

FLASHPOINT CLASH

THE TOME CELESTIAL

To face the Hedonites of Slaanesh is to be immersed in a twisted dream.

These hosts of dark-hearted revellers, disciples of excess and daemons born from the vilest pits of the mortal soul seek only to satiate their fell urges through carnage. They are corruption and wickedness personified, growing stronger from each atrocity they commit.



HEDONITES OF SLAANESH

From over the lurid horizon march the Hedonite hosts. The heavy, rhythmic thumping of drums fashioned from quivering human flesh heralds their approach. Clouds of thick and sweet incense drift around their cackling, howling legions, smothering their enemies until their reactions are laggardly and their minds are opened to new vistas of possibility.

The Hedonites are repugnant to behold, and yet onlookers find they cannot look away. Their eyes are huge, black discs that drink in every vivid colour and taboo sight, and their nostrils and ears are hollowed-out pits to better absorb each scent and sound. Their pale flesh is pierced and marked by intricate scarification or else obscured by armour that is blinding beneath the Hyshian light. Long serpentine tongues flick out to taste the air. Taloned hands eagerly fiddle with the grips of wicked scimitars and cruel whips, weapons designed not to kill cleanly but to prolong suffering. Alongside the mortal Hedonites lope packs of giggling, trilling daemons, unholy flesh marked by whorling tattoos, their arms ending in freakish claws that can sever and pierce with ease – more instruments in the symphony of torment that the Hedonites compose with their enemies' bodies.

The Hedonites of Slaanesh are worshippers of the most debased forms of excess. They are seekers of sordid sensation and devotees of their most decadent desires, and they consider the realms to be mere playthings to aid in their loathsome self-gratification. Without exception, all Hedonites sport particular and extreme obsessions that have come to consume them, shackling them to their own worst traits. A great many of these fixations find their release in times of war.

The battlefield is a wonderland to the Hedonites, a place filled with intense sensations in which they can revel. The spray of hot blood, the screams of the dying, the feel of flesh parting beneath the blade or life ebbing away – all these notions are intoxicating to a Hedonite and inspire them into a manic frenzy. Yet those enemies who die in battle are in some ways the lucky ones. Far more unfortunate are the warriors taken captive by the worshippers of sensation, their bodies and souls little more than canvases upon which the Hedonites create their depraved art or practise their mind-flaying magics.

Every act of indulged vice perpetrated by the Hedonites is done in service to a single malign entity. In the tongue of mortals, he is known as Slaanesh – Chaos God of Excess, Prince of Pleasure and Lord of Obscenity. Of all the Ruinous Powers, Slaanesh is arguably the most sinister and monstrous. More than any other, he



feeds upon the weaknesses that mar all mortal hearts, turning virtues into sins and pushing stalwart souls into a state of deplorable, demented self-indulgence.

Unlike his brother gods, who embody a singular emotion – be it rage, hope or despair – Slaanesh is fed by any sensation taken to excess. Pain, both physical and spiritual, is his favoured sacrament, for it is a state in which all life can share. Slaanesh abhors repetition and is forever encouraging his disciples to plumb new depths of depravity. His ability to draw strength from any heightened sensation means that he naturally inherits a measure of power from the worshippers of his fellow gods. A warrior consumed by Khorne's raging hatred still feeds Slaanesh with the intensity of their loathing; a champion who takes effervescent joy in spreading Nurgle's 'gifts' also empowers the Lord of Excess through their devotion. In the backs of their minds, each of Slaanesh's brothers know that he could one day rise to become the greatest of them and his madness would smother the cosmos, reality consuming itself in a bacchanal of self-destructive ecstasy.

Yet all is not well in the court of Slaanesh. For centuries, at least as time is reckoned in the realms of mortals, his throne has sat empty, the daemons who roam his palace in the Realm of Chaos left without their master and muse.

Towards the tail end of the Age of Myth, Slaanesh was imprisoned in the crepuscular sub-realm of Uhl-Gysh by the aelven gods, lured into a trap by his desire to feed on their divine soul-essence. In this place, a liminal existence between the realms of light and shadow, he was bound with chains of paradoxical magic, helpless as the gods began to extract the souls of all those aelves he had consumed in the demise of the World-that-Was.

