

ALLEGIANCE ABILITIES

LUMINETH REALM-LORDS

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BATTLE TRAITS - POWER OF THE LUMINETH

AETHERQUARTZ RESERVE

Every Lumineth Realm-lord carries with them a tiny reserve of aetherquartz that they keep in a gem-like container. In extremis, the Realm-lord can break the vessel's seal, allowing them to temporarily increase their physical and arcane prowess, albeit at a heavy emotional cost.

Each unit in a Lumineth Realm-lords army starts the battle with 1 aetherquartz reserve. Once per phase, you can say that 1 unit will use its aetherquartz reserve to use 1 of the following aetherquartz reserve abilities. However, if you do so, subtract 1 from that unit's Bravery characteristic for the rest of the battle.

Heightened Reflexes: You can say that a unit will use this ability when it is picked to be the target of an enemy attack. If you do so, add 1 to save rolls for attacks that target that unit until the end of that phase.

Heightened Senses: You can say that a unit will use this ability when it is picked to shoot or fight. If you do so, add 1 to hit rolls for attacks made by that unit until the end of that phase.

Magical Boost: You can say that a unit will use this ability after it has attempted to cast a spell but before any unbinding rolls are made for that spell. If you do so, you can either add 1 to that casting roll or re-roll that casting roll.

Magical Insight: You can say that a unit will use this ability at the start of your hero phase. If you do so, that unit can attempt to cast 1 extra spell in that phase.

ABSORB DESPAIR

Scinari Cathallars can assuage the dark despair that afflicts a Lumineth Realm-lord after the use of their aetherquartz reserve. The negative energies are not just burned off but released towards the foe as a psychological weapon.

If a friendly unit uses its aetherquartz reserve while it is wholly within 18" of any friendly **CATHALLARS**, you can pick 1 of the **CATHALLARS** within 18" of that unit and say that they will absorb the negative energy. A **CATHALLAR** cannot absorb negative energy more than once per phase.

If a **CATHALLAR** absorbs the negative energy from a friendly unit, do not subtract 1 from that unit's Bravery characteristic. Instead, you can pick 1 enemy unit within 18" of that **CATHALLAR**. If you do so, subtract 1 from the Bravery characteristic of that enemy unit for the rest of the battle. The same enemy unit cannot be affected by this ability more than once per battle.

LIGHTNING REACTIONS

Lumineth Realm-lords possess a natural skill and talent that far outstrips that of most other races. When combined with decades of martial training, this creates a warrior elite that can think faster, act more decisively and fight more proficiently than any other.

During the combat phase, when it is your turn to pick a unit to fight, you can pick 2 eligible units instead of 1. If you do so, each of those units can fight one after the other in the order of your choice.

Designer's Note: This ability only applies to units that fight during the combat phase; therefore, it cannot be used for units that fight at the start or the end of the combat phase, or for units that fight in any phase other than the combat phase.



LUMINETH GREAT NATIONS

The Lumineth are gathered into Great Nations, each with their own unique culture, specialisations and sets of social mores.

When you choose an Lumineth Realm-lords army, you can give it a Great Nation keyword from the list below. All **LUMINETH REALM-LORDS** units in your army gain that keyword, and you can use the allegiance abilities listed for that Great Nation on the page indicated.

- **YMETRICA** (pg 70)
- **SYAR** (pg 71)
- **ILIATHA** (pg 72)
- **ZAITREC** (pg 73)

If a model already has a Great Nation keyword on its warscroll, it cannot gain another one. This does not preclude you from including the unit in your army, but you cannot use the allegiance abilities for its Great Nation.

VANARI

BATTLE TRAITS - WARRIORS OF LIGHT

SHINING COMPANY

Vanari warriors often fight in a tight grouping, so close that their shoulders or stirrups are almost touching. This densely packed formation sacrifices a little fluidity but combines the bright light of each numinous soul into a dazzling brilliance that befuddles enemies.

After a **VANARI** unit is set up, if the base of each model in the unit is touching the bases of 2 or more other models from the same unit, then that unit becomes a shining company.

That unit remains a shining company until, after finishing a move, the base of each model in the unit is no longer touching the bases of 2 or more other models from the same unit, or until, after removing a slain model from the unit, the bases of any remaining models in the unit are not touching the bases of 2 or more other models from the same unit.

Subtract 1 from hit rolls for attacks that target a shining company. However, a shining company cannot run or charge, and models in that unit can only move 1" when they pile in.

SCINARI

COMMAND TRAITS - LORDS OF BRILLIANCE

CATHALLAR generals only.

D3 Command Trait

- 1 **Spellmaster:** *This general has studied the arcane arts for centuries.*

Once in each of your hero phases, you can re-roll 1 failed casting roll for this general.

- 2 **Loremaster:** *Few can rival this general's knowledge of aelven magic.*

This general knows 1 extra spell from the Lore of Hysh (pg 68).

- 3 **Warmaster:** *This general has mastered advanced strategies and tactics of battle.*

If this general is part of your army and on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point.

ARTEFACTS OF POWER - HEIRLOOMS OF HYSH

CATHALLARS only.

D3 Artefact of Power

- 1 **Phoenix Stone:** *This ancient crystal can heal those on the brink of death.*

If a friendly **LUMINETH REALM-LORDS HERO** is slain within 12" of the bearer, before removing that model from play, roll a dice. On a 6, that model is not slain, all wounds allocated to it are healed and any wounds that currently remain to be allocated to it or its unit are negated.

- 2 **Silver Wand:** *This slender wand is covered with winding Lumineth runes.*

The bearer can attempt to cast 1 extra spell in your hero phase.

- 3 **Blade of Leaping Gold:** *A more finely balanced blade than this has never been wrought.*

Pick 1 of the bearer's melee weapons. Add 3 to the Attacks characteristic of that weapon.

ALARITH

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BATTLE TRAITS - MOUNTAIN KINDRED

ENDURING AS ROCK

When in a battle trance inspired by the mountain, the Alarith take on the aspect of stone, blades rebounding off their rock-hard skin.

After armies have been set up but before the first battle round begins, and at the start of any of your hero phases, you can pick any number of friendly **ALARITH** units and say that they are adopting the mountain stance. If you do so, until your next hero phase, if the weapon used for an attack that targets an **ALARITH** unit in the mountain stance has a Rend characteristic of -1, change the Rend characteristic for that attack to '-'.

TECTONIC FORCE

The Alarith are imbued with the grinding, unstoppable power of the tectonic plates that created the mountains of Hysh.

At the end of each combat phase, you can pick 1 enemy unit within 1" of each friendly **ALARITH** unit. You cannot pick the same enemy units more than once in the same phase. After you pick each unit, your opponent must move that unit 2" and that unit must finish that move more than 1" from any **ALARITH** units from your army if it is possible for it to do so.

Once those enemy units have been forced to move, any friendly **ALARITH** units that are within 3" of any enemy units can make a 1" pile-in move.

COMMAND TRAITS - LORDS OF STONE

ALARITH generals only.

D3 Command Trait

- 1 **Majestic:** *Few can look upon this general and not be awed by their luminous majesty.*

Add 1 to the Bravery characteristic of friendly **LUMINETH REALM-LORDS** units while they are wholly within 12" of this general. In addition, subtract 1 from the Bravery characteristic of enemy units while they are within 18" of this general.

- 2 **Enduring:** *This general's stamina is legendary.*

Add 3 to this general's Wounds characteristic.

- 3 **Loremaster:** *Few can rival this general's knowledge of aelven magic.*

If this general is a **WIZARD**, they know 1 extra spell from the Lore of the High Peaks (pg 69).

ARTEFACTS OF POWER - GIFTS OF THE MOUNTAINS

ALARITH HEROES only.

D3 Artefact of Power

- 1 **Heartstone Amulet:** *This fragment of mountain heartstone lends the bearer an indomitable toughness.*

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

- 2 **Ebony Stone:** *Dark as midnight jet, this rock absorbs the arcane energy of hostile spells.*

Each time the bearer is affected by a spell or endless spell, you can roll a dice. On a 4+, ignore the effects of that spell on the bearer.

- 3 **Magmic Hammer:** *This volcanic hammer shimmers red-hot as it unleashes powerful arcane bolts.*

If the bearer is a **WIZARD**, add 1 to the number of mortal wounds inflicted by Arcane Bolt spells that are cast by the bearer.

SPELL LORES

You can choose or roll for one spell from one of the following tables for each **WIZARD** in a Lumineth Realm-lords army. **TECLIS** knows all of the spells in all of the following tables.

LORE OF HYSH

TECLIS, LIGHT OF ELTHARION, CATHALLARS and VANARI WIZARDS only.

