

FLASHPOINT BROKEN REALMS

THE TOME CELESTIAL

Standing atop the Impassable Peaks in Chamon, the Seraphon guard Tepok's Eye, a wondrous device that grants foresight to the slann who can interpret its arcane workings. Be'lakor, first of the Daemon Princes, seeks to destroy the Eye and blind the Seraphon, leaving them vulnerable to attack.



THE BATTLE FOR TEPOK'S EYE

By Nick Horth

The Impassable Peaks of northern Chamon were to play host to the most unimaginable slaughter when a vast tide of daemons swept upon the Seraphon who dwelt there. This great army of Chaos sought to obliterate Tepok's Eye – an immense cosmic engine that the lizardfolk had reverently maintained for thousands of years.

For time beyond memory, the gigantic celestial orrery known as Tepok's Eye had whirled at the summit of the Impassable Peaks. The device resembled a vast ziggurat topped by a series of concentric, golden rings that moved so fast that they resembled a predatory, reptilian orb. The functions of this arrangement of cosmic, arcane machinery was known only to the slann. It fell to these ancient creatures – and to their skink acolytes – to maintain and stand guard over the Eye, for this grand structure was in fact a prophetic engine, created aeons ago by the mysterious Old Ones. The auguries and predictions conjured by its apparently random movements could be interpreted only by the wisest of Starmasters, but over the millennia, they had prevented all manner of disasters, anticipating daemoniac invasions and great surges of Chaos magic before they could wreak their fullest damage.

While the Eye stood, the Seraphon and their armies possessed a potent advantage over their many foes. Such was the difficulty of assailing the Impassable Peaks – so named for the sheer, glass-smooth mountain valleys that led to the sweltering jungles at its summit – that no army had ever successfully laid siege to the Eye. Every such attempt had been hurled back by the furious charges of the Thunder Lizard, a constellation of Coalesced Seraphon whose sacred task was to watch over the lynchpins of the Astromatrix and protect the most powerful artefacts of the Old Ones.

The cold-blooded Seraphon consider themselves immune to such mortal weaknesses as complacency. Yet perhaps it was the apparent unassailability of their mountaintop stronghold that led them to underestimate the tenacity and hatred of their foes, for in the shadows, a threat was brewing, one that even their most exacting prophecies had not identified. Tepok's Eye was not all-seeing and immutable; once every five hundred years, the lenses of the whirling superstructure ceased their dance and opened themselves to face the stars like the petals of a flower, reading the unimaginably complex patterns of the celestial tapestry in order to glean secrets of the future. For a brief period, no longer than it took the light of Hysh to reach its summit and descend once more, the Eye would be vulnerable, its powers dimmed. The Seraphon



thought that they alone were aware of this weakness. In this, they were sorely mistaken.

An ancient and terrible being had cast its gaze upon Tepok's Eye, a figure wreathed in shadow and mystery. Be'lakor the Dark Master, first of the Daemon Princes, had sworn to see the Eye cast down. With its swift and brutal destruction, he hoped to blind the slann, leaving the constellations of the Seraphon unprepared and helpless in the face of a fresh wave of daemononic onslaughts carried out by his own dread hosts. Soon, the Eye would close once more. Not for another five hundred years would Be'lakor be able to catch its cold-blooded guardians unaware.

It was not in the nature of Be'lakor to risk his own flesh in the pursuit of such a dangerous task, not if he could manipulate others to do his bidding. No, it was better by far if the Seraphon had no idea that he was involved at all, thinking instead that their doom was wrought by the unpredictable wrath of daemonkind. Thus it was that the Dark Master sought out thralls who could see his will done, whether they wished it or not.

THE WATCHER AND THE WRATHFUL BEAST

Be'lakor had spent untold centuries assembling his Legion of the First Prince, binding daemononic entities to his will through a mixture of cunning, cruelty and brute force. By the time that Sigmar's Tempest swept across the realms, the Daemon Prince's vast host had risen to become one of the most powerful armies in existence,

dwarfed only by the endless dark crusade of Archaon the Everchosen, Be'lakor's hated rival.

For the assault upon Tepok's Eye, Be'lakor had gathered a vast army of not only daemons from his own legion but also mortal savages devoted to the Dark Gods. The latter included cannibal killers from the Bloodied Oath and the Zharkul Flayers, lured into Be'lakor's service by the promise of blood and slaughter. He had also gained the alliance of the Arcanites of the Cult of a Thousand Eyes, whose sorcerous agents had already breached the outskirts of the Impassable Peaks, spying paths and weaknesses for the eventual Chaos assault force to exploit. Daemons there were too, in their thousands, all bearing the shadow-brand of the First Prince and eager to taste the flesh of the hated Seraphon, age-old enemies of the Dark Gods.

This grand host was a fearsome juggernaut, but it required commanders ruthless and brutal enough to break the spine of the Thunder Lizard and see the Eye consumed by flames. Be'lakor's quest for domination had seen him accrue an enormous repository of profane lore, including the true names of several greater daemons; these arcane secrets granted the Dark Master power over even these terrifying entities, allowing him to bind and leash them to his service. Two greater daemons whose names Be'lakor had uncovered at tremendous cost seemed the perfect agents of his will. These were the Bloodthirster Kazarkos and the Lord of Change F'tanax, and both were amongst the most infamous and cruel servants of the Chaos Gods.



Kazarkos was the butcher of Aridia, a nightmare of sinew and rippling muscle that had led the massacre of the eastern ash steppes during the Age of Chaos, slaughtering untold thousands of warriors in the name of the Blood God Khorne. For centuries, Kazarkos had maimed and destroyed at will, his immense two-handed axe tearing the head from countless doomed souls; belonging to the sixth rank of his kind, the Bloodthirsters of Insensate Rage, Kazarkos was a pure manifestation of fury. His rampages, however, had been curtailed at last when Kazarkos fell to the blade of a Saurus Scar-Veteran during the wars for the Orb Infernia. Greater daemons could not be slain by such means, for they were beings of supernatural matter and raw emotion; however, Kazarkos' end had condemned him to a thousand-year exile from the Mortal Realms. If freed from his banishment and once more turned loose upon the realms, the Bloodthirster's rampant hatred of all Seraphon and his unrivalled destructive power would surely prove most useful.

F'tanax was everything that Kazarkos was not: patient, observant and endlessly devious. The Lord of Change despised rash action, preferring to sow the seeds of corruption behind the scenes and pave the way for the obliteration of empires and the doom of armies. F'tanax was a master of illusions and misdirection, and he delighted in nothing more than striking his foes down with a cascade of horrific images, turning them upon one another in an orgy of violence. The Lord of Change's mastery of magic would surely prove invaluable in the battles to come, for the daemon possessed the skill to unbind even the slann's ingenious arcane defences.

Neither F'tanax nor Kazarkos would willingly serve a Daemon Prince, of course, for both saw Be'lakor as nothing more than a jumped-up mortal, worthy only of scorn and hatred. Yet many entities more powerful than they had underestimated the Dark Master during his long and malefic existence.





Kazarkos hauled his vast mass through the breach, leaving behind the sulphurous swelter of the Blood God's realm and stepping out into a shadowed temple filled with the thunder of chanting voices. He felt stone splinter and melt beneath his hooves and roared in triumph. Free! Free, at last, to murder and despoil. Behind him, the bloody tear in the fabric of reality receded. Through the crimson haze of his vision, he saw the chanting figures – mortals armoured in hides and chain, the Blood God's rune emblazoned in gold upon their helms or else seared into their naked flesh. Corpses littered the floor before them, flayed and headless. Offerings to ease his passage.

As the Bloodthirster unfurled his wings and stretched to his full, terrifying height, the humans began to howl, some falling to their knees as their eyes rolled over white.

Without even a second thought, the Bloodthirster leapt at them, caring nothing for who they were or why they had been foolish enough to bring him here. His mighty axe carved a burning path through the air and sliced one human apart from neck to belly. His gauntleted fist shattered another's skull. So long banished from the Mortal Realms, Kazarkos lost himself to the exultation of slaughter, ripping, tearing, biting and hacking until the strange temple was a gore-splattered ruin, silent save for his own, ragged, animal growls. Not for five hundred years and more had he felt the ecstatic thrill of mortal bones shattering beneath his fists.

'Your banishment is lifted, beast of Khorne.'

The hissing voice came from the shadows at the rear of the temple. It seemed to dance about the chamber, each word emanating from another gloomy corner. Kazarkos roared a wordless challenge, eyes sweeping back and forth as he hunted the speaker.

'But freedom does not come without a price,' the voice went on. 'Now you are mine, creature, for as long as I deem you to be useful.'

Bestial face twisted in fury at such impertinence, the Bloodthirster hurled himself at the shadows, mighty axe sweeping across to hew whatever lurked there into chunks of viscera. His blow never landed. The creature muttered a single phrase, a blasphemous utterance that wracked Kazarkos with an infinity of agonies, driving him to his haunches.

The stranger had spoken his true name – the primordial root of his entire being reduced to an interminable string of guttural, alien phrases. His muscles bulged, thick ropes of acidic saliva drooling from his maw as the Bloodthirster tried to rise and hurl himself at his tormentor. Yet he could do nothing but strain helplessly as the heat of his rage melted stone to boiling slurry. For a Bloodthirster of Khorne, there could be no greater punishment than this impotence.

A figure stepped from the shadows, leather-winged like Kazarkos but slighter of frame and possessed of a predatory, murderous grace that the Bloodthirster lacked entirely. It carried a sword whose blade seeped trails of black smoke, and its eyes – pinpricks of blazing coal in the darkness – were filled with amused malice.

'Are you finished, creature?' the being said, every word a mocking insult. 'For all your might, you cannot defy Be'lakor, the Dark Master. You will serve my will – or you will not have the chance to vent your rage upon the Mortal Realms for another thousand years.'

Kazarkos raged and spat and roared, straining every fibre of his being as he tried to reach out and tear this arrogant whelp's head from his body. Try as he might, the daemon could not do it.