Even as he delighted in the agony of this violation, Slaanesh raged, and his followers slowly came to understand that their god could no longer heed their pleas. Yet Slaanesh was cunning. He knew that each of his chains could be broken through the manufacturing of a particular paradoxical event, and he began to employ what influence he still could to ensure these supposed impossibilities came to pass. One by one, the chains began to shatter, though Slaanesh was quick to fashion facsimiles so that his gaolers were none the wiser. Now, as civilisation begins to spread across the Mortal Realms once more, Slaanesh's power is greater than it has been in many long years. Though he is nowhere near free, the Hedonites feel the hand of their prince upon them and seek to empower him through acts of demented slaughter, lusting for the day in which their master finally escapes and ushers in a new era of rapturous horror.



THE DARK PRINCE

Of all the Chaos Gods, only ever-changing Tzeentch is known by more different appellations than Slaanesh. The Dark Prince has inveigled his way into almost every mortal society, and, though relatively few appreciate his full glory, many offer him worship. He is known to some as Loesh the Serpent and to others as the immense glutton Oslaan, while many Lumineth nations depict him only as a single forbidden melody written upon a six-bar stave. Slaanesh is usually portrayed by his chosen followers as an androgynous being of impossible beauty and charisma, whose eye can ensnare a soul in moments. Yet even then, a Hedonite's particular obsessions will influence their view of Slaanesh, so that no two envisionings are identical.

It is easy to see how a soul could become mired in the worship of Slaanesh. Only Khorne's tenets are more straightforward, and the Dark Prince loathes the Blood God for his oafishly single-minded focus upon killing. To begin with, Slaanesh encourages his prey to indulge solely those passions that give their lives meaning. A painter must merely paint, a composer must merely compose, and a swordsman must merely hone their skill. Yet here is the trap, the moment in which a soul must

either muster the self-control to keep their obsessions in check or have Slaanesh's meathooks claim them forever.

Little by little, the Dark Prince leads his disciples down a path of self-destruction. The painter becomes convinced that their mundane pigments can no longer capture the monstrous visions in their mind and begins to employ bodily fluids – first from themselves, later from murdered victims – to depict scenes that far cross the borders of taste. The composer who previously took joy in their melodies suddenly finds them to be dissonant and grating, their passion only reignited by instruments fashioned from mutilated bodies and mortal screams. The swordsman discovers that quick kills no longer suffice and is driven to prolong every death as tormentingly as possible. Slaanesh steals away satisfaction from his worshippers, constantly demanding greater excesses in exchange for a few fleeting moments of fulfilment. Many of these seekers join cults of like-minded epicureans, engaging in obscenities beneath the nose of civilisation. Others wander out into the wastes or else are driven from their homes, and the most militant come together as warbands known as Sybarites.

The Sybarite hosts are riotous and strange. The lowliest are known as Blissbarbs, archers who are forbidden to relish the thrill of close combat and so instead employ wicked flesh-shredding arrows. More favoured are the warrior orders of the Myrmidesh, preening blademasters who harbour a terrible pride. Frenzied beastkin, daemon-riding knights and other, stranger beings fight in the hosts of the Sybarites, all under the gaze of their egomaniacal champions. The lords of Slaanesh are narcissistic in the extreme. Long service to their god has ensured they derive satisfaction from only the most deplorable acts, and battle is a place to indulge. The strategy of a Sybarite army can often seem completely irrational, for they do not fight for traditional purposes as much as to spread terror and pain. But should their deeds please the Dark Prince, then Slaanesh's children will take to the field.

The daemons of Slaanesh are mortal sins made manifest. Their foot soldiers, the Daemonettes, are born from desire and are both odious and strangely beguiling in appearance. They use this quality to enrapture their enemies, leaving them helpless as the claws of Slaanesh's handmaidens flense them one strip of flesh at a time. Some Daemonettes fight from the backs of swift daemoniac steeds or atop scythe-wheeled chariots that once tilled the flesh-orchards of Slaanesh's gardens. Scuttling alongside them come the animalistic Fiends, who deaden enemy senses through the musk that surrounds them. Lording over all are Slaanesh's favoured children – the Keepers of Secrets. These greater daemons are masters of their god's depraved spellcraft, his most peerless warriors and chosen agents in the realms of mortals. It is said that a Keeper of Secrets knows every form of sensation imaginable and how best to tempt any soul into the service of Slaanesh. Should one of these infernal champions take to the field, it is a sign that a slaughter of unimaginable depravity is about to take place.





