

FLASHPOINT CLASH

THE TOME CELESTIAL

Bound together by a mysterious communal delusion, the mordants of the Flesh-eater Courts believe themselves to be noble and chivalrous beings. In truth, they are troglodytic cannibals who crave the taste of rancid meat and will happily devour any mortals foolish enough to stray into their domain.



THE FLESH-EATER COURTS

Many terrible things dwell within the shattered skeletons of ancient kingdoms and civilisations that litter the Mortal Realms. Few inspire as much dread and revulsion as the Flesh-eaters. Wherever these wretched fiends gather, the air grows heavy with the reek of carrion and spoiled blood. Echoing from lightless crypts and caves come the scraping of claws and the wet, smacking sound of flesh being gobbled up by hungry mouths. Sensing living meat, the ghouls of the Flesh-eater Courts venture forth from their darksome lairs, eyes alight with a feral madness as they lope into battle.

Such a sight is enough to cause even the boldest folk to faint in terror. Hordes of hunched, wizened horrors with bones thrust through their flesh come scuttling forth en masse, some wielding shattered thigh bones as makeshift cudgels, others simply relying upon wild swipes of their filth-encrusted talons. Amidst this mass of stooped degenerates stride muscular fiends strong enough to wrench a human's head from their neck. The skies darken as hulking, bat-like monsters swoop down from on high, snatching up fleeing prey with their feet and carrying them off to meet a dreadful end. Then, a hideous clamour





cuts above the din of combat: the piercing shrieks of a gigantic, undead chiropteran, summoned by the promise of slaughter. The carnage that follows is hideous to behold as the cannibal horde eviscerates its prey, mordants cackling in delight as they hold aloft their enemies' dripping organs.

Despite their repulsive appearance and behaviour, the story of the Flesh-eaters is one of tragedy as much as horror. Their violence is not born of malice; the creatures are simply incapable of seeing themselves as the grotesque wretches they truly are. Helpless in the grip of an all-consuming madness, they believe themselves instead to be noble warriors in gleaming battle armour, charging forth to make war against the forces of darkness. Every single mordant is bound up in this same delusion, a curse born from the insanity of their progenitor, Ushoran the Carrion King.

'I am a stern king but a just one. My people trust me to defend their lands from intruders and villains and to guide them through the darkest times. Most of all, they trust me to keep their bellies full. As you can see from the spread of sweetmeats before you, I have never failed to do so. Now come, my honoured guest; you must join us as we partake in the feast of the Summerking. Share with me in this glistening bounty. I simply must insist.'

— Archregent Korlock

ORIGINS OF MADNESS

Legends say that during the Age of Myth there existed a vampiric knight, held by Nagash in the highest favour. Brave was he and fair of aspect, possessed of a charisma that inspired devotion in all who met him. Accompanied by a court of loyal nobles, this champion roamed the lands, ensuring that the will of the Great Necromancer was carried out. He was known by many names across many far-flung lands. Some knew him as Sumeros Summerking, while others called him the Blood Rose Prince or the Sombre Paladin. Only his most trusted courtiers called him by his true name: Ushoran.

Ushoran's origins are masked by centuries' worth of half-truths, rumours and hearsay. It is known that he was regarded as an ancient being even during the Age of Myth and that he once walked the lands of the World-that-Was. Some legends have even posited a dynastic link to the Mortarch Neferata, who was the first to become infected with the Soulbright curse. Yet, unlike the Queen of Nulahmia or the infamous Mannfred von Carstein, the Sombre Paladin did not rely upon coercion to control his lessers. Not openly, at least.

Indeed, Ushoran was widely respected by the common folk of Shyish. They littered the ground with graverose petals in advance of his arrival and erected beautiful







statues of him to adorn their crypts and churches. It is said that every drop of blood that Ushoran consumed was offered willingly and that he had such control over his vampiric affliction that he could fast for decades without reverting to a monstrous form. Yet for all his apparent benevolence, the anger of Ushoran was terrible when roused. According to the legends, he saved the full measure of his wrath for those who attempted to pervert the natural cycles of life and death or to rob the dying of their rightful place in the afterlife.

