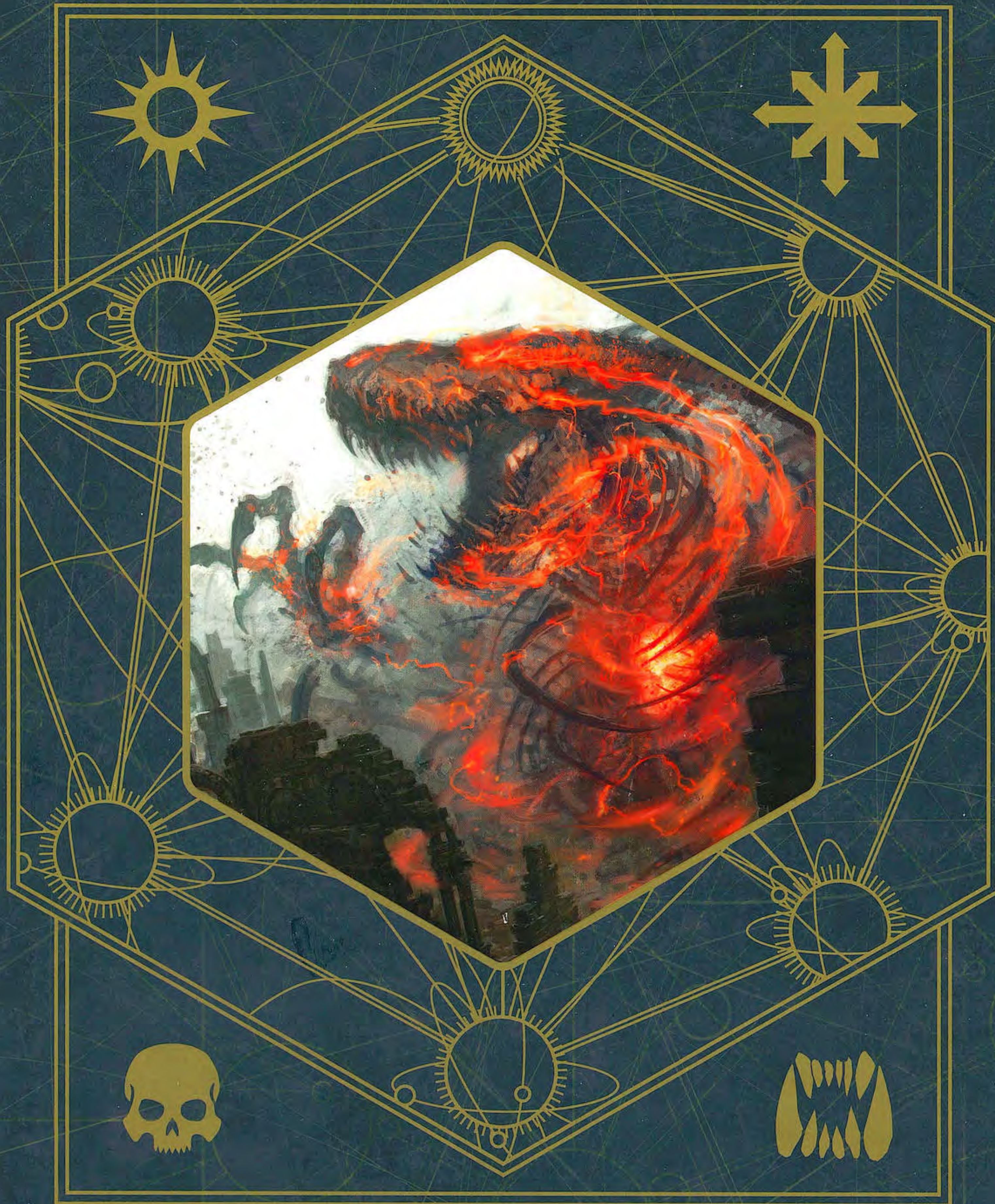


WARHAMMER

AGE OF SIGMAR



SEASON OF WAR

THONDIA



Do you feel it? Do you feel the pounding in the earth, the roar and crackle upon the air? Ghur is awakened. Forever in thrall to the primal fury deep within its core, the Amber Realm will suffer the assaults of outsiders no more. Ghur fights back, and like the creatures that call it home, it goes for the throat.

Across the Realm of Beasts, war rages. From the highest peaks to the lowest valleys, from freezing tundras to sweltering rainforests, the great powers of the cosmos battle tooth and claw to gain any advantage over their hated rivals. In Ghur, there is no difference between a hunt and a contest of arms. Cunning is all – that, and the ability to stalk one's prey before falling on them in a bloodthirsty frenzy.

This has always been the way, but the Era of the Beast has rendered Ghur more perilous than ever. A wellspring of primordial energy has burst its banks, spilling out and settling into the souls of mortals. As primal natures are stoked, the walls of civilisation begin to crumble and fall, battered from without by the ascendant children of Gorkamorka, and from within by those lost to the beast.

And that is not all. Disturbing rumours cross the land of entities spawned by the soul of Ghur, elemental creations of purest amber magic. Where these manifestations roam, the power of the realm is at its strongest, drawing out the animal soul that lurks within every living being. Some will look to benefit from these arcane terrors, and use their might for fell ends. Others, no doubt, will see them as a threat to be destroyed, for should they be left unchecked, then Ghur's predatory wrath might yet cause it to devour its siblings entirely.

One thing, however, is certain: the war for the Realm of Beasts has only just begun.



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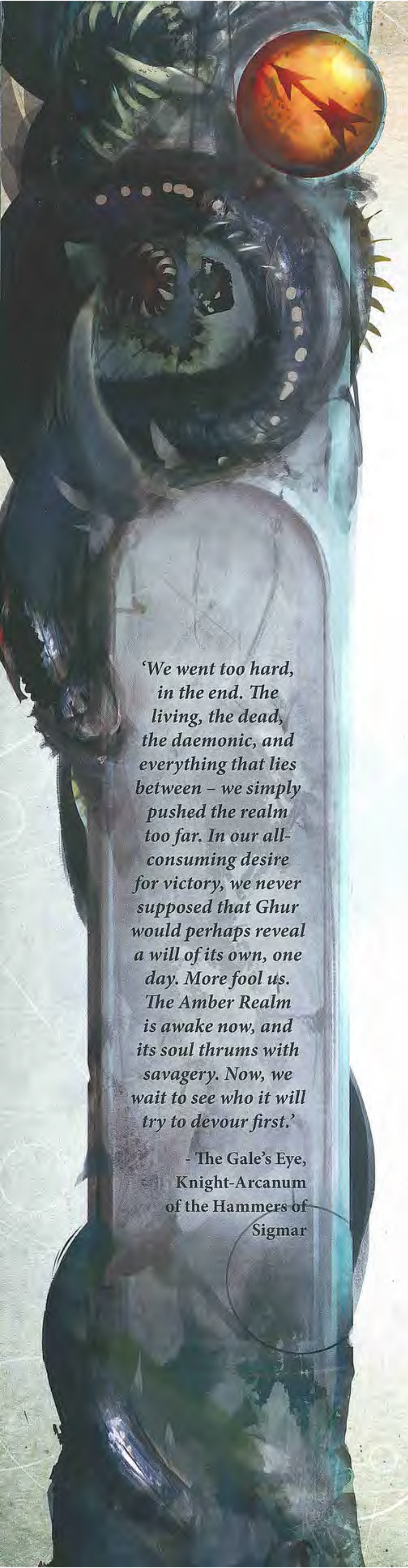
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In the mountains and boneyards of Ghur, strange elemental constructs have begun to take form. The bestial energies rocking the realm have taken on savage incarnations, their animal souls hungering for destruction and violence. Battles now rage to decide the fate of these entities – but the realm-souls themselves will not succumb easily...





WAR IN THE SAVAGE LANDS

Welcome, rugged warlord, to the feral expanse of Thondia. This land is found in the realm of Ghur, and has become the epicentre of a ferocious new period of war: the Era of the Beast. The tome you now hold in your hands is your key to join these desperate battles, and perhaps decide the fate of Thondia.

Season of War: Thondia is the first in a series of books that chronicle the ongoing struggle in the Mortal Realms. Part lore sourcebook, part story and part rules expansion, it contains new material for all aspects of the Warhammer Age of Sigmar hobby.

Season of War: Thondia is focused upon one of the central regions in Ghur, the Realm of Beasts. Thondia is a vast alpha-continent, a largely untamed expanse dominated by a single pitiless dichotomy – that of predator and prey. Thondia has already played a key role in many Age of Sigmar tales, but here we examine the region in more depth than ever. Over the following pages you will find a timeline of historical events that have marked the continent, information on its most critical strategic locations, and an illustrated bestiary detailing some of its most famous (or infamous) flora and fauna.

Alongside this comes the next chapter in the tale of Age of Sigmar. In the wake of the battle at Amberstone Watch – where the heroic Stormcast Eternals and malicious Kruleboyz orruks clashed for the first time – strange occurrences have been blighting Thondia. Yndrasta, Sigmar's huntress, has been dispatched to uncover the cause of these calamities and put a stop to them. Yet many enemies seek to impede the Celestial Spear – and Ghur itself has unleashed a terrifying new threat in the form of the Krondspine Incarnates, elemental

constructs formed of monstrous bone and pure beast-magic.

Once you have devoured the lore, you will find a weighty rules section to bring your battles in Ghur to life. Realm rules allow you to represent the unique dangers of Thondia, offering new challenges to overcome and adding another level of flavour to your battles. Equally exciting are rules for fielding a Krondspine Incarnate. Every army in Warhammer Age of Sigmar can be accompanied by one of these savage entities, and their power is a boon to any commander. Yet an incarnate is no mindless servant, and they have an animalistic will of their own...

The rest of the gaming content in *Season of War* is broken up into battlepacks, making it incredibly customisable and easy to understand. You can use a battlepack by itself along with the core rules to enjoy a full experience, or combine your favourite elements with those from other battlepacks of the same mode of play – open, narrative or matched – to create the tabletop battles you and your friends are looking for.

Season of War's open play content is intended to make setting up a battle as easy as possible. A new battleplan generator allows you to create games themed around Ghur in record time, containing objectives, twists, and cunning ruses that embody the nature of war in the Realm of Beasts.

'We went too hard, in the end. The living, the dead, the daemonic, and everything that lies between – we simply pushed the realm too far. In our all-consuming desire for victory, we never supposed that Ghur would perhaps reveal a will of its own, one day. More fool us. The Amber Realm is awake now, and its soul thrums with savagery. Now, we wait to see who it will try to devour first.'

- The Gale's Eye,
Knight-Arcanum
of the Hammers of
Sigmar

Narrative gamers will find a Path to Glory battlepack designed around campaigns in Thondia. New battleplans, quests and rewards allow you to simulate the building of your Ghurish domains, while the Anvil of Apotheosis section of this expansion grants options for creating your own monster-hunting heroes. The narrative play section also includes a Summons to War battlepack, designed around recreating the story presented in *Season of War: Thondia*. Bespoke battleplans highlight each flashpoint moment of the campaign, and they are supplemented by warscroll battalions that add character and depth to the key protagonists of the story in this book.

The matched play battlepack in *Season of War: Thondia* is centred around creating a fun competitive framework for games set in this region of the Realm of Beasts. New grand strategies, battle tactics and core battalions allow greater variety than ever in tailoring your force – and you will need them, for a series of Thondia-themed battleplans will test your generalship to its limits. The Strife in Thondia battlepack has been designed with events in mind. Organisers will find this battlepack to be a valuable resource, whether by running it as presented here or by taking advantage of its modular design and combining it with other matched play content to create their ultimate event.

Season of War: Thondia is an exciting new development for Warhammer Age of Sigmar, both in terms of the ongoing narrative and the game. The Era of the Beast has truly begun, and nothing will ever be the same again in the Mortal Realms. Will you fall, torn down by the fury of Ghur, or will you instead marshal your armies and rise, stepping forth to become a legendary name in the annals of the Age of Sigmar?

CORE BOOK

The *Warhammer Age of Sigmar Core Book* is the ultimate guide to the struggle for dominance in the Mortal Realms. Within its hardback cover, you will find a wealth of information concerning the expansive lore of the Warhammer Age of Sigmar universe, as well as all the rules needed to play games with your collection of Citadel Miniatures. Detailed histories and maps lay out the three great ages of the realms, the locations and cities that have been lynchpins in many wars, and the major factions that now vie for power. A clear and easy-to-follow rules section, meanwhile, helps you to bring these exciting conflicts to life on the tabletop. However you like to play Warhammer Age of Sigmar, the Core Book contains invaluable content alongside the basic game rules. Hobbyists who favour the relaxed nature of open play will find a simple-to-use battleplan generator that allows them to get gaming as quickly as possible. Those who like to craft ongoing stories for their armies and heroes will enjoy Path to Glory, a narrative campaign system which will see your force grow in power, claim territory and build its legend over time. Finally, the Contest of Generals battlepack caters to those who enjoy the friendly competition of matched play, allowing you to prove your skill as the greatest general in the realms!



HUNT OR BE HUNTED



WILD DOMINIONS

A primeval realm dominated by bloody-minded might, Ghur belongs to predators of every shape and size. In this place, only the strong survive; to battle the monsters that roam its savannahs and passes, a warrior must become like them, tapping into their own savage nature in order to wrest victory.

Each of the realmspheres has its own reputation. None, however, possess a reputation like Ghur's. Many claim that the Amber Realm has forever stood apart, a scarred predator on the edge of the pack. The Mortal Realms are rife with dangers, but in Ghur alone could everything be considered an enemy. Here the pitiless dynamic of hunter and hunted dominates, and it is a truth that extends from the ferocious monsters of the wastes to the earth itself.

Ghur is vast beyond comprehension. Across its expanse can be found almost every climate, biome and creature imaginable – and all are deadly. Sweltering jungles hide the collapsed ruins of ancient peoples, though their perils ensure that few outsiders ever find them. Mountains claw at the sky, grinding their way slowly across the plains to engage rival peaks in earth-shaking contests of strength. The sweeping tundras and plunging glaciers are stalked by shaggy-furred monstrosities immune to the lethal cold. Even the seas seethe with danger, from shoals of razor-toothed Gnasherfins to leviathans of the deep that remember a time before gods walked the realms.

Everything in Ghur is either predator or prey. Not even the land can escape this truth; alpha continents feast on their weaker brethren with a slow but irrepressible hunger, grinding them down before devouring them entirely. Talon-like isthmuses reach across the waters, latching onto drifting islands and dragging them into the maws of the greater tectonic plates. The seas thrash without relent, clawing away

chunks of coastline. The forests' roots quest for miles, punching through rock to devour the earth's nutrients. Earthquakes are commonplace in Ghur, as are sandstorms, monsoons and landslides, for its natural forces surge and writhe with wild abandon.

Any creature that survives here does so by being more dangerous than its contemporaries. The great monsters of Ghur are legendary, both for their sheer biodiversity and the challenge that hunting any of them provides. Yet every pack-hunter, scavenger, and even herbivore that roams Ghur has adapted to brave their harsh environment, usually through slaughtering anything that could pose a threat. The flora of Ghur is no less aggressive than the fauna. Carnivorous plants abound, and can grow to devour even an adult human whole. The more cunning species, like the Gnarloak, are adept at faking a dormant or even dead state before preying on any who stray close with gnashing wooden maws and sharp, impaling branches.

Then there are creatures who are – fractionally – less feral, but just as savage. Since time immemorial the Realm of Beasts has been home to the greenskin, the ogor, the gargant, and anything that would name them kin. Though they do not claim to rule Ghur, they are one with its ferocious heart. Their lives are defined by conflict, and they revel in the chance to test their might. Through their warmaking, these primal fighters honour Gorkamorka – one of the great elemental gods of the realms. He is concept of strength

and savage dominion given form, and a two-headed entity of such brutal cunning (or, as some of his followers have it, cunning brutality) that the primordial wilderness of Ghur is synonymous with his very being.