THE HOSTS OF SLAANESH

Given the egotism endemic to their leaders, it is little surprise that the armies of Slaanesh resemble militarised cults of personality, each defined by their master's particular vices. However, these hosts roughly fit into one of three categories: the Invaders, the Pretenders and the Godseekers. Invaders are the most common type of Hedonite host. These hordes of sensation-seeking warriors care only to keep doing their god's work and to drown the lands of their enemies in a tide of hellish vice. An Invader host will often be led by multiple storied champions, each competing with the others for dominance.

Pretender hosts are led by those champions who, in their narcissistic throes, believe that they are destined to replace Slaanesh as the new god of excess. These figureheads are most commonly Keepers of Secrets, but some mortals embrace the delusion also, and all are surrounded by elite sycophants and swathed in a mantle of profane power. The third breed of hosts are the Godseekers. While these Hedonites claim to be devoted to searching every nook and cranny of reality for Slaanesh, their true passions lie in charging across the realms at blistering speeds, visiting sudden death on unsuspecting victims. Godseeker armies are largely filled with mounted warriors and chariots; not only does this grant them the speed to pursue any potential lead to Slaanesh's whereabouts, it also ensures their prey has no chance of outrunning them.



THE MONSTERS WITHIN

The rapture with which the worshippers of Slaanesh embraced the Era of the Beast might have come as a surprise to some of their adversaries. The devotees of the Dark Prince were known for a twisted sense of artistry, and the brute savagery which Ghur's swelling animus imprinted into mortal minds was not conducive to creating the grotesquely complex 'masterpieces' favoured by many of their champions. Moreover, few Chaos forces benefited more from the uptick of primordial energies than those dedicated to Slaanesh's old rival, Khorne – for there were more bestial blood and skulls than ever before to reap and plenty of newly animalistic souls who were eager to accept a god of pure, unabashed ferocity.

But Slaanesh is skilled in extracting every iota of potential from a desperate situation – the weakening of his bonds in Uhl-Gysh had proved that much. While less imaginative champions and Keepers of Secrets bemoaned the crass, coarse atavism that had overtaken the realms, the Dark Prince knew that this sudden release of Ghur's frenzy would only work to strengthen his cause. After all, what is the worship of excess if not the feeding of the beast within, indulging one's most primal instincts beyond the bounds of decency and reason?

Already mortals were succumbing to their urges to howl at the moon, tear at meat with their hands and – in extreme cases – hunt their own kin, as the laws of predator and prey drove out all other thoughts. As these cracks in the soul were opened, Slaanesh's influence wormed its way into hearts and minds. Instances of cannibalism and debauched, primal rites became increasingly commonplace amongst the cities of Sigmar, as those who before might have clung to their self-discipline were tipped over the edge into mania.

This was only to prove even more pronounced in the wilderness of the Mortal Realms, where the Dawnbringer Crusades established new outposts of civilisation atop nodes of geomantic power. To the worshippers of Slaanesh, these settlements were vital for one reason above all others – they were isolated and far from the prying eyes of city authorities. While the Church Unberogen no doubt had a strong influence on the crusades, rarely could more than a few lay priests or battle-chanters be spared to guard the spiritual health of the settlers. Out on the frontiers, where the constant threat of danger wore at the nerves and the heavy grip of the priesthood was slackened, cults of pleasure and decadence thrived. Many of these were not initially

dedicated to the worship of Slaanesh. It was only natural that the settlers would seek to enjoy the wines they had brought with them, sometimes in excess of moderation, or to sample narcotics or other forbidden delicacies that were too risky to enjoy within the cities.

Yet the daemons of the Dark Prince exploited many of these secret societies anyway. They whispered to their sworn members in the night, driving them to commit ever more deplorable acts. These fell deeds in turn acted as a beacon to the true children of Slaanesh. Hedonite hosts were drawn towards the settlements as if they were a lightning rod, and if the cults were not contained early enough, they would often have the benefit of sympathetic forces behind enemy lines to boot. The fate of those settlers not sworn to the cults when the Hedonites cast down their defences does not bear thinking about.