D6 Spell

- 1 **Speed of Hysh:** *The caster gestures at a nearby Lumineth regiment, enchanting them so they can move blurringly fast.*

Speed of Hysh has a casting value of 5. If successfully cast, pick 1 friendly **LUMINETH REALM-LORDS** unit wholly within 18" of the caster and visible to them. Double the Move characteristic of that unit until your next hero phase.

- 2 **Solar Flare:** *Communing with the solar bodies above the battlefield, the caster causes one of them to belch forth a searing flare of energy that disrupts the magical energy across the battlefield.*

Solar Flare has a casting value of 8. If successfully cast, pick a point on the battlefield within 10" of the caster and visible to them. If there is an endless spell at that point, it is dispelled, and if there is a unit at that point, roll a number of dice equal to the number of models in that unit. For each 6+, that unit suffers 1 mortal wound. In addition, until your next hero phase, subtract 2 from casting, dispelling and unbinding rolls for **WIZARDS** within 12" of that point.

- 3 **Lambent Light:** *The wizard points at a foe and calls down a ghostly illumination that makes them starkly visible to their enemies.*

Lambent Light has a casting value of 5. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, you can re-roll hit rolls for attacks made with missile weapons that target that unit.

- 4 **Ethereal Blessing:** *By focusing their will and concentrating deeply, the caster makes an ally as insubstantial as the light of the moon.*

Ethereal Blessing has a casting value of 6. If successfully cast, pick 1 friendly **LUMINETH REALM-LORDS** unit wholly within 18" of the caster and visible to them. Until your next hero phase, ignore modifiers (positive or negative) when making save rolls for attacks that target that unit.

- 5 **Total Eclipse:** *The caster gestures towards a lunar body above their head, causing a dark shadow to draw across it. This distracts the foe and makes it hard for their leaders to issue effective commands.*

Total Eclipse has a casting value of 8. If successfully cast, until your next hero phase, your opponent must spend 2 command points to use a command ability instead of 1.

- 6 **Protection of Hysh:** *The caster opens their arms wide, creating a field of glowing energy that protects all of the caster's allies that are nearby.*

Protection of Hysh has a casting value of 8. If successfully cast, until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a friendly unit wholly within 9" of the caster. On a 5+, that wound or mortal wound is negated. This spell cannot be cast in the same hero phase as Protection of Teclis.

LORE OF THE HIGH PEAKS

TECLIS and ALARITH WIZARDS only.

D6 Spell

- 1 **Unyielding Calm:** *The caster imbues an ally with the unbreakable stoicism of the mountains.*

Unyielding Calm has a casting value of 4. If successfully cast, pick 1 friendly **LUMINETH REALM-LORDS** unit wholly within 18" of the caster. Until your next hero phase, do not take battleshock tests for that unit.

- 2 **Crippling Vertigo:** *The caster visualises standing upon a narrow ledge of a high mountain and transfers this image into the minds of their foes, amplifying it until it consumes them entirely.*

Crippling Vertigo has a casting value of 6. If successfully cast, pick 1 enemy unit wholly within 18" of the caster and visible to them. Until your next hero phase, roll 2D6 before that unit makes a normal move, a charge move or a pile-in move. If the roll is greater than that unit's Bravery characteristic, it cannot make that move.

- 3 **Voice of the Mountains:** *The caster communes with a nearby peak, his war shout growing ever louder into a thunderous rumble of stone that fills the foe with dread before eventually fading.*

Voice of the Mountains has a casting value of 6. If successfully cast, until the end of the turn, subtract 2 from the Bravery characteristic of enemy units. Then, until your next hero phase, subtract 1 from the Bravery characteristic of enemy units instead.

- 4 **Living Fissure:** *The caster touches a rocky outcrop, causing it to split apart along its entire length.*

Living Fissure has a casting value of 6. If successfully cast, pick 1 point on the battlefield within 9" of the caster that is visible to them and draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Roll a dice for each unit that has models passed across by this line. On a 2+, that unit suffers D3 mortal wounds.

- 5 **Entomb:** *The caster points at a foe and closes their hand into a tight fist. The ground opens beneath their victim, engulfing them in a prison made of solid rock.*

Entomb has a casting value of 7. If successfully cast, pick 1 enemy model within 18" of the caster and visible to them, and roll a dice. If the roll is greater than that model's Wounds characteristic, that model is slain. If the roll is a 6 but is not greater than that model's Wounds characteristic, that model suffers D6 mortal wounds.

- 6 **Assault of Stone:** *The caster draws forth a slew of sharp rocks that burst from the ground and cascade towards the startled foe.*

Assault of Stone has a casting value of 8. If successfully cast, pick 1 enemy unit wholly within 24" of the caster and visible to them, and roll a number of dice equal to the casting roll. For each roll that is less than that unit's Save characteristic, that unit suffers 1 mortal wound. Rolls of 1 or 2 always fail to inflict a mortal wound on the target. A Save characteristic of '-' counts as a 6 for the purposes of this rule.

GREAT NATION OF YMETRICA

The Ymetricans, known as the Scions of the Peaks, hail from the most mountainous of all the Hyshian nations. They are famed across the Realm of Light for their stoicism. Unflinching and devoted to Teclis' cause, they are a bulwark of skill that can turn aside an enemy blow before channelling the power of the peaks into a deadly riposte.

The warriors of Ymetrica are given to long periods of introspection. With the realms falling apart around them, they have learnt to turn this tendency to their advantage in the theatre of war. Every battle is preceded by a day of contemplation during which the Ymetricans run through every possible permutation of the clash to come. This means that in battle they fight with an incredible surety of action and economy of motion. They let the enemy expend their strength, turning aside attacks with masterful skill, and then capitalise when their adversary is still off balance. To the unenlightened, each cut and thrust seems lightning fast, but in truth it is the culmination of an hours-long thought experiment that leads to one result alone.

The power of the Ymetricans lies not only in sound logic but also in the blessing of the mountains. Each Ymetrican takes with them the magic of their homeland in the form of pieces of enchanted mineral, ranging from aetherquartz gems to stone jewellery, and through these they channel the enduring might of their mountain nation. They turn killing thrusts into glancing blows and reply with strikes powerful enough to split rock, slowly driving the enemy horde back into disarray until they have forced a total rout.



ABILITIES

Mountain Realm: *Ymetrica's people hail from a mountainous realm and can channel the power of stone.*

The Enduring as Rock battle trait (pg 67) changes the Rend characteristic for an attack that targets an **YMETRICA ALARITH** unit in the mountain stance to '-' if the weapon used for that attack has a Rend characteristic of -1 or -2 instead of only -1.

COMMAND ABILITY

Redoubled Force: *Nothing can halt the steady advance of the Alarith warriors that hail from Ymetrica.*

You can use this command ability at the end of the combat phase. If you do so, pick 1 friendly **YMETRICA ALARITH** unit that has just forced an enemy unit to move using the Tectonic Force battle trait (pg 67) for the first time in that phase and that is wholly within 18" of a friendly **YMETRICA HERO**. You can use the Tectonic Force battle trait for a second time by picking 1 other enemy unit within 1" of that friendly unit.

COMMAND TRAIT

An **YMETRICA** general must have this command trait instead of one listed on pages 66-67.

Almighty Blow: *This general can gather their strength and unleash it in a single devastating attack.*

When this general fights, instead of piling in and attacking, you can say that they will unleash a single almighty blow. If you do so, pick 1 enemy unit within 1" of this general and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

ARTEFACT OF POWER

The first **YMETRICA HERO** to receive an artefact of power must be given the Mountains' Gift.

Mountains' Gift: *This weapon contains fragments of rock gifted to the bearer by all of the mountains in Ymetrica. It bears several geomantic enchantments blended as one.*

Pick 1 of the bearer's melee weapons. Once per phase, you can add 1 to the damage inflicted by 1 attack made with that weapon. In addition, roll a dice each time you allocate a wound or mortal to the bearer. On a 6, that wound or mortal wound is negated. In addition, each time the bearer is affected by a spell or endless spell, you can roll a dice. On a 5+, ignore the effects of that spell on the bearer.

GREAT NATION OF SYAR

The Syari are artisans beyond compare, lavishing years or even decades on the most superb works of craftsmanship that the Mortal Realms have ever seen. When they go to war, they do so in splendour, bedecked in the finest artefacts and armour. In the hands of a Syari warrior, even a tiny jewelled dagger can cut to the heart.

