

# LORD OF THE PITS

The Spire Tyrants are the champions of the Varanspire's infamous fighting pits, their lives dominated by ceaseless killing. Weapons are highly prized by these brutal warriors, so when word reaches your warband of a great treasure, you must surely claim it for your own.



**T**he Spire Tyrants are amongst the most experienced and callous fighters in the Bloodwind Spoil. Having sharpened their skills and dulled their blades in the arenas of the Varanspire, they know all too well the price of glory. For these brutal warriors, the prospect of a violent death is rarely far away. Forming up into deadly warbands, the Spire Tyrants head out into the Eightpoints in search of great foes to battle, for only the greatest warriors can join Archaon's mighty legions.

Over the next few pages, you'll find a new campaign for the Spire Tyrants warband. The campaign includes a map, territory rules, new artefacts and command traits (Hamstringer is a team favourite, if only for its name), convergence battleplans and – what you're all fighting for – the spoils of victory! So go forth, Spire Tyrants, and make merry with the carnage!

Orresk smashed his axe into the face of the closest Raptoryx, the keen-edged blade cleaving through the creature's beak right up to its eye sockets. The beast emitted a piercing wail as it died, its claws scrabbling in the dirt as death-throes wracked its mutated body. The pit veteran didn't give the Raptoryx a second thought. He had slain more foes than he could ever remember, their many faces just a blur in his mind. Dispatching these foul creatures was nothing short of killing vermin.

Risking a quick glance to his left, Orresk spied Kargrav, the warband's leader. The muscle-bound pit champion was duelling an Untamed Beast, his blade easily parrying his foe's axe before lashing out to slice at his bare skin. Kargrav was toying with his opponent, the pit veteran realised, eking out the torment. Orresk scowled, knowing he was not yet powerful enough to challenge Kargrav for leadership of the warband. He spun on his heel and brought his axe crashing into the shoulders of another Raptoryx. *Soon*, he thought. *Soon*.

# LORD OF THE PITS



The name of Gorm the Wrecker is still muttered with a combination of fear and awe across the Bloodwind Spoil, years after his disappearance. A legendary pit champion who maimed and slew for the amusement of some of the Eightpoints' most fearsome warlords, Gorm was said to have become weary of slaughtering unworthy opponents. Thus, he entered the hellish wastes of the Spoil in search of foes that might offer a greater challenge, taking his ensorcelled axes and daemon-skull helm with him. Such potent treasures would surely grant you tremendous power and prestige, should you track Gorm down – or find his corpse.



## TERRITORY RULES

**Raise Monolith:** *The Spire Tyrants leave behind only the piled weapons of those they have slain, and the heads of those unfortunate victims impaled upon spears and swords.*

You can spend 10 glory points to dominate a territory by raising a monolith. Mark on your warband roster how many territories you dominate. Dominating territory offers the following bonuses:

For each territory dominated by your warband, you can include 1 thrall in your warband when mustering for a campaign battle. Thralls included in this manner are not added to your warband roster and cost points like any other fighter.

For each territory dominated by your warband, increase the points you have available to spend on fighters when mustering your warband for a campaign battle by 50. Include the points costs for any thralls in your warband when mustering your warband. Thralls are not added to your warband roster and can never gain destiny levels, bear artefacts or be chosen to become a favoured warrior.

| D3 | ARTEFACT OF POWER                                                                                                                                                                                                                                                                           |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Gutspiller Katar:</b> <i>This spiked punch-blade is designed for swift and painful disembowelling.</i><br>Add 1 to the damage points allocated by each hit and critical hit from attack actions made by the bearer that have a Range characteristic of 3 or less.                        |
| 2  | <b>Troghide Gambeson:</b> <i>This pocked and pitted hide is as tough as stone, and it knits back together when damaged.</i><br>Add 1 to the Toughness characteristic of the bearer. In addition, each time the bearer makes a wait action, remove D3 damage points allocated to the bearer. |
| 3  | <b>Belt of the Brutalist:</b> <i>Crafted from the blubbery hide of an ogor pit champion, this girdle grants the bearer unnatural strength.</i><br>Add 2 to the Strength characteristic of the bearer.                                                                                       |