Perhaps it was Ushoran's noble image that caused him to fall out of favour with Nagash, for the Great Necromancer is a cruel god who uncaringly spends the souls of mortals by the million to swell his own power. The truth may never be known. It is believed by many that the Summerking's nobility was a false mask, a lie designed to obscure his plans to overthrow Nagash. Some insist instead that he somehow gleaned the true intentions of the God of Death: to shatter the cycle of mortality entirely and remake all in the form of a sterile, joyless 'necrotopia'. When he dared to challenge the Great Necromancer's plans, Ushoran was punished terribly, his angelic visage stripped away to reveal a hulking monster from the darkest of nightmares. Broken and tortured, Ushoran was driven into exile.

In lands where once he had been received as a benevolent angel of death, the Sombre Paladin was now met with revulsion, cast out and attacked by those who had previously worshipped him. No longer able to control his hunger in this monstrous new form, Ushoran required ever greater quantities of blood. He was forced to feast upon the mortals who had once revered him, but even this did not grant sufficient sustenance. Forced out into the bleakest hinterlands of Shyish, Ushoran resorted to eating human corpses and other carrion. His still-loyal courtiers joined him in this blasphemy, and soon they too became bestial in appearance and behaviour. These figures would become the legendary First Court, the originators of the 'abhorrant' bloodlines and figures still worshipped by the Flesh-eaters as saints and demigods. Filled with hateful bitterness at what they had become – yet swollen with newfound power after gorging themselves upon the dead – Ushoran and his courtiers began raiding the ordered territories of Nagash's empire, determined to hurt the Great Necromancer any way they could.

Troubled by Ushoran's growing might, Nagash soon dispatched his Mortarchs to bring the errant vampire to heel. This they managed only after a war so brutal and costly that it has been forbidden to speak of it in Nagashizzar ever since, under pain of eternal torment. Eventually, the Great Necromancer's armies triumphed. Nagash sealed his former champion inside the Shroudage, one of the most feared of his many dungeons. The spirits of the realms' most infamous madmen, liars and deceivers were bound within the walls of this crumbling edifice, and during the period of Ushoran's imprisonment, they babbled an endless stream of lies, half-truths and terrible secrets that further frayed his sanity, turning him into a raving lunatic, as broken in mind as he was fiendish in appearance. He was consumed by a

grand self-delusion, imagining himself the noble king he once was in the eyes of his subjects. Not until the dawn of the Age of Chaos, when the ancient rivalry between Nagash and Sigmar once more flared into open violence, would Ushoran escape his cell. Sigmar's advancing armies unwittingly breached the Shroudage, and in the confusion, the being who would become known as the Carrion King smashed his way loose and loped away into the darkness.

INSANE DYNASTIES

With Nagash distracted by the violent destruction of his territories in Shyish, the newly freed Ushoran began to rebuild his court. He sought those of his inner circle who remained, rescuing many from Nagash's oubliettes, in which they had suffered the most horrendous tortures. Already on the brink of insanity, they were soon swallowed by the Carrion King's own delusion, which now manifested as an infectious aura, embracing the lie that they were persecuted nobles rather than malformed monsters. While many continued to follow Ushoran as he travelled the lands, others took their leave and established dynasties of their own. These abhorrant rulers – each of whom exuded a lesser form of the Carrion King's madness – found that many followers flocked to their tattered banners, including vast numbers of mortals who had been forced to turn to cannibalism during the terrible hardships of the Age of Chaos. Insanity offered such wretches the chance to escape from their sins, and it was eagerly embraced. The abhorrants' curse soon saw these unfortunates devolve into hunched, simian ghouls, and they gathered into scrabbling hordes around Ushoran and his lieutenants, feasting upon the ruined corpses left behind in their wake.

These nascent societies would become the first of the Grand Courts, the united kingdoms of the Flesh-eaters, whose influence would one day reach across the Mortal Realms. Ushoran's abhorrant offspring spread throughout Shyish, and despite the ever-present menace of Chaos and the stubborn defence of those grave-empires still loyal to Nagash, they thrived and multiplied. Sustenance was ever plentiful, for even when the worshippers of the Dark Gods ran out of Sigmarites to slaughter, they soon turned on one another, littering the land with torn bodies.

