

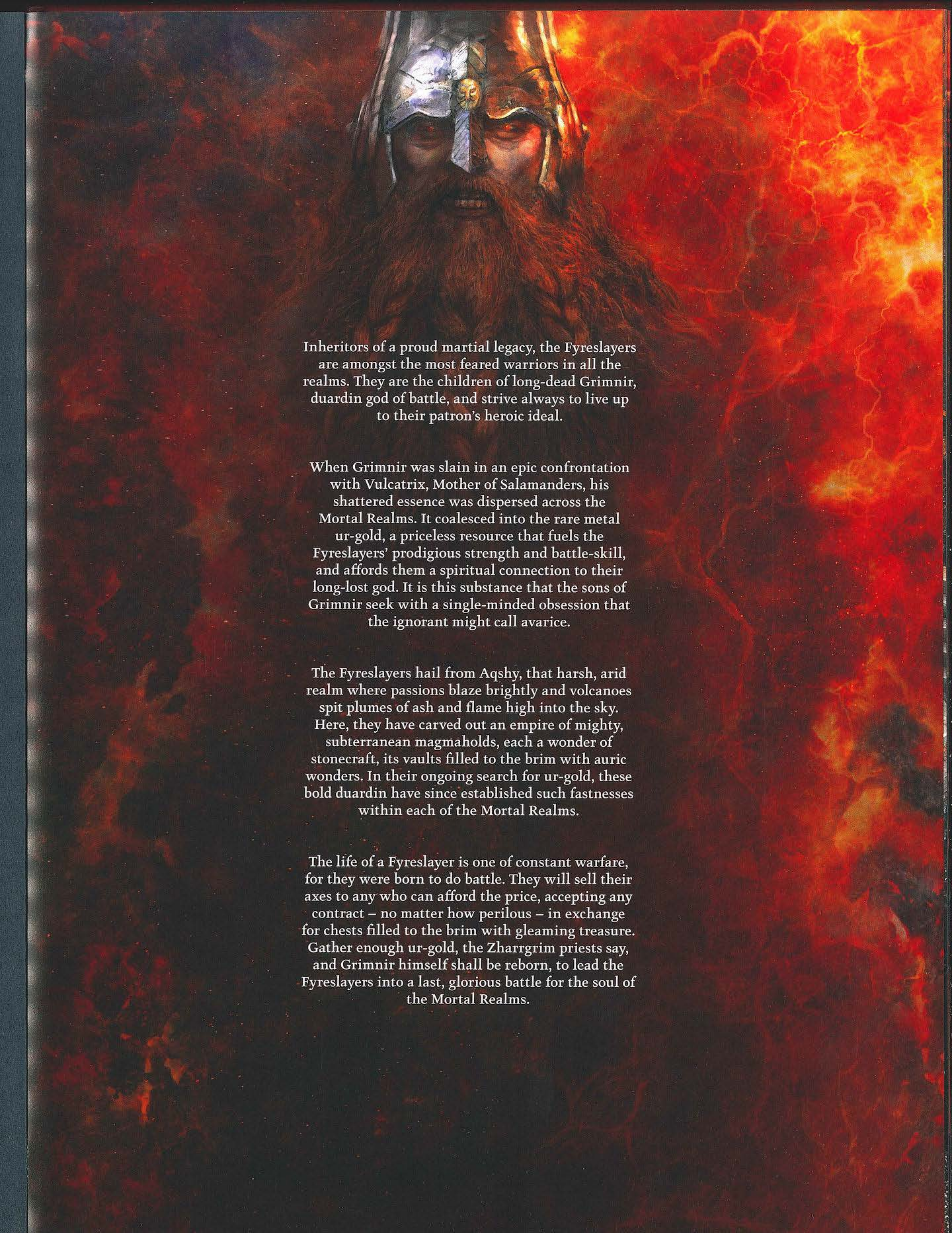
WARHAMMER

AGE OF SIGMAR



ORDER BATTLETOME

FYRESLAYERS



Inheritors of a proud martial legacy, the Fyreslayers are amongst the most feared warriors in all the realms. They are the children of long-dead Grinnir, duardin god of battle, and strive always to live up to their patron's heroic ideal.

When Grinnir was slain in an epic confrontation with Vulcatix, Mother of Salamanders, his shattered essence was dispersed across the Mortal Realms. It coalesced into the rare metal ur-gold, a priceless resource that fuels the Fyreslayers' prodigious strength and battle-skill, and affords them a spiritual connection to their long-lost god. It is this substance that the sons of Grinnir seek with a single-minded obsession that the ignorant might call avarice.

The Fyreslayers hail from Aqshy, that harsh, arid realm where passions blaze brightly and volcanoes spit plumes of ash and flame high into the sky. Here, they have carved out an empire of mighty, subterranean magmaholds, each a wonder of stonework, its vaults filled to the brim with auric wonders. In their ongoing search for ur-gold, these bold duardin have since established such fastnesses within each of the Mortal Realms.

The life of a Fyreslayer is one of constant warfare, for they were born to do battle. They will sell their axes to any who can afford the price, accepting any contract – no matter how perilous – in exchange for chests filled to the brim with gleaming treasure. Gather enough ur-gold, the Zharrgrim priests say, and Grinnir himself shall be reborn, to lead the Fyreslayers into a last, glorious battle for the soul of the Mortal Realms.

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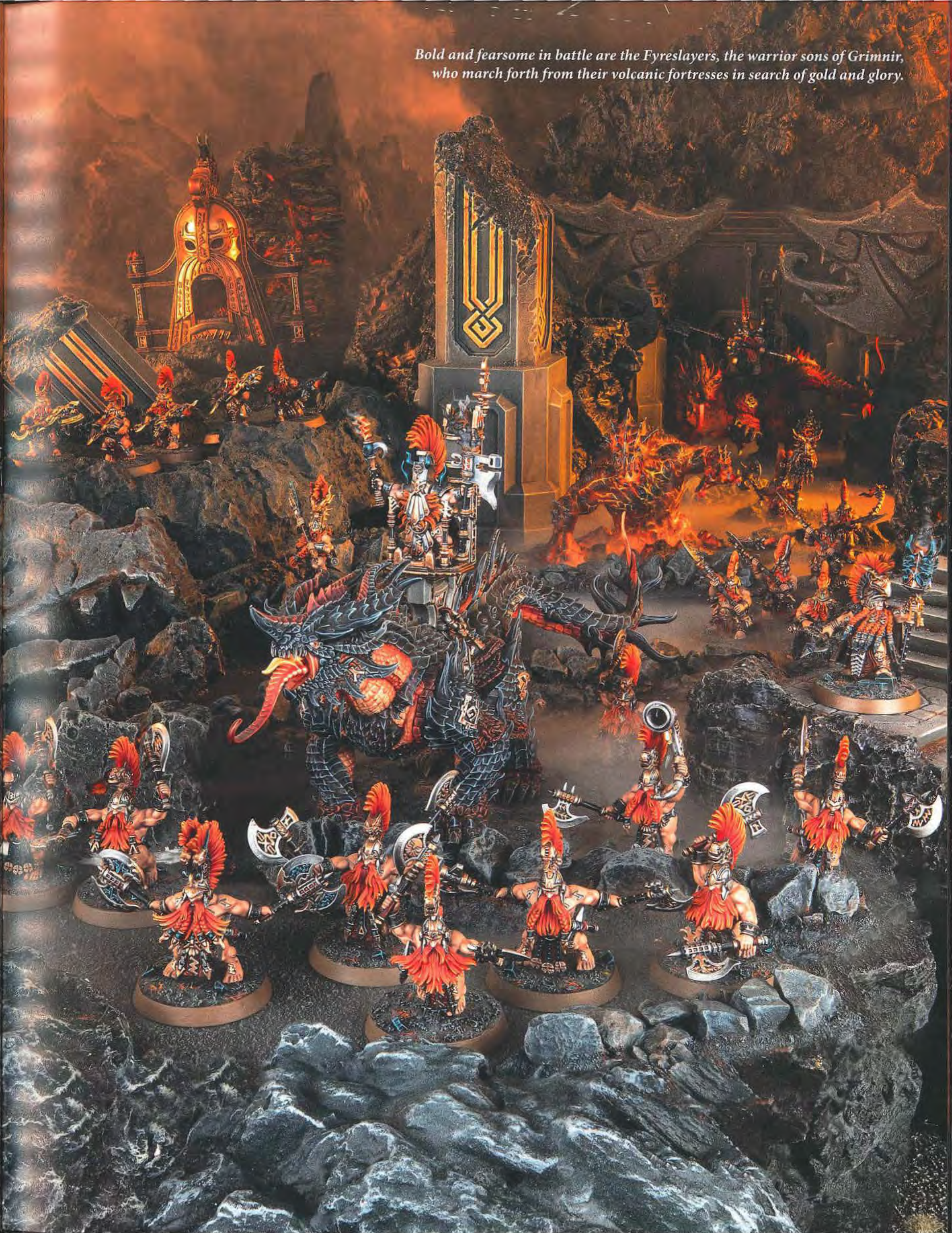
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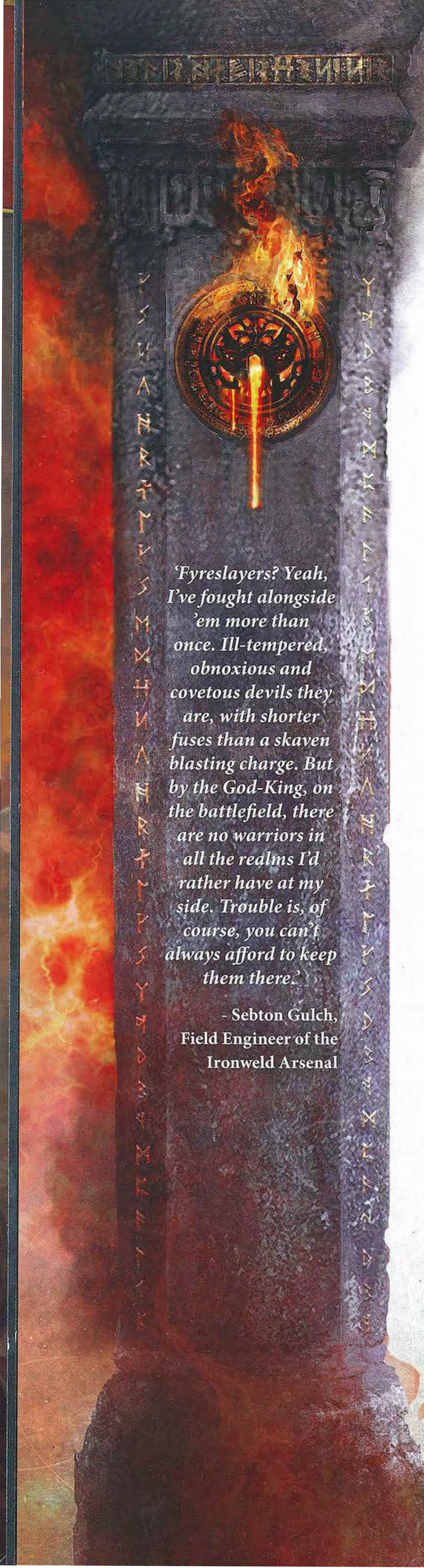
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Bold and fearsome in battle are the Fyreslayers, the warrior sons of Grimnir, who march forth from their volcanic fortresses in search of gold and glory.





BLOOD, GOLD AND FIRE

Marching forth from their volcanic holds they come, the fiery sons of Grimnir, with songs on their lips and ur-gold runes blazing bright within their flesh. Woe betide those who earn the wrath of these doughty mercenaries, for there are no finer warriors in all the realms.

Fyreslayers are a society of mountain-dwelling duardin who worship the fallen god Grimnir. They are warlike, easily slighted and possessed of a fiery temperament that can swiftly erupt into a violent battle-rage. Combined with their impressive strength and hardiness – gifts shared by all duardin – this makes them natural fighters who are perfectly at home amidst the carnage of frontline combat.

Throughout the realms, the Fyreslayers are respected and feared for their martial prowess; tales of their might circulate wildly in every tavern and barracks from Hammerhal Aqsha to Greywater Fastness. The fire-duardin are eager mercenaries who will fight almost any foe for the right price, and their services are always in high demand. They have battled alongside the armies of Sigmar's free cities in the Dawnbringer Crusades, joined forces with undead generals to carve out new barrow-empires, and have even held their noses and allied with the haughty aelves of Hysh in exchange for weighty sums of gold.

To the uneducated, this might seem like little more than shameless profiteering by an empire of sellswords, and indeed their ruthless pragmatism has earned the Fyreslayers few friends amongst the civilised peoples of the realms. Yet their true nature is often misunderstood. To the sons of Grimnir, war is not merely a way to earn riches; it is the very foundation of their society.

A DIFFERENT KIND OF DUARDIN

The Fyreslayers exhibit many of the traits for which duardin are famed, including stubbornness, deference to their elders, and believing matters of oaths and honour to be of the utmost import. Yet there is much that is unique about the Fyreslayers. Like all duardin, they are expert miners and blacksmiths, and they also fashion their homes beneath mountains, yet they do not treat the pursuits of craftsmanship with quite the same reverence as their cousins. Though they respect Grungni, the duardin god of smiths – especially now that he has made his grand return to the realms – they pay homage only to his brother Grimnir, their people's warrior god.

Unlike the duardin of the Dispossessed, who march to the field in plated suits of impervious gromril, Fyreslayers take pride in baring their ruddy, battle-scarred flesh. Wearing little more than a loincloth, helmet and girdle, they charge bare-chested into combat, trusting in Grimnir's spirit to protect them as they lay about with axes and war-picks. Those foolish enough to mock a Fyreslayer warrior's lack of armour are likely to be swiftly rendered unconscious by a well-placed headbutt.

Perhaps the strangest practice of the Fyreslayers is their custom of hammering red-hot shards of metal into their flesh. Most outsiders consider these fragments to be little more than bizarre decorations, but they are much

'Fyreslayers? Yeah, I've fought alongside 'em more than once. Ill-tempered, obnoxious and covetous devils they are, with shorter fuses than a skaven blasting charge. But by the God-King, on the battlefield, there are no warriors in all the realms I'd rather have at my side. Trouble is, of course, you can't always afford to keep them there.'

*- Sebton Gulch,
Field Engineer of the
Ironweld Arsenal*



more than that. Each rune is fashioned from the mystical substance known as ur-gold. When the Fyreslayers do battle, the latent energies within their runes are unleashed, enhancing their already prodigious strength and imbuing them with a berserk rage that sees their beards smoulder and glowing cinders flake from their skin. Thus empowered, the Fyreslayers will take on any foe, no matter their size or numbers, entering the fray with axes swinging and a bellowed war-song on their lips.

THE FAR-FLUNG LODGES

The Fyreslayers originated in Aqshy, the Realm of Fire, and it is there that the majority of their dynastic clans – known as lodges – can be found. The earliest Fyreslayer lodges were known as the first-forged, for they walked in the presence of Grimnir before he embarked on his quest to slay Vulcatrix. Those original lodges no longer exist, although some – such as the Vostarg and

the Greyfyrd – claim to be their direct descendants. Each lodge is formed around a single patriarch, a leader called a Runefather. He and his family rule the lodge, with authority passing down to his male heirs, known as Runesons. Each lodge also maintains their own forge-temple and Zharrgrim priesthood, solemn figures tasked with the handling and smelting of ur-gold as well as the process of crafting it into runes.

The lodges have since spread to every corner of the Mortal Realms in their search for ur-gold, and many of the most powerful have given rise to offshoots and splinter factions that have grown to great prominence in newly settled lands, finding no shortage of enemies to fight and mercenary contracts to fulfil. While some of these scattered lodges have stubbornly maintained the traditions of their ancestors, others have developed their own divergent practices and have been greatly influenced by the particular conditions of their home realm.

Though they often work hand in hand with the forces of Order, Fyreslayers do not usually develop strong bonds outside of their own dynasties. The life of a mercenary rarely lends itself to easy comradeship, and the pragmatic, often pitiless nature of these fiery warriors earns them few admirers. Their concerns are so fixed upon the fulfilment of their oaths and the acquisition of ur-gold that they have little patience for the plight of others. Indeed, most lodges have no qualms about abandoning an ally once the conditions of their contract have been met.

Many call the Fyreslayers brazen opportunists and unscrupulous warmongers, though rarely to their faces. There is some truth in this: Fyreslayers do seek out war at every opportunity, and many of their kind have accepted payment from unsavoury sources. However, the most important factor behind their actions is known only to the Fyreslayers themselves: gold and battle are intrinsically connected to their lost deity.



FOR LODGE, HEARTH AND HONOUR!



Axes swinging, runes aglow and eyes blazing madly with the thrill of battle, the Fyreslayers drive a wedge into the heart of their enemies. In the brutal hack and thrust of close-quarters combat, these stout warriors have no equal in all the realms. It is here, with every splintered shield and cracked skull, that they feel the closest connection to mighty Grimnir.





THE FALL OF GRIMNIR

Nothing has affected the Fyreslayers more than the death of their patron, Grimnir, the duardin god of war. The ramifications of that tragic loss continue to dictate their every action, informing their culture, their faith and their hopes for the future.

Legends abound of the warrior-god Grimnir and his exploits, many of which predate the formation of the Mortal Realms. It is said that during the cataclysmic last days of the World-that-Was, the red-haired duardin deity marched fearlessly into the polar wastes, seeking to close forever the corrupted gates that allowed the minions and warping power of the Dark Gods to spill into reality. Accounts of what followed vary from lodge to lodge, but all agree that Grimnir found himself lost in the Realm of Chaos itself. Only because of his indefatigable and fiery spirit did the warrior-god endure this nightmare. Some say that, in a fit of rage, he cleaved a hole in the very fabric of the realm and tore his way out. The Dispossessed insist that it was Grungni who rescued his brother, but this interpretation is given short shrift by the Fyreslayers. Whatever the truth of things, Grimnir survived the destruction of the World-that-Was and awoke at the dawn of the Age of Myth in a land as volatile and fiery as his temperament – Aqshy, the Realm of Fire.

Weak and weary from his travails, Grimnir was heartened indeed to discover that this strange land was populated by doughty duardin, and it was these familiar mortal souls who discovered the warrior-god and revived him from his ravaged state. In return, Grimnir protected and guided his people, teaching them his ways of war. So it was that the first Fyreslayers came to be.

During the Age of Myth, Grimnir was at last reunited with his brother-god Grungni. Yet their rejoicing was to be short-lived, for

some manner of evil befell them and the rest of the duardin gods. What caused the Thagduegi – the Great Betrayal – is unclear, but the pantheon was sundered, and Grungni and Grimnir were left shackled atop the Iron Mountains of Chamon, bound in chains from which even they could not escape. It was the man-god Sigmar who came across the pair and freed them, breaking their fetters with a single blow from his hammer Ghal Maraz. Though it chafed their proud souls to be rescued by a mere stripling, the duardin gods were honour-bound to ask Sigmar how they might repay him. And for the warrior-god Grimnir, there was only one way to settle a debt.

A rage had risen within Grimnir during his incarceration that threatened to overwhelm him. Seeking to release this fury upon a fitting foe, Grimnir demanded that Sigmar name a mighty enemy for him to slay in single combat. Sigmar, who greatly respected his ally as a fellow honourable warrior, faced an impossible choice. He knew that he could not name an unworthy target, for Grimnir was prideful and would surely take this as a slight. Thus it was that he invoked the name of a being he considered all but indestructible – the ancient terror known as Vulcatrrix, Mother of Salamanders.

Vulcatrrix was not hard for Grimnir to find. The immense being was sleeping off her last meal – a luckless city and its inhabitants – amidst a valley of smoke-belching peaks when she heard Grimnir's mighty footfalls approaching. The Ur-Salamander stirred to life, rising onto her blazing haunches and unleashing a roar that caused

the mountains around her to boil and burst in a violent cascade of lava. It is said that Grimnir smiled, then, and gave his thanks to Sigmar for this gift.

What followed was a duel to shake reality itself. Gleaming axe met flaming fang in a shower of hissing embers as god sought to best monster. This cataclysm marked the Realm of Fire indefinitely; great gouges hewn out of the earth by Grimnir's blows would become valleys and mountain ranges, while the torrents of fiery blood that seeped from Vulcatrrix gave birth to the great lava-rivers that now wind their way across the Aqshian continents. According to Fyreslayer legend, it was Grimnir who first struck a mortal blow, cleaving deep into his enemy. Yet the duardin god perhaps underestimated Vulcatrrix's spite, for in her death throes, she wound herself around him, her poisoned claws raking his flesh. So it was that the two foes died locked in a brutal embrace, and their mutual end released a shock wave of magical energy that shattered mountains and gave rise to the Plains of Aqshy.

Traumatized by their master's fall yet determined to endure, Grimnir's followers made their home in Aqshy, in the vast, volcanic mountain range known as the Salamander's Spine. This had formerly been the lair of Vulcatrrix herself, but now that the Mother of Salamanders had been slain and her poisonous vapours burnt away, it was prosperous land for the duardin, rich in minerals and metals and with natural defences in the form of jagged ridges and narrow passes.

Owing to an innate preference for volatile environments perhaps inherited from Grimnir himself, the progenitor Fyreslayers – the so-called first-forged lodges – chose to construct their underground strongholds and passageways beneath active volcanoes.

SCATTERED DIVINITY

The nova-like aftermath of Grimnir's death led to a further, unexpected outcome. The impossible heat generated by the ignited magic of Aqshy alloyed the shattered spirit of the duardin god to the Ur-Salamander's blood of liquid metal, which was then dispersed far across reality. Flaming ruin streaked across the skies, crashing to earth in a fiery blast before congealing into glowing shards of metal. These fragments of Grimnir and Vulcatrix had a strange effect upon

the lands. The divine remnants writhed and twisted, burying themselves underground, where they fused with veins of gold. The resultant substance looked to all appearances like ordinary gold, but it had been transmuted into something much greater. Only the Fyreslayers proved able to detect this new metal, which they called ur-gold, though they do not openly speak of this ability.

Since their discovery of ur-gold, the Fyreslayers have been a race possessed. To outsiders, they seem little more than common mercenaries, warring for bullion. Yet in truth, Fyreslayers seek treasure not for what it can buy them; the holds and weapons a lodge owns are all crafted by the toil of its own people. They hire out their services simply as a means to reclaim the scattered remains of their broken god, and even the smallest trace of ur-gold

is precious beyond measure. For a Fyreslayer, the gathering of ur-gold and the subsequent release of its powers in battle is nothing short of a religious act. It not only brings the Fyreslayers closer to their god but also frees Grimnir's entrapped spirit. If they could release the energies of enough of the shattered fragments, they would ensure Grimnir's rebirth for the final battle, the Doomgron.

The creation of ur-gold was not the only strange after-effect of the titanic battle between Vulcatrix and Grimnir. In some flamestruck regions, black spheres were formed, scorching-hot eggs that would one day hatch into Magmadroths, the offspring of the Mother of Salamanders herself. Raised and trained for battle, these creatures would go on to become a symbolic part of Fyreslayer society, a living link to the past and a key part of their military strategy.



LET THE RUNES IGNITE YOUR WRATH



RISE OF THE FYRESLAYERS



Though Grimnir fell in battle, he left behind a legacy of zealous resolve and ferocious belligerence that his inheritors have continued to uphold to this day. While they have their origins in Aqshy, the lodges have since spread to every corner of the Mortal Realms in their endless search for ur-gold.

Countless duardin empires were shattered during the dark times of the Age of Chaos, when wave after wave of daemons and Chaos-worshippers surged across the Mortal Realms, destroying all in their path. Even the bellicose Fyreslayers suffered terribly; at several points, they faced the prospect of complete annihilation. But the magmaholds held firm. Fortified by ingenious molten defences and long ago designed to be entirely self-sufficient, the subterranean fortresses proved a deathtrap to those Chaos armies that attempted to break their way in. Moreover, they were protected by the warrior-children of Grimnir, who had dedicated their entire lives to the mastery of warfare. Invasion after invasion was repelled, and though many fortresses did fall, others remained unbroken.

Those magmaholds that survived did so by closing their gates. Refugees of broken civilisations, including other duardin from the mountainous strongholds known as karaks, sought the safety of the magmaholds; however, as they battered upon their iron-bound gates, they were met only with silence. Grim-faced and stoic, the Fyreslayers admitted no one.

But even though the Fyreslayers denied entry to those seeking sanctuary, they still marched out to bring war to the forces of Chaos. Fyreslayer armies – known as fyrds – emerged from secret tunnels at will. Far from the magmaholds, new passages opened up, filling once more with lava in the wake of those who traversed them. These armies marched out into the Chaos-ridden lands and sold

their axes to the highest bidders. Desperate tribes or besieged cities paid exorbitant prices in gold to the Fyreslayers. The violence of the times meant that there was always a need for their services.

During this age of horror and strife, the Fyreslayers multiplied and prospered. Secure in their volcanic homes and growing ever wealthier, the burgeoning populations within the magmaholds led to many splinter groups striking out in hopes of establishing their own domains. Where possible, they gravitated towards volcanic regions, but at need, they tunnelled into living mountains in Ghur, established bases amongst the sky-islands of Chamon and hollowed out cairn peaks in Shyish. All continued to amass gold, largely through payment for their employment as mercenaries but occasionally by seizing it from foes – and sometimes even by mining it themselves.

OPPORTUNITY AND TRAGEDY

The Age of Sigmar dawned with great opportunities for the Fyreslayers. They discovered a potent source of mercenary contracts and treasure in the form of the God-King's faithful, who had returned to the realms following many years of exile. During the Realmgate Wars, the sons of Grimnir fought often alongside the Stormcast Eternals, driving the armies of Chaos from realmgate after realmgate. Much ur-gold was recovered during this time, and though the gruff and pragmatic duardin earned few true friends amongst

the forces of Order, their potency as aggressive shock infantry was undisputed.

For a time, then, the working relationship between the lodges and the free cities of the God-King strengthened. Fyreslayer warriors became a common sight on the streets of many Sigmarite metropolises, and several of the foremost lodges – most notably the Vostarg – even established forge-temples inside such places. These sites functioned as mustering points and diplomatic embassies from which the Fyreslayers could negotiate the details of their next contract.

Then came the Necroquake of Nagash, and in the blink of an eye, the prosperity and power of the Fyreslayers' empire was put at risk. This dreadful event increased the concentration and potency of death magic across the realms and gave rise to vast phantasmal hosts of Nighthaunt that preyed on the living. Magmaholds built to defend against living armies were terribly vulnerable when assailed by spectral foes that could bypass hundreds of metres of volcanic stone. But the waves of undead were not the only effect of the Necroquake. Just as those who were slain continued to fight, so too did many sorcerous conjurations linger long after they should have expired. This period became known as the Soul Wars, and it was a testing time for all duardin.

Mages across the realms found the power and longevity of their spells greatly increased. Buffeted by fell winds, many a magmahold in Shyish witnessed the eternal flame

of their forge-temple guttering like a candle in a hurricane. Several – including those of the Ulrung and Zhuffnok lodges – were snuffed out altogether. With nothing but cooling embers where flames should be, these magmaholds soon withered and died, their surviving populace forced to flee or to take the oath to become grimnyn and seek out their doom in honourable battle.

Many prominent lodges escaped a similar fate only because their Zharrgrim priests found their own powers bolstered by the surging arcane energies. Their ability to summon and wield raw elemental fire increased tenfold; magmic spirits were conjured to lay waste to the invading spirit armies, and flaming geysers burst forth from the earth, spitting torrents of magical flame. When the Gruftung lodge's great forge began to sputter and die, its Zharrgrim guardians managed to preserve its faint strength inside an heirloom war-axe. As the Gruftung retreated from their gheist-infested home, they took with them this sacred torch – their last, fragile hope – with which they might one day kindle a new forge-flame. To this day, the Gruftung are nomadic warriors in search of sanctuary, grim of aspect yet determined to restore their shattered prestige. Their story is sadly not unique in the annals of the Fyreslayers.

HOPE REKINDLED

As the Soul Wars ground to a close, the scattered lodges of the Fyreslayers were in a state of recovery, having suffered grievous losses. However, it was not the way of Grimnir's flock to cower and lick their wounds. More and more ur-gold was required to replace the reserves that had been drained during the harsh fighting, and so the fyrds sought out new oath-contracts from their neighbours with an urgent focus.

Work was not hard to find. There were many kingdoms and free cities willing to pay well for the Fyreslayers' services, for though the formerly relentless Nighthaunt assaults had begun to ebb somewhat, there was no peace to be found in the Mortal Realms. Gods and tyrants were on the move, seeking to seize advantage of the febrile conditions, and so followed a wave of cataclysmic events. The newly ascended goddess Morathi annexed Sigmar's city of Anvilgard. The realms of Hysh and Shyish alike played host to the ancient vendetta between Teclis and Nagash, with unfathomable losses on both sides. The Daemon Prince Be'lakor unleashed a horrific curse upon the very firmament, cutting off great swathes of land beneath a miasma of Chaos magic. Greenskins stirred across the realms, thousands of orruk and grot tribes rallying behind a deific figure known as Kragnos, the End of Empires.

Most shocking of all was the return of a figure from the ancient past – Grungni, the duardin master smith-god, made himself known after centuries of mysterious absence. For the Fyreslayers, this was a strange and dividing occurrence. Most of the great lodges embraced the re-emergence of Grungni, for he was Grimnir's kin, after all, and a mighty warrior worthy of respect. Indeed, as he sought to strengthen the bonds between the fractured duardin cultures, uniting them into a greater and stronger whole, Grungni spent much time at the court of the Vostarg. His genius for metalcraft and smithery even helped rekindle some of those lodges that had gone dark and cold during the Necroquake, their forge-flames restarted with a flicker of his divine essence.

Yet for some, such as the zealous and truculent Lofnir, the smith-god had proven himself a coward

and a traitor when he failed to take a stand during the Age of Chaos and left the Fyreslayers to fend for themselves. Shunning any notion of a reunion, they have refused all entreaties from Grungni and have chosen instead to forge their own path ahead.