AN EMPIRE AMIDST THE WASTES

Civilisation has never had an easy time in Ghur. Its lands are too volatile to host the great empires of its fellows, its indigenous peoples too in touch with their own savage ancestry. It is difficult for any nation to lay down roots in a realm where what can appear to be a strong, strategically defensible location one year has been torn asunder by the surrounding lands the next. Throughout history, survival in Ghur has come through kinship with one's own predatory soul. These are not the druidic ideals of Ghyran, where mortals and nature may work together in harmony; rather, it is an acknowledgement that every day is a battle between man, beast and realm, and only those red in tooth and claw deserve to prosper.

Though few nations have risen in Ghur, and fewer still have endured the test of time, this is not to say that such is impossible. The heartlands of the Amber Realm are relatively stable when compared to some of its wilder expanses, and the continent of Thondia in particular has for centuries been a hub for mortalkind. Its sun-baked savannahs are prowled by greenskins, monsters and the many roving tribes in thrall to Chaos, but they are not so tectonically temperamental as to be uninhabitable to those of a less

nomadic persuasion. Its oceans and forests are treacherous, but filled with prey to feed upon or use as resources for trade, and its mountains are festooned with valuable minerals. Most importantly, Thondia's war-ravaged past has left behind the tumbledown ruins of countless lost peoples – ruins that could be used to form the basis of a new, expansionist endeavour.

In this current era of battle, it is the Sigmarite nations who seek to make use of this fact to establish their God-King's new empire. Striking out from the city of Excelsis, that ravaged citadel looming over the Coast of Tusks, Dawnbringer Crusades march out to establish new outposts and strongholds across the Thondian plains. Though the wise know they can never truly tame the lands, they employ many of the same strategies as their tribal forefathers to survive. Settlements are built amidst the graveyards of ancient monsters, their walls formed of scavenged bones that tower over mortal warriors, while huge beasts of burden are yoked to pull the mystic engines of cleansing employed by the Dawnbringers. Age-old tomes and bestiaries compiled by long-dead explorers are consulted fastidiously, for a hunter's knowledge and wiles are key to surviving here.

It is well that these preparations are made, for Ghur is more treacherous than ever. The arcane cataclysms that have rocked the cosmos have seen a reservoir of savage energy begin to burst its aetheric banks. The ancient earthquake god Kragnos roams the plains, leading the creatures of Gorkamorka to one furious battle after another. Perhaps most troubling of all, it is said that the very soul of Ghur has awoken – and those it touches are irrevocably changed...



A HISTORY OF MONSTERS

The tale of Ghur is one of endless struggle, where each day demands its inhabitants kill or be killed. Yet even through the nightmarish Age of Chaos, the realm has endured with tenacious stubbornness. Now, in the Era of the Beast, Ghur looks to take revenge on all those who wounded it – and anyone else in the way, to boot.

● AGE OF MYTH ●

THE DOMAIN OF BEASTS

In these ancient days, before Sigmar's arrival in the realms, the Ghurish Heartlands lie under the sway of inhuman titans. The reptilian Draconith of Vexothskol, the mighty centauroid Drogrukh of Donse, the lightning-eating Dragon Ogors of the Thunderscorn Peaks: these are but some of the colossal primordial beings that inhabit those terracotta-hued lands. Gorkamorka, the Twin-Headed God, is the undeniable master of Ghur, but he does not seek to impose order and civilisation on the wilds – instead, he spends his days fighting and wandering as he wishes.

PREDATOR AND PREY

Humanity, along with the first duardin and aelves, is primitive, lacking the secrets of metalwork and preyed upon by the greenskins, ogors and beastmen that dominate the plains. Their numbers were limited, their existence given over entirely to survival. Evidence of their struggles remains in the cave paintings and carvings they left behind, many of which depict the wars of the monsters in their midst.

THE ASCENDANCE OF KRAGNOS

The Draconith and Drogrukh ally to make war against the Thunderscorn, but there is one

among the great centaurs who chafes at such cooperation.

Kragnos, son of Gorgos, stamps his name into history after being exiled from his tribe. Travelling the realm and testing himself in titanic battles, he seizes godhood by devouring so much of Ghur's realmstone his powers swell far beyond mortal capabilities. Many of Gorkamorka's worshippers also come to revere the newborn Earthquake God.

END OF EMPIRES

Kragnos leads his people and their barbarous allies in a war against the Draconith that shatters both the drakes and the Drogrukh. Only by forming a pact with the Seraphon and the godbeast



BEYOND THE FIRELIGHT, THE BEAST AWAITS

Dracothion are the twin princes of Vexothskol, Krondys and Karazai, able to end the living god's rampage. After a mighty battle, Kragnos is sealed beneath Twinhorn Peak within an arcane sphere of timelessness, while the remaining clutches of Draconith eggs are entrusted to the lizardfolk for safekeeping.

RISE OF MORTALKIND

Many of the hunting grounds claimed by the followers of Gorkamorka and the beastmen are ravaged in Kragnos' war. As such, the humans of Ghur finally began to establish a foothold. Such is exacerbated when the God-King Sigmar finally arrives, bringing with him the flame of civilisation. Many are the legends of these times, such as Sigmar's rescuing of Gorkamorka from the godbeast Drakatoa and their subsequent twelve-day duel, the arrival of the first gargants in Ghur and the great wars of consumption they fought against the ogors, or the mysterious Silent People's nesting within the living mountain of Beastgrave to heed its dreaming whispers.

PRINCE OF THE DRACONITH

While Krondys enters exile in Azyr to atone for the demise of his people, Karazai gives license to the bitter hatred that Kragnos' actions have seen take root within his soul. The Draconith prince begins to mercilessly hunt down any who honoured Kragnos, his war taking him far and wide across Ghur and beyond. In doing so, he crushes many greenskin hordes that might otherwise have threatened to overrun centres of human settlement. At this time, the Kruleboyz orruks, already largely seeking sanctuary in the deep swamps of Ghur, retreat further from memory, both to avoid the Draconith's rampage and wary of the continual expansion of Sigmar's empire.

THE BEAST AT BAY

Thondia, and indeed much of the Ghurish Heartlands, enters a period of relative stability. The greatest beasts of the wilds are held at bay by the efforts of valiant hunters, while wise tribal chiefs and empresses maintain a fractious but workable peace, endeavouring to settle most disputes through small-scale skirmishers or duels of champions. By avoiding all-out conflict, they preserve the trade of Ghurish meat and fish, allowing some rulers to amass considerable wealth. The savage majesty of the Realm of Beasts becomes a source of fascination for many scholars – though this curiosity leads to the demise of many – and entire libraries of natural histories and treatises are penned concerning its flora, fauna and arcane qualities.

THE PANTHEON BROKEN

In these halcyon days, Gorkamorka joins Sigmar's burgeoning Pantheon, for the 'Hammer God' is a warrior worthy of respect. Rather than try to control the Twin-Headed God, Sigmar sets Gorkamorka the task of hunting Ghur's monsters, satisfying his battle-lust while also clearing lands for settlement. While he despises the civilisation spreading across Ghur, for a time, this ceaseless conflict keeps the God of Destruction content. Though hostility frequently flares up between his followers and Sigmar's people, it is never enough to break the accord.

None know exactly why Gorkamorka eventually snaps. Some believe it was inevitable, after decades spent watching humanity build their cities in his realm, though others point to the whispers of the Dark Gods. Either way, when the Twin-Headed God rebels, the results are apocalyptic. The First Great Waaagh! impacts every realm, but Ghur most of all. Thousands fall beneath the jagged choppas of the greenskins, and

proud, growing cities are reduced to rubble. Only those who had maintained the old ways of the nomadic hunter-gatherer are able to escape the initial onslaught. Yet as they are pushed to their limits in a war for survival, a more insidious threat arises. Cults of blood and slaughter take root amongst the tribes, the worship of atavistic powers called upon now that Sigmar appears unwilling or unable to help. In doing so, they open the door to a new horror.

● AGE OF CHAOS ●

TIME OF THE DAEMON

The Age of Chaos is a nightmare given form. Empowered by mortal sins, armies of daemons batter down the walls of reality, pouring forth to despoil in the name of the Ruinous Powers. In Ghur, their ingress is aided by the beastmen; while these savage creatures do not follow the Dark Gods in the same fashion as men, they loathe mortalkind, and turn their attention to the corruption of realmgates or the defiling of sacred lands.

BLOOD FOR THE BLOOD GOD

Infernal armies pour into Ghur, but by far the most widespread are those dedicated to Khorne. It was his devotees who had taken root amongst many of the hunter-clans, his brutal creed that was best suited to thrive there. For a time, an alliance of tribes led by the ferocious warrior-queen Yndrasta checks the advance of the Blood Legions, and allows the uncorrupted mortals of Ghur to flee through the Gates of Azyr. When Khorne unleashes the daemon lord Doombreed, however, resistance crumbles. Even after Doombreed and Yndrasta slay each other in single combat, the armies of Chaos continue to ravage Ghur. Many join them simply to survive, and are damned for it.





THE RUINOUS YEARS

The invasion of Chaos sees Ghur somehow become even more savage than before. The pretence of civilisation here was never strong, but now is ripped away entirely. Everything that was noble in the old tribal societies is perverted, twisted into evil rites performed in honour of the Brothers in Darkness. Those free peoples who remain do so only by fleeing and hiding, pursued by legions of bloodthirsty manhunters. Piles of flayed, beheaded beasts – and mortals – are stacked hundreds high around crude monoliths, while in some places the land is hideously transfigured into vast pits of writhing, amorphous spawn-flesh.

THE GREENSKIN WARS

At every turn, the armies of Chaos are opposed by the children of Gorkamorka, who see this fight as one more challenge to be overcome. The orruk warclans are especially enthusiastic. Yet the forces of Destruction cannot find a lasting victory, for their riotous nature deprives them of unity. Gorkamorka has vanished to parts unknown, and any orruk or ogor who tries to take command soon finds themselves challenged by an endless stream of rivals who simply cannot pass up the fight.

FIST OF GORK

All is to change with the arrival of Gordrakk, the Fist of Gork. Tales of this orruk's emergence range from the bizarre to the outright mythic; some say he was hewn from the rock of Beastgrave, others that Gorkamorka hurled his champion into the fray from the skies. With Gordrakk at their head, however, the hordes finally have their chieftain. A mass counter-offensive is launched, albeit more from instinct and a sudden surge of bestial wrath than any true planning, and a hundred ruinous warlords are broken by the armies of Destruction.

● AGE OF SIGMAR ●

THUNDERCLAP

The Age of Sigmar breaks over Ghur. After centuries in hiding, the God-King unleashes his Stormcast Eternals in a last-ditch effort to turn back Chaos. In Ghur it is the Astral Templars who lead the charge, for they know the land better than any. They find a realm battered and bloodied, but not entirely lost. The Stormcasts hope for an alliance with Gorkamorka, but are to be disappointed; his hordes are done with compromise, and prove as much through titanic violence. Many battles between the forces of Order, Chaos and Destruction break out. Gordrakk's armies free the imprisoned godbeast Fangathrak, a vast worm-like entity that holds the Mawgate Arcway in its gullet. In doing so, they cut off a key avenue of reinforcement for the Chaos armies.

RISE OF THE CITIES

The forces of Order resolve to fight alone. Reinforcements are sent, first in the form of the merciless Knights Excelsior, then later in both mortal and fellow Stormcast armies from Azyr. Gradually, settlements are raised along the Coast of Tusks, greatest of which is Excelsis. While other outposts beyond the walls existed, much of Thondia is left to the warring armies of Chaos and Destruction. Excelsis is rocked multiple times, most notably by an uprising orchestrated by servants of the Chaos God Tzeentch. Yet all the while, a new threat is slowly rising amongst the barbarous clans.

THE STOMPING

The Necroquake of Nagash rocks the realms, an arcane cataclysm that leads to the time of the Soul Wars – where the spirits of the dead rise en masse, and magic is sent utterly haywire. Yet shamans and mystics connected to Ghur speak of its heartbeat growing ever

louder. Reports of animals going wild, tectonic cataclysms, and mortals succumbing to strange were-curses or bouts of animalistic madness grow increasingly commonplace. The clans of Destruction begin to hear the 'Great Stomp' pounding in their head, a constant thud that follows wherever they travel and sees them all march in time on a warpath none truly understands. Many are drawn back to Ghur – just in time for Twinhorn Peak to shatter.

THE EARTHQUAKE GOD RETURNS

Alarielle the Everqueen seeks to banish the Necroquake through a ritual intended to spread life magic across the realms. She is too successful. Infused by the resurgent energies, Ghur goes mad. The unshackled power of its bestial animus sends shockwaves across the land. Where they strike, they bring devastation, cracking open the mountainous prison of Kragnos and allowing him to batter his way to freedom. It does not take long for the sight of civilisation to incense the Drogrukh god. While Kragnos' initial meeting with Gordrakk and his army results in violence, eventually an accord is reached between the two warlords, and their horde marches on Excelsis. Only by the narrowest margin is the city saved, though skirmishes still rage daily amongst the rubble.

MONSTROUS DAWN

Though their holdings in Ghur have been battered, Sigmar's folk recognise they can no longer remain on the defensive. Aggressive expansion is needed to solidify their claims, bolstered by the Stormhosts' investiture with new thunderstrike armour and an alliance with the Draconith – for the scions of that lost people have grown to readiness over the millennia, and their ancient princes return. Dawnbringer Crusades regularly march from

the cities of Thondia, plunging into the hellish wilds to establish new outposts. All are under threat from the perils of the wild, but the Kruleboyz orruks – having emerged from the swamps in the wake of Kragnos' return – are among the most eager to punish these colonisation efforts.

BATTLE OF AMBERSTONE WATCH

Most Kruleboyz are content simply to raid and reave, but some go further. The Killaboss Gazog, guided by strange dream-visions, conquers the Sigmarite settlement of Amberstone Watch, intending to contaminate the ley-line convergence upon which it stands to drive Thondia into such a feverish frenzy it would shrug Excelsis off its precarious coastal perch and into the crashing waves beyond. His plot is thwarted by the Auric Lions chamber of Stormcast Eternals and the Reforged Yndrasta, but not before he successfully spread his poison across much of southern Thondia, transforming it into the marshy hells now known as the Drowned Lands.

ERA OF THE BEAST

Bands of Stormcasts are sent to pursue Gazog and exact retribution for his crimes. Yet in the wake of victory, Yndrasta suddenly takes her leave, stating only that Sigmar bids her prepare for a new hunt. The Era of the Beast, as this time of overflowing primal fury had become known, is just beginning. Reports are already reaching Sigmarite outposts of strange occurrences and outbreaks of savagery around the mountain chain known as the Krondspine Range – occurrences that seem to mark a new and deadly change in the wars to come...