There was another quality of the Era of the Beast that caught the attention of Slaanesh's worshippers: the emboldening of the aelves. In the months leading up to this new period of conflict, the High Oracle of Khaine, Morathi – a sorceress who had once languished within Slaanesh's metaphysical gullet – succeeded in ascending to godhood, though in doing so, she unintentionally broke one of the Prince of Pleasure's paradoxical chains. The Daughters of Khaine took this as an opportunity to position themselves as a true power in the realms, even annexing territory previously claimed by Sigmarite forces, most notably the Aqshian port-city of Anvilgard. Nor was it the only aelven civilisation to advance its interests. The Lumineth of Hysh became more involved in the wider realms, going so far as to defeat the Great Necromancer and end the era of the Soul Wars. The Hedonites had warred with the Lumineth ever since the time of the

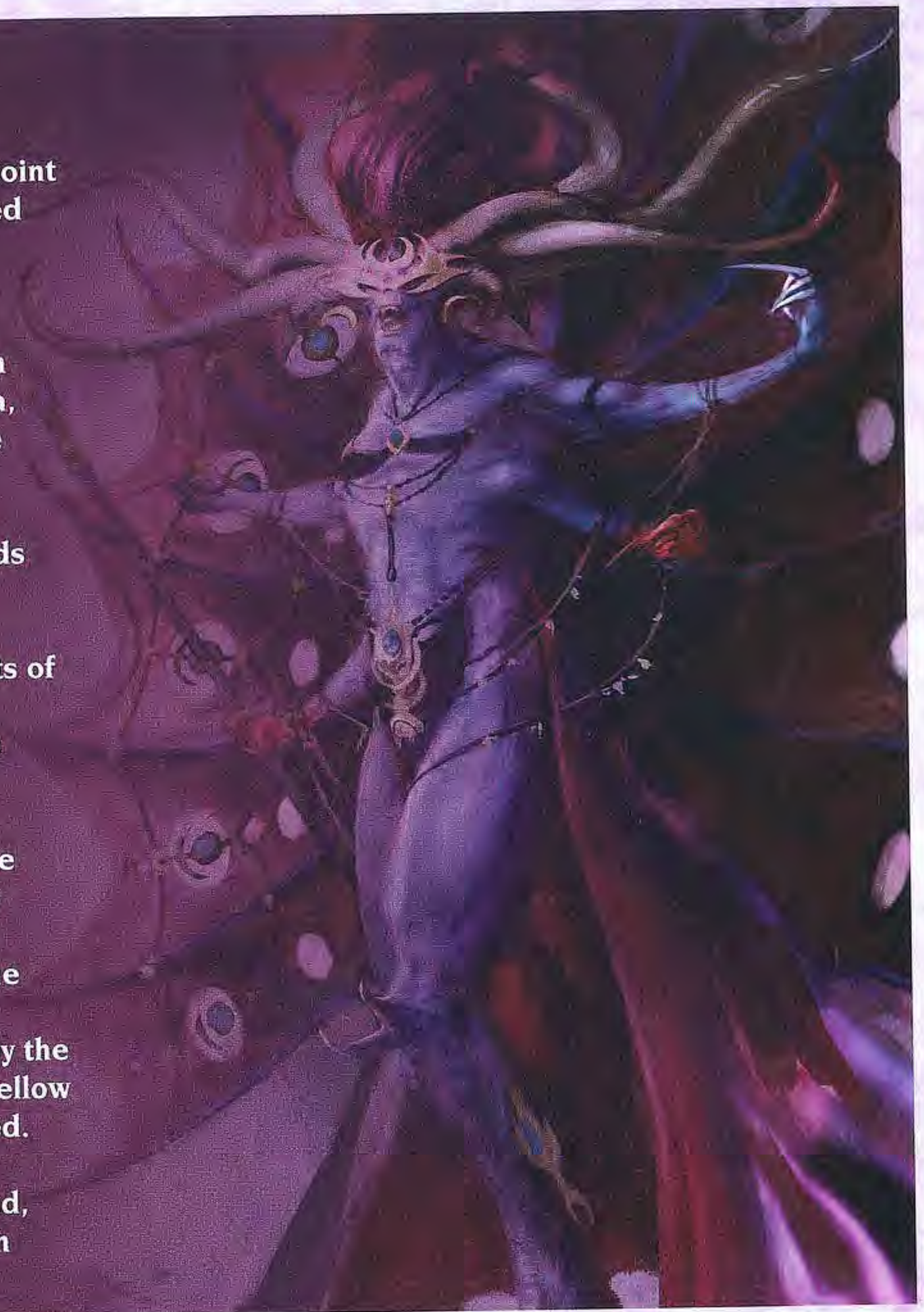




THE VOICE AND THE TALON

Unlike other deities, the Chaos Gods cannot physically manifest in the Mortal Realms. Their nature is simply too antithetical to reality, to the point that even their daemons can only exist for a limited period of time there. However, when Morathi shattered the Chain of Stolen Apotheosis, she allowed Slaanesh to cast a portion of his truest essence out into the realms. This 'newborn' was in fact not one being but two: Synessa and Dexcessa, the Voice and the Talon, favoured offspring of the Dark Prince. As their titles imply, each daemon embodies different aspects of Slaanesh's nature. Synessa is a masterful orator and mage who wields the energies of decadence with a godly ease. Dexcessa, by contrast, thrills in the madness of melee, tearing apart any who draw too close in fits of orgiastic violence. Together they are the truest representation of Slaanesh in the realms, entities entirely in tune with the will of their master.

The Voice and the Talon played a pivotal role in the recent siege of Excelsis. Hidden cultists worked to feed them a bounty of aelven souls, drawing them through mirror-portals to bask in the collapse of the City of Secrets. Despite the havoc they wrought, Synessa and Dexcessa were eventually banished by the actions of the Order of Azyr, for the support from fellow Hedonites they expected to arrive never manifested. But both daemons recognise that their plan to undermine Sigmar's cities was fundamentally sound, and they now look to visit a similarly dire fate upon other bastions of civilisation.