A false dawn glimmers on the horizon as the Syari military march into view. Their phalanxes are clad in such finery that they gleam and shimmer with every movement, throwing scintillating rainbows and orbs of refracted light in all directions. Each warrior is lit by the generous reserves of aetherquartz they wear upon their helms and robes much as a queen might wear her jewels of state. Though they have learnt humility since the Ocari Dara, the Syar show little restraint on the day of war. Having once sworn never again to unleash the full might of their arcane creations, such is the predicament of the Mortal Realms under the scourge of Chaos that they have been forced to employ the most spectacular weapons to keep the hopes of their aelven kin alive. They have come to learn that their base and jealous enemies would see them broken and cast into the mud no matter the cost; such small-minded foes are driven to distraction by the arrogance they wear as a proud cloak about themselves. Yet their finery is no mere decoration. A hulking brute may careen headlong towards a slight and preening Syari princeling, only to be cut down in a flash as his rapier-thin blade turns to a slashing beam of sunlight that takes head from neck, leaving behind only a neat, cauterised stump.



ABILITIES

Gleaming Brightness: *The sheer concentration of aetherquartz that the Syar have gathered and fashioned into their raiment of war flaunts their wealth for all to see.*

SYAR units start the battle with 2 aetherquartz reserves instead of 1.

COMMAND ABILITY

Deplete Reserves: *The Syar do not hesitate to use their reserves of aetherquartz when it is opportune to do so.*

You can use this command ability when a friendly **SYAR** unit could use an aetherquartz reserve ability, even if any friendly **SYAR** units have already done so in that turn. If you do so, pick 1 friendly **SYAR** unit that has any aetherquartz reserves and is wholly within 18" of a friendly **SYAR HERO**. That unit can use 1 of its aetherquartz reserves to use that aetherquartz reserve ability.

COMMAND TRAIT

A **SYAR** general must have this command trait instead of one listed on pages 66-67.

Goading Arrogance: *This general uses an appearance of arrogance and superiority as a feint, goading the enemy into foolhardy attacks.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 6" of this general. That enemy **HERO** can only target this general in that phase. In addition, you can add 1 to hit rolls for attacks that target that enemy **HERO** in that phase.

ARTEFACT OF POWER

The first **SYAR HERO** to receive an artefact of power must be given The Perfect Blade.

The Perfect Blade: *This blade, understated in appearance, is one of the most perfect weapons ever made.*

Pick 1 of the bearer's melee weapons. An unmodified hit roll of 3+ for an attack made by that weapon always hits the target, an unmodified wound roll of 3+ for an attack made by that weapon is always successful, and an unmodified save roll of 3 or less for an attack made by that weapon always fails.

GREAT NATION OF ILIATHA

The shining hosts of Iliatha are famously close-knit – disturbingly so, in fact, for they house clone-twins that are essentially one mind in two bodies. Even in the mayhem of battle, one regiment will instinctively know which course of action another will take, lending them an uncanny unity and resolve on the battlefield.

It is an open secret that after the depredations of Slaanesh brought the aelven race to the brink of utter extinction, the oft-cursed survivors have been slow to propagate. Not so for Iliatha, where natural childbirth has been augmented – and at times replaced – by the magical process of arcanogenesis. The matriarchs of Iliatha, known as the Mothers of the Spirit, have ensured their people are cloned – not with irresponsible abandon, as in the times leading to the Spirefall, but slowly and carefully. Where two such clone-twins fight alongside one another, they act as one mind in two bodies, and they are all the more lethal for it. Some families ensure that each clone-twin is seconded to a different unit in the Iliathan military, so that they will fight to the last in each other's defence. After all, an Iliathan would no more abandon their clone-twin than they would take their own life. The incredible skill with which the Iliathans manipulate life force is embodied in the artefacts known as simulacra amulets. Upon the bearer's death, a fully fledged and healthy clone will manifest to replace them, as if a mirror image has come to life. This happens much to the killer's surprise, especially given that the new clone's first act is to slay that which killed their former incarnation.



ABILITIES

Soul-bond: *Vanari and aelementiri units from Iliatha are made up of soul-bonded twins, none of whom will desert their siblings either in life or in death.*

Add 2 to the Bravery characteristic of **ILIATHA VANARI** and **ILIATHA AELEMENTIRI** units.

Unity of Purpose: *The Warden and Sentinel regiments of Iliatha act in unison at a single command.*

After a friendly **ILIATHA VANARI** unit uses a command ability, you can pick 1 other friendly **ILIATHA VANARI** unit within 3" of that unit. If you do so, that other unit can also use that command ability without spending any command points. You can only use this ability once per phase.



COMMAND ABILITY

Strike in Unison: *This army is made up of soul-bonded twins who act in unison as if one mind were in two bodies.*

You can use this command ability in your shooting phase or in the combat phase. If you do so, pick 1 friendly **ILIATHA VANARI** unit with 2 or more models. You can re-roll hit rolls of 1 for that unit.

ARTEFACT OF POWER

The first **ILIATHA HERO** to receive an artefact of power must be given the Simulacra Amulet.

Simulacra Amulet: *This finely crafted but innocuous-looking ornament is bonded to the wearer and can swiftly create a healthy clone of the bearer's body in the instant of their death.*

The first time the bearer is slain, before removing them from the battlefield, roll a dice. On a 1-3, the bearer is slain. On a 4-6, the bearer is not slain, all wounds allocated to them are healed and any wounds that currently remain to be allocated to them are negated.

GREAT NATION OF ZAITREC

In a race known for its mastery of the arcane arts, the lambent mystics of Zaitrec are a cut above the rest. Even their youngest Vanari have copious magical talent. The mages of this Great Nation summon the energies of killing light in such abundance that they can melt most of an enemy force into slurry even before the battlelines close.

There was a time when the Lumineth of Zaitrec were content to dwell in the magical light of Hysh's moons, basking in the radiance of Celennar and wondering at the nature of the cosmos. That luxury is long gone. Now, with the Mortal Realms on the brink of dissolution, they turn their innate talents in the eldritch arts to the cause of war. Zaitrec's mages are pre-eminent; taught not only by Teclis but also Celennar, they are able to summon and bind Hyshian energy in hundreds of different ways in order to bend reality to their desires. Something of their wondering, wide-eyed nature remains, however – the Zaitreci find all kinds of magic to be fascinating, whether it is a spell from a dusty tome or the savage chanting of a tribal shaman. They learn at an incredible rate, especially in relation to matters arcane. A rival mage who weaves the same spell twice may find that, though its first incarnation hits home as intended, its second casting is refuted with effortless ease, the Lumineth mage having studied its effects and added it to their lengthy roster of riddles solved and mastered. The most talented of the Zaitreci mages enjoy the direct favour of Celennar; some even bear a gift that protects them, acting as a conduit between the favoured acolyte and the moon spirit.



ABILITIES

Lambent Mystics: *The Lumineth of Zaitrec are exceptionally gifted in the arcane arts. It is said that the power of magic runs through their veins.*

Add 1 to the first casting, dispelling or unbinding roll you make for each friendly **ZAITREC WIZARD** in each hero phase. In addition, each **ZAITREC WIZARD HERO** knows 1 extra spell from the appropriate spell lore (pg 68-69).

COMMAND TRAIT

A **ZAITREC WIZARD** general must have this command trait instead of one listed on pages 66-67.

Fast Learner: *This wizard general is endlessly fascinated by any form of magic, studying it intently in order to unravel its secrets.*

This general can attempt to unbind 1 extra spell in the enemy hero phase. In addition, the second time that this general attempts to unbind a spell in the same enemy hero phase, you can re-roll the unbinding roll.

ARTEFACT OF POWER

The first **ZAITREC HERO** to receive an artefact of power must be given the Gift of Celennar.

Gift of Celennar: *This moonstone talisman protects the bearer from harm. Its power is redoubled in the presence of Celennar.*

Roll a dice each time you allocate a wound or mortal wound to the bearer. Add 2 to the roll if **TECLIS** is part of your army and on the battlefield. On a 6+, that wound or mortal wound is negated.

LORE OF ZAITREC

ZAITREC WIZARDS know the following spell in addition to any other spells that they know.

Overwhelming Heat: *The caster causes the air to grow thicker and thicker with oppressive, overwhelming heat.*

Overwhelming Heat has a casting value of 7. If successfully cast, pick 1 enemy unit wholly within 24" of the caster and visible to them. Halve the Move characteristic of that unit until your next hero phase. Then, roll a dice. If the roll is equal to or greater than that unit's Save characteristic, that unit suffers D3 mortal wounds.

WARSCROLLS

This section includes Lumineth Realm-lords warscrolls, warscroll battalions and endless spell warscrolls. Updated April 2020; the warscrolls printed here take precedence over any warscrolls with an earlier publication date or no publication date.