Those lodges who heeded Grungni's counsel sought even closer bonds with the free cities of the God-King, though not out of altruistic sentiment. Dawnbringer Crusades sent forth by Sigmar's folk continued to advance into hostile lands in order to settle new outposts, and Fyreslayer fyrds were paid well to guard the great, rolling columns. With axe and magmapike, these flame-bearded warriors blazed a path through the wilderness, hewing apart any foe that dared try to drive them from their course. With savvy foresight, many lodges such as the opportunistic Greyfyrd signed on to safeguard only those convoys heading into lands believed to be rich in ur-gold, ensuring that along with the agreed payment for their service, they could lay claim to vast reserves of their precious god-stuff.

Self-centred the Fyreslayers' actions might have been, but they were to play a vital role in such legendary endeavours as the Third Aridian Venture, the storming of the Ferroan Isles and the taming of the Thunderscorn Peaks. Without their fiery presence to beat back the enemy, many Sigmarite strongpoints would have been overwhelmed within days – perhaps even hours – of their founding. Instead doughty, red-haired duardin warriors held the makeshift walls and watchtowers of these frontier fortresses, battling side by side with Freeguild soldiery and Stormcast Eternals to repulse tides of leering orruks and vengeful Chaos-worshippers.



MAGMAHOLDS

Befitting their volcanic nature, Fyreslayers dwell in fiery mountain fortresses known as magmaholds. These nigh-impregnable subterranean cities are both powered and defended by the heat of boiling lava, and it is from their imposing gates that the Fyreslayer armies march forth in search of war and ur-gold.

When Grimnir fell, the earliest Fyreslayer lodges settled in Aqshy, and this is where many of the grandest magmaholds were constructed. These duardin had a natural resistance to heat and flame, their tough skin allowing them to withstand exposure to the sweltering temperatures below the realm's crust. In addition, they had an inherent talent for stonework and engineering. Molten rivers of lava were diverted to excavate new chambers and tunnels or to form defensive barricades. Vaulted halls were carved out of dark, igneous stone to form convocation chambers, living quarters and feast-halls. In these dwellings the Fyreslayers existed in isolation and relative safety. There were plenty of subterranean beasts to hunt, underground springs provided more than enough water, and the volcanoes that blazed beneath each magmahold were a potent source of energy and warmth, fuelling fires that were used to forge weapons and ur-gold runes.

These bastions quickly filled with ur-gold as the sons of Grimnir sought the traces of their lost god. Fyreslayer fyrds were dispatched near and far, and although much of the gold that was recovered possessed no divine spirit at all, it still added to their great wealth. Even the poorest magmaholds could boast solid-gold ancestor-statues, rune-etched gilt masks and columns bearing countless gilded braziers that disappeared up out of sight, casting a brilliant gleam of light on everything beneath them.

In such a manner were constructed several legendary magmaholds; the Vosforge, carved into the Salamander's Spine itself; the

Harrworld, formerly the granite fortress of the Greygrend; and doomed Karadrum, seat of the ill-fated Grymdar. Not all of the strongholds thus founded looked alike. Some took the form of concentric ring-forts that wound deep into the earth, while others were constructed beneath churning lavafalls or even atop oceanic volcanoes, surrounded on all sides by raging, sulphurous seas.

Given the wealth of resources at their disposal and the near impregnability of their homes, it is no wonder that the populations of these Fyreslayer strongholds soon began to swell. The first-forged lodges gave rise to many offshoots and branches of the dynastic line, their leaders having chosen to break off and seek out their own lands and legacies rather than dwell in the shadow of their elders.

FYRESLAYER LODGES

The first-forged lodges have long since faded into history, but some – such as the Vostarg and the Greyfyrd – claim to be their direct descendants, having been founded by extant Runesons centuries ago. Below these major powers are hundreds of lesser lodges, lacking in renown and tradition but growing ever stronger.

Each Fyreslayer lodge consists of a group of families who all descend from common ancestry. They are formed around a single patriarch, a leader known as a Runefather. It is the Runefather who rules the lodge with a firm hand, deciding upon military strategy and issues of governance. Authority then passes down to his male heirs, the

Runesons. Advising the family on spiritual matters are members of the Zharrgrim priesthood, whose responsibility it is to maintain the forge-fires and to oversee the important tasks of accruing ur-gold and putting it to use.

A Runefather can have many Runesons, and from amongst their number, he picks his successor; this is an important duty indeed, for a lodge can crumble overnight or even succumb to civil war if a leader dies with no declared heir. On such tragic occasions, the survivors are forced to either find a new lodge to join or else take the oath to become grimnyn, walking the path of exile. If there is a successful transition of power, those Runesons not chosen for leadership will likely decide to set out with their most loyal followers to establish their own lodge.

For the most part, the lodges are patrilineal, following the ancient traditions of duardin culture. Females seem to be born in disproportionately low numbers, and the Fyreslayers do not welcome questions regarding their societal makeup from outsiders. However, as the lodges increasingly venture out in to the wider world, more and more female warriors, priestesses and brewmasters are being seen; some theorists contend that the conflux of magical energies releases in the wake of the Arcanum Optimar has led to an increased birth rate amongst the Fyreslayers. They claim – admittedly with rather scant proof thus far – that this has resulted in more prominent positions for womenfolk, who were formerly assigned to non-battlefield roles in the typically conservative

culture of the duardin. Several newly founded lodges are ruled over by wise Fyrequeens, no less battleworthy and imperious than their male kin.

BROTHERS OF SKY AND STONE

In ancient times, the progenitor clans of the Fyreslayers and the Kharadron lived side by side, honouring Grimnir and Grungni alike. Over time, the Fyreslayers would dedicate themselves more completely to Grimnir, while the innovative and mercantile folk of the karaks took Grungni as their patron and developed an empire filled with technological wonders. During the Age of Chaos, many of these karaks were lost, but instead of aiding their neighbours, the isolationist Fyreslayers locked their gates.

Forced to take to the skies, these cousins would never forget that act of abandonment nor the disappearance of their patron Grungni. As far as the merchant-lords of the Kharadron were concerned, the Fyreslayers were nothing more than trading partners – albeit ones who drove a hard bargain and rarely failed to honour a debt. For their part, the Fyreslayers saw the wealthy Kharadron as a potent source of ur-gold, and they offered their axes to the sky-duardin on many occasions during the Age of Sigmar. Despite this mutual arrangement, the warriors of Grimnir scorned the Kharadron for their money-grubbing nature and their wilful abandonment of the gods. Indeed, on more than one occasion, the two empires have crossed blades; in Ulgu, the Caengan lodge still fight a vicious war with the sky-fleets of Barak-Mhornar over control of the Untold Peaks, a region where trailing wisps of airborne aether-gold have mingled with Grimnir's disembodied essence.

Elsewhere, however, the smith-god's return has tentatively strengthened the bonds between the two foremost duardin powers. Shortly after making himself known, Grungni called a great Throngankor, the first such clan-gathering of the duardin for many centuries. Held in the depths of the Iron Karak – Grungni's legendary seat of power, recently swept clean of its verminous skaven squatters – this grand event called together representatives from far and wide. In attendance were several Fyreslayer lodges, including the Vostarg, Greyfyrd and Hermdar; the Kharadron's ruling Geldraad council; and many of the most prestigious Dispossessed Warden Kings. Appearing in the form of an ancient duardin, hair pure white and skin daubed with ancient Khazalid tattoos, Grungni spoke at length, his words blunt and honest. The old bonds must be reforged, he insisted, and duardinkind must once more act as a single, united force to restore order to the hostile realms.

If Grungni was hoping for universal assent in the debates that followed, he was to be disappointed. There was much arguing, infighting and digging up of old grudges. Representatives from the fanatical Lofnir – worshippers of Vulcatrix and Grimnir alike – simply departed without a word and have thus far shunned all further entreaties from the smith-god. Yet although the Throngankor would not salve the wounds that divided the duardin people, Grungni knew better than any being in existence that one does not forge a suit of armour with a single blow of the hammer but through perseverance and stubborn resolve. He saw the gathering as the first step on a long, slow path to reunification, and he was greatly encouraged that surprisingly few noses were broken and beard hairs pulled out by the root.



CRADLE OF FIRE

Aqshy is a realm of hot-blooded emotion and raging passions. From this fiery crucible did the Fyreslayers first emerge, and they have fought, sung and spilled their blood across its arid plains ever since. In the continent known as the Great Parch there exist dozens of powerful magmaholds, including the titanic edifice known as Vostargi Mont.

The lands of Aqshy are collectively known as the Bright Realm, and encompass dozens of jagged continents scarred by war and volcanic trauma. This was the chosen domain of the warrior-god Grimnir, for he found an echo of his own fury in its harsh, uncompromising splendour. In death, he passed that reverence on to his children, the Fyreslayers; though their empire has since gone on to span vast reaches of the Mortal Realms, it is Aqshy that they still regard as their spiritual home.

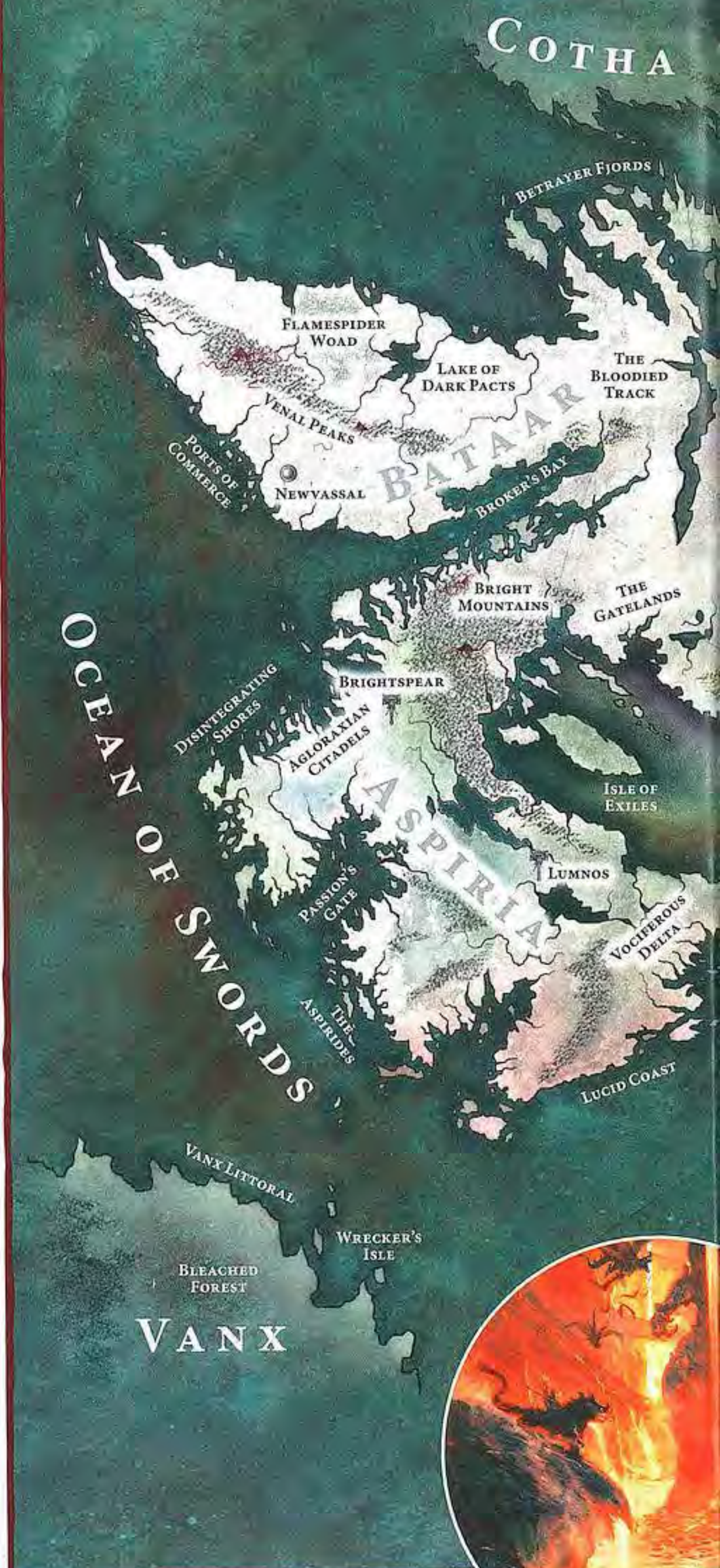
The Great Parch is the largest and most populous of the Aqshian continents, and it has become the seat of Fyreslayer power in the realm. Here can be found the colossal Vostargi Mont, a supervolcano formed from the catastrophic damage caused by Grimnir and Vulcatrrix's duel, transformed into an immense magmahold by the Vostarg. Here too can be found holdings of the Hermdar, the Greyfyrd and a score of lesser lodges besides. These powerful kingdoms have grown prosperous by selling their axes, usually to the followers of the God-King, but occasionally to other local powers. In the great city of Hammerhal Aqsha, crest-haired Fyreslayers are a common sight, aggressively negotiating their services as shock troops or caravan guards for departing Dawnbringer Crusades.

Quite apart from its ancestral importance, Aqshy is key to the Fyreslayers' way of life for another reason: its prodigious deposits of ur-gold and its abundance of precious Magmadroth eggs. More of these vital treasures can be found in the Realm of Fire than anywhere else, for it was here that Grimnir's body and spirit were shattered into fragments to rain upon the earth. Aqshian Magmadroths are renowned for their strength and ferocity, and their spawning sites are zealously protected by the Zharrgrim priesthood.

Abundant as such riches are, so too are the dangers for those wishing to lay claim to them. Korghos Khul's Goretide sweep across the plains in flesh-tearing hordes, and always relish a bloody battle with Grimnir's finest. The cursed skies summoned by the Dark Master Be'lakor sour the firmament, mixing with the sulphurous vapours of the Great Parch to create clouds of toxic magic, and the downpour from this celestial blight has seeped into the very bedrock of Aqshy. There are even grumblings amongst the Zharrgrim that several Magmadroth broods have been afflicted, the creatures so sickened and malformed by corrupting energies that they had to be destroyed, at a grievous cost in Fyreslayer lives.

In these days of strife, the realm of Aqshy itself seems stoked to a boiling fury. A great wave of life magic rushing out of Ghyran has stirred the volcanoes of the Great Parch to fulminating life, causing many to erupt and spill their molten blood across the land. Though many lives have been lost in the wake of these ructions, the forge-fires of the magmaholds blaze brighter than ever, for the Fyreslayers know better than any that strength is tempered through adversity.

THE GREAT PARCH





RUINS OF AHRAMENTIA

Fyreslayers from several lodges have allied with Dispossessed mining guilds to investigate the ruins of this fallen Agloraxi citadel.



THE GRYMHOLD

The great magmahold of the Hermdar lodge is a striking sight, for its ramparts are fashioned from fyresteel that always glows red-hot.



KEY

- SIGMARITE METROPOLIS
- MILITARISED CITY
- SITE OF LEGEND
- SIGMARITE STRONGPOINT
- BATTLE OF LEGEND
- SKAVEN WARREN-CITY
- FYRESLAYER MAGMAHOLD
- REALMGATE
- IDONETH WHIRLWAY
- KHAINITE TEMPLE-CITY

VOSTARGI MONT

This titanic volcano is the location of the Fyreslayers' mightiest magmahold, open to all lodges but ruled by the Vostarg.



FIRESPAWN PITS

This sulphurous, foul-smelling mire is a fabled hatching ground for Magmadroths. Within its scalding mud-pits can be found many precious eggs.

ANNALS OF THE LODGES

The deeds of the Fyreslayers echo through the ages, each lodge adding its own tales of heroism and victory against overwhelming odds. The telling of these sagas is an event in itself, a raucous celebration in the main hall with frequent toasts, stomping and cheering.

● AGE OF MYTH ●

RISE OF THE LODGES

For most races, this is a time of legends, when the gods walk amongst the realms and civilisations are built up seemingly overnight. For the Fyreslayers, however, it is a time of grief and introspection as they come to terms with the reality of losing their god. In many of the growing empires, humans, Sylvaneth, aelves and duardin forge tight alliances, but not so the Fyreslayers, for they shun contact and only aid others in times of battle.

FIRST-FORGED

The followers of Grimnir form into familial communities called lodges. The earliest of these are known as the first-forged, although some lodges prefer the term 'children of Grimnir', and they claim direct descent from their god. There are dozens of different lodges, with the largest and most powerful being the Vostarg, Drakendreng and Greygrend.

THE GLOWING KING

Rumenar-Grimnir, the first Runefather of the Drakendreng lodge, drinks a caldera dry of lava and, in so doing, discovers the perfect site for a magmahold. Thus is the Shimmerhold founded. For centuries afterwards, Rumenar glows like a raging volcano.

THAGDUEGI

The duardin pantheon breaks apart in a series of bitter feuds and recriminations. Grimnir and Grungni refuse to talk about the nature of this disaster, but it creates a rift between the two brother-gods that will never be healed.

CURSED GENERATION

Through ill fortune, failed bloodlines, civil strife or sheer belligerence, the first generation of lodges break apart. Of all the Runesons who disperse, only one ensures that the name of his former lodge, the Vostarg, will live on in the next generation, although he and his people leave their original magmahold of Vosforge and settle beneath Furios Peak.



● AGE OF CHAOS ●

TEMPERED THROUGH STRIFE

As attacks and invasions by the minions of the Dark Gods increase, so too does corruption and infighting across the civilisations of the Mortal Realms. During the long centuries of this age, the hot-blooded Fyreslayers grow in number, riches and truculence.

THE GATES ARE SHUT

As threats become more frequent, the magmaholds shut their gates. While this keeps the Fyreslayers safe from invasion, it also locks out refugees from broken karaks.

FIRE-BLOODED BROTHERS

The Fyrdhand lodge is driven mad with the first case of glimmerlust, turning upon their Runemaster

and giving in completely to an insatiable hunger for ur-gold. For decades, the Fyrdhands raid other lodges throughout Aqshy, prising golden runes from the remains of their brothers. They do not observe the pyre-rites on either their own dead or those of other Fyreslayers, and they even desecrate forge-temples in their frenzied plundering. Only an alliance of a dozen lodges led by the Vostarg brings the Fyrdhands to justice. The treacherous lodge's Runefather is buried alive in molten slag as punishment for bringing dishonour to Grimnir.

THE ETERNAL KEEP

The Grumnir lodge, scions of the Harrworld, attack the Everliving Keep – a fastness formed from the roots of a Ghyran oak. However, each time the Sylvaneth defenders are cut down, they swiftly grow back again. Unwilling to break their oath, the lodge refuses to back down and chooses to wage endless battle rather than accept defeat. Eventually, the Runefather and his sons are slain, and the lodge fractures. The few survivors take vows to become Doomseekers.

THE SHAME OF SHADESPIRE

In breach of their oath, the Vostarg prove unable to prevent disaster befalling the city of Shadespire. Thus begins an odyssey to find the Mirrored City and end the curse placed upon it by Nagash.

PACTS OF DISHONOUR

As war erupts across the realms, rumours swirl that some opportunistic lodges – most notably the Caengan of Ulgu and the Greyfyrd – have accepted the gifts of Chaos paymasters. They

are alleged to have partaken in the destruction of a number of settlements, with the Caengan accused of aiding Slaaneshi warbands in the sacking of Khainite strongholds. Neither lodge will ever admit to their involvement, but it will forever remain a stain upon their honour.

THE TIME OF FLAMES

Many generations after the death of Grimnir, a time of cataclysmic volcanic eruptions shakes the Realm of Fire. A few magmaholds are swallowed up by the tortured and churning lands. However, the upheavals are also seen as a sign that Grimnir's spirit is fighting to be free. In the disaster's wake, tonnes of ur-gold are brought to the surface, and many new lodges are born during the gold harvest that follows.

THE MAGMAHOLD WARS

The armies of Chaos seek to destroy the Fyreslayers. All the major magmaholds and many smaller ones are held in a constant state of siege. Daemonic engines and ratmen sappers batter and claw their way into some holds, committing countless atrocities. Yet after more than a century of war, the Fyreslayers remain, having weathered all the Dark Gods could throw at them. In the wake of this bitter fighting, many lodges swear a joint oath to never again serve the cause of Chaos, no matter the promised reward.

THE PYRE WAR

The skaven prove most adept at penetrating magmaholds. While most invasions are halted, several lesser lodges are destroyed. During these fierce campaigns, the ratmen discover something of the power of ur-gold. Although not as precious to them as warpstone, the skaven begin to consume the duardin dead, ur-gold runes and all, in the hope of imbuing themselves with empowering energies. To prevent this heinous

desecration, the Fyreslayers ensure that funeral pyres are constructed as soon as possible in the wake of any conflict.

THE CALL OF UR-GOLD

Rich new veins of ur-gold are discovered in the realms of Ghyran, Ghur and Shyish. Heeding the siren call, hundreds of Runesons set off with their Runefathers' blessings to found new lodges, sparking the largest Fyreslayer migration since the Time of Flames. Across the realms, armies swell with duardin mercenaries as new lodges make their presence known.



● AGE OF SIGMAR ●

BATTLE UNENDING

Sigmar's Tempest is felt in even the deepest magmaholds. Drawn by battle and the prospect of fresh mercenary contracts, the Fyreslayers join conflicts without number.

A LIGHTNING OATH

Fyreslayers of the Tangrim lodge stand beside the Hammers of Sigmar to defend a hidden realmgate from rampaging Bloodbound. They are paid in coin from Azyr that contains traces of ur-gold, news that quickly makes its way to all lodges.

SETTLING IN AZYRHEIM

For the first time, lodges migrate to Azyr seeking ur-gold. Some of them whisper that Grimnir's return is close at hand.

VOSTARGI MONT RECLAIMED

The Fyreslayer lodges rally behind the banners of the Vostarg in order to reclaim the ancestral stronghold of Vostargi Mont from the hands of Korghos Khul's Bloodbound and their Chaos duardin allies. Runefather Bael-Grimnir himself leads a great Magmadroth assault upon the upper slopes of the huge volcano, burning out the infernal duardin who have established hellish forges of flesh and metal there. Meanwhile, screaming tides of Vulkite Berzerkers spill into the lower levels, slaughtering every Khorne-worshipper and daemon they lay their eyes upon. Many Fyreslayers from many different lodges fall during this siege, but the mythical fortress is reclaimed in Grimnir's name. In acknowledgement of the blood price paid by their kin, the Vostarg announce that from now on Vostargi Mont will be a sanctuary for all of Grimnir's folk, a neutral meeting ground for all the lodges.

TO DEFEAT THE IRONHOLDS

Runefather Hursgar-Grimnir takes a gold-oath to aid the Stormcast Eternals in taking back the Ironholds that guard the Mercurial Gate, the Chamonian link to the Eightpoints. Forming a coalition with half a dozen related lodges, the patriarch of the Greyfyrd tasks a gathering of Runesmiters with opening a tunnel beneath the shifting iron bastions to get close to the Arcway. The plan nearly succeeds, until the godbeast Argentine arrives, followed by Archaon the Everchosen himself. Though Dracothion swoops in to keep the Silver Wurm at bay, he destroys the last bridge to the Mercurial Gate. Hursgar is left unable to complete his task and has no choice but to lead his fyrds in fighting their way back out, leaving the Stormcast Eternals to their fate. One day, he hopes to return and fulfil his oath.



SLAYERS OF TYRANTS

There is rough agreement amongst most lodges of the value of any given type of mercenary venture, but some Fyreslayers grumble that the Hermdar are undercutters. This reputation is cemented when it becomes widely known among the Zharrgrim that the Hermdar accepted a shockingly low payment to both destroy the prison-fortress of Blackiron and embark upon the gruelling Cracked Plain campaign to end the gut-tyranny of Thogbrute, and they did not even demand gold up front. The Hermdar do not mind that the human tribes who dwell near the Adamantine Chain have begun to call them the Slayers of Tyrants, for the duardin deem it to be a moniker that is good for business.

SOUL WARS

The Shyish Necroquake sends waves of death magic crashing across the realms. All Fyreslayer cities are soon assailed as the dead wake and phantasmal hosts stalk the lands. Magmaholds fall at a rate unheard of in the long history of the Fyreslayers. All of the lodges in Shyish suffer losses, with several destroyed and others forced to vacate as their strongholds are breached. Several lodges take the oath to become grimnyn. In addition to the assaults upon their magmaholds, many Fyreslayer fyrds are engaged as mercenaries across the Mortal Realms. With the increase in magical energies, Zharrgrim priests find their magmic powers enhanced as well.

THE DUARDRAZH

During the Battle of Blackstorm on the boundaries of Hammerhal Aqsha, the heroics of the Vostarg lodge ensure not only glorious victory but also doubled pay from the free city. During the week-long Ghuzfest that follows, the Fyreslayers invite their duardin cousins from the metropolis to join in the festivities, and they even extend the offer to an

allied Kharadron sky-fleet. So much magmalt ale flows that many songs are sung in the old language, but young Runeson Rolth lets the cups get the better of him and divulges the truth about ur-gold and Grimnir. To the Fyreslayers' surprise, this new-found knowledge only gains them support from their kin and eventually leads to the duardrazhal, the unification talks that ripple through duardin populations from Azyrheim to the sky-ports of Chamon.

THREAT FROM THE SEA

Weakened and crumbling after centuries of battle, the Vostarg fortress of Ryftmar is assailed from the sea by Idoneth raiders commanded by Akhelian Thrallmaster Cascalan. As the flesh-melting tides of the Vitriol Sea seep into the magmahold, Auric Flamekeeper Yaelgar rallies to defend its forge-temple, enacting potent magic invocations to keep the Deepkin at bay. The volcano beneath Ryftmar erupts, engulfing much of the invading force in molten rock and flames. Cascalan retreats with those souls he has reaped, horribly burnt but very much alive, while a grievously damaged Ryftmar remains standing. This is neither the first nor final instance of opportunistic Deepkin raiders assailing Fyreslayer fortresses, especially those left weakened and vulnerable by the Necroquake.

DAWNBRINGERS

The lodges find lucrative work fighting alongside the God-King's Dawnbringer Crusades, hewing a path through the deadly wilderness of the realms so that new free cities of Sigmar may be settled. The Vostarg play a vital role in the initial success of the Aridian Ventures, while less prominent lodges such as the Sigyorn and Gelvagd see a profitable path to great power and influence.

SWAMPS OF SLAUGHTER

The Lofnir of Rufhal locate the Boilmire, a sulphurous swampland in northern Thondia filled with precious Magmadroth eggs. A fyrd sent to extract this prize finds itself ambushed and savaged by Kruleboyz orruks of the Screaming Fist warclan. Many Fyreslayers are impaled upon devious spike-traps or have their lungs dissolved by choke-bombs before the Lofnir regroup. A Magmadroth counter-charge drives the greenskins back into the Boilmire's depths, crushing many into the mud. So begins a brutal, drawn-out campaign amidst the sweltering bogs – the War of da Eggz, as the Kruleboyz come to call it.

THE SMITH-GOD RETURNS

Fyreslayer society is rocked by the sudden return of Grungni, the brother of dead Grimnir. A schism swiftly grows between lodges such as the Lofnir and Gelvagd, who shun the deity as a betrayer, and the more open-minded Vostarg and their allies, who see in Grungni's return a chance for the duardin people to restore their former glory – and perhaps to hasten the resurrection of Grimnir.

FULMINATING ENERGIES

In Ghyran, Alarielle works a great ritual that unleashes a tsunami of life magic across the realms. This crashing wave strikes at the fabric of Aqshy, and though its energies are those of creation rather than destruction, the Fyreslayers know well that both can be devastating. Across the Great Parch and beyond, masses of volcanoes violently erupt, drowning several magmaholds and the Sigmarite strongholds of Ender's Peak and Ashcliffe in floods of lava. More concerning still, the Zharrgrim of Vostargi Mont sense a magmic presence stirring somewhere deep beneath the magmahold – an elemental force that grows more powerful with every passing day.

HONoured OATHS

In their time, the Fyreslayers have fought for countless different causes, both virtuous and foul. They have battled besides undead warlords, avaricious raiders and benevolent kings, uncaring of the finer details so long as their price is met. Below are recounted just some of their most lucrative and memorable deeds.

THE OATH OF BLOOD AND GOLD

During their heyday, long before the Necroquake, the Ulrung of Shyish often swore their axes to the cause of undead warlords, for their stronghold in the Vale of Forgetfulness bordered an archipelago of barrow-empires and vampire baronies that were locked in a constant state of war. Perhaps their most lucrative paymaster was Lord Sigantis of the Kastelai, an ambitious vampire who wished to purge the region of its Deathrattle lords so that he might resettle the lands with batches of mortal blood-thralls. Fighting alongside the crimson cavaliers of the Kastelai, the Ulrung drove the Wight Kings from their crypts, smashing so many skeletal armies in the process that the ground for miles around was soon covered by a patina of pulverised bone. Impressed by the Fyreslayers' aggressive performance, Sigantis honoured his debts to the last and delivered every last ingot of gold that was due. But there was to be no lasting alliance between the Ulrung and the dead – when Sigantis's Kastelai next came across their one-time allies on the battlefield, they did so as sworn enemies during the height of the Soul Wars.

THE STONETEETH OATH

During the reign of Grumgen-Grimnir, the Fyreslayers of the Baeldrag lodge found themselves fighting for a most unusual paymaster: an ambitious ogor warlord known as Globb Glittermaw. The corpulent Overtyrant offered the suspicious duardin a great hoard of treasure if they took care of one of his great rivals, the notoriously hirsute Tyrant Hegbot Hairyhands of the Stoneteeth mawtribe. Though he despised the flatulent and vile Glittermaw, Grumgen-Grimnir accepted the contract. Baeldrag fyrds stormed the Stoneteeth's mountain fastness, and the Runefather himself slew Hegbot after a ferocious duel, taking off the Tyrant's head with a great sweep of his latchkey axe. Grumgen-Grimnir returned to the Overtyrant with proof of his fulfilled oath: the severed forearms of Hegbot Hairyhands, which more than lived up to their former owner's epithet. Showing surprising restraint for one of his kind, a chortling Glittermaw ordered his gnoblar servants to deliver the Baeldrag's reward.