THE REALM OF BEASTS

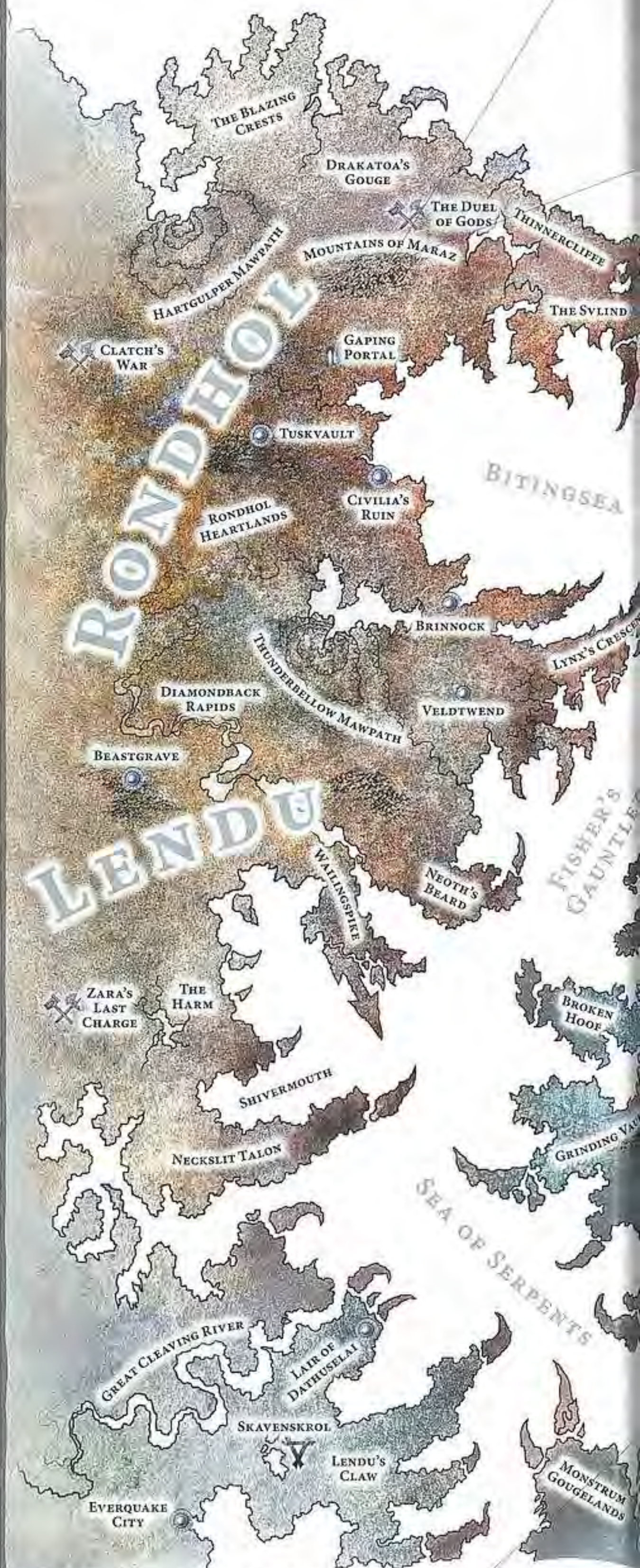
The heartlands of Ghur are diverse in every way but one – they are all, without exception, incredibly dangerous. Predators and monsters of all kinds lurk in these unforgiving lands, and the power of primordial magic hangs heavy on the air, ever ready to overwhelm the unprepared.

It is no easy feat to map out the Realm of Beasts. It is a world forever in motion, even more so than many of its contemporaries. Perhaps only Shyish and Ulgu are more difficult to chart, the former due to the lingering effects of Nagash's Necroquake and the Shyish Nadir, the latter due to its very nature as a realm defined by misdirection. The Ghurish landmasses are constantly battling against one another and attempting to tear one their rivals asunder, redefining their boundaries with each year through steady, tectonic conflict. What was once a great nation can crumble to nothing with staggering swiftness, while apparent continental runs can quietly devour ailing foes without drawing the notice of the greater powers, until they themselves grow mighty enough to strike.

For all the difficulties – and, more importantly, the manifest dangers – to be found in mapping the continents of Ghur, this does not mean that it has never been attempted. Realmscape cartography is an ancient art once prized by many clans, and their descendants have in many cases striven to maintain these traditions even in exile. Every expedition across Ghur must be armed if it is to have any hope of survival, and so these map-makers are no idle scholars – they are warriors through and through, and in some cases verge upon being monastic orders, each member trained to observe their surroundings and commit each rise of land and crease of coast to memory. The Lords Audacious of the Free Cities are responsible for plotting new crusade routes and discerning where valuable natural resources may lie, and so they consider the services of these far-ranging brotherhoods to be of great use. Many will employ every ounce of their political influence to secure their friendship.

The current maps of Ghur available to Sigmar's generals are accumulated from a variety of sources, many of which stem from the dark period of the Age of Chaos. Through comparing these various resources, the forces of Order have managed to attain a somewhat accurate view regarding how the Ghurish Heartlands currently stand, though these will likely be outdated within a few decades. It is known that Thondia currently holds the position of prime landmass, though its lesser siblings of Gallet and Andtor are an ever-present threat around its shifting borders, and ancient Donse has still not entirely given up the fight. Beyond the coastline, Thondia's greatest rival is arguably Bjarl, a cold-hearted continent that has bitten at the heels of its counterpart for centuries. Bjarl is known to possess a cruel soul, and few Dawnbringer Crusades have made it into those lands. Then there is bullish Rondhol, known for the aggression of its megafauna and the sheer number of crude shrines to Gorkamorka that dot its landscape. Lendu is a more patient foe, but that perhaps makes it most dangerous of all – for a truly cunning beast knows how to disguise its intentions before striking.

GHURISH HEARTLANDS



RAMPAGE OF FANGATHRAK

The vast wyrm-thing that forms the Mawgate is nigh impossible to control.



A circular illustration of a dark, mountainous landscape. The scene features jagged, dark peaks under a pale, hazy sky. In the foreground, a small, dark, rocky outcrop is visible. The overall tone is somber and atmospheric.

A circular illustration depicting a dramatic scene of a city on fire. The city is shown in the foreground, with buildings and structures engulfed in flames. A large, dark, smoke-filled sky dominates the upper half of the circle, with a bright, glowing light source, possibly the sun or moon, shining through the smoke. The overall atmosphere is one of intense heat and destruction.



KEY	
	SIGMARITE METROPOLIS
	MILITARISED CITY
	SITE OF LEGEND
	SIGMARITE STRONGPOINT
	BATTLE OF LEGEND
	SKAVEN WARREN-CITY
	REALMGATE
	PATH OF WAAAGH! GORDRAKK
	RAMPAGE OF KRAGNOS

- | | | | |
|---|-----------------------|---|--------------------------|
|  | SIGMARITE METROPOLIS |  | SKAVEN WARREN-CITY |
|  | MILITARISED CITY |  | REALMGATE |
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|  | SIGMARITE STRONGPOINT |  | RAMPAGE OF KRAGNOS |
|  | BATTLE OF LEGEND | | |



THE BEAST AWAKENS

War is not the only danger in the Era of the Beast. As Ghur is thrown into a rage, its arcane energy begins to emanate across the cosmos. The great powers of the realms must now contend with all manner of animalistic phenomena, as everything they have built threatens to be torn down by a wave of savagery.

'It is undeniable that trading revenues from across the Thondian Expanse have, historically, been nothing to complain about. While the Ghurish may not possess the mineral wealth of Shyish or the innovation endemic to Chamonite goods, they have access to a seemingly inexhaustible supply of valued foodstuffs. Our intervention in this market has afforded us great influence over the distribution of such supplies from the old Khazalid homelands to the Great Parch.

All that, of course, was before this current period of pronounced aetheric instability. It is bad enough that after the Garaktormun, the aether-gold streams never settled as readily in Ghur as they did elsewhere; now, many have drifted into zones occupied by increasingly belligerent Megalofin shoals or alpha Roks. Then there are the increasing instances of violent outbreaks reported by sky-port authorities. Copperhat officials have privately confirmed to me that the arrival of about one in five delegations from the lands below is now marked by some sort of trouble, often in the form of truly savage killings discovered days after their departure.

If these occurrences were confined to Ghur, it would be bad enough. Yet we are receiving similar tidings from elsewhere, as if the feral violence so typical of that realm is 'leaking'. It is my recommendation that, until the Ghurish situation is brought under control – through the use of absolute force, if necessary – Kharadron ventures in Thondia be dialled back to prevent a potentially grievous loss of materiel. If the Excelsians don't like our coin leaving their pockets, then it behoves them to do something about it.'

*- Report to the Admiral's Council of Barak-Urbaz by
Humbol Grogenstok, Elder Speculator*

'The Moulder clans grow ever bolder, most penumbral of potentates. Their grasping things-catchers reach across Thondia. Snipping and snapping they go, dragging enraged beast-things back to their holes. Your most faithful of servants has spied as their flesh-pits seethe, oh yes-yes. I have seen them vomit out abominations of ever greater strength-girth. Still, the raw materials never run barren-dry. If this keeps up, we may have to intervene before mutators become too strong-mighty, great and shadowed one.'

- Skittaratch, Gutter Runner of Clan Slynk

'Now, my hungry lads, gather round. You've all heard the lands grumbling and rumbling, aye? Well, that's the Gulping God talking, and here's what he said. He tells me that the feasts of the mawtribes just ain't big enough. He's disappointed in us, and you know what happens when he's disappointed. It's gotten so bad that one of his mountain-maws has opened right up, and something's come crashing out from his gullet. The greenies call him the land-gorger, the empire-eater, the Horned Boss. They say wherever he goes, the earth opens up to swallow anyone in his way. Want my opinion? I say we round up the warglutt, we go find this big eater, and see if we can't teach 'im a thing or two.'

- Targor, Butcher of the Meatfist Mawtribe

'The Avengorii are all but lost to us, noble mistress. My agents within their ranks have fallen silent, and I need not strain the imagination to suppose why. The Mother of Nightmares and her brood have always been of questionable stability. I no longer believe there is any question at all. Perhaps it is just the constant, flesh-shredding sandstorms now blighting their domain that riles them, but their degenerate by-blows strike out with increasing fervour. The more monstrous blood they consume, the more pronounced their devolution becomes, and there is certainly no short supply of that these nights. We may need to reconsider our approach, if we wish to claim the treasures of the Sascathran Dunes.'

- Correspondence of Ornesto Valkairn, agent of Nulahmia

'Our strategists had anticipated a fight awaiting us at Trapper's Redoubt. If not from the oafish children of Gorkamorka, then from the human settlers. While I commend their expansion, I bemoan that they do not understand the importance of my people's work, even now that the Amber Realm has awakened. Surely it is better that one outpost burns beneath white-fire sigils so that the wider land be made stable. Yet we swiftly detected that something was amiss. Llorath, the Scinari representative to our phalanx, had become increasingly uneasy, muttering something about the 'curse of Kadon'. What we found was a settlement infested with animal life. The pigs, dogs, bovines and ridgebacks were easy enough to corral. Yet there were other creatures awaiting us: lions, wolves, leopards – even a lesser land-wyrm. I saw poor Heirath blinded by the talons of a swooping vulture. Once we had dealt with the more aggressive beasts, we began to search for the remains of the inhabitants. There were none. It was only when we re-examined the animal carcasses and looked into their disturbingly human eyes that we realised the dire truth.'

- From the memoirs of Daelath Lla'thur, Auralan Warden of Zaitrec

ORDINANCE 3: Any settler experiencing dreams of horned figures or a repeated stomping sensation must immediately present themselves at the nearest shrine of Sigmar.

ORDINANCE 17: All bones within one kilometre of the settlement are to be crushed and disposed of once the flesh has been stripped. Discovery of any amber-like material masquerading as bone is to be reported to nearest strongpoint authorities.

ORDINANCE 29: No settler is permitted to leave their domicile on nights when the moon Koptus is at perigee until clearance is given by local authorities. Freeguild and militia patrols are permitted to arm themselves with silvered blades or heartsprig-blessed weapons on such occasions.

ORDINANCE 68: At all times, Gryphons, hydras, Demigryphs, and similar warbeasts are to be corralled no closer than fifty metres to the nearest domicile shell. Care of these creatures is to be attended to by no fewer than five handlers apiece, to enable swift response in instances of extreme aggression.

ORDINANCE 72: Any settler noting swift growth and proliferation of body hair, sharpening of the teeth or fingernails, or extended bouts of unbecoming behaviour in themselves or others must immediately make themselves known to the nearest spiritual authority.

COLLAR THE BEAST. THE GOD-KING PRESERVES.

- Excerpts from the (over eighty) 'Ordinances of Bestial Detestation', distributed amongst Sigmarite strongpoints and outposts across Thondia



THE COAST OF TUSKS

Thondia lies towards the eastern rim of the Ghurish Heartlands, where vast amber plains meet the crashing waves of the Clawing Sea. Since time immemorial, this place has been the stomping ground of bestial races, and to this day it remains profoundly perilous.

For the people of Sigmar's empire, expansion across the region bordering the Coast of Tusks has been far from simple. Most Dawnbringer Crusades, regardless of which realm they find themselves in, are liable to meet a grim end, but with Ghur serving as the epicentre for the Era of the Beast, this peril seems to be magnified. There are more ravenous monsters abroad in these lands than ever before, and that is even before one considers the rampaging armies of Destruction that hurl themselves at the boundaries of civilisation. More pressingly, the Coast of Tusks has become increasingly prone to earthquakes over the years. Some say that this portended the reawakening of Kragnos, the Earthquake God; others that Ghur's soul is reaching a fever pitch of frenzy that will fundamentally and forever change the realm.



THE DESOLATE WILDS

From the hinterland mists come all manner of greenskin tribes, each hungry for war.

THE CLAWING SEA
Haunted by oceanic monsters, even the aelves cannot truly tame this fearsome sea.



EXCELSIS AFLAME.
Beset from within and without,
this once proud city has suffered
time and time again.





SAVAGE LANDMARKS

To lay foundations in Ghur is no easy task, for the Realm of Beasts viciously opposes all that so much as resembles civilisation. Yet for all that, there are places that have stood the test of time – for reasons fair or, as is often the case in the Mortal Realms, foul...

THE GREAT CITIES

With each day, Dawnbringer Crusades march across Thondia, but they could not do so without a suitable base of operations. A handful of settlements dominate the Coast of Tusks, bastions of defiance amidst the wilds. Greatest is Excelsis, the City of Secrets. Founded by the merciless Knights Excelsior and settled by blue-blooded Azyrites and indigenous Ghurish peoples, Excelsis has suffered more over its existence than five lesser cities put together. From brutal Stormcast-led purges intended to suppress Chaos cults to numerous outbreaks of daemonic activity and, most recently, a harrowing assault from Kragnos' horde, that the city is still standing is a minor miracle. Excelsis' streets remain lined with rubble and corpses, its towers sundered and its walls half-collapsed. A state of shell-shock has descended over the populace, and the bells of lamentation drone endlessly from the few remaining cathedral steeples, but this is mirrored by a resolute desire to endure.

A port city, as are all those on the Coast of Tusks, Excelsis trades in the skills of its veteran warriors and the meat hauled in by the Scourge Privateer fleets. Its most famous exports, however, are the glimmerings. These prophetic shards, taking the form of small rough-cut jewels, are mined from the Spear of Mallus – a fragment of the World-that-Was jutting from the waters a short distance off the coast. One who utilises glimmerings is granted snapshot visions of the future, showing where grand fish-stocks may be located or a moment in combat where victory and defeat hang on a knife's edge. Yet to overindulge in these premonitions is to become addicted to future-sight, and many have sacrificed all they own just for one more vision. While glimmerings tend to be limited in their scope, on occasion, truly vast shards of crystallised augury are mined from the Spear of Mallus, and they are studied intensely by mages of the Collegiate Arcane. It is these augurial stones that have helped the city survive its many

trials, though they are equally known to Sigmar's enemies, many of whom have come to Excelsis seeking to claim them for their own ends.

Second of the Coast's cities is Izalend. Situated to the far north of Thondia, it is a place of crashing ice-floes and freezing waters, surrounded by the bitterly cold Druichan Forest and the constantly burning wall of white fire known as the Everflame. Protected by regiments of hardy Freeguild soldiers who man the towers stationed along the Everflame's expanse and the supposedly impregnable Martyr's Gate, Izalend is a hard-bitten city populated by hard-bitten souls. Only the most experienced mariners can navigate the ice-sheets that lurk in the frigid Icefangs Bay, but Izalend's produce – namely hides stripped from the shaggy-furred beasts who roam the tundras, and magical tools of kindling and self-preservation – can make such a risky venture lucrative indeed.