'Pathetic,' sneered the Dark Master. 'Yet your fury shall serve my ends. Just as your magic is of use to me, F'tanax.'

As Be'lakor spoke, another form materialised in the chamber in a flash of iridescent flames. A towering avian monstrosity, crooked of beak and haloed by lurid, sorcerous witchfire. Its appearance sent Kazarkos into another convulsion of maddened fury, for this was a servant of Tzeentch – a Lord of Change, wielder of wretched, weakling magic.

Crystalline rimefrost spread across the floor of the chamber as F'tanax screeched his own insults and brandished his ornate staff, no less filled with revulsion at the sight of his nemesis than was Kazarkos.

Be'lakor spoke again, and once more Kazarkos was stricken with pain and helplessness. Through the crimson haze of his fury, the Bloodthirster could see that the Lord of Change, too, was reeling.

'Amusing as they are, your petty rivalries mean nothing to me,' said the Dark Master. 'You now serve the will of the First Prince and the undivided majesty of Chaos. Now listen well, for I have a task for you, and if you fail me, I will ensure you never feast upon the terror of a mortal soul again.'



DEFENDERS OF THE EYE

Though they were temporarily left in the dark by the rotational workings of their prophetic engine, the Seraphon guardians of Tepok's Eye were no fools; the Slann Starmaster known as Olhupec could sense the gathering of Chaos energy around his forces and the encroachment of a great tide of daemons into the Old Ones' sacred domain.

At the summit of Tepok's Eye, the wizened and slumped creature known as Olhupec maintained a silent vigil. The lenses of the great celestial engine had been silent and unmoving for many days, and only the Old Ones knew when its prophetic cycle would begin anew. Already, it had taken far longer than the Starmaster had expected. Long delays were not unheard of, but the timing was troubling. Even a slann like Olhupec – amongst the most magically potent and far-sighted entities in all the realms – could not predict when the super-structure would once more churn into life. For now, the Starmaster's thoughts were on other matters; his outriders and Terradon-mounted scouts had sighted enemies moving through the crystalline jungles surrounding the Impassable Peaks, drawing closer by the hour. Their true numbers were unclear, for some fell form of shadow-mist concealed their advance. Yet the Starmaster could feel the presence of the Eternal Enemy all about, staining the skies above the Eye with corruption and eager, anarchic hunger.

Chaos assaults upon the mountains surrounding the Eye were not uncommon. Chamon had been ravaged and scarred by the servants of ruin for centuries, and more than once, Olhupec had sat upon these very walls, gazing

down upon a sea of frenzied aberrations as they attempted to claw their way into the Ziggurat of Qung and shed the blood of its guardians. Each time, his Starpriests had unleashed the might of their solar weapons – Engines of the Gods borne into battle by lumbering, plate-shelled behemoths – and burned away the tide of unclean foes in a scintillating barrage of light beams. Already Scar-Veteran Kar-Mok and his saurus legions had surged forth from their hunting grounds, the stampeding feet of bipedal lizard-monsters shaking the earth as they raced out to meet the enemy vanguard. No foe had yet defeated the great warrior they called Kar-Mok the Invincible.

But even as he telepathically assigned a series of bafflingly complex commands to his cadre of Skink Priests, adjustments to the pattern of astromantic wards that concealed the complex from outsiders and acted as deadly traps to any who strayed beyond the borders of the Thunder Lizard's domain, Olhupec felt something akin to unease. Masters at reading the fluctuations of fate, the slann did not believe in such mortal idiocies as happenstance or ill fortune. All happenings were accounted for in the Great Plan, for the Old Ones saw all and understood all.

It could be no coincidence that the enemy struck at the Seraphon's moment of greatest weakness.

JUNGLES OF DEATH

For all his fury at the nature of his bondage, Kazarkos the Bloodthirster was exultant as his great host surged towards the distant glimmer of Tepok's Eye. His host was vast, a gathering of daemons branded with the mark of the First Prince along with several clans of savage Khorne





Bloodbound, who had been lured into the service of the Dark Master by the promise of rampant slaughter. Phalanxes of loping Bloodletters plunged into the depths of the thick vegetation, their brazen blades hacking a path through the wilds. Ahead ran packs of cannibal Bloodreavers, near frenzied to be part of such an unholy force of destruction.

For his part, Kazarkos sought out any glance of the enemy that surely awaited. Only through an act of the most brutal violence could he hope to quell the shame of his current predicament. He could smell the magical stench of F'tanax nearby; the Lord of Change had wisely ensured that his own horde of cultists and Tzeentchian daemons stayed apart from their Khorne-worshipping allies. Already there had been the usual bloodshed that accompanied any temporary union between these fierce rivals: Kazarkos himself had torn the head from a Herald of Tzeentch that had strayed too close to the ill-tempered daemon, and a trail of Arcanite and Bloodreaver corpses had been left in the host's wake after a string of murderous clashes.

The foothills of the Impassable Peaks were covered by a swathe of thick, almost impenetrable jungle, inhabited by serpents with glittering scales and hunting packs of bipedal Cold Ones. The latter were prized by the Seraphon as war mounts, for they were both fleet of foot and ferocious in combat, lacerating their prey with dagger-sized talons. Dense jungle was unfavourable terrain for human cavalry, but for such agile creatures and their sharp-eyed saurus riders, it offered the perfect ground; even as the front edge of the Chaos host plunged into the undergrowth, hacking their way through vines and foliage with gore-encrusted blades, the outriders of the Thunder

Lizard were already encircling them, waiting for the perfect moment to launch a killing charge.

From the back of his Carnosaur, Scar-Veteran Kar-Mok observed the enemy's wild, headlong rush. The stench of daemonkind soured his nostrils, and he let loose a rumbling growl. Born and bred to slaughter the minions of the Dark Gods, Kar-Mok felt no foreboding at the size of the enemy host; it simply meant more aberrations to slay, more enemies of the Great Plan to rip and tear to shreds. Nonetheless, wise Kar-Mok did not give in to aimless rage. His orders from blessed Olhupec had been quite clear: he was to hunt the daemon-army's foul lords and banish them from this realm. Without the mightiest daemons' presence to bind it together, the enemy host would swiftly splinter apart.

Raising his celestial warblade high, the Scar-Veteran roared the command to attack, and his Saurus Knights raced forth through the thick tangle of vegetation, their mounts leaping over fallen logs and winding their way past thickets of poisonous choke-vine with an ease honed by many years of prowling the foothills in search of fresh meat. They fell upon the Chaos skirmish line from all sides, closing about the head of the enemy host like the jaws of Dracothion. Bloodreavers were trampled by scaled limbs or had their throats torn out by the Cold Ones' snapping jaws. Those that managed to form a meagre wall of blades were overrun by the sheer ferocity of the Seraphon as the Saurus Knights drove their spears through flesh and bone, exulting in each heathen left broken and dying on the jungle floor.

Kazarkos heard the sounds of battle ahead and his mouth filled with hot saliva as he anticipated the sensation of



TEPOK'S EYE

Only the slann can truly grasp the origins of the strange structure known as Tepok's Eye. Since the dawn of time, it has stood at the summit of the Impassable Peaks, where the mountaintops scrape the edges of the celestial tapestry. So open are the skies above this region of Chamon that one can gaze upon the full majesty of the cosmos and watch constellations shaped like immense, predatory beasts glimmer amidst the black night sky. Constructed from a number of incredibly intricate rings that orbit one another constantly, the device resembles the narrowed eye of a godlike creature – hence its name, which honours one of the mysterious Old Ones, an inscrutable feathered serpent that the Seraphon believe keeps an eternal vigil over the realms.

The Eye is maintained by a faithful priesthood of skinks and their slann masters, whose task it is to both protect the device from enemies and decipher its arcane movements and the pattern of glowing glyph-light it emanates. Through these readings, they can intuit much regarding the fluctuating tapestry of the Astromatrix, identifying rising dangers that must be quashed if the Great Plan is to continue uninterrupted. These priests belong to the constellation of the Thunder Lizard, a Coalesced order whose sacred duty is to preserve the ancient technology of the Old Ones. The constellation constructed the mighty Ziggurat of Qung beneath the Eye, a combined fortress and sanctuary that stands guard over the valleys below and whose strange mirror-pools are utilised by Slann Starmasters to read the workings of the arcane engine.

tearing apart the hated cold-bloods. With a bestial bellow, he thundered off into the trees in search of the beasts' war leader – only such a being would offer challenge enough to satiate the Bloodthirster's fury.

F'tanax watched Kazarkos charge blindly into the foliage, and his avian eyes narrowed in contempt. Let the blood-mad fool lose himself to the throes of slaughter. The Lord of Change's own host would use the distraction to skirt the edge of the jungle and pass through to the narrow valleys leading to the Eye. F'tanax's spies had already located the immense, switchback stair of gold, built into a sheer cliff face, that led to the mountaintop Ziggurat of Qung. Without seizing this key passage, the assault upon the Impassable Peaks would stall and fail. The Lord of Change sent forth his lolloping Flamers to spew liquid fire over the thickest patches of trees, burning them to pools of liquidised crystal and clearing a swift path forward.

In the depths of the thickly forested foothills, confusion and bloodshed reigned. Kazarkos could smell the wretched star-scent of the Seraphon and hear the pained screams of his slaughtered minions. The sensations drove him into a killing rage, and he charged blindly into the jungle in search of foes to butcher, followed by a phalanx of thundering Juggernauts with howling Bloodletters astride their broad backs. These daemoniac knights relied not on agility to navigate their dense surroundings but on sheer destructive power. The flesh-and-metal monstrosities upon which they rode lowered their bull-like heads and smashed their way through the undergrowth, splitting trunks and ramming into their saurus enemies with bone-pulverising force.