THE AETHERFYRE OATH

The hearty Sigyorn of the Forge Cities of Chamon have added their runemark to a profitable and long-running series of contracts with the Kharadron Overlords of Barak-Zon. During more than a century of profitable partnership, the Sigyorn helped cleanse the resource-rich cliffs of Globule Island, destroyed the Arcanite flux-fortress of Ibna-Xoth and came to the aid of the red-suited marines of Barak-Zon during the Siege of Talburnia, putting the stalktribes of Zigtig Seven-legs to flight. To this day, warriors of the lodge continue to exchange tattoo designs with their Kharadron comrades, a sign of mutual respect and comradeship.

THE POINTY-EAR OATH

The Thungur lodge of Hysh have long had an adversarial relationship with their Lumineth neighbours, whose arrogance and condescension towards non-aelves has raised the hackles of many a Fyreslayer warrior. Yet when an infestation of Flesh-eaters threatened the peaks of Lunarest, the enterprising Lord Regent Esefaine of Ymetrica was forced to hire the Thungur to face the troglodytic horrors, knowing that his own cavalry formations would be ill-suited to warfare amidst the winding quartz-tunnels that the mordants called home. Glittering with ur-gold dust and singing valorous songs, the Thungur slaughtered thousands of their ghoulish foes in the six-day Battle of the Glittering Deep, driving the rest above ground to be swiftly crushed by Lumineth charges. The Fyreslayers accepted their reward from Esefaine himself, who could not help but grudgingly acknowledge their boldness.



THE LODGES AT WAR

Fyreslayer society is organised to support their fyrds, the armies that march out of the magmaholds. It is through their warriors' efforts that ur-gold is seized from foes or earned as payment for mercenary services. Already linked by familial bonds, the fyrds grow closer still as they fight and endure campaigns together.

It began with Grimnir. Hot-tempered and impulsive, the warrior-god was as loyal as he was combative. Dauntless to the point of recklessness, Grimnir feared no foe. He took pride in his skill at arms and his oaths were unbreakable. That same bloodline and those same fiery traits flow through the Fyreslayers. This divine wellspring is passed from father to son, and from this spirit of fury are born the lodges and the fyrds within them.

Fyreslayer lodges are the family groups of a warrior culture. Their main purpose is to provide for the fyrds, the armies that march out of the magmahold in search of gold. To a Fyreslayer, the quest to find ur-gold and unlock its hidden powers in battle is everything. They are single-minded and driven, exhibiting great zeal in the pursuit of these matters.

Fyreslayers are equally fierce when it comes to the protection of their lodge. Some lodges contain just one fyrd, perhaps comprising the Runefather and a handful of loyal duardin, while there are those magmaholds, vast by comparison, that can field many scores of different fyrds, each one numbering in the thousands and led to battle by the Runefather or one of his plentiful Runesons.

FYRD ORGANISATION

A lodge, including its fyrds, is ruled by a single patriarch, the Auric Runefather. It is by his will that fyrds are mustered, and it is his responsibility to equip, train and house them. Adding the title of 'Grimnir' to his name to honour his god, this great Fyreslayer is the descendant of a bloodline that

stretches back to the Age of Myth. As a leader in a warrior-cult, the Runefather constantly seeks combat himself. In accordance with his status, he will always head a fyrd when the battle is vital to the lodge's existence, when the action commands the highest mercenary price or when he feels it has been too long since his axe has tasted combat. For battles of lesser stature, the Runefather will send one of his sons to command in his stead.

At the Runefather's side stand his Runesons, who are skilled fighters and bold leaders in their own right. It is the hope of all Runesons that, in time, they might inherit rule of the lodge. Each eternally strives to stand above his brothers, for they are judged by their martial prowess and ability to command. It is a system that has endured for countless generations and has seen the Fyreslayers grow strong in Grimnir's service, in spite of the brutality of the Age of Chaos.

Alongside the Runefather and his sons are the Zharrgrim priests, of which there are three types vital to the fyrds. It is the Runemasters who rule the entire Zharrgrim order, and each holds authority over their lodge's forge-temple. It is their duty to safeguard their people's ur-gold, and it is they who shape it at the forge, casting it into runes. The Runemaster either pounds the runes into the flesh of the warriors themselves or directs their undersmiters to do so. Each lodge has but one who holds the rank of Runemaster and the secret knowledge that accompanies this station. Although much of a Runemaster's time is spent in the forge-temple, they will join a fyrd

at need, unleashing their magmic powers to devastating effect upon the foe.

Runesmiters are the most common of the Zharrgrim priests and an essential part of a fyrd. It is their role to unlock the energy of the ur-gold runes, a feat that can only be done in combat. Thus, Runesmiters can always be found in the midst of any fighting. A lodge can have any number of Runesmiters, and they are known to attach themselves to specific Berzerker formations or even to lead them on the field of battle. Channelling the molten rock beneath their feet, Runesmiters can bore tunnels underground, a tactic they often use to strike the enemy from an unexpected quarter.

Lastly, there are the Auric Flamekeepers. Their duty is to commit the lodge's slain warriors to the flames, extracting any remaining ur-gold from the dead before returning their essence to the elements whence they came. These taciturn, often solitary figures tend to be far less involved in the day-to-day politics of their magmahold, spending most of their time in the ancestral chambers or halls of cremation, observing their solemn rituals. Yet when the lodge faces danger or existential threat, they will join the fyrds and fight as furiously as any of their kin to preserve the legacy of fallen Grimnir.

In addition to ensuring the battle-spirit of Grimnir flows strong within each member of a fyrd, it is the task of the Zharrgrim priests to advise the Runefather and his sons. It is rare for a Fyreslayer to be able to fully control their temper, but

the Zharrgrim train to do so and have mastered the ability to alloy their aggression with wisdom. Typically, they offer the fyrd's commander counsel on matters related to ur- gold, oath-making and rites of battle.

Vulkite Berzerkers form the bulk of most fyrds. They are professional warriors utterly dedicated to battle, earning gold and fulfilling the lodge's oaths. The strongest and most able of their number are given the title Karl, and they serve as champions within the different Berzerker units. The size and strength of the Vulkite formations vary from lodge to lodge. While the most ancient and powerful magmaholds of Aqshy might boast tens of thousands of Vulkite Berzerkers, lodges in remote lands or those newly formed by former Runesons often have but a handful of brave warriors led by a single Runefather.

Most fyrds are accompanied by a Battlesmith, a fearsome warrior who carries an icon of Grimnir. He is a chronicler of events, for he witnesses the deeds of the fyrds and recites them in the magmahold's Hall of Fyre. Thus are the epics of the past preserved in living memory, for each Battlesmith must learn all the tales that have come before.

The elite of the Fyreslayer troops are the Hearthguard, who are chosen from the ranks of the Vulkites. The strongest and most formidable in combat are taken into the Hearthguard Berzerkers, who are typically charged with protecting the fyrd's leader, be they Runefather or Runeson. The Auric Hearthguard serve as the guard of the Zharrgrim priests. In the magmahold, it is their duty to defend the forge-temple, although units not assigned to this task often accompany fyrds to battle.

Finally, there are those Fyreslayers who stand outside the conventional structure of the fyrds: the Grimwrath Berzerkers and the Doomseekers. A Grimwrath Berzerker is the lodge's best and most driven warrior. Truly blessed by Grimnir, they are akin to avatars of destruction through which the ancient might of the fallen battle-god lives on. They excel at the expenditure of ur-gold runes, burning them up in such violent displays of martial prowess that their skin smokes and red-hot sparks fly from their sizzling beards. Meanwhile, Doomseekers are lone wanderers who are on a quest to end their lives in some heroic fashion. In order to recharge themselves with runic might, these fated individuals will temporarily join a fyrd in action, trading their formidable skills in combat for a fresh supply of ur-gold runes.



AURIC RUNEFATHER

Urgmish-Grimnir

RUNE-BLESSED

GRIMWRATH BERZERKER

Helfdarn

DOOMSEEKER

Ulrik

AURIC SCIONS

AURIC RUNESONS

Lugmish & Lorgnir

CHRONICLER

BATTLESMTIH

Jorn the Grey

HEARTHGUARD

HEARTHGUARD BERZERKERS

AURIC HEARTHGUARD

LODGE KINSMEN

VULKITE BERZERKERS

ZHARRGRIM

AURIC RUNEMASTER

Bregun

AURIC RUNESMITER

Hetnir

AURIC FLAMEKEEPER

Baegrum

The Auric Runefather sits atop the lodge hierarchy, aided by his Runesons, who act as under-officers. The Zharrgrim priesthood – led by the Runemaster – form their own wing, but mix with both the troops and leaders of the fyrd, benefiting all with their magmic powers. The Rune-blessed are distinct, ostensibly under the Runefather but really a separate entity, for they follow their battle-instincts more than they follow any orders.



THE HEART OF THE HOLD

The core of any magmahold is its forge-temple, a holy sanctuary where the Zharrgrim priests safeguard the lodge's ur-gold and fashion it into mighty runes. Through a rain of fiery hammer blows is Grinnir's fighting spirit unleashed and the blazing essence of Vulcatrix channelled into invocations of magmic power.

Hidden deep beneath shimmering mountains and behind graven stone doors are the forge-temples of the Fyreslayers. These are the beating hearts of the magmaholds, their pulse pounded out by the ceaseless clang of hammers. The vast halls echo and throb to that heavy rhythm, punctuated by the grinding wail of axes being sharpened. The air ripples and all glows red from the heat of the forgebanks and rivers of lava that flow through the surrounding chambers to power them. This is the domain of the Zharrgrim, the priests of the undying fire. For centuries, they have kept alive the divine spark of the Zharrkul – the First Fire that was ignited in the wake of Grinnir's death and that empowered the Fyreslayers' forges with supernatural flames.

It is the Zharrgrim priests who lead the lodges in the worship of Grinnir, and they are also tasked with processing and working with precious ur-gold, the lifeblood of the Fyreslayers' kingdoms. All Fyreslayers have an inherent ability to sense the divine substance, but only an Auric Runemaster steeped in the lore of metallurgy and fire possesses the skill to properly separate ur-gold from its mundane counterpart. These elders sift through the mighty hauls of treasure brought home by victorious fyrds, picking out those ingots and bars imbued with holy god-strength. The heat of the master forge is then employed to smelt these fragments of metal, causing the ur-gold to be reduced to its most potent form.

The ur-gold is then cast into sacred runes, the majority of which signify some aspect of battle: great strength, swiftness of arm, endurance or indomitable boldness. This process can differ between lodges; the Lofnir, for example, subtly alter their runecraft to incorporate aspects of Vulcatrix, while the Thungur of the Realm of Light are known to include Hyshian symbology that causes their runes to flash with blinding light.

Regardless of the particular intricacies of the runework, these freshly forged sigils are then pounded into the bodies of Fyreslayer warriors – a process that is every bit as agonising as it sounds. Immediately, the Fyreslayer will feel the latent



power thrumming within their bones, a distant echo of Grimnir's wrath. Yet it is not until the runes are awoken in battle that their true potency becomes evident. It is the duty of another branch of the Zharrgrim order – the Runesmiters – to rouse the runes' might in the heat of combat; at this point, the sigils will begin to glow and smoulder, augmenting their bearer with supernatural strength.

However, such power does not last forever. Eventually, the warrior's blazing battle-rage will cause their sigils to burn out and become as inert and black as coal. So it is that the Zharrgrim must continuously urge their lodgemasters to launch new expeditions and seek out new mercenary contracts, so that more ur-gold can be obtained and new runes may be forged.

POWER UNTAPPED

The true potential of ur-gold has yet to be fully understood, even by the most venerable of Runemasters. The first followers of Grimnir to discover the substance knew it was connected to their fallen deity, but they did not grasp the intricacies of its use. They used ur-gold to craft masterwork weapons – mighty artefacts, to be sure, but they only imparted a small measure of power to their wielders. The first Runemasters branded their warriors with temporary runemarks that rendered them capable of carving through scores of enemies, and, eventually, ur-gold runes were hammered directly into a warrior's body, where their divine energies could better take root.

Over time, the Zharrgrim managed to unlock more of the secret properties of ur-gold. That Grimnir's shattered being fuelled rage and a fiery spirit was considered only proper, but as the Zharrgrim priests learnt to control flame and summon elemental energies, they realised that the ur-gold contained more than the

essence of their god alone. The fragments were discovered to be specks of Grimnir's quintessence intertwined with that of Vulcatrix, fused by impossible heat. No longer battling one another, the two kindred spirits had bonded, becoming stronger together.

Ever since the age of the Arcanum Optimar, which unleashed a storm of unbound magic upon the realms, the Zharrgrim have found that their elemental power has increased tenfold. Their war-chants summon forth ever more potent magmic manifestations, from fire-spewing geysers to living creatures of flame and basalt known as Infernoths. Perhaps most powerful of all is the Magmic Battleforge. This mystical furnace can be formed instantaneously from molten metal, even on the battlefield – there, its presence ignites the ur-gold runes of nearby Fyreslayers and stokes the strange powers of the Zharrgrim to even greater heights.

Many Zharrgrim elders claim that the growing power of fire magic heralds the return of Grimnir.

This belief has only increased the fervour with which the lodges seek out ur-gold, the supposed catalyst for their god's resurrection.

HALLS OF THE FALLEN

Below the fires of the forge-temple lie the ancestral chambers of the lodge, a series of ornate mortuary rooms where the ashes of dead heroes are kept. Here walk the Auric Flamekeepers, members of the Zharrgrim tasked with committing the fallen to their well-earned rest. Each lodge maintains a great ritual pyre – fuelled by the elemental power of the forge-temple – upon which their fallen are cremated. Fyreslayers believe that this allows the soul of the deceased to return to the elements and become one with the stone, fire and metal from which they were first forged.

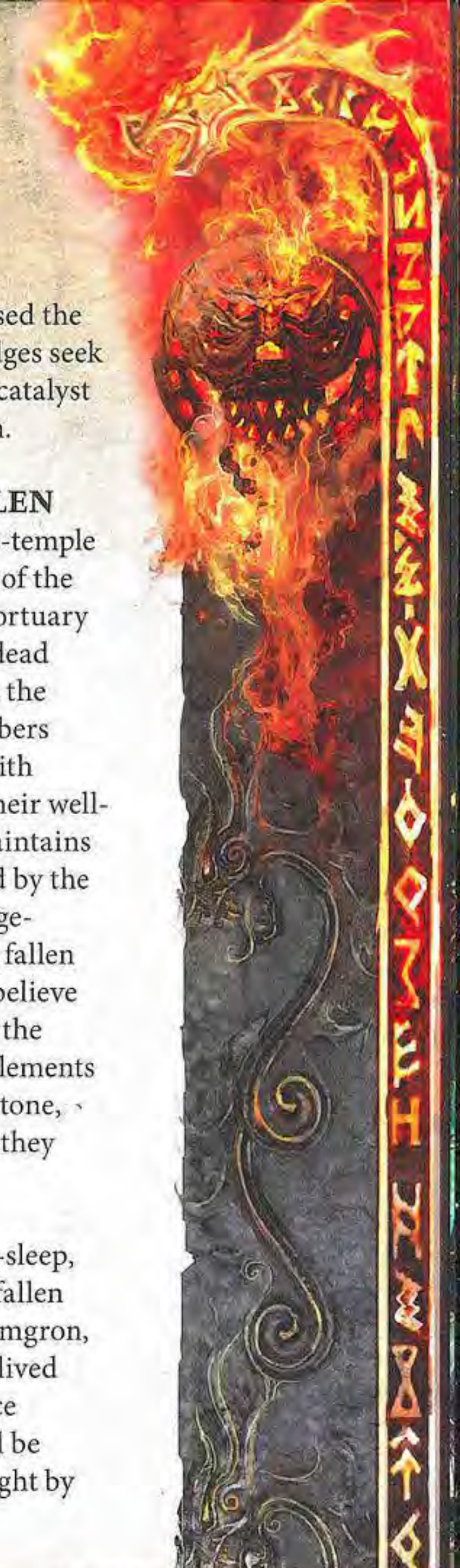
This is known as the stone-sleep, but it is not the end of the fallen hero's saga. Come the Doomgron, the final battle, those who lived a worthy life of loyal service and hard-earned glory will be reborn from the ashes to fight by Grimnir's side.

THE GLIMMERLUST

Ur-gold is a finite resource, for its power is released in battle as a Fyreslayer fights. To maintain their might, a Fyreslayer must constantly have fresh runes struck into their body. Upon feeling the divine strength of Grimnir leaving them, this can leave the duardin craving more, and this hunger only adds to the many legends told by other races of the Fyreslayers' avarice. It is in this field that the Zharrgrim priests perform another vital duty: steering the members of the lodge safely along the path of Grimnir.

The Runemasters in particular have learnt to temper the Fyreslayers' impulsive natures; even the Auric Runefathers, the lords of the lodges, seek the counsel and wisdom of the Zharrgrim elders in this regard. It is for the Runemasters to guide the Fyreslayers and protect their people against the perils of gold-greed. They ensure that ur-gold is given only to those deserving of its blessing and that no warrior is given more than their rightful due – or, for that matter, more than they can bear. Should this happen, the consequences can be dire indeed.

Without the wisdom of the Zharrgrim priesthood to guide them, duardin can be entirely consumed by the glimmerlust. There are tales of roving Doomseekers and other outcasts who have become monstrous and cruel in their desperate desire for more ur-gold. These reviled beings are called Doomvarags, and they have even been known to take the lives of their own kin so that they might prise the runes from their remains.



VOSTARG

Most famed of all the Fyreslayer dynasties are the Vostarg, they who claim a link to the first-forged lodges of old. Prideful and traditionalist, the Vostarg embody the warrior spirit of Grimnir and have sworn not only to equal the deeds of their ancestors but to surpass them.



The largest and most influential of all the lodges, the Vostarg boast a storied heritage of bold triumph and bellicose action. Through the ages, they have been ruled by a long line of mighty Runefathers, each of whom has earned countless victories in battle and filled the vaults of their mountain home with a vast agglomeration of ur-gold. Their stronghold is the sprawling magmahold of Furios Peak, one of the most heavily fortified and populous of all magmaholds. From here, the

Vostarg send forth their fyrds, flame-crested bands of fearsome warriors who bellow songs of glory and honour as they forge their own bloody legacy.

Aggressive action is the hallmark of the Vostarg. They believe that no foe can stand in the face of their furious charge, and there is sound reasoning behind that belief. Many armies have thought their numbers or terrain an unconquerable advantage over the Vostarg, only to be smashed by a sudden, fiery advance of Vulkite warriors, apparently immune to fear or doubt. Each warrior of the lodge is so determined to make their name that they will fight with reckless zeal, uncaring of the odds.

The Vostarg lay claim to a grand history, but it is also a tragic one. The legendary Vosforge was the first and greatest of the magmaholds, and it was the last to fall to the depredations of Chaos. Holding out proudly for many years, its guardians butchered several invading armies, hurling them bloody and broken onto the scorched plains of Aqshy. Yet despite these acts of heroism, the Vosforge was ultimately doomed – not by enemies from without but by simmering grudges within.

There came at last a massive Chaos assault upon the Vosforge. This offensive ended in failure, but Runefather Thorgar-Grimnir was mortally wounded in the process of slaying the enemy's Bloodthirster general. His passing left behind many Runesons but no named successor, and each of the

candidates was convinced that he alone deserved the inheritance. Despite the desperate situation and the knowledge that their foes would soon regroup and come on again, the ensuing political struggle threatened to break out into civil war. Only the actions of the Zharrgrim priesthood averted disaster; the lodge's Runemaster divided its dwindling ur-gold reserves amongst the warring sons and bade them go their separate ways to lay down the roots of their own kingdoms.

Some stayed behind, refusing to abandon their claimed birthright. They presumably died when the Vosforge was sacked soon afterwards. Others sought to build new legacies, scattering across the realms and founding new kingdoms. Only one Runeson, Zhafor, continued to bear the legacy of the Vosforge; according to the legends, it was he who founded the mighty Vostarg lodge of today, and it is to Zhafor's name that horns of magmalt ale are raised and solemn oaths dedicated every Ghuzfest.

Zhafor's legend lives on through the deeds of his descendants. The Vostarg are renowned for the vast number of Runesons they produce, many of whom have embarked upon their own quests to found new lodges far afield from Furios Peak. Indeed, it is not for nothing that the Vostarg are known as the 'All-fathers', as their influence is felt throughout the realms. This often rankles the other Fyreslayer lodges, who resent the Vostarg's dominance and grandstanding. Yet none can deny that the heirs of the first-forged truly embody the might of Grimnir.

GREYFYRD

Notorious even amongst the lodges for their ruthless pragmatism, the Greyfyrd are fierce mercenaries who never say no to a contract, so long as their exorbitant fees are met. Their grizzled fyrds are always on the march, serving a thousand paymasters across a thousand battlefields.



To their enemies and, indeed, their paymasters, it must seem as if the Greyfyrd are the most widespread of all the lodges, for their acquisition of new oath-contracts across the breadth of the Mortal Realms is relentlessly single-minded. In fact, the lodge's apparent ubiquity is due to the unique nature of their great magmahold, the Gateswold of Chamon, which contains a cluster of realmgates. This allows the

Greyfyrd to send forth a constant stream of armies and earn ur-gold at a truly formidable rate.

As a result of their unceasing campaigning, the Greyfyrd have cultivated a reputation far and wide as skilled and deadly mercenaries. Their talents are always in high demand, and for good reason. Many a warlord, emperor and king has seen their star rise swiftly after paying the high price that the Greyfyrd demand; the Ninefold Kingdoms of Obsidia, the Gloomtribes of Shyish and the Neolantic Bloodlands are just some of the powers that have hired the Greyfyrd over the centuries, and each has seen their influence and might grow steeply in the aftermath.

Most Fyreslayer lodges have a number of caveats, qualms or stipulations regarding the acceptance of mercenary jobs. Not so the Greyfyrd. They demand only that their price be met, gladly fighting in wars both just and unjust in order to earn their fee. No causes matter save the Greyfyrd's own, and all alliances are only temporary, lasting until a better offer is received. It is not an attitude that has earned the Greyfyrd much affection over the years. Indeed, the free city of Lethis in Shyish has banned the entire lodge from its lands on pain of death after a disagreement over payment led to a throng of Greyfyrd warriors joining the ranks of the city's

undead foes and aiding in the siege of the very settlement they had sworn to protect. The Greyfyrd, of course, would say that Lethis failed to pay its due and therefore any loyal service that the lodge owed to them was immediately rendered null and void.

The Greyfyrd maintain constant wars in order to replenish their stocks of ur-gold, preferring to leave forge-work to their Zharrgrim priests and those few amongst their number who take up the path of the Battlesmith. These doughty duardin seek only battle, and they find it in such measures that every Greyfyrd army is filled with grizzled veterans. Many are marked by their lives of combat, their leathery hides scarred and burnt, some missing fingers, teeth and ears. Yet there will be no end to their campaigning until Grimnir returns and leads them into the last, great battle.

There is a clear darkness to the Greyfyrd's demeanour that can be traced back to their troubled origins, and the lodge's priests refuse to discuss their grim history with outsiders. Instead, the Zharrgrim recount the lengthy sagas of the long line of Runefathers who have ruled wisely and firmly since the days of Hurdar-Grimnir and endless tales of heroic paragons. The current Runefather of the Greyfyrd is Hursgar-Grimnir, a mighty warrior who claims to have slain every kind of creature that walks, slithers or flies. Under his leadership and the savvy command of his many Runesons, the Greyfyrd continue to accumulate gold at a fearsome rate, challenging even the prestigious Vostarg.



HERMDAR

The Hermdar are sworn enemies of oppression who value their honour above their desire for riches. Would-be tyrants soon learn to fear the blazing fyresteel axes of these mighty warriors, for the Hermdar will make war upon evildoers even when there is no promise of a lucrative reward.



The Hermdar are descended from the Grymdar, one of the first-forged lodges, whose stronghold of Karadrum was captured early in the Age of Chaos. With their royal family slain, the remnants elected the greatest Karl amongst them as Runefather. Taking the name Hermdar-Grimnir, he led them in an oath to one day retake their lost kingdom, slaying every one of the skaven and Chaos enslavers that had despoiled it. The Runefather commanded that the old hold be sealed with magma and founded the magmahold of Grymhold beneath the Adamantine Chain mountain range. It was by using the fires at the heart of those peaks that the Hermdar unlocked the

secret of blending fyresteel so that it never lost the heat of its first forging.

The Hermdar have become well known in Aqshy, especially across the war zones of the Great Parch. Oath-takers and skull-breakers, the lodge played a vital role in preserving the freedom of the region's peoples during the Age of Chaos. Though they take what gold they can, they have been known to fight tyranny even without pay. This is looked upon with a mixture of scorn and bewilderment by the other lodges, who cannot understand why the Hermdar would risk their future through such displays of benevolence. The Hermdar point to the selflessness of Grimnir's own demise, who sacrificed himself to defeat Vulcatrux for the good of all. They see in the warrior-god's end a noble example for all duardin to follow.

This is not to say that the Hermdar are entirely philanthropic. The majority of their contracts still pay out in ur-gold, and over the centuries, they have filled their vaults with treasure earned through hard mercenary work, sometimes on behalf of less than reputable clients. Yet unlike much of their kin, the Hermdar refuse to let pragmatism overrule morality.

Should they deem a cause worthy of supporting, they will do so regardless of the cost. If their peers look down upon them for this, then so be it; these strong-willed warriors are determined to forge their own path.

In battle, the Hermdar like to strike first and seize the most favourable terrain, robbing the enemy of any tactical advantage before digging in. Any attempts to drive them from their position are thenceforth met with furious counter-attacks until the enemy is slain or put to flight. The reason for this measured approach to battle is twofold. Firstly, the Hermdar seek not to simply obliterate their foes in a storm of fire and blood but also to safeguard those allies or captives whom they might free in the process. Secondly, they cannot afford to throw away warriors and ur-gold in reckless frontal attacks, for they do not take on nearly as many mercenary contracts as the ruthless Greyfyrd or the widespread Vostarg.

The lodge's current Runefather, Kalmar-Grimnir, has firmly thrown his support behind the resurgent Grungni, urging all lodges to rally behind the newly returned smith-god. He has also sealed pacts of honour with many Dispossessed clans and has offered the Hermdar's services to the crusading armies of the God-King at a more than respectable price. Kalmar's reputation as an ambitious and forward-thinking leader is exemplified by the fact that he has named the Runedaughter Brujda Brightaxe as his heir, choosing her for her savvy and diplomatic skills above a bevy of his elder and more gloried sons.



LOFNIR

Zealous, isolationist and quick to anger, the Lofnir lodge are looked upon with unease even by their fellow Fyreslayers. They revere the mighty Vulcatrrix, bane of Grimnir, and seek to bring about her second coming by immolating their foes and laying claims to vast tracts of ur-gold.



The Lofnir are unique amongst the Fyreslayer lodges in that they venerate both Grimnir and his nemesis – the Mother of Salamanders, Vulcatrrix. Led by their Zharrgrim priesthood, the Lofnir believe their holy duty is to recover enough ur-gold to ensure not just Grimnir's rebirth but that of Vulcatrrix too. Come the Doomgron, they believe that Grimnir will ride his old enemy into battle, casting all before him into fire and ruin.

The zealous fervour with which the Lofnir maintain these beliefs is unnerving to other Fyreslayers, who – while they respect Vulcatrrix

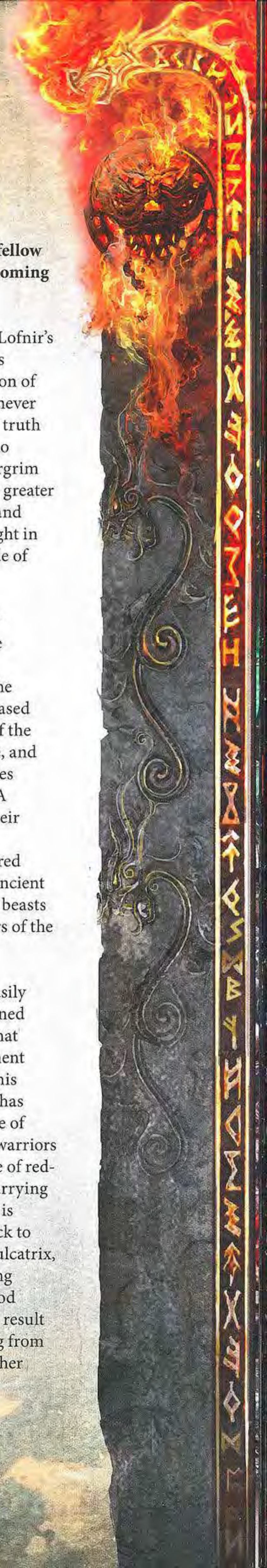
as a worthy foe – would regard the Ur-Salamander's return as nothing short of catastrophic. As a result, the Lofnir have few allies amongst the lodges. This in turn has only caused them to become more hardline in their isolation – to the point that they have forbidden any Fyreslayers not of Lofnir from even setting foot within their foremost magmahold of Rufhal, built into the massive volcano of Crownpeak in the wilds of Ghur. Furthermore, all entreaties from the newly returned duardin god Grungni have been shunned, and no envoy from Rufhal has been seen at the neutral meeting place of Vostargi Mont for many years.

Estranged from their own kin they may be, but the Lofnir have not ceased their quest to accumulate ever greater quantities of ur-gold. It is said that at the heart of Rufhal, the lodge's Zharrgrim priests conduct strange rituals with the god-stuff, intending to rouse the spirit of Vulcatrrix. There have even

been accusations from the Lofnir's rivals that these ceremonies involve the ritual immolation of prisoners, though this has never been proved. Whatever the truth of their practices, there is no doubt that the Lofnir Zharrgrim possess magmic powers far greater than others of their order, and they take considerable delight in drowning their foes in a tide of molten rock.

Unsurprisingly, given their veneration of Vulcatrrix, the Lofnir boast vaults filled with Magmadroth eggs – the reptilian spawn of the deceased godbeast. They rear more of the beasts than any other lodge, and their bond with the creatures appears to be far stronger. A Lofnir warrior considers their Magmadroth as less a war mount and more an honoured companion, and the most ancient and fearsome of the lodge's beasts are as venerated as members of the royal household.