WARSCROLL BATTALION TECLIAN VANGUARD



The Teclian Vanguard is a force that has already earned a terrifying reputation as it sallies forth from Hysh into the wider realms. What it lacks in numbers, this strike force more than makes up for in skill, precision and arcane might. The Auralan Legions form its main body, the swift-moving Dawnrider Lances its blade and the Alarith Temple its stony heart. With Teclis' might augmenting all under his aegis, there is nothing it cannot achieve.

ORGANISATION

- Archmage Teclis and Celennar, Spirit of Hysh
- 0-1 The Light of Eltharion
- 1 Alarith Temple battalion
- 1-3 Auralan Legion battalions
- 2 Dawnrider Lance battalions

ABILITIES

Blessing of Teclis: When a Teclian Vanguard deploys for battle, Teclis creates a shield of magical energy to protect it.

Roll a dice each time you allocate a wound or mortal wound to a friendly unit from this battalion while it is wholly within its own territory. On a 6, that wound or mortal wound is negated.



WARSCROLL BATTALION ALARITH TEMPLE

ORGANISATION

- Avalenor, the Stoneheart King or 1 Alarith Spirit of the Mountain
- 1 Alarith Stonemage
- 1-3 units of Alarith Stoneguard

ABILITIES

Skin to Stone: *The Stoneguard of an Alarith Temple can turn aside enemy blows by making their skin become as hard and unyielding as stone.*

At the start of the combat phase, any friendly **STONEGUARD** units from this battalion that are wholly within 12" of a friendly **HERO** from the same battalion can turn their skin to stone until the end of that phase. You can re-roll save rolls for attacks that target a unit that has turned its skin to stone, but models in a unit that has turned its skin to stone can only move 1" when they pile in.

WARSCROLL BATTALION AURALAN LEGION

ORGANISATION

- 1 Scinari Cathallar
- 2-4 units of Vanari Auralan Sentinels and an equal number of units of Vanari Auralan Wardens

ABILITIES

Shield of Light: *When the warriors in an Auralan Legion stand together, they radiate a dazzling light that protects them from their foes.*

You can re-roll save rolls of 1 for attacks that target a friendly unit from this battalion while it is within 3" of any other friendly units from the same battalion.

WARSCROLL BATTALION DAWRIDER LANCE

ORGANISATION

- 2-3 units of Vanari Dawnriders

ABILITIES

Shafts of Light: *When a Dawnrider Lance closes with the enemy, it radiates blinding shafts of light that befuddle and disorientate, leaving the foe horribly vulnerable to attack.*

You can re-roll hit rolls of 1 for attacks made with melee weapons by a friendly unit from this battalion that has made a charge move in the same turn.

HYSHIAN TWINSTONES

Pairs of prism-like jewels easily the size of the mages who conjure them, in times of great peril, Hyshian Twinstones can be wrenched from the heart of the Realm of Light to manifest as reservoirs of arcane power. As one is exhausted, the other regenerates its magical force, harnessing the aetheric energy expended around it in a constant feedback loop.

DESCRIPTION

Hyshian Twinstones is a single model.

PREDATORY: Hyshian Twinstones is a predatory endless spell. It can move up to 8" and can fly.

MAGIC

Summon Hyshian Twinstones: *The caster calls forth two giant crystal teardrops that orbit around each other.*

Summon Hyshian Twinstones has a casting value of 7. Only **LUMINETH REALM-LORDS WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Hyshian Twinstones model wholly within 6" of the caster.

ABILITIES

Reservoir of Power: *The twinstones glow brighter with each spell cast, forming a reservoir from which the Lumineth can draw greater power.*

When this model is set up, place a D6 beside it with the 1 facing up. Each time a spell is successfully cast by a unit within 12" of this model and not unbound, after the effects of the spell have been resolved, increase the value of the dice beside this model by 1 (to a maximum of 6).

If a **LUMINETH REALM-LORDS WIZARD** attempts to cast a spell while they are within 12" of this model, before making the casting roll, the player controlling that **WIZARD** can say that they will draw on the power of the twinstones. If they do so, add the value of the dice beside this

model to the casting roll. Then, after the effects of the spell have been resolved, change the value of the dice beside this model back to 1.

KEYWORDS

ENDLESS SPELL, HYSHIAN TWINSTONES

SANCTUM OF AMYNTOK

The ground splits to form a ritual circle around the mage and the life force of the realm springs forth in a crackling shield. Based around the rune Yngra, a sigil synonymous with rescue as well as imprisonment, the shield turns baleful spells and attacks into flashes of blinding light.

DESCRIPTION

The Sanctum of Amyntok is a single endless spell that consists of 3 models (if it is dispelled, remove all 3 models).

MAGIC

Summon Sanctum of Amyntok: *The ground splits around the mage, and the life force of the realm springs forth as a crackling shield.*

Summon Sanctum of Amyntok has a casting value of 7. Only **LUMINETH REALM-LORDS WIZARDS** can attempt to cast this spell.

If successfully cast, set up 1 Sanctum of Amyntok model wholly within 3" of the caster and more than 3" from any other units. Then, set up the second and third Sanctum of Amyntok models so that the tip of each model is touching the tip

of a different model from the same endless spell, with each model more than 3" from any other units and with the caster inside the ring.

As long as the Sanctum of Amyntok remains on the battlefield, the caster and the Sanctum of Amyntok are treated as being a single model from the caster's army that uses the caster's warscroll as well as the Endless Spells rules. It is treated as an enemy model by the opposing player's army.

If the caster is slain, then the Sanctum of Amyntok is immediately dispelled and removed from play along with the caster. If the Sanctum of Amyntok is dispelled and the caster has not been slain, remove the endless spell models from play and leave the caster on the battlefield.

ABILITIES

Sigil of Yngra: *The sanctum turns baleful spells and attacks into flashes of blinding light.*

Subtract 1 from hit rolls and add 1 to save rolls for attacks that target this model.

In addition, at the end of the combat phase, if this model was targeted by any enemy attacks during that phase, roll a dice for each enemy unit within 3" of this model. On a 1-3, nothing happens. On a 4-5, that enemy unit suffers 1 mortal wound. On a 6, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ENDLESS SPELL, SANCTUM OF AMYNTOK

RUNE OF PETRIFICATION

The dreaded Rune of Petrification is unleashed only in the direst peril, for once it has been summoned, it cannot easily be dispelled – and its curse is fearsome indeed. Those enemies who linger nearby will find their flesh hardening and turning to stone until they are but inert statues, monuments to their own folly in opposing the Lumineth.

DESCRIPTION

The Rune of Petrification is a single model.

MAGIC

Summon Rune of Petrification: The caster calls forth a hovering sigil ripped from the crust of the realm underfoot.

Summon Rune of Petrification has a casting value of 8. Only **LUMINETH REALM-LORDS WIZARDS** can attempt to cast this spell. If successfully cast, set up 1 Rune of Petrification model wholly within 18" of the caster.

ABILITIES

Turn to Stone: Any foes who remain too close to this hovering sigil will find their flesh hardening and turning into stone, until soon they are nothing more than lifelike statues.

At the start of the movement phase and at the end of the movement phase, roll a dice for each unit that is within 6" of this model. On a 4+, that unit suffers D3 mortal wounds.

In addition, subtract 1 from run and charge rolls for units within 6" of this model. This ability has no effect on **LUMINETH REALM-LORDS** units.