Amidst the trees, there ensued a close-quarters slaughter of unparalleled savagery. Daemon and saurus alike were locked in a swirling, chaotic melee, a bloody blur of scales, burnished brass and blistered daemonflesh. Kar-Mok's assault had devastated the Bloodreavers that made up the advance of Kazarkos' army, but when the Bloodthirster entered the fray, the tide of battle soon changed. Every arcing sweep of the creature's cursed axe sliced a Cold One in two or cut the head from its saurus rider. The greater daemon's fury was such that the Impassable Peaks themselves shook to his bellows, and though Kar-Mok's riders brought down several Juggernauts with raking charges, they could not lay a blow upon Kazarkos himself.

Hurling his immense frame through the trees, Kazarkos sought the mightiest of the enemy, the most glorious of skulls to claim in the name of his bloody-minded god. His blazing-coal eyes fell upon Scar-Veteran Kar-Mok, whose blade was smeared with molten gore and whose Carnosaur mount was tearing open the belly of a felled Juggernaut, its claws piercing even the daemon-beast's metallic hide. Raising his outsized axe high, Kazarkos struck like a blazing comet, crashing into both rider and saurus general, bearing both to the ground under the ferocity of his assault. Once, twice the daemon's fell weapon came down, smashing into the Carnosaur's scaled chest. Still the beast fought back, kicking and tearing into Kazarkos' belly with its razor-sharp hind limbs, snapping

at his throat even as its intestines spilled from a gaping, smoking wound. From the mortally wounded creature's back, Kar-Mok struck his own powerful blows, utterly unconcerned for his own life in his cold resolve to banish this unnatural monster from his sacred lands.

In a frenzy of scales, hacking blades and snapping fangs, the daemon and the sentinel fought to the death. Kazarkos' strength was greater, fuelled by his burning hatred for all star-scales. Cleaving the Carnosaur's head from its body with one final, mighty blow, the Bloodthirster closed a fist around Kar-Mok's throat, lifting the old saurus into the air so he could stare into the dying wretch's black eyes. Kar-Mok gave one last roar of defiance, and then there was the sickening crunch of bones snapping. Howling in triumph, Kazarkos pulled the Scar-Veteran's head from his body, exulting in the shower of cold blood that splattered across his dog-like maw.

STORMING THE PEAKS

With Kazarkos indulging his murderous bloodlust, the Lord of Change F'tanax sought to use the Bloodthirster's distraction in order to reach the Eye itself and claim the glory of destroying it for his own. The approach to Tepok's Eye led through a narrow, sheer-sided valley known to the Seraphon as Aqmetoq's Pass, through which the combined armies of Kazarkos and F'tanax would have to pass to reach the Eye. It was a narrow passage, but the terrain appeared thinner and more easily traversed than the dense jungles beyond – certainly, it seemed a less treacherous battlefield than that which Kazarkos and his bloody legions were currently hacking their way through. F'tanax, however, was no fool. The greater daemon looked upon the cliff faces on either side of the canyon and saw the fangs of a great reptile, poised to crush anything that passed between its hungering jaws. But the Lord of Change had no shortage of souls to spend, and so he ordered his host forward. A surging tide of Horrors and masked cultists advanced into the pass.

It soon became clear that the valley was anything but safe. As the Chaos forces pushed further in, they could not help but notice the piles of skulls and picked-clean bones that littered the floor, the strange totems of gold and stone that stood like ancient sentinels along the path ahead. Cultists and daemons alike turned their eyes upwards as shadows flittered over them. Yet none dared cease their advance, for they feared the cruelty of F'tanax far more than whatever grim threat awaited them.

The summits of each steep cliff face were marked by wide, flat shelves of rock. Clinging to the underside of these great slabs, their talons as sharp as daggers, were thousands of flying reptiles: vicious Terradons and ferocious Ripperdactyls, each with a skink brave mounted atop its scrawny back. This was the skyhost of the Skink Chief Yutemoc, known to his kind as the Red Wind, a name given both for the crimson frill that rose from his spine and for the bloody carnage that he delivered from on high upon any who dared trespass into the lands of the Thunder Lizard. Blessed by the Starpriests and riding atop the ancient Terradon Arqa-zul, a beast of legendary



ferocity and bloodlust, Yutemoc the Red Wind had been chosen many years ago by Starmaster Olhupec himself to guard the skies surrounding the Eye. It was a task that the old skink had always performed with merciless skill.

As he sighted the Chaos hordes advancing up the steppes, Yutemoc raised his spear and shook his blood-red frill, giving the sign to bring ruin to the enemy. His riders loosed piercing cries and drove their clawed feet into their mounts' leathery backs. Dropping into a graceful mass dive, the flying lizards descended upon their hated foes, falling like a rain of crimson leaves.

Ripperdactyls tucked their wings in tight to maximise their speed and javelin-wielding skinks voiced ululating cries as the flock of airborne fury struck the flank of the intruders' column, tearing through shrieking Horrors with eviscerating force. Cultist warriors and daemons alike were snatched up, shaken and torn apart or else skewered by spears hurled with pinpoint skill by skink riders flashing overhead. As the Ripperdactyls swept along the flank of F'tanax's host, Terradon squadrons dropped volleys of star-blessed rocks that detonated upon striking the earth to send bodies and severed limbs flying into the air. Trapped in the narrow confines of the pass, the Tzeentchian host could hardly evade these devastating bombing runs, and hundreds were immolated or blown apart in a few, lethal minutes.

F'tanax had anticipated this. He had plenty of minions upon which to call, and indeed the Lord of Change had

wanted to draw out any Seraphon guardians that had not been sent into the forest to face the Khornate hosts. As ninety-nine chanting cultists slit their own throats to grant power to his spell, the Lord of Change tore open the fabric of reality and let the foulness of Chaos pour through the breach. A ragged wound opened above the battlefield, and grasping tendrils of energy reached out to engulf those who strayed too close. In the narrow confines of the valley, even the agile lizard-riders could not avoid the pull of the unholy portal. Dozens of skinks and their mounts were drawn screaming into the abyss, into the very Realm of Chaos where they would be subjected to an eternity of suffering. Those who swooped low to avoid the horror were struck by the belching flamelstorms of Tzeentchian daemons or brought down with bolts of flesh-melting sorcery.

Only the Red Wind and a small flight of Terradon Riders escaped the fray, soaring away towards the distant silhouette of Tepok's Eye and the last bastion of Seraphon resistance. F'tanax watched them disappear into the clouds and trilled in satisfaction. Let the fool Kazarkos stumble blindly in the jungles to the south; his own host would ascend the golden stairs and lay waste to the Seraphon's crude device. F'tanax knew that almighty Tzeentch would not have allowed the wretch Be'lakor to enslave one of his servants without good cause; surely the God of Change desired to see the Eye cast into ruin and had manipulated the Dark Master into doing his bidding. F'tanax was a patient creature. For now, he would play the loyal thrall. It would only make his eventual, inevitable revenge all the sweeter.

BLINDING THE EYE

As ferociously as the Thunder Lizard fought to keep the trespassers from their lands, they could not hold back the innumerable tide of daemons and Chaos-worshippers flooding towards Tepok's Eye. The last hope of the Seraphon lay in the war engines of the Old Ones, each of which thrummed with cosmic power.

As Starmaster Olhupec watched the daemon host spill up the wide stairs to the very foot of the Eye, a tide of skink skirmishers fleeing before them, he gave the mental signal for his Skink Priests to begin the bombardment. Bastiladons, Stegadons and other immense behemoths lumbered forward, urged on by their skink handlers. Each of these age-old beasts bore atop its back an engine of unfathomable destructive power. Some carried the reality-distorting devices known as Engines of the Gods, which could channel the zodiacal power of the Seraphon's mysterious masters, while the armoured hides of others bore relics of the Great Serpent Sotek that writhed with slithering, poisonous creatures – familiars of that long-lost entity.

As the daemons crested the winding stair, they entered a wide plateau of polished stone marked by the sacrificial altars of the Thunder Lizard – untold heathens had been ritually dismembered atop these stones, their beating hearts burned as fuel for Tepok's Eye. Here, the Thunder Lizard's last defence of their stronghold began. The monstrous lizards of the constellation rumbled forth, the even ground ensuring that their charge struck home with devastating force; many hundreds of masked cultists lost their lives in those opening moments as the scaled beasts crushed and gored all in their path to a bloody paste. Gibbering bands of Horrors surged forward, hurling bolts of flame and racing up the steep stairways of the Ziggurat of Qung, incinerating the skinks and saurus guardians who charged to meet them. Soon the lower levels were aflame, the sacred halls of the Old Ones filled with capering daemons.

F'tanax was greatly pleased. While his mortal and lesser daemoniac minions were butchered, the daemon and his chosen Heralds would ascend upon trails of sorcery to the summit of Tepok's Eye. There, the great lenses of the celestial engine were suspended upon three immense pillars of rune-engraved gold; sparkling with latent star energy, these structures were anchors and power sources both, embedded with stones and crystals of an origin unknown even to the slann that thrummed with prophetic energies. These pillars were the Lord of Change's targets, for if they were to be shattered, the entire structure would surely plummet to the foot of the mountain and break upon the earth.

As the Lord of Change sent living firestorms of lurid flames to engulf the foundations of the Eye, Starmaster Olhupec ascended from the battlements of the Ziggurat of Qung. With a wave of his slimy hand, he granted his elite bodyguards the power to walk upon the air, allowing them to follow the slann into battle. F'tanax found himself

desperately throwing up arcane shields as Olhupec summoned blazing meteors and sent them hurtling at the Lord of Change, driving him back from the Eye's precious workings.

While the Saurus Guard of Qung matched their celestite polearms against the claws and flames of their hated daemon foes, Olhupec and F'tanax fought a cataclysmic duel in the skies above. The slann wielded the power of the cosmos, calling upon the stars to send forth burning lances of Azyrite energy that scorched F'tanax's flesh and continuing to batter the daemon with fiery comets. F'tanax responded by splitting his own form into a thousand shards, each of which began to hurl screaming volleys of crystalline daggers at his foe. Though Olhupec was quick to raise protective wards, many of these missiles scythed into his ancient flesh, tearing bloody furrows across his bloated body.