These lineages endure to this day, lurking within their lightless dwellings and conducting demented rituals in a twisted mockery of chivalric tradition. With terrible regularity, they emerge to raid in vast hunting parties, waving their skin-stitched pennants and blasting horns made from rotten bone as they run their prey to ground. Humans, duardin, orruks, aelves – the Flesh-eaters will gladly eat them all, convinced as they gobble up strips of bloody meat that they are sampling a fine meal of plundered vittles in the aftermath of battle. In many regions of the realms, multiple courts assemble under the command of an Abhorrant Archregent, a vampire elder in whose blood the curse of Ushoran thrums with particular potency. When such beings summon their Ghoulish King bannermen to war, entire regions are soon transformed into stinking abattoirs.

The Flesh-eater delusion is no predictable thing, and its psychological effects differ greatly between abhorrant bloodlines. This is perhaps best exemplified by the beliefs and behaviours of the various Grand Courts. Those of the Morgaunt, for example, insist that they are the direct descendants of the First Court of Ushoran, while mordants of Gristlegore see themselves as enlightened pacifists – ironic, considering the feral delight with which they dismember their enemies. Perhaps strangest of all is the Blisterskin Grand Court, whose Flesh-eaters practise a strange form of sun worship.

As for the Carrion King himself, his fate remains a mystery. There is scattered evidence of the path of destruction that he carved across Shyish in the wake of his escape from the Shroudcape, but there his tale abruptly ends. Some of Nagash's lieutenants insist that Ushoran is dead and gone, but this seems unlikely given that the abhorrant curse continues to spread like wildfire. Others believe that he is out in the darkness somewhere, still raging against the tyranny of the Great Necromancer. Some even insist that the rift between the two has been mended and that the Carrion King once more serves Nagashizzar. Perhaps the truth lies somewhere between these extremes.

The unpredictability that defines the Carrion King is mirrored by his Flesh-eater Courts. After all, mordants are not true undead; they are mortals who have become monsters through varying degrees of vampiric taint and the act of necrophagy. They cannot reliably be controlled by the God of Death, who demands absolute obedience from his minions. The ghouls' abhorrant lords are true vampires, of course, but the strength of their delusion often twists the Great Necromancer's orders beyond recognition. Thus, Nagash rarely entrusts tasks of particular importance to the Flesh-eater armies, preferring to use them as fodder to horrify and overwhelm his foes.

THE CANNIBAL COURTS

A Flesh-eater Court is a self-contained kingdom of mordants and vampiric abominations ruled over by the dark charisma of an Abhorrant Ghoul King. Sitting atop a

throne of bone and sinew, these regal figures bind their scrabbling hordes in a grand delusion, ensuring complete servility. Usually they rule alone, but there are recorded instances of familial councils of Ghoul Kings sharing power. Often there are lesser abhorrants of the same bloodline waiting in the wings, ready to succeed their master in the event of his destruction. Known as 'sycophants', these beings are given leave to sit at the Ghoul King's side when the court gathers to feed, and they often accompany them in battle.

Loyally serving this grotesque royal family are an array of courtiers and lieutenants, most commonly powerful beasts such as Varghulfs and Crypt Hunters. These are the nobles of the Flesh-eater Courts, granted titles and positions of renown by the Ghoul King. These are most often inspired by the legendary companions of Ushoran's First Court, thus the proliferation of the titles Lord Marrowbroth, Marquis Gruelsop and Lord Liverbelch. When battle is joined, these retainers are granted the authority to interpret their Ghoul King's commands in any manner they see fit, and they often spearhead attacks ahead of their sovereign's main force, taking the choicest cuts of meat from vanquished foes.

The vast majority of the court is composed of ghouls, who form a scrabbling mass of bodies that can overwhelm most enemies with sheer weight of numbers. This rabble – little more than simple peasants in the eyes of their betters – is overseen by Crypt Ghastr Courtiers, whom the mordants envisage as hard-bitten veterans clad in fine armour. Determined to prove their worth, these cannibal fiends will commit the most depraved acts of slaughter as they tear across the lands, all the while deluding themselves that they are waging a just war against villains and monsters in the name of a chivalrous master.

