery aggression given form.*

Add 1 to charge rolls for friendly FYRESLAYERS units wholly within 18" of this general.

- 2 **Honour of the Ancestors:** *This leader will never take a step back, for he knows one day his ancestors shall judge his deeds.*

Do not take battleshock tests for friendly FYRESLAYERS units wholly within 12" of this general.

- 3 **Spirit of Grimnir:** *The very presence of this leader sets ur-gold ablaze.*

If this general is on the battlefield, when you roll to activate an ur-gold rune, it has the enhanced effect on the roll of a 5+ instead of on a 6.

- 4 **Blood of the Berzerker:** *'Attack, attack and attack again' is this leader's mantra.*

Once per battle in the combat phase, after this general has fought in that phase for the first time, if they are within 3" of an enemy unit, they can immediately make a pile in move and then attack with all of the melee weapons they are armed with for a second time.

- 5 **Iron Will of the Guardian:** *This hard-bitten warrior can shrug off even the worst blows.*

Add 1 to save rolls for attacks that target this general.

- 6 **Destroyer of Foes:** *This regal Fyreslayer smites with a fury that would please Grimnir himself.*

Add 1 to the Damage characteristic of this general's melee weapons.

MAGMIC EMPOWERMENTS

AURIC RUNEMASTERS and AURIC RUNESMITERS only.

D6 Command Trait

- 1 **Fyremantle:** *The air shimmers and sparks fly around this Zharrgrim priest.*

Subtract 1 from hit rolls for attacks made by enemy units while they are within 3" of this general.

- 2 **Wisdom and Authority:** *By tempering emotions and offering sage advice, this priest can better guide his lodge to victory.*

At the start of the first battle round, you receive D3 additional command points.

- 3 **Oathsayer:** *Bold oaths can put steel in the spines of those who hear them.*

Add 1 to the Bravery characteristic of friendly DUARDIN units while they are wholly within 18" of this general.

- 4 **Ash-beard:** *So great is this priest's mastery of magmic energies that he smoulders eternally.*

This general knows 2 prayers from the Zharrgrim Blessings table (pg 58) instead of 1.

- 5 **Fyresteel Weaponsmith:** *This Zharrgrim priest makes peerless weapons, igniting his fyresteel with his own battle-spirit.*

Improve the Rend characteristic of this general's weapons by 1.

- 6 **Master Priest:** *This priest is able to stir ur-gold runes that others thought already drained.*

Once per battle, at the start of your hero phase, if this general is on the battlefield, you can activate one ur-gold rune that has already been activated, instead of one that has not yet been activated.

ARTEFACTS OF POWER

55

HEIRLOOMS OF THE LODGE AURIC RUNEFATHERS and AURIC RUNESONS only.

D6 Artefact of Power

- 1 **Magnetised Runes:** *Tempered with a strange lodestone, this hero's ur-gold runes are literally drawn towards combat.*

Add 2 to charge rolls made for the bearer.

- 2 **Draught of Magmalt Ale:** *A single draught of this fiery beverage sends shivers of energy surging through a Fyreslayer from toes to crest.*

Once per battle, at the start of the combat phase, the bearer can drink this potion. If they do so, double the Attacks characteristic of all of the melee weapons they are armed with until the end of that phase.

- 3 **Drakeslayer:** *This fine throwing axe is said to have felled a firewyrmling with a single strike.*

Once per battle, in your shooting phase, instead of making an attack with the bearer's Fyresteel Throwing Axe, you can say they are throwing Drakeslayer. If you do so, pick an enemy MONSTER within 8" of the bearer and roll a dice. On a 6, that MONSTER suffers 3D6 mortal wounds.

- 4 **Obsidian Glowhelm:** *This lustrous helm absorbs the burning glow of nearby runes and projects their power across the battlefield.*

At the start of your hero phase, roll a dice if the bearer is on the battlefield. On a 4+ you receive 1 additional command point.

- 5 **Shimmering Blade:** *Forged by the warsmiths of Thungur in Lunarest, this weapon gleams with large quantities of Hyshian crystal.*

At the start of the battle, pick one of the bearer's melee weapons. Improve that weapon's Rend characteristic by 1. In addition, if the unmodified hit roll for an attack made with that weapon is 6, add 1 to the Damage characteristic of that weapon for that attack.

- 6 **Axe of Grimnir:** *This axe is rumoured to have been forged with a mysterious shard of metal recovered in the wake of the duardin god's fall.*

You can re-roll hit rolls for attacks made by the bearer.

ARTEFACTS OF WRATH AND DOOM GRIMWRATH BERZERKERS and DOOMSEEKERS only.

D3 Artefact of Power

- 1 **Beastslayer:** *Imbued with the doughty spirit of Grimnir, this weapon can make short work of even the largest of creatures.*

Pick one of the bearer's melee weapons. If the hit roll for an attack made with that weapon that targets an enemy MONSTER scores a hit, that attack inflicts 2 hits on the target instead of 1. Make a wound and save roll for each hit.

- 2 **Bracers of Ember-iron:** *A precursor to fyresteel, ember-iron is strong but heavy. For those who can bear their weight, these bracers wrought in the ancient metal are tough and durable.*

Add 1 to save rolls for attacks that target the bearer.

- 3 **Rune of Blazing Fury:** *A last burst of ur-gold energy is bound within this axe-blade.*

Once per battle, at the start of the combat phase, you can awaken the Rune of Blazing Fury. If you do so, you can re-roll hit and wound rolls for attacks made by the bearer until the end of that phase.

ARTEFACTS OF THE FORGE-TEMPLE

AURIC RUNEMASTERS and AURIC RUNESMITERS only.

D6 Artefact of Power

- 1 **Salamander Cloak:** *The elemental fires of the Mother of Salamanders still burn in each of the scales that make up this cloak.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. On a 5+ that wound or mortal wound is negated.

- 2 **Ash-cloud Rune:** *By chanting the name of this rune, its bearer can call down a column of choking soot that clogs the flow of magic.*

The bearer can attempt to unbind two spells in the enemy hero phase in the same manner as a WIZARD.

- 3 **Volatile Brazier:** *Although temperamental, the blasts of heat from this brazier can infuse Zharrgrim priests with augmented magmic powers.*

The bearer can attempt to summon 2 magmic invocations in the same turn.

- 4 **Ancestor Helm:** *This helm strikes fear into the enemy's hearts, for grim stories are told of its bearers and the bloody toll of their deeds through the ages.*

If an enemy unit fails a battleshock test within 12" of the bearer, add D3 to the number of models that flee.

- 5 **Emberstone Rune:** *Fuelled by realmstone, this sigil can spark new flames of magmic power.*

Add 1 to invocation rolls made for the bearer.

- 6 **Droth-helm:** *This ancient helm was said to be worn by the first Zharrgrim priest to ever tame a Magmadroth.*

You can re-roll hit rolls for attacks made with Claws and Horns by friendly MAGMADROTHS within 6" of the bearer.

ICONS OF GRIMNIR

BATTLESMTITHS only.

D3 Artefact of Power

- 1 **Icon of the Ancestors:** *The gloried past comes alive before the stern face of this duardin icon.*

The range of this Battlesmith's Icon of Grimnir and None Shall Defile the Icon abilities is 18" instead of 12".

- 2 **Icon of Grimnir's Condemnation:** *The eyes of this icon blaze with such fury they can cause spells to fizzle out immediately.*

The bearer can attempt to unbind one spell in the enemy hero phase in the same manner as a WIZARD. In addition, if the bearer unbinds a spell, roll a dice. On a 2+ the caster suffers 1 mortal wound.

- 3 **The Nulsidian Icon:** *This icon can siphon the arcane energies of spells and diffuse them into the bedrock of the realm.*

Each time a friendly FYRESLAYERS unit wholly within 12" of the bearer is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+ ignore the effects of that spell or endless spell on that unit.

MAGMADROTH TRAITS

If a Fyreslayers army includes any **HEROES** mounted on Magmadroths, one of those **HEROES** can have a Magmadroth trait. Declare which **HERO** has the Magmadroth trait and then choose or roll for a Magmadroth trait from the table. You can choose one extra **HERO** to have a Magmadroth trait for each warscroll battalion in your army. The same **HERO** cannot have more than one Magmadroth trait.

MAGMADROTH TRAITS

MAGMADROTHS only.

D6 Mount Trait

- 1 **Cinder-crest Youngblood:** *Brash and quick to anger, this young Magmadroth leaves a trail of destruction in its wake.*

When you use this model's Lashing Tail ability, subtract 1 from the dice roll that determines if the target unit suffers D3 mortal wounds. If this model made a charge move in the same turn, subtract 2 from the dice roll instead.

- 2 **Flame-scale Youngblood:** *This impetuous Magmadroth crashes into the enemy's lines, crushing its prey under its bulk.*

After this model has made a charge move, pick 1 enemy unit within 1" of this model and roll a number of dice equal to the charge roll for that charge move. For each 6, that enemy unit suffers 1 mortal wound.

- 3 **Fire-claw Adult:** *Once this Magmadroth is roused to fiery anger, its claws ignite in a blaze of flame.*

If the unmodified wound roll for an attack made with this mount's melee weapons is 6, that attack has a Rend characteristic of -3.

- 4 **Lava-tongue Adult:** *This fiercely territorial Magmadroth is known to spit especially devastating gouts of magma over its foes at the least provocation.*

When you use this model's Roaring Fyrestream ability, subtract 1 from the dice roll that determines if the target unit suffers mortal wounds. If this model is wholly within your territory or within 6" of an objective, subtract 2 from the dice roll instead.

- 5 **Coal-heart Ancient:** *Though this Magmadroth's scales are still fiercely hot, its colour has deepened with age and it has grown impervious to all but the sharpest of blades.*

Worsen the Rend characteristic of melee weapons that target this model by 1, to a minimum of 0.



- 6 **Ash-horn Ancient:** *This venerable Magmadroth is the matriarch of the lodge's pack, guiding her kin since they were but spawnlings.*

You can re-roll save rolls of 1 for attacks that target this model and friendly **MAGMADROTHS** within 6" of this model.



PRAYERS

In addition to any other prayers they can chant, each **PRIEST** in a Fyreslayers army knows one blessing from the Zharrgrim Blessings. You can either choose or roll for the prayer each **PRIEST** knows. Each Zharrgrim Blessing can only be chanted once per turn, regardless of how many **PRIESTS** know that prayer.



ZHARRGRIM BLESSINGS

D6 Prayer

- 1 **Molten Infusion:** *Fresh streams of searing energies refocus and refuel the power of any magmic invocations.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a magmic invocation model within 12" of this **PRIEST**. At the end of this battle round, do not make a temperamental nature roll for that magmic invocation.

- 2 **Searing Heat:** *The priest gestures towards the enemy, causing steam to rise from armour plates, leather to harden and crack, and weapon hafts to become scalding hot.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick an enemy unit within 18" of this **PRIEST**. Subtract 1 from hit rolls for attacks made by that unit until the start of your next hero phase.