For all their fearsome arcane power, neither daemon nor slann could find a weakness in their foe's defences. Even patient F'tanax, so sure in his own might and that of his master Tzeentch, began to fear that this duel of sorcery would cost him too much; even now, the Seraphon of the Thunder Lizard had set the majority of his Arcanite cultists to desperate flight, and thick phalanxes of Saurus Guard had formed about the precious pillars of the Eye, driving back the Flamers and Heralds that sought to destroy them.

Worse still, the Eye was beginning to stir into motion, its immense lenses starting to turn and whirl with cosmic energy. The daemons' time was swiftly running out.

Then came a bestial roar that thundered across the skies, drowning out even the chaotic clash of battle. Looking to the stairway below, F'tanax saw the hulking form of Kazarkos the Bloodthirster smash into the ranks of the Seraphon, followed by a mighty spearhead of blood-crazed Juggernauts and loping Bloodletters.

UNRESTRAINED HATRED

Lost to the exultant fury of his battlelust, Kazarkos had entirely forgotten the reason for which he had come to the foot of the Eye. As he smashed, crushed, hacked and tore his foes to bloody ruin, he could not recall the compulsion that had driven him; for Kazarkos, it was enough to splinter the skulls and rip the scales of the hated Seraphon, those cold-blooded weaklings who had formerly banished him from the physical realm. His revenge was as appalling as it was violent. It was only the stench of magic upon the air that drew the Bloodthirster's attention to the distant structure of Tepok's Eye and to the fierce arcane battle that was being waged there. With another howl of absolute fury, the Bloodthirster of Insensate Rage beat his leathery wings and took to the skies, determined to butcher whatever cowardly wizard dared to employ the sorcerous arts in his presence.

The Bloodthirster descended like a crimson comet, smashing into the palanquin of Olhupec and all but pulverising the shimmering fields of arcane force that protected the Starmaster's frail frame. Somehow, Olhupec



held the Bloodthirster at bay, desperately waving his webbed hands in the air to fashion new wards and summon comets to drive Kazarkos back. F'tanax was all too ready to take advantage of the sudden shift in fortunes; he aimed his staff towards the nearest of the blessed golden pillars, and with a spitting curse, he sent a coiling snake of fire curling about the structure, melting its aeons-old metal into bubbling, molten liquid. With another gesture, he sent this cascade of superheated gold hissing through the air to engulf both Kazarkos and Olhupec, delighting at the Starmaster's rasping cry of anguish as the boiling substance doused his flesh.

Kazarkos roared in pain as the cascade splashed across his own massive body, sizzling and searing his hide. His slann foe lay slumped and smoking before him, gurgling in agony. With a snarl, Kazarkos snapped his maw forward and his yellow fangs sank into the Starmaster's throat, crunching through bone and cooling gold. Even in that moment of purest pain, as the life rushed from his ancient body, the slann retained mastery of will enough to send a psychic signal to his most trusted Skink Priests: the Eye was lost; they must flee now and bring word of this disaster to Lord Kroak himself. Then, though he had but a millisecond of existence left to him, Olhupec centred his mind and prepared to embrace his end.

With a shake of his mighty maw, Kazarkos ripped blessed Olhupec's head from his body. As he tossed the broken slann's headless body aside, the blood-mad daemon's yellow eyes turned to fix themselves upon F'tanax, the creature that had dared to attack him.

Kazarkos hurled himself upon F'tanax, who threw up a shimmering shield of arcane force even as the Bloodthirster's axe crashed down upon him, screaming as its hell-forged edge bit deep into his arcane ward. Tumbling, lashing and roaring, the two greater daemons forgot their mission entirely and instead turned their fury upon each other. Kazarkos slammed his fists into the Lord of Change's face, splintering F'tanax's beak and gouging at the monster's eye until molten silver began to spurt from the wound. Screeching in outrage, the Lord of Change responded by thrusting his staff into the Bloodthirster's belly, wreathing Kazarkos' hulking frame in blistering wyrdflame.

As the Bloodthirster staggered backwards, a living, raging torch, F'tanax summoned silver chains from the aether that wound themselves around Kazarkos' torso. The wrathful daemon raged and struggled as his opponent gave a shrill cry of laughter.

DEVASTATION

All around, the battlefield had turned to complete anarchy. Seeing their masters turn upon one another, the armies of Chaos eagerly followed their lead, and those isolated pockets of Seraphon that still endured found themselves briefly reprieved. Bloodletters hacked and tore at mobs of Pink Horrors, howling in outrage as the Tzeentchian daemons exploded in a gout of witchfire and separated into two growling blue facsimiles. Arcanite cultists met the advance of blood-smeared Bloodreavers with volleys of scorching magic before drawing their ritual knives and entering the fray.



Through this eruption of madness stumbled a lone Skink Starpriest bearing the last command of Starmaster Olhupec. Only the creature's diminutive size and lightning-fast reaction allowed it to find a path through the carnage, skipping between torn-open corpses as he sought out the Skink Chief known as the Red Wind. Scores of Chaos-worshippers had already fallen to the tearing beak of Arqa-zul, but no sooner had word of Olhupec's wishes reached the Skink Chief than he took to the skies and departed the Impassable Peaks, furious to be denied the chance to butcher more unclean filth but determined to fulfil the final desire of his Starmaster.

As the great Ziggurat of Qung was swallowed by unnatural fires, the leaders of the Chaos lost themselves to their bitter, mutual hatred. Kazarkos broke free from his chains and leapt at F'tanax with an ear-splitting bellow. The Lord of Change tried to evade his nemesis, but Kazarkos followed, and as the two greater daemons rose into the sky, they hacked and struck at each other, exchanging magic and raw brutality as Tepok's Eye yawned open beneath them. The clear skies sparkled with celestial power as the two duelled, and chains of fist-sized meteorites swirled and spiralled about the awakening structure.

Reaching the apex of their climb, Kazarkos and F'tanax came apart for a moment. Both were bloodied and burned. Kazarkos' skull was visible through his charred

flesh, and great patches of iridescent feathers had been ripped from F'tanax's scalp. Dimly, the Lord of Change was aware of the potential cost were they to fail at this climactic moment and the punishment the Dark Master Be'lakor might inflict upon them.

Hatred triumphed over reason. The two greater daemons clashed together again, and now they descended like a blazing comet, gathering speed as they tore and spat and cursed at one another, heading straight for the centre of Tepok's Eye. They struck the crystal surface with a sound like a sundered mountain. Massive, splintering cracks spread out across the lenses, and the superstructure groaned under the terrible pressure. Perhaps the celestial engine might have survived such a disaster, but the great golden pillars that held it aloft, already weakened by the magic of F'tanax, finally gave way. With terrible, inevitable slowness, the Eye slid from its moorings and swept across the great plateau of the mountain, smashing into the Ziggurat of Qung and pulverising what remained of that ancient stronghold before crushing hundreds of Chaos-worshippers to paste.

Kazarkos and F'tanax, still locked in bloody combat, tumbled free just as the device vanished over the edge of the mountainside, smashing a great rent in the cliff face before exploding into a million fragments as it struck the valley below.





Smoke and dust filled the valley of Tepok's Eye. At the foot of the great mountain lay the remains of the celestial device itself, a tangled ruin of metal, stone and shattered glass. After the thunderous carnage of the preceding battle, there was a stretch of unnatural silence.

Then a hulking form burst from the wreckage, leathery flesh impaled by knife-like shards of crystal. Kazarkos' coal-pit eyes flicked to and fro, still searching for his nemesis. Two dozen yards away from the Bloodthirster, a circle of blue-white flames appeared in the air, and the stooping figure of F'tanax stepped through, one of his glittering turquoise wings all but torn in two.

'Witless creature,' the Lord of Change hissed. 'You shall burn for eternity in the fires of the Change God.'

Kazarkos' only reply was a mindless roar of fury. Screaming their eternal hatred, the two greater daemons charged at one another, eager to resume their brutal conflict.

The moment before they struck, both heard the hiss of profane syllables, and crippling pain and helplessness sent Kazarkos stumbling to his haunches. Through a blur of agony that seared through every fibre of his being, Kazarkos saw shadow and darkness fall across the valley. The night-black veil rippled, and there stood the hated Be'lakor, his smile bright and cruel. To be unable to rip the arrogant Daemon Prince limb from

limb was a greater torment than the pain now coursing through the Bloodthirster's being.

'You have both served the Dark Master well, though you lack the wits to understand why,' Be'lakor said, his words dripping with contempt as he approached the greater daemons. 'Your petty rivalry has served my purpose, just as I knew that it would. Thanks to your foolish display, the cold-bloods will suspect that the Eye's destruction was down to nothing more than the reckless fury of daemonkind. Blinded and ignorant, they will never see what is coming. Until the time is right.'

The edge of the Dark Master's shadow-blade came to rest on Kazarkos' throat. The Bloodthirster felt veins and synapses burst behind his eyes as he strained his every muscle, yearning to seize the fiend and tear his head from his shoulders.

'Yes, I am pleased,' Be'lakor said. 'Fear not, Bloodthirster. Your lust for carnage will be sated. Soon there will be a great and terrible slaughter. You will bathe in the gore of a butchered city, and when the skies themselves burn, even the eternal will perish.'

The Dark Master's gaze met that of F'tanax, who stared back with a cold and calculating hatred no less intense than that of Kazarkos.

'There is much work still to be done,' Be'lakor said. 'And I am not finished with either of you yet.'



WAR FOR TEPOK'S EYE

Deep within the Impassable Peaks of Chamon lies Tepok's Eye, an ancient orrery of incredible power. The Daemon Prince Be'lakor has plotted for many long years to see the Eye destroyed, but the Old Ones and their Seraphon cohorts stand in his way.