The Lofnir's warriors are easily identified by their soot-stained hands and feet, markings that are gradually made permanent through ritual tattoos. This distinctive appearance has its roots in a Lofnir rite of passage, as would-be warriors must traverse a bridge of red-hot fyresteel whilst carrying a Magmadroth egg. It is also said to harken back to Grimnir's fight with Vulcatrrix, during which – according to the Battlesmiths – the god himself started to burn as a result of the intense heat radiating from the molten hide of the Mother of Salamanders.





HEIRS OF GRIMNIR

The survival and prosperity of a Fyreslayers lodge falls to its ruling family: the Auric Runefather and his Runesons. The fiery wrath of Grimnir boils within the blood of these mighty warrior-leaders, whose duty is to lead the lodge to glory and ensure its vaults are ever filled with precious ur-gold.

AURIC RUNEFATHERS

Warrior-king. Lodge leader. Oath keeper. Master of the magmahold. An Auric Runefather is all these things and more. The blood of Grimnir flows like a molten river through the veins of the Auric Runefathers. This touch of divinity accounts for not only their might in battle but also their fearsome aura. Weak-willed opponents have been known to flee rather than face a Runefather's wrath, for the duardin's fiery glower bores into their foes, causing even the bravest of enemies to quail.

Inheriting the title of Runefather has a way of turning even the most reckless of Runesons into something more grim and stoic. For a lodge to prosper, two things are required: an inflow of ur-gold and battles through which to release its godly energy. It is a constant demand. The Battlesmiths keep a detailed history of each

Runefather's deeds, including how many foes were defeated during their reign and whether there are any unsettled grudges from that time. Meanwhile, the Zharrgrim priests tally how much ur-gold is acquired under a Runefather's rule. Great pressures wear on a Runefather, for they are measured against the glorious deeds of their forebears and their broad shoulders must also bear the responsibility of finding and freeing the essence of their shattered god.

As befits those who claim distant kinship with Grimnir, Runefathers are powerful warriors, able to stand toe to toe with hulking monsters and the mightiest of foes. As lodge leader, a Runefather's rage must be tempered with wisdom. He has learnt when to charge to the fore and when to hold back, marshalling not only his own impetuous nature but that of his people. Only the bellowed

command of a Runefather can halt Berzerkers from heedlessly throwing themselves at the enemy. The presence of a Runefather in the Fyreslayer battleline bolsters the warriors' already considerable will, ensuring that the doughty duardin will hold their ground and slog it out with any foe.

The Runefathers possess the greatest heirlooms of their lodge. The most ancient of these date back to the first-forged and include many objects of awesome power, yet none are more sacred than the long-hafted latchkey grandaxe. Handed down from father to son, these blazing weapons can both strike with enough force to cleave an orruk in twain and, as a result of their notched design, trap and sunder enemy blades. Furthermore, the grandaxe functions as the master key to the lodge's great forge-temple vaults and their stores of precious ur-gold.

THE CHOSEN AXES

The Chosen Axes are a hand-picked warband of elite Fyreslayers that accompanies the mighty Runefather Fjul-Grimnir of the Vostarg. Their names have passed into legend alongside that of their liege: Tefk Flamebearer, Mad Maegrim and Vol Orrukbane. Endless battles have honed these warriors' fighting skills, and their skin has been hardened with so many scars that only the best-aimed strikes can now wound them. In combat, the warband attacks like a storm of axe-blades, with Fjul-Grimnir at the centre of the deadly maelstrom.

Honour and fulfilling oaths are paramount to all Fyreslayers, and none more so than the Vostarg. For many long centuries, a terrible blemish marred their legacy: the failure to protect the city of Shadespire from the vengeance of Nagash. Many Vostarg warriors willingly entered the twilight realm of the Mirrored City, determined to remove the curse that

haunted it. None were ever seen again, and it seemed that the lodge's honour would never be restored. However, Fyreslayers are stubborn and are loath to admit defeat. Fjul-Grimnir, great grandfather to current Vostarg ruler Bael-Grimnir, took it upon himself to fulfil the ancient oath. Alongside his Chosen Axes he marched into Shadespire, determined to shatter the spell that trapped the city in an eternal nightmare.

For many long years it was assumed that Fjul-Grimnir was dead. Yet recently, intriguing rumours have reached the Vostarg hearth-halls. It is said that the curse of Shadespire has been broken, and that the Chosen Axes have returned triumphantly to the lands of the living, having fulfilled the Vostarg's long-standing debt. Such tidings may yet prove a mixed blessing for the Vostarg, because Fjul-Grimnir's claim to leadership of the lodge is at least as strong as that of its current master. In Fyreslayer society, full-blown succession wars have been started over less.

FURY SHALL BE MY ARMOUR

AURIC RUNESONS

Runesons are the potential heirs to the throne of their lodge, offspring of the Runefather imbued with the reckless fury of youth and desperate to prove their right to rule. Unlike in many feudal societies, the Fyreslayers do not pass the mantle of command to the eldest child; only the worthiest may earn such an honour, and so the Runesons compete to outdo one another in feats of bravery and martial prowess, hoping to earn the Runefather's favour so that he might bestow his title upon them when he passes from this world.

Runesons largely seek to prove their worthiness through deeds of arms. Assembling bands of loyal followers from the Vulkite ranks, they march out in search of glory, whether by earning vast bounties of ur-gold through mercenary work or by slaying ferocious monsters and dragging their severed heads or stripped hides back to the hearth as proof of their might. Pitched battle also offers much potential for renown; Runesons gladly hurl themselves into the thickest, deadliest melees, seeking out the foe's war leaders and champions and challenging them to single combat. Runesons are armed with artefact weapons and often trained from youth to fight atop a fire-spewing Magmadroth, making them a force to be reckoned with in such engagements.

Nevertheless, the life of a Runeson is not an easy one, and their inherent disregard for danger frequently results in an early – and often spectacular – demise. Thus it behoves a Runefather to sire as many progeny as possible both to account for this grievous casualty rate and to prevent the disastrous civil strife that can occur in the event that he dies without a named successor. Most successful lodges have at least a dozen Runesons at any time, all striving desperately to outshine their brethren.

MAGMADROTHS

Ever since the epic battle between Grimnir and Vulcatrix, a bond has existed between the descendants of these mythic combatants. Most often the feud is continued, for both seek to dwell in the caverns and tunnels beneath the volcanic ranges of the realms. It was the Zharrgrim priests who learnt the secrets of hatching Magmadroth eggs and hand-rearing the volatile beasts, though only the most noble-blooded Fyreslayers have demonstrated the prowess and willpower required to persuade a fully grown Magmadroth to serve them as a battle mount.

Born of flame and fury, the heat of a Magmadroth causes the air around it to ripple. In battle, the

reptilian creature attacks with its enormous claws, razor-sharp horns and powerful jaws before bringing its tail lashing down with the impact of a falling ironoak. With a bellowing roar, a Magmadroth can spew flaming bile that burns through flesh and armour alike. Protected by thick scales, only the stoutest of blows can penetrate its hide, but even a telling strike can have deadly consequences for an attacker as jets of red-hot blood spurt from its wounds.

Riding to war atop a Magmadroth, an Auric Runefather, Runeson or Runesmiter commands the attention of all on the battlefield and is capable of single-handedly staving in an enemy centre or breaking apart an entire flank.





MASTERS OF THE FORGE

Since the Age of Myth, the Zharrgrim priests have led the search for Grimnir's remains. It is they who discovered ur-gold and mastered the secrets of forging it into runes, embedding it in the flesh of duardin warriors and coaxing forth its great power. They seek to release that same divine energy in the heat of battle.

AURIC RUNEMASTERS

The high priest of a lodge's Zharrgrim order is a revered figure known as an Auric Runemaster. It is they who craft the ur-gold runes that are hammered into Fyreslayer flesh, granting the bearer a sliver of the power of Grimnir. Auric Runemasters are attuned to their deity like no other and can detect deposits of ur-gold with an unmatched keenness. Many legends tell of Runemasters who could sense ur-gold buried deep beneath mountains, swallowed in the bellies of enormous godbeasts or even hidden in other realms.

Unlike a Runesmith, a Runemaster has tempered their fiery nature and draws upon their great wisdom, knowledge and connection to Grimnir's divine power to offer invaluable counsel to their lodge's Runefather. Not even the most rash of lodge leaders would make decisions on matters of ur-gold, oaths of war or mercenary contracts without first consulting their Runemaster. The role of spiritual advisor, however, does not necessarily mean that a Runemaster is a peaceful and introspective individual – they are Fyreslayers, after all. Rather, Runemasters are able to think with a cool and rational head while channelling their rampant emotions into magmic energy.

As a weapon and symbol of office, each Runemaster carries a brazier-staff lit by the flames of his magmahold's great forge and imbued with a portion of its immense power. By focusing their fury and slamming the base of their staff upon the ground, the very battlefield cracks asunder and

magma surges up from below to consume the foe. The Runemaster can also reach into the deep places of the realm through a practice known as magmic invocation. Their words can inflame the fiery nature of their kin, making their blood boil and stoking their battle-fury to staggering levels. They can summon Runic Fyrewalls from the molten depths to block the advance of invaders, or they can call upon the realm itself to spit gobbets of lava at the enemy. With but a word, they can surround themselves with a swirling cloud of embers that whip around like a swarm of angry fireflies. It is also within their power to summon destructive Aqshian elementals from the fiery pits below and call forth Magmic Battleforges that set their comrades' battle-spirits aflame.

Should a Runemaster sense a foe is carrying even the smallest trace of ur-gold, they will call galthar-baraz, effectively declaring holy war upon them. Upon hearing a Runemaster's proclamation, the eyes of the Fyreslayers blaze with righteous fury and they redouble their efforts to hack down any enemy that would dare to seize and hold a portion of their god.

AURIC RUNESMITERS

Runesmiths are the war-priests of their lodge. It is in the thick of combat where they do their work, for their patron is a god of battle, not a benign, contemplative deity. Only amidst the clash of arms, the screams of the dying and the coppery stench of blood are Runesmiths truly in their element. Chanting invocations and brandishing their weapons of office, they call forth the power of

Grimnir. As their war-song builds to a booming crescendo, nearby ur-gold runes blaze brightly, imbuing those who bear them with fell-handed power.

Whether on foot or riding a ferocious Magmadroth, Runesmiths prefer to charge into the maelstrom of close combat where their skills are most needed. For them, the heat of battle is a literal thing: their chanting causes them to radiate waves of searing energy. Such is the intensity of these warrior-priests that their own vehemence – a kind of battle-joy – exudes outwards, setting ur-gold runes sparking and glowing to fill nearby Fyreslayers with vigour and fury.

The release of Grimnir's energies can only happen in the blaze of battle. It is this act to which the Fyreslayers dedicate their very lives; it is the height of their religion, a pinnacle of fierce joy at the final liberation of their god's entrapped spirit. But it is not enough to merely free the energies of the ur-gold – that force must be used in combat, for this alone is tribute worthy of Grimnir.

Various lodges react to such divine agitations in different manners. The warriors of the Vostarg lift their voices to join those of their Runesmiths, while the Greyfyrd are inspired to bellow their own war-oaths and hurl curses at their foes in their harsh and unforgiving tongue. Others, such as the Lofnir, are overcome with a savage battle-fury, gnashing their teeth and making savage noises underscored by the hissing of the rising flames that burn with heightened intensity in the shafts of their fyresteel axes.

Beyond the ability to ignite the latent energies within ur-gold runes, Runesmiters have developed other, more elemental powers. From their understanding of metal and rock, they are able to control magmic forces, summoning cinderstorms or wreathing their Magmadroths' claws in flame. With their feet in contact with the ground, they can enter a trance-like state, shifting molten rock and boring temporary tunnels through the earth with their minds. Using this ability, Runesmiters can lead a formation of Fyreslayers to strike from an unexpected quarter, the duardin suddenly charging forth from a glowing tunnel that opens up right before the enemy's eyes.

AURIC FLAMEKEEPERS

Death holds great sway over Fyreslayer society. The war-god Grimnir sacrificed his own life to defeat the mighty Vulcatrix, Mother of Salamanders, and his followers strive to live up to that glorious ideal. It falls to the Auric Flamekeepers to ensure that the souls of fallen Fyreslayer warriors are committed to the flames, returned to the stone, ash and metal whence they were born. Come the end of time itself, these noble warrior-spirits will rise again, called to fight alongside a resurrected Grimnir in the Doomgron – the final battle against darkness and malice.

As befitting a race of duardin so preoccupied with notions of defiance and fiery battle-zeal, Flamekeepers are not silent, morose figures despite their funerary obligations. Through oratory and ritual, they seek to inspire their kin to emulate Grimnir's last moments: fighting to the last against the most terrible odds and sacrificing everything for lodge, kin and honour. Flamekeepers do not take to the battlefield as regularly as their

Zharrgrim brethren, for much of their sacred work is done in the smouldering depths of their magmahold's Ancestor Halls: guiding dying warriors to their stone-sleep, performing ancient rites of cleansing, or cremating the recently slain and extracting the ur-gold runes so that they might be passed on to the next generation of warriors. But when their lodge's survival is threatened, or when the Fyreslayers enter battle expecting to suffer grievous casualties, they will take up their flame-spitting brazier axes and head to the front, inflaming the fighting spirits of their kin to the last and wreaking terrible carnage upon the foe.

Wearing imposing masks of ur-gold and wrapped in toughened Magmadroth hide in a gesture of respect to Vulcatrix – a worthy foe if ever there was one – Auric Flamekeepers fight as furiously

as any of their fellow duardin. Yet martial skill alone is not what makes them truly fearsome. Each Flamekeeper carries a Masterflame Rune, a simmering ember of the First Fire that erupted in the wake of Grimnir's shattering. Whenever a Fyreslayer warrior falls in close proximity to this artefact, the blazing power within them is drawn forth; the ur-gold hammered into their body glows with a blinding light as their flesh and spirit is returned to the flames. A Flamekeeper can channel this magic and call upon the blessings of Grimnir to bolster those of their brethren who remain in the fight, imbuing them with a stubborn resolve to annihilate their enemies, setting the keen edges of their fyresteel weapons alight or stoking their battle-rage to such heights that it generates a ferocious heat that scorches the very flesh of the foe.



AN AXE, WELL SWUNG, SETTLES ANY ARGUMENT

FIRE-BLOODED WARRIORS

The children of Grinnir are perhaps the most feared warriors in all the realms. Like their patron god, these volatile duardin are filled with fiery determination and an unquenchable battle-rage, and they will launch themselves into battle against the most insurmountable odds without a moment's hesitation.

VULKITE BERZERKERS

When a lodge musters for war, it is the Vulkite Berzerkers who comprise the bulk of its fyrds. These doughty warriors are renowned and feared across the realms for their might in battle and their ability to keep on fighting, no matter the odds stacked against them. Wielding fyresteel axes and war-picks, they hurl themselves into the thick of combat, roaring and laughing in a half-mad fury as they hew their enemies apart. Even when they are riddled with arrows and bleeding from half a dozen grievous wounds, the Vulkite Berzerkers will fight on, the light of Grinnir in their eyes and wide smiles upon their blood-spattered faces.

The secret to these warriors' terrifying resilience and battle-rage comes from the ur-gold runes that are ritually embedded in their bare flesh. These sacred, glowing sigils allow each warrior to channel the fury of Grinnir himself, augmenting a duardin's already fearsome physical prowess and resolve. When the latent power within these runes is fuelled by the magic of the Zharrgrim priests, the bearer's martial skill reaches near-supernatural levels.

Many Vulkite Berzerkers wield weapons in each hand, the better to overwhelm their foes with a flurry of attacks. Others choose to bear war-picks and bladed slingshields, the latter of which can be hurled as a deadly missile to catch unwary foes off guard. Throwing axes are another traditional ranged weapon favoured by Fyreslayers, flung before the charge to smash holes in the enemy battleline.

HEARTHGUARD BERZERKERS

The most powerful and skilled warriors of a lodge are granted a place within the ranks of the Hearthguard Berzerkers. In battle, it is the duty of this elite formation to protect the royal family – the Auric Runefather and his Runesons. Such a task asks much of those chosen, for each warrior is expected to willingly lay down their life if necessary to ensure the continuation of the lodge's vital dynastic legacy.



Members of the Hearthguard Berzerkers are recruited via a series of ceremonial battles. Drawn from the Vulkite ranks, they are picked not just for their raw strength, prowess and ability to channel Grinnir's supernatural might but also for their capacity to control their battle-rage sufficiently enough to be able to function as guardians. To demonstrate this, they must pass a set of brutal challenges known as the Trials of Grimfyre, which put their loyalty to the lodge to the test and pit them against a hideous assemblage of beasts and monsters. Only those who survive this gauntlet are allowed to make their oath before the Runefather himself and be granted a fire-blessed weapon from his personal hoard.

Hearthguard Berzerkers wield two-handed weapons, the better to keep the enemy at a distance from their ward. The deadly Berzerker broadaxe is a mighty weapon capable of splitting an ogor in two through the belly, while the flamestrike poleaxe features both a cleaving blade and a fiery brazier attached to the haft by a heavy chain. Lit by the fires of the master forge, this brazier swings in deadly arcs, setting foes alight even as it shatters their bones.

AURIC HEARTHGUARD

A magmahold's forge-temple is perhaps the most vital source of its power, and so it is that the Zharrgrim priesthood commands an elite company of warriors sworn to defend it against all threats. The Auric Hearthguard, as this order is known, are also commonly recruited from the ranks of the Vulkites, but they are chosen specifically for their steadiness and implacability; the Zharrgrim require warriors who will hold their ground no matter the circumstances and who would rather suffer the most terrible fate than abandon their holy duty.

Of course, warriors of the Auric Hearthguard are as fiery and belligerent as any of their kin. However, they channel their battle-fury not into wild swings and reckless charges but into focusing the flaming devastation of their favoured weapon, the magmapike. These ornate hand-cannons spew a ceaseless barrage of superheated lava at their target, each blazing missile capable of melting through plate armour and igniting hair and flesh. Should any foes survive

this ferocious hail of magma and engage the Auric Hearthguard in combat, they will be quickly dispatched with the blades affixed to the edges and hafts of these formidable weapons.

Though their foremost duty is to safeguard the sacred forges of their mountain home, detachments of the Auric Hearthguard often accompany the Fyreslayer fyrds on campaign, acting as an elite personal guard for members of the Zharrgrim priesthood. There are countless tales of these redoubtable warriors taking on huge monsters, their magmapikes spewing burning lava that hardens as it cools, trapping the beasts in a burning shell of agony.

GRIMWRATH BERZERKERS

A Grimwrath Berzerker is the greatest warrior of his lodge, a surly champion touched by the volatile battle-fury of Grimnir. Wielding a two-handed fyrestorm greataxe, these grizzled duardin cut a swathe of ruin through their foes, spitting insults and blood-curdling threats all the while.

The secret to a Grimwrath Berzerker's unusual talent for violence lies in their ability to harness the power of ur-gold. A single ur-gold rune embedded in duardin flesh grants preternatural strength, but such is their potency that most are unable to bear more than a few. Grimwrath Berzerkers, however, can endure dozens. The reason for this is unknown even to the Zharrgrim, and the only way to determine if a Fyreslayer has the soul of a Grimwrath is to subject them to the Test of Wrath. This process involves a series of gruelling ordeals and ends with the hammering of rune after rune into the aspirant's body; those who are not incinerated or who do not go violently insane emerge as true embodiments of Grimnir's rage.

Grimwrath Berzerkers are solitary figures, ill-suited to leadership or camaraderie. In many ways, they stand outside the traditional structure of their lodge, following their own path and answering to no one but the Runefather. Yet they are fiercely loyal to their homeland, despite their truculent nature. They find their place in the heart of battle, entering a state of such focused fury that their greataxe becomes little more than a fiery blur of motion. Glowing fiercely with the energies of Grimnir, they can ignore wounds that would fell a troggoth.

DOOMSEEKERS

Doomseekers are fatalistic warriors who have taken the barazakdum – the doom-oath – and departed their lodge to seek a death worthy of an epic saga. The reasons for such a decision can vary greatly. Perhaps they broke a sacred vow, failed in their duty to their lodge or suffered a tragically broken heart. Whatever the case, a Doomseeker's self-destructive fearlessness means that they will take on oaths to fight any foe, no matter how powerful; even when grossly outmatched, they will continue hacking away with their axes and spitting cinders until their dying breath.

Before leaving their lodge, a Doomseeker will solemnly craft for themselves the last weapon they will ever wield. In the last steps of the forging process, this Doomseeker axe is ignited using the eternal blaze of the lodge's master forge. It will burn in perpetuity – a final, lingering connection between the roving Doomseeker and their former life.

Doomseekers fight in much the same style as Grimwrath Berzerkers, although they are even more reckless in their onslaught. Whirling, gouging and hacking, the doomed warriors actually

seem to grow stronger and more frenetic the longer the battle lasts and the more injuries they sustain. When their eyes blaze and their fury truly takes hold of them, some of their rampant energy transfers from their clenched fists into the fyresteel of the runic war-iron each wields in their off hand. When it begins to glow as if fresh from the forge, then is the Doomseeker at their most dangerous. While their axe cleaves, the war-iron rips out chunks of flesh or is driven deep into a foe's vitals.

BATTLESMITHS

Like all duardin, Fyreslayers greatly venerate the past. Unlike their kin, however, they prefer to memorialise the days of yore not in dry historical records but in rousing sagas told around the hearth-fires and booming songs that echo over the din of combat. It is the duty of the Battlesmiths to witness their lodge's most glorious deeds for recitation and to remind its warriors of the legacy they must fight to uphold.

Of course, Battlesmiths are not simply chroniclers but fierce warriors in their own right. Even as they gruffly extol their companions to greater heights of bravery, they themselves partake in the slaughter, hewing about them with a fyresteel axe and holding aloft a brazen icon of Grimnir. Fyreslayers rally to this image, emboldened by the intoned glories of their lodge's storied past. All within earshot fight with renewed vigour as their ur-gold runes blaze with rekindled energies.

Battlesmiths are chosen by the Runefather, who selects them from the greatest of the lodge's forge workers. It falls to them to make their own icons of Grimnir, and only the most gifted of metalsmiths have the skill to craft such a revered symbol to the required standards.



FIRE AND FURY

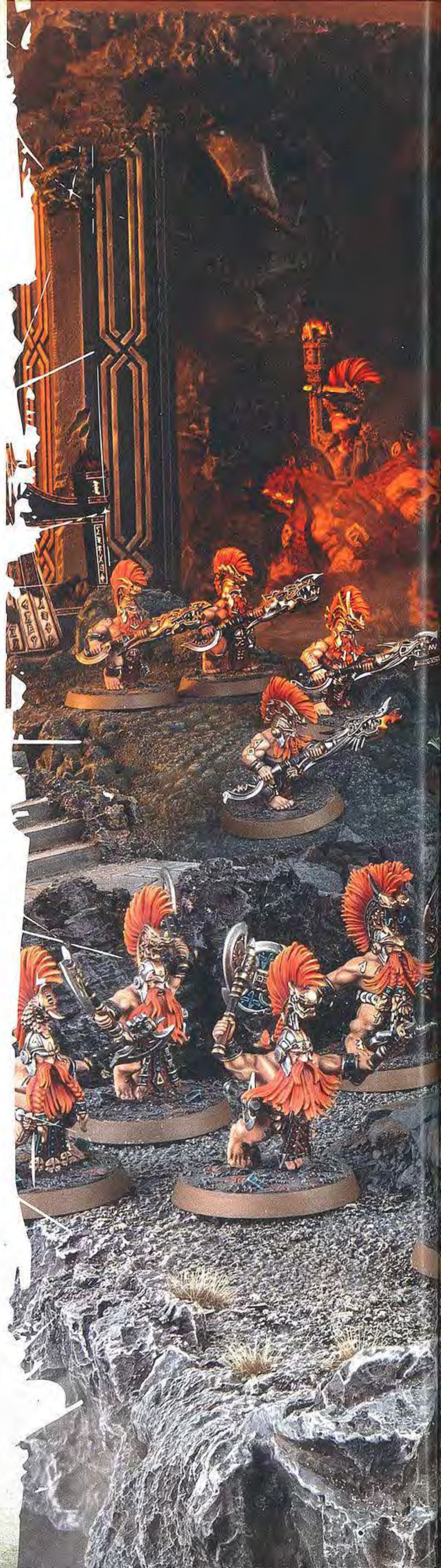
With axes gleaming sharp and eyes ablaze with eager battle-lust, the warrior-sons of Grinnir march forth to fulfil their oaths. Those foolish enough to meet these elemental duardin in battle are soon hacked and hewn apart, or crushed beneath the scaly feet of rampaging Magmadroths.



Auric Flamekeeper



Auric Runemaster



When arrayed in its full might, the sheer majesty of a Fyreslayer grand fyrd is enough to send most foes fleeing in terror, with bellowing, flame-bearded Berzerkers hard on their heels.





Auric Runefather on Magmadroth

Having accepted a particularly challenging contract, an Auric Runefather of the Vostarg leads his warriors into a troggoth lair, intent upon slaying the lumbering, stone-skinned monsters within.





Auric Runesmith on Magmadroth





Auric Runeson on Magmadroth

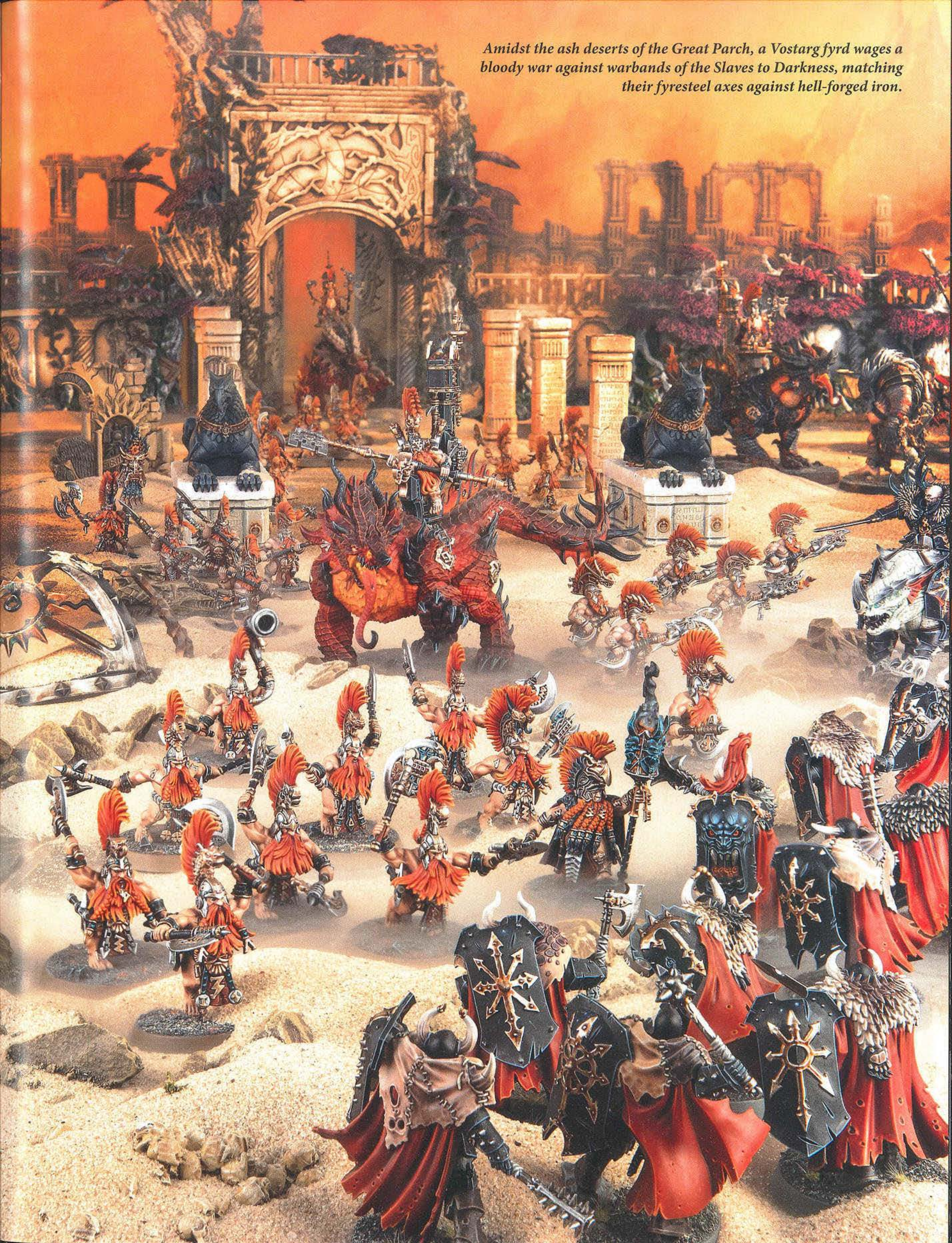


Auric Runeson

Auric Runesmiter

Auric Runefather

Amidst the ash deserts of the Great Parch, a Vostarg fyrd wages a bloody war against warbands of the Slaves to Darkness, matching their fyresteel axes against hell-forged iron.