Despite their horrific nature, the mordants of the Flesh-eater Courts occasionally display a glimmer of the nobility that Ushoran himself once possessed, even if this is merely a result of their towering insanity rather than any noble virtue. There have been occasions when a court has ridden (or, more accurately, scrabbled) to the rescue of beleaguered Sigmar worshippers, falling upon their enemies without feeding upon a scrap of human flesh. Famously, this occurred during the Siege of Lethis, when the charge of Ghoul King Maldoros and his Tenebrous Court shattered the city's undead attackers, much to the stunned disbelief of all who witnessed the event.

THE ERA OF THE BEAST

Amongst the abhorrant rulers of the Flesh-eater Courts, the coming of Kragnos and the subsequent eruption of animalistic violence across the realms was greeted with grave misgivings. In their minds, the regal lords of the mordants received ill tidings from grim-faced heralds: tales of rampaging monsters abroad in their domains, slaughtering and tormenting the helpless peasantry. Abhorrant Ghoul Kings and Archregents across Ghur and beyond ordered the raising of their flags and the gathering of royal companies with which to march forth and drive back the bestial onslaught.





In practical terms, this meant that the denizens of the realms were faced with the ghastly sight of loping hordes of mordants surging across the lands, holding aloft banners of tattered skin and howling like blood-drunk wolves. The great hunt of the Ghurish courts may have been targeted at the monstrous fiends that bestrode the realms in this time of terrible upheaval, but the Flesh-eaters were typically undiscerning about those upon whom they feasted. Screaming townsfolk appeared to them as malevolent beast-cultists, perhaps the very devils responsible for the unfolding disaster, and were summarily 'put to the sword' – in other words, torn limb from limb and then gobbled up. Chaos-worshipping raiders and greenskin cut-throats met a similar fate, and before long, the advancing masses of mordants were slathered in gore.

Amongst the sycophants who make up each court's royal family, these hunts have since taken on an air of aristocratic rivalry, with competing princes and barons seeking out the most fearsome monsters to slay in order to prove their might. Assembling parties of fleet-footed ghouls and malformed hunting beasts, these abhorrants head out into the wilds searching for a fitting trophy – most commonly fistfuls of rotting offal – to present to their master. Styling themselves after the legendary Baron Gizzard, Ushoran's favourite ranger, these roguish figures often drape themselves in the bloody skins and bones of those beasts they have killed.

Inevitably, these hunts culminate in a shocking display of butchery, extreme even by the standards of ghoukind. Abhorrant vampires never retreat from indulging their bestial nature, and in this time of savagery, it has proven all but impossible for some Ghoul Kings to resist their most ravenous desires. The curse of Ushoran thunders in their veins – empowered by the raging throes of Ghur – until they enter a frenzied state, entirely abandoning their fragile delusions of civility. It is said that such abhorrants are transformed from humanoid beings to swollen horrors that tirelessly seek out prey, howling at the skies and ripping to shreds anything they lay their eyes upon. Even the lesser rabble of the courts have developed strange physical traits, from fangs as long as sabres to jutting, hound-like jaws, budding tails and cranial protrusions.

Amongst the Flesh-eater Courts, such physical transformation is interpreted as a sign of holy favour – a gift from Ushoran the Bold, marking the recipient out as one of his favoured companions. Tattered, leathery flaps of skin are beheld as angelic wings, and incoherent bellowing is heard as the recitation of holy scripture. Those afflicted are imagined to be pilgrims embarking upon a vision quest that will result in them claiming their place at Ushoran's side rather than lunatics tearing off on a deranged search for corpse-meat. Within the dank, stinking throne rooms of the Flesh-eater Courts, jabbering whispers circulate that the return of the Carrion King is nigh and that a new age of glory will soon descend upon his faithful flock.

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: FLESH-EATER COURTS UPDATE

Welcome to the *Battletome: Flesh-eater Courts* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Flesh-eater Courts* in open, narrative and matched play.

WARSCROLL UPDATE

This section contains a new warscroll for the **CHARNEL THRONE**.