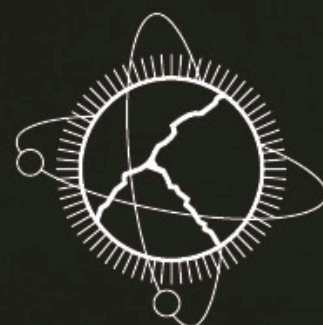
This issue's Tome Celestial delves deeply into the Battle for Tepok's Eye, a war that pits the forces of Chaos not only against the celestial cohorts of the Seraphon but against each other. This section of the Broken Realms Flashpoint contains exciting new rules for open and narrative play games, including four new battleplans and a set of campaign rules (shown opposite) to link them all together. You can use these rules to recreate the battles that were fought when Be'lakor sent his minions to destroy Tepok's Eye.

WHAT ARE FLASHPOINTS?

Flashpoints are collections of articles that explore a particular region or conflict at a specific point in time. Flashpoints contain new rules for you to try out on the battlefield, plus new stories and background about the setting, giving you plenty of opportunities to theme your games. You could recreate some of the battles mentioned in the background, convert characters based on the heroes in the stories or build a new battlefield to represent one of the regions of war.

Flashpoints span multiple issues, and articles

are always marked with the Flashpoint's symbol, making them easy to find in your copy of *White Dwarf*.





THE BATTLES FOR TEPOK'S EYE

Campaign Rules

This section includes a set of rules that allow you to link together the battleplans that follow, so that the result of each battle has an impact on the subsequent battles.

Battleplans

This section includes new battleplans that allow you to recreate the pivotal battles described in the Tome Celestial.

CAMPAIGN RULES

On the following pages are four battleplans, each based on a critical battle that was part of Be'lakor's ambitious plan to destroy Tepok's Eye. The rules on this page allow you to play a series of linked games that recreates what happened as the Dark Master's plan unfolded.

The Armies

This campaign is fought between two players. One player is the Seraphon player and the other player is the Be'lakor player. The Seraphon player must be able to field the Seraphon units needed in each of the battleplans. The Be'lakor player must be able to field the Blades of Khorne and Tzeentch units needed in each of the battleplans.

Designer's Note: In the fourth battleplan – Devastation – the players will need to share their models, one player using the Blades of Khorne models and two units of Seraphon models, while the other player uses the Tzeentch models

and two units of Seraphon models. While doing so, you should take extra special care of any models that are owned by your opponent to make sure that they are not mishandled or damaged in any way.

The Battles

The players must fight each battle in the order in which they appear on the following pages.

Consequences of Battle

Any named characters that are slain in a battle are assumed to have been hurt but not killed and will be fully recovered in time for the next battle. This aside, the result of an earlier battle may have an impact on subsequent battles that are fought as explained below. If you are allowed to add units to your army, they must conform to any unit selection restrictions for the battleplan being used.

Jungles of Death and Storming The Peaks: No changes.

Blinding the Eye – Result of Jungles of Death: If the Be'lakor player won a **major victory** at the Jungles of Death, add 1 to the 2D6 roll that determines if the Blades of Khorne allies arrive each turn. If the Seraphon player won a **minor victory** at the Jungles of Death, subtract 1 from the 2D6 roll that determines if the Blades of Khorne allies arrive each turn. If the Seraphon player won a **major victory** at the Jungles of Death, subtract 2 from the roll instead.

Blinding the Eye – Result of

Storming the Peaks: If the Be'lakor player won a **major victory** Storming the Peaks, add 2 Tzeentch units to the Tzeentch army. If the Seraphon player won a **minor victory** Storming the Peaks, subtract 1 Tzeentch unit from the Tzeentch army. If the Seraphon player won a **major victory** Storming the Peaks, subtract 2 Tzeentch units instead.

Devastation: Add 1 unit to a player's army for each **major victory** they have won so far in the campaign. Then, each player can roll a dice for each **minor victory** they have won so far in the campaign. For each 4+, they can add 1 unit to their army.

Campaign Victory

If one player is victorious in all four battles, they win a **total campaign victory**. If one player is victorious in Blinding the Eye and Devastation, they win a **strategic campaign victory**. In any other circumstances, the victor in Blinding the Eye wins a **tactical campaign victory**.

ALTERNATIVE ARMIES

If you don't have all of the units or armies needed to fight a campaign, just substitute suitable units that you do have for the ones that you don't. For example, if the Be'lakor player doesn't have any Tzeentch units, they could substitute them with units from any army they do have.



BATTLEPLAN 1 JUNGLES OF DEATH

The foothills of the Impassable Peaks were covered by a swathe of thick, almost impenetrable jungle, inhabited by serpents with glittering scales and hunting packs of bipedal Cold Ones. For such agile creatures and their sharp-eyed saurus riders, it offered the perfect ground; even as the front edge of the Chaos host plunged into the undergrowth, hacking their way through vines and foliage with gore-encrusted blades, the outriders of the Thunder Lizard were already encircling them, waiting for the most favourable moment to launch a killing charge.

THE ARMIES

One player is the attacker. Their opponent is the defender.

Attacker's Army

The attacker must use a Seraphon Coalesced army with the **THUNDER LIZARD** keyword. It must consist of the following units:

- Saurus Scar-Veteran on Carnosaur (Kar-Mok). Kar-Mok is the general of the attacking army.
- 12 other **SERAPHON** units.

Defender's Army

The defender must use a Blades of Khorne army. It must consist of the following units:

- Kazarkos (pg 77). Kazarkos is the general of the defending army.
- 16 other **Khorne** units.

UNIT SELECTION

With the exception of Kar-Mok and Kazarkos, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A **HERO** with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

THE BATTLEFIELD

This battle is being fought in thick jungle, and appropriate terrain features should be used to represent where it takes place.

Designer's Comment: Do not worry if you do not have enough jungle terrain to cover the battlefield, as there are special rules that follow to represent its impact upon the battle.

SET-UP

The defender must set up Kazarkos in their own territory, within 3" of the centre of the long edge of the battlefield (see map).

The players then alternate setting up units one at a time, starting with the attacker. The attacker can set up units anywhere in their territory more than 6" from the defender's territory. The defender's territory is split into three areas (A, B and C). The defender must set up at least one third of their units in area A, at least one third in area B and any remaining units in area C.

Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

THE JUNGLES

The battlefield is swathed in thick jungle. Because of this, models are not visible to each other if the distance between them is more than 9". In addition, subtract 3 from charge rolls unless the charging unit is a **MONSTER**, a **SAURUS KNIGHTS** unit or a **BLOODCRUSHERS** unit. Finally, all units are treated as being in cover against attacks made with missile weapons unless they are a **Monster** or can fly.

SURPRISE ATTACK

The attacker must take the first turn in the first battle round. In addition, the defender cannot run or charge in the first battle round.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

Each player adds up the number of enemy units that were destroyed during the battle, excluding any units that were added to the armies after the battle started. Double-sized units count as 2 units instead of 1. Kar-Mok and Kazarkos count as 5 units instead of 1.

If one player has the higher total, they win a **major victory** if the enemy general was slain or a **minor victory** if the enemy general was not slain. If neither player has the higher total, the battle is a **draw**.





BATTLEPLAN 2 STORMING THE PEAKS

With Kazarkos indulging his murderous bloodlust, the Lord of Change F'tanax sought to use the Bloodthirster's distraction in order to reach the Eye itself and to claim the glory of destroying it for his own. The approach to Tepok's Eye led through a narrow, sheer-sided valley known to the Seraphon as Aqmetoq's Pass, through which the combined armies of Kazarkos and F'tanax would have to pass to reach their goal.

THE ARMIES

One player is the attacker. Their opponent is the defender.

Attacker's Army

The attacker must use a Seraphon Coalesced army with the **THUNDER LIZARD** keyword. It must consist of the following units:

- Terradon Chief (Yutemoc the Red Wind). Yutemoc is the general of the attacking army.
- 12 other **SKINK** units that can fly.

Defender's Army

The defender must use a Disciples of Tzeentch army. It must consist of the following units:

- F'tanax (pg 77). F'tanax is the general of the defending army.
- 16 other **TZEENTCH** units that cannot fly.

UNIT SELECTION

With the exception of Yutemoc and F'tanax, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A **HERO** with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The defender must set up their army first, wholly within their territory. The attacker sets up their army second. All units in the attacker's army must start on a cliff face (see map) and more than 3" from any enemy units.

FIRST TURN

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

THE CLIFF FACES

Only models that can fly can be set up or move onto the cliff face areas of the battlefield. If a model that cannot fly has to move onto a cliff face, it is slain.

THE NARROW PASS

When a **TERRADON RIDERS** unit uses its **Deadly Cargo** ability, add 2 to each dice to determine if an enemy unit suffers any mortal wounds. In addition, add 1 to hit rolls for attacks made with missile weapons by **SERAPHON** units, and add 1 to hit rolls for attacks made with melee weapons by **Seraphon** units that made a charge move in the same turn.

THE MONSTROUS INFERNAL GATEWAY

Once during the battle, F'tanax can attempt to call forth the Monstrous Infernal Gateway instead of attempting to cast any other spells in the defender's hero phase. Before they can do so, the defender must

pick 1 **TZEENTCH** unit with at least 9 models that is within 3" of F'tanax. That unit is destroyed. The defender then rolls a dice. If the roll is equal to or less than the number of the current battle round, the Monstrous Infernal Gateway is called forth and the battle immediately ends. On any other roll, the battle continues until the end of the fifth battle round.

BATTLE LENGTH

The battle lasts for 5 battle rounds or until the Monstrous Infernal Gateway is called forth.

GLORIOUS VICTORY

Each player adds up the number of enemy units that were destroyed during the battle, excluding any units that were added to the armies after the battle started. Double-sized units count as 2 units instead of 1. F'tanax counts as 5 units instead of 1.