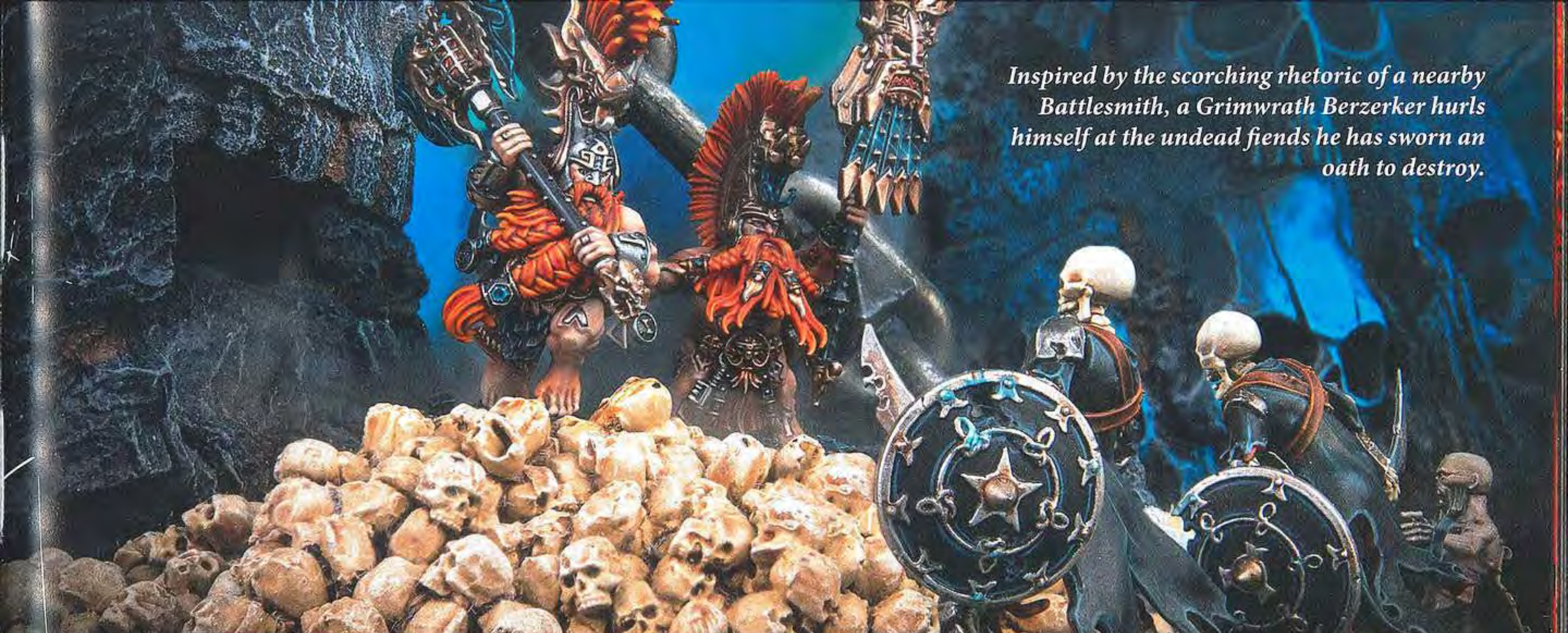
Grimwrath Berzerker



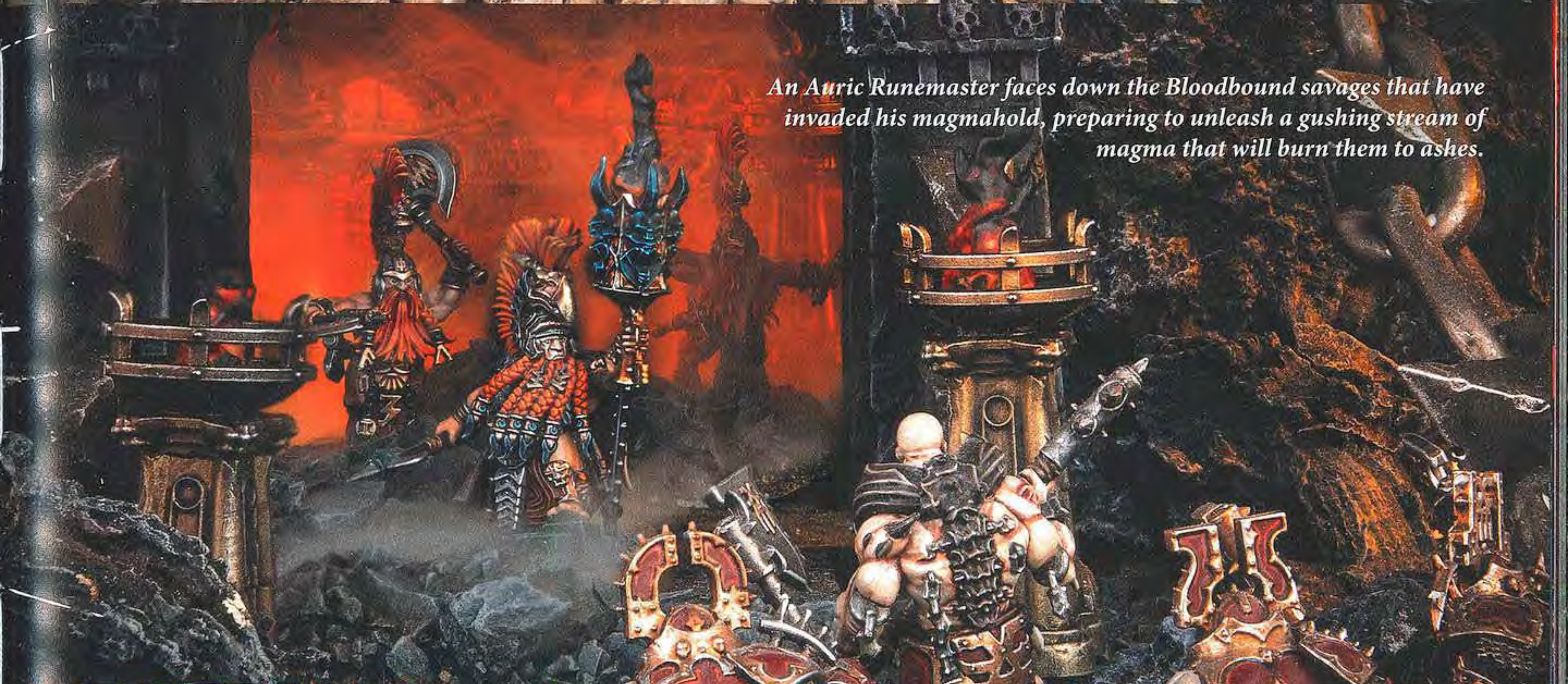
Battlesmith



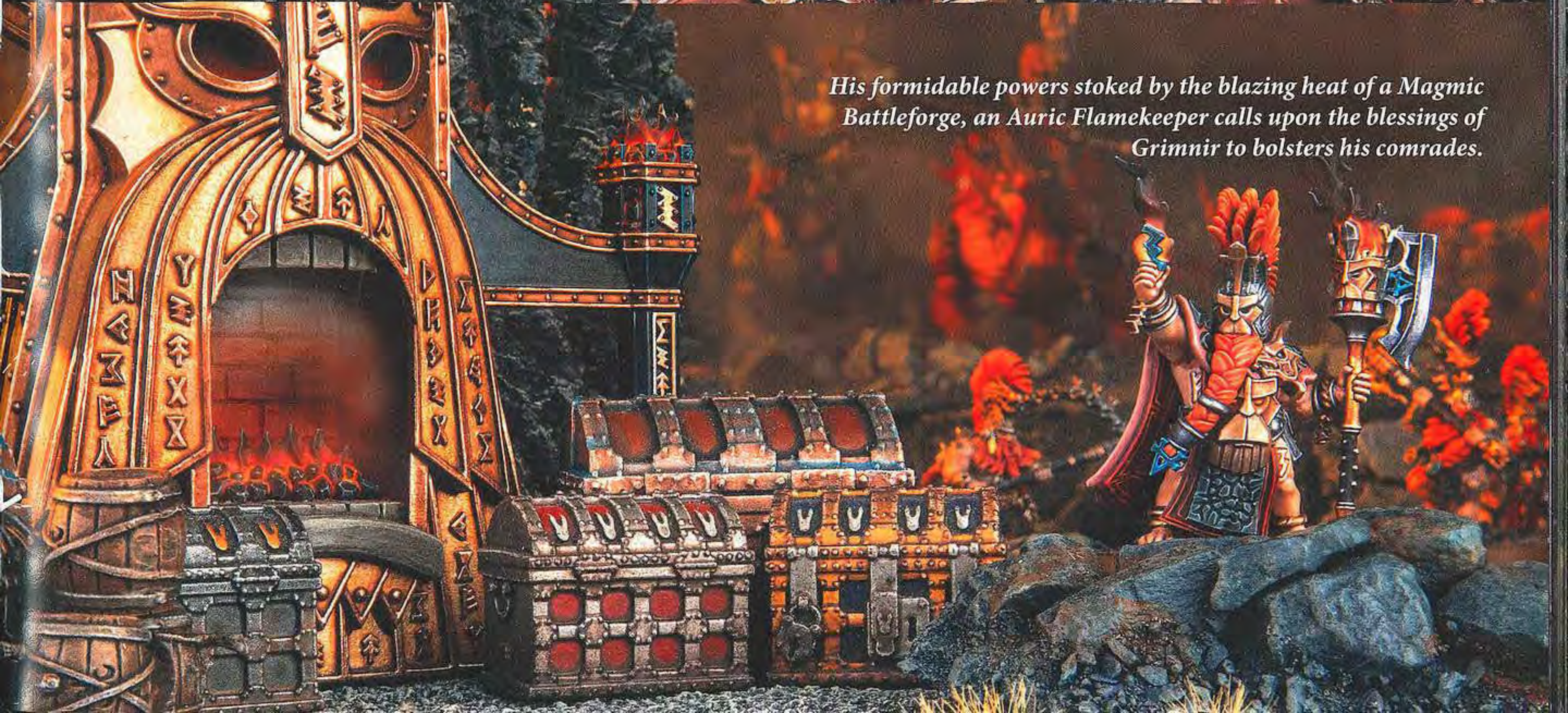
Hard-hearted mercenaries they might be, there is no denying that scores of Sigmarite strongpoints have been saved from destruction through the blood and sacrifice of Fyreslayer warriors.



Inspired by the scorching rhetoric of a nearby Battlesmith, a Grimwrath Berzerker hurls himself at the undead fiends he has sworn an oath to destroy.



An Auric Runemaster faces down the Bloodbound savages that have invaded his magmahold, preparing to unleash a gushing stream of magma that will burn them to ashes.



His formidable powers stoked by the blazing heat of a Magmic Battleforge, an Auric Flamekeeper calls upon the blessings of Grimnir to bolster his comrades.



Hornblower of Grimnir



Vulkite Berzerker



Vulkite Berzerker



Vulkite Berzerker



Vulkite Berzerker Karl



Vulkite Berzerker



Fyreslayers despise the devious, swamp-dwelling Kruleboyz with every fibre of their being, and will take any opportunity to lop off the heads of these hated foes.



Vulkite Berzerkers are utterly fearless, hurling themselves into the most desperate battles without hesitation and roaring blood-curdling threats at their foes as they do so.



Hearthguard Berzerker



Hearthguard Berzerker Karl



Hearthguard Berzerker



Doomseeker

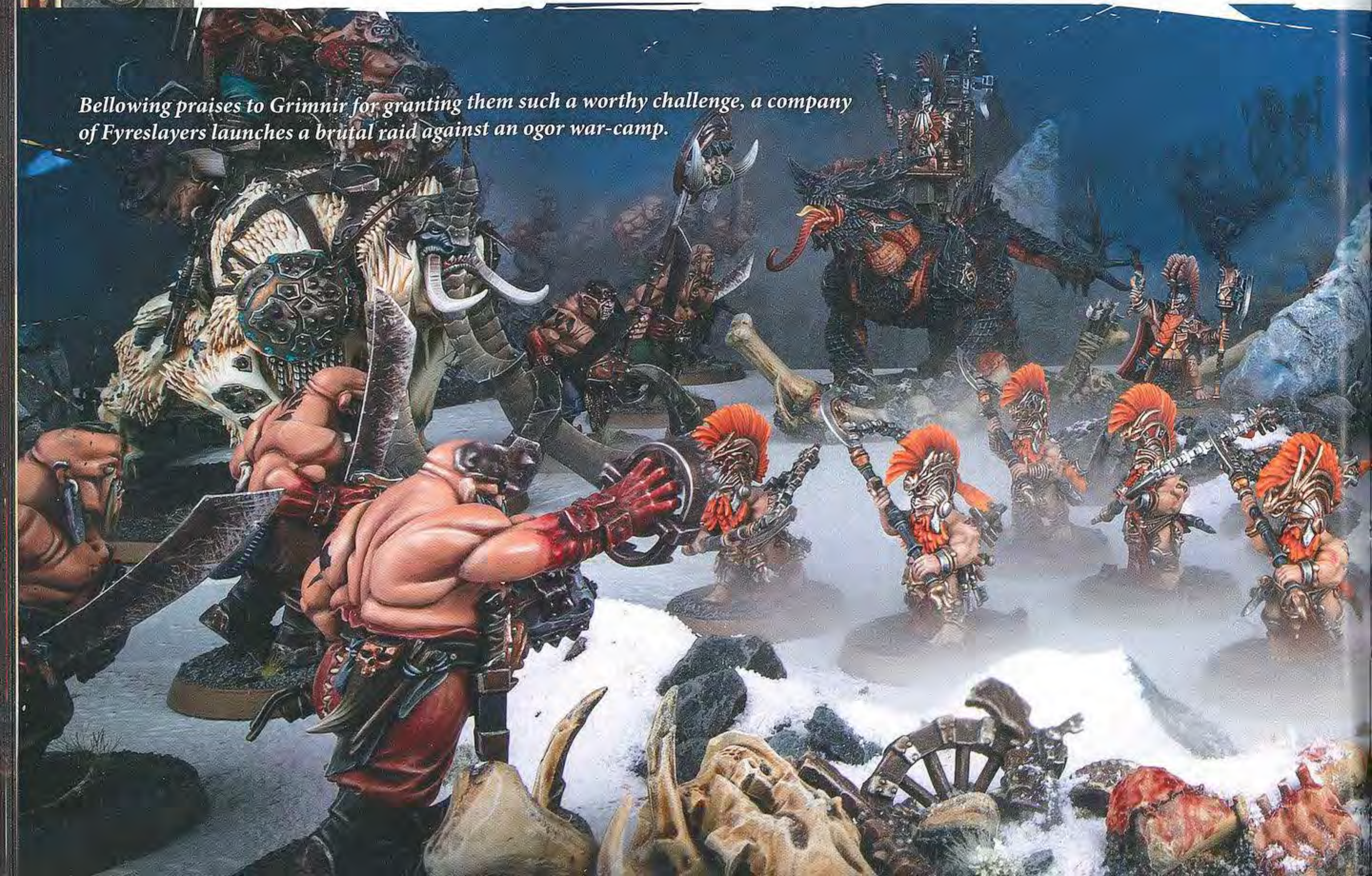


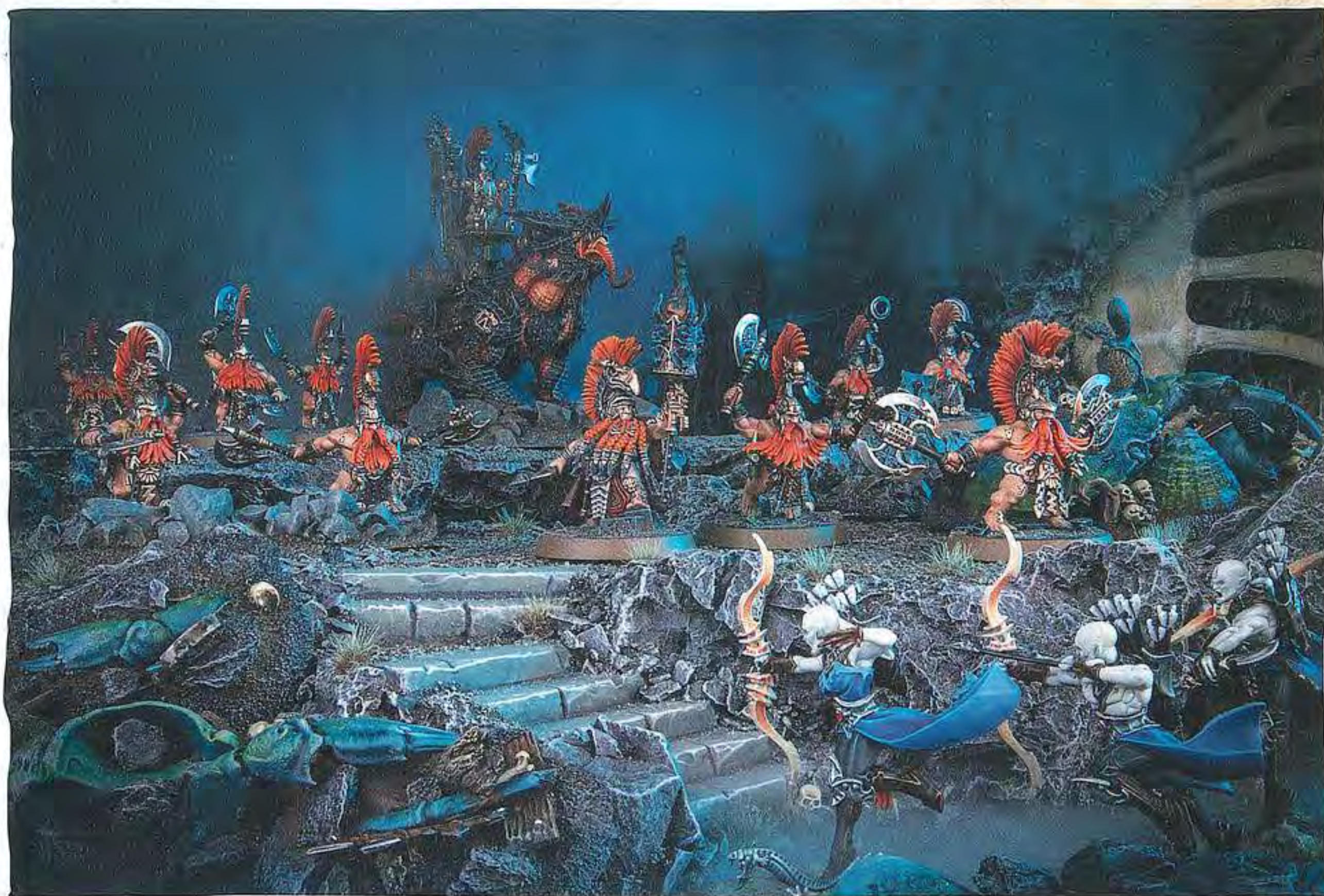
Auric Hearthguard Karl



Auric Hearthguard

Bellowing praises to Grímnir for granting them such a worthy challenge, a company of Fyreslayers launches a brutal raid against an ogor war-camp.





There is a mutual enmity between Fyreslayers and Idoneth Deepkin that often boils over into bloodshed, for these two powers could not be more different from one another in temperament.





VOSTARG

Also known as the All-fathers, those of the Vostarg lodge bear bright orange beards and hair crests.



GREYFYRD

The warriors of the Greyfyrd lodge are marked by coal-black beards which often smoulder with the heat of the forge.



HERMDAR

The Hermdar lodge know the secret of blending fyresteel that never loses the heat of its first forging.



LOFNIR

Black hands and feet are a telltale sign of the warriors of Lofnir; these can be either temporary soot-markings or permanent tattoos.



TANGRIM

The Tangrim lodge's ancestors settled in Azyr. The white streaks in their beards represent the stars of the heavens.



ULRUNG

Hailing from the morbid realm of Shyish, the Ulrung lodge mark their beards, faces and fists with the pale ash of the dead.



BAELDRAG

Like many lodges, the Baeldrag of Ghyran employ a system of tattoos to mark out different units and fyrds.



SIGYORN

Red-streaked beards, deep red tattoos and runic symbols of kinship are the hallmarks of the Sigyorn.



THUNGUR

The smiths of the Thungur lodge mix Hyshian crystal into their fyresteel, giving it a brilliant sheen and a razor edge.



DRONG

The warriors of the Drong lodge honour their fallen by marking themselves with crimson flame-tattoos.



CAENGAN

The Caengan lodge daub their faces and beards in soot in a two-tone pattern, and they bear striped crests.

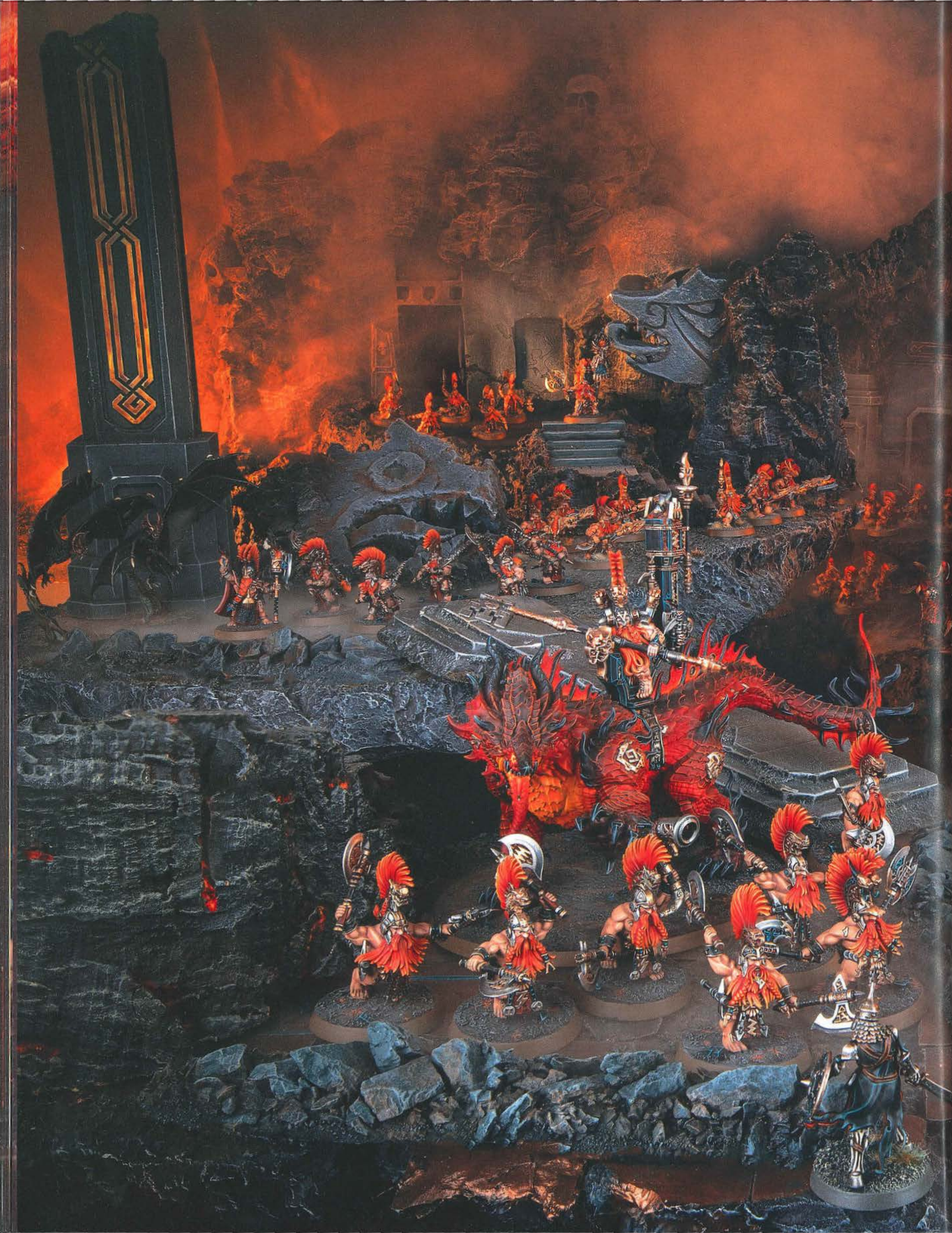


BAEYRD

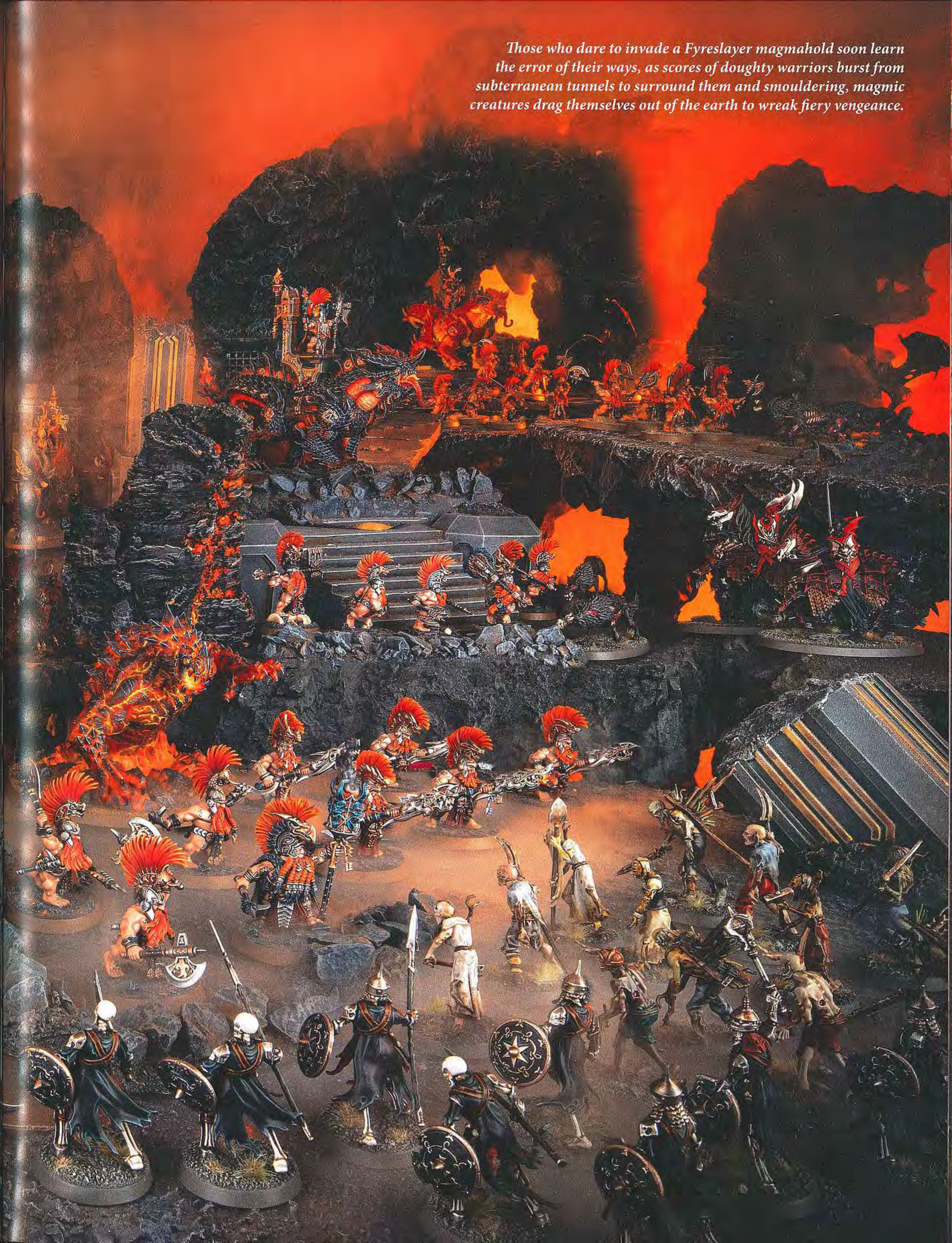
Warriors of the Baeyrd lodge can be identified by their distinctive black armour crafted from darksteel.



The dour and hard-bitten warriors of the Greyfyrd lodge have fought against every gheist, daemon and mutated horror that the Mortal Realms has to offer. They are yet to be impressed.



Those who dare to invade a Fyreslayer magmahold soon learn the error of their ways, as scores of doughty warriors burst from subterranean tunnels to surround them and smouldering, magmic creatures drag themselves out of the earth to wreak fiery vengeance.



PAINTING GUIDE

The fyrds of the Fyreslayer lodges provide hobbyists with an opportunity to assemble a vibrant and eye-catching army, resplendent with flaming hair and gleaming axes. Whether you are a beginner or an expert, the tips provided on the following pages will allow you to quickly assemble a force worthy of Grimnir!

With their soaring crests of flame-red hair and bronzed and rune-studded torsos, Fyreslayers warriors are simple yet rewarding to paint, and are a truly formidable sight when assembled for battle. Their ornate, fiery weapons and religious icons can be made to look fantastic with just a few easily mastered techniques, while the scaly behemoths known as Magmadroths offer an excellent

opportunity to experiment with drybrushing and Contrast Paints. Remember that the far-flung lodges of Grimnir's faithful are as varied and exotic in appearance as the lands in which they dwell, so feel free to get creative when it comes to choosing your colours. Whichever scheme you settle on, these pages show you how to paint the most common features and details in a Fyreslayers army.

PAINTING GUIDES

The Warhammer YouTube channel is a fantastic source of inspiration and advice for both budding and veteran hobbyists. It offers a range of painting guides for different armies and colour schemes, and explains how to use the Citadel Colour System.

FYRESLAYER SKIN



1 Apply a basecoat of Kislev Flesh over a Corax White Spray undercoat.



2 Shade with a 1:1 mix of Reikland Fleshshade and Lahmian Medium.



3 Layer the skin with Kislev Flesh, leaving the shade showing in the recesses.



4 Pick out the edges of the muscles and the folds in the skin with Flayed One Flesh.

FYRESLAYER BEARDS



1 Over an undercoat of Corax White Spray, apply a Trollslayer Orange basecoat.



2 Shade the beard all over with a 1:1 mix of Fuegan Orange and Cárroburg Crimson.



3 After allowing the Shade paint to dry, pick out the individual strands with more Trollslayer Orange.



4 For the final stage, drybrush with Fire Dragon Bright.

RED STRIPES



1 Directly over the orange crest, paint stripes of Khorne Red.



2 Shade the red stripes with Druchii Violet, avoiding the orange.



3 Pick out the strands of the red stripes with Wazdakka Red.



4 Apply a fine highlight to the strands with Squig Orange.

STRIPE VARIANTS



Brown: Rhinox Hide (basecoat), Doombull Brown (layer), Tuskgor Fur (highlight).



White: Celestra Grey (basecoat), Nuln Oil (shade), Ulthuan Grey (highlight).



Black: Abaddon Black (basecoat), Mechanicus Standard Grey (layer), Dawnstone (highlight).



PAINTER'S NOTE

When painting the hair crests for your Fyreslayers, first follow the steps for painting beards as shown on the previous page, then apply your chosen stripe effect as seen here.