Spirefall, and vast swathes of Hysh remained under their depraved control. The increasing proactiveness of the aelves could not be ignored.

Across the realms, the forces of Slaanesh began to attack aelven enclaves with increasing fervour. This was not only done to check these upstart powers. Many champions of the Dark Prince surmised that the aelves had some involvement in the disappearance of their master; perhaps by slaughtering their armies and subjecting the souls of their leaders to excruciating torment, some clue as to Slaanesh's location or a means of freeing him could be discovered. Admittedly, this was largely an excuse for many Hedonites to indulge their passions for torture and vitiation, and they were eager to give mere humans, fellow Chaos worshippers and even barbarous greenskins the same treatment. The aelven homelands of Hysh and Ulgu had harboured numerous Slaaneshi warbands ever since the Age of Chaos. Many of these armies began to mobilise against the aelves and especially those Dawnbringer Crusades that were supposedly under their protection. In this way, they fed human and duardin mistrust of the aelven peoples following the Anvilgard incident; this strategy had already been proven to work in the city of Excelsis, and now it was being employed in other outposts of civilisation to weaken the bonds of Order.

It was in Ghur that the energies of the Era of the Beast were concentrated, and so it was to that realm that the most enterprising Hedonite champions led their hosts. Two, in particular, had already made names for themselves: Sigvald the Magnificent and Glutos Orscollion. These two bitter rivals were amongst the greatest mortal servants of Slaanesh; the Voice and the Talon had commanded them to march on Excelsis in time to sack the city, but clashing egos and the intervention of Seraphon from the jungles of Mektipsar had conspired to see them come to blows, their warpath broken off before ever nearing the city. Since that point, the sprawling hosts of both champions have begun to spread across the wilds of Thondia and beyond, each pursuing its own warped aims. It was not known if Sigvald and Glutos even remained in Ghur, but it hardly mattered – their frenzied hordes had been unleashed, and they could not be called back.