If the attacker has the higher total, they win a **major victory** if the Monstrous Infernal Gateway was not called forth or a **minor victory** if the Monstrous Infernal Gateway was called forth. If the defender has the higher total, they win a **major victory** if the Monstrous Infernal Gateway was called forth or a **minor victory** if the Monstrous Infernal Gateway was not called forth. If neither player has the higher total, the battle is a **draw**.



BATTLEPLAN 3 BLINDING THE EYE

As ferociously as the Thunder Lizard fought to keep the trespassers from their lands, they could not hold back the innumerable tide of daemons and Chaos worshippers flooding towards Tepok's Eye. The last hope of the Seraphon lay in the war engines of the Old Ones, each of which thrummed with cosmic power.

THE ARMIES

One player is the guardian. Their opponent is the despoiler.

Guardian's Army

The guardian must use a Seraphon Coalesced army with the **THUNDER LIZARD** keyword. It must consist of the following units:

- Slann Starmaster (Olhupec). Olhupec is the general of the guardian's army.
- Terradon Chief (Yutemoc the Red Wind).
- 20 other **SERAPHON** units.

Despoiler's Army

The despoiler must use a Disciples of Tzeentch army. It must consist of the following units:

- F'tanax (pg 77). F'tanax is the general of the despoiler's army.
- 12 other **TZEENTCH** units.
- Kazarkos (pg 77) and 12 other **Khorne** allied units (see The Blades of Khorne).

UNIT SELECTION

With the exception of Olhupec, Yutemoc, F'tanax and Kazarkos, the units in each army must conform to one of the types in the following list. You can double the size of a unit if you wish, but it then counts as 2 choices instead of 1.

Champion: A **HERO** with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The guardian must set up their army first, wholly within their territory and more than 9" from enemy territory. Olhupec must be set up on the stairway (see map).

The despoiler's army is split into two contingents: the Disciples of Tzeentch, consisting of F'tanax and the other **TZEENTCH** units, and the Blades of Khorne, consisting of Kazarkos and the other **Khorne** units. The despoiler can only set up Disciples of Tzeentch units at the start of the battle; the Blades of Khorne will arrive during the battle as described below. Disciples of Tzeentch units can be set up anywhere wholly within the despoiler's territory and more than 9" from enemy territory.

THE BLADES OF KHORNE

Roll 2D6 at the start of each of the despoiler's turns to see if the Blades of Khorne arrive. Add the number of the current battle round to the roll. On an 11+, Kazarkos and all of the other **KHORNE** units arrive. Roll a dice. On a 1-3, they arrive on the short battlefield marked Khorne Arrival Edge 1-3 (see map). On 4-6, they arrive on the short battlefield edge marked Khorne Arrival Edge 4-6.

Khorne units enter play in the despoiler's movement phase, wholly within 9" of their arrival edge and more than 3" from any enemy units. This counts as their move for that movement phase.

LEVEL GROUND

The guardian can re-roll charge rolls for friendly **SERAPHON MONSTERS**.

THE STAIRWAY

Olhupec cannot move from the stairway. Add 1 to casting, dispelling and unbinding rolls for **SERAPHON WIZARDS** that are within 1" of the stairway.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

Each player adds up the number of friendly units that are within 12" of the stairway at the end of the battle. Double-sized units count as 2 units instead of 1. Olhupec, F'tanax and Kazarkos count as 5 units instead of 1.

If the guardian has the higher total, they win a **major victory** if Olhupec has not been slain or a **minor victory** if Olhupec has been slain. If the despoiler has the higher total, they win a **major victory** if Olhupec has been slain or a **minor victory** if Olhupec has not been slain. If neither player has the higher total, the battle is a **draw**.





BATTLEPLAN 4 DEVASTATION

All around, the battlefield had turned to complete anarchy. Seeing their masters turn upon one another, the armies of Chaos eagerly followed their lead. Those isolated pockets of Seraphon that still endured found themselves in a brief reprieve as their daemonic foes suddenly turned upon one another. Bloodletters hacked and tore at mobs of Pink Horrors, howling in outrage as the Tzeentchian daemons exploded in a gout of witchflame, separating into two growling blue facsimiles. Arcanite Cultists met the advance of gore-smeared Bloodreavers with volleys of scorching magic, then drew their ritual knives and entered the fray.

THE ARMIES

One player is the trickster. Their opponent is the destroyer.

Trickster's Army

The trickster must use a Disciples of Tzeentch army. It must consist of the following units:

- F'tanax (pg 77). F'tanax is the general of the trickster's army.
- 8 other TZEENTCH units.
- 2 SERAPHON allied units (see The Seraphon).

Destroyer's Army

The destroyer must use a Blades of Khorne army. It must consist of the following units:

- Kazarkos (pg 77). Kazarkos is the general of the destroyer's army.
- 8 other KHORNE units.
- 2 SERAPHON allied units (see The Seraphon).

UNIT SELECTION

With the exception of F'tanax and Kazarkos, the units in each army must conform to one of the types in the following list. You can double the size of up to 2 units if you wish, up to 1 of which can be a SERAPHON unit, but each unit you double in size counts as 2 choices instead of 1.

Champion: A Hero with a Wounds characteristic of 8 or less.

Regular Unit: A unit of up to 10 models, each with a Wounds characteristic of 1.

Elite Unit: A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.

Guard Unit: A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.

SET-UP

The players roll off, and the winner decides which player will use the rectangles of territory marked A. The other player uses the rectangles of territory marked B.

The players then alternate setting up units one at a time, starting with the player who won the roll-off. Players must set up units wholly within their rectangles of territory, more than 3" away from any enemy units. At least 1 unit must be set up in each rectangle of territory. SERAPHON units cannot be set up in the same rectangle of territory as a CHAOS unit.

Continue to set up units until both players have set up their armies. If one player finishes first, their opponent must set up the rest of the units in their army, one after another.

THE SERAPHON

The units of Seraphon 'allies' represent the scattered survivors of the Seraphon army. They cannot be moved within

3" of any of the CHAOS units that they are allied to, and the CHAOS units they are allied to cannot move within 3" of them. In addition, SERAPHON units will never attack enemy SERAPHON units or choose enemy SERAPHON units as the target of a spell.

LEVEL GROUND

The players can re-roll charge rolls for friendly SERAPHON MONSTERS.

THE STAIRWAY

Add 1 to casting, dispelling and unbinding rolls for SERAPHON WIZARDS that are within 1" of the stairway.

UNRESTRAINED HATRED

Do not take battleshock tests for Chaos units in this battle.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

Each player adds up the number of enemy Chaos units that were destroyed during the battle, excluding any units that were added to the armies after the battle started. Double-sized units count as 2 units instead of 1. F'tanax and Kazarkos count as 5 units instead of 1.

If one player has the higher total, they win a **major victory** if the enemy general was slain or a **minor victory** if the enemy general was not slain. If neither player has the higher total, the battle is a **draw**.



ANVIL OF CHAOS

As the war for Tepok's Eye rages, the Blood God and the Changer of the Ways bestow mighty gifts upon their most favoured servants. Mortals and daemons alike swell with power as they receive the blessings of the Chaos Gods.

The *General's Handbook 2020* features the Anvil of Apotheosis, a set of rules named after Sigmar's forge upon which he creates the mighty Stormcast Eternals. These rules allow you to forge a unique warscroll from the ground up to represent your very own

custom-made heroes in your Age of Sigmar battles. In this issue of *White Dwarf*, we expand on those rules, providing you with six new character archetypes – three each for the Blades of Khorne and the Disciples of Tzeentch. May the Dark Gods bless your newly forged heroes (well, villains).

The rules in this section enable you to create a unique hero of your own design for either the Blades of Khorne or the Disciples of Tzeentch. A blank warscroll to record your hero upon can be printed out from www.warhammer-community.com.

There are 5 steps to follow to create your own hero. As you follow the steps, you will have a host of options to choose from, including daemonic weapons and ferocious mounts. After completing all of the steps, you will be able to field your hero in your games of Age of Sigmar.

The 5 steps are as follows:

1. Set a destiny point limit for your hero.
2. Choose your hero's archetype.
3. Equip your hero with weapons from the daemonic armoury.
4. Choose a bestial companion (if any) for your hero.
5. Spend your remaining destiny points on any characteristic enhancements or abilities for your hero.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Many of the steps include **options** to give your hero a [Characteristic Enhancement] or an [Ability]. If the option gives a [Characteristic Enhancement], modify the characteristic as noted. If it gives an [Ability], write the ability in the 'Abilities' section of your hero's warscroll. The same characteristic enhancement can be chosen up to 3 times for your hero; however, the same ability cannot be chosen more than once. Lastly, some options will have **restrictions** that limit which keywords can or cannot take a certain option.

STEP 1 - THE DESTINY POINT LIMIT

When creating your hero, the first step is to pick 1 of the following destiny point limits for your hero:

Champion

Limit: 20 destiny points

Conqueror

Limit: 40 destiny points

As you complete the rest of the steps, each option you pick for your hero will cost a certain number of **destiny points**. This will often be abbreviated as **DP**. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.

STEP 2 - ARCHETYPES

The second step is to pick the archetype for your hero. There are 6 to choose from in total: 3 for the Blades of Khorne – **Daemonic Herald of Khorne**, **Mortal Champion of Khorne** and **Bloodthirster** – and 3 for the Disciples of Tzeentch – **Daemonic Herald of Tzeentch**, **Magister of Tzeentch** and **Lord of Change**. The archetype you pick will cost a number of destiny points (as indicated in the upper-right corner of the archetype) and will populate your hero's Move, Wounds, Bravery and Save characteristics. The archetype will also give them a set of keywords and any starting abilities, and there may be an optional rule you can choose for them. Write all of these down on your hero's warscroll after making your choice.

USING YOUR HERO IN BATTLE

Once you have created your hero, you are ready to field them in battle. Below are a number of ideas of how to incorporate your hero into your games of Age of Sigmar.