- 3 **Prayer of Ash:** *Borne on a gust of hot forge-winds, a circle of ash settles around the priest's allies, protecting them from harm.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1-3, the prayer is not answered. On a 4+ the prayer is answered. If this prayer is answered, pick a friendly unit wholly within 18" of this **PRIEST**. Add 1 to save rolls for attacks that target that unit until the start of your next hero phase.

- 4 **Ember Storm:** *A hurricane of glowing cinders fills the air, driving Fyreslayers towards the foe with impetuous swiftness.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a friendly unit of **VULKITE BERZERKERS** or **HEARTHGUARD BERZERKERS** wholly within 18" of this **PRIEST**. That unit can run and still charge later in that turn.

- 5 **Prayer of Grimnir's Fury:** *A red rage fills the hearts of those blessed by this furious benediction.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a friendly **HERO** that is not mounted on a **MAGMADROTH** and is within 3" of an enemy unit and within 12" of this **PRIEST**. Make a pile-in move with that **HERO**, and then attack with all the melee weapons that **HERO** is armed with.

- 6 **Gilded Claws:** *The priest sets the runes pressed into a Magmadroth's hide ablaze, as its claws gleam with a golden edge.*

At the start of your hero phase, 1 friendly model that knows this prayer can chant it. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a friendly **MAGMADROTH** wholly within 12" of this **PRIEST**. You can re-roll wound rolls for attacks made with that unit's Claws and Horns until the start of your next hero phase.

MAGMIC INVOCATIONS

FYRESLAYERS PRIESTS in a Fyreslayers army can summon magmic invocations, each of which is represented on the battlefield by a model.

The warscrolls for three magmic invocations are included in this battletome (see pages 86-87). Magmic invocation models in your army are not set up on the battlefield at the start of the game. Instead, a **FYRESLAYERS PRIEST** from your army can summon each to the battlefield. To attempt to do so, you must roll a dice for that **PRIEST**; this is called an invocation roll. Each magmic invocation warscroll explains the invocation roll required and how the model is set up.

Unless noted otherwise, a magmic invocation model cannot be attacked or affected by spells or abilities; it is treated as a friendly model by all armies for any other rules purposes. In order to attempt to summon a magmic invocation, you must have a model for that magmic invocation available that is not already in your

army and on the battlefield. For example, if you have two Zharrgron Flame-spitter models in your army, and both are on the battlefield, you cannot attempt Summon Zharrgron Flame-spitter again until at least one of them has been removed from the battlefield. A **FYRESLAYERS PRIEST** cannot attempt to summon more than one magmic invocation in the same turn (even if they are different models). In addition, if a **FYRESLAYERS PRIEST** attempts to summon a magmic invocation and the invocation roll is not successful, then no other **FYRESLAYERS PRIEST** can attempt to summon the same magmic invocation in that hero phase.

Designer's Note: *Most magmic invocations allow you to use an ability if there is a 'friendly FYRESLAYERS PRIEST' nearby. Note that if both players' armies have a FYRESLAYERS PRIEST within range, then they can both use the ability when it is their turn to do so, not just the player whose PRIEST performed the invocation.*

TEMPERAMENTAL NATURE

At the end of each battle round you must make a temperamental nature roll for each magmic invocation on the battlefield that you set up. To make a temperamental nature roll, roll a dice. Add 1 to the roll if there are any friendly **FYRESLAYERS PRIESTS** within 6" of that magmic invocation. On a 1-3, that magmic invocation is removed from the battlefield.

MAGMIC INVOCATIONS IN PITCHED BATTLES

Magmic invocations have Pitched Battle profiles and a points cost. By paying the magmic invocation's points cost, the player can use (and re-use) one magmic invocation model of the appropriate type in the battle. A player cannot take the same magmic invocation more than once for their army, but can take any number of different magmic invocations (for example, you could not take two Zharrgron Flame-spitter magmic invocations).



MAGMIC BATTLEFORGE

A Fyreslayers army can include 1 Magmic Battleforge terrain feature (see opposite). After armies are set up, but before the battle begins, you can set up the Magmic Battleforge within 6" of a friendly **FYRESLAYERS PRIEST**, wholly within your territory and more than 1" from any other terrain features. If both players can set up a terrain feature after armies are set up, they must roll off, and the winner can choose the order in which the terrain features are set up.



UNION OF FIRE AND FURY

The convergence of the spirit of Grimnir and Vulcatrix is never more evident than in the emergence of a Magmic Battleforge. The ground shimmers as the glowing furnace rises up from the molten blood of the earth, summoned from the bowels of the realm by the invocations of the Zharrgrim priesthood. It is as though they bring a living piece of their forge-temple straight to the battlefield. Yet the Magmic Battleforge is not just for forging blades, for the smithy blazes with battle-spirit, its elemental heat igniting the ur-gold runes of the Fyreslayers, making them pulse and glow with new-found power. Not only do the Magmic Battleforges aid the children of Grimnir upon the field of combat, but as the mercenary fyrds often find themselves on campaign far from hearth and home, they serve vital a function in many of the most important Fyreslayer rituals. After a battle, the forge's flames are used to ignite the pyres of honoured dead, and Runemasters can use it to shape new ur-gold runes far from the forge-temple and keep the Zharrkhul alive.

The history of Magmic Battleforges is a strange one, for they appeared sporadically in the early stages of the Fyreslayers' development. During the Age of Myth, such blazing symbols were rare, coming unbidden to Runemasters or Runesmiters in great need during the largest of battles. Their sudden and unexpected manifestation upon the battlefield sparked many legends. Over the years, the Zharrgrim priests have better learned to harness the forges' magmic powers, but it was only in the aftermath of the Shyish necroquake that these mystic furnaces could regularly be summoned to aid the fyrds.





• SCENERY WARSCROLL •

MAGMIC BATTLEFORGE

Formed instantaneously from molten metal, the Magmic Battleforge is a reflection of godly power, a manifestation of Grimnir's fury fused with the white-hot fires of Vulcatrix. This mystic furnace can be summoned to a battlefield, where its elemental heat can ignite ur-gold runes and stoke the powers of the Zharrgrim.

DESCRIPTION

A Magmic Battleforge is a single terrain feature. It is an obstacle.

friendly FYRESLAYERS PRIESTS while they are within 18" of that Magmic Battleforge.

for friendly FYRESLAYERS units on the battlefield. However, for the rest of the battle, FYRESLAYERS PRIESTS can no longer use this Magmic Battleforge's Molten Blessing ability.

SCENERY RULES

Molten Blessing: Drawing upon the powerful elemental energies of the Magmic Battleforge, the Zharrgrim priest casts clouds of cinders adrift on the air, imbuing those of his sacred order with burning power.

At the start of your hero phase, 1 friendly FYRESLAYERS PRIEST within 6" of a Magmic Battleforge can control its magmic energies. If they do so, until the end of that phase, add 1 to prayer rolls for

Spending the Forge: *In times of need a Zharrgrim priest may expend all of the Magmic Battleforge's power, igniting the ur-gold runes of their Fyreslayer kin and infusing the warriors with strength.*

Once per battle, at the start of your hero phase, 1 friendly FYRESLAYERS PRIEST within 6" of a Magmic Battleforge can spend all of the forge's energy instead of using its Molten Blessing ability. If they do so, until the start of your next hero phase, you can re-roll save rolls of 1

KEYWORDS

SCENERY, FYRESLAYERS, MAGMIC BATTLEFORGE

VOSTARG

The largest, most prolific and most honoured of Fyreslayer lodges is that of the Vostarg. They are considered relentless and aggressive even by the standards of Grimnir's followers. Although none can equal their record of victories or, more importantly, their hoard of ur-gold, it is still never enough, as the lodge always strives for more.

Descendants of the last of the original lodges to fall, the Vostarg have since gone on to build a proud legacy. They do not rest upon their laurels, however, as each new generation is eternally driven to equal and best the achievements of their forebears.

Although those of the Vostarg lodge are proud that no other lodge has amassed more ur-gold than they, it is the fact that they have spent more of it that makes their eyes blaze. The true way to honour Grimnir is not to hoard such treasures, but rather to use them up in combat, releasing their vital energies so that the duardin god might be reborn before the final battle.

Bold and aggressive, the secret behind the Vostarg's victories has been their relentless method of attack. With surprising speed and unflinching determination, their fyrds surge forward to hew down their foe. Not until the last enemy has stopped twitching do they relent.

The current Runefather, Bael-Grimnir, sits upon the Fyrethrone in the magmahold of Furios Peak, but the Vostarg's power is spread much further, with dozens of other holds scattered across Aqshy and several other realms as well. From each of these strongpoints the Vostarg march out, endlessly warring on their holy mission to collect ur-gold and expend its power in battle.



ABILITIES

Fearsome Surge: *With eyes blazing and sparks flying from their beards, the warriors of the Vostarg rush forwards in their eagerness to smite the foe.*

Add 1 to charge rolls for VOSTARG units. In addition, in your movement phase in the first battle round, if you declare a friendly VOSTARG unit will run, do not make a run roll. Instead, add 6" to the Move characteristic of all models in that unit for that phase.

COMMAND ABILITY

Honour Our Ancestors: *The Vostarg's past is full of triumphs and glory, and they feel a driving pressure to match those peerless deeds of yore.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly VOSTARG HERO. Until the end of that phase, add 1 to hit rolls for attacks made by that HERO and friendly units of VULKITE BERZERKERS and HEARTHGUARD BERZERKERS wholly within 12" of that HERO. You cannot use this command ability more than once per phase.

COMMAND TRAIT

A VOSTARG general must have this command trait instead of one listed on page 54.

Fiery Endurance: *While any foe still stands, there can be no respite from the fury of Grimnir.*

Friendly VOSTARG units wholly within 12" of this model at the start of your movement phase can run in that movement phase and still charge later in the same turn.

ARTEFACT OF POWER

The first VOSTARG HERO to receive an artefact of power must be given the Vosaxe.

Vosaxe: *Forged with legendary Vostargi obsidian, this formidable weapon is a mighty heirloom of the Vostarg.*

At the start of the battle, pick one of the bearer's melee weapons. Improve that weapon's Rend characteristic by 1. In addition, if the unmodified hit roll for an attack made with that weapon is 6, add 1 to the Damage characteristic of that weapon for that attack.

GREYFYRD

Over the ages, the warriors of the Greyfyrd lodge have fought both for and against nearly every other faction and race in the Mortal Realms. They are battle-hardened, grim and notoriously bitter. Those of the Greyfyrd rather infamously have no qualms whatsoever about warring for any who can meet their fee.