The heartlands of Ghur are now seething with Slaaneshi hosts, sometimes clashing against one another or the beasts of the wilds, other times crashing into the defences of the Sigmarite strongpoints. At present, they are leaderless, divided by petty distractions and towering egos. But, if a sufficiently powerful champion – be it Sigvald, Glutos or even Synessa and Dexcessa – could unite them, then Thondia would be due for an agonising fate ...

A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself.

BATTLETOME: HEDONITES OF SLAANESH UPDATE

Welcome to the *Battletome: Hedonites of Slaanesh* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Hedonites of Slaanesh* in open, narrative and matched play. This will give you an excessive amount of new options to fuel your pursuit of pleasure and pain!

BATTLE TRAIT

This section contains the battle trait 'Revel in Pain', which applies to all **HEDONITES OF SLAANESH** models in a Hedonites of Slaanesh army.

● OPEN PLAY ●

This section includes twists and ruses that can only be used by a Hedonites of Slaanesh army.

● MATCHED PLAY ●

This section includes grand strategies and battle tactics that can only be used by a Hedonites of Slaanesh army.

● PATH TO GLORY ●

This section contains rules for using your Hedonites of Slaanesh collection in a Path to Glory campaign.

A CLASH OF EGOS

The last section is a campaign arc for two Hedonites of Slaanesh players to play through. In this campaign arc, two rivals have arrived in Ghur, and each seeks to make a name for themselves while casting aside any challengers. To do so, each player will be trying to achieve six 'Offerings of Sensation' in the battles that lead up to the decisive final. In addition, each player must choose to ally with either Sigvald or Glutos Orscollion, and in the climactic battle to decide the victor, each will receive a number of rewards to aid them, determined by the number of Offerings of Sensation they have achieved. The winner will be crowned the true champion of Slaanesh and will earn eternal bragging rights over their defeated rival.

BATTLE TRAITS

Add the following battle trait to the Battle Traits section in *Battletome: Hedonites of Slaanesh*.

REVEL IN PAIN

To the Hedonites of Slaanesh, pain and suffering – be it their own or that of others – is a potent source of power. The more torment that smothers a battlefield, the stronger these unholy hosts become.

During battle, a Hedonites of Slaanesh army gains the following abilities based on their current number of unspent depravity points (DP). These abilities are cumulative:

DP	Ability
6+	If a friendly HEDONITES OF SLAANESH unit receives the Rally command (core rules, 7.2), you can return 1 slain model to the unit for each 5+ instead of each 6.
12+	Add 2" to the Move characteristic of friendly HEDONITES OF SLAANESH units.
18+	Friendly HEDONITES OF SLAANESH units have a ward of 5+.

OPEN PLAY

If the players are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, players using a Hedonites of Slaanesh army can use the following twists and ruses as well as those found in the battlepack.

HEDONITES OF SLAANESH TWIST

If the roll on the Twist table is a 1, you can ignore the No Twist result and roll on the following table instead. If both players can roll on a Twist table in this way, so long as those Twist tables are different, each player can roll on their Twist table and both twists are used for the battle (each twist applies to each player, as normal).

HEDONITES OF SLAANESH TWIST TABLE	
D6	Twist
1-3	Winds of Excess: <i>Perfumed winds whisper across the battlefield, filling the hearts of all who inhale them with an insatiable battlelust.</i>
	Add 1" to the Move characteristic of all units.
4-6	Parade of Madness: <i>Pain begets pain, and as the energies of suffering fill the air, those who fight succumb to Slaanesh's divine mania.</i>
	Add 1 to wound rolls for attacks made with melee weapons by models that have 1 or more wounds allocated to them.

HEDONITES OF SLAANESH RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table).

Conduit of Violence: *Through rituals of shocking depravity conducted on the eve of battle, these warriors are transformed into vessels of the Dark Prince's will and will not rest until truest pain has been inflicted upon every last foe.*

Once per battle, after a friendly **HEDONITES OF SLAANESH** unit has fought for the first time in the combat phase, you can say that it will become a conduit of violence. If you do so, that unit can fight for a second time in that phase. The strike-last effect applies to that unit when they fight for that second time.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

GRAND VANITIES

Hedonites of Slaanesh army only.