Tepok's Eye Campaign: If you are playing through the Tepok's Eye campaign (or any campaign), you can use the warscrolls for Kazarkos and F'tanax found on page 77. In addition, you could use the Anvil of the Apotheosis from the *General's Handbook 2020* to make warscrolls for Kar-Mok and Yutemoc the Red Wind.

Open Play Games: With your opponent's permission,

if you are using the Open War army generator from the *General's Handbook 2020*, your hero can be picked to be a Champion or Conqueror in your army depending on the destiny point limit for that hero.

Matched Play Games: Using these heroes in matched play is strictly a house rule and requires your opponent's permission. If you do so, count the number of destiny points you have spent on your hero and multiply the total by 10. This is the Pitched Battle points cost of that hero. In addition, your hero has the Leader battlefield role, unless it has the **MONSTER** keyword, in which case it has the Leader and Behemoth battlefield roles.



DAEMONIC HERALD OF KHORNE

6

Optional Rule:	You can pick 1 command ability from the table on page 72 and add it to the warscroll.
Keywords:	CHAOS, DAEMON, KHORNE, HERO, HERALD OF KHORNE



MORTAL CHAMPION OF KHORNE

5

Optional Rule:	You can pick 1 command ability from the table on page 72 and add it to the warscroll.
Keywords:	CHAOS, MORTAL, KHORNE, BLOODBOUND, HERO



BLOODTHIRSTER

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Damage Table:	DAMAGE TABLE		
	Wounds Suffered	Move	Save
	0-3	10"	5+
	4-6	9"	5+
	7-9	8"	5+
	10-12	7"	6+
	13+	6"	6+
Optional Rule:	You can pick 1 command ability from the table on page 72 and add it to the warscroll.		
Keywords:	CHAOS, DAEMON, GREATER DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO		



DAEMONIC HERALD OF TZEENTCH

6

[Ability]	(Add the following to the warscroll): MAGIC This HERO is a WIZARD . They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.
Optional Rule:	You can pick 1 spell from the table on page 72 and add it to the warscroll.
Keywords:	CHAOS, DAEMON, HORROR, TZEENTCH, HERO, WIZARD



MAGISTER OF TZEENTCH

5

[Ability]	(Add the following to the warscroll): MAGIC This HERO is a WIZARD . They can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.
Optional Rule:	You can pick 1 spell from the table on page 72 and add it to the warscroll.
Keywords:	CHAOS, MORTAL, TZEENTCH, ARCANITE, HERO, WIZARD, MAGISTER



LORD OF CHANGE

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Damage Table:	DAMAGE TABLE		
	Wounds Suffered	Move	Cast/Unbind Spells
	0-3	12"	Cast 2 spells, unbind 2 spells
	4-6	10"	Cast 2 spells, unbind 2 spells
	7-9	9"	Cast 2 spells, unbind 1 spell
	10-12	8"	Cast 2 spells, unbind 1 spell
	13+	7"	Cast 1 spell, unbind 1 spell
[Ability]	(Add the following to the warscroll): MAGIC This HERO is a WIZARD . They can attempt to cast a number of spells in your hero phase and attempt to unbind a number of spells in the enemy hero phase as shown on the damage table above. They know the Arcane Bolt and Mystic Shield spells. In addition, they know any spells you have picked for them from the Spell Table.		
Optional Rule:	You can pick 2 spells from the table on page 72 and add it to the warscroll.		
Keywords:	CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE		

COMMAND ABILITIES - BLADES OF KHORNE

Follow Me to Glory: *This champion holds their weapon high and roars a brazen challenge to their fellow warriors to follow them into the fray and spill blood in the name of Khorne.*

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 and 1 other friendly **KHORNE** unit wholly within 16" of that model. Until the end of that charge phase, both the model and unit picked can attempt a charge even if they ran in the same turn.

Claim the Trophy: *A formidable foe is spotted amidst the enemy ranks, and with a howl, this champion orders their bloodthirsty warriors to cut them down and claim their skulls for the Blood God.*

You can use this command ability at the start of the combat phase. If you do so, pick a enemy unit within 3" of a friendly model with this command ability. Until the end of that phase, add 1 to wound rolls for attacks made with melee weapons that target that enemy unit. In addition, if that enemy unit is destroyed in that phase, and your army is a Khorne army, you gain 1 additional Blood Tithe point. You cannot pick the same unit to benefit from this command ability more than once per phase.

Let it Flow: *This servant of Khorne draws their blade across their palm, spilling the first droplets of blood in offering. With a promise of more to come, the weapons of their allies begin to glow red hot with daemonic fury.*

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. That model suffers 1 mortal wound. In addition, until the end of that phase, improve the Rend characteristic of melee weapons used by friendly **KHORNE** units by 1 while they are wholly within 8" of that model. The same unit cannot benefit from this command ability more than once per phase.

SPELLS - DISCIPLES OF TZEENTCH

Eldritch Tempest: *The sorcerer conjures an iridescent storm of crackling magic that rolls over the enemy, unleashing the fury of eldritch energy upon them.*

Eldritch Tempest has a casting value of 6. If successfully cast, pick 1 enemy unit within 15" of the caster that is visible to them and roll 1 dice for each model in that unit. If that unit is an enemy **MONSTER** or **WAR MACHINE**, roll 3 dice for each model instead. For each 6, that unit suffers 1 mortal wound.

Arcane Translocation: *Strange sigils burn in the ground, forming a glowing ring of magical energy. In the blink of an eye, the warriors within disappear from sight, only to reappear across the battlefield a moment later.*

Arcane Translocation has a casting value of 7. If successfully cast, pick 1 friendly unit wholly within 9" of the caster that is visible to them. Remove that unit from the battlefield and set it up again anywhere on the battlefield more than 9" from all enemy units. That unit cannot move in the following movement phase.

Prismatic Ward: *A shield of glass-like energy forms in a sphere around a point chosen by the caster, protecting all inside from magical attack.*

Prismatic Ward has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 9" of the caster that is visible to them. Until the start of your next hero phase, each time that unit 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.





STEP 3 - THE DAEMONIC ARMOURY

The next step is to arm your hero with weapons from the armoury. There are different weapon options for the Blades of Khorne and the Disciples of Tzeentch. A hero can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon.
- 2 different one-handed melee weapons.
- 2 of the same one-handed melee weapon (+1 DP).
- 1 one-handed melee weapon and a shield.
- 1 two-handed melee weapon.

In addition, a TZEENTCH HERO can be armed with 1 ranged weapon.

The weapon and their profiles are listed in the table below, and each weapon costs a number of destiny points as noted

in the rightmost column of the table.

For each weapon chosen, add the profile to your hero's warscroll and write the name of the weapon in the description section.

If your hero is armed with 2 of the same one-handed melee weapon, only add the weapon profile once to the warscroll but double its Attacks characteristic. This costs 1 additional destiny point on top of the destiny points cost for each weapon. For example, if your hero was armed with 2 Blood Flails, the Attacks characteristic would be 4 and it would cost 3 destiny points in total.

In step 5, you will be presented with options to improve your hero's weapons.

BLADES OF KHORNE ONE-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Hellblade	1"	3	3+	3+	-1	1	2
Ensorcelled Axe	1"	3	4+	3+	-	1	1
Skullhammer	1"	2	4+	3+	-1	2	1
Blood Flail	3"	2	4+	4+	-	1	1
Taloned Hand	1"	4	4+	4+	-	1	1

BLADES OF KHORNE TWO-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Great Hellblade	1"	4	3+	3+	-1	2	3
Mighty Axe of Khorne	1"	3	3+	2+	-2	3	4
Mighty Skullhammer	1"	2	4+	2+	-2	3	2
Bloodglaive	2"	3	4+	3+	-1	2	2

DISCIPLES OF TZEENTCH ONE-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Baleful Sword	1"	3	3+	4+	-	1	1
Ritual Dagger	1"	1	4+	3+	-2	2	1
Warp tongue Blade	1"	2	3+	3+	-1	1	1
Taloned Hand	1"	4	4+	4+	-	1	1

DISCIPLES OF TZEENTCH TWO-HANDED WEAPONS							
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Tzeentchian Runestaff	1"	3	4+	3+	-	D3	1
Staff of Change	1"	1	3+	3+	-1	3	1

DISCIPLES OF TZEENTCH RANGED WEAPONS							
Ranged Weapons	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Magical Flames	12"	6	4+	4+	-	1	3
Sorcerous Bolt	18"	1	3+	3+	-2	D3	3

SHIELD							
[Characteristic Enhancement] Improve your hero's Save characteristic by 1						DP 1	

STEP 4 - BESTIAL COMPANION

In this step, you need to decide whether or not your hero will have a bestial companion. There are 3 types of bestial companion: **Minor Beast**, **Mounted Beast** and **Gargantuan Beast**. A hero can only ever have 1 bestial companion picked for them. A Minor Beast follows or guards your hero, such as a Flesh Hound or a daemonic familiar. A Mounted Beast can be anything from a Juggernaut of Khorne to a Disc of

Tzeentch. A Gargantuan Beast is a truly colossal mount, such as a Slaughterbrute, Mutalith Vortex Beast or Manticore. If you do not want to choose a bestial companion for your hero, you can skip this step.

You can pick 1 of the following bestial companions. Each costs a number of destiny points as listed in the table.

MINOR BEAST						
[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic						DP 4
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3
Add the following text to your hero's description:						
MINOR BEAST: This model's Minor Beast attacks with its Claws and Maw. For rules purposes, it is treated the same as a mount.						

MOUNTED BEAST						
Restrictions: No GREATER DAEMON			[Characteristic Enhancement] Add 2 to your hero's Wounds characteristic Change your hero's Move characteristic to 8"			DP 6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3
Add the following text to your hero's description:						
MOUNT: This model's Mounted Beast attacks with its Claws and Maw.						