The last of the Coast of Tusks' strongholds is both the smallest and most unusual; it was not founded by a Stormhost, nor is it home to any Freeguild or Grand Conclave. Rather, the piratical cove of Bilgeport owes its existence to those entrepreneurial souls who found life under Azyrite law stifling. Founded within the drifting skeleton of a deep-sea leviathan, Bilegport is a borderline-anarchic place where all manner of skullduggery and illicit dealing is rife. Its pirate lords have escaped judgement by selling the services of their mariners and mercenaries to Sigmar's generals; Excelsis' armies are hard-pressed as it is, and so long as Bilgeport is more convenient to let lie than destroy, it is unlikely to vanish any time soon.

THE DROWNED LANDS

When the Kruleboy orruk Gazog attempted to poison the ley lines of Thondia, he came closer to success than any dared imagine. Though ultimately unsuccessful in destroying Excelsis, the Killaboss pumped enough mire-filth into the arcane pathways that they could not help but rebel. Around these geomantic lines the land began to spongify, swathes of

earth softening as brackish waters bubbled to the surface. With horrific speed, mangroves and bogs began to form across southern Thondia as the land itself sickened. Thus were the Drowned Lands born, a horrific new battleground in the war for Ghur.

No true civilisation can last within the Drowned Lands. The bones of the earth are blackened with muck, and with each week the swamps creep further into the heartlands. Several nascent settlements have been swallowed up by these grasping bogs, the fate of their inhabitants best left unconsidered. Both Kruleboyz orruks and grots have been drawn to the Drowned Lands in abundance, for the boggy environment suits them well. So too have Contagiums of Nurgle's Rotbringers, who see a fine incubator for newly concocted diseases. Armies of Sigmarites and their allies launch daring raids into the swamps, for they remain rich in realmstone deposits and treasures long-buried now drifted to the surface – though to retrieve them, one must survive the giant arthropods, flesh-eating plants and slimy monstrosities that haunt the mires. Meanwhile, the necropolis of Xharohz still stands amidst the swamps. Its Bonereaper garrison, a sub-legion of the Ivory Host under

the command of Liege-Kavalos Yhul-Nabal, bitterly rue the seething environs they now find themselves in, but their mission has not changed – and the bones of swamp-dwelling greenskins or tribesmen will serve as well as any.

THE KRONDSPINE RANGE

Legend has it that in ancient days, the plains of Thondia were stalked by the godbeast Krond. Part serpent, part wolf, little is known of this primordial entity, though several Frays of beastmen still venerate lupine mutations above all. If Krond truly existed, his remains have surely fossilised into the mountains that now bear his name. Coiling around the frozen waters of Lake Everglutt, the Krondspine Range is amongst the most extensive of all Thondia's mountainous regions, pock-marked by tribal strongholds and ancient boneyards.

Primitive peoples have long scraped out an existence in these unforgiving climbs, forced to flee there long ago to escape the dominion of Chaos. To this day, their descendants battle the ogor hunters and savage greenskins that roam the passes, but it is the dead they fear most of all. Many





tribesmen fell beneath daemonic blades before reaching the safety of the upper peaks, and their spirits are said to still haunt the deep caves and low valleys – phantasms touched by the bestial energy that has always surged strong through the Kronspine Range, so that on the darkest nights their howls of fury are enough to stop the heart and chill the blood.

THE JUNGLES OF MEKITOPSAR

Once a wide plateau inhabited by advanced tribal peoples, the land of Mekitopsar was forever changed when a golden ship fell from the heavens and crashed there, bringing such devastation that nearby societies were reduced to a primitive level. Worse was to come when dense jungles began to spread at an alarming rate, turning the plateau into a stalking ground for huge, reptilian monstrosities. Everything in Mekitopsar is predatory, from massive man-trap plants that can swallow a warrior whole to the Carnosaurs that roam its depths and the lizardfolk who brutally punish interlopers.

Mekitopsar is the lair of Koatl's Claw, a Constellation of the enigmatic lizardmen known as Seraphon. When their starfaring vessel crashed and their slann master was grievously wounded, the saurus warrior-caste assumed control, overcharging their spawning pools without care for the agony inflicted upon their newly birthed kin. For centuries, the feral warriors of Koatl's Claw have been content to tear apart any who venture into the jungles, though the spreading primal madness of the Era of the Beast has begun driving them ever deeper into animal fury. The great Lord Kroak has begun efforts to reconnect with these stranded servants, however, harnessing their bloodthirst in the name of the Great Plan once more.

CARCASS DONSE

Once, Donse numbered amongst the mightiest of Ghur's alpha-continents, and was presided over by the Drogrukh race at the height of its power. The centaur-folk literally stamped their mark upon the land, carving dwellings of astounding grandeur into the sheer walls of its ravines using their hooves, and raising great stone spires towards the heavens to mark their victories. But as the Drogrukh passed into myth, so did Donse fall. Gradually it was torn asunder by savage Thondia, brutish Gallet and cunning Andtor. All that remains is a sliver of land dotted by toppled rock pillars, and before long, Donse may be devoured in its entirety.

It is said that Kragnos, the last of the Drogrukh, has not returned to Donse since first laying eyes on it, for its pitiable state offends his monstrous pride. Others, however, still battle amidst the miles-long chasms of the savaged land, seeking the burial treasures of Drogrukh chieftains or simply a chance to fight in the birthplace of the Earthquake God; amongst them are numbered zealous Bonesplitter clans, Khornate warhordes, and young Draconiths coming to gaze upon the empire of their old foe. It is also said, however, that the energies of Ghur are especially volatile here, and that the elemental entities that now haunt the realm have been especially active towards the heart of the broken continent. Perhaps Donse has not entirely surrendered just yet...

THE GREAT GUTFORT

In the north of Thondia stands the Great Gutfort, stronghold of the Meatfist ogors. No mawtribe is fiercer than they; their Mawpaths have left swathes of land barren, and their bellies are always rumbling for more. The Gutfort

is a testament to their strength and ambition. It is truly colossal, such that even Mega-Gargants will show reverence when approaching it. Its sides are wrought from stacked boulders dragged into place by huge beasts of burden. Great sheets of smoke rise from its towers and butcher-halls, as the priests of the Gulping God work tirelessly to prepare their gastromantic sacrifices.

The Great Gutfort is the fortress of Globb Glittermaw, master of the Meatfist. Yet the Overtyrant is rarely found in residence; like the majority of his warriors, he hungers to be on the march, eating his way across the realms. Save for when the Mawtribe returns to engage in raucous festivals of gorging, the Gutfort is guarded only by a handful of the least prestigious wargluts, though so formidable is the fortress that this is sufficient to see it defended from the tribes of Slaves to Darkness that dwell in the ravaged territories surrounding it.



CRAWLING PITS OF GHARRENTIA

The children of Gorkamorka infest swathes of Thondia, but nowhere is this so literally true as the Crawling Pits of Gharrentia. In the Age of Sigmar, these deep webbed caverns have been claimed by the Spiderfang, crazed grot zealots who worship the giant Arachnaroks that dwell there. Though a Stormvault of Sigmar was built in the region, it has been torn open and plundered, and now the Crawling Pits serve as a nexus

for Gorkamorka's primal power. Recently, they have fallen into the brutal empire of Gordrakk.

Using the thick, strangling webs that criss-cross the Crawling Pits, the Fist of Gork has pulled off a remarkable feat: he has trapped the godbeast Fangathrak amidst the depths, wrenching the worm-like monstrosity's jaws open to grant access to the Mawgate arcway found within its gullet. Now the Megaboss leads his hordes through this portal into the Eightpoints, seeking to rebuild his legend after suffering a shameful defeat at Kragnos' hands. The Crawling Pits have now been heavily fortified by Ironjawz clans as well as countless Spiderfang – and while this prevents any outside forces from mounting a meaningful attack on Gharrentia, it has also seen plenty of internecine scrapping between grot and orruk, who simply cannot find it in themselves to coexist peacefully.

THE GNARLWOOD

Situated on the unstable borders of Gallet and Thondia, the Gnarlwood is a place of ill repute. Even before the coming of Chaos, nomadic clans granted it a wide berth, believing it the domain of gor-kin and twisted Sylvaneth. When the Ruinous Powers attacked, the forest fell further into darkness, and rumours abounded of dark rites performed beneath its eaves. It speaks to the Gnarlwood's reputation that the Astral Templars Stormhost first earned glory for simply surviving their battles there during the Realmgate Wars; they still maintain a Stormkeep, the Valourhall, at its outskirts to this day, a means of containing the forest's evils. If the fauna of the Gnarlwood does not slay a trespasser, then its flora – most infamously the predatory Gnarloaks, which mimic the appearance of dead trees – almost certainly will.

Few outsiders have made great efforts to claim the Gnarlwood, though certain Sylvaneth wargroves have launched campaigns of reclamation. Yet now, strange tales cross Thondia of trees that press ever closer against the boundaries of Sigmar's territory. Some say that in Ghyran, the Everqueen has cast a grand spell of life to rejuvenate the realms – and that in doing so, she has finally driven the Gnarlwood insane, its overflowing energies dedicated entirely to carnage.



YMNOG'S TRAMPLE

Legend tells that the craters known as Ymnog's Trample were stamped into the bedrock of Thondia by the Grandfather of Gargants, a godbeast hailing from the time of myth who battered reality into land, sea and sky with his club. Though the veracity of Ymnog's existence is still fiercely debated, to the clans of the Sons of Behemat there is no doubt – their grandsire walked these lands once, and echoes of his presence still lie heavy on the air. Ymnog's Trample has become something of a pilgrimage site to gargant-kind, and for miles around, the lands resound constantly to their heavy stomping tread. As for the deep craters themselves, few have ever passed into them and returned – though one is known to contain a deep, frozen body of water known as Lake Hoarfrost which, it is said, hides secret treasures of an ancient gargant-worshipping people.

The vast majority of every realm save Azyr lies under the dominion of the Ruinous Powers, and Ghur is no different. When the Age of Chaos erupted, Thondia's tribal societies were forced to make a terrible choice: brutal deaths with honour, or an eternity of damnation in exchange for survival. In desperation, many opted for the latter. The invasion of the Khornate armies left particular scars upon Thondia, and to this day one cannot walk far without coming across a shrine to the Lord of Skulls or his daemonic servants. Amongst the most prominent of these beings is Doombreed, an elder Daemon Prince whose war against the last surviving tribes is still a source of trauma and terror for their Reclaimed descendants.



A SUMMONS TO WAR

For the Stormcast Eternals, the war in Thondia had been costly. Great sacrifices were demanded of them, first to claim new lands, then to hold them against the armies of Gorkamorka. But for the Auric Lions chamber, recently battered by a conflict with the Kruleboyz, greater peril lurked on the horizon...

Amberstone Watch would never fully heal. In the privacy of his own heart, Tyberain Vorst – Lord-Imperatant of the Hammers of Sigmar – knew this to be true. Though he and his fellow Stormcasts had liberated the settlement from the Kruleboyz orruks, banishing the cloying swamp-mists that had come to engulf it, the damage had already been done. The greenskins had succeeded in poisoning many of the ley lines that ran beneath the strongpoint with a vile concoction brewed in their sweltering swamp lairs. That they had been thwarted before too much of the contamination was spread was a minor miracle; Excelsis had not been smashed off the Coast of Tusks by an enraged and blighted Thondia, though the increasingly potent tremors that rocked the region would be doing the ravaged city no favours.

Still, it was hard to consider it a victory. The Kruleboyz had dumped enough arcane contaminants that a swathe of Thondia had been transfigured into a stinking, ever-spreading bog. Dawnbringer Crusades once bound for that untapped expanse had, in essence, been defeated before ever leaving their home city's walls. Vorst suspected that such would please the conniving orruks greatly. Krorhoch Creek and Salzagar's Hope, other strongpoints caught up in the schemes of the Weeping Fangz, still had not been fully resettled.

Amberstone Watch had fared little better. Though many of the foul energies brought to bear by the greenskins had been banished, the terrain itself still bore the marks of

corruption. Swathes of the once-thriving strongpoint now stood upon unstable, marshy ground. Ruins that had endured in some form since the Age of Myth sank further into the mire with each day. A program of meaningful rebuilding had been thwarted due to the refusal of the poisoned earth to accept any sort of construction.

Even if these concerns had not been present, Tyberain held little hope for Amberstone Watch. The original settlers had been wiped out by the time his Auric Lions chamber had arrived, butchered to prevent resistance to the orruks' scheme. The Lord-Imperatant could only pray that they had met quick deaths, for he knew of the prolonged torments the Kruleboyz were capable of devising. Those who had been enticed to repopulate Amberstone Watch were drawn from Excelsis' destitute, casualties of the great siege with no families to care for or homes to return to. Tyberain admired their fortitude, even as he recognised that they were hardly the ideal stock to forge a new chapter in the strongpoint's history.

Stood atop a half-collapsed watchtower, watching the sparse mortals and demigods go about their business below, Tyberain rubbed a thumb into wearied eyes. A weary smile broke out at the feel of his Gryph-hound, Ironbeak, rubbing itself against his leg. He had not left his war-scarred armour for days. He had barely slept. None of his warriors, his brave Auric Lions who still garrisoned the outpost, had been afforded the opportunity to rest, and so neither would the Lord-

Imperatant. Still, true optimism eluded him. Amberstone Watch, founded in such glory and hope, was now a shadow of its former self. Though its endurance still granted it a measure of majesty, it was hard not to feel like a glorious future had already been stolen away.

Still, for now it stood. Much like the Stormcasts themselves, in fact. Vorst refused to succumb to defeatism, not while his warriors still drew breath and could fight to influence that fate.

Tyberain's ruminations were pierced by the screeching cry of raptors. Turning his gaze skyward, as did every soul within Amberstone Watch, the Lord-Imperatant watched with a building grin as a seraphic warlord clad in amber-tinted gold descended. As the heavenly champion touched down atop Vorst's perch, a ragged but heartfelt cheer went up from those below. The mortals roared with unabashed devotion. From the Stormcasts, joy was tinged with the mildest unease. For all his pleasure at seeing the winged warrior, Vorst could understand why.

In a past life, Yndrasta – now reforged as the Prime Huntress, one of the God-King's inner circle – had led the last holdout armies of Ghur in defiance of the Ruinous Powers. A born warrior, and by her own admission a reluctant ruler, her sheer will and soldier's charisma had seen her forge an alliance strong enough that the Blood God had been forced to unleash some of his mightiest servants to break them. Tyberain had been one of the tribal

chieftains who served Yndrasta. He, like all who had lived through those days, still loved their queen with a fierce intensity.

Yet Yndrasta had undeniably changed. Though few said it openly, it was whispered that decades of war at Sigmar's behest had hollowed her, rendered her more like the unfeeling spear she carried than the hero they had known. Still, it was Yndrasta who had bidden Vorst investigate the Kruleboyz plot in Thondia, and Yndrasta that had led a relief force to aid the beleaguered Auric Lions at Amberstone Watch. Wherever she had been these past weeks, the Lord-Imperatant wished to put faith in her.

Surrounded by trilling Aetherwings, Yndrasta greeted Tyberain cordially but briskly. The Champion bid him gather a force by dawn and prepare to travel across the tortured plains of Thondia, towards the Krondspine

mountain range. More than this, the Huntress did not say – though the Lord-Imperatant could detect the hint of chill hollowness in her eyes, just behind her heroic visage. Vorst would obey, of course, but pushed for more information. Who, or what, would they be facing? What was the purpose of their mission? Why was it so sudden, so important, that they could not even send a message to hallowed Azyr?

Yndrasta's only answer was to ask whether he had heard the strange tales crossing Ghur these days. Of course he had; Vorst had read each of the increasingly bizarre ordnances disseminated by the governors of Sigmar's empire, had been regaled with bizarre rumours of mutation and primal madness spreading through the population. With a grimace, and a promise that things would only get worse if they did not act, Yndrasta winged her way heavenward, leaving the Lord-Imperatant to wonder.