● OPEN PLAY ●

This section includes twists and ruses that can only be used by a Flesh-eater Courts army.

● MATCHED PLAY ●

This section includes grand strategies and battle tactics that can only be used by a Flesh-eater Courts army.

● PATH TO GLORY ●

This section contains rules for using your Flesh-eater Courts collection in a Path to Glory campaign.

PERIL OF THE RAGGED KING

The last section is a campaign arc for your Flesh-eater Courts to play through. It tells the story of the daring rescue of the noble Archregent Korlock from the clutches of the dastardly Cities of Sigmar.

HEROIC ACTIONS

Add the following battle trait to the Allegiance Abilities section in *Battletome: Flesh-eater Courts*.

MUSTER REINFORCEMENTS

When a lord calls out for support, their devoted servants are attracted from miles around.

At the start of your hero phase, you can carry out this heroic action with a friendly **FLESH-EATER COURTS HERO** instead of any other heroic action you can carry out with that **HERO**.

HEROIC ACTIONS

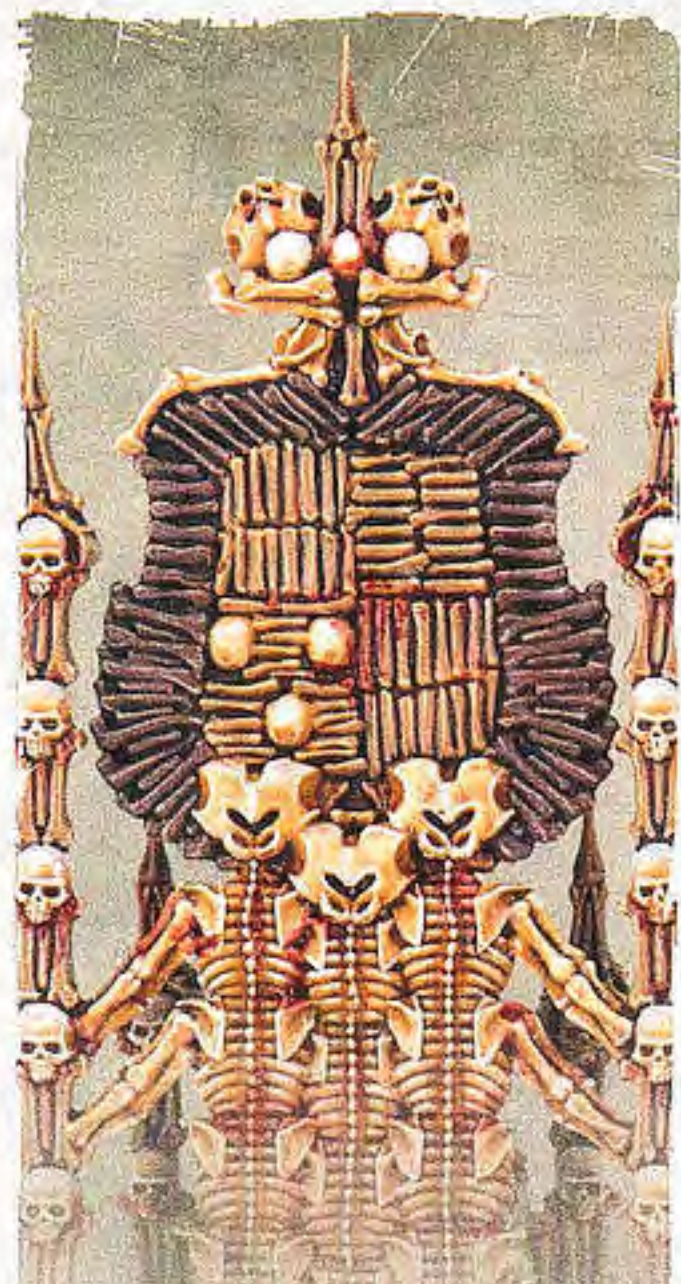


Muster Reinforcements: Pick 1 friendly **FLESH-EATER COURTS HERO** and roll 6 dice. For each 2+, you can return 1 slain model to a friendly **SERFS** unit within 10" of that **HERO**. For each 5+, you can return 1 slain model to a friendly **KNIGHTS** unit within 10" of that **HERO** instead. Slain models can be returned to more than 1 unit if you wish, but each successful dice roll can only be used to return 1 model to a single unit.