GARGANTUAN BEAST						
Restrictions: No GREATER DAEMON			[Characteristic Enhancement] Add 8 to your hero's Wounds characteristic Change your hero's Move characteristic to ☀			DP 15
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	2"	☀	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	☀

Add the following text to your hero's description:

MOUNT: This model's Gargantuan Beast attacks with its Claws and Maw.

Add the following keywords to your hero's warscroll: **MONSTER**

Add the damage table on the right to your hero's warscroll.

DAMAGE TABLE			
Wounds Suffered	Move	Claws	Maw
0-3	10"	6	4
4-6	8"	5	3
7-9	6"	4	2
10-11	4"	3	1
12+	2"	2	1



If you have picked a bestial companion for your hero, you can pick any of the following options for them. Each option costs a number of destiny points as listed in the table.

BESTIAL COMPANION OPTIONS		
Winged Beast	[Ability] Add the following text to your hero's description: FLY: This model can fly. Restrictions: No Minor Beast	DP 4
Daemonic Familiar	[Ability] Daemonic Familiar: Once per battle, during your hero phase, you can say this model will draw upon the power of its familiar. If you do so, you can cast 1 additional spell in that hero phase. Restrictions: TZEENTCH Minor Beast only	DP 2
Brass Collar	[Ability] Brass Collar: This model can attempt to unbind 1 spell in the enemy hero phase in the same manner as a WIZARD. In addition, this model can attempt to dispel 1 endless spell at the start of your hero phase in the same manner as a WIZARD. Restrictions: KHORNE only	DP 2
Mutant Regeneration	[Ability] Mutant Regeneration: In your hero phase, you can heal up to D3 wounds allocated to this model. Restrictions: Gargantuan Beast only	DP 3
Daemonic Fire	[Ability] Daemonic Fire: In your shooting phase, you can pick 1 enemy unit within 6" of this model. Roll a number of dice equal to the number of models from that enemy unit that are within 6" of this model. For each 6, that enemy unit suffers 1 mortal wound. Restrictions: Gargantuan Beast only	DP 4
Vicious Charge	[Ability] Vicious Charge: After this model makes a charge move, you can pick 1 enemy unit within 1" of this model and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.	DP 1
Razor-sharp Claws	[Characteristic Enhancement] Improve the Rend characteristic of the bestial companion's Claws by 1 (to a maximum of -3).	DP 2
Gobble Attack	[Ability] Gobble Attack: Each time this model attacks, after all of this model's attacks have been resolved, you can pick 1 enemy model within 1" of this model and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain. Restrictions: Gargantuan Beast only	DP 3
Terror	[Ability] Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability. Restrictions: Gargantuan Beast only	DP 1
Savage Frenzy	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Add 1 to the Attacks characteristic of that weapon. For Gargantuan Beasts, add 1 to each row of the appropriate column in the damage table.	DP 1
Lashing Tail	[Ability] Lashing Tail: 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, that unit suffers D3 mortal wounds. Restrictions: Gargantuan Beast only	DP 3
Savage Ferocity	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Hit characteristic of that weapon by 1.	DP 1
Savage Strength	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Wound characteristic of that weapon by 1.	DP 1
Stomp	[Ability] Stomp: At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. Restrictions: Gargantuan Beast only	DP 2

STEP 5 – CHARACTERISTIC ENHANCEMENTS AND ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the table.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES		
Unnatural Speed	[Characteristic Enhancement] Add 1" to your hero's Move characteristic.	DP 2
Chaotic Blood	[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic.	DP 1
Daemonic Armour	[Characteristic Enhancement] Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Ferocity	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Attacks characteristic of that weapon.	DP 2
Weapon Master	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Hit characteristic of that weapon by 1.	DP 2
Daemonic Strength	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Wound characteristic of that weapon by 1.	DP 2
Mighty Weapon	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Honed Edge	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Coven Sorcerer	[Ability] Coven Sorcerer: Add 1 to casting and unbinding rolls for this model. Restrictions: WIZARD only	DP 3
Champion of Chaos	[Ability] Champion of Chaos: Add 1 to the Attacks characteristic of this model's melee weapons if it is within 3" of 10 or more enemy models when you pick the target unit(s) for its attacks.	DP 3
Hidden Ambition	[Ability] Hidden Ambition: This model can be given a command trait in addition to the model picked to be your general.	DP 5
Mastery of Magic	[Ability] Mastery of Magic: When this model makes a casting, unbinding or dispelling roll, you can change the lowest D6 to match the highest D6. Restrictions: WIZARD only	DP 5
Blood Priest	[Ability] Add the following keyword to your hero's keywords: PRIEST Restrictions: KHORNE MORTAL only	DP 3
Arch Illusionist	[Ability] Arch Illusionist: At the start of the first battle round, after armies have been set up but before the first turn begins, you can remove 1 friendly TZEENTCH unit from the battlefield. If you do so, at the end of your first movement phase, you must set that unit up again anywhere on the battlefield more than 9" from all enemy units. Restrictions: TZEENTCH only	DP 4
Molten Blood	[Ability] Molten Blood: Roll a dice each time a wound inflicted by a melee weapon is allocated to this model and not negated. On a 6, the attacking unit suffers 1 mortal wound.	DP 3
Relentless Fury	[Ability] Relentless Fury: This model can run and still charge in the same turn.	DP 4
Decapitating Strike	[Ability] Decapitating Strike: If the unmodified wound roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 3
Head of the Brass Stampede	[Ability] Head of the Brass Stampede: Add 1 to the Damage characteristic of melee weapons (not including mount weapons) with a Range characteristic of 2" if this model made a charge move in the same turn. Restrictions: KHORNE HERO on Mounted Beast only	DP 1
Chaos Talisman	[Ability] Chaos Talisman: Each time you allocate a mortal wound to this model, roll a dice. On a 5+, that mortal wound is negated.	DP 4
Daemonic Aura	[Ability] Daemonic Aura: Ignore modifiers (positive or negative) when making save rolls for attacks that target this model. Restrictions: Cannot be taken by a hero with a Save characteristic of 3+ or 2+	DP 4
Daemonbound Blades	[Ability] Daemonbound Blades: If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.	DP 3
Wings	[Ability] Add the following text to your hero's description: FLY: This model can fly.	DP 4
Maim and Destroy	[Ability] Maim and Destroy: If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.	DP 3



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KAZARKOS

MELEE WEAPONS							DAMAGE TABLE		
Range	Attacks	To Hit	To Wound	Rend	Damage		Wounds Suffered	Move	Save
Mighty Axe of Khorne	1"	5	3+	2+	-2	3			
Description	Kazarkos is armed with a Mighty Axe of Khorne. FLY: This model can fly. Designer's Note: Kazarkos has been given the Daemonic Armour characteristic enhancement as reflected in the damage table on the right.						0-3	10"	4+
							4-6	9"	4+
							7-9	8"	4+
							10-12	7"	5+
							13+	6"	5+
[Ability]	Maim and Destroy: If the unmodified hit roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.								
	Decapitating Strike: If the unmodified wound roll for an attack made with this model's melee weapons (not including mount weapons) is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.								
	COMMAND ABILITY Follow Me to Glory: <i>This champion holds their weapon high and roars a brazen challenge to their fellow warriors to follow them into the fray and spill blood in the name of Khorne.</i>								
	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 and 1 other friendly KHORNE unit wholly within 16" of that model. Until the end of that charge phase, both the model and unit picked can attempt a charge even if they ran in the same turn.								
Keywords:	CHAOS, DAEMON, GREATER DAEMON, BLOODTHIRSTER, KHORNE, MONSTER, HERO								



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F'TANAX

RANGED WEAPONS							DAMAGE TABLE		
Range	Attacks	To Hit	To Wound	Rend	Damage		Wounds Suffered	Move	Cast/Unbind Spells
Magical Flames	12"	6	4+	4+	-	1			
MELEE WEAPONS									
Range	Attacks	To Hit	To Wound	Rend	Damage		Wounds Suffered	Move	Cast/Unbind Spells
Staff of Change	1"	1	3+	3+	-1	3			
Description	F'tanax is armed with Magical Flames and a Staff of Change. FLY: This model can fly.						0-3	12"	Cast 2 spells, unbind 2 spells
							4-6	10"	Cast 2 spells, unbind 2 spells
							7-9	9"	Cast 2 spells, unbind 1 spell
							10-12	8"	Cast 2 spells, unbind 1 spell
							13+	7"	Cast 1 spell, unbind 1 spell
[Ability]	Arch Illusionist: At the start of the first battle round, after armies have been set up but before the first turn begins, you can remove 1 friendly TZEENTCH unit from the battlefield. If you do so, at the end of your first movement phase, you must set that unit up again anywhere within on the battlefield more than 9" from all enemy units.								
	Mastery of Magic: When this model makes a casting, unbinding or dispelling roll, you can change the lowest D6 to match the highest D6.								
	MAGIC This HERO is a WIZARD. They can attempt to cast a number of spells in your hero phase and attempt to unbind a number of spells in the enemy hero phase as shown on the damage table above. They know the Arcane Bolt and Mystic Shield spells. In addition, they know the Eldritch Tempest and Prismatic Ward spells.								
	Eldritch Tempest: <i>The sorcerer conjures an iridescent storm of crackling magic that rolls over the enemy, unleashing the fury of eldritch energy upon them.</i>								
	Eldritch Tempest has a casting value of 6. If successfully cast, pick 1 enemy unit within 15" of the caster that is visible to them and roll 1 dice for each model in that unit. If that unit is an enemy MONSTER or WAR MACHINE, roll 3 dice for each model instead. For each 6, that unit suffers 1 mortal wound.								
	Prismatic Ward: <i>A shield of glass-like energy forms in a sphere around a point chosen by the caster, protecting all inside from magical attack.</i>								
	Prismatic Ward has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 9" of the caster that is visible to them. Until the start of your next hero phase, each time that unit 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.								
Keywords:	CHAOS, DAEMON, TZEENTCH, MONSTER, HERO, WIZARD, LORD OF CHANGE								