Even though Yndrasta's vagueness left Vorst unsettled, her commands would still be heeded. The Auric Lions were sorely depleted, but what remained would follow the Lord-Imperatant to the mouth of ruin itself. More Stormcast reinforcements were slowly trickling into the region, enough to form half a chamber's worth of support. Several retinues of Vanguard warriors from the Astral Templars had been using Amberstone Watch as a waystation since its reclamation, and their senior Prime – the garrulous Brothgar Godsmaw, who audaciously claimed to have once impressed an ogor with his great appetite – was more than willing to lend aid to the Celestial Spear.

So was Yndrasta's ragtag but resolute army made ready. To what end, Lord-Imperatant Vorst was unsure – yet a mounting sense of unease told him that this would be a hunt unlike any other.





CALL OF THE BEAST

In the wake of the struggle at Amberstone Watch, the Kruleboyz horde of Gazog had dispersed across Thondia. While many had retreated to the Morruk Hills, pursued by vengeful bands of Stormcasts, others had fled into the Drowned Lands. There, a new calling would find them...

After the debacle of Amberstone Watch, the Weeping Fangz warclan had split into countless smaller warbands. The Killaboss Brokkagok was still surprised he had managed to convince several mobs to join him in retreating towards the spreading swamplands of southern Thondia. Yet even as they subsisted on bog-critters and plotted how to strike back, the warlord had been seething. Losing always rankled, and never more so than when to the Hammer God's straight-backed stormboyz.

So deeply was Brokkagok brooding, even over a week later, that he at first missed the telltale splash of turgid waters. He only just had time to bark a warning before the nest of adolescent sludge drakes burst from the brackish depths. Oversized jaws snapping and thick, acidic saliva spraying wildly, the slimy beasts pounced on the greenskins, a mob of Gutrippaz torn apart in moments. Still, the Kruleboyz were not helpless. Brokkagok snarled for his warriors to circle the beasts and raise their skareshields, penning them in so his Boltboyz could pincushion them.

Before the Kruleboyz could act, belligerent bellows echoed through the swamps. Brokkagok flinched as the sodden ground began to tremble, and the Bonesplitterz Rukk crashed through the mangroves. Despite the uneven terrain, the greenskins moved swiftly, glowing tattoos offering some protection against any venomous drool spat their way. Arrows shot from crude bows struck around the drakes' eyes, blinding them, while warriors wielding flint-tipped spears leapt

and drove their weapons into the creatures' rubbery hides, hanging their full weight off the polearms so that even greater gashes were torn open. Though the sludge drakes fought fiercely, snapping greenskins in half or melting them to slurry, they did not revel in a straight-up fight. As two of the beasts fell, the rest slunk back beneath the deep bog-waters, all to the jeering howls of the Bonesplitterz.

As the Bonesplitterz carved open their prey, Brokkagok was approached by the Rukk's boss. He had heard rumours of the Wurrzog Prophet known as Da Snorter: how a Magmadroth's flame-stream had fused his mask with his face, or how he was raised by boars. Da Snorter was not surprised to see the Kruleboyz. Indeed, he said that Mork had sent him to aid them, for only then could his Rukk's pilgrimage to the Krondspine Range begin.

The shaman felt a change in the air. Whenever he awoke from his trances, it was facing those mountains; when he summoned the beast spirits, it was from that direction he felt their essence flowing, and each night he heard a guttural voice on the winds. Some part of Ghur's spirit had awoken, and now it called for a prophet – specifically, Da Snorter. Brokkagok knew that it usually paid to listen to a Wurrzog, and it wasn't like he had anything better to do. If Mork willed it, he and his lads could do worse than join the Bonesplitterz to see what the fuss was about.

The journey was not a harmonious one. The Bonesplitterz cut a ferocious pace, while Brokkagok's

boyz were used to carefully navigating across grasping marshlands, and had a bad habit of attacking any beast they saw head-on. Still, it made for good eating. Yet the more Brokkagok conferred with Da Snorter, the more he reckoned the shaman was on to something. The Great Stomp, that pounding, primal heartbeat echoing constantly in his mind, grew undeniably louder as they neared their destination. If he looked closely at the bones scattered across the plains, the Killaboss swore he could see them vibrating, touched by some febrile energy.

It was Kruleboy scouts who spotted the caverns honeycombing the Krondspine foothills. The greenskins watched in bemusement as bent-backed humans slunk between twin amber totems and into the caves under the gaze of horned figures – Chaos beast-boyz. Yet the greenskins knew that beastmen had no love for humans; they should be tearing into them, not observing them so passively. Matters grew stranger when closer examination revealed that many of the humans moved in animalistic fashion themselves, a far cry from terrified prisoners.

As the Kruleboyz pondered how to turn this to their advantage, an echoing cry of 'WAAAGH!' put paid to it all. Across the plains, a massive cloud of dust had kicked up – the bulk of the greenskin army. In response, a series of resonant horn-blasts echoed from the caves. They were followed by a disjointed chorus of snarls and brays, and a tide of loping figures emerging into the light. The beastmen were coming.



SHUDDER NOT BEFORE THE RAVENING BEAST



SAVAGERY AND SLAUGHTER

The beastmen had launched a furious counter-attack against the greenskins, boiling out from their cavernous lair as a mass of primal hatred. Yet the orruks had come far, and would not be dissuaded by this latest challenge. As the two armies clashed, the air was set trembling with primordial, feral energies...

Aggression had given the greenskins the best of the engagement's opening. The sparse plains suited the Bonesplitterz' preference for headlong assaults, and offered little cover for the beastmen to prepare their ambushes. Following behind a vanguard of snorting, stinking boar riders, it was not long before the Bonesplitterz had driven a deep wedge into the midst of the enemy horde, and kept pushing forward. Their momentum was a weapon in itself, and already they had driven the beastmen back towards the largest of the cave openings, a leering maw flanked by twin amber-tinged 'fangs' of rock. Stone blades punched through leathery hides, while the tusks of the greenskins' mounts disembowelled any Gors in range, their own thick fur offering some protection against retaliatory blows.

But Brokkagok hadn't become a Killaboss by taking things at face value. Most foes were either ground down or mentally shattered by the Bonesplitterz' tireless belligerence, but the beastmen also embodied such savagery, and they appreciated a fight as much as the greenskins did. To them, this was just another test of strength to be overcome. Nor did they lack cunning; five times already had Brokkagok been forced to reposition his spearmobs and Boltboyz to drive off flanking forces of rickety chariots and drunken Centigors. Even so, it felt like only a matter of time before one such pack broke through.

Chuckling as he hacked the hands from a squealing Ungor, the Killaboss's gaze whipped round as a series of snorts filled

the air. With the orruk scrum's advance checked, a second wave of beastmen now pressed against it, the heart of the advance dominated by a stampede of looming, bovine figures. Bare muscles rippling and oversized maws drooling with blood-hunger, the Bullgors crashed into the fray. Twin-handed greataxes cleaved through green flesh, the orruks' sacred tattoos spluttering out beneath the force of the blows.

The greenskins responded as best they could. To the bellowed howls of their bosses, mobs of Arrowboys behind the main press of the fighting loosed crude arrows into the Bullgors and their monstrous kin. The horned spearhead began to break up as the realmstone-tipped projectiles leaked madness into their targets. Overcome by rage, isolating themselves in their need to rend and tear, the Bullgors became individually more manageable targets – yet the devastation each wrought was nothing to underestimate.

What truly caught Brokkagok's attention, however, was transpiring just beyond the Bullgors' charge. Dragging a protesting Gutrippa into the path of oncoming beastmen, he lowered his head and slipped through the melee, choppa lashing out to hamstring any vulnerable foe. Reaching the cavern maw, Brokkagok saw that Da Snorter had at last found a worthy opponent. A circle had opened up around the shaman as he traded magical blows with his beastly rival, a hideously scarred figure whose staff was hung with the petrified remains of Sylvaneth. None drew too close to the battling wizards, for such would surely

be a death sentence. Brokkagok found a reasonably safe distance to lurk from as he watched. If the Wurrzog fell here, he and his boyz would be leaving, and fast.

With a series of guttural incantations, the Bray-Shaman slammed his staff's end against the ground. To the sound of resonant brays, an arcane mass formed into the image of a flaming bull. The air blazed with heat as the smouldering conjuration lowered its head and charged for Da Snorter. With a roar of his own, the Wurrzog knelt and punched a fist into the earth, splitting it in a flash of emerald light. Moments before the phantasmal taurus hit home, a huge, warty green fist manifested and swung, clobbering the rival conjuration in a blast of mutually annihilating magic.

For a time, the two traded arcane blows. Da Snorter unleashed a wave of grunting boar-shaped spirits, only for them to dissipate on impact with the conjured flock of crows now shielding the Bray-Shaman. The beastman lowered his staff and jabbed it forwards, gnarled roots bursting from the ground to constrict the orruk's limbs. The Wurrzog chortled before letting out a wordless grunt, bathing himself in green flame that burnt the grasping things away.

As the shamans duelled, Brokkagok's gaze was drawn to the plains surrounding them. What he had seen before had been no illusion; the bones scattered there were definitely trembling, in places skittering across the ground towards each other. Though no expert, the Kruleboy did not detect the stale tang of necromancy. This

was something else, something reaching out from the very core of Ghur and using the osseous remains to take shape. He thought others felt it too, for both sides now tore into one another with increasingly reckless abandon.

The bone mounds swirled higher into the air, between the twin pillars flanking the primary cave mouth. Up close, Brokkagok realised they were not simple spurs of rock; each was studded with chunks of amberbone realmstone, the magical fragments now pulsing with furious brilliance. The half-formed osseous construct rose over the battling mages, the empty eyes of the horned skulls that were caught in its grasp glowing. Waves of mystic force radiated from the growing nucleus of amber magic flickering at the bone-thing's core; though it looked unstable, Brokkagok still felt his attempts to cry out devolve into feral growls in its presence. All the while, the two wizards kept fighting,

trinket-leaden staffs levelled as they unleashed twin bursts of raw, bestial sorcery towards one another.

As the primordial spells met, the entity's arcane heart suddenly pulsed its brightest yet – and then, detonated with the force of a hundred blasting charges. Brokkagok, and just about every other fighter in the vicinity, was hurled backwards by waves of unbound arcane power. Bullgors were thrown from their cloven feet. Boar-mounted orruks were knocked flying, crushed by their heavy beasts upon landing. The Killaboss could not rise against the magical tumult, could not do anything except feel his mind be set aflame with visions of the hunt and the kill.

The sensation petered out as quickly. Silence descended, brief and eerie. Blinking, Brokkagok felt shards of fractured bone pattering down onto him like rain. Feeling

around groggily for his choppa, the Killaboss did his best to regain his footing. The bone-construct was gone, though the air where it had manifested still crackled with a strange, hypnotic glow. Looking around, Brokkagok watched as Da Snorter awkwardly levered himself upright, mask cracked up the middle.

Another snorting noise stole the Killaboss's attention. It was not a sound of challenge, but of wariness – one that soon spread through the ranks of the gor-kin. As much as they salivated for war, a single raised hand – and the orders barked in animal tongues by their chieftains at the sight of it – restrained their aggression. Despite himself, a curious Brokkagok snarled his own command to the greenskins around him, watching as the hooded and hunched Bray-Shaman limped closer.

The beast-boss wanted to talk.





Feel it, greenskin?

Brokkagok reckoned the Bray-Shaman looked pretty pleased, considering he had just been knocked sprawling. Hobbling forwards using its stave, each of the Gor's words came as a wheezing growl – but the beast was intelligible, and more importantly, he seemed intrigued rather than agitated.

'Felt somethin'...' came a voice from behind the Killaboss. Da Snorter was getting back to his feet. The crack running up the Wurrzog's mask seemed to have morphed its expression to an ugly snarl. 'Not sure why dat's a reason to stop goin' at it.' The response seemed to amuse the Bray-Shaman. Snorting, it drew itself up, pounding its chest with a fist.

'Am Ghorraghan Khai. Twisthorn. Woebringer. I speak for Shadowgave, Beast Who Dev—'

'Yeah, an' I'm da Snorter,' the greenskin shaman said. 'And you'z in my way.' A chorus of guffaws rang out from the orruks gathered nearby, though they were tinged with a warning edge. Brokkagok did not blame them. The beastmen were, if nothing else, typically uncomplicated foes. But this one seemed different.

'Won't find prey by killing us.' The Bray-Shaman growled, beginning to pace back and forth with a series of heavier grunts. Spitting up blood – he had been closer to centre of the magical blast, and seemed to have taken it harder than Da Snorter – the horned creature looked back to the greenskins, brow furrowed. 'In Ghyran, I saw the Tree-mother work life-ritual, felt land-spirits writhe as her magic sank deep. Awakened something that long slumbered. What calls to you calls to me also. Travelled through jungles, through the Wolf's Eye, to find it and test its might.'

'And dat is?' Da Snorter asked, making an effort to sound uninterested. Still, this was about the longest the Wurrzog had gone without mentioning the will of the gods or a good idea that one of his many squiggly beasts had given him. The shaman's curiosity was piqued, no matter how much he tried to hide it.

'Shard of this realm,' Ghorraghan shrugged. 'Not a spell. Piece of Ghur's soul. Awoken through Tree-mother's arrogance. Stirred by magic, and angry.'

Brokkagok hung on every word. That, then, was what he had seen; the entity had not been a magical conjuration, nor even just a wild spell, but a portion of Ghur itself given animus. Many of the Bonesplitterz were similarly captivated. For once, the greenskins had stopped shuffling and grunting, though some now uttered low chants. Their warclans had long claimed that each realm had a soul that could manifest in bestial form, Brokkagok recalled. It slightly irked him to know that his supposedly primitive cousins had actually been right. The Killaboss's musing was cut off by another snort from the staff-wielding beastman.

'But it was weak. Fed by our magic, but lacking the true stone-of-realms heart. Without the core, vulnerable like mewling no-horn.' Ghorraghan said.

'There is another, born in these hills. Greater, stronger, and rooted within stone-of-realms. Stirs the flesh and frees the mind. These mortals—' the shaman gestured to the caves behind him then, where feral humans, some half-degenerated into animalistic forms, peered out with wary snarls. 'Land-spirit awoke the beast within them. They join us freely now.' Ghorraghan frowned then, grunting thoughtfully.

'Greater realm-soul stalks the mountains, feasts on old magic. Calls to me. But it hunts without purpose. Directed by one who is worthy, its power could spread. Man would crumble. Beast would rise. Shadowgave whispers that I am not strong enough to serve this purpose. But you, greenskin. Perhaps you are.'

'Course I iz strong enough, ya git,' Da Snorter grunted. 'But why would you'z want us to have a crack at findin' dis fing? We wuz just fightin'!'

'Because others hunt as we do, and do not share our understanding of Ghur's will.' Ghorraghan stooped then, letting the blood leaking from a fallen Bullgor pool in his hand. The shaman tossed it skyward, barking an incantation before discharging a brief bolt of power from his staff. The blood hung suspended in mid-air, rippling and pulsating, before slowly expanding outwards – forming a crimson mirror large enough to be seen by the assembled creatures. Peering into it, Brokkagok's heart skipped at the sight of golden-armoured figures marching across the plains.

'Stormiez...' as the orruks roared war cries and the beastmen howled with loathing, the Killaboss's eyes widened as a winged figure passed over the human army. Before he knew it, he was moving to stand between the two shamans.

'I'z fought these Stormiez before. Dat flyin' one, she's trouble. If she gets to dis thing before us, then no one's gonna get tah see what it can do...'

'There are ways through the mountains,' Ghorraghan said with a nod. 'Secret paths. Known to my kind. But we leave now, and must not quarrel. When realm-spirit is in our grasp, and storm-flesh dealt with, then we decide this.' With that, the shaman levelled his staff at the orruks. Brokkagok's knuckles were pale as he gripped his choppa. Across the milling battlelines, greenskin and beastman glared at one another with brimming disdain and aggressive snorts, but none dared move before their prophets. A pack of Ungors began spitting and cursing in agitation, only for their leader to be bisected by a Bestigor's axe.