While other lodges speak proudly of their heritage and boast of their Runesons that have left to establish new lodges, such is not the case with the Greyfyrd. Of the dark secrets of their past they do not speak, although many other Fyreslayers are quick to point out how many Greyfyrd scions have suffered the glimmerlust or gone grimnyn. There are but two subjects that the Greyfyrd willingly discuss: mercenary jobs – for they eagerly hire out their war services to any that meet their price – and the long line of bold heroes that the lodge has produced. Many of the greatest Fyreslayer warriors have come from Greyfyrd, a fact that makes the lodge justifiably proud.

The Greyfyrd capital is the great magmahold of the Gateswold in Chamon, and its numerous Realmgates give the lodge access to many lands. These pathways are used to send out mercenary fyrd on campaigns across all the Mortal Realms, so that the sooty black beards of the Greyfyrd are recognised far and wide. Their reputation for keeping oaths and delivering victories (if they are paid) ensures that their axes are always in demand.

Such a lifestyle of constant war ensures that the Greyfyrd are grudge-bearing, pragmatic and especially grizzled. To them, the most gruelling battle that leaves them wounded and weary is but ‘another day on the job’, to be forgotten after the next pint of magmalt ale.



ABILITIES

Spoils of Victory: *Famed mercenaries, the Greyfyrd lodge have countless treasures and artefacts stored within their vaults, and many heroes worthy of wielding them.*

You can choose 2 additional GREYFYRD HEROES from your army to have artefacts of power.

COMMAND ABILITY

Expert Cohesion: *The heroes of Greyfyrd have fought alongside each other for many years, and have developed the uncanny ability to anticipate each other's actions in battle, allowing them to fight as one.*

You can use this command ability in the combat phase when a friendly GREYFYRD HERO is picked to fight. Other friendly GREYFYRD HEROES that are not mounted on a MAGMADROTH and are within 3" of that HERO can fight immediately afterwards, before your opponent gets the option to pick a unit to fight. Any model that does so cannot fight again in that combat phase unless an ability or spell allows them to fight more than once.

COMMAND TRAIT

A GREYFYRD general must have this command trait instead of one listed on page 54.

Battle-scarred Veteran: *This warrior is known not only to have survived battles against the direst of odds, but to relish the challenge of fighting hordes of foes.*

Add 1 to the Attacks characteristic of this general's melee weapons while there are 5 or more enemy models within 3" of this general.

ARTEFACT OF POWER

The first GREYFYRD HERO to receive an artefact of power must be given the Helm of Obsidia.

Helm of Obsidia: *Gifted to the Greyfyrd lodge after they held out against the Chaos forces besieging the Ninefold Kingdoms of Obsidia, this helm grants its bearer a portion of its legendary resilience.*

Add 2 to the Wounds characteristic of the bearer.

HERMDAR

Those of the Hermdar lodge have carved out a powerful reputation as the slayers of tyrants and overthrowers of oppression. As they hire themselves out as mercenaries less often, the Hermdar must scour the realms in search of ur-gold that their fyrds can seize and hold.

Recognisable by their glowing fyresteel, Hermdar warriors are well known across many kingdoms of Aqshy. They are particularly familiar to those of the Great Parch, as the Hermdar have been active in the long series of wars fought to free those lands from the iron grip of Chaos.

Based out of the Adamantine Chain, the Hermdar can often be found fighting the forces of the Ruinous Powers. Since the loss of their first hold in the Salamander's Spine, the Hermdar have taken a particular loathing to despots. In order to free or protect those oppressed by enslavers, the Hermdar willingly march to war even when there is no hope of earning much, or sometimes any, gold. The peculiarity of such unmercenary behaviour is poorly received by the Fyreslayers of other lodges, who see such charitable work as foolishness. Strong-willed and defiant, those of the Hermdar lodge care nothing for the opinions of others.

The Hermdar way of war is based on an initial aggressive attack that seamlessly shifts into a fierce defence. It is this approach that allows them to storm enemy strongholds and then to protect the slaves they have freed. Such tactics also come into play when they find and secure sources of ur-gold. This is vital, as they cannot count on as steady an income of gold for mercenary deeds as their rival lodges.



ABILITIES

Seize by Force: *The warriors of Hermdar lodge assault enemy positions with a fiery determination.*

HERMDAR units wholly within enemy territory or wholly within 12" of an objective do not take battleshock tests.

COMMAND ABILITY

Skull-breakers and Oath-takers: *Those of Hermdar are renowned for the fury of their counter-attacks.*

You can use this command ability at the start of the combat phase. Pick 1 friendly HERMDAR VULKITE BERZERKERS unit or 1 friendly HERMDAR HEARTHGUARD BERZERKERS unit wholly within 12" of a HERMDAR HERO. That unit fights at the start of that combat phase, before the players pick any other units to fight with in that combat phase.

COMMAND TRAIT

A HERMDAR general must have this command trait instead of one listed on page 54.

Warrior Indominate: *This stoic warrior stands as solid and unmoveable as a mountain.*

Subtract 1 from wound rolls for attacks that target this general and friendly HERMDAR units wholly within 12".

ARTEFACT OF POWER

The first HERMDAR HERO to receive an artefact of power must be given the Tyrant Slayer.

Tyrant Slayer: *The blood of countless warlords stains this mighty weapon of red-hot fyresteel.*

Pick one of the bearer's melee weapons. You can re-roll wound rolls for attacks made with that weapon that target an enemy HERO. In addition, if the unmodified hit roll for an attack made with that weapon that targets an enemy HERO is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

LOFNIR

The Lofnir are zealous pyromaniacs from Ghur. They are fierce and merciless oath-keepers who believe that a battle is only over when every single foe has been given to the flames. In addition to calling out praises to Grimnir, the Zharrgrim priests and warriors of the lodge call upon his ancient nemesis, Vulcatrrix.

Those of the Lofnir lodge never do anything by half measures. They do not just break enemy strongholds, they burn them out, leaving behind only scorched ruin. They are as fierce as they are reckless.

While many lodges give great respect to Vulcatrrix, viewing the godbeast as a foe worthy of Grimnir, the Lofnir lodge actually venerate the Mother of Salamanders. Led by their Zharrgrim priests, they have come to see ur-gold not as the shattered remnants solely of their broken god, but as the blessed merging of the fiery temper and battle-spirit of Grimnir with the magmic strength of Vulcatrrix.

None can best the Lofnir in the finding of Magmadroth eggs or the raising of the creatures themselves, and they boast some of the largest and most ferocious Magmadroths in any of the realms. The proud and ancient bloodlines of the creatures are as venerated as that of the lodge's royal family.

The largest of the Lofnir magmaholds is Rufhal, a massive hold built into a volcano called Crownpeak, so named due to the permanent mantle of flame that burns above its domed summit. This is just a sample of the mastery over magic forces displayed by the Zharrgrim priests of Lofnir, who truly are blessed by Vulcatrrix.



ABILITIES

Venerators of Vulcatrrix: *The warriors of Lofnir hold great esteem for Vulcatrrix and her offspring.*

Each **MAGMADROTH** in a **LOFNIR** army, instead of only 1, can be given a Magmadroth trait (pg 57).

In addition, if you are fighting a Pitched Battle, you can include 1 additional Behemoth in your army, as long as every Behemoth in your army is a **MAGMADROTH**.

COMMAND ABILITY

Torrent of Magma: *As a Lofnir Zharrgrim priest shouts fiery oaths at his foes, blazing streaks of molten rock rain down upon the enemy, reducing them to smouldering ash.*

You can use this command ability in your shooting phase. If you do so, pick an enemy unit within 12" of a friendly **LOFNIR PRIEST**. Until the end of that phase, add 1 to hit and wound rolls for attacks made with Magmapikes by friendly units that target that enemy unit. The same unit cannot be picked to be affected by this command ability more than once per phase.

COMMAND TRAIT

A **LOFNIR** general must have this command trait instead of one listed on page 54.

Explosive Charge: *At their leader's command, Lofnir Magmadroths loose mighty roars and erupt forwards in a ferocious charge towards the enemy.*

Add 1 to charge rolls for friendly **LOFNIR MAGMADROTHS** within 12" of this general.

ARTEFACT OF POWER

The first **LOFNIR MAGMADROTH HERO** to receive an artefact of power must be given the Igneous Battle-throne.

Igneous Battle-throne: *Carved from magmatic rock and embedded with sacred runes of Grimnir, this throne's aura protects the bearer and his mount from harm.*

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

BATTLEPLAN

IGNITE THE MASTER FORGE

Deep in Shyish, amidst the foreboding peaks of the Greyspears, can be found many abandoned magmaholds. These forsaken places have lain in ruin since the Time of Tribulations, when it is said the malign spirits of the Nighthaunts fell upon them, snuffed out their great forges and slaughtered those who dwelt there. Who now resides in these tombs, none can say, but with hushed whispers Fyreslayers speak of the riches that remain untouched within the lost forge-temples and great vaults.

This battle tells the tale of an intrepid Fyreslayer warband who dream of reigniting a master forge, restoring a lost magmahold to its former glory and perhaps claiming some ur-gold for their own.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Fyreslayers player and their opponent is the Desecrator player. The Fyreslayers player must use a Fyreslayers army. In addition, you will need a Magmic Battleforge to represent the forge-temple's master forge.

Each army has a unique command ability, as follows.

FYRESLAYERS
COMMAND ABILITY

Redeem Our Ancestors: *Now is the chance to settle a grudge that has gone unanswered for generations. With a bellowing war cry, this hero charges his foe.*

You can use this command ability at the start of the combat phase. Pick a friendly FYRESLAYERS HERO within 12" of the master forge. You can re-roll wound rolls for attacks made by friendly FYRESLAYERS units wholly within 12" of that HERO until the end of that phase.

DESECRATOR
COMMAND ABILITY

These Tunnels are Ours!: *With a terrible howl that echoes up through hidden tunnels and chambers, this warlord summons reinforcements into the fray.*

You can use this command ability at the end of your movement phase. Pick a friendly unit (that is not a HERO) that has been destroyed. Set up that unit at full strength anywhere on the battlefield more than 9" from any enemy units.

THE BATTLEFIELD

The battlefield represents a desecrated Fyreslayer magmahold. Place four objectives as shown on the map below. These markers each represent a forge fire brazier. A Magmic Battleforge is placed in the centre of the battlefield to represent the master forge of the magmahold. During this battle, do not use the scenery rules on the Magmic Battleforge's warscroll.

SET-UP

The Desecrator player sets up their army first. The Desecrator player's units must be set up wholly within their territory and more than 12" from enemy territory. The Fyreslayers player then sets up their army wholly within their territory. Note that the Fyreslayers army cannot include a Magmic Battleforge of its own.

FIRST TURN

The Fyreslayers player takes the first turn in the first battle round.





DARKEST DEPTHS

The magmahold lies in ruin. Its once proud halls and tunnels are partially collapsed and dangerous creatures lurk in the shadows.

This battle uses the Darkest Depths rules (see page 298 of the Core Book).