KEYWORDS ENDLESS SPELL, RUNE OF PETRIFICATION

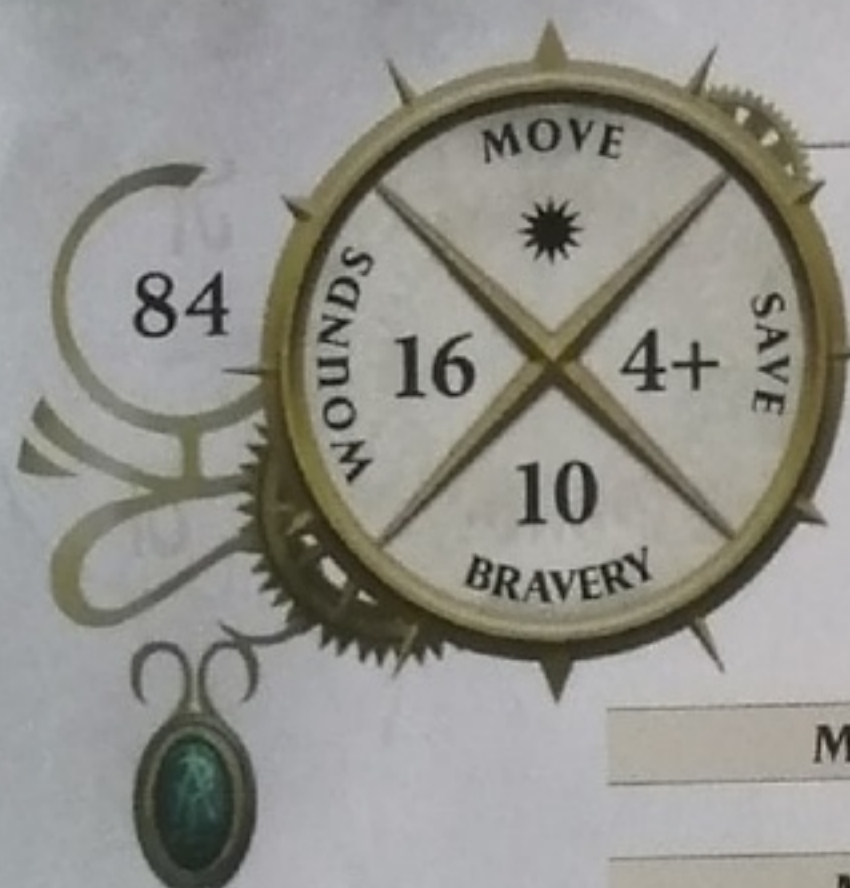


The endless spells cast by the Lumineth are not traditional manifestations of magic. Rather, they are the innate power of the realms themselves, given shape and utilised as sources of energy, potent defences or deadly weapons.

ARCHMAGE TECLIS

AND CELENNAR, SPIRIT OF HYSH

Teclis is a paragon of magical talent, a deific presence who has only become more powerful since uniting his soul with the lunasphinx Celennar. Their mastery of light protects the Lumineth armies whilst searing the foe to scattering ashes.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Lunar Staff	18"	1	2+	2+	-3	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sword of Teclis	1"	2	4+	2+	-3	D3
Moonbright Talons	1"	★	3+	3+	-2	2

DAMAGE TABLE			
Wounds Suffered	Move	Moonbright Talons	Aura of Celennar
0-4	12"	6	16"
5-7	10"	5	12"
8-10	8"	4	8"
11-13	6"	3	6"
14+	4"	2	4"

DESCRIPTION

Archmage Teclis is a named character that is a single model. He is armed with the Sword of Teclis and the Lunar Staff, and he carries the Discs of the Aelementiri.

CELENNAR: Teclis is accompanied by Celennar, Spirit of Hysh, who attacks with Moonbright Talons. For rules purposes, Celennar is treated in the same manner as a mount.

FLY: This model can fly.

ABILITIES

Archmage: When Teclis concentrates deeply enough, not even the most powerful wizards in the Mortal Realms can unbind his spells.

At the start of your hero phase, you must say if this model will cast 1 spell, 2 spells or up to 4 spells. If this model will cast 1 spell, when it attempts to cast that spell, it is automatically cast (do not roll 2D6) and it cannot be unbound.

If this model will cast 2 spells, when it attempts to cast those spells, each is automatically cast with a casting roll of 12 that cannot be modified (do not roll 2D6). Enemy **WIZARDS** can attempt to unbind these spells.

If this model will cast up to 4 spells, when it attempts to cast those spells, each is automatically cast with a casting roll of 10 that cannot be modified (do not roll 2D6). Enemy **WIZARDS** can attempt to unbind these spells.

Aura of Celennar: The presence of Celennar grants nearby allies arcane knowledge and insight.

Add 1 to casting, dispelling and unbinding rolls for friendly **LUMINETH REALM-LORDS** units within range of this model's Aura of Celennar ability. The range of the Aura of Celennar ability for this model is shown on the damage table above.

Discs of the Aelementiri: Teclis has mastered all four aelementiri disciplines. He carries at his belt magical discs that can cause the realm around him to absorb hostile magic.

In your hero phase, in addition to casting 1, 2 or up to 4 spells, this model can automatically dispel 1 endless spell (do not roll 2D6). In the enemy hero phase, this model can automatically unbind 1 enemy spell (do not roll 2D6).

Seeing Stone of Celennar: A priceless gift from Celennar to Teclis, this allows the bearer to see the flow of magic itself – and alter it to his whim.

Each time a friendly unit within range of this model's Aura of Celennar ability is affected by an endless spell or a spell cast by an enemy **WIZARD**, you can roll a dice. On a 4+, ignore the effects of that spell or endless spell on that unit. Then, pick 1 enemy unit within 18" of that unit. That enemy unit suffers D3 mortal wounds. The range of the Aura of Celennar ability for this model is shown on the damage table above.

MAGIC

Teclis is a **WIZARD**. The number of spells that he can cast is determined using the Archmage ability on the left. He can attempt to unbind any number of spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Protection of Teclis and Storm of Searing White Light spells.

Protection of Teclis: Teclis opens his arms wide, creating a field of glowing energy that protects all of his allies that are nearby.

Protection of Teclis has a casting value of 10. If successfully cast, until your next hero phase, roll a dice each time you allocate a wound or mortal wound to a friendly unit wholly within 18" of the caster. On a 5+, that wound or mortal wound is negated. This spell cannot be cast in the same hero phase as Protection of Hysh.

Storm of Searing White Light: Beams of light shoot out from the caster's forehead, cleaving through nearby enemies.

Storm of Searing White Light has a casting value of 10. If successfully cast, roll a dice for each enemy unit within 18" of the caster and visible to them. On a 1, nothing happens. On a 2-4, that unit suffers D3 mortal wounds. On a 5+, that unit suffers D6 mortal wounds.

KEYWORDS ORDER, AELF, LUMINETH REALM-LORDS, MONSTER, HERO, WIZARD, TECLIS

THE LIGHT OF ELTHARION

Eltharion has no physical form, only a spiritual essence given uncanny strength through Teclis' magic. An ancestor of the Lumineth race, his avenging spirit is a puissant warrior and an inspiring hero to those aelves who witness his shining light.



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MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fangsword of Eltharion	1"	4	2+	3+	-3	D3
Celennari Blade	1"	2	2+	3+	-1	D3

DESCRIPTION

The Light of Eltharion is a named character that is a single model. He is armed with the Fangsword of Eltharion and the Celennari Blade, and he wears Spirit Armour.

ABILITIES

Celennari Blade: *This blade was forged by Teclis using Celennar's sryer-stone ores. The lunar gem in its hilt allows the bearer to predict where an opponent will be most vulnerable.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this model. If you do so, add 1 to the damage inflicted by successful attacks made with this model's Celennari Blade that target that **HERO** in that phase.

Fangsword of Eltharion: *The original Fangsword was a powerful heirloom of Eltharion's mortal dynasty. The incarnation of the Fangsword wielded by the Light of Eltharion is crafted from sunmetal and has a solar jewel in its hilt, making it even mightier than the sword whose legacy it propagates.*

Add 1 to wound rolls for attacks made with this model's Fangsword of Eltharion if this model made a charge move in the same turn. In addition, if the unmodified wound roll for an attack made with this model's Fangsword of Eltharion is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Searing Darts of Light: *Darts of brilliance hurtle from the Light of Eltharion's outstretched fingers, shooting through nearby enemies.*

In your shooting phase, you can pick 1 enemy unit within 18" of this model that is visible to them and roll a dice. On a 1, nothing happens. On a 2-4, that unit suffers D3 mortal wounds. On a 5+, that unit suffers D6 mortal wounds.

Spirit Armour: *Instead of protecting a body of flesh and blood, this armour houses the undying spirit of the mighty warrior Eltharion. Though animated by the Light of Eltharion, it is essentially hollow – even a penetrating thrust may simply pass through the glowing form within.*

Ignore modifiers (positive or negative) when making save rolls for attacks that target this model. In addition, halve the damage inflicted by attacks made with missile weapons or melee weapons that target this model (rounding up).

Supreme Swordmaster: *The Light of Eltharion is a consummate warrior and one of the greatest swordsmen of all time.*

Ignore negative modifiers when making hit rolls for attacks made by this model. In addition, if the unmodified hit roll for an attack made by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITY

Unflinching Valour: *The Light of Eltharion can communicate telepathically with the warriors of the Lumineth Realm-lords, instilling them with his own dour certainty and unwavering courage.*

You can use this command ability at the start of the battleshock phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, all friendly **LUMINETH REALM-LORDS** units wholly within 24" of that model are treated as having a Bravery characteristic of 10.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, HERO, LIGHT OF ELTHARION

SCINARI CATHALLAR

The Scinari Cathallar is the single point of darkness in the shining host of their fellow Lumineth. They take the emotional trauma from their kin and weaponise it, unleashing this torment at the foe to render them crippled by angst and despair.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Despairing Touch	1"	1	4+	2+	-	D3

DESCRIPTION

A Scinari Cathallar is a single model armed with a Despairing Touch.