Brokkagok and Da Snorter took the opportunity to exchange a brief, sly glance. There was no doubt that Khai was using them; such was obvious. If it got them closer to this entity, however, then fair was fair. It would make kicking in the beastmen's horned heads that much more satisfying when the truce inevitably ended.

'Gork and Mork want it,' Da Snorter nodded at last. 'You'z got a deal, beastie boy. Lead us tah dis fing, and I'll show you'z just how strong I am.'



THE GOD-KING'S LIGHT ILLUMINATES EVEN THE FOULEST SHADOWS



KRONDSPINE INCARNATES OF GHUR

The Incarnates that haunt the Krondspine Range are terrifying entities, creations of pure Ghurish energy protected by monstrous bones and guided by a bestial intellect. In their presence, reason crumbles; the minds of mortals are filled with savagery, and wild energies are unleashed with furious abandon.

It has long been proposed by scholars of geo-arcane lore that the realms are alive. The rise of the Incarnates has proven them correct. As the cosmos is battered by arcane tumults, the magic of each realmsphere seethes with potential, occasionally splintering away to take on an autonomous form. So is formed an Incarnate, a potent spirit of the land.

The first of the Incarnates emerged in the wake of Alarielle's Rite of Life. In unleashing a surge of genesis-magic, the Everqueen awoke many slumbering powers. As the forests grew taller, the coral reefs expanded and animals multiplied in abundance, her spell of vitality reached into the core of every realm. Geomantic power bloomed and, in some places, began to coalesce and develop sentience. Though similar in essence to the endless spells of the Arcanum Optimar, these were self-aware arcane beings, and they soon looked to take vengeance on those who threatened their mother-realms.

It takes a substantial concentration of thaumaturgical energies to birth an Incarnate. They are commonly found around ley-line convergences or spell-wracked slaughterfields, but champions with sufficient willpower or arcane prowess may call them into being if the magic of a realm lies heavy in the air. While no two Incarnates are identical, those spawned in similar circumstances tend to share traits. These kindred entities are named after the location in which they were initially sighted. Incarnates of Ghurish magic that coalesce near monstrous boneyards are typically referred to as Krondspine Incarnates, having first been encountered in the Krondspine Range of Thondia, even should they manifest within the ravines of Lendu, the volcanic graveyards of Aqshy's Great Parch, or the oily tar-pits of Chamon.

Incarnates often seek to bind their nebulous essence into chunks of realmstone. In doing so they assume a more stable form, using the material as an anchor point from which to exert their powers. Many prospectors have fallen foul of this living realmstone when seeking the bounty of lesser shards, and are subsequently ripped to pieces or violently transumed by wild magical forces.

Some Incarnates are akin to territorial beasts, but others are more intelligible to mortals. It is possible to communicate with them, but their temperaments

vary wildly, from childlike naivete to jaded bitterness or outright hatred. More sinisterly, there are entities spawned amidst regions corrupted by Chaos and that revel in cruelty. The unclean magics that drip from them can pollute a land for centuries. Many primal societies have already taken to worshipping Incarnates, for no other beings are so intimately connected to the Mortal Realms.

Krondspine Incarnates are primal terror made manifest. Formed around chunks of glowing amberbone, they draw fragments of titanic carcasses to themselves in a swirling maelstrom; this is primarily to shield the realmstone heart, for only by destroying this can the Incarnate be banished, but also grants them the aspect of a bestial horror bearing vicious claws and huge, tearing fangs. Mortals exposed to a Krondspine Incarnate are likely to be driven mad by their own inflamed savagery, or physically transfigured as the beast within is brought to the fore. Strategy is useless in the presence of such a being, for those it blesses recognise only the need to hunt and kill.

The effect of a Krondspine Incarnate upon monsters is more profound still; they are able to pitch even the most noble warbeasts into an uncontrollable frenzy. Magic itself must also take caution around such an entity, for Krondspine Incarnates will feast upon arcane energies with gusto. Such is their fury that they will attack roaming manifestations of sorcery without fear, their deep-seated connection to Ghur insulating them against the magical backlash.

Yet a Krondspine Incarnate can be bound, at least for a time. Should a champion approach or summon them through primal ritual, the entity may recognise a worthy soul. As dangerous as a Krondspine Incarnate is while hunting at random, it is more perilous still when leashed to the will of an alpha. The geomantic spirit's frenzy is honed with an edge of lethal focus, while their counterpart becomes infused with bestial strength. Only a fool, however, would consider a Krondspine Incarnate a tamed servant. Should their alpha be slain, the Incarnate will revert to an instinctive, destructive savagery. When battle is done, their former allies may well become one more offering in the banquet of prey.



IMPENDING DOOM

For days the Stormcast Eternals trekked across Thondia, beset on all sides by a realm going mad. All the while, Tyberain Vorst was growing more frustrated with Yndrasta's aloofness. The discovery of an isolated settlement amidst the wastes, however, saw Sigmar's chosen come within spitting distance of their prize...

It was five days after the march had begun that Vorst's patience snapped. Out of respect for his former queen, the Lord-Imperatant waited until camp had been pitched before approaching Yndrasta one night. He found the huntress atop a small outcrop, eyes narrowed on the distant mountains. He knew she sensed his coming, even if she did not greet him.

Words brimming with frustration, Vorst laid out the facts. Their journey had been blighted from the outset. They had been repelling almost constant attacks from frenzied beasts; a day prior, two stampedes of maddened Stonehorns had collided with the Stormcasts in their midst, costing

the Azyrites over a third of their number. Wild spells in the form of gnashing jaws and charging spirit-herds were a constant threat. Their Knight-Arcanum, the Gale's Eye, had exhausted herself corralling them. Land-splitting tremors swallowed warriors whole. Even the Stormcasts themselves were changing; Vorst had seen the undignified way in which some wolfed down their rations, and picked up on the snarling quality which had crept into their speech.

And all this, Vorst could endure. What he could not take was Yndrasta's silence. The Huntress seemed to have barely noticed their perils, and communicated only to demand they maintained their pace. Yet still she would not

tell Vorst what they even pursued. Grief long thought buried welled up inside the old chieftain then. Yndrasta had been his queen, but also his friend. Vorst remembered the crude battlefield banter they had shared, and how she had once stayed all night by the bedside of a dying warrior. Had Reforging really changed her so much?

The hand on his shoulder came as a surprise. In steady tones, Yndrasta said that she recognised his warriors' sacrifice. Moreover, she knew that she had changed. The Huntress could not explain how, or why. When she tried, all that filled her mind was blinding starfire. Yet Yndrasta still respected each soul that followed her now. As for their target, the Huntress truly was not



certain. Not even the God-King had known precisely; seers in service to Azyr spoke of something terrible and immensely powerful birthed from the realm itself, a manifestation of Ghur's own maddened essence. If not stopped, the swelling primal power would sink its jaws deeper into Thondia, to the detriment of Sigmar's people. The Stormcasts had to act. If Vorst had trusted Yndrasta once, she asked that he trust her still.

It would have to do.

The next morning, the Stormcasts were confronted by an unusual sight on the horizon: the glint of warm gold, surrounded by a choking dust cloud. As the battered host approached, Vorst was surprised to behold a Sigmarite strongpoint near the foothills of the Krondspine Range. The Lord-Imperatant had believed that every Dawnbringer venture sent so far from Excelsis had met with disaster, but this one had survived – albeit, with a throng of Bonesplitterz now assailing them.

The colonists sheltered behind palisades formed from the picked-clean remains of Ghurish megafauna, fighting to keep the orruks from the Aqualith at the outpost's heart. These devices were essential to Sigmar's crusade; their golden orb-engines were designed by Collegiate mages and Ironweld engineers to absorb ambient magics, which would then react with the natural energies locked within a floating metalith to generate purified water. Thus would an outpost have a steady supply of drinkable liquid. If blessed by a Sigmarite priest, these sanctified waters could even be used as a ward against corruption. Were the Aqualith destroyed, the settlers would be doomed regardless of who prevailed here.

The Stormcasts arrived at the beleaguered strongpoint just

in time to tip the balance. As Yndrasta led the swiftest warriors from the fore, Vorst bellowed for his men to drive on to and take a stand around the settlement's main gate, buying time for the mortals to form a second line around the Aqualith. As the Stormcasts' heavy charge echoed, a cry went up from the defenders – first of shock, then almost feral joy. His Vindictors took up position and lowered their crackling spears, while other warriors funnelled the greenskins towards them. Vorst saw that Yndrasta's charge had already driven deep into the orruk scum. Though they fought fiercely, these greenskins were little more than a swollen warband, and lacked any strong leadership to drive them on.

The battle soon became a grinding press of attrition, the orruks tireless but directionless. That said, those greenskin teams bearing huge flint spears presented a threat, in some places impaling several Sigmarites in a single thrust. Thinking fast, Vorst commanded his warriors to open their lines whenever these orruk warriors charged, letting them be carried past by their own momentum before being pincushioned by bolts loosed by the mortals' crossbowmen and his Vigilors.

After half an hour of intractable melee, the fight was beaten out of the orruks. As he considered whether to pursue the scattering greenskins, Vorst's eyes rested on the Krondspine hills. A sudden rush of fury set his soul leaping, heart beating to a savage drum. At his side, Ironbeak squawked and snapped, tearing at a fallen orruk with abandon.

'Tyberain.'

Yndrasta's cold, but not unkind, voice cut across the Lord-Imperatant's thoughts. With a last wary look to the hills, Vorst turned

to the mortals now approaching them. His grip tightened around his hammer. All the settlers showed signs of animalistic mutation: thick patches of fur, elongated canines, claw-like nails. Yet a second glance did not suggest Chaotic taint upon them. Indeed, rather than shy away from the Stormcasts, they all but mobbed them, desperate to lay hands upon their saviours' dented golden plate or Yndrasta's frost-white wings.

Before long, Yndrasta and Vorst were led to the outpost's leader, an aged priest whose body was half-covered with crocodilian scales. His voice quivered as he bid them welcome, and it took a firm and impatient command from Yndrasta for him to cease his reverent, awestruck chanting. The priest explained how the changes had begun weeks prior, coinciding with dreams of a terrible, bone-clad beast stalking the Krondspine Range. Some settlers had proven unable to control the savagery within them and been driven into the wastes – a harsh necessity. The rest had remained steadfast, believing that salvation would come. That faith had been rewarded.

Yet the priest knew the Stormcasts could not stay. The only way to prevent future Dawnbringers meeting a similar unhappy fate, either through mutation, attack or their own minds unravelling, was to destroy this entity. There were crude maps, the priest said, and pathfinders who could aid the Stormcasts in finding navigable mountain passes. After that, they would be on their own.

There was no time to waste. If the priest was correct, this strongpoint had been driven to its knees in weeks by mere proximity to this new, bestial horror. Were the threat not ended, every Dawnbringer venture in Thondia could be imperilled.



BLOOD IN THE PASS

What had been a hunt for the Stormcast Eternals was now a race against time – their mission, to find the magical entity pulsing power across the region and end it. Yet as they travelled through the twisting passes of the Krondspine, none of Sigmar's chosen expected an easy time of it. They were to be proven correct.

It swiftly became apparent why the settlers had only been willing to lead the Stormcasts so far. The deeper they headed along the mountains passes, barely wide enough for five warriors abreast, the more the air thrummed with the stuff of amber magic. Brothgar Godsmaw muttered that it was like marching straight towards the Realm's Edge. Vorst did not doubt the Astral Templar; all Godsmaw's warriors now acted with a strange, predatory focus, as if they could sense something amidst the bestial aura that their golden brethren could not.

Each step became a test, both physical and mental. Stormcasts snarled as the billowing waves of primal magic sank into their being, teeth gritted and skin crawling. Their few warbeasts were having an even worse time of it; even Ironbeak's temper had grown so foul that Vorst could not approach him.

His thoughts were cut short as horn blasts rocked the valley.

From every cave and crevasse, horned figures emerged. With the cunning of true hunters, the beastmen had known that the energies thrumming through the Krondspine Range would drive the Stormcasts on in lieu of proper scouting, and that they simply had to wait for the prey. That wait had seen their fury mount, until now a tide of unwashed flesh boiled out from the darkness or leapt from openings in the mountainside, raining blows on their despised enemies' heads.

In the cramped pass, swamped by furious beast-kin, the Stormcasts

suffered. Without the ability to adopt proper formations their prowess was stymied. The beastmen fought so wildly that they neglected their own defence, but that same rage saw them batter at the Stormcasts relentlessly. Flashes of nova-bright light signified the deaths of Azyrite warriors.



A lethal whistling sound drew Vorst's gaze to the valley's ledges; not only did stunted Ungors rain down arrows, but orruk Boltboyz lurked there also, chuckling as they brought down the Stormcasts from afar. More Kruleboyz were massing behind the beastmen, clad in the livery of the Weeping Fangz – the perpetrators of the Amberstone Watch atrocity, now hungry for vengeance on the Stormcasts.

Faced with the onslaught, and now with a trio of frenzied Ghorgons stomping up the pass and crushing any smaller beastmen that strayed too close, two options faced the Stormcasts. The first was to hold their position. The second was to press on, sacrificing any who lagged behind to distract their frenzied enemies. None doubted which would be chosen. As the stragglers prepared to fight to the end, the host formed into a rough speartip and plunged into the enemy impeding their path,

enduring their own losses as they cut down roaring gor-kin.

Vorst's world narrowed; there was only the advance. Even as he drove his hammer into the chest of a Bestigor, the Lord-Imperatant grunted as the creature's axe glanced across his face, rupturing an eye. Adrenaline alone kept him moving, one foot in front of the other. Beside him, a pack of slaving warhounds latched their jaws onto the leg of another Stormcast, bearing the warrior to the ground before Gors leapt atop them and hacked them apart. Every wound felt like it opened the Lord-Imperatant to more of the magic heavy on the air, driving out thoughts of discipline and duty and replacing them with a wild urge to fight.

It was another cry from above that saved him from such a fate. Vorst turned as Yndrasta loosed a shout of fury, driving her crackling spear into the skull of a Ghorgon. Even as the horror's death throes saw her batted into the wall of the canyon, a rippling crater forming under the impact, the champion's features were curled in a snarl. It was an expression that the Lord-Imperatant had seen often, in a past life. As Yndrasta took flight, memories surfaced in Vorst's mind, visions of a warrior queen sat astride a gleaming pegasus. There was frustration on her face, but it was not only from the prospect of failure; it was that her kin might have been sacrificed for nothing.

That trace of his former liege, drawn out by her own anger and the raging soul of Ghur, sealed his decision. Steeling himself, Vorst

bellowed for his Auric Lions to attend him. They would barricade the path, buying time for the swifter elements of the Sigmarite host to finish the hunt. Every one of them could, and would, be sacrificed to that aim. For long moments Vorst and the Celestial Spear locked gazes, but Yndrasta did not speak. She was his queen. A queen did not have to ask for loyalty.

So it was that the winged huntress gathered up the swiftest of the Stormcast warriors to her side, before plunging deeper into the mountains. The Lord-Imperatants's warriors drew up around the narrowest portion of the path, preparing to sell their lives dearly. Beneath the fluttering pennant carried by Knight-Vexillor Cythain D'Amar, Vorst cried out for his Vigilors to loose a final volley of arrows at the approaching Bullgor stampede, before raising his own weapon and narrowing his half-blinded gaze. He only prayed they would hold for long enough.

Brokkagok slowly picked his way through the battle's aftermath. The pass stank with burning air and spilt blood. Kicking aside slain beastmen, and ignoring those few that continued to prowl, the Kruleboy ushered his lads forward. Between pillars of rock further down the valley, a single figure in gold remained slumped against a fallen Ghorgon. They weren't going anywhere soon, though – not with both legs missing.