FORGE FIRE BRAZIER

Each of these braziers contains a fragment of the forge-temple's spark. Once rekindled, they will lend strength to the master forge.

At the start of the Fyreslayer player's hero phase, they can make one attempt to rekindle each forge fire brazier if there are any friendly

FYRESLAYERS PRIESTS within 3" of that forge fire brazier. Roll a dice. On a 2+, that forge fire brazier is rekindled for the rest of the battle.



IGNITING THE MASTER FORGE

If the master forge's flames can be ignited once more, the Fyreslayers will have fulfilled their oath, honouring their ancestors and restoring glory to the magmahold.

At the start of the Fyreslayer player's hero phase, they can make one attempt to ignite the master forge if there are any friendly FYRESLAYERS HEROES within 3" of it. Roll a dice. On a 6+, the master forge is ignited. Add 1 to this roll for each forge fire brazier that has been rekindled. Subtract 1 from this roll for each enemy PRIEST or WIZARD within 6" of the master forge.

GLORIOUS VICTORY

The battle ends and the Fyreslayers player wins a **major victory** if the master forge is ignited. If the master forge is not ignited by the end of the fifth battle round, the battle ends and the Desecrator player wins a **major victory**.



BATTLEPLAN

HONOUR OUR OATHS

It is not always the pursuit of ur-gold that sees a Fyreslayers army muster for war, for they have many hated enemies. Lodges also march out from their magmaholds to uphold oaths, no matter how ancient. Such vows are bonds of iron, and duardin will risk their lives to honour them.

This battleplan tells the tale of one such oath. Despite a besieged city having naught to offer, a band of Fyreslayer heroes have sworn to protect it. For thirty days and thirty nights have these proud warriors beaten back the enemy. Enraged by failure, the enemy warlord now marches on the city in person. For the few remaining heroes of the lodge, to slay the enemy leader will honour their oath, and allow them to return to their magmahold at last.

THE ARMIES

Each player picks an army as described in the core rules. One player is the Fyreslayers player and their opponent is the Besieger. The Fyreslayers player must use a Fyreslayers army and each unit in their army must be a FYRESLAYERS HERO.

Each army has a unique command ability, as follows.

FYRESLAYERS
COMMAND ABILITY

Blaze of Glory: *Each of these heroes continues fighting long after their wounds should have killed them.*

The Fyreslayers player can use this command ability when a friendly FYRESLAYERS HERO is slain within 3" of an enemy unit. If you do so, before that model is removed from play, it can immediately make a pile in move and then attack with all of the melee weapons it is armed with. If the model has already fought in that combat phase, it can do so a second time. Once its attacks have been resolved, remove the model from play as normal.

BESIEGER COMMAND ABILITY

Display of Dominance: *The warriors under this warlord's command fear the Fyreslayers' champions, and tell tales of their ferocity and martial prowess. To lift the severed head of one in battle shows they are but mortals, to be crushed like any other foe.*

The Besieger can use this command ability in the combat phase if any attacks made by their general

resulted in an enemy HERO being slain that phase. If they do so, until the end of that phase, they can re-roll hit rolls for attacks made by friendly units wholly within 18" of your general.

MIGHTY HEROES
OF GRIMNIR

The surviving warriors of the lodge are the most fearsome of all. Each has carved a glorious legacy, and bears the most powerful artefacts.

Each FYRESLAYERS HERO in the Fyreslayers player's army may take an artefact of power, and each MAGMADROTH in the Fyreslayers player's army may take a Magmadroth trait.

SET-UP

The Fyreslayers player sets up their army first. The Fyreslayers player's units must be set up wholly within their territory. The Besieger then sets up their army wholly within their territory and more than 24" from enemy units.

FIRST TURN

The Besieger takes the first turn in the first battle round.





D6 Weather

1

The Shademoon: *The besieging warriors decry this dark portent as a sign of their coming doom.*

Subtract 2 from the Bravery characteristic of units in the Besieger's army.

2

Cloying Mists: *Thick tendrils of fog mask the battlefield.*

Models are not visible to each other if the distance between them is more than 12".

3-4

Amethyst Rain: *A chill Shyishan wind brings a deluge of dark rain.*

Subtract 1 from run and charge rolls.

5-6

Grey Skies: *A calm and overcast day.*

No effect.

BIDING THEIR TIME

The city lies besieged, and for those within there can be no escape. It is up to the invading warlord now to choose the right time to strike.

At the start of the first battle round, the Besieger rolls on the weather table above to determine the weather that affects the battle. The Besieger can re-roll the dice any number of times; however, each time they do so the Fyreslayers player receives 1 command point.

BREAKING THE DEFENCE

The last few Fyreslayers guard the ruined gates to the city. Beyond, treasures lie ready to be plundered.

Mark a point at the centre of the Fyreslayers player's long table edge, to indicate the broken city gates. At the start of the Besieger player's hero phase, any units from the Besieger player's army that are wholly within 6" of that point and more than 3" from any enemy units can enter the city. Remove the models in those units from play, but do not count them as being slain.

GLORIOUS VICTORY

The Besieger player wins a **major victory** if their general enters the city. If the Besieger player's general is slain, the Fyreslayers player wins a **major victory**. If neither player has won by the end of the fifth battle round, the battle ends. In this case, if any of the Besieger player's units have entered the city, they win a **minor victory**, otherwise the Fyreslayers player wins a **minor victory**.

PATH TO GLORY

Path to Glory campaigns centre around collecting and fighting battles with a warband in the Age of Sigmar. Champions fight each other and gather followers to join them in their quest for glory, taking advantage of this age of unending battle to win glory and renown.

In order to take part in a Path to Glory campaign, you will need two or more players. All players will need to have at least one **HERO**, who is their champion, and must then create a warband to follow and fight beside their champion during the campaign.

The players fight battles against each other using the warbands they have created. The results of these battles will gain their warband favour. The warband will swell in numbers as more warriors flock to their banner, while existing troops become more powerful.

After gaining enough favour or growing your warband enough to dominate all others through sheer weight of numbers, you will be granted a final test. Succeed, and your glory will be affirmed for all time, and you will be crowned as the victor of the campaign.

CREATING A WARBAND

When creating a Path to Glory warband, do not select your army in the normal manner. Instead, your army consists of a mighty champion battling to earn the favour of the gods, and their entire band of loyal followers. As you wage war against other warbands, your own warband will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster, which you can download for free from games-workshop.com.

To create a warband, simply follow these steps and record the results on your warband roster:

1. First, pick an allegiance for your warband. Each allegiance has its own set of warband tables that are used to generate the units in

the warband and the rewards they can receive for fighting battles. The warband tables included in this battletome let you collect a warband with the Fyreslayers allegiance, but other Warhammer Age of Sigmar publications include warband tables to let you collect other warbands from the Grand Alliances of Order, Chaos, Death and Destruction.

2. Next, choose your warband's champion by selecting one of the options from your allegiance's champion table. The champion you choose will determine the number of followers in your warband. Give your champion a suitably grand name, and write this down on your warband roster.

3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the followers tables for your allegiance. If your allegiance has more than one followers table you can freely choose which ones you use, selecting all of your followers from a single table or from several. Instead of choosing, you can place your destiny in the hands of fate and roll on the followers tables instead. To make a followers roll, pick a column from one of the followers tables and then roll a dice.

4. Your followers need to be organised into units. The followers table tells you how many models the unit has. Follower units cannot include additional models, but they can otherwise take any options listed on their warscroll. Record all of the information about your followers on your warband roster.

5. Instead of generating a unit of followers, your champion can start the campaign with a Champion's Reward, or one of your units can

start with a Follower's Reward.

No champion or unit can start the Path to Glory campaign with more than one reward each.

6. Finally, give your warband a name, one that will inspire respect and dread in your rivals. Your warband is now complete, and you can fight your first battle. Good luck!



TO WAR!

Having created a warband, you can now fight battles with it against other warbands taking part in the campaign. You can fight battles as and when you wish, and can use any of the battleplans available for Warhammer Age of Sigmar. There are some battleplans, for example in the *General's Handbook*, that have been designed specifically for use in Path to Glory campaigns.

The units you use for a game must be those on your roster. Units can either be fielded at their full roster strength, or broken down into smaller units, as long as no unit is smaller than the minimum size shown on its warscroll.

Any casualties suffered by a warband are assumed to have been replaced in time for its next battle. If your champion is slain in a battle, it is assumed that they were merely injured, and they are back to full strength for your next game, thirsty for vengeance!

GAINING GLORY

All of the players in the campaign are vying for glory. The amount of glory they have received is represented by the Glory Points that the warband has accumulated. Glory can be increased by fighting and winning battles, as described next. As a warband's glory increases, it will also attract additional followers, and a warband's champion may be granted rewards.



Warbands receive Glory Points after a battle is complete. If the warband drew or lost the battle, it receives 1 Glory Point. If it won the battle, it receives D3 Glory Points (re-roll a result of 1 if it won a major victory).

Add the Glory Points you scored to the total recorded on your roster. Once you have won 10 Glory Points, you will have a chance to win the campaign, as described opposite.

REWARDS OF BATTLE

Each allegiance has its own set of rewards tables. After each battle you can take one of the three following options. Alternatively, roll a D3 to determine which option to take:

D3 Option

- 1 Additional Followers:** More followers flock to your banner. Either select a new unit or roll for a random one from a follower table, then add it to your warband roster. You can choose from any of your own follower tables, or from any of the follower tables from an allied warband table i.e. a warband table whose allegiance is from the same Grand Alliance as your own. In either case, if you wish to add a unit from a follower table that requires more than '1 roll', you must also reduce your Glory Points total by 1 (if you do not have enough Glory Points, you cannot choose a unit from such a table). Once 5 new units have joined your warband, you will have a chance to win the campaign, as described below.
- 2 Champion's Reward:** Your champion's prowess grows. Roll on your allegiance's champion rewards table. Note the result on your warband roster. If you roll a result the champion has already received, roll again until you get a different result.

- 3 Follower's Reward:** Your warriors become renowned for mighty deeds. Pick a unit of followers (not one from an allied warband table), then roll on your allegiance's followers rewards table. Note the result on your warband roster. If you roll a result the unit has already received, roll again until you get a different result.

ETERNAL GLORY

There are two ways to win a Path to Glory campaign: either by Blood or by Might. To win by Blood your warband must first have 10 Glory Points. To win by Might your warband must have at least 5 additional units of followers. In either case, you must then fight and win one more battle to win the campaign. If the next battle you fight is tied or lost, you do not receive any Glory Points – just keep on fighting battles until you either win the campaign... or another player wins first!

You can shorten or lengthen a campaign by lowering or raising the number of Glory Points needed to win by Blood, or the numbers of extra units that must join it to win by Might. For example, for a shorter campaign, you could say that a warband only needs 5 Glory Points before the final fight, or for a longer one, say that 15 are needed.