ABILITIES

Emotional Transference: A Scinari Cathallar is capable of drawing forth any feelings of despair or doom from nearby Lumineth and redirecting these emotions to afflict the foe.

At the start of the battleshock phase, you can pick 1 friendly **LUMINETH REALM-LORDS** unit wholly within 18" of this model and roll a dice. On a 2+, do not take a battleshock test for that unit. In addition, if any models from that unit

were slain during that turn, you can pick 1 enemy unit within 18" of this model that has to take a battleshock test in that phase. If you do so, add the number of models from that friendly unit that were slain during that turn to the modified battleshock roll for that enemy unit.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Darkness of the Soul spells.

Darkness of the Soul: The caster fills the minds of their enemies with dark thoughts and negative emotions, making it hard for them to do anything other than contemplate their own futile existence.

Darkness of the Soul has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, roll 2D6 each time that unit makes a normal move, makes a charge move, shoots or fights. Make the roll before the action is carried out. If the roll is greater than that unit's Bravery characteristic, that unit cannot perform that action in that phase.

KEYWORDS ORDER, AELF, LUMINETH REALM-LORDS, SCINARI, HERO, WIZARD, CATHALLAR



The shifting crystal walls of Haixiah would drive a lesser race to madness in hours, but with a Scinari Cathallar to assuage their despair, the aelves of Hysh can strike back against their foes even in the most hostile magical environments.

VANARI DAWNRIDERS

The Dawnriders charge the foe in tight formation, thundering into the enemy ranks and punching their lances through the chests of their foremost adversaries before leaping over their corpses so that their noble steeds might trample those behind.



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MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Guardian's Sword	1"	2	3+	4+	-1	1
Sunmetal Lance	2"	1	3+	4+	-	1
Dashing Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A unit of Vanari Dawnriders has any number of models, each armed with a Sunmetal Lance.

MOUNT: This unit's stallion steeds attack with their Dashing Hooves.

STEEDMASTER: 1 model in this unit can be a Steedmaster. A Steedmaster is armed with a Sunmetal Lance and a Guardian's Sword.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. You can re-roll battleshock tests for units that include any Standard Bearers.

ABILITIES

Deathly Furrows: *Vanari Dawnriders scythe through enemy infantry, trampling over lesser foes and carving a furrow of death through the enemy ranks.*

At the start of the combat phase, you can say that this unit will use its Deathly Furrows ability. If you do so, in that phase, you can either add 1 to the Attacks characteristic of this unit's melee

weapons, but it can only target units that have a Wounds characteristic of 1 or 2 and do not have a mount, or you can add 2 to the Attacks characteristic of this unit's melee weapons, but it can only target units that have a Wounds characteristic of 1 and do not have a mount.

Lances of the Dawn: *When Vanari Dawnriders charge full pelt at the foe, their lances can punch through the thickest of armour in a blaze of light and explosive magical power.*

If this unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Sunmetal Lances and improve the Rend characteristic of that weapon by 1.

Sunmetal Weapons: *The lances used by Vanari Dawnriders are tipped with pure sunmetal that can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with a Sunmetal Lance is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

MAGIC

The Steedmaster of this unit is a **WIZARD** while this unit has 3 or more models. 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 Power of Hysh spell.

Power of Hysh: *Lumineth wizards can use their arcane arts to empower sunmetal, making it burn with an even greater intensity.*

Power of Hysh has a casting value of 6. If successfully cast, until your next hero phase, the Sunmetal Weapons ability for the caster and/or the unit they are part of causes mortal wounds to be inflicted on an unmodified hit roll of 5+ instead of 6.

Any number of **LUMINETH REALM-LORDS WIZARDS** can attempt to cast Power of Hysh in the same hero phase.

KEYWORDS

ORDER, AELE, LUMINETH REALM-LORDS, VANARI, DAWNRIDERS

VANARI AURALAN SENTINELS

Master archers, the Auralan Sentinels wield complex aelven bows that can either fire straight and true or loft arrows high in the air to curve down onto distant foes. When their High Sentinel channels power into their arrowheads, they are all the more lethal.



	Range	Attacks	To Hit	To Wound	Rend	Damage
MISSILE WEAPONS						
Auralan Bow: Aimed	18"	1	3+	4+	-1	1
Auralan Bow: Lofted	30"	1	4+	4+	-	1
MELEE WEAPONS						
Champion's Blade	1"	2	3+	4+	-1	1
Vanari Dagger	1"	1	3+	4+	-	1

DESCRIPTION

A unit of Vanari Auralan Sentinels has any number of models, each armed with an Auralan Bow and Vanari Dagger.

HIGH SENTINEL: 1 model in this unit can be a High Sentinel. A High Sentinel is armed with a Champion's Blade instead of an Auralan Bow and Vanari Dagger, and they carry a Scryhawk Lantern.

ABILITIES

Scryhawk Lantern: *Every High Sentinel carries a lantern upon their back. Sharp-eyed scryhawks are drawn to its gentle light, over time forming a bond with the archers below. By hovering over the foe, these hawks direct their masters' aim towards any enemies that may be hidden from sight.*

At the start of your shooting phase, you can pick 1 enemy unit within 30" of this unit's High Sentinel that is not visible to them. If you do so, you must choose the Lofted missile weapon characteristic for all attacks made with this unit's Auralan Bows in that phase, but that enemy unit is treated as being visible to all friendly models from this unit until the end of that phase.

Many-stringed Weapon: *An Auralan bow is a flexible weapon that can either fire arrows in aimed shots on a flat trajectory or loft them towards a distant target.*

Before attacking with Auralan Bows, choose either the Aimed or Lofted missile weapon characteristics for all shooting attacks made by this unit in that phase.

Sunmetal Weapons: *The arrows used by Auralan Sentinels are tipped with pure sunmetal that can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with an Auralan Bow is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

MAGIC

The High Sentinel of this unit is a **WIZARD** while this unit has 5 or more models. 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 Power of Hysh spell.

Power of Hysh: *Lumineth wizards can use their arcane arts to empower sunmetal, making it burn with an even greater intensity.*

Power of Hysh has a casting value of 6. If successfully cast, until your next hero phase, the Sunmetal Weapons ability for the caster and/or the unit they are part of causes mortal wounds to be inflicted on an unmodified hit roll of 5+ instead of 6.

Any number of **LUMINETH REALM-LORDS WIZARDS** can attempt to cast Power of Hysh in the same hero phase.

KEYWORDS

ORDER, AELE, LUMINETH REALM-LORDS, VANARI, AURALAN SENTINELS

VANARI AURALAN WARDENS

The Auralan Wardens fight in close formation, using long pikes that they set to receive the charge of the foe. The Wardens guide their sunmetal tips into the enemy's chests at the last moment; those pierced by them are slain in a heartbeat.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Champion's Blade	1"	2	3+	4+	-1	1
Warden's Pike	3"	2	3+	4+	-	1

DESCRIPTION

A unit of Vanari Auralan Wardens has any number of models, each armed with a Warden's Pike.

HIGH WARDEN: 1 model in this unit can be a High Warden. A High Warden is armed with a Champion's Blade instead of a Warden's Pike.

ABILITIES

Moonfire Flask: *The High Warden carries a Moonfire Flask in one hand; when the enemy draws close, the Warden hurls the fragile flask into its ranks so that it bursts and scatters burning silvery liquid all around.*

Once per battle, at the start of the combat phase, you can pick 1 enemy unit within 3" of this unit's High Warden and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.

Sunmetal Weapons: *The pikes used by Auralan Wardens are tipped with pure sunmetal that can burn a victim from the inside out.*

If the unmodified hit roll for an attack made with a Warden's Pike is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Wall of Blades: *When Auralan Wardens stand shoulder to shoulder, they present a bristling wall of pikes towards the foe.*

If the target unit made a charge move in the same turn, add 1 to wound rolls for attacks made with this unit's Warden's Pikes and improve the Rend characteristic of that weapon by 1.

MAGIC

The High Warden of this unit is a **WIZARD** while this unit has 5 or more models. 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 Power of Hysh spell.

Power of Hysh: *Lumineth wizards can use their arcane arts to empower sunmetal, making it burn with an even greater intensity.*

Power of Hysh has a casting value of 6. If successfully cast, until your next hero phase, the Sunmetal Weapons ability for the caster and/or the unit they are part of causes mortal wounds to be inflicted on an unmodified hit roll of 5+ instead of 6.