'Not had a good day, 'ave ya?' the orruk chuckled, as he crouched beside the figure. The look that the bearded warrior shot him through his remaining eye was one of utmost loathing. Here was the one he had seen commanding at Amberstone Watch. Brokkagok returned a spiteful grin. Looking further down the valley, the orruk sniggered, leaning in to whisper in his fallen foe's ear, sour breath washing over the human's face.

'Your mates? Dey're dead meat. I've seen what's waitin' for you'z. Can still hear it, thumpin' in me head.' He nodded, tapping his brow. 'Start of a new age. Da realms have woken up, and they ain't gonna take none of your muckin' about no more. Still. Guess this makes us even now.'

Suddenly, lightning sparked in the wounded Stormcast's eye. Fingers curling around his hammer, he took an instinctive swipe – only for Brokkagok's dagger to ram into his mouth. As the warrior choked on his own blood, the Kruleboy could not help but feel cheated at being denied a drawn-out death. Brokkagok hopped away to avoid the explosion of storm-magic that followed his foe's demise, watching the soul arc upwards. Snorting, he cast his gaze around the milling orruks and Gors, before looking back the way the Stormcasts had come. His scouts had mentioned a pack of mortals leading them into the passes. They must have come from somewhere.

'Follow me, ladz,' Brokkagok grinned, choppa hefted. 'We got some more humies to introduce ourselves to...'



GAZE INTO THE MONSTER'S MAW

HEART OF THE BEAST

Yndrasta's hunt had led deep into the Krondspine Range, harried at seemingly every turn by the awakening wrath of Ghur. But there, deep in the mountains, would she find her quarry – a Krondspine Incarnate born of unleashed bestial magic, and the orruks that now revered it. If she did not act now, all would be lost.

By the time Yndrasta's host reached the anomaly, the Prime Huntress was perhaps the only Stormcast still fully in control of herself. Reforging may have hollowed her out, but the light of Azyr wrought into her by the God-King himself helped to burn away the primal magics assailing her. The same could not be said for her fellows. Here, at the nucleus of it all, order broke down beneath the aura of savagery heavy on the air. Golden and maroon Stormcasts alike loosed wordless howls, beating their chests with eyes wide and bloodshot. Those who hailed from Ghur were the most evidently touched; a few, the worst affected, dropped to a loping crouch, tossing aside weapons to tear with their own hands.

The Azyrite host had emerged into a wide cleft amidst the Krondspine mountains, lined with bones of immense age and strange provenance. This was a monster's graveyard, where Ghur's titans came to die. Errant ribs, vertebrae and scapulae stood like small peaks amidst the rocks, empty skulls staring at the approaching Stormcasts. Green-skinned figures crawled over the osseous remains, striking at them furiously with flint weapons. Tattoos aglow and drool cascading from their bucket jaws, the Bonesplitterz did not seem to be suffering under the influence of the wild energy now surging through them; they revelled in every moment of it, surrendering to the touch of Ghur's heart.

Yndrasta soon determined where that power stemmed from. Even she, a huntress of peerless expertise, flinched at what loomed over the centre of the boneyard. It was an entity – 'creature' did not do it justice – of sparking primal power and bone, a stolen skeleton swirling around a core of magic that shone like a miniature star. No undead construct was this; these remains had been dragged together by some greater will lurking within that blazing heart, caught in the undeniable pull of its ascendancy and adopted as a feral mantle.

Looking closer, the winged warrior realised that the Krondspine Incarnate's core was no arcane inferno. Rather, it was a formidable chunk of Ghurish realmstone,



glowing brighter than the deep magma pits of Aqshy. Cavorting before the entity was a masked greenskin shaman, roaring like a wild beast and tattoos furiously aglow. As the greenskin turned to her, Yndrasta saw trails of amber magic arc from the eyes of orruk and incarnate alike. Both clearly recognised her as a threat.

What followed did not deserve the moniker of 'battle'. There was no hint of strategy here, no contest of tactic and counter-ploy. Like rival bull Rhinoxen charging across the tundras of Bjarl, the Stormcasts and orruks simply smashed headlong into one another. It was not the raging hate of Aqshy that fuelled them, but sheer savagery, the same that had slowly been asserting itself upon Thondia in recent days. The closer one drove to the incarnate, the more prominent the fury became, and the more its magical essence flared up. Even as they slaughtered one another, the Stormcasts began to change; thick white manes sprouted across those Astral Templars who remained, while the surviving Hammers of Sigmar roared in draconic voices and broke out in scaly mutations, curved fangs sprouting to spill the blood of greenskins who themselves had become even more bestial of aspect.

In that moment, Yndrasta saw the fate that awaited a swathe of Thondia, were this entity not put down. Even if it fought out of instinct rather than malice, there could be no mercy – especially when it had so thoroughly infused the greenskin shaman, and the orruk in turn drove it to brutally tear through the nearby Stormcasts. The jaws of the incarnate's stolen skull fastened around a Prosecutor, shaking violently until the warrior went limp. Yndrasta dove down, spear readied to drive into the manifestation's heart. A huge green fist of coalesced magic caught

her mid-swoop, knocking her sideways and sending her rolling painfully across the ground. Such a spell should have dissipated moments after its casting, but now the hand lingered, thick fingers grasping around the champion. Through bleary eyes, Yndrasta saw the orruk shaman laugh and level its staff, while nearby the incarnate tackled a Gryph-charger to the ground and tore into its rider. The winged champion cried out as she was lifted up and slammed into the parched ground repeatedly by the orruk's arcane grip, bones splintering within her armour.



Drawing her wings close, Yndrasta suddenly flung them outwards, breaking the magical hold. She took off just in time; the shaman slammed a foot into the ground and roared, the incarnate's heart glowing brighter. A ferocious tremor rocked the boneyard, the ground splitting open to send warriors tumbling. As Yndrasta forced herself closer to the incarnate, more Bonesplitterz came at her, roaring in a mindless frenzy. Her sword was in her hand, swinging without grace, messily hacking down greenskins even as their weapons tore her feathers and jarred her limbs. As another orruk fell, Yndrasta looked up – only to cry out as a lance of concentrated beast-magic speared her guts. The orruk shaman, shuddering with a bloodthirsty chuckle, stared at his impaled prey as more bones were sucked into the incarnate's magical vortex.

Collapsing to a knee, Yndrasta watched as her crazed Stormcast brethren charged the incarnate,

roaring praise to both the God-King and Ursricht – the Astral Templars' godbeast patron. Even as they wielded blades and handaxes against the cyclone of bone protecting the realmstone core, the entity turned whipcord fast, eye sockets flashing. The thing's talons lashed out, carving clean through blessed armour and tossing the warriors aside to explode in flashes of scouring soul-fire. Yet their sacrifice had given the huntress a moment of reprieve. Staggering to her feet, Yndrasta hefted the spear Thengavar, its tip aimed for the orruk capering before the realm-spirit. Whispering a prayer, Yndrasta fought down the agony in her abdomen, and hurled her gleaming weapon.

Thengavar struck the shaman in the chest, and kept going. The orruk was hurled from his feet and into the incarnate, his great bulk smashing through layers of swirling bone that might otherwise have stolen the spear's momentum. Thengavar's tip punched out from the greenskin's back to drive into the realmstone at the manifestation's heart. Amberbone did not break easily, not even before it was so profoundly empowered, but Thengavar was sister to Sigmar's own polearm, and never yet had it failed to close a hunt. A cracking sound echoed as a split ran up the amberbone, into which the holy spear poured all its tempestuous might – the soul of an Azyrite storm, matched against the wild rage of Ghur.

For long moments, the great cosmic forces warred. Yndrasta was forced to shield herself with a tattered wing as aetheric winds crashed together amidst the monster's graveyard. Then, with a hideous, animal wailing drawn deep from the land, resounding cracks spread throughout the amberbone mass – before, at last, it came apart in an howling, blinding explosion.



When had Yndrasta last felt truly weary? Try as she might, the huntress could not recall. Still, that did not change the bone-deep exhaustion that clung to her, as she sat upon an overturned beast skull and lent on her still-smouldering spear.

Even once the arcane manifestation had been banished and the shaman channelling its will slain, many of the Bonesplitterz had lingered. All had taken a great deal of effort to kill. Others had used the tumult unleashed during the entity's destruction to slip away into caverns branching out from the boneyard and head deeper into the mountains. It wasn't a retreat; Yndrasta knew her quarry better than that. The orruks were touched by the thing's power now, each marked by that fragment of Ghur's soul. It was confirmation of all their strange, mystic beliefs at once, and it would only lead to more furious conflict against the warclans in time.

Yndrasta watched the few surviving Stormcasts pick their way through the bodies. The animal fury that overcame them had drained away, replaced by a numbness that stole even their demigod strength. None could look at themselves, or each other for that matter, after surrendering so utterly to their animal hearts. Such introspection prevented any from approaching her, which was a minor blessing. Yndrasta was in no mood to talk. Nevertheless, her gaze softened a fraction as she watched a Gryph-hound wandering aimlessly. Ironbeak appeared lost and alone, chirruping in a low, sad voice.

A shadow passed overhead, followed by a sudden punishing gale of wind. As other Stormcasts were forced to their knees in the backblast, Yndrasta levered herself to her feet, turning to watch an elder Draconith circle above before landing on a shelf of rock watching over the boneyard. For a moment, she and the colossal drake stared at one another, before the lizard-prince gave a low growl.

'You killed it, then.'

Of all her fellow warriors of the God-King's inner circle, Yndrasta could relate to Karazai the most. The Scarred Prince was a hunter, dedicated to chasing down and destroying his enemies above all. Even now, these moments not spent venting his hatred were testing his patience; he must have been curious indeed. Yet none of that meant they liked one another. The huntress shrugged, wings too damaged to carry her, but she held the Draconith's gaze undaunted.

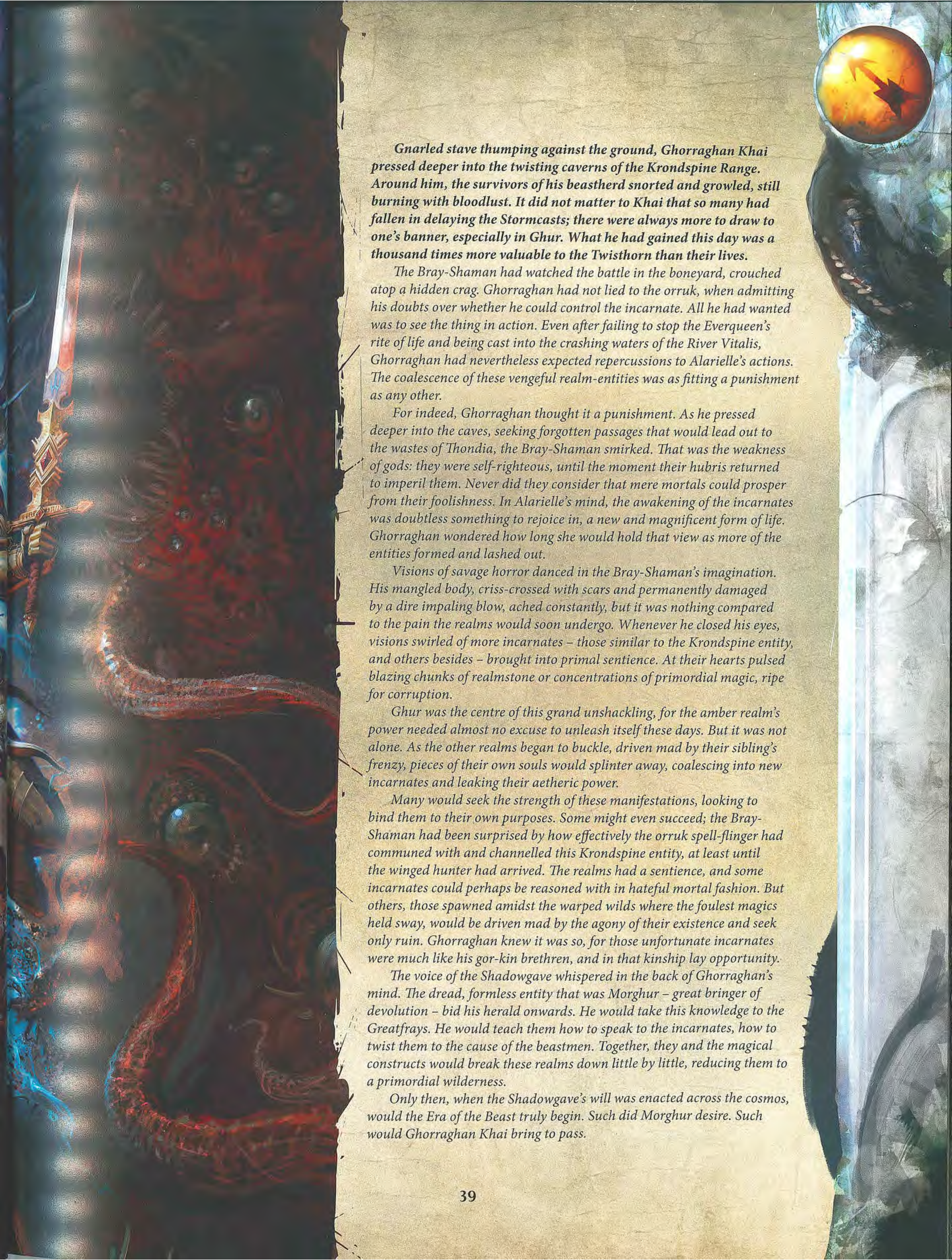
'Some spawn of the realm, likely given life by the Everqueen's ritual. It... overcame us, briefly. But, aye. It is dead. Ghur is free of its influence.'

'Free,' Karazai snarled, scarred features twisting in a sneer. 'Ghur has not been free since long before your Man-God arrived. I have felt its heartbeat for millennia. Now it pounds louder than ever. That which you fought today was the symptom, not the disease. Others of its ilk will emerge, and fools will think to control them. The realms are awake, and they are angry. None more so than Ghur. Its rage seeps into its children and manifests through these entities, furious and unbound. From Thondia to the Spiral Crux, the Great Parch to the Prime Innerlands, the beast will hold dominion. Our last days will dawn in a storm of savagery.'

'At least it won't be boring,' Yndrasta replied, before blinking. She could not remember the last time she had joked, either. It seemed to hit home, nevertheless. With a snort, Karazai offered an approximation of a shrug, before taking off and bathing the boneyard in a blast of wind once more.

'As you say, little stormblood. For now, there are always more greenskins to kill.'





Gnarled stave thumping against the ground, Ghorraghan Khai pressed deeper into the twisting caverns of the Krondspine Range. Around him, the survivors of his beastring snorted and growled, still burning with bloodlust. It did not matter to Khai that so many had fallen in delaying the Stormcasts; there were always more to draw to one's banner, especially in Ghur. What he had gained this day was a thousand times more valuable to the Twisting than their lives.

The Bray-Shaman had watched the battle in the boneyard, crouched atop a hidden crag. Ghorraghan had not lied to the orruk, when admitting his doubts over whether he could control the incarnate. All he had wanted was to see the thing in action. Even after failing to stop the Everqueen's rite of life and being cast into the crashing waters of the River Vitalis, Ghorraghan had nevertheless expected repercussions to Alarielle's actions. The coalescence of these vengeful realm-entities was as fitting a punishment as any other.

For indeed, Ghorraghan thought it a punishment. As he pressed deeper into the caves, seeking forgotten passages that would lead out to the wastes of Thondia, the Bray-Shaman smirked. That was the weakness of gods: they were self-righteous, until the moment their hubris returned to imperil them. Never did they consider that mere mortals could prosper from their foolishness. In Alarielle's mind, the awakening of the incarnates was doubtless something to rejoice in, a new and magnificent form of life. Ghorraghan wondered how long she would hold that view as more of the entities formed and lashed out.