Coveted Riches: *Is that a marvellous blade or fetching amulet you spy in your dullard enemy's clutches? The impudence! These treasures would serve far better in your hands.*

When the battle ends, you complete this grand strategy if there are no enemy units with artefacts of power on the battlefield and there are 1 or more friendly units with artefacts of power on the battlefield.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

METHODS OF TORTURE

Hedonites of Slaanesh army only.

Death by a Thousand Cuts: *Do not be shy – all Slaanesh's children are invited to join the carnival of agony.*

Pick 1 enemy unit. You complete this tactic if wounds caused by attacks made by 3 or more different friendly units are allocated to that unit in this turn.

An Enrapturing Blur: *What better way to prove your supremacy than to slay an enemy before they can even raise their blade?*

Pick 1 enemy **HERO** that has no wounds allocated to them. You complete this tactic if that unit is destroyed in the combat phase of this turn before it is picked to fight.

The Grand Feast: *Let the cries of pain drown out the din of battle in offering to the lord of dark delights.*

You complete this tactic if you receive 12 or more depravity points this turn.

CORE BATTALIONS

You can include any of the following core battalions in a Hedonites of Slaanesh army if the battlepack you are using says that you can use core battalions.

EPICUREAN REVELLERS






NOBLES OF EXCESS






HEDONITES OF SLAANESH UNIT ICONS

 Daemonettes unit

 Hellflayer unit

 Exalted Chariot unit

 Myrmidesh Painbringers unit

 Fiends unit

 Symbaresh Twinsouls unit

BATTALION ABILITY ICONS

-  **Unified:** One-drop Deployment (core rules, 26.2.1).
-  **Expert:** Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.
-  **Magnificent:** When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.
-  **Slayers:** Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.
-  **Strategists:** Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.
-  **Swift:** Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.

PATH TO GLORY

This section contains rules for using a Hedonites of Slaanesh army on a Path to Glory campaign. It includes additional rules, quests, veteran abilities and unique territories that can only be used by a Hedonites of Slaanesh army.

DAEMON UNITS

SLAANESH DAEMON units that do not have the **HERO** keyword are not recorded on your order of battle. Instead, when you pick your army for a battle, you can include up to 3 **SLAANESH DAEMON** units that do not have the **HERO** keyword for each **KEEPER OF SECRETS** you include in your army, and you can include 1 **SLAANESH DAEMON** unit that does not have the **HERO** keyword for each other **SLAANESH DAEMON HERO** or **SLAANESH MORTAL HERO** you include in your army.

INVADERS

If you choose for your Hedonites of Slaanesh army to be an Invaders Host of Slaanesh, in a Path to Glory battle against another Path to Glory army, you can ignore the rule that states that only 1 of your generals can have a command trait. Instead, use the normal Path to Glory rules, i.e. the number of command traits your **HEROES** can have is determined by the tier of battle.

VETERAN ABILITIES

Each time a **HEDONITES OF SLAANESH** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the Core Book.

HEDONITES OF SLAANESH VETERAN ABILITIES

Relentless Torturers: *These warriors excel in prolonging the soul-shredding agony of their adversaries.*

This unit can use this veteran ability once per battle at the end of the combat phase. Pick 1 enemy unit within 1" of this unit that was allocated any wounds caused by attacks made by this unit in that phase and roll a dice. On a 2+ that unit suffers D6 mortal wounds.

Sinful Euphoria:

So completely do these warriors surrender to the rush of battlefield ecstasy, they barely even notice the clumsy strikes of the foe.

This unit can use this veteran ability once per battle at the start of the combat phase. This unit has a ward of 5+ until the end of that phase.

Explosion of Mania: *The lust for battle pulses through these Hedonites like a divine drumbeat. By the time they reach the foe, their violent urges are ready to be unleashed – with terrifying results.*

This unit can use this veteran ability once per battle at the start of the combat phase if it made a charge move in the same turn. Add 1 to the Attacks characteristic of this unit's melee weapons until the end of that phase.



HEDONITES OF SLAANESH QUESTS

If your army is a Hedonites of Slaanesh army, you can pick the following quest for your Path to Glory roster.

QUEST ENTERTAIN NO RIVALS

Having proclaimed yourself the most superlative warrior in all the realms, you can hardly allow your rivals to live – and the more you slay, the more the Dark Prince will come to dote on you ...