Any number of **LUMINETH REALM-LORDS WIZARDS** can attempt to cast Power of Hysh in the same hero phase.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, VANARI, AURALAN WARDENS

ALARITH STONEMAGE

First amongst Teclis' disciples to learn the ways of the aelementiri, the Stonemages bring the might of the mountain to the battlefield. They can control rocks, boulders and even gravity itself to crush and confound their adversaries.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Staff of the High Peaks	3"	D3	3+	3+	-1	D3

DESCRIPTION

An Alarith Stonemage is a single model armed with a Staff of the High Peaks.

ABILITIES

Stonemage Stance: A Stonemage is able to adopt a stance that allows them to deliver blows with shattering force. Nearby Alarith Stoneguard can emulate their movements to land equally powerful attacks.

At the start of the combat phase, you can say that this model will adopt the Stonemage Stance. If you do so, this model and any friendly **ALARITH STONEGUARD** units wholly within 12" of this

model cannot make a pile-in move in that phase. However, until the end of that phase, improve the Rend characteristic of melee weapons used by this model and those friendly units by 1.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Gravitic Redirection spells.

Gravitic Redirection: The caster reduces gravity around them to almost zero, redirecting the force to weigh down a nearby foe.

Gravitic Redirection has a casting value of 5. If successfully cast, until your next hero phase, the caster can fly.

In addition, you can pick 1 enemy unit within 18" of the caster. If you do so, that unit suffers 1 mortal wound and, until your next hero phase, that unit's Move characteristic is halved and it cannot fly.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, AELEMENTIRI, ALARITH, HERO, WIZARD, STONEMAGE

ALARITH STONEGUARD

The Alarith temples accept the mountain as their master and, in doing so, inherit part of its strength and resilience. They fight as immovable objects, wielding magical hammers that can crush enemy skulls in a single, perfectly measured blow.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stone Mallet or Diamondpick Hammer	1"	2	3+	3+	-1	1
Stratum Hammer(s)	1"	3	3+	4+	-	1

DESCRIPTION

A unit of Alarith Stoneguard has any number of models. The unit is armed with one of the following weapon options: Stone Mallet; or Diamondpick Hammer.

TRUESTONE SENESCHAL: 1 model in this unit can be a Truestone Seneschal. A Truestone Seneschal can be armed with a pair of Stratum Hammers instead of the unit's weapon option.

STANDARD BEARER: 1 in every 5 models in this unit can be a Standard Bearer. A Standard Bearer is armed with a Stratum Hammer instead of the unit's weapon option. You can re-roll battleshock tests for units that include any Standard Bearers.

ABILITIES

Crushing Blow: The Stoneguard land blows with the power of a mountain avalanche.

If the unmodified hit roll for an attack made with a Stone Mallet is 6, add 1 to the damage inflicted if that attack is successful.

Diamondpick Hammer: The diamond spike on this hammer can pierce through any armour.

If the unmodified hit roll for an attack made with a Diamondpick Hammer is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

Pair of Stratum Hammers: A stratum hammer carries the weight of aeons-old rock.

You can re-roll hit rolls for a pair of Stratum Hammers.

KEYWORDS

ORDER, AELF, LUMINETH REALM-LORDS, AELEMENTIRI, ALARITH, STONEGUARD



ALARITH SPIRIT OF THE MOUNTAIN



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Spirits of the Mountain are the war forms of the stony peaks that the Alarith temples have taken as their patrons. Avatars of incredible toughness and strength, they can smash castle gates and steam tanks with a single swing of their worldhammers.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Geomantic Blast	☀	1	3+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stoneheart Worldhammer	3"	4	3+	2+	-2	☀
Cloven Hooves	1"	2	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Geomantic Blast	Stoneheart Worldhammer	Stoneheart Shockwave
0-2	30"	5	12"
3-5	25"	4	10"
6-7	20"	3	8"
8-10	15"	2	6"
11+	10"	1	4"

DESCRIPTION

An Alarith Spirit of the Mountain is a single model armed with a Geomantic Blast, Stoneheart Worldhammer and Cloven Hooves.

ABILITIES

All but Immobile: A Spirit of the Mountain is at its most dangerous when it pauses, plants its feet solidly on the ground and takes careful stock of its surroundings before inflicting carnage upon its enemies.

If this model does not make a charge move in your charge phase, add 1 to the Attacks characteristic of this model's melee weapons until your next movement phase.

Ponderous Advice: A Lumineth commander can draw upon the ancient wisdom of a Spirit of the Mountain as long as they are willing to wait long enough for its carefully considered advice.

At the end of your hero phase, you can pick 1 friendly **LUMINETH REALM-LORDS AELF HERO** within 3" of this model. If that **LUMINETH REALM-LORDS AELF HERO** is within 3" of this model at the start of your next hero phase, then that **LUMINETH REALM-LORDS AELF HERO** can use a command ability in that turn without spending any command points.

Stoneheart Shockwave: When a Spirit of the Mountain smashes its worldhammer into the ground, it can direct the resulting shockwave at a nearby foe, hurling the enemy to its knees.

At the start of the enemy shooting phase and at the start of any combat phase, you can pick 1 enemy unit within range of this model's Stoneheart Shockwave ability that is visible to this model. The range of the Stoneheart Shockwave ability for this model is shown on the damage table above. If you do so, subtract 1 from hit rolls for that unit until the end of that phase. A unit cannot be affected by this ability more than once per phase.

Stonemage Symbiosis: Stonemages are able to sustain a Spirit of the Mountain, allowing them to fight to their fullest potential.

When you look up a value on this model's damage table, if this model is within 12" of a friendly **STONEMAGE**, this model is treated as if it has suffered 0 wounds.

COMMAND ABILITY

Faith of the Mountains: A Spirit of the Mountain can inspire its aelven supplicants to fight all the harder in the name of Hysh.

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **ALARITH AELF** unit wholly within 18" of a friendly model with this command ability. Add 1 to the Attacks characteristic of that unit's melee weapons in that combat phase. A unit cannot benefit from this command ability more than once per combat phase, and a unit cannot benefit from this ability and the Unshakeable Faith of the Mountains command ability in the same phase.

KEYWORDS

ORDER, LUMINETH REALM-LORDS, ALARITH, MONSTER, SPIRIT OF THE MOUNTAIN

AVALENOR THE STONEHEART KING



Of all the mountain spirits that march alongside the Lumineth, Avalenor is the eldest and the wisest. Unlike his fellows, he came to the aid of the aelves of his own accord and has been wielding his magical hammers in the name of Hysh ever since.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Geomantic Blast	☀	1	3+	2+	-2	D6
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Firestealer Hammers	2"	6	3+	3+	-1	☀
Cloven Hooves	1"	2	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Geomantic Blast	Guardian of Hysh	Firestealer Hammers
0-3	30"	12"	5
4-6	25"	6"	4
7-9	20"	3"	3
10-12	15"	2"	2
13+	10"	1"	1

DESCRIPTION

Avalenor, the Stoneheart King, is a named character that is a single model. He is armed with a Geomantic Blast, the Firestealer Hammers and Cloven Hooves.

ABILITIES

All but Immobile: *A Spirit of the Mountain is at its most dangerous when it pauses, plants its feet solidly on the ground and takes careful stock of its surroundings before inflicting carnage upon its enemies.*

If this model does not make a charge move in your charge phase, add 1 to the Attacks characteristic of this model's melee weapons until your next movement phase.

Firestealer Hammers: *The Firestealer Hammers channel the intense and freezing temperatures of Avalenor's peak.*

If the unmodified hit roll for an attack made with the Firestealer Hammers is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Elder Wisdom: *Those with the patience to earn the Stoneheart King's trust will find themselves enlightened for the rest of their living days.*

At the end of your hero phase, you can pick 1 friendly **LUMINETH REALM-LORDS AELF HERO** within 6" of this model. If that **LUMINETH REALM-LORDS AELF HERO** is within 6" of this model at the start of your next hero phase, then that **LUMINETH REALM-LORDS AELF HERO** can use a command ability in that turn without spending any command points.

Guardian of Hysh: *It is said that Avalenor is formed entirely of aetherquartz, causing him to glow with a dazzling light in even the darkest of locations.*

Subtract 1 from hit rolls for attacks made by enemy models that are within range of this model's Guardian of Hysh ability. The range of the Guardian of Hysh ability for this model is shown on the damage table above.

Stonemage Symbiosis: *Stonemages are able to sustain a Spirit of the Mountain, allowing them to fight to their fullest potential.*

When you look up a value on this model's damage table, if this model is within 12" of a friendly **STONEMAGE**, this model is treated as if it has suffered 0 wounds.