| D3 | COMMAND TRAIT                                                                                                                                                                                                                                                                                                     |
|----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Mocking Taunt:</b> <i>This warrior's insults cause their foes to act with rash fury.</i><br>Subtract 2 (to a minimum of 1) from the value of abilities used by enemy fighters while they are within 6" of this fighter.                                                                                        |
| 2  | <b>Hamstringer:</b> <i>This warrior likes to slow their foes down before taking them apart.</i><br>If an attack action made by this fighter scores any critical hits, halve the Move characteristic of the target fighter until the end of the battle round.                                                      |
| 3  | <b>Eyegouger:</b> <i>This warrior goes for the eyes, preferring to fight unsighted foes.</i><br>If an attack action made by this fighter scores any critical hits, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by the target fighter until the end of the battle round. |



## FIRST CONVERGENCE: AGGRESSIVE ENQUIRIES

*Word has reached you that a band of pit fighters who once witnessed Gorm the Wrecker in his pomp might have some notion as to where he was headed. Yet these scarred and savage killers will tell you nothing until you prove yourself worthy of their attention. Sighing, you draw your weapons. Kill the loudest of them in the messiest and most painful fashion possible. That should loosen the others' lips.*

### BATTLEPLAN

**Terrain:** See map.

### Deployment:

Draw a deployment card as normal.

### Victory:

Assassinate  
The Aspirant warband is the attacker.

**Twist:** Eager for the Fight



## SECOND CONVERGENCE: HUNTING FOR MONSTERS

*Gorm was seeking a legend – the monstrous bone-scorpion known as Bloodsting. According to rumour, this gargant-sized arachnid once laired in the Tormented Lands. You head into these blistered and sulphurous wastes, and you soon find yourselves under attack by a band of wild raiders. Even as you ready to carve them apart, you hear the beating of wings – a flock of malicious Furies descends from above!*

### BATTLEPLAN

**Terrain:** See map.

### Deployment:

Draw a deployment card as normal.

### Victory:

Crush  
Twist: Rampaging Beasts



## FINAL CONVERGENCE: LAIR OF DEATH

*After many days of travel, you discover Bloodsting's nest, a hollow stuffed with piles upon piles of splintered bone. Atop the largest mound lies the many-legged horror itself, wound in a deathly embrace with the corpse of Gorm the Wrecker. The sound of crunching footsteps alerts you to another presence. A rival party of raiders seeks to steal your prize. Put these fools to the sword, and lay claim to Gorm's treasures.*

### BATTLEPLAN

**Terrain:** See map.

### Deployment:

Draw a deployment card as normal.

### Victory:

No Mercy  
Twist: No Holding Back



### CAMPAIGN OUTCOME

If the Aspirant warband is the winner, they complete this campaign quest. See opposite for the outcome and claim your reward.

# SPOILS OF VICTORY

Through cunning, fearlessness and strength of arms you have triumphed over your rivals and left your mark on the Bloodwind Spoil. Under your leadership your warband has grown into a truly deadly force, feared by all who have heard the legends of their exploits. Your tale is not yet over, but for now you can relish the rewards of your victory.

## SPIRE TYRANTS – LORD OF THE PITS

*Your foes offer good sport – for a few brief moments, at least. Soon they have been hacked and bludgeoned to bloody ruin. You drag Gorm's corpse free of the bone-scorpion's stinger, which had been thrust straight through the pit champion's gut. The venom gushing from the tip of that spear-like appendage has dissolved the warrior's famed twin axes along with his most of his flesh, but Gorm's helm remains undamaged. Said to be fashioned from the leering skull of a daemon, this mighty relic is sure to strike terror in your foes.*

### ARTEFACT OF POWER

**The Wrecker's Helm:** Carved from the bleached and rune-etched skull of a daemon, this horned helm radiates a potent aura of dread.

Subtract 6 from the Strength characteristic (to a minimum of 1) of Attack actions made by enemy fighters while they are within 3" of the bearer.