FYRESLAYERS WAR BAND TABLES

Use the following tables to determine the champion that leads your warband, the followers that make up the units which fight at their side, and the rewards they can receive after battle.

CHAMPION TABLE	
Champion	Followers
Auric Runefather on Magmadroth	2 units
Auric Runeson on Magmadroth	2 units
Auric Runefather	4 units
Auric Runeson	4 units

ELITE RETINUE FOLLOWERS TABLE (uses 2 rolls, or 1 roll and 1 Glory Point)	
D6	Followers
1-4	Auric Runesmiter on Magmadroth
5-6	Auric Runeson on Magmadroth



RETINUE FOLLOWERS TABLE	
D6	Followers
1-2	10 Vulkite Berzerkers
3-4	5 Auric Hearthguard
5-6	5 Hearthguard Berzerkers

HERO FOLLOWERS TABLE	
D6	Followers
1	Grimwrath Berzerker
2	Doomseeker
3	Auric Runesmiter
4	Auric Runemaster
5	Battlesmith
6	Runeson

FOLLOWERS REWARDS TABLE

D6	Reward
1	Oathbound Warriors: <i>This kinband have vowed to lay low all enemies of the lodge.</i> In the combat phase, after this unit has fought in that phase for the first time, when it is your turn to pick a unit to fight with later in the same phase, if it is within 3" of any enemy units and wholly within 12" of your champion, it can be picked to fight for a second time.
2	Blades of Fury: <i>The runes etched into these blades flare with power as they strike the foe.</i> Once per battle, at the start of the combat phase, you can add 1 to the Attacks characteristic of all melee weapons this unit is armed with until the end of that phase.
3	Vendetta: <i>A duardin grudge is never forgotten, especially until it has been properly settled.</i> At the start of the first battle round, pick an enemy unit. Add 1 to hit rolls for attacks made by this unit that target that enemy unit.
4	All-out Defence: <i>Each warrior stands defiant, ready to strike down any who approach.</i> In your hero phase, you can declare that this unit is adopting a defensive formation. If you do so, this unit cannot run or make charge moves until your next hero phase. However, you can re-roll save rolls for attacks that target this unit until the start of your next hero phase.
5	Grim Tenacity: <i>Nothing can shake the stern resolve of these dour warriors.</i> Do not take battleshock tests for this unit.
6	Hardened Veterans: <i>These battle-scarred warriors of the lodge have defeated countless enemies in battle.</i> Once per turn, you can re-roll 1 hit roll or 1 wound roll for an attack made by this unit, or 1 save roll for an attack that targets this unit.

CHAMPION REWARDS TABLE

2D6 Reward

- 2 **Hot-blooded:** *Fury rages through this champion's blood like molten lava.*

If this champion is on the battlefield, add 1 to charge rolls for friendly FYRESLAYERS units.

- 3 **Enmity:** *Your champion never forgets a grudge and will ruthlessly destroy those who have dared to insult their lodge.*

Note down the name of the warband you fought the last battle against. Add 1 to hit and wound rolls made by your champion for attacks that target models from that warband for the rest of the campaign.

- 4 **Heroic Battle Cry:** *A rousing cry from your champion ignites the battle-spirit of their allies, inspiring them to fight with renewed ferocity.*

Once per battle, in your hero phase, your champion can make a heroic battle cry. If they do so, add 1 to hit rolls for attacks made by your champion and friendly units from your warband until the start of your next hero phase.

- 5 **The Bigger They Are:** *The warriors of the lodge call this champion 'Monster-slayer', and sing songs of the many hulking beasts that have fallen before the might of his axe.*

Add 1 to all hit and wound rolls for attacks made by your champion that target an enemy unit with a Wounds characteristic of 7 or more.

- 6 **Master-forged Blade:** *It is said the Runemaster spent seven days and nights deep in the lodge's forge-temple before presenting your champion with this gleaming weapon.*

Pick one of your champion's weapons. Improve the Rend characteristic of that weapon by 1.

- 7 **Extraordinary Endurance:** *In the heat of battle this champion shrugs off even the most grievous of wounds.*

Add 1 to your champion's Wounds characteristic.

- 8 **Intractable:** *This warrior is renowned for his grit and resolve, inspiring his allies to stand firm.*

Add 1 to the Bravery characteristic of your champion. In addition, add 1 to the Bravery characteristic of any friendly units while they are wholly within 12" of your champion.

- 9 **Stubborn Defiance:** *The ur-gold runes embedded into this champion's flesh blunt the blades of nearby enemies.*

In your hero phase, pick 1 unit from your warband that is wholly within 12" of your champion. That unit cannot make normal moves, charge moves or pile in until your next hero phase. However, you can add 1 to save rolls for attacks that target that unit until the start of your next hero phase.

- 10 **Furious Charge:** *This champion is known to leap with reckless abandon straight into enemy lines, swinging his weapon with deadly power.*

Add 1 to wound rolls for attacks made by your champion if they made a charge move in the same turn.

- 11 **Second Wind:** *Even wounded and faced with the direst odds, this champion finds an inner strength deep within.*

Once per battle, in your hero phase, you can heal D6 wounds that have been allocated to your champion.

- 12 **Killing Blow:** *With the enemy in their sights, your champion puts all their might into a single devastating swing with their weapon, straight for the enemy's head.*

Once per battle, at the start of the combat phase, you can say your champion is attempting a killing blow instead of attacking normally. If you do so, pick an enemy model within 1" of your champion and roll a dice. On a 4 or 5, the target model suffers D3 mortal wounds. On a 6, the target model is slain.



WARSCROLLS

This section includes Fyreslayers warscrolls, warscroll battalions and magmic invocation warscrolls. Updated May 2019; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION GRAND FYRD



When the war anvils ring to the sound of a great battle, the Runefather will form a Grand Fyrd, gathering up the warriors of his lodge into a mighty host of berserk fighters to sweep away his foes. With so many warriors honouring Grimnir with such frenetic energy, the golden glow of ur-gold blazes with a bright new intensity.

ORGANISATION

A Grand Fyrd consists of the following battalions:

- 1 Lords of the Lodge
- 2 Warrior Kinbands
- 1 Forge Brethren
- 0-1 Doomseekers
- 0-1 Grimwrath Berzerkers

ABILITIES

Blazing Runes: *Amidst the collective surge of aggression of a Grand Fyrd, the ur-gold runes of the Fyreslayers are more easily stoked to full power, burning with the might of Grimnir.*

If your army includes this warscroll battalion, when you roll to activate an ur-gold rune (pg 53), it has the enhanced effect on the roll of a 5+ instead of on a 6.



WARSCROLL BATTALION

LORDS OF THE LODGE

ORGANISATION

A Lords of the Lodge battalion consists of the following units:

- 1 AURIC RUNEFATHER
- 1 Auric Runemaster
- 1 Battlesmith
- 1 unit of Hearthguard Berzerkers

ABILITIES

Oathbound Guardians: *Led by the will of the Runefather and guided by the wisdom of the Runemaster, the Lords of the Lodge burn with a rage tempered by sacred oaths of war.*

If a unit of **HEARTHGUARD BERZERKERS** from this battalion is wholly within 12" of a **HERO** from the same battalion at the start of the combat phase, then after that unit has fought in that phase for the first

time, when it is your turn to pick a unit to fight with later in the same phase, it can be selected to fight for a second time.

WARSCROLL BATTALION

WARRIOR KINBAND

ORGANISATION

A Warrior Kinband consists of the following units:

- 1 AURIC RUNESON
- 3 units of Vulkite Berzerkers

ABILITIES

Berserk Kindred: *Filled with the fierce fighting spirit of Grimnir, the Warrior Kinband hurls itself at the foe. In their fury, they wield their glinting fyresteel axes so quickly that they appear as a blazing blur.*

You can use the Berserk Fury ability for 1 **VULKITE BERZERKERS** unit from this battalion twice in the same battle if that unit is wholly within 12" of an **AURIC RUNESON** from the same battalion the second time the Berserk Fury ability is used.

WARSCROLL BATTALION

FORGE BRETHREN

ORGANISATION

A Forge Brethren battalion consists of the following units:

- 1 AURIC RUNESMITER
- 3 units of Auric Hearthguard

ABILITIES

Bulwark of Molten Stone: *Shrouded in the shimmering heat of the forge-temple, the Forge Brethren direct their magmapikes to form blazing barricades of lava with sustained volleys of fire, before returning to blasting their enemies to ash.*

At the start of the enemy hero phase, you can pick 1 friendly unit wholly within 18" of any units of **AURIC HEARTHGUARD** from this battalion. If you do so, add 1 to save rolls for attacks that target that unit until the start of your next hero phase.



• WARSCROLL •

AURIC RUNEFATHER

ON MAGMADROTH



An Auric Runefather atop the back of a flame-spewing Magmadroth thunders into battle, hacking down enemies with his latchkey grandaxe while his steed tears apart foes by the dozen with its searing talons and blazing maw.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
Roaring Fyrestream	12"	See below			See below	
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Horns	1"	☀	4+	3+	-1	2
Blazing Maw	1"	1	4+	2+	-2	D3
Latchkey Grandaxe	3"	3	3+	3+	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-3	12"	D6	6
4-6	10"	D6	5
7-9	8"	2D6	4
10-12	7"	2D6	3
13+	6"	3D6	2

DESCRIPTION

An Auric Runefather on Magmadroth is a single model armed with a Latchkey Grandaxe and Fyresteel Throwing Axes.

MOUNT: This model's Magmadroth attacks with its Claws and Horns, Blazing Maw and a Roaring Fyrestream.

ABILITIES

Roaring Fyrestream: *Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax.*

Do not use the attack sequence for an attack made with a Roaring Fyrestream. Instead, make the dice roll shown on the damage table above. If the roll is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds. If the roll is equal to or less than the number of models in the target unit, and the target unit is within 6" of this model, the target unit suffers D6 mortal wounds instead.

Lashing Tail: *Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, it suffers D3 mortal wounds.

Volcanic Blood: *Magmadroths pulse with the throbbing heat of the volcanic caverns where they make their fyrenests.*

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound.

Stare Down: *A Runefather's stern gaze can bring doubt to the mind of the most stalwart warrior.*

In your hero phase, pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery characteristic until the start of your next hero phase.

Weapon-breaker: *A latchkey grandaxe's unique design allows the wielder to catch an enemy's weapon between its metal teeth before breaking it with a forceful twist of the arm.*

At the end of the combat phase, pick an enemy **HERO** within 3" of this model and roll a dice. On a 6, pick one of the melee weapons that model is armed with. Subtract 1 from hit rolls for attacks made with that weapon for the rest of the battle. You cannot pick the same weapon to be affected by this ability more than once per battle.

COMMAND ABILITIES

Steadfast Advance: *With a fiery glance down from his throne atop a mighty Magmadroth, a Runefather can compel his kin to march into battle against a thousand times their number to earn their fee in gold.*

You can use this command ability at the start of your hero phase. If you do so, pick a friendly model with this command ability. Until the start of your next hero phase, do not take battleshock tests for friendly **FYRESLAYERS** units while they are wholly within 18" of that model.