WARSCROLL UPDATE



Formed from the bones of those killed by an abhorrant's insane magic, a Charnel Throne exudes madness and necrotic energies. They are the seats of power for Archregents and Ghoul Kings, blazing beacons to mordants and structures of abject horror for the enemies of the Flesh-eaters.

FACTION TERRAIN WARSCROLL CHARNEL THRONE

FACTION TERRAIN: Only Flesh-eater Courts armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off, and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by 1 **FLESH-EATER COURTS HERO** with a Wounds characteristic of 8 or less.

Ghoulish Landmark: *To those unaffected by the delusion, the grotesque structure imbues a deep sense of hopelessness and despair.*

While an enemy unit is within 12" of any terrain features with this scenery rule, it cannot be affected by any abilities that allow units to ignore battleshock tests.

Ruler of All He Surveys: *When an abhorrant sits upon a Charnel Throne, their followers flock to their feet and their lieutenants heed their commands.*

While a friendly **FLESH-EATER COURTS HERO** is garrisoning a terrain feature with this scenery rule, friendly **FLESH-EATER COURTS HEROES** wholly within 12" of this terrain feature can issue the Summon Men-at-arms, Summon Courtier, Summon Royal Guard and Summon Imperial Guard commands without a command point being spent.

OPEN PLAY

If the players are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, players using a Flesh-eater Courts army can use the following rules as well as those found in the battlepack.

FLESH-EATER COURTS 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).

FLESH-EATER COURTS TWIST TABLE

D6	Twist
	Slim Pickings: <i>It has been days since the court has had a proper meal, and they are ravenously hungry. While the scent of fresh meat drives them forward, they are weak from starvation.</i>
1-3	After deployment, but before the first turn, each player can pick 1 FLESH-EATER COURTS unit on the battlefield to be starving . While a unit is starving, add 2" to its Move characteristic and subtract 1 from wound rolls for attacks made by that unit. If any enemy models are slain by wounds caused by attacks made by a starving unit, that unit is no longer starving.
	Interrupted Court: <i>The opposing army has accidentally stumbled right into the gathering of a mordant court, setting off a chaotic chain of events.</i>
4-6	During deployment, each player must set up 1 friendly unit outside their territory, wholly within 6" of the edge of the battlefield and more than 9" from all enemy units.

FLESH-EATER COURTS 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).

Infectious Delusion: *When overwhelmed by mordants, it is all too easy to get pulled into their twisted reality, and it becomes hard to distinguish friend from foe.*

Once per battle, at the end of the battleshock phase, you can pick 1 enemy unit that failed a battleshock test. That unit suffers D6 mortal wounds.





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 the grand strategy below and record it on your army roster.

ROYAL DELUSIONS

Flesh-eater Courts army only.

Growing Kingdom: *The clamour of battle and scent of blood often attract new mordants. By the time the dust settles, an army of Flesh-eaters can emerge stronger than when it first took to the field.*

When the battle ends, you complete this grand strategy if there are at least 3 friendly **FLESH-EATER COURTS** units on the battlefield that were not in your starting army.

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.

DUTIES TO THE COURT

Flesh-eater Courts army only.

Screamed to Death: *Being overwhelmed by the ear-shattering cacophony of screams emitted by Crypt Flayers and Terrorgheists is a truly horrible way to die.*

Pick 1 enemy unit on the battlefield. You complete this battle tactic if that unit is destroyed this turn by attacks made with missile weapons by friendly Crypt Flayers units, Royal Terrorgheists or Abhorrant Ghoul Kings on Royal Terrorgheists.

The Royal Hunt: *The imagined call of the hunting horn heralds the beginning of a grand hunt, though each courtier knows well to leave the prize kill to their lord.*

When you reveal this battle tactic, pick 1 enemy **MONSTER** on the battlefield that has less than 5 wounds allocated to it. You complete this battle tactic if that **MONSTER** is slain during this turn. If that enemy **MONSTER** was slain by an attack made by a friendly **ABHORRANT**, score 1 additional victory point.