GOLD



1 Apply an even basecoat of Retributor Armour.



2 Shade the gold with Reikland Fleshshade.



3 Apply a layer of Auric Armour Gold.



4 Add extreme highlights with Stormhost Silver.

ARMOUR VARIANTS



Bronze: Brass Scorpion (basecoat), Agrax Earthshade Gloss (shade), Skullcrusher Brass (layer), Stormhost Silver (highlight).



Red: Khorne Red (basecoat), Druchii Violet (shade), Tuskgor Fur and Cadian Fleshtone (highlights).



Red Tint: Runefang Steel (basecoat), Carroburg Crimson (shade), Stormhost Silver (highlight).



Bright Steel: Ironbreaker (basecoat), Nuln Oil (shade), Stormhost Silver (layer).

OTHER DETAILS AND EFFECTS



The blade of this axe was basecoated with Incubi Darkness, recess shaded with Nuln Oil, highlighted with Sotek Green and then edge highlighted with Administratum Grey.



Basecoat the blade with Ulthuan Grey, then focus Casandora Yellow at one end of the blade and a 1:5 mix of Talassar Blue and Contrast Medium at the other. Edge highlight with White Scar.



Basecoat the blade with Ironbreaker, then apply Drakenhof Nightshade mixed with Lahmian Medium. Layer with Ironbreaker, then edge highlight Stormhost Silver.



Build up the design by first painting three parallel lines of Khorne Red. Embellish with additional details as you wish, then use the flesh colour to tidy and correct any mistakes.



For the distinctive soot-stained hands and feet of the Lofnir lodge, stipple on Abaddon Black in multiple layers until you achieve the desired effect.



For blazing orange runes, basecoat with Mephiston Red, layer with Trollslayer Orange, then edge highlight with Fire Dragon Bright.



Gleaming ur-gold runes, like those for Thungur lodge above, can be painted using the gold stage-by-stage on the previous page.



For purple smoke, start with an Abaddon Black basecoat, paint Xereus Purple into the recesses, then Daemonette Hide into the deepest recesses.



For the smouldering hair crests of the Greyfyrd lodge, first apply a basecoat of Abaddon Black. Then, drybrush with Dawnstone followed by a lighter drybrush of Administratum Grey. Next, paint Trollslayer Orange thinned with Lahmian Medium towards the base of the hair. Finally, stipple Yriel Yellow at the bottom of the crest.



For the dark teal areas of the icon, start with a basecoat of Incubi Darkness and then shade with Nuln Oil. Next, apply an edge highlight of Kabalite Green and then a finer highlight of Blue Horror. Apply some additional streaking lines, ensuring that they stay parallel, across the surface of the leather strips to give the appearance of a shiny surface.



To paint the Auric Runemaster's cloak, basecoat the scales with Dark Reaper, then apply an all-over shade of Nuln Oil. Highlight the individual scales with Russ Grey followed by a finer highlight of Fenrisian Grey on the edges and tips. For quicker results, these same colours can be applied instead using the drybrushing method.

MAGMADROTH SCALES



Basecoat with Abaddon Black, then apply successively thinner edge highlights of Dark Reaper then Fenrisian Grey.



Basecoat with Mephiston Red, shade with Carroburg Crimson, then highlight with Evil Sunz Scarlet, Trollslayer Orange and Fire Dragon Bright.



Instead of applying layered highlights, you can apply the colours specified in the previous two images using the drybrushing technique.

MAGMADROTH DETAILS



Inside of the Mouth: Basecoat with Averland Sunset, shade with Fuegan Orange, layer with Yriel Yellow, then edge highlight with Dorn Yellow.



Pale Hide: Basecoat with Cadian Flestone, shade with a Carroburg Crimson-Lahmian Medium mix, then highlight with Kislev Flesh.



Stone: Basecoat with Stormvermin Fur, shade with a 1:1 mix of Agrax Earthshade and Lahmian Medium, then highlight the hard edges with Karak Stone.

FIERY CRACKED-EARTH BASE



Use a combination of Agrellan Earth and Agrellan Badland to achieve a varied texture. Add some stones and some skulls from the Citadel Skulls set.



Undercoat with Chaos Black Spray, then drybrush with Mechanicus Standard Grey, Dawnstone and Administratum Grey.



Paint the larger cracks in the base with Mephiston Red, Trollslayer Orange and then finally patches of Yriel Yellow.

FORCES OF THE FYRESLAYERS

Welcome to the rules section of *Battletome: Fyreslayers*. On the following pages, you will find all of the rules you need to field your Fyreslayers collection on the battlefield and unleash the fury of Grimnir's scions upon your foes!

ARMY RULES

ALLEGIANCE ABILITIES

This section describes the allegiance abilities available to a Fyreslayers army. The rules for using allegiance abilities can be found in section 27.0 of the core rules.

BATTLE TRAITS

Abilities available to every unit in a Fyreslayers army (pg 56-57).

ENHANCEMENTS COMMAND TRAITS

Abilities available to the general of a Fyreslayers army if it is a **HERO** (pg 58).



ARTEFACTS OF POWER

Artefacts available to **HEROES** in a Fyreslayers army (pg 59).

PRAYER SCRIPTURES

Prayers available to **PRIESTS** in a Fyreslayers army (pg 60).

MOUNT TRAITS

Enhancements available to **HEROES** in a Fyreslayers army that have a mount (pg 60).

LODGES

Abilities for four of the biggest lodges. These rules can be used by units in a Fyreslayers army that have been given the appropriate subfaction keyword by the Lodges battle trait (pg 61).

'So the smith-god returns, and we are expected to bow and scrape before him like scolded beardlings? Nay, I think not. Let the others shame Grimnir with their servility, if they must. For Lofnir, there is naught ahead but the sacred path of fire and fury.'

- Runefather
Draaken-Grimnir
of the Lofnir lodge



SHAME AND DEATH TO THE OATH BREAKER

WARSCROLLS

Warscrolls for the units and invocations from the Fyreslayers faction are found here, as well as the faction terrain warscroll for the Magmic Battleforge (pg 76-87).

PITCHED BATTLE PROFILES

This section contains Pitched Battle profiles for the units, invocations and faction terrain feature in this battletome (pg 88).

ALLIES

This section lists the allies a Fyreslayers army can include (pg 88).

● PATH TO GLORY ●

This section contains rules for using your Fyreslayers collection in a Path to Glory campaign. It includes quests, veteran abilities and a batteplan (pg 62-72).

WARSCROLL BATTALIONS

This section includes warscroll battalions that can be included in a Fyreslayers army (pg 73).

Designer's Note: On these pages, you will find 3 warscroll battalions that represent the different formations that make up a Grand Fyrd. Each warscroll battalion has access to the ability presented below it.

● MATCHED PLAY ●

GRAND STRATEGIES

When fighting a matched play battle that instructs you to pick a grand strategy, you can pick a grand strategy from this section if you are using a Fyreslayers army (pg 74).

BATTLE TACTICS

When fighting a matched play battle that instructs you to pick battle tactics, you can pick battle tactics from this section if you are using a Fyreslayers army (pg 75).



ALLEGIANCE ABILITIES

BATTLE TRAITS

LODGES

Across the Mortal Realms dwell the different lodges of the Fyreslayers, each with their own distinct culture and traditions.

You can pick 1 of the following subfactions for your army (core rules, 27.2.1). All **FYRESLAYERS** units in your army gain the keyword of the subfaction you picked, and you can use the allegiance abilities for that subfaction. If a unit already has a different subfaction 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 subfaction.

- **VOSTARG** (pg 61)
- **GREYFYRD** (pg 61)
- **HERMDAR** (pg 61)
- **LOFNIR** (pg 61)

FIERCE COUNTER-ATTACK

The oathsworn warriors of the Fyreslayers are as skilled in the art of war as they are stubborn, and it is this indomitable nature that allows them to unleash devastating counter-attacks upon a charging foe.

You can use this command ability at the start of the enemy combat phase. The unit that receives the command must be an **AURIC HEARTHGUARD**, **HEARTHGUARD BERZERKERS** or **VULKITE BERZERKERS** unit that is within 3" of an enemy unit that made a charge move in the same turn and not within 3" of any enemy units that have not made a charge move in the same turn. The strike-first effect applies to that unit until the end of that phase. A unit cannot receive this command more than once per battle.



GRIMWRATH OATHS

Before battle, each Grimwrath Berzerker swears a sacred oath to Grimnir that they will fulfil a certain deed in his honour that day.

At the start of the first battle round, you can pick 1 of the following oaths for each friendly **GRIMWRATH BERZERKER** to swear. The rule for that oath applies until the end of the battle. If your army includes more than 1 **GRIMWRATH BERZERKER**, you cannot pick the same oath more than once.

'I will cut down the priests of Grimnir's enemies!':

If the target is a **PRIEST** that does not have the **FYRESLAYERS** keyword, add 1 to hit rolls and wound rolls for attacks made by this unit, and add 1 to the damage inflicted by each of those attacks that is successful.

'I will guard them with my life!': Instead of picking 1 friendly **AURIC HEARTHGUARD** or **HEARTHGUARD BERZERKERS** unit on the battlefield to be the retinue of an Auric Runefather or Auric Runeson, you can pick this unit to be that unit's retinue.

'I will let nothing stand in my way!': This unit can run and still charge later in the turn. In addition, you can re-roll run rolls and charge rolls for this unit.

'I will prove Grimnir's might to our allies!': Add 1 to hit rolls and wound rolls for attacks made by this unit if it is within 12" of any friendly allied units.

'I will not be stopped!': This unit has a ward of 6+. If this unit is within 3" of any enemy units, it has a ward of 5+ instead.

'I will strike hard and true in Grimnir's name!': If the unmodified hit roll for an attack made by this unit is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

UR-GOLD RUNES

In battle, a Fyreslayer's ur-gold runes are awakened, filling them with the blazing power of Grimnir.

At the start of your hero phase, you can activate 1 of the following 6 types of ur-gold rune. To do so, state which rune will be activated and make an **activation roll** by rolling a dice. On a 1-5, the standard effect applies. On a 6, the enhanced effect also applies. The effects last until the start of your next hero phase.

Each ur-gold rune can only be activated once per battle, and no more than 1 rune can be activated at the same time. Once you have used a rune, you can choose a new one to activate in your next hero phase, but you cannot activate the same one again.

RUNE OF FURY

Standard effect: Add 1 to hit rolls for attacks made with melee weapons by friendly **FYRESLAYERS** units.

Enhanced effect: Add 1 to the Attacks characteristic of melee weapons used by friendly **FYRESLAYERS** units.

RUNE OF FARSIGHT

Standard effect: Add 1 to hit rolls for attacks made with Fyresteel Throwing Axes by friendly **FYRESLAYERS** units.

Enhanced effect: Add 1 to wound rolls for attacks made with Fyresteel Throwing Axes by friendly **FYRESLAYERS** units.

RUNE OF SEARING HEAT

Standard effect: If the unmodified wound roll for an attack made by a friendly **FYRESLAYERS** unit is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.

Enhanced effect: When this rune is activated, roll a dice for each enemy unit within 3" of any friendly **FYRESLAYERS** units. On a 2+, that enemy unit suffers 1 mortal wound.

RUNE OF AWAKENED STEEL

Standard effect: Improve the Rend characteristic of melee weapons used by friendly **FYRESLAYERS** units by 1.

Enhanced effect: Improve the Rend characteristic of melee weapons used by friendly **FYRESLAYERS** units by a further 1.

RUNE OF FIERY DETERMINATION

Standard effect: Friendly **FYRESLAYERS** units have a ward of 6+.

Enhanced effect: Friendly **FYRESLAYERS HEROES** have a ward of 5+.

RUNE OF RELENTLESS ZEAL

Standard effect: Add 2" to the Move characteristic of friendly **FYRESLAYERS** units.

Enhanced effect: Add 2 to charge rolls for friendly **FYRESLAYERS** units.

BLAZE OF FURY

In battle, particularly mighty Fyreslayer warriors can call upon the spirit of Grimnir to fill them with fury until their ur-gold runes glow white-hot.

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

HEROIC ACTION



Blaze of Fury: Pick 1 friendly **FYRESLAYERS HERO**. Until the end of your turn, the enhanced effect of the ur-gold rune that is activated in this hero phase applies to that **HERO** regardless of the activation roll. You cannot carry out this heroic action with the same **HERO** more than once in the same battle.

ENHANCEMENTS

COMMAND TRAITS

INHERITANCE OF GRIMNIR

AURIC RUNEFATHER and AURIC RUNESON only.

Fury of the Fyreslayers: *In this noble duardin is fiery aggression given form.*

Add 1 to charge rolls for friendly **FYRESLAYERS** units wholly within 18" of this general.

Blood of the Berzerker: *'Attack, attack and attack again' is this leader's mantra.*

Once per battle, in the combat phase, after this general has fought for the first time in that phase, you can say that they will go berserk. If you do so, this general can fight for a second time in that phase. The strike-last effect applies to this general when they fight for that second time.

Spirit of Grimnir: *The very presence of this leader sets ur-gold ablaze.*

If this general is on the battlefield, when you make an activation roll for the purposes of the Ur-gold Runes battle trait (pg 57), the enhanced effect applies on a 5+ instead of a 6.

Leader of the Duardrazhal: *This warrior welcomes all duardin into their ranks and leads them with a united purpose, each proudly bearing the runes of the Fyreslayers upon their bodies.*

If this general is on the battlefield, **DUARDIN** allied units are treated as if they have the **FYRESLAYERS** keyword for the purposes of the Ur-gold Runes battle trait (pg 57).



MAGMIC EMPOWERMENTS

FYRESLAYERS PRIEST only.

Ash-beard: *So great is this priest's mastery of magmic energies that they smoulder eternally.*

This general knows 2 prayers from the Zharrgrim Blessings prayer scripture (pg 60) instead of 1.

Master Priest: *This priest is able to stir ur-gold runes that others thought already drained.*

Once per battle, at the start of your hero phase, if this general is on the battlefield, you can activate 1 ur-gold rune that has already been activated using the Ur-gold Runes battle trait (pg 57) instead of 1 that has not yet been activated.

Avatar of Vulcatrix: *It is said that the molten blood of Vulcatrix flows through this priest's veins. Even death cannot keep them from delivering vengeance and wrath upon their enemies.*

If this general is slain and there is not a Molten Infernoth invocation under your command on the battlefield, before removing this general from play, you can set up 1 Molten Infernoth within 6" of this general. If you do not have a Molten Infernoth in your army, this new Molten Infernoth is added to your army. After the invocation has been set up, remove this general from play and then apply the effects of the Molten Infernoth's Burning Tide ability.

If this general is slain and there is a Molten Infernoth invocation under your command on the battlefield, remove this general from play and then apply the effects of the Molten Infernoth's Burning Tide ability as if the invocation has just been set up.

ARTEFACTS OF POWER

HEIRLOOMS OF THE LODGE AURIC RUNEFATHER and AURIC RUNESON only.

Master Rune of Unbreakable Resolve: *Few possess the skills to forge this powerful rune, but to bear it in battle offers protection to a warrior in direst need.*

Once per battle, at the start of a phase, you can say that the bearer will use their master rune. If you do so, the bearer has a ward of 3+ until the end of that phase.

The Fiery Ring: *This ring is set with a dark ruby that, when activated, unleashes a torrent of fire.*

Once per battle, in your shooting phase, you can pick 1 enemy unit within 6" of the bearer and roll a dice. On a 2+, that unit suffers D6 mortal wounds.

Magnetised Runes: *Combined with a strange lodestone, the bearer's ur-gold runes are literally drawn towards combat.*

Add 2 to charge rolls made for the bearer.

The Axe of Grimnir: *Rumoured to have been forged from a mysterious metal shard recovered after the duardin god's battle, this axe imbues the bearer with Grimnir's resolute strength and unstoppable fury.*

Pick 1 of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1 and add 1 to the Damage characteristic of that weapon.



ARTEFACTS OF THE FORGE-TEMPLE FYRESLAYERS PRIEST only.

Ash-cloud Rune: *The bearer of this rune can call down a column of soot that clogs the flow of magic.*

Once per battle, at the start of the enemy hero phase, you can say that the bearer will call down a column of soot. If you do so, until the end of that phase, units wholly within 12" of the bearer are not visible to enemy units attempting to cast a spell.

Volatile Brazier: *The blasts of heat from this brazier augment the magmic powers of Zharrgrim priests.*

When the bearer attempts to summon an invocation, you can re-roll chanting rolls for the bearer and the range of the prayer is doubled.

Droth-helm: *This ancient helm is said to have been worn by the first Zharrgrim priest to tame a Magmadroth.*

Add 1 to wound rolls for attacks made with Claws and Horns by friendly **MAGMADROTHS** wholly within 12" of the bearer.



RELICS OF THE FYRD FYRESLAYERS HERO only.

Draught of Magmalt Ale: *This fiery beverage sends energy surging through a Fyreslayer.*

Once per battle, at the start of the combat phase, you can say that the bearer will drink their magmalt ale. If you do so, double the Attacks characteristic of the bearer's melee weapons until the end of that phase.

Nulsidian Icon: *This icon diffuses arcane energy into the bedrock.*

This artefact of power can only be given to a **BATTLESMITH**. Each time a friendly **FYRESLAYERS** unit wholly within 12" of the bearer is affected by a spell or the abilities of an endless spell, you can roll a dice. On a 4+, ignore the effect of that spell or the effects of that endless spell's abilities on that unit.

The Daemon Slayer: *Many a fiend has met its doom on the edge of this axe; the blades glow white-hot as it shatters even the most powerful of arcane wards.*

Pick 1 of the bearer's melee weapons. Ward rolls cannot be made for wounds and mortal wounds caused by attacks made with that weapon.

PRAYER SCRIPTURES

ZHARRGRIM BLESSINGS

FYRESLAYERS PRIEST (including Unique units) only.

Prayer of Ash: *Borne on a gust of hot forge-winds, a circle of ash settles around the priest's allies, protecting them from harm.*

Prayer of Ash is a prayer that has an answer value of 4 and a range of 18". If answered, pick 1 friendly **FYRESLAYERS** unit wholly within range and visible to the chanter. Subtract 1 from wound rolls for attacks that target that unit until the start of your next hero phase.

Ember Storm: *A hurricane of glowing cinders fills the air, driving Fyreslayers towards the foe with impetuous swiftness.*

Ember Storm is a prayer that has an answer value of 3 and a range of 18". If answered, pick 1 friendly **HEARTHGUARD BERZERKERS** or **VULKITE BERZERKERS** unit wholly within range and visible to the chanter. That unit can run and still charge later in this turn.

Prayer of Grimnir's Fury: *A red rage fills the hearts of those blessed by this furious benediction.*

Prayer of Grimnir's Fury is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 friendly **FYRESLAYERS HERO** that does not have a mount that is within range, within 3" of an enemy unit and visible to the chanter. That **HERO** can fight.

Wrath of Vulcatrix: *The priest sets the runes pressed into a Magmadroth's hide ablaze, and the colossal beast roars with fury.*

Wrath of Vulcatrix is a prayer that has an answer value of 3 and a range of 12". If answered, pick 1 friendly **MAGMADROTH** unit within range and visible to the chanter. Until the start of your next hero phase, use the top row on that unit's damage table, regardless of how many wounds it has suffered.

MOUNT TRAITS

You can pick 1 **FYRESLAYERS MAGMADROTH HERO** in your army to have 1 of the following mount traits.

THE OFFSPRING OF VULCATRIX

Flame-scale Youngblood: *This impetuous Magmadroth crashes into the enemy's lines, crushing its prey under its bulk.*

If you carry out a Stomp monstrous rampage (core rules, 21.1) with this unit and the enemy unit you picked suffers any mortal wounds, that enemy unit suffers 3 additional mortal wounds.

Lava-tongue Adult: *This fiercely territorial Magmadroth is known to spit especially devastating gouts of magma over its foes at the least provocation.*

When determining the Attacks characteristic of this unit's Roaring Fyrestream, an Attacks characteristic of less than 5 is treated as being 5.

Coal-heart Ancient: *Though this Magmadroth's scales are still fiercely hot, its colour has deepened with age and it has grown impervious to all but the sharpest of blades.*

If this unit is the target of an attack made with a melee weapon, subtract 1 from the Damage characteristic of that weapon for that attack (to a minimum of 1).

LODGES

VOSTARG

Bold and aggressive, the secret behind the Vostarg's victories has been their relentless method of attack. With surprising speed and unflinching determination, their fyrds surge forward to hew down their foe. Not until the last enemy has stopped twitching do they cease their assault.

Fearsome Surge: *The Vostarg crash into the foe like the pyroclastic flow loosed by an erupting volcano.*

Add 1 to hit rolls and wound rolls for attacks made with melee weapons by friendly **VOSTARG VULKITE BERZERKERS** units that made a charge move in the same turn.



GREYFYRD

There are but two subjects that the Greyfyrd willingly discuss: mercenary jobs – for they eagerly hire out their war services to any that meet their price – and the long line of bold heroes that the lodge has produced. Many of the greatest Fyreslayer warriors have come from Greyfyrd, a fact that makes the lodge justifiably proud.

Spoils of Victory: *Famed mercenaries, the Greyfyrd lodge has countless treasures and artefacts stored within its vaults and many heroes worthy of wielding them.*

Add 1 to the Wounds characteristic of friendly **GREYFYRD HEROES** that do not have a mount. In addition, you can pick 2 additional artefacts of power (pg 59) and give them to 2 **GREYFYRD HEROES** in your army that do not have a mount.



HERMDAR

The Hermdar way of war is based on an initial aggressive attack that seamlessly shifts into a fierce defence. It is this approach that allows them to storm enemy strongholds and then to protect the slaves they have freed. Such tactics also come into play when they find and secure sources of ur-gold. This is vital, as they cannot count on as steady an income of gold for mercenary deeds as their rival lodges.

Seize by Force: *The warriors of the Hermdar lodge assault enemy positions with a fiery determination.*

If a friendly **HERMDAR** unit wholly within enemy territory or wholly within 12" of an objective fails a battleshock test, halve the number of models that flee (rounding up).



LOFNIR

None can best the Lofnir in the finding of Magmadroth eggs or the raising of the hatchlings, and they boast some of the largest and most ferocious specimens of these fiery beasts in all of the realms. The proud and ancient bloodlines of the creatures are as venerated as that of the lodge's royal family.

Venerators of Vulcatrrix: *The warriors of the Lofnir hold great esteem for Vulcatrrix and her offspring.*

Add 2 to the Wounds characteristic of friendly **LOFNIR MAGMADROTH** units. In addition, up to 3 **LOFNIR MAGMADROTH** units in your army can be given a different mount trait (pg 60) instead of only 1.



PATH TO GLORY

The following section includes rules for your Path to Glory campaign if you are using a Fyreslayers army.

On page 72, you will find a Magmahold roster to add to your Path to Glory roster. On your Magmahold roster, you can record how much gold is in your treasury, your reputation score and details of any mercenary contracts you have accepted.

VAULTS OF GOLD

During your Path to Glory campaign, you will earn gold in a number of ways, such as by fulfilling mercenary contracts. Keep a note of how much gold you have in your treasury. Depending on the amount, your warlord may earn bonus renown points in the aftermath sequence of a Path to Glory battle, as long as they were included in your army. The amount they receive is listed below:

Gold in Treasury	Bonus Renown Points
0-10,000 gold	0
10,001-50,000 gold	1
50,001+ gold	2

In addition, you can spend gold from your treasury in the following ways:

Hold a Ghuzfest: *On the eve of battle, you hold a Ghuzfest for your warriors. Magmalt ale flows freely this night as war-songs are sung and sagas recounted, strengthening the will of your warriors for the battle to come.*

Before a middle or higher tier battle, you can choose to hold a Ghuzfest. If you do so, you must spend 100 gold for each unit in your army. Each unit in your army is treated as having a Bravery characteristic of 10 for that battle.

Delve Beneath the Mountain: *Though this puts considerable strain on your treasury, you fund an expedition into the mountain below to discover any secrets it might hold.*

Before making an exploration roll on the Territories table, you can spend 10,000 gold to fund an expedition. If you do so, do not roll a D66. Instead, roll 1 dice and add 60 to the roll to give you an exploration roll of 61-66.

Forge a Mighty Artefact: *You instruct your Zharrgrim priesthood to forge an artefact worthy of saga. After seven days and seven nights spent before the master forge, they finally emerge...*

In step 7 of the aftermath sequence, you can spend 20,000 gold to forge an artefact. If you do so, you can immediately add 1 artefact of power to your vault.

MERCENARY CONTRACTS

In step 7 of the aftermath sequence, you can choose to generate a mercenary contract for your army and then decide whether or not you will accept it. To generate a mercenary contract, follow these steps:

- 1 Determine the **paymaster** of the contract.
- 2 Determine the **quarry** of the contract.
- 3 Choose whether or not to accept the contract.

REPUTATION

A Fyreslayers Path to Glory army has a **reputation score** that affects the types of mercenary contracts it is offered. To begin with, a Fyreslayers Path to Glory army has a reputation score of 0. During your Path to Glory campaign, reputation modifiers may be applied to your score. As a result, your reputation score can be negative as well as positive (pg 65).

THE PAYMASTER

The first step is to determine who the **paymaster** of the mercenary contract is. This is the benefactor who will honour the payment of the contract upon fulfilment. First, determine the paymaster's Grand Alliance by rolling 2D6, adding your reputation score to the roll and consulting the table below:

Result	Grand Alliance
2 or less	Chaos
3-4	Destruction
5-6	Death
7+	Order

Then, roll twice on the table below, consulting the appropriate Grand Alliance column, to give the paymaster first a name and then a title.

Paymaster Name and Title Generator								
D6	ORDER		CHAOS		DEATH		DESTRUCTION	
	Name	Title	Name	Title	Name	Title	Name	Title
1	Duke Armand	the Pious	Bolgarax	the Vile	Mordokar	the Endless	Drakka	da Destroyer
2	Lord Hagen	the Merchant Prince	Ocladius	the Dark Lord	Keinrich	the Overlord	Braggoth	da Boss
3	Arch Lector Vanitas	of Hammerhal	Vrasahk	the Corruptor	Creel	the Ancient	Zotbag	Gitstomper
4	Count Ruthen	of the Six Cities	Kraggahagh	the Warped	Glabios	von Groust	Krakkzog	of da Blood Peaks
5	Lord Tomus	the Noble	Horkhos	Kinslayer	Razakai	Rattlebones	Skitrag	Meaneye
6	High Wizard Malladeus	of the Order of Azyr	Xamolomax	the Sorcerer	Andronarchus	the Rotten	Horg	Gutgobbler

THE QUARRY

The next step is to determine the **quarry** of the contract by rolling on the table below. Each quarry comes with a **reward** and a **reputation modifier**. If the reward requires a dice roll (e.g. $D6 \times 1,000$ gold), make the dice roll before deciding whether or not to accept the contract. The reputation modifier is not applied to your reputation score until after you have fulfilled the contract and received the reward.

Paymaster Allegiance				
D6	Order	Chaos	Death	Destruction
1	Quarry: Order Reward: $D3 \times 1,000$ gold Reputation: -1	Quarry: Order Reward: $3D6 \times 1,000$ gold Reputation: -5	Quarry: Order Reward: $2D6 \times 1,000$ gold Reputation: -3	Quarry: Order Reward: $D6 \times 1,000$ gold Reputation: -1
2	Quarry: Destruction Reward: $D3 \times 1,000$ gold Reputation: +1	Quarry: Order Reward: $2D6 \times 1,000$ gold Reputation: -3	Quarry: Order Reward: $D6 \times 1,000$ gold Reputation: -1	Quarry: Chaos Reward: $D6 \times 1,000$ gold Reputation: 0
3	Quarry: Destruction Reward: $D6 \times 1,000$ gold Reputation: +1	Quarry: Order Reward: $D6 \times 1,000$ gold Reputation: -1	Quarry: Chaos Reward: $D6 \times 1,000$ gold Reputation: 0	Quarry: Death Reward: $D6 \times 1,000$ gold Reputation: 0
4	Quarry: Death Reward: $D6 \times 1,000$ gold Reputation: +1	Quarry: Destruction Reward: $2D6 \times 1,000$ gold Reputation: -1	Quarry: Chaos Reward: $2D6 \times 1,000$ gold Reputation: +1	Quarry: Destruction Reward: $D6 \times 1,000$ gold Reputation: 0
5	Quarry: Chaos Reward: $D6 \times 1,000$ gold Reputation: +2	Quarry: Death Reward: $2D6 \times 1,000$ gold Reputation: -1	Quarry: Destruction Reward: $D6 \times 1,000$ gold Reputation: +1	Quarry: Destruction Reward: $2D6 \times 1,000$ gold Reputation: +1
6	Quarry: Chaos Reward: $2D6 \times 1,000$ gold Reputation: +3	Quarry: Chaos Reward: $2D6 \times 1,000$ gold Reputation: 0	Quarry: Destruction Reward: $2D6 \times 1,000$ gold Reputation: +2	Quarry: Destruction Reward: $2D6 \times 1,000$ gold Reputation: +2

ACCEPTING THE CONTRACT

The final step is to decide whether or not you wish to accept the mercenary contract. If you choose not to accept it, you must wait until the aftermath sequence of your next Path to Glory battle before you can generate another. If you choose to accept it, make a note of its details on your Magmahold roster. A Fyreslayers army can only have 1 mercenary contract at a time, and you cannot forfeit a contract once you have chosen it – a Fyreslayer never breaks an oath!

FULFILLING THE CONTRACT

To fulfil the mercenary contract, your army must win a **major victory** against an army whose faction belongs to the Grand Alliance listed as the quarry of the contract. In step 7 of the aftermath sequence of that battle, you receive the reward and your reputation score is modified by the amount specified for that contract.

Having completed the above steps, you can immediately generate a new mercenary contract. If you wish, you can choose to continue to work for the same paymaster. If you do so, skip step 1 when generating the new mercenary contract. In addition, when rolling on the table above to determine the quarry of the new contract, you can roll 2 dice instead of 1 and pick either result. This represents the trust you have earned from that paymaster.

THE EFFECTS OF REPUTATION

In addition to modifying the roll that determines the paymaster of a mercenary contract, your reputation score has the following effects depending on whether it is positive or negative.