Each time an enemy **HERO** is slain by wounds caused by an attack made by your warlord, add 1 quest point to the progress section of your quest log.

Once you have gained 6 or more quest points, you complete this quest. When you complete this quest, you can roll on the table below to see which Boon of Slaanesh your warlord earns. Boons of Slaanesh are used in a Path to Glory battle against another Path to Glory army. Make a note of this on your order of battle. If you have completed this quest multiple times, re-roll results your warlord has already earned.

D6	Boon of Slaanesh
1	Unnerving Swiftness: <i>To those who must face them, this warlord’s unnatural movements seem ripped from some lurid dream, until suddenly they advance far too swiftly to counter.</i> Add 1" to your warlord’s Move characteristic.
2	Majestic Horns: <i>One who sports this shapely crown of horns is assuredly marked as numbering amongst Slaanesh’s most beloved champions – and their followers know it.</i> Do not take battleshock tests for friendly units wholly within 12" of your warlord.
3	Wicked Claws: <i>Not only do these slender claws possess an unearthly grandeur, they can sever the life-thread of a foe with a single cruel snip.</i> At the end of the combat phase, you can pick 1 enemy unit within 1" of your warlord and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.
4	Soporific Musk: <i>This potent dream-mist slows the movements of the enemy, allowing your warlord to easily parry and deflect their laggardly attacks.</i> Subtract 1 from hit rolls for attacks made with melee weapons that target your warlord.
5	Daemonic Armour: <i>The daemonic essences bound into this armour not only make the wearer all the more glorious to behold but also strengthen the plate’s defences.</i> Your warlord has a ward of 5+.
6	Ensorcelled Weapon: <i>So fine and potent is this weapon that it surely must originate from the Dark Prince’s own glorious armoury.</i> Pick 1 of your warlord’s melee weapons and make a note of it on your order of battle. Improve the Rend characteristic of that weapon by 1.



HEDONITES OF SLAANESH TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the Core Book that corresponds to a roll of 21-42.

Some of these territories allow you to send a unit to them. A unit cannot be sent to more than 1 territory in each aftermath sequence, and any such units cannot be picked for the 'Borderlands' territory in the Core Book.

HEDONITES OF SLAANESH FACTION TERRITORIES (D66)

61-62 ORCHARD OF FLAYED FLESH

A jaunt through these glorious gardens, hung with the flensed skins of your foes and filled with all manner of heady aromas, is sure to revitalise even the most flagging of Hedonites.

This territory cannot be upgraded. In step 7 of the aftermath sequence, for each enemy unit destroyed in the battle, you can recuperate 1 unit on your order of battle without spending any glory points to do so.

63-64 HOUSE OF HIDDEN VICES

Slaanesh has always found eager converts in the upper echelons of society. Behind closed doors, the rich and powerful give honour to the Dark Prince, while warriors mass to join the Hedonite hosts.

Subtract 1 from the glory points cost when adding or reinforcing a **HEDONITES OF SLAANESH** unit (to a minimum of 1).

[Upgrade 15GP] **Cult of Perversion:** Subtract 3 from the glory points cost instead of 1 (to a minimum of 1).

65-66 ANCIENT AELVEN TEMPLE

Destroyed in ages past, this temple still contains slivers of aelven spirit-essence. Desecrate the ruins in the name of the Dark Prince and harvest the anguished soul-matter that lingers here.

When fighting a battle against another Path to Glory army, you start the battle with D3 depravity points.

[Upgrade 20GP] **Profane Statue of Slaanesh:** When fighting a battle against another Path to Glory army, you start the battle with 2D3 depravity points instead of D3.



HEDONITES OF SLAANESH HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll of a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points the **HERO** must have, and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO**'s warscroll on your order of battle with the new one chosen. You can only pick 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** had any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Bladebringer, Herald on Exalted Chariot	Viceleader, Herald of Slaanesh or BLADEBRINGER	30	6
Bladebringer, Herald on Hellflayer	Viceleader, Herald of Slaanesh	25	5
Bladebringer, Herald on Seeker Chariot	Viceleader, Herald of Slaanesh	25	4
Infernal Enrapture, Herald of Slaanesh	Viceleader, Herald of Slaanesh	20	4