KEYWORDS

ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, MONSTER, HERO, AURIC RUNEFATHER

AURIC RUNESON

ON MAGMADROTH



Hot-headed and eager to prove his bravery, the Auric Runeson charges into battle with a booming war cry. Like a blazing fist, the Fyreslayer noble and his Magmadroth burn a flaming hole in the ranks of the enemy.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	4+	3+	-1	D3
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
Roaring Fyrestream	12"	See below				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Horns	1"	☀	4+	3+	-1	2
Blazing Maw	1"	1	4+	2+	-2	D3
Ancestral War-axe	1"	3	3+	4+	-	D3
Wyrmslayer Javelin	3"	1	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-3	12"	D6	6
4-6	10"	D6	5
7-9	8"	2D6	4
10-12	7"	2D6	3
13+	6"	3D6	2

DESCRIPTION

An Auric Runeson on Magmadroth is a single model armed with Fyresteel Throwing Axes. In addition, it is armed with one of the following weapon options: Ancestral War-axe or Wyrmslayer Javelins.

MOUNT: This model's Magmadroth attacks with its Claws and Horns, Blazing Maw and a Roaring Firestream.

ABILITIES

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax.

Do not use the attack sequence for an attack made with a Roaring Fyrestream. Instead, make the dice roll shown on the damage table above. If the roll is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds. If the roll is equal to or less than the number of models in the target unit, and the target unit is within 6" of this model, the target unit suffers D6 mortal wounds instead.

Lashing Tail: Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, it suffers D3 mortal wounds.

Volcanic Blood: Magmadroths pulse with the throbbing heat of the volcanic caverns where they make their fyrenests.

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound.

Vying for Glory: Runesons seek their father's favour in battle by outdoing their brothers.

You can re-roll hit rolls for attacks made by this model if there are any other friendly **AURIC RUNESONS** within 6" of this model.

Wyrmslayer Javelins: These weapons punch deep into the hides of the largest of creatures.

Add 2 to the Damage characteristic for attacks made with this model's Wyrmslayer Javelin that target a **MONSTER**.

COMMAND ABILITIES

Molten Battering Ram: Runesons atop Magmadroths are even more wreckless and impetuous, crashing their beasts into enemy lines while beckoning others to follow.

You can use this command ability at the start of your charge phase. If you do so, pick 1 friendly **MAGMADROTH** that is within 12" of a friendly model with this command ability. After that unit makes a charge move in that charge phase, you can pick 1 enemy unit within 1" of that model and roll a dice. On a 2+ that enemy unit suffers D6 mortal wounds. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, HERO, MONSTER, AURIC RUNESON



• WARSCROLL •

AURIC RUNESMITER

ON MAGMADROTH



Sparks fly as the Runesmitter awakens the ur-gold runes of his Fyreslayer kin. It is his sacred duty to see the spirit of Grimnir stirred from slumber within the lodge's warriors, a task he carries out in the midst of raging combat.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
Roaring Fyrestream	12"	See below		See below		
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws and Horns	1"	☀	4+	3+	-1	2
Blazing Maw	1"	1	4+	2+	-2	D3
Latch-axe	1"	1	3+	3+	-	2
Runic Iron	1"	2	3+	4+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-3	12"	D6	6
4-6	10"	D6	5
7-9	8"	2D6	4
10-12	7"	2D6	3
13+	6"	3D6	2

DESCRIPTION

An Auric Runesmitter on Magmadroth is a single model armed with a Latch-axe and Fyresteel Throwing Axes. In addition, it is armed with one of the following weapon options: Runic Iron or Forge Key.

MOUNT: This model's Magmadroth attacks with its Claws and Horns, Blazing Maw and a Roaring Fyrestream.

ABILITIES

Roaring Fyrestream: *Throwing back its head, a Magmadroth can spew a wave of flaming bile that sears through armour as though it were wax.*

Do not use the attack sequence for an attack made with a Roaring Fyrestream. Instead, make the dice roll shown on the damage table above. If the roll is equal to or less than the number of models in the target unit, that unit suffers D3 mortal wounds. If the roll is equal to or less than the number of models in the target unit, and the target unit is within 6" of this model, the target unit suffers D6 mortal wounds instead.

Lashing Tail: *Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of this model. If the roll is less than the number of models in that unit, it suffers D3 mortal wounds.

Volcanic Blood: *Magmadroths pulse with the throbbing heat of the volcanic caverns where they make their fyrenests.*

Roll a dice each time a wound is allocated to this model that was inflicted by a melee weapon. On a 4+ the attacking unit suffers 1 mortal wound.

Grand Ritual of Awakening: *The Runesmitter consecrates a small nugget of ur-gold over the runic altar, then consumes it to unleash a wave of energy.*

Once per battle, during your hero phase, you can say this model has consumed a nugget of ur-gold. If you do so, add 1 to save rolls for attacks that target friendly **FYRESLAYERS** units wholly within 12" of this model until the start of your next hero phase.

Runic Empowerment: *With a sonorous chant, the Runesmitter infuses the ur-gold runes set into the flesh of his Fyreslayer kin with power.*

At the start of your hero phase, this model can chant this prayer. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a friendly **FYRESLAYERS** unit wholly within 12" of this model, or wholly within 18" of this model if this model is armed with a Forge Key. You can re-roll wound rolls for attacks made by that unit until the start of your next hero phase.

KEYWORDS

ORDER, DUARDIN, MAGMADROTH, FYRESLAYERS, MONSTER, HERO, PRIEST, AURIC RUNESMITER



• WARSCROLL •

FJUL-GRIMNIR



The deeds of Fjul-Grimnir are spoken of by generations of Vostarg warriors. For them, he is the epitome of that which the Sons of Grimnir should aspire to, a fearless warrior who has sacrificed his body and soul in pursuit of honour and ur-gold.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latchkey Grandaxe	3"	3	3+	3+	-1	3

DESCRIPTION

Fjul-Grimnir is a named character that is a single model. He is armed with a Latchkey Grandaxe.

ABILITIES

Grimnir's Blessing: *Fjul-Grimnir and his Chosen Axes are fated for great deeds, and while they stand together there is no foe that can lay them low.*

Roll a dice each time you allocate a wound or mortal wound to Fjul-Grimnir while this model is within 3" of a friendly Chosen Axes unit. On a 5+ that wound or mortal wound is negated.

Stare Down: *A Runefather's stern gaze can bring doubt to the mind of the most stalwart warrior.*

In your hero phase, pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery characteristic until the start of your next hero phase.

Weapon-breaker: *A latchkey grandaxe's unique design allows the wielder to catch an enemy's weapon between its metal teeth before breaking it with a forceful twist of the arm.*

At the end of the combat phase, pick an enemy **HERO** within 3" of this model and roll a dice. On a 6, pick one of the melee weapons that model is armed with. Subtract 1 from hit rolls for attacks

made with that weapon for the rest of the battle. You cannot pick the same weapon to be affected by this ability more than once per battle.

COMMAND ABILITIES

Honour Our Oaths: *Fjul-Grimnir has battled for decades to uphold an ancient Vostarg oath.*

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Until the end of that phase, add 1 to hit rolls for attacks made by friendly **VOSTARG** units while they are wholly within 12" of that model. The same unit cannot be picked to be affected by this command ability more than once per phase.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, VOSTARG, HERO, AURIC RUNEFATHER, FJUL-GRIMNIR



• WARSCROLL •

THE CHOSEN AXES



The Chosen Axes are the hand-picked champions of the mighty Runefather Fjul-Grimnir. Bellowing oaths and trailing sparks, these dauntless warriors launch themselves into battle alongside their beloved leader, smashing aside all in their path.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxes	1"	2	3+	3+	-	1
Fyresteel Great Axe	1"	2	3+	4+	-1	2

DESCRIPTION

The Chosen Axes is a unit that has 3 models. Tefk Flamebearer and Mad Maegrim are both armed with a pair of Fyresteel Handaxes. Vol Orrukbane is armed with a Fyresteel Great Axe.

TEFK FLAMEBEARER: The leader of this unit is Tefk Flamebearer. Add 1 to the Attacks characteristic of Tefk Flamebearer's Fyresteel Handaxes.

ABILITIES

Chosen Kin: *Fjul-Grimnir is a demanding Runefather, and chooses only the most ferocious and fearless warriors to fight at his side.*

Add 1 to wound rolls for attacks made by this unit while **FJUL-GRIMNIR** is within 3" of this unit. Do not take battleshock tests for this unit while it is within 3" of **FJUL-GRIMNIR**.

Berserk Fury: *No Fyreslayer will easily accept death's embrace while his kin are still fighting.*

Once per battle, at the start of the combat phase, you can choose to unleash this unit's berserk

fury. If you do so, until the end of that phase, if a model from this unit is slain, before that model is removed from play, that model can make a pile in move and then attack with all of the melee weapons it is armed with.

Fyresteel Handaxes: *Wielding two weapons with blurring speed, Vulkite Berzerkers unleash a flurry of furious blows.*

You can re-roll hit rolls for attacks made with a pair of Fyresteel Handaxes.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, VOSTARG, VULKITE BERZERKERS, CHOSEN AXES



WARSCROLL

AURIC RUNEFATHER



Foes that meet the burning gaze of an Auric Runefather feel their will being sapped away before that fiery rage. It is this same grim scrutiny that drives the Fyreslayer fyrds to fight all the harder in the presence of their mighty lord.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latchkey Grandaxe	3"	3	3+	3+	-1	3

DESCRIPTION

An Auric Runefather is a single model armed with a Latchkey Grandaxe and Fyresteel Throwing Axes.

ABILITIES

Stare Down: A Runefather's stern gaze can bring doubt to the mind of the most stalwart warrior.

In your hero phase, pick an enemy unit within 3" of this model. Subtract D3 from that unit's Bravery characteristic until the start of your next hero phase.

Weapon-breaker: A latchkey grandaxe's unique design allows the wielder to catch an enemy's weapon between its metal teeth before breaking it with a forceful twist of the arm.

At the end of the combat phase pick an enemy **HERO** within 3" of this model and roll a dice. On a 6, pick one of the melee weapons that model is armed with. Subtract 1 from hit rolls for attacks made with that weapon for the rest of the battle. You cannot pick the same weapon to be affected by this ability more than once per battle.

COMMAND ABILITIES

Lodge Leader: A Runefather inspires fierce pride in the warriors he leads to battle.