POSITIVE REPUTATION SCORE

Upon fulfilling a mercenary contract, if you have a positive reputation score and an Order paymaster, you can **haggle** over the reward. Alas, there is no use in trying to negotiate with paymasters from other allegiances. If you choose to haggle, roll a dice. On an unmodified roll of 1, the negotiations sour. You still receive the reward, but instead of modifying your reputation score by the amount specified, you must subtract D6 from your reputation score. On any other roll, add your reputation score to the roll and consult the table below to see how much gold you receive in addition to the reward. Note that haggling takes place before your reputation score is modified by the amount specified for the contract.

Result	Additional Gold
3-4	D6 × 100 gold
5-6	1,000 gold
7-8	D3 × 1,000 gold
9+	D6 × 1,000 gold

NEGATIVE REPUTATION SCORE

If your reputation score is -10 or less, any exploration rolls that correspond to the 'Ancient Roads' territory are treated as 'Barren Wastes' instead. In addition, upon fulfilling a mercenary contract, in step 7 of the aftermath sequence, if your reputation score is still -10 or less after it has been modified by the amount specified for that contract, you must roll a dice for each allied unit on your order of battle. On a 1, that unit deserts you and you must remove it from your order of battle. Furthermore, if your reputation score is -10 or less, you cannot add any new allied units to your order of battle.

The combination of mercenary contracts your Fyreslayers army chooses and the effects these contracts have on your reputation score provide you with an opportunity to get invested in the narrative of your army. Perhaps you might choose to accept any contract that comes your way. While this a fine way to earn a steady stream of gold, doing so will keep your reputation score relatively low. Alternatively, you could try to find an Order paymaster and work hard to build a strong reputation until you are able to haggle for bigger rewards. Or maybe you wish to serve the dark powers of Chaos; to do so is certainly lucrative, but eventually you will find your name tarnished as your allies begin to spurn you.

QUESTS

When you pick a quest, you can pick from the following quests in addition to those in the Core Book.

QUEST TEMPER THE FLAMES

Magmadroths are wild of heart and only the most formidable Fyreslayers can truly tame them.

Pick 1 **MAGMADROTH** unit from your order of battle that does not have a mount trait enhancement, and pick 1 mount trait from the The Offspring of Vulcatrux table (pg 60). Note these down in your quest log.

At the end of a Path to Glory battle, you complete this quest if that unit destroyed any enemy units during the battle.

When you complete this quest, you can add the mount trait you picked to your vault but it can only be given to the unit you picked when you embarked on this quest (note down the name of the unit next to the mount trait). If that unit is removed from your order of battle, then remove the mount trait from your vault too.

QUEST FIND THE LOST HOLD

Many magmaholds fell during the Age of Chaos, besieged by the forces of the Dark Gods. You have heard tell of one such hold nearby. If you can locate it, you can lay claim to any treasure within and right an ancient wrong against your kind.

At the end of a Path to Glory battle, roll a dice for each unit in your army that is wholly within enemy territory. For each 6, you discover 1 clue as to the magmahold's whereabouts. Keep a tally of how many clues you discover.

Once you have discovered 3 or more clues, you can fight Path to Glory battles using the 'Reclaim the Hold' battleplan (pg 70). If you win a **major victory** or a **minor victory** when fighting 'Reclaim the Hold', you complete this quest. The rewards of completing this quest are listed in the 'Reclaim the Hold' battleplan.

QUEST SETTLE A GRUDGE

Your name has been sullied by defeat, and you cannot let this stand. A grudge is recorded – one you vow to settle in the days to come.

You can only pick this quest after a battle in which your opponent won a **major victory**. Make a note of your opponent's name and the faction of their army in your quest log.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and your opponent's army was from the same Grand Alliance as the faction written in your quest log.

When you complete this quest, if your opponent's army was from the same Grand Alliance as the faction written in your quest log, you earn D6 glory points. If the faction was the same, you earn 2D6 glory points instead, and if both the faction and your opponent were the same, you earn 3D6 glory points instead.

QUEST SLAY BITTER ENEMIES

Fyreslayers show particular disdain for skaven and grots, both of which are often encountered deep underground. You have sworn an oath to drive these vile creatures from beneath your magmahold.

At the end of a Path to Glory battle, you complete this quest if you won a **major victory** and your opponent's army was a Skaven or Gloomspite Gitz army.

When you complete this quest, each unit in your army that was not destroyed earns 1 bonus renown point. In addition, if the enemy general was slain by an attack made by your general, your general earns 5 bonus renown points.

VETERAN ABILITIES

Each time a **FYRESLAYERS** 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.

FYRESLAYERS VETERAN ABILITIES

Honour Guard: *Having sworn oaths of protection, these warriors will not let their lord come to harm.*

Pick 1 **FYRESLAYERS HERO** on your order of battle. This unit is now that **HERO**'s honour guard. Write this down in the notes column of this unit's entry on your order of battle. This unit can use this veteran ability once per battle when it is picked to shoot or fight and it is wholly within 9" of that **HERO**. Add 1 to hit rolls and wound rolls for attacks made by this unit until the end of that phase.

If that **HERO** is removed from your order of battle, pick another **FYRESLAYERS HERO** on your order of battle. This unit is now that **HERO**'s honour guard. A **FYRESLAYERS HERO** can have any number of honour guards.

Stubborn to the End: *These battle-scarred warriors stand defiant in battle even when they have suffered the most grievous of wounds.*

This unit can use this veteran ability once per battle when it is picked as the target of an attack. This unit has a ward of 6+ until the end of that phase.

Rune-etched Fyresteel: *Costing a small fortune, it is said that the weapons of these warriors were forged by the Runemaster and inscribed with ur-gold sigils that can awaken the forge-flames within.*

This unit can use this veteran ability once per battle when it is picked to shoot or fight. Improve the Rend characteristic of this unit's weapons by 1 until the end of that phase.

Gilded Throwing Axes: *Every warrior in this unit carries a master-forged fyresteel throwing axe with a gilded edge sharp enough to cut clean through the first enemy and slay the one behind too.*

This unit can use this veteran ability once per battle when it is picked to shoot. Add 1 to the Damage characteristic of this unit's Fyresteel Throwing Axes until the end of that phase.

Relentless Grudge Settlers: *When their quarry is in their sights, these warriors charge headlong across the battlefield, eager to seek vengeance for past transgressions against them and their lodge.*

This unit can use this veteran ability once per battle when it attempts a charge. Roll 3D6 instead of 2D6 when making that charge roll.

Worth Their Weight in Ur-gold: *Every inch of the flesh of these warriors is covered in tattoos studded with ur-gold that burns red-hot with the fury of Grimnir in battle.*

This unit can use this veteran ability once per battle in your hero phase. When you activate an ur-gold rune using the Ur-gold Runes battle trait (pg 57), this unit benefits from the enhanced effect of the rune until the start of your next hero phase, regardless of the roll that determines whether or not the enhanced effect applies.

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.

FYRESLAYERS FACTION TERRITORIES (D66)

61 CAVERN NETWORK

A series of extensive caverns has been found beneath your magmahold. These spaces would be ideal for expanding your domain.

Reduce the glory points cost of adding a barracks to your stronghold by 1 (to a minimum of 1).

[Upgrade 15GP] Fortified Tunnels: Reduce the glory points cost of upgrading other territories on this table by 5 (to a minimum of 1).

62 SKAVEN WARRENS

Your warriors have encountered burrowing tunnels used by the vile skaven to infiltrate the realm. Keeping these passages policed will not only provide a good testing ground upon which your warriors can hone their skills but also send a message to your neighbours that you stand strong to protect them.

In step 3 of the aftermath sequence, you can pick 1 unit on your order of battle that was not included in your army in that battle to be sent to this territory. If you do so, roll a dice. On a 4+, that unit gains 1 renown point and your reputation score is increased by 1. However, on a 1, that unit must either make an injury roll or have its casualty score increased by 1 (whichever is applicable).

[Upgrade 15GP] Subterranean Redoubt: You can send 2 units to this territory instead of 1.

63 GOLD DEPOSIT

You discover a network of caves that glimmer with gold ore. Constructing a mine here will quickly ensure that the vaults of your magmahold are filled to bursting with piles of gold.

In step 7 of the aftermath sequence, you receive $D6 \times 100$ gold.

[Upgrade 15GP] Gold Mine: You receive $2D6 \times 100$ gold instead of $D6 \times 100$ gold.

64 MAGMADROTH FYRENEST

A wild Magmadroth of formidable size and volatile nature has wrought a path of destruction leading to its fyrenest. To tame this ferocious beast and ride it to battle would be a feat worthy of song.

This territory cannot be upgraded.

In step 7 of the aftermath sequence, you can pick 1 Auric Runefather, Auric Runeson or Auric Runesmiter on your order of battle to be sent to this territory. If you do so, roll a dice. On a 4+, that **HERO** tames the Magmadroth.

When a **HERO** tames the Magmadroth, first increase your **MONSTERS** limit on your order of battle by 1. Then, pick a heroic upgrade for that **HERO** that replaces its warscroll with one that has the **MAGMADROTH** keyword. When picking a heroic upgrade in this way, you do not spend any glory points and the **HERO** does not need the required renown points; otherwise, follow all the rules and restrictions of the heroic upgrade as normal. Finally, remove this territory from your roster.

65 LAKE OF MAGMA

A subterranean lake of bubbling magma has been found nearby. If you channel it into your forge-temple, your Zharrgrim priests could draw upon its power.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 30GP] Magma Aqueduct: In middle and higher tier battles, add 1 to chanting rolls for friendly **FYRESLAYERS PRIESTS** attempting to summon an invocation.

66 SHARD OF GRIMNIR

Your Zharrgrim priests have located a rich vein of ur-gold deep beneath the mountains, the discovery of which has sent a ripple through all neighbouring lodges. You make an oath to forge a mighty statue of Grimnir to stand guard over your magmahold.

You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 45GP] Statue of Grimnir: In a middle tier battle, when you activate a ur-gold rune using the Ur-gold Runes battle trait (pg 57), the enhanced effect applies on a 5+ instead of a 6. In a higher tier battle, the enhanced effect applies on a 4+ instead of a 6.

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.

GRIMNIR'S LINEAGE

AURIC RUNESONS can only have their warscroll upgraded to that of an **AURIC RUNEFATHER** if there are no other **AURIC RUNEFATHERS** on your order of battle.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Auric Runefather on Magmadroth	Auric Runefather, Auric Runeson on Magmadroth, or Auric Runeson	35	6
Auric Runefather	Auric Runeson	20	4
Auric Runeson on Magmadroth	Auric Runeson	30	6
Auric Runesmiter on Magmadroth	Auric Runesmiter	30	6

BATTLEPLAN RECLAIM THE HOLD

After weeks of searching, you have located the magmahold that was destroyed during the Age of Chaos. What lurks in its depths is unknown, but if you drive out the enemies within and reignite its long-dormant master forge, you can lay claim to whatever treasure remains in its vaults.

QUEST BATTLEPLAN

You can use this battleplan if one player is using a Fyreslayers army, has embarked on the 'Find the Lost Hold' quest and has discovered 3 or more clues. Use the Path to Glory battlepack.

TUNNEL FIGHTING

This battle uses the Tunnel Fighting rules (Core Book, pg 354). The Monstrous Denizen rules do not apply to this battle.

THE ARMIES

The player embarked on the 'Find the Lost Hold' quest is the **reclaimer**. Their opponent is the **desecrator**. The reclaimer must use a Fyreslayers army.

CONTINGENTS

The desecrator must split their army into a **first contingent** and a **second contingent**. Each contingent must have as close to the same number of units as possible.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which long edge of the battlefield is the northern edge. Then, place 3 terrain features representing the master forge and the 2 braziers on the battlefield as shown on the map. We recommend using a Magmic Battleforge for the master forge (although it is treated as a normal terrain feature in this battle).

After the terrain features have been set up, starting with the player who won the roll off, each player picks 1 terrain feature and rolls on the Mysterious Terrain table (core rules, 28.1.3) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The desecrator can set up a faction terrain feature.

DEPLOYMENT

The reclaimer sets up their army first, wholly within their territory and more than 9" from their opponent's territory. Then, the desecrator picks 1 of their contingents and sets up all of the units in that contingent wholly within their territory. The other contingent starts the battle in reserve and will arrive as described below.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

FIRST TURN

The reclaimer chooses which player takes the first turn in the first battle round.

REINFORCEMENTS

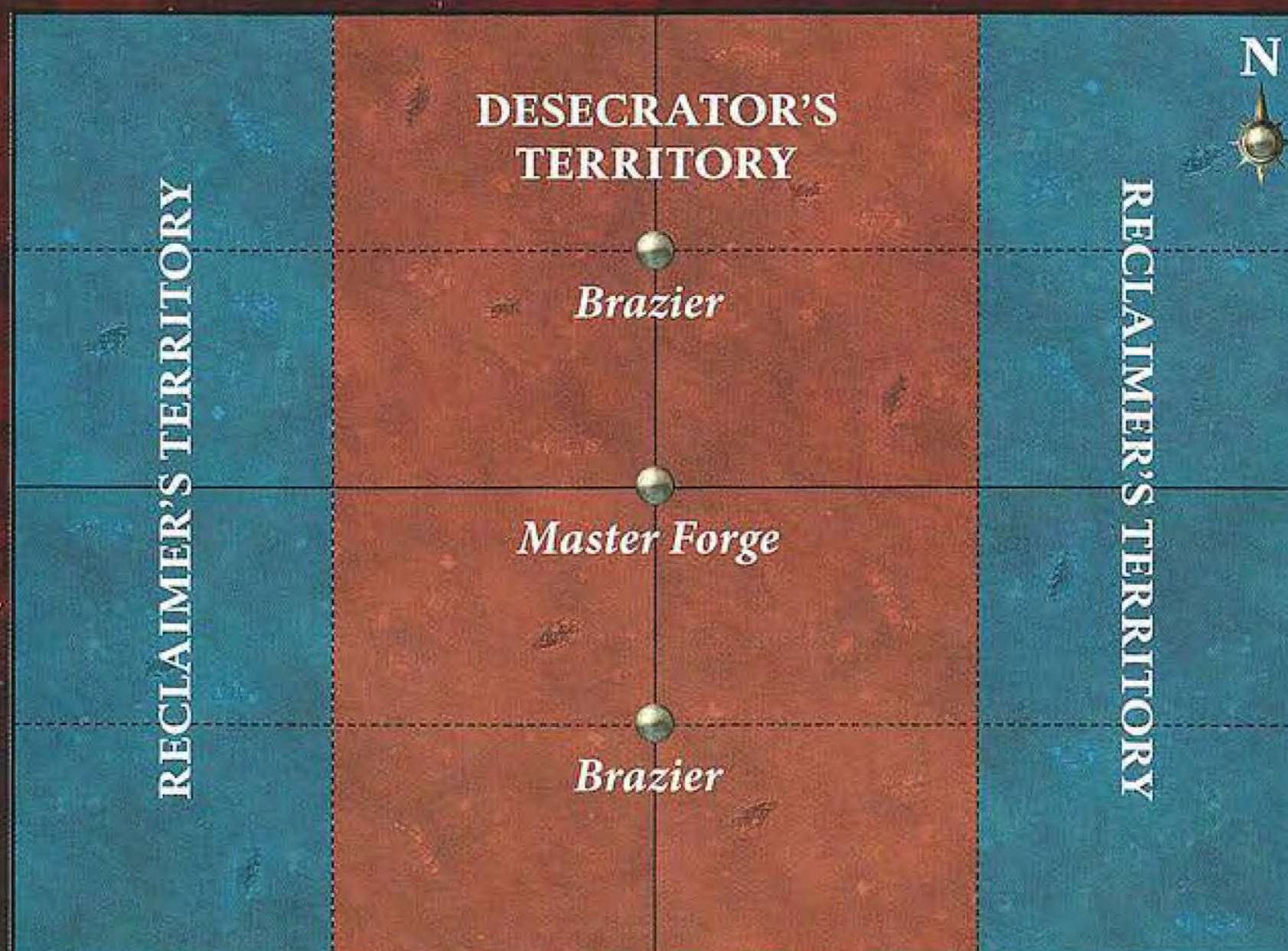
At the end of the desecrator's movement phase, they can set up any of their reserve units wholly within 7" of a battlefield edge and more than 3" from all enemy units.

THE FORGE-FIRES

The master forge and braziers are either **extinguished** or **rekindled**. They start the battle extinguished.

At the end of each turn, if the reclaimer controls the master forge or any braziers, they can attempt to rekindle them.

To rekindle a brazier, the reclaimer rolls a dice, adding 1 to the roll if there are any friendly **FYRESLAYERS PRIESTS** within 3" of the brazier. On a 3+, the brazier is rekindled.



ONCE LIT, THE FLAME OF GLORY BURNS ETERNAL



PATH TO GLORY

To rekindle the master forge, the reclaimer rolls a dice, adding 1 to the roll for each brazier that is rekindled and adding 1 to the roll if there are any friendly **FYRESLAYERS PRIESTS** within 3" of the master forge. On a 5+, the master forge is rekindled.

At the end of each turn, if the desecrator controls the master forge or any braziers, they can extinguish them.

GLORIOUS VICTORY

When the battle ends:

- If the master forge and both braziers are rekindled, the reclaimer wins a **major victory**.

- If the master forge is rekindled but 1 or 2 of the braziers are extinguished, the reclaimer wins a **minor victory**.

- If the master forge and both braziers are extinguished, the desecrator wins a **major victory**.

- If the master forge is extinguished but 1 or 2 of the braziers are rekindled, the desecrator wins a **minor victory**.

PATH TO GLORY REWARDS

If the reclaimer wins this battle, they complete the 'Find the Lost Hold' quest. The reclaimer then rolls a D3 and consults the table

below, adding 1 to the roll if they won a **major victory**.

D3	Reward
1	You earn 2D6 × 1,000 gold.
2	You earn 3D6 × 1,000 gold.
3+	You earn 2D6 × 1,000 gold and can add 1 artefact of power to your vault.

BONUS RENOWN

At the end of the battle, each unit on the battlefield gains 1 renown point.

MAGMAHOLD ROSTER

Magmahold Name:	
Runefather Name:	
Favoured Runeson:	

MERCENARY CONTRACT

Paymaster		Reward	
Quarry		Reputation Modifier	

REPUTATION
SCORE



TREASURY

SAGA OF THE HOLD

Mercenary Contracts Fulfilled		Expeditions Funded	
Mercenary Contracts Fulfilled with current Paymaster		Artefacts Forged	
Mercenary Contracts Successfully Haggled		Ghuzfests Held	

GRAND FYRD



When the war anvils ring to the sound of a great battle, the Runefather will gather up the warriors of his lodge into mighty hosts of berserk fighters eager to sweep away his foes. With so many warriors honouring Grímnir with such frenetic energy, the glow of ur-gold blazes with a bright new intensity.

WARSCROLL BATTALION

LORDS OF THE LODGE

ORGANISATION:

- 1 AURIC RUNEFATHER
- 1 Auric Runemaster
- 1 Battlesmith
- 1 Hearthguard Berzerkers unit

WARSCROLL BATTALION

WARRIOR KINBAND

ORGANISATION:

- 1 AURIC RUNESON
- 0-1 Hearthguard Berzerkers units
- 1-3 VULKITE BERZERKERS units

WARSCROLL BATTALION

FORGE BRETHREN

ORGANISATION:

- 1 AURIC RUNESMITER
- 0-1 Auric Flamekeepers
- 1-3 Auric Hearthguard units

ABILITIES

Martial Pride and Stubborn Will: *With the eyes of their lords and comrades upon them, these duardin are even more single-minded in their pursuit of glory.*

HEROES in this battalion can issue the Fierce Counter-attack command (pg 56) even if that command has already been issued in the same phase, but the unit that receives the command must be a unit in this battalion.

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 instead of 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.

THE PATH OF GRIMNIR

Fyreslayers army only.

Guarded Lineage: When the battle ends, you complete this grand strategy if there is 1 friendly **AURIC RUNEFATHER** and 1 or more friendly **AURIC RUNESONS** on the battlefield.

Defend the Lodge: When the battle ends, you complete this grand strategy if there are no enemy units wholly within your territory.

Oath-takers and Skull-breakers: When the battle ends, you complete this grand strategy if you completed at least 4 battle tactics and every battle tactic you completed this battle was from the 'Oaths of Battle' list on page 75.

Masters of the Forge: When the battle ends, you complete this grand strategy if there are any invocations under your command 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.

OATHS OF BATTLE

Fyreslayers army only.

Settle a Grudge: Each time a friendly unit is destroyed by wounds caused by an attack, make a note of the enemy unit that made that attack (in a 'Book of Grudges', if you wish). When you pick this battle tactic, pick 1 of those enemy units that is still on the battlefield. You complete this tactic if that unit is destroyed during this turn.

Beastlayer: Pick 1 enemy **MONSTER** and 1 friendly **HERO**. You complete this tactic if that **MONSTER** is slain by wounds caused by attacks made by that **HERO** during this turn.

Grimnir Knows No Mercy: You complete this tactic at the end of this turn if there are any friendly **VULKITE BERZERKERS** units on the battlefield and all of them are within 3" of any enemy units.

An Honourable Death: Pick 1 friendly **HERO**. You complete this tactic if that friendly **HERO** is slain during this turn and any enemy models were also slain by wounds caused by attacks made by that **HERO** during this turn.

Seize by Force: You can pick this tactic only if you control fewer objectives than your opponent. You complete this tactic if you control more objectives than your opponent at the end of this turn.

An Ignominious Death: Pick 1 enemy **HERO**. You complete this tactic if that enemy **HERO** is slain by wounds caused by an attack made with a Fyresteel Throwing Axe during this turn.

TRUST NO LIMGI THAT DRINKS THEIR ALE COLD



WARSCROLL

AURIC RUNEFATHER

ON MAGMADROTH



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
Roaring Fyrestream	9"	See below	☀	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latchkey Grandaxe	3"	4	3+	3+	-1	3
Blazing Maw	1"	3	4+	2+	-2	D3
Claws and Horns	1"	☀	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-6	12"	2+	6
7-10	10"	3+	5
11-13	9"	4+	4
14+	8"	5+	3

An Auric Runefather on Magmadroth is armed with a Fyresteel Throwing Axe and Latchkey Grandaxe.

MOUNT: This unit's Magmadroth is armed with a Roaring Fyrestream, Blazing Maw, and Claws and Horns.

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that melts swathes of the enemy as though they were wax.

The Attacks characteristic of a Roaring Fyrestream is equal to the number of models in the target unit (to a maximum Attacks characteristic of 10).

In addition, at the end of your shooting phase, if this unit did not make an attack with its Roaring Fyrestream in that phase, you can say that an inferno is raging inside this unit. If an inferno is raging inside this unit, improve the

Rend characteristic of its Roaring Fyrestream by 2. After the next attack made with this unit's Roaring Fyrestream has been resolved, an inferno is no longer raging inside this unit.

Lashing Tail: Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.

At the end of the combat phase, roll a dice for each enemy unit within 3" of this unit. If the roll is equal to or less than the number of models in that enemy unit, that unit suffers D3 mortal wounds.

Volcanic Blood: Born of fire and flame, Magmadroths pulse with the throbbing heat of the volcanic caverns in which they make their fyrenests.

Roll a dice each time a wound caused by an attack made with a melee weapon is allocated to this unit. On a 4+, the attacking unit suffers 1 mortal wound.

Lord of the Lodge: With discipline and zeal in equal measure, the Runefather inspires his warriors to bring down the wrath of Grimnir upon any who oppose them.

Once per battle, at the start of your combat phase, you can pick 1 friendly unit on the battlefield with this ability to unleash the wrath of Grimnir. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **FYRESLAYERS** units while they are wholly within 12" of that unit.

An Auric Runefather atop the back of a flame-spewing Magmadroth thunders into battle, hacking down enemies with his latchkey grandaxe while his steed tears apart foes by the dozen with its searing talons and blazing maw. As fearless as they are mighty, these formidable warlords inspire awed devotion in those they command.

KEYWORDS

ORDER, FYRESLAYERS, DUARDIN, HERO, MONSTER, MAGMADROTH, AURIC RUNEFATHER

WARSCROLL

AURIC RUNESON

ON MAGMADROTH

MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	4+	3+	-2	D3
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
Roaring Fyrestream	9"	See below	☀	3+	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral War-axe	1"	5	3+	3+	-1	2
Wyrmslayer Javelin	2"	3	4+	3+	-2	D3
Blazing Maw	1"	3	4+	2+	-2	D3
Claws and Horns	1"	☀	3+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-6	12"	2+	6
7-10	10"	3+	5
11-13	9"	4+	4
14+	8"	5+	3

An Auric Runeson on Magmadroth is armed with a Fyresteel Throwing Axe and 1 of the following weapon options: Wyrmslayer Javelin; or Ancestral War-axe.

MOUNT: This unit's Magmadroth is armed with a Roaring Fyrestream, Blazing Maw and Claws and Horns.

Roaring Fyrestream: *Throwing back its head, a Magmadroth can spew a wave of flaming bile that melts swathes of the enemy as though they were wax.*

The Attacks characteristic of a Roaring Fyrestream is equal to the number of models in the target unit (to a maximum Attacks characteristic of 10).

In addition, at the end of your shooting phase, if this unit did not make an attack with its Roaring Fyrestream in that phase, you can say that an inferno is raging inside this unit. If an inferno is raging inside this unit, improve the Rend characteristic of its Roaring Fyrestream by 2. After the next attack made with this unit's Roaring Fyrestream has been resolved, an inferno is no longer raging inside this unit.

Lashing Tail: *Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.*

At the end of the combat phase, roll a dice for each enemy unit within 3" of this unit. If the roll is equal to or less than the number of models in that enemy unit, that unit suffers D3 mortal wounds.

Volcanic Blood: *Born of fire and flame, Magmadroths pulse with the throbbing heat of the volcanic caverns in which they make their fyrenests.*

Roll a dice each time a wound caused by an attack made with a melee weapon is allocated to this unit. On a 4+, the attacking unit suffers 1 mortal wound.

Vying for Glory: *Runesons seek their father's favour in battle by slaying the most fearsome enemy creatures.*

If the unmodified hit roll for an attack made by this unit that targets a **MONSTER** is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends. This ability has no effect on attacks made by this unit's mount.

Hot-headed and eager to prove that his bravery and battle-skill are greater than any of his kin, the Auric Runeson charges into battle with a booming war cry. Like a blazing fist, the Fyreslayer noble and his Magmadroth burn a flaming hole in the ranks of the enemy.

KEYWORDS

ORDER, FYRESLAYERS, DUARDIN, HERO, MONSTER, MAGMADROTH, AURIC RUNESON



It is the Auric Runesmith's sacred duty to see the spirit of Grimnir stirred from slumber within the lodge's warriors, a task he carries out in the midst of raging combat. Sparks fly as the battle-priest awakens the ur-gold runes of his Fyreslayer kin, imbuing them with uncanny strength and resilience.

WARSCROLL

AURIC RUNESMITER

ON MAGMADROTH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
Roaring Fyrestream	9"	See below	☀	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latch-axe	1"	2	4+	3+	-	2
Blazing Maw	1"	3	4+	2+	-2	D3
Claws and Horns	1"	☀	3+	3+	-1	2

DAMAGE TABLE			
Wounds Suffered	Move	Roaring Fyrestream	Claws and Horns
0-6	12"	2+	6
7-10	10"	3+	5
11-13	9"	4+	4
14+	8"	5+	3

An Auric Runesmith on Magmadroth is armed with a Fyresteel Throwing Axe and Latch-axe. It carries 1 of the following: Runic Iron; or Forge Key.

MOUNT: This unit's Magmadroth is armed with a Roaring Fyrestream, Blazing Maw and Claws and Horns.

Roaring Fyrestream: Throwing back its head, a Magmadroth can spew a wave of flaming bile that melts swathes of the enemy as though they were wax.

The Attacks characteristic of a Roaring Fyrestream is equal to the number of models in the target unit (to a maximum Attacks characteristic of 10).

In addition, at the end of your shooting phase, if this unit did not make an attack with its Roaring Fyrestream in that phase, you can say that an inferno is raging inside this unit. If an inferno is raging inside this unit, improve the Rend characteristic of its Roaring Fyrestream by 2. After the next attack made with this unit's Roaring Fyrestream has been resolved, an inferno is no longer raging inside this unit.

Lashing Tail: Magmadroths can use their muscular spiked tails to pulverise scores of lesser prey with a single swipe.

At the end of the combat phase, roll a dice for each enemy unit within 3" of this unit. If the roll is equal to or less than the number of models in that enemy unit, that unit suffers D3 mortal wounds.

Volcanic Blood: Born of fire and flame, Magmadroths pulse with the throbbing heat of the volcanic caverns in which they make their fyrenests.

Roll a dice each time a wound caused by an attack made with a melee weapon is allocated to this unit. On a 4+, the attacking unit suffers 1 mortal wound.

Runic Empowerment: With a sonorous chant, the Runesmith draws forth the power of the ur-gold runes set into the flesh of their Fyreslayer kin.

Runic Empowerment is a prayer that has an answer value of 3 and a range of 12" if the chanter is carrying a Runic Iron or 18" if the chanter is carrying a Forge Key. If the chanter is carrying a Runic Iron, you can re-roll the chanting roll. If answered, pick 1 friendly **FYRESLAYERS** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit until your next hero phase.

KEYWORDS

ORDER, FYRESLAYERS, DUARDIN, HERO, MONSTER, PRIEST, MAGMADROTH, AURIC RUNESMITER

The deeds of Fjul-Grimnir are spoken of by generations of Vostarg warriors. For them, he is the epitome of that which the Sons of Grimnir should aspire to, a fearless warrior who has sacrificed his body and soul in pursuit of honour and ur-gold.

WARSCROLL FJUL-GRIMNIR

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latchkey Grandaxe	3"	4	3+	3+	-1	3

Fjul-Grimnir is armed with a Latchkey Grandaxe.

RETINUE: This unit's retinue is the **THE CHOSEN AXES** unit in your army.

Royal Retinue: The bravest of warriors are hand-picked by the lodge's ruling family to serve as their bodyguards in battle.