COMMAND ABILITY

Unshakeable Faith of the Mountains: *Avalenor inspires total confidence in his aelven supplicants.*

You can use this command ability at the start of the combat phase. If you do so, pick up to D3 friendly **ALARITH AELF** units wholly within 24" of a friendly model with this command ability. Add 1 to the Attacks characteristic of those units' melee weapons in that combat phase. A unit cannot benefit from this command ability more than once per combat phase, and a unit cannot benefit from this ability and the Faith of the Mountains command ability in the same phase.

KEYWORDS

ORDER, LUMINETH REALM-LORDS, ALARITH, YMETRICA, MONSTER, HERO, SPIRIT OF THE MOUNTAIN, AVALENOR

IDONETH DEEPKIN WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Akhelian Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Namarti Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Phalanx</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Council</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Gloomtide Shipwreck</i>	1	1	0	<i>Scenery</i>	

KHARADRON OVERLORDS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Arkanaut Company	10	40	90	Battleline	
Arkanaut Frigate	1	1	250	Behemoth	Battleline if BARAK-ZILFIN
Arkanaut Ironclad	1	1	510	Behemoth	
Aether-Khemist	1	1	90	Leader	
Aetheric Navigator	1	1	100	Leader	
Arkanaut Admiral	1	1	140	Leader	
Bjorgen Thundrik	1	1		Leader	Unique. These units must be taken as a set for a total of 140 points. Although taken as a set, each is a separate unit.
Thundrik's Profiteers	4	4	140		
Brokk Grungsson, Lord-Magnate of Barak-Nar	1	1	240	Leader	Unique
Endrinmaster with Dirigible Suit	1	1	220	Leader	
Endrinmaster with Endrinharness	1	1	100	Leader	
Endrinriggers	3	12	100		Battleline if general is Endrinmaster with Dirigible Suit
Grundstok Gunhauler	1	1	150		Battleline if BARAK-URBAZ
Grundstok Thunderers	5	20	120		Battleline if BARAK-NAR
Skywardens	3	12	100		Battleline if general is Endrinmaster with Dirigible Suit
<i>Grand Armada</i>	-	-	90	<i>Warscroll Battalion</i>	
<i>Grundstok Escort Wing</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Iron Sky Attack Squadron</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Iron Sky Command</i>	-	-	130	<i>Warscroll Battalion</i>	

LUMINETH REALM-LORDS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Vanari Auralan Wardens	10	30	120	Battleline	For each Vanari Auralan Wardens unit included in your army, you can take 1 Vanari Auralan Sentinels unit or 1 Vanari Dawnriders unit as a battleline unit
Alarith Spirit of the Mountain	1	1	340	Behemoth	
Alarith Stonemage	1	1	130	Leader	
The Light of Eltharion	1	1	220	Leader	Unique
Scinari Cathallar	1	1	140	Leader	
Archmage Teclis and Celennar, Spirit of Hysh	1	1	660	Leader, Behemoth	Unique
Avalenor, the Stoneheart King	1	1	360	Leader, Behemoth	Unique
Alarith Stoneguard	5	15	100		Battleline in an YMETRICA army
Vanari Auralan Sentinels	10	20	140		See notes for Vanari Auralan Wardens
Vanari Dawnriders	5	20	130		See notes for Vanari Auralan Wardens

LUMINETH REALM-LORDS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
<i>Alarith Temple</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Auralan Legion</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Dawnrider Lance</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Teclian Vanguard</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Hyshian Twinstones</i>	1	1	30	<i>Endless Spell</i>	
<i>Rune of Petrification</i>	1	1	70	<i>Endless Spell</i>	
<i>Sanctum of Amyntok</i>	1	1	30	<i>Endless Spell</i>	

SERAPHON WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Engine of the Gods	1	1	260	Artillery, Leader, Behemoth	
Saurus Warriors	10	40	90/320	Battleline	
Bastiladon	1	1	220	Behemoth	
Stegadon	1	1	240	Behemoth	Battleline if THUNDER LIZARD
Lord Kroak	1	1	320	Leader	Unique
Ripperdactyl Chief	1	1	80	Leader	
Saurus Astrolith Bearer	1	1	140	Leader	
Saurus Eternity Warden	1	1	110	Leader	
Saurus Oldblood	1	1	110	Leader	
Saurus Scar-Veteran on Cold One	1	1	110	Leader	
Saurus Sunblood	1	1	130	Leader	
Skink Priest	1	1	70	Leader	
Skink Starpriest	1	1	120	Leader	
Skink Starseer	1	1	140	Leader	
Slann Starmaster	1	1	260	Leader	
Terradon Chief	1	1	70	Leader	
Saurus Oldblood on Carnosaur	1	1	250	Leader, Behemoth	
Saurus Scar-Veteran on Carnosaur	1	1	210	Leader, Behemoth	
Skink Oracle on Troglodon	1	1	260	Leader, Behemoth	
Stegadon with Skink Chief	1	1	270	Leader, Behemoth	
Chameleon Skinks	5	20	90		
Kroxigor	3	12	140		
Razordon Hunting Pack	4	12	80		
Ripperdactyl Riders	3	12	80		
Salamander Hunting Pack	4	12	80		
Saurus Guard	5	20	100		Battleline in Seraphon army
Saurus Knights	5	20	100		Battleline in Seraphon army
Skinks	10	40	60		Battleline in Seraphon army
Terradon Riders	3	12	90		
<i>Eternal Starhost</i>	-	-	200	<i>Warscroll Battalion</i>	
<i>Eternal Temple-host</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Firelance Starhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Firelance Temple-host</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Shadowstrike Starhost</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Shadowstrike Temple-host</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Sunclaw Starhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Sunclaw Temple-host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Thunderquake Starhost</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Thunderquake Temple-host</i>	-	-	150	<i>Warscroll Battalion</i>	

SYLVANETH WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Dryads	10	30	100/270	Battleline	
☀ Treelord	1	1	180	Behemoth	
Arch-Revenant	1	1	100	Leader	
Branchwraith	1	1	80	Leader	
Branchwych	1	1	80	Leader	
Ylthari	1	1		Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
Ylthari's Guardians	3	3	180		
☀ Alarielle the Everqueen	1	1	600	Leader, Behemoth	Unique
☀ Drycha Hamadreth	1	1	300	Leader, Behemoth	Unique
☀ Spirit of Durthu	1	1	300	Leader, Behemoth	
☀ Treelord Ancient	1	1	260	Leader, Behemoth	
☀ Kurnoth Hunters with Kurnoth Greatbows	3	12	190		
☀ Kurnoth Hunters with Kurnoth Greatswords	3	12	190		
☀ Kurnoth Hunters with Kurnoth Scythes	3	12	190		
Skaeth's Wild Hunt	5	5	120		Unique
Spite-Revenants	5	20	60/200		Battleline in Sylvaneth army
Tree-Revenants	5	30	80/420		Battleline in Sylvaneth army
<i>Forest Folk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Free Spirits</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Household</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Lords of the Clan</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Outcasts</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Wargrove</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Gladewyrm</i>	1	1	30	<i>Endless Spell</i>	
<i>Spiteswarm Hive</i>	1	1	50	<i>Endless Spell</i>	
<i>Vengeful Skullroot</i>	1	1	40	<i>Endless Spell</i>	
<i>Awakened Wyldwood</i>	1	1	0	<i>Scenery</i>	<i>Each Awakened Wyldwood is comprised of 3-6 Citadel Wood models</i>

ORDER	ALLIES
Cities of Sigmar	Daughters of Khaine, Fyreslayers, Idoneth Deepkin, Kharadron Overlords (except in a Tempest's Eye army), Sylvaneth (except in a Living City army or a Greywater Fastness army).
Daughters of Khaine	Darkling Covens, Idoneth Deepkin, Order Serpentis, Scourge Privateers, Shadowblades, Stormcast Eternal
Fyreslayers	Dispossessed, Ironweld Arsenal, Kharadron Overlords, Stormcast Eternal
Idoneth Deepkin	Darkling Covens, Daughters of Khaine, Eldritch Council, Order Serpentis, Scourge Privateers, Shadowblades, Stormcast Eternal, Sylvaneth, Wanderer
Kharadron Overlords	Dispossessed, Fyreslayers, Ironweld Arsenal, Stormcast Eternal
Lumineth Realm-lords	Idoneth Deepkin
Seraphon	Stormcast Eternal
Stormcast Eternals	Order
Sylvaneth	Dispossessed (only if general is IRONBARK), Fyreslayers (only if general is IRONBARK), Idoneth Deepkin, Stormcast Eternal, Wanderer