You can use this command ability at the start of the charge phase. If you do so, pick a friendly model with this command ability. Add 1 charge rolls for friendly **FYRESLAYERS** units wholly within 12" of that model until the end of that phase.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, AURIC RUNEFATHER



WARSCROLL

AURIC RUNESON



Fearless and bold, Auric Runesons show their devotion to Grimnir with daring assaults and furious charges. Where the fighting is at its thickest, or the largest foes lumber though the press of combat, there will the Runesons be found.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	4+	3+	-1	D3
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral War-axe	1"	3	3+	4+	-	D3
Wyrmslayer Javelin	3"	1	3+	3+	-1	1

DESCRIPTION

An Auric Runeson is a single model armed with Fyresteel Throwing Axes. In addition, it is armed with one of the following weapon options: Ancestral War-axe or Wyrmslayer Javelins.

ABILITIES

Vying for Glory: Runesons seek their father's favour in battle by outdoing their brothers.

You can re-roll hit rolls for attacks made by this model if there are any other friendly **AURIC RUNESONS** within 6" of this model.

Wyrmslayer Javelins: These weapons punch deep into the hides of the largest of creatures.

Add 2 to the Damage characteristic for attacks made with this model's Wyrmslayer Javelins that target a **MONSTER**.

COMMAND ABILITIES

Dauntless Assault: Runesons seek out the most fearsome enemies to challenge in battle.

You can use this command ability at the start of the combat phase. If you do so, pick a friendly model with this command ability. Add 1 to wound rolls for attacks made by friendly **FYRESLAYERS** units wholly within 12" of that model until the end of that phase.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, AURIC RUNESON



BATTLESMITH



With furious bravery, the Battlesmiths keep their sacred icons aloft, rallying their warrior kin with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Battle-axe	1"	3	3+	3+	-1	2

DESCRIPTION

A Battlesmith is a single model armed with an Ancestral Battle-axe and Fyresteel Throwing Axes.

ABILITIES

Icon of Grinnir: *The Battlesmith raises his icon of Grinnir and recounts tales of past glories, inspiring his allies and setting their ur-gold runes ablaze so that they might fight till the bitter end.*

In your hero phase, you can say that this model is raising its icon of Grinnir. If it does so, add

1 to save rolls for attacks that target friendly **FYRESLAYERS** units wholly within 12" of this model until the start of your next hero phase. However, if you do so, until the start of your next hero phase, friendly **FYRESLAYERS** units wholly within 12" of this model cannot retreat.

None Shall Defile the Icon: *The holy icon of Grinnir is one of the strongest connections the Fyreslayers have to their absent god, and they will not see it lost.*

If this model is slain, before it is removed from play, friendly **FYRESLAYERS** units wholly

within 12" of this model can swear to protect the fallen icon. If a unit does so, that unit cannot make normal moves and charge moves for the rest of the battle, but you can re-roll hit and wound rolls for attacks made with melee weapons by that unit.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, TOTEM, BATTLESMITH



AURIC RUNEMASTER



With a gesture, the Auric Runemaster can call forth geysers of magma to incinerate his foes. Always seeking hidden ur-gold, a single word from the high priest sends Fyreslayers plunging into the enemy's ranks to seize the precious metal.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazier-staff	2"	1	4+	3+	-1	D3
Runic Iron	1"	2	3+	4+	-	1

DESCRIPTION

An Auric Runemaster is a single model armed with a Brazier-staff, Runic Iron and Fyresteel Throwing Axes.

ABILITIES

Holy Seeker: *The Auric Runemaster searches the enemy ranks for the telltale glimmer of ur-gold, and gives a triumphant cry when it is found.*

In your hero phase, you can pick 1 enemy unit within 12" of this model and roll 2 dice. If you

roll at least one 6, for the rest of the battle, you can re-roll hit rolls of 1 for attacks made by friendly **FYRESLAYERS** units that target that unit. If you roll two or more 6s, for the rest of the battle, you can re-roll hit and wound rolls of 1 for attacks made by friendly **FYRESLAYERS** units that target that unit instead.

Volcano's Call: *With staff held aloft, the Auric Runemaster coaxes a stream of magma to bubble up from the ground.*

At the start of your hero phase, this model can

chant this prayer. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a terrain feature within 18" of this model. Roll a dice for each model within 1" of that terrain feature. For each roll of a 6, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature has the 'Deadly' scenery rule in addition to any other scenery rules it may have.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNEMASTER



• WARSCROLL •

GRIMWRATH BERZERKER



The power of Grimnir burns strongest in the hearts of the Grimwrath Berzerkers. Covered in glowing runes of ur-gold, they are avatars of destruction and endurance, hurling themselves through battle in a living storm of blood and flame.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyrestorm Greataxe	1"	4	3+	3+	-2	2

DESCRIPTION

A Grimwrath Berzerker is a single model armed with a Fyrestorm Greataxe and Fyresteel Throwing Axes.

ABILITIES

Unstoppable Berzerker: *Pain is nothing to a Grimwrath Berzerker, and even should he be dealt a fatal wound, he will do his utmost to ensure many foes join him in death.*

Roll a dice each time you allocate a wound or mortal wound to this model. Add 1 to the roll

if there are any enemy units within 3" of this model. On a 6+ that wound or mortal wound is negated.

Battle-fury: *As a Grimwrath Berzerker hews left and right with his greataxe, felling scores of foes, he enters a state of single-minded frenzy.*

At the end of the combat phase, if this model is within 3" of an enemy unit, roll a dice. On a 2+ make a pile in move with this model, and then attack with all the melee weapons this model is armed with.

Dead, But Not Defeated: *Tales abound of mortally wounded Grimwrath Berzerkers fighting on, determined to wreak destruction upon whichever fools had the temerity to seal their fate.*

If this model is slain, before it is removed from play, it can make a pile in move and then attack with all of the melee weapons it is armed with.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, GRIMWRATH BERZERKER



• WARSCROLL •

DOOMSEEKER



It is said of the Doomseeker that his axe scorches the air with every swing, that he spits glowing cinders with every war cry, and that the wrath of the forge burns in his glare. This is no dishonourable mercenary, but a religious crusader whose word is his bond.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	1"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic War-iron	1"	3	3+	4+	-	1
Doomseeker Axe	1"	3	3+	3+	-1	1

DESCRIPTION

A Doomseeker is a single model armed with a Runic War-iron, Doomseeker Axe and Fyresteel Throwing Axes.

ABILITIES

Oathbound: *A Doomseeker chooses his quarry and shouts vows to Grimnir, fell oaths to either destroy the enemy or die trying to do so.*

At the start of the first battle round, pick 1 enemy unit that this model has sworn to destroy. At the end of the combat phase, if this model is within 3" of that unit, this model can make a pile-in move and then attack with all the melee weapons it is armed with.

Runic Power: *As a Doomseeker gets closer to his fate, he calls upon the power of all his many ur-gold runes, ensuring either victory or that he goes down in a final blaze of glory.*

Add 1 to the Damage characteristic of this model's melee weapons if it has 1 wound allocated to it. Add 2 to the Damage characteristic of this model's melee weapons instead if it has 2 or more wounds allocated to it.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, DOOMSEEKER



AURIC RUNESMITER



The booming invocations of an Auric Runesmiter fill the lodge's warriors with blazing vigour, but can also stir the molten earth. Rivers of magma part at their behest, creating tunnels that the Fyreslayers can use to outflank their foes.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latch-axe	1"	1	4+	3+	-	2
Runic Iron	1"	2	3+	4+	-	1

DESCRIPTION

An Auric Runesmiter is a single model armed with a Latch-axe and Fyresteel Throwing Axes. In addition, it is armed with one of the following weapon options: Runic Iron or Forge Key.

ABILITIES

Magmic Tunnelling: *A Runesmiter standing upon stone can command it to allow him passage.*

Instead of setting up this model on the battlefield, you can place this model to one side and say that it is set up underground as a reserve unit. If you do so, when you would set up another friendly **FYRESLAYERS** unit, instead of setting up that unit on the battlefield, you can say that it is joining this model underground as a reserve unit. 1 unit can join this model in this way. At the end of your movement phase, you can set up this model anywhere on the battlefield, more than 9" from any enemy units; then set up any unit that joined this model wholly within 12" of this model and more than 9" from any enemy units. Any reserve units underground that are not set up on the battlefield before the start of the fourth battle round are destroyed.

Runic Empowerment: *With a sonorous chant, the Runesmiter infuses the ur-gold runes set into the flesh of his Fyreslayer kin with power.*

At the start of your hero phase, this model can chant this prayer. If they do so, make a prayer roll by rolling a dice. On a 1-2, the prayer is not answered. On a 3+ the prayer is answered. If this prayer is answered, pick a friendly **FYRESLAYERS** unit wholly within 12" of this model, or wholly within 18" of this model if this model is armed with a Forge Key. You can re-roll wound rolls for attacks made by that unit until the start of your next hero phase.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, PRIEST, AURIC RUNESMITER



VULKITE BERZERKERS



Fyreslayers are natural warriors, skilled with axe and fearless in battle. Gifted with ur-gold runes, they become even more formidable as the power and fiery rage of Grimnir courses through their bodies.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxe	1"	2	3+	3+	-	1
Fyresteel War-pick	1"	2	3+	4+	-1	1

DESCRIPTION

A unit of Vulkite Berzerkers has any number of models, each armed with Fyresteel Throwing Axes. In addition, the unit is armed with one of the following weapon options: Fyresteel Handaxe and Bladed Slingshield; Fyresteel War-pick and Bladed Slingshield; or pair of Fyresteel Handaxes.

KARL: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's melee weapons.

HORN OF GRIMNIR: 1 in every 5 models in this unit can have a Horn of Grimnir. Add 1 to charge rolls for units that include any Horns of Grimnir.

ABILITIES

Berserk Fury: *No Fyreslayer will easily accept death's embrace while his kin are still fighting.*

Once per battle, at the start of the combat phase, you can choose to unleash this unit's berserk fury. If you do so, until the end of that phase, if a model from this unit is slain, before that model is removed from play, that model can make a pile-in move and then attack with all of the melee weapons it is armed with.

Fyresteel Handaxes: *Wielding two weapons with blurring speed, Vulkite Berzerkers unleash a flurry of furious blows.*

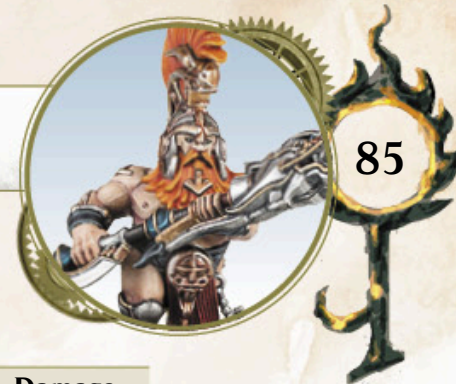
You can re-roll hit rolls for attacks made with a pair of Fyresteel Handaxes.

Bladed Slingshield: *Some Vulkite Berzerkers carry razor-sharp shields that they hurl at the enemy as they charge.*

After a unit armed with Bladed Slingshields makes a charge move, pick 1 enemy unit and roll a dice for each model from the charging unit within 8" of that enemy unit. For each 6, the enemy unit suffers 1 mortal wound. In addition, add 1 to save rolls for attacks made with melee weapons that target a unit armed with Bladed Slingshields if the target unit did not make a charge move in the same turn.