Before you allocate a wound or mortal wound to this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of its retinue, you can roll a dice. On a 1-2, that wound or mortal wound is allocated to this unit as normal. On a 3+, that wound or mortal wound is allocated to this unit's retinue instead. If the retinue has a ward, you can make a ward roll before allocating that wound or mortal wound to it.

Dauntless Assault: The leaders of the lodge are often the first into the fray, their retinue following in their wake.

After this unit has fought in the combat phase for the first time, if its retinue has not yet fought in that combat phase, is within 3" of an enemy unit and is wholly within 12" of this unit, this unit's retinue can fight immediately.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, VOSTARG, HERO, AURIC RUNEFATHER, FJUL-GRIMNIR

The Chosen Axes are the hand-picked champions of the mighty Runefather Fjul-Grimnir. Bellowing oaths and trailing sparks, these dauntless warriors launch themselves into battle alongside their beloved leader, smashing aside all in their path.

WARSCROLL THE CHOSEN AXES

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxes	1"	2	3+	3+	-	1
Fyresteel Greataxe	1"	2	3+	4+	-1	2

The models in The Chosen Axes are Tefk Flamebearer, Mad Maegrim and Vol Orrukbane. Tefk Flamebearer and Mad Maegrim are armed with Fyresteel Handaxes. Vol Orrukbane is armed with a Fyresteel Greataxe.

CHAMPION: Tefk Flamebearer is the unit champion. Add 1 to the Attacks characteristic of that model's melee weapons.

Berserk Fury: No Fyreslayer will easily accept death's embrace while their kin are still fighting.

Once per battle, at the start of the combat phase, you can say that this unit will unleash its berserk fury. If you do so, until the end of that phase, each time a model in this unit is slain, that model can fight before it is removed from play.

Whirlwind of Destruction: With the light of Grimnir burning in their eyes, these impetuous warriors hurl themselves into the fray, leaving a trail of death in their wake.

Add 1 to the Attacks characteristic of this unit's melee weapons if this unit made a charge move in the same turn.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, VOSTARG, VULKITE BERZERKERS, THE CHOSEN AXES

Some Auric Runefathers prefer to fight on foot, where they can meet the enemy face to face and carve them apart with their mighty grandaxes. These formidable souls are accompanied to battle by a hand-picked retinue, each of whom would gladly lay down their life to protect their liege.

WARSCROLL AURIC RUNEFATHER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latchkey Grandaxe	3"	4	3+	3+	-1	3

An Auric Runefather is armed with a Fyresteel Throwing Axe and Latchkey Grandaxe.

RETINUE: At the start of the first battle round, before determining who has the first turn, you can pick 1 friendly AURIC HEARTHGUARD or HEARTHGUARD BERZERKERS unit on the battlefield that is not another unit's retinue to be this unit's retinue.

Royal Retinue: The bravest of warriors are hand-picked by the lodge's ruling family to serve as their bodyguards in battle.

Before you allocate a wound or mortal wound to this unit, or instead of making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of

its retinue, you can roll a dice. On a 1-2, that wound or mortal wound is allocated to this unit as normal. On a 3+, that wound or mortal wound is allocated to this unit's retinue instead. If the retinue has a ward, you can make a ward roll before allocating that wound or mortal wound to it.

Dauntless Assault: The leaders of the lodge are often the first into the fray, their retinue following in their wake.

After this unit has fought in the combat phase for the first time, if its retinue has not yet fought in that combat phase, is within 3" of an enemy unit and is wholly within 12" of this unit, this unit's retinue can fight immediately.

Lord of the Lodge: With discipline and zeal in equal measure, the Runefather inspires his warriors to bring down the wrath of Grimnir upon any who oppose them.

Once per battle, at the start of your combat phase, you can pick 1 friendly unit on the battlefield with this ability to unleash the wrath of Grimnir. If you do so, until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly FYRESLAYERS units while they are wholly within 12" of that unit.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, AURIC RUNEFATHER

Fearless and bold, Auric Runesons show their devotion to Grimnir with daring assaults and furious charges. Where the fighting is at its thickest, and the opportunities for glory and legendary deeds greatest, there will the Runesons be found.

WARSCROLL AURIC RUNESON

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wyrmslayer Javelin	12"	1	4+	3+	-2	D3
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral War-axe	1"	5	3+	3+	-1	2
Wyrmslayer Javelin	2"	3	4+	3+	-2	D3

An Auric Runeson is armed with a Fyresteel Throwing Axe and 1 of the following weapon options: Wyrmslayer Javelin; or Ancestral War-axe.

RETINUE: At the start of the first battle round, before determining who has the first turn, you can pick 1 friendly AURIC HEARTHGUARD or HEARTHGUARD BERZERKERS unit on the battlefield that is not another unit's retinue to be this unit's retinue.

Royal Retinue: The bravest of warriors are hand-picked by the lodge's ruling family to serve as their bodyguards in battle.

Before you allocate a wound or mortal wound to this unit, or instead of

making a ward roll for a wound or mortal wound that would be allocated to this unit, if this unit is within 3" of its retinue, you can roll a dice. On a 1-2, that wound or mortal wound is allocated to this unit as normal. On a 3+, that wound or mortal wound is allocated to this unit's retinue instead. If the retinue has a ward, you can make a ward roll before allocating that wound or mortal wound to it.

Dauntless Assault: The leaders of the lodge are often the first into the fray, their retinue following in their wake.

After this unit has fought in the combat phase for the first time, if its retinue has not yet fought in that combat phase, is within 3" of an enemy unit and is

wholly within 12" of this unit, this unit's retinue can fight immediately.

Vying for Glory: Runesons seek their father's favour in battle by slaying the most fearsome enemy creatures.

If the unmodified hit roll for an attack made by this unit that targets a MONSTER is 6, that attack causes a number of mortal wounds to the target equal to the weapon's Damage characteristic and the attack sequence ends.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, AURIC RUNESON

Venerable and wise in the ways of war, Auric Runemasters offer expert guidance to their lodge-masters and are a steadying presence on the battlefield. With a gesture, the mighty High Priests of the Zharrgrim can call forth geysers of magma to incinerate their foes.

WARSCROLL AURIC RUNEMASTER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazier Staff	1"	2	4+	3+	-1	D3

An Auric Runemaster is armed with a Fyresteel Throwing Axe and Brazier Staff. It carries a Runic Iron.

High Priest of the Zharrgrim: The Zharrgrim order of every Fyreslayer lodge is led by an Auric Runemaster, a revered individual attuned to their deity like no other.

If this unit is part of a Fyreslayers army, it knows all of the prayers from the Zharrgrim Blessings prayer scripture in addition to the other prayers it knows.

Wise Council: Auric Runemasters have tempered their fiery nature and offer invaluable council to the lodge leader in battle.

At the start of your hero phase, if your general is within 3" of any friendly **AURIC RUNEMASTERS**, you receive 1 command point.

Volcano's Call: With staff held aloft, the Auric Runemaster coaxes a stream of magma to bubble up from the ground, releasing a rising column of ash.

Volcano's Call is a prayer that has an answer value of 3 and a range of 18". As the chanter is carrying a Runic Iron, you can re-roll the chanting roll. If answered, pick 1 terrain feature wholly within range and visible to the chanter. Roll a dice for each model within 1" of that terrain feature. For each 6, that model's unit suffers 1 mortal wound. In addition, until your next hero phase, that terrain feature blocks visibility in the same manner as a wyldwood.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, PRIEST, AURIC RUNEMASTER

The booming invocations of an Auric Runesmitter fill the lodge's warriors with blazing vigour, but can also stir the molten earth. Rivers of magma part at their behest, creating tunnels that the Fyreslayers can use to outflank their foes.

WARSCROLL AURIC RUNESMITER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Latch-axe	1"	2	4+	3+	-	2

An Auric Runesmitter is armed with a Fyresteel Throwing Axe and Latch-axe. It carries 1 of the following: Runic Iron; or Forge Key.

Magmic Tunnelling: A Runesmitter standing upon stone can command the rock to allow them passage.

Instead of setting up this unit on the battlefield, you can place it to one side and say that it is set up underground as a reserve unit. Then, instead of setting up another friendly **FYRESLAYERS** unit, you can place that unit to one side and say that it will join this unit underground as a reserve unit. 1 unit can join this unit underground as a reserve unit.

At the end of your movement phase, you can set up this unit anywhere on the battlefield more than 9" from all enemy units. Then, set up the unit that joined this unit wholly within 12" of this unit and more than 9" from all enemy units.

Runic Empowerment: With a sonorous chant, the Runesmitter draws forth the power of the ur-gold runes set into the flesh of their Fyreslayer kin.

Runic Empowerment is a prayer that has an answer value of 3 and a range of 12" if the chanter is carrying a Runic Iron or 18" if the chanter is carrying a Forge Key. If the chanter is carrying a Runic Iron, you can re-roll the chanting roll. If answered, pick 1 friendly **FYRESLAYERS** unit wholly within range and visible to the chanter. Add 1 to wound rolls for attacks made by that unit until your next hero phase.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, PRIEST, AURIC RUNESMITER

Auric Flamekeepers are the fearsome funerary priests of the lodges. They keep alive the fiery spirit of Grimnir by absorbing ur-gold power from fallen Fyreslayers, channelling this energy to imbue their comrades with the supernatural might of a fallen god.

WARSCROLL AURIC FLAMEKEEPER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Brazier Axe	1"	4	3+	3+	-1	2

An Auric Flamekeeper is armed with a Brazier Axe.

Masterflame Rune: A Flamekeeper's sacred symbol of office can harness the ur-gold runes of fallen warriors in order to bestow blessings of Grimnir upon their brethren.

When this unit is set up, place a D6 beside it with the 1 facing up. Each time a friendly **FYRESLAYERS** model is slain within 12" of this unit, increase the value of the dice beside this unit by 1 (to a maximum of 6).

Once per turn, at the start of the combat phase, if the value of the dice beside this unit is 6, you can say that this unit will draw upon the power of the runes of their fallen brethren. If you do so, pick 1 friendly **AURIC HEARTHGUARD**, **HEARTHGUARD BERZERKERS** or **VULKITE BERZERKERS** unit wholly within 12" of this unit and apply 1 of the following effects to that unit. Then, change the value of the dice beside this

unit back to 1. Each effect lasts until the end of that phase.

Grimnir's Grit: That unit has a ward of 6+.

Grimnir's Wrath: If a model in that unit is slain and that model has not yet fought in that phase, that model can fight before it is removed from play.

Grimnir's Resolve: If that unit is within 12" of an enemy unit and not within 3" of any enemy units, and that unit has not run or retreated in the same turn, that unit can immediately attempt a charge.

Grimnir's Vengeance: Add 1 to the Damage characteristic of that unit's melee weapons.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, TOTEM, AURIC FLAMEKEEPER

With furious bravery, the Battlesmiths keep their sacred icons aloft, rallying their warrior kin with the image of their grim-faced god. As they fight, the Battlesmiths recite the histories of the lodge, inspiring nearby Fyreslayers.

WARSCROLL BATTLESMTIH

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancestral Battle-axe	1"	4	3+	3+	-1	2

A Battlesmith is armed with a Fyresteel Throwing Axe and Ancestral Battle-axe.

Icon of Grimnir: The Battlesmith raises their icon of Grimnir and recounts tales of past glories, inspiring their allies and setting their ur-gold runes ablaze so that they might fight until the bitter end.

Friendly **FYRESLAYERS** units wholly within 12" of this unit have a ward of 6+.

In addition, once per battle, in your hero phase, you can pick 1 friendly unit on the battlefield with this ability to plant its Icon of Grimnir. If you do so, until the start of your next hero phase, friendly **FYRESLAYERS** units wholly within 12" of that unit have a ward of 5+ instead of 6+.

Bard of the Lodge: Standing defiant in front of the enemy, a Battlesmith recites tales of the lodge's glorious history, rallying the warriors around them.

If this unit issues the Rally command (core rules, 7.2), you can return 1 slain model to the unit that receives the command for each 4+ instead of each 6.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, TOTEM, BATTLESMTIH

The power of Grinnir burns strongest in the hearts of the Grimwrath Berzerkers. Covered in glowing runes of ur-gold, they are avatars of destruction and endurance, hurling themselves through battle in a living storm of blood and flame.

WARSCROLL GRIMWRATH BERZERKER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyrestorm Greataxe	1"	4	3+	3+	-2	2

A Grimwrath Berzerker is armed with a Fyresteel Throwing Axe and Fyrestorm Greataxe.

Battle-fury: Hewing left and right with their greataxe, a Grimwrath Berzerker enters a state of single-minded frenzy.

At the end of the combat phase, if this unit is within 3" of an enemy unit and has fought no more than once in that phase, roll a dice. On a 2+, this unit can fight.

Dead But Not Defeated: A mortally wounded Grimwrath Berzerker will fight on, determined to destroy whoever had the temerity to seal their fate.

In the combat phase, if this unit is destroyed and has fought no more than once in that phase, this unit can fight before it is removed from play.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, GRIMWRATH BERZERKER

It is said of the Doomseeker that their axe scorches the air with every swing, that they spit glowing cinders with every war cry, and that the wrath of the forge burns in their glare. This is no dishonourable mercenary but a religious crusader whose word is their bond.

WARSCROLL DOOMSEEKER

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomseeker Axe	1"	3	3+	3+	-1	1
Runic War-iron	1"	3	3+	3+	-	1

A Doomseeker is armed with a Fyresteel Throwing Axe, Doomseeker Axe and Runic War-iron.

Oathbound: A Doomseeker chooses their quarry and shouts a vow to Grinnir that they will either destroy the enemy or die trying.

At the start of the first battle round, pick 1 enemy unit for this unit to swear to destroy. At the end of the combat phase, if this unit is within 3" of that unit and has fought no more than once in that phase, this unit can fight but it can only target that unit.

In addition, in the combat phase, if this unit is destroyed within 3" of the unit it has sworn to destroy and has fought no more than once in that phase, this unit can fight before it is removed from play.

Runic Power: As a Doomseeker gets closer to their fate, they call upon the power of their many ur-gold runes, ensuring either their victory or that they go down in a final blaze of glory.

Add 1 to the Damage characteristic of this unit's melee weapons if this unit has 1 wound allocated to it. Add 2 to the Damage characteristic of this unit's melee weapons instead if this unit has 2 or more wounds allocated to it or if the Oathbound ability has allowed this unit to fight before being removed from play.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HERO, DOOMSEEKER



The Auric Hearthguard carry ornate magmapikes, weapons that fire flaming gobbets of lava. It is their sworn duty to protect the forge-temple and the lodge's priesthood, a task they execute with grim determination.

Stats Wheel:
 MOVE 4"
 WOUNDS 2
 SAVE 5+
 BRAVERY 8

WARSCROLL AURIC HEARTHGUARD

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	18"	2	4+	3+	-1	1
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magmapike	1"	1	3+	3+	-1	1

Each model in an Auric Hearthguard unit is armed with a Fyresteel Throwing Axe and Magmapike.

CHAMPION: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's Magmapike.

Molten Rockbolts: Enemies struck by magmapike bolts find their movements become increasingly sluggish as the burning rock cools and rapidly solidifies on their armour and flesh.

If the unmodified hit roll for a shooting attack made with a Magmapike is 6, subtract 1" from the target unit's Move characteristic until the end of your opponent's next turn. This ability cannot reduce the target unit's Move characteristic below half.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, AURIC HEARTHGUARD



Hearthguard Berzerkers are the chosen champions of the Runefather. Masterful warriors, they wade into battle, broadaxes hewing apart the foe or flamestrike poleaxes with smouldering braziers setting enemies alight.

Stats Wheel:
 MOVE 4"
 WOUNDS 2
 SAVE 5+
 BRAVERY 8

WARSCROLL HEARTHGUARD BERZERKERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Berzerker Broadaxe	2"	2	3+	3+	-1	2
Flamestrike Poleaxe	2"	2	3+	3+	-	1

Each model in a Hearthguard Berzerkers unit is armed with a Fyresteel Throwing Axe and 1 of the following weapon options: Berzerker Broadaxe; or Flamestrike Poleaxe. All models in the unit must be armed with the same weapon option.

CHAMPION: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's melee weapons.

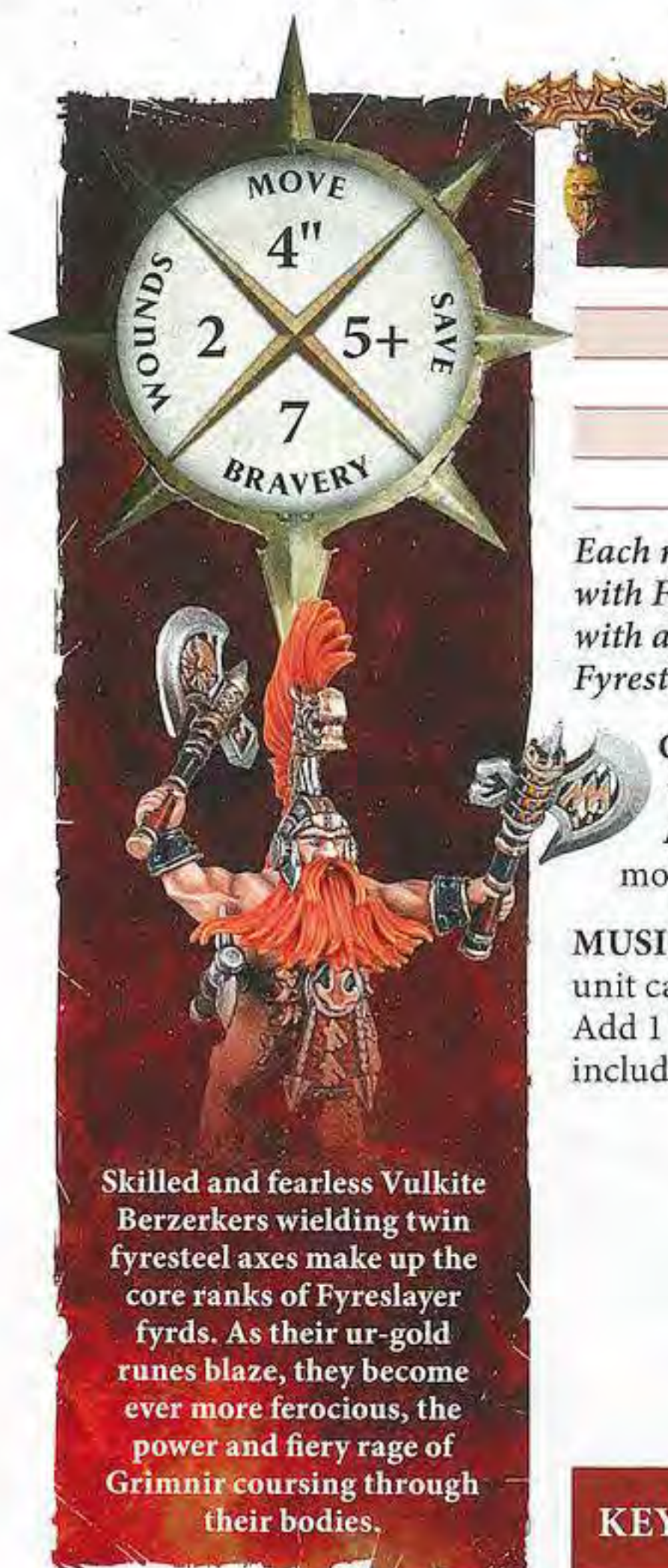
Duty Unto Death: Hearthguard Berzerkers are sworn to protect their lodge and its masters until their dying breath.

This unit has a ward of 4+ if it is wholly within 9" of any friendly **FYRESLAYERS HEROES**.

Smouldering Braziers: With each swing of a flamestrike poleaxe, the brazier chained to it arcs towards the foe, sparks and fire trailing in its wake.

If the unmodified hit roll for an attack made with a Flamestrike Poleaxe is 6, that attack causes 2 mortal wounds to the target in addition to any damage it inflicts.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, HEARTHGUARD BERZERKERS



MOVE 4"

WOUNDS 2

SAVE 5+

BRAVERY 7

Skilled and fearless Vulkite Berzerkers wielding twin fyresteel axes make up the core ranks of Fyreslayer fyrds. As their ur-gold runes blaze, they become ever more ferocious, the power and fiery rage of Grimnir coursing through their bodies.

WARSCROLL

VULKITE BERZERKERS

WITH FYRESTEEL HANDAXES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxes	1"	2	3+	3+	-	1

Each model in a Vulkite Berzerkers unit is armed with a Fyresteel Throwing Axe and Fyresteel Handaxes.

CHAMPION: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's melee weapons.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower of Grimnir. Add 1 to charge rolls for this unit if it includes any Hornblowers of Grimnir.

Berserk Fury: No Fyreslayer will easily accept death's embrace while their kin are still fighting.

Once per battle, at the start of the combat phase, you can say that this unit will unleash its berserk fury. If you do so, until the end of that phase, if a model in this unit is slain, that model can fight before it is removed from play.

Whirlwind of Destruction: With the light of Grimnir burning in their eyes, these impetuous warriors hurl themselves into the fray, leaving a trail of death in their wake.

Add 1 to the Attacks characteristic of this unit's melee weapons if this unit made a charge move in the same turn.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, VULKITE BERZERKERS, VULKITE BERZERKERS WITH FYRESTEEL HANDAXES



MOVE 4"

WOUNDS 2

SAVE 4+

BRAVERY 7

Many Vulkite Berzerkers favour the versatile slingshield. This bladed weapon can either be used to block incoming blows or be hurled before a charge in order to disrupt the foe's ranks and soften them up for an axe between the eyes.

WARSCROLL

VULKITE BERZERKERS

WITH BLADED SLINGSHIELDS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Handaxe	1"	1	3+	3+	-	1
Fyresteel War-pick	1"	1	3+	4+	-1	1

Each model in a Vulkite Berzerkers unit with Bladed Slingshields is armed with a Fyresteel Throwing Axe and 1 of the following weapon options: Fyresteel Handaxe and Bladed Slingshield; or Fyresteel War-pick and Bladed Slingshield. All models in the unit must be armed with the same weapon option.

CHAMPION: 1 model in this unit can be a Karl. Add 1 to the Attacks characteristic of that model's melee weapons.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower of Grimnir. Add 1 to charge rolls for this unit if it includes any Hornblowers of Grimnir.

Berserk Fury: No Fyreslayer will easily accept death's embrace while their kin are still fighting.

Once per battle, at the start of the combat phase, you can say that this unit will unleash its berserk fury. If you do so, until the end of that phase, if a model in this unit is slain, that model can fight before it is removed from play.

Bladed Slingshield: Some Vulkite Berzerkers carry razor-sharp shields that they hurl at the enemy as they charge.

After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll 1 dice for each model in this unit. For each 6, that enemy unit suffers 1 mortal wound.

KEYWORDS ORDER, FYRESLAYERS, DUARDIN, VULKITE BERZERKERS, VULKITE BERZERKERS WITH BLADED SLINGSHIELDS

INVOCATION WARSCROLL MOLTEN INFERNOTH

SUMMONING: This invocation is summoned with a prayer that has an answer value of 4 and a range of 12". If answered, set up the invocation wholly within range and visible to the chanter, and more than 1" from all models, terrain features, other invocations and endless spells.

Burning Tide: *The Molten Infernoth wades through solid earth, lumbering its way across the battlefield in search of prey.*

After this invocation is set up, the commanding player can immediately move it up to 2D6". In addition, at the start of each of their subsequent hero phases, if this invocation is still on the battlefield, the commanding player can move it up to 2D6".

Erupting Inferno: *The Infernoth's fiery visage casts gobbets of molten metal at any creature nearby.*

After this invocation has moved, the commanding player rolls 12 dice for each unit within 3" of it. For each 6, that unit suffers 1 mortal wound. If the roll to determine how far this invocation moved in this phase was a double, that unit suffers D3 mortal wounds for each 6 instead of 1 and at the end of the phase, this invocation is removed from play. **FYRESLAYERS** units are not affected by this ability.

An elemental manifestation that personifies the blazing wrath of Vulcatrix, a Molten Infernoth can be drawn to battle by the summons of a Zharrgrim priest. Bursting out of the realm's crust, the ferocious entity lumbers across the battlefield, inspiring Fyreslayers while blasting the enemy with raging torrents of lava.

INVOCATION WARSCROLL RUNIC FYREWALL

SUMMONING: This invocation is summoned with a prayer that has an answer value of 3 and a range of 18". If answered, set up the invocation wholly within range and visible to the chanter, and more than 1" from all models, terrain features, other invocations and endless spells.

Roaring Rune-fire: *The leaping flames of a Runic Fyrewall act as a barrier that only creatures born of fire can pass.*

Models cannot move across or through this invocation unless they have the **MAGMADROTH** keyword or can fly.

Awakened Runes: *The flames of a Runic Fyrewall ignite any ur-gold runes embedded in nearby Fyreslayers, causing them to blaze with power.*

At the start of each phase, the commanding player can pick 1 friendly **FYRESLAYERS** unit wholly within 12" of this invocation to draw upon its power. If they do so, the commanding player rolls a dice. On a 1-5, that unit has a ward of 6+ until the end of the phase. On a 6, that unit has a ward of 4+ until the end of the phase and this invocation is removed from play at the end of the phase.

At the command of a Zharrgrim priest, a Runic Fyrewall can be raised from the fiery chasms far beneath their soot-stained feet. Glinting with runes, this scintillating barrier of gold and flame bars the enemy's path and protects the flanks of the Fyreslayers' fyrds as they press ever forward.



By concentrating their magmic powers, a Zharrgrim priest can summon forth fiery heat from the bowels of the realm. With a rumble and a crack, an angry geyser opens up in the earth, bombarding the foe with molten death.

INVOCATION WARSCROLL ZHARRGRON FLAME-SPITTER

SUMMONING: This invocation is summoned with a prayer that has an answer value of 3 and a range of 6". If answered, set up the invocation wholly within range and visible to the chanter, and more than 1" from all models, terrain features, other invocations and endless spells.

Magma Blast: *At the beck of a Zharrgrim priest, the Zharrgron Flame-spitter hurls forth a fiery orb that arcs across the sky before detonating in an explosion of flame amidst the enemy lines.*

At the start of the commanding player's shooting phase, if there are any friendly **FYRESLAYERS PRIESTS** within 6" of this invocation, the commanding player can pick 1 enemy unit within 24" of this invocation and roll 12 dice. Add 1 to the roll if that unit has 10 or more models. Add 2 to the roll instead if that unit has 20 or more models. For each 6+, that unit suffers 1 mortal wound.

If the commanding player rolls 4 or more unmodified 6s, after the mortal wounds have been allocated to that unit, this invocation is removed from play.



Formed in moments from molten blood of the land, the Magmic Battleforge is a manifestation of Grinnir's fury fused with the white-hot fires of Vulcatrux. This mystic furnace can be summoned to a battlefield, where its elemental heat can ignite ur-gold runes and stoke the powers of the Zharrgrim.

FACTION TERRAIN WARSCROLL MAGMIC BATTLEFORGE

FACTION TERRAIN: Only Fyreslayers 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.

IMPASSABLE: You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly).

Molten Blessing: *Drawing upon the powerful elemental energies of the Magmic Battleforge, a Zharrgrim priest casts clouds of cinders adrift on the air, imbuing those of their sacred order with burning power.*

At the start of your hero phase, you can pick 1 friendly **FYRESLAYERS PRIEST** within 6" of this terrain feature to control its magmic energies. If you do so, until the end of that phase, add 1 to chanting rolls for friendly **FYRESLAYERS PRIESTS** within 18" of this terrain feature. You cannot use this terrain feature's Molten Blessing ability and its Spending the Forge ability in the same phase.

Spending the Forge: *In times of need, a Zharrgrim priest may expend all of the Magmic Battleforge's power, igniting the ur-gold runes of their Fyreslayer kin and infusing the warriors with strength.*

Once per battle, at the start of your hero phase, instead of using this terrain feature's Molten Blessing ability, you can pick 1 friendly **FYRESLAYERS PRIEST** within 6" of this terrain feature to spend all of its energy. If you do so, until the start of your next hero phase, friendly **FYRESLAYERS** units on the battlefield have a ward of 6+. However, for the rest of the battle, **FYRESLAYERS PRIESTS** can no longer use this terrain feature's Molten Blessing ability.

PITCHED BATTLE PROFILES

The tables below contain the Pitched Battle profiles for all of the warscrolls in this battletome and a list of allies that can be taken in a Fyreslayers army. See section 25.0 of the core rules for further information about Pitched Battle profiles and allied units. Updated January 2022.

FYRESLAYERS				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Vulkite Berzerkers with Fyresteel Handaxes	10	170	Battleline	
Vulkite Berzerkers with Bladed Slingshields	10	160	Battleline	
Auric Flamekeeper	1	90	Leader	Single
Auric Runefather	1	125	Leader	Single
Auric Runemaster	1	125	Leader	Single
Auric Runesmiter	1	135	Leader	Single
Auric Runeson	1	80	Leader	Single
Battlesmith	1	150	Leader	Single
Fjul-Grimnir	1	180	Leader	Single, Unique. These units must be taken as a set. Although taken as a set, each is a separate unit.
The Chosen Axes	3			
Auric Runefather on Magmadroth	1	360	Leader, Behemoth	Single
Auric Runesmiter on Magmadroth	1	340	Leader, Behemoth	Single
Auric Runeson on Magmadroth	1	320	Leader, Behemoth	Single, Battleline in a Lofnir army
Auric Hearthguard	5	125		Battleline in a Hermdar army or if general is a FYRESLAYERS PRIEST
Doomseeker	1	85		Single
Grimwrath Berzerker	1	105		Single
Hearthguard Berzerkers	5	160		Battleline if general is an AURIC RUNEFATHER
<i>Molten Infernoth</i>	-	70	<i>Invocation</i>	
<i>Runic Fyrewall</i>	-	55	<i>Invocation</i>	
<i>Zharrgron Flame-spitter</i>	-	55	<i>Invocation</i>	
<i>Magmic Battleforge</i>	-	0	<i>Faction Terrain Feature</i>	

FACTION

ALLIES

Fyreslayers

Cities of Sigmar, Kharadron Overlords, Stormcast Eternals