United Court: *A courtier leads a daring expedition to contest a key objective and earn favour with their king.*

When you reveal this battle tactic, pick 1 objective on the battlefield that your opponent controls. You complete this battle tactic if you control that objective at the end of your turn and it is contested by at least 1 friendly **SERFS** model, 1 friendly **KNIGHTS** model and 1 friendly **COURTIER** model.



PATH TO GLORY

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

GROWING DELUSION

Each battle brings another opportunity for the madness to spread and for new loyal subjects to join the court.

During step 7 of the aftermath sequence, each time you add a new unit to your order of battle, reduce the glory points cost of adding a new unit by 1 if you summoned a unit of that type during the battle and the summoned unit was still on the battlefield at the end of the battle.

VETERAN ABILITIES

Each time a **FLESH-EATER COURTS** unit on your Path to Glory roster gains a veteran ability, you can pick from the following veteran abilities in addition to those in the Core Book.

FLESH-EATER COURTS VETERAN ABILITIES

Hungry for Flesh: *These demented warriors are driven into a ravenous frenzy when they smell blood.*

This unit can use this veteran ability once per battle when it is picked to fight in the combat phase. Until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by this unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound roll and save roll for each hit.

Call to Arms: *When the situation is dire, the veterans' champion calls on the king's loyal servants to bolster their numbers.*

This unit can use this veteran ability once per battle in your hero phase. Roll 3 dice. If this unit is a **SERFS** unit, for each 2+, you can return 1 slain model to this unit. If this unit is a **KNIGHTS** unit, for each 5+, you can return 1 slain model to this unit.

King's Own: *At their lord's command, these loyal followers hurl themselves at the foe.*

This unit can use this veteran ability once per battle at the start of the combat phase if it is within 6" of your warlord. If it does so, add 1 to the Attacks characteristic of melee weapons used by this unit in that combat phase.

FLESH-EATER COURTS QUESTS

If your army is a Flesh-eater Courts army, you can pick the following quest for your Path to Glory roster.

QUEST

THE GRAND TOURNAMENT

The lord has challenged their courtiers to a contest of arms. Whoever performs the most valiant feats shall earn additional favour and rise in renown.

In each Path to Glory battle, add 1 quest point to the progress section of your quest log each time an enemy unit is destroyed by an attack made by a friendly **COURTIER** unit.

Once you have gained 3 or more quest points, at the end of a Path to Glory battle, you complete this quest. When you complete this quest, choose 1 **COURTIER** on your order of battle to be the favoured of the court. That **COURTIER** gains 10 renown points.



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.

FLESH-EATER COURTS FACTION TERRITORIES (D66)

61-62 PIT OF BONES

After picking them clean of meat, the mordants search for the ideal bones to adorn their bodies in order to impress the court with the latest grotesque fashion.

In step 3 of the aftermath sequence, you can pick 1 unit on your order of battle that took part in that battle and roll a dice. On a 4+, that unit gains 1 renown point.

[Upgrade 5GP] Gallery of Bones: You can pick 2 units instead of 1.

63-64 CHARNEL DEN

The grim remains of the casualties of war are massed in a horrific den. Every day, the banquet begins at sundown.

You can never have more than 1 territory of this type.

You can pick 1 unit on your order of battle to benefit from this territory in step 7 of the aftermath sequence. If that unit took part in that battle, reduce its casualty score by D3. If it did not take part in that battle, reduce its casualty score by D6.

[Upgrade 10GP] Plentiful Feast: You can pick 2 units instead of 1.

65-66 DRAGON GRAVEYARD

The ancient remains of forgotten descendants of Dracothion form an eerie landscape made up of jutting shards of bone and ribcages the size of houses.

This territory has no effect until it is upgraded.

[Upgrade 15GP] Awakened: Increase your **MONSTERS** limit by 4. In addition, pick 1 mount trait from the Terrorgheist Traits table or Zombie Dragon Traits table (*Battletome: Flesh-eater Courts*, pg 59) and add it to your vault.