AURIC HEARTHGUARD



The Auric Hearthguard carry ornate mappikes, weapons that fire flaming gobbets of lava. It is the sworn duty of the Auric Hearthguard to protect the forge-temple and the lodge's priesthood, a task they execute with grim determination.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	18"	2	4+	3+	-1	1
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	1"	1	3+	3+	-	1

DESCRIPTION

A unit of Auric Hearthguard has any number of models, each armed with Fyresteel Throwing Axes and a Magmapike.

KARL: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's Magmapike missile weapon.

ABILITIES

Molten Rockbolts: *Magmapike bolts not only burn the foe, but stick to them before solidifying.*

Add 1 to the Damage characteristic for attacks made by Magmapike missile weapons that target **MONSTERS**. In addition, if any wounds are inflicted on a **MONSTER** by Magmapike missile weapons, roll a dice. On a 4+, until the end of that unit's next turn, halve that unit's Move characteristic and subtract 1 from hit rolls for attacks made by that unit.

Sworn Protectors: *Auric Hearthguard are fiercely protective of their leaders.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **FYRESLAYERS HERO** that is not mounted on a **MAGMADROTH** and is within 3" of any friendly units with this ability. On a 4+ that wound or mortal wound is negated, and you must choose a friendly unit with this ability that is within 3" to suffer 1 mortal wound after all wounds or mortal wounds have been allocated to that friendly **HERO**.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, AURIC HEARTHGUARD



HEARTHGUARD BERZERKERS



Hearthguard Berzerkers are the chosen champions of the Runefather. Masterful warriors, they wade into battle, their broadaxes hewing apart the foe while their flamestrike poleaxes set enemies alight with smouldering braziers.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Berzerker Broadaxe	2"	2	3+	3+	-1	2
Flamestrike Poleaxe	2"	2	3+	3+	-	1

DESCRIPTION

A unit of Hearthguard Berzerkers has any number of models, each armed with Fyresteel Throwing Axes. In addition, the unit is armed with one of the following weapon options: Berzerker Broadaxe; or Flamestrike Poleaxe.

KARL: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Duty Unto Death: *Hearthguard Berzerkers are sworn to protect their lodge and its masters to their dying breath.*

Roll a dice each time you allocate a wound or mortal wound to this unit. Add 2 to the roll if there are any friendly **FYRESLAYERS HEROES** within 10" of this unit. On a 6+ that wound or mortal wound is negated.

Smouldering Braziers: *With each swing of a flamestrike poleaxe, the brazier chained to it arcs toward the foe, sparks and fire trailing in its wake.*

If the unmodified hit roll for an attack made with a Flamestrike Poleaxe is 6, that attack inflicts 2 mortal wounds on the target in addition to any normal damage.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HEARTHGUARD BERZERKERS



• MAGMIC INVOCATION WARSCROLL •

ZHARRGRON FLAME-SPITTER

By concentrating their magmic powers, a Runemaster or Runesmiter can summon forth fiery heat from the bowels of the realm. With a rumble and a crack, an angry geyser opens up in the earth, bombarding the foe with molten death.

DESCRIPTION

A Zharrgron Flame-spitter is a single model.

MAGMIC INVOCATION

Summon Zharrgron Flame-spitter: *The earth cracks and splits before dissolving into a volatile pool of bubbling lava that spits great globs of liquid rock skywards.*

At the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** can attempt to perform this magmic invocation. If they do so, make an invocation roll by rolling a dice. On a 3+ the invocation roll is successful. If the invocation roll is successful, set up this model wholly within 6" of that **FYRESLAYERS PRIEST**.

ABILITIES

Magma Blast: *At the beck of a Zharrgrim priest, the Zharrgron Flame-spitter hurls forth a fiery orb that arcs across the sky before detonating in an explosion of flame amidst the enemy lines.*

At the start of your shooting phase, if there is a friendly **FYRESLAYERS PRIEST** within 6" of this model, you can pick an enemy unit within 24" of this model and roll 12 dice. Add 1 to the roll if there are 10 or more models in the unit. Add 2 to the roll instead if there are 20 or more models in the unit. For each 6+, the unit suffers 1 mortal wound.

KEYWORDS

MAGMIC INVOCATION, ZHARRGRON FLAME-SPITTER

• MAGMIC INVOCATION WARSCROLL •

RUNIC FYREWALL

At the command of a Zharrgrim priest, a Runic Fyrewall can be raised from the fiery chasms far beneath his soot-stained feet. Glinting with runes, this scintillating barrier of gold and flame bars the enemy's path, and protects the flanks of the Fyreslayers' fyrds as they press ever forward.

DESCRIPTION

A Runic Fyrewall is a single model.

MAGMIC INVOCATION

Summon Runic Fyrewall: *Ur-gold runes are scattered along with hot ash across the ground in front of the priest, before erupting into a roaring wall of fire.*

At the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** can attempt to perform this magmic invocation. If they do so, make an invocation roll by rolling a dice. On a 3+ the invocation roll is successful. If the invocation roll is successful, set up this model wholly within 18" of that **FYRESLAYERS PRIEST**.

ABILITIES

Roaring Rune-fire: *It is difficult for any to gaze long upon the leaping flames of a Runic Fyrewall, for their intensity sears the mind of the onlooker.*

A model cannot see another model if an imaginary straight line, 1mm wide, drawn from the centre of its base to the centre of the other model's base passes within 1" of this model.

Awakened Runes: *The flames of a Runic Fyrewall spark any ur-gold runes embedded in nearby Fyreslayers, causing them to blaze with power.*

Re-roll save rolls of 1 for attacks that target **FYRESLAYERS** units wholly within 12" of this model.

Impervious to Heat: *The flames of Runic Fyrewalls are harmless to spawn of Vulcatrix.*

MAGMADROTHS can pass across this model in the same manner as a model that can fly.

KEYWORDS

MAGMIC INVOCATION, RUNIC FYREWALL

MOLTEN INFERNOTH

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An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by the summons of a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield inspiring Fyreslayers while blasting the enemy with raging torrents of lava.

DESCRIPTION

A Molten Infernoth is a single model.

MAGMIC INVOCATION

Summon Molten Infernoth: *The Zharrgrim priest's eyes ignite with fire as he calls for a gargantuan beast of lava to rise from the earth.*

At the start of your hero phase, 1 friendly **FYRESLAYERS PRIEST** can attempt to perform this magmic invocation. If they do so, make an invocation roll by rolling a dice. On a 3+ the invocation roll is successful. If the invocation roll is successful, set up this model wholly within 12" of that **FYRESLAYERS PRIEST**.

ABILITIES

Burning Tide: *The Molten Infernoth wades through solid earth, lumbering its way across the battlefield in search of prey.*

When this magmic invocation is set up, the player who set it up can immediately make a move with it. In addition, at the start of each of their subsequent hero phases, the player who set this magmic invocation up can make a move with it if it is still on the battlefield. When you move this magmic invocation, it can move up to 2D6".

Erupting Inferno: *The Infernoth's fiery visage casts gobbets of molten metal at any creature that is nearby.*

After this model has moved, roll 12 dice for each unit that is within 3" of it at the end of its move. For each 6, that unit suffers 1 mortal wound. **FYRESLAYERS** units are not affected by this ability.

Fiery Wrath of Vulcatrix: *As this roaring elemental crashes into the enemy, Fyreslayers are filled with a burning zeal for battle.*

Add 1 to the Bravery characteristic of **FYRESLAYERS** units while they are wholly within 18" of this model.

KEYWORDS

MAGMIC INVOCATION, MOLTEN INFERNOTH



To halt an incoming tide of daemons, a Runemaster summons elemental forces of flame and fury. A Runic Fyrewall blocks the foe, while a Zharrgrim Flame-spitter bombards them with scorching blasts of lava. To finish the enemy, a terrifying Molten Infernoth rises up from below.



PITCHED BATTLE PROFILES

The table below provides points, minimum unit sizes and battlefield roles for the warscrolls and warscroll battalions in this book, for use in Pitched Battles. Spending the points listed on this table allows you to take a minimum-sized unit with any of its upgrades. Understrength units cost the full amount of points. Larger units are taken in multiples of their minimum unit size; multiply their cost by the same amount as you multiplied their size. If a unit has two points values separated by a slash (e.g. ‘60/200’), the second value is for a maximum-sized unit. Units that are listed as ‘Unique’ are named characters and can only be taken once in an army. A unit that has any of the keywords listed on the Allies table can be taken as an allied unit by a Fyreslayers army. Updated May 2019; the profiles printed here take precedence over any profiles with an earlier publication date or no publication date.

FYRESLAYERS UNIT	UNIT SIZE MIN	UNIT SIZE MAX	POINTS	BATTLEFIELD ROLE	NOTES
Vulkite Berzerkers	10	30	160	Battleline	
Auric Runefather	1	1	100	Leader	
Auric Runemaster	1	1	120	Leader	
Auric Runesmiter	1	1	120	Leader	
Auric Runeson	1	1	100	Leader	
Battlesmith	1	1	140	Leader	
Fjul-Grimnir	1	1		Leader	Unique. These units must be taken as a set for a total of 200 points. Although taken as a set, each is a separate unit.
			200		
The Chosen Axes	3	3			
Auric Runefather on Magmadroth	1	1	280	Leader, Behemoth	
Auric Runesmiter on Magmadroth	1	1	260	Leader, Behemoth	
Auric Runeson on Magmadroth	1	1	240	Leader, Behemoth	
Auric Hearthguard	5	30	120/600		Battleline in Fyreslayers army if general is an Auric Runemaster
Doomseeker	1	1	100		
Grimwrath Berzerker	1	1	100		
Hearthguard Berzerkers	5	30	120/600		Battleline in Fyreslayers army if general is an AURIC RUNEFATHER
Forge Brethren	-	-	160	Warscroll Battalion	
Grand Fyrd	-	-	60	Warscroll Battalion	
Lords of the Lodge	-	-	140	Warscroll Battalion	
Warrior Kinband	-	-	140	Warscroll Battalion	
Zharrgron Flame-spitter	1	1	60	Magmic Invocation	
Runic Fyrewall	1	1	40	Magmic Invocation	
Molten Infernoth	1	1	50	Magmic Invocation	
Magmic Battleforge	1	1	0	Scenery	

ORDER	ALLIES
Fyreslayers	Dispossessed, Ironweld Arsenal, Kharadron Overlords, Stormcast Eternals

WHAT'S NEXT?

Battletome: Skaven is your guide to the evil ratmen who gnaw at the very fabric of reality. Inside this battletome, you'll find everything you need to field an army of the skaven clans, plus loads of lore exploring the dark history of these servants of Chaos.