Visions of savage horror danced in the Bray-Shaman's imagination. His mangled body, criss-crossed with scars and permanently damaged by a dire impaling blow, ached constantly, but it was nothing compared to the pain the realms would soon undergo. Whenever he closed his eyes, visions swirled of more incarnates – those similar to the Krondspine entity, and others besides – brought into primal sentience. At their hearts pulsed blazing chunks of realmstone or concentrations of primordial magic, ripe for corruption.

Ghur was the centre of this grand unshackling, for the amber realm's power needed almost no excuse to unleash itself these days. But it was not alone. As the other realms began to buckle, driven mad by their sibling's frenzy, pieces of their own souls would splinter away, coalescing into new incarnates and leaking their aetheric power.

Many would seek the strength of these manifestations, looking to bind them to their own purposes. Some might even succeed; the Bray-Shaman had been surprised by how effectively the orruk spell-flinger had communed with and channelled this Krondspine entity, at least until the winged hunter had arrived. The realms had a sentience, and some incarnates could perhaps be reasoned with in hateful mortal fashion. But others, those spawned amidst the warped wilds where the foulest magics held sway, would be driven mad by the agony of their existence and seek only ruin. Ghorraghan knew it was so, for those unfortunate incarnates were much like his gor-kin brethren, and in that kinship lay opportunity.

The voice of the Shadowgave whispered in the back of Ghorraghan's mind. The dread, formless entity that was Morghur – great bringer of devolution – bid his herald onwards. He would take this knowledge to the Greatfrays. He would teach them how to speak to the incarnates, how to twist them to the cause of the beastmen. Together, they and the magical constructs would break these realms down little by little, reducing them to a primordial wilderness.

Only then, when the Shadowgave's will was enacted across the cosmos, would the Era of the Beast truly begin. Such did Morghur desire. Such would Ghorraghan Khai bring to pass.



As Lord-Imperatant Vorst and his brave warriors seek to hold the pass, Yndrasta leads her fellow Stormcast Eternals against the raging Krondspine Incarnate and the barbarous greenskins who have already bonded with its savage essence.



My Lord Patriarch,

At your request, my scribes and I work to compile our timeworn copies of Dzantaster's Bestiary into a single volume, reproducing this most seminal text regarding the flora and fauna of Ghur. It has proven a daunting task. Even after the loss of so much scholarly material during the Age of Chaos, Dzantaster's work represents a vast corpus of knowledge. I theorise that which we attribute unanimously to the great explorer in fact incorporates other writers' works; it beggars belief that a single soul could travel so far across Ghur and survive so many perils, unless they had the favour of the God-King himself. In any case, included are choice extracts for your perusal.

In the God-King's name,

Herolf Agravan

Scribe-Excelsian

BULLGORS

Scholarly wisdom holds that the Bullgors are relatives to the gor-kin, and that they were once far more humanoid before some manner of corruption set in. Admittedly, no one has engaged one of these towering tauroids in conversation for long enough to confirm either supposition. Hideously strong and possessed of an insatiable appetite for blood and flesh, the Bullgors are the shock troops of the 'beastmen' (a crude but acceptable term for their wild kind). Whilst the archetypal Gor has some concept of strategy, cunning and alliances of convenience, a Bullgor exists only to trample and devour.

Such is their lust for destruction that one would be forgiven for thinking the Bullgors the spawn of Gorkamorka, perhaps some offshoot of the ogor race. However, while ogors consume as much to fulfil religious obligations as to satiate their eternally growling stomachs, a Bullgor in a feeding frenzy seems barely even in control of themselves. Raw meat is wolfed down without pause – the bloodier, the better. Certainly, I have never heard of a Bullgor stopping to cook their food, in contrast to the gastromantic rites of ogor meat-masters. Bullgors also show no qualms about leaving a meal half-devoured if they spot a more tempting target for their bloodgreed, an act that warriors of most mawtribes consider sacrilegious.

Bullgor clans, known as 'warherds', are typically nomadic. Though they possess an affinity for regions where primal and unclean magics hold sway, they can be found wandering all across the realms, following the lure

of their bloodlust. Members of a warherd are often related through blood, though such is their monstrous savagery that incidents of cannibalism remain rife, checked only by the strength of their Bloodkine and Doombull chiefs. The relationship between Bullgors and the much larger Ghorgons and Cygors is unclear, but appearances suggest that one must exist – perhaps the latter were examples of the former who wandered too far into the wilds, or indulged their flesh-hunger too readily and swelled beyond proportion.

Bullgors are extremely superstitious, and I believe that they possess a primitive form of culture.

Travellers have spoken to me of looming, rocky idols or mounds around which these creatures worship, in some cases actively 'feeding' these totems enemy flesh. Bullgors have been found defending what appear to be shrines to old and dark powers, and I am sure many readers will have heard fables of brave heroes meeting a grim end inside their stomachs. The shamans of the gor-kin appear to have some hold over the Bullgors, and it is not unusual to see these creatures acting as a bodyguard for the stooped mystics, their brawn deterring any would-be assassins.



FROST SABRES

Frost Sabres are the terrors of the Ghurish ice-plains, feline predators with tusks that can grow to the size of a human's forearm. They excel at running down larger prey; in the frigid regions they call home, many creatures possess thick layers of fat or muscle, and one kill can support a pack for some time. Yet Frost Sabres hunt with incredible regularity, and have done so since Ghurish tribes first recorded their likeness in crude cave paintings. In this they match the tundra-dwelling ogor nomads who not only use the freezing blood of Frost Sabres as an ingredient in shamanistic potions, but have also been observed fighting alongside them, likely based on a shared enthusiasm for the hunt and the kill.

A Frost Sabre's paws are splayed and firm, the better for padding over snow. Their claws are sharp enough to grasp onto fleeing prey, yet their most potent weapons are their infamous tusks. Sharp enough to puncture even a Rhinox's hide, when combined with powerful neck muscles, they allow a Frost Sabre to shake their head so violently that the spine of their prey is broken and its throat ripped clean open. Though prone to snapping if driven against too hard a target, a Frost Sabre's tusks regrow with considerable swiftness, ensuring that the beasts can soon resume the hunt.



COCKATRICE

Should your travels lead you to cave mouths flanked by rock formations that appear as warriors trapped in moments of utmost terror, I implore you to turn back. These are the domains of the Cockatrices. I cannot even guess at the origins of these horrors; part serpent, part avian, they are surely touched by powers old and malignant. Thankfully Cockatrices seldom emerge from their lairs, and seem to favour feasting on carrion or wounded prey. Yet when their ferocious urges rise, it is sudden and shocking; such was the fate of my bodyguard Torstygg, upon unwittingly seeking shelter within a Cockatrice's cave.

A Cockatrice's beak is sharp and their talons wicked, but neither is the true weapon for which they are known. Meeting a Cockatrice's gaze will see one's body overcome by warping energies, until they are fully transfigured to stone. Even a mere glance can begin this transformation; while the beast savaged poor Torstygg I caught its reflection in a pool of moon-lit water for but a second, and later found two of my toes transmuted to granite. Several mages believe that those cursed by a Cockatrice retain a spark of life, remaining fully aware even once immobilised. It is arguably fortunate that the creatures devour stone as readily as flesh, though their eating habits are messy, cruel, and hideously drawn out.



STEGADONS

In my travels across Ghur I have encountered many creatures possessed of great strength, resilience or appetite. Rarely, however, have I witnessed all these qualities pulled together so completely as in the Stegadon. Reptilian behemoths from the deep jungles, these creatures are as wondrous to behold as they are terrifying to stand in the path of. Once a Stegadon sets itself on a course, it is almost impossible to divert. Their migratory journeys through their tropical homes are not difficult to track; one need only follow the trail of devoured foodstuffs and wide indentations left by their heavy tread.

Stegadons are not overly intelligent, and their eyesight is notoriously poor. However, their sheer bulk and thick scales are usually enough to protect them from most predators, as are their substantial horns. The head-crest of a Stegadon is particularly difficult to pierce, and is used by the creature as a shield during combat. It will swing its thick, club-like tail to batter back enemies who would outflank it, and will turn to face any troublesome foes head-on, forcing them to target the most defensible part of its anatomy.

Stegadons are omnivorous, and their beak-like mouths are strong enough to crunch just about anything down to a digestible level given time. Such enables them to maintain their ponderous but intractable migrations practically without stopping, crashing through the jungle depths and sustaining themselves on the move. The physical power and indomitability of the Stegadons has led several tribal groups to adopt them as icons of worship, including – so my sources tell me – the lizard-folk reputed to dwell within the jungles of Mekitopsar. I find it advisable to approach the accounts of self-proclaimed explorers with some dubiousness, but the tales I have heard of Stegadons being successfully harnessed as warbeasts by these strange creatures have a ring of truth to them. The precise means through which they have succeeded where no other has remains unknown, however.

On a more practical note, Stegadon scales are so dense that they have become a highly desirable material for armourers. Many expeditions have set out to lay low one of these beasts and strip its hide, and even a juvenile creature's remains can earn a small fortune. The best way to slay a Stegadon is to use its own momentum or bulk against it, targeting its softer underbelly where possible and leading it towards a deep dip or cliff-edge to tumble and perish. Yet Stegadons are very capable of defending themselves, and most hunters are soon slain for their troubles – which, in this writer's opinion, is a fair fate for any who would imperil these majestic creatures. If one is to again consult the legends surrounding the lizard-folk of Mekitopsar, it can be surmised that they agree with my sentiments; it is undeniable that many who have proudly boasted of slaying a Stegadon have met with mysterious ends, either vanishing without trace or being slain by unknown assailants and having their half-devoured remains turn up at the borders of the region's inhospitable jungles.



CARNOSAURS

The Carnosaur is undoubtedly the apex predator of the jungle. Though not the largest Ghurish monster, nor the most outwardly horrific, there is a violence to these creatures that elevates them into a class of their own. Few have ever seen a Carnosaur and lived to tell the tale – and those who have are often forever scarred by the experience, either physically, mentally, or both.

I myself was only able to secure a guide into the Meketopsar sprawl after extensive negotiation, and it is through the grace of the God-King alone that I survived. Even as I dictate this work, I am stricken with blood-boiling fevers and lingering nightmares. My companions were not so fortunate. Still, though I witnessed a wild Carnosaur for but a handful of moments, the sight is indelibly marked upon my memory. If the tribal inhabitants of Vexothskol speak true when they spin their yarns of ancient reptilian demigods, then I can only assume it is these beasts they refer to. I have even heard tales of the Carnosaurs used as mounts by the lizard-folk who dwell in the jungles of Meketopsar, and I can well believe it, for their reputed savagery is surely rivalled by that of these saurian titans.

Every inch of a Carnosaur is perfectly designed to hunt and kill. Their bodies are long and sinuous, sleek enough to charge with terrifying speed but burly enough to shoulder aside anything that would impede their path. Their forelimbs are extremely strong, able to tear great chunks from a prey-beast's flanks or pin them to the underbrush – leaving them exposed to the immensely powerful jaws of the Carnosaur. This tactic of dragging an exhausted prey-beast to the ground before tearing them asunder is one of the most recognisable traits of the Carnosaur, and it would not surprise me to see it mirrored amongst any beast of a similar size. So strong is a Carnosaur's bite that it is capable of ripping a flathorn in half with a single motion. The ruin these creatures can wreak on a human is best left unconsidered, and I have heard it said that even the gromril plate crafted by the forge-masters of the duardin is no proof against a Carnosaur's fangs. Admittedly, I doubt anyone has ever said this to a duardin's face, but I doubt even those stubborn folk would be keen to put the notion to the test.

Perhaps the most distinctive and terrifying quality of the Carnosaur is its blood-curdling roar. I vividly recall one night where, after hours spent fighting back the grasping vines of Meketopsar, we had cleared a small portion of jungle in which to erect our camp – only to hear the howl of such a beast from miles away. Even from a distance, so awful was that sound that several of our party were immediately overcome with instinctive terror and fled into the trees, likely to soon perish. I confess that fear seized me firmly enough that I briefly passed out. This likely saved my life, for when I awoke, rationality had returned.

It is fortunate that Carnosaurs are so rarely seen beyond the deep jungles. I shudder to think what would happen if these creatures roamed more widely across Thondia. Only a true hero, one blessed by the gods or hardened by the demands of existence in Ghur, has a chance at avoiding their swift tail, savage jaws and sharp talons long enough to strike a killing blow – usually by crushing the beast's skull as it leans down to feast, or driving a blade deep into its oversized maw to spear the brain. Even that is no guarantee of safety however, for in its death throes a Carnosaur will lash out one final time in an attempt to slay those who bested it.



FELLWATER TROGGOTHS

If there is anything fouler than a Fellwater Troggoth, I am yet to discover it. There is almost nothing in these slimy, bloated creatures that is redeeming – save for, I suppose, their sheer resilience. For it is true that troggoths can thrive in almost any environment, be it deep caverns, harsh mountain passes or – in the case of the Fells – seeping marshes and swamps. Their surroundings change them as much as the dull-witted beasts stamp their mark on their surroundings, and the dizzying number of troggoth sub-breeds (or indeed, sub-breeds of sub-breeds) speaks to their adaptability.

My research has uncovered no single theory as to why the troggoth race is so uniquely blessed in this one aspect. An Andtorian shaman proposed to me that it is a gift from mighty Gorkamorka to his most uncomplicated children, while certain initiates of the Stellarite Cults of Azyr claim that these creatures were originally an invasive species not native to the realmspheres, and thus proved particularly susceptible to their natural magics. I imagine the troggoths themselves do not think about it too deeply.

Troggoths are solitary beings, which is likely for the best, for I shudder to imagine the damage a horde of the beasts can do when they get it into their heads to act as one. Their minds are slow and their reactions slower, but they possess immense strength and the ability to regenerate from even apparently fatal wounds. Mercenaries have spoken of troggoths with their heads cut cleanly off suddenly lurching back to their feet, staggering around aimlessly as their lumpen craniums reform. Of course, the accounts of sell-swords must always be taken with more than a pinch of salt, for they will look for any opportunity to emphasise the value of their services. Yet in this instance I find myself believing them, for there seems to me little that is natural about the troggoth race, and still much we are yet to fully understand.

A troggoth's diet consists in the majority of whatever they can lay their claws on, which for the Fellwater sub-breed centres around aquatic flora and fauna – usually of the fouler variety – and the occasional greenskin. The Fellwater's legendary stench is so palpable and repellent even over long distances that their coming is hardly difficult to detect, though up close it can prove almost suffocating. This noisome aura makes hunting Fells a challenging venture, especially considering their other infamous quirk: the ability to project streams of extremely corrosive vomit at will, and in sufficient volume to reduce a man to a pile of dripping bones in moments or even melt through the notoriously tough shell of a Bastiladon. I was 'fortunate' enough to witness this behaviour during my travels, though my nostrils have yet to fully recover from the trauma.

Troggoths are highly territorial, but not irrepressibly aggressive; if left in peace, they are largely content to keep to themselves, though some soldiers have sworn blind to me that the beasts seem to take some degree of imbecilic delight in brutalising those physically weaker than they. Large-scale attacks from troggoth herds seem to coincide with certain celestial alignments and reported outbreaks of mutation and madness. I believe further investigation could shine a valuable light on what drives these creatures to commit their acts of sudden, savage violence.



JABBERSLYTHES

I must begin with an apology to the troggoths. I had named them the vilest things in creation, but that was without reckoning with the Jabberslythes. I would name them near-dominant predators of the swamplands, but do such hierarchies apply in the face of creatures that embody anarchy? From my observations – though I could not bear to look for too long – a Jabberslythe is a vaguely amphibian entity, with ugly vestigial wings and a long, prehensile tongue. They can move with surprising swiftness, and their vorpal claws carve up anything they can grasp to shovel into oversized maws. The best way to deal with a Jabberslythe is to avoid it, especially considering that wherever these creatures go, tribes of gor-kin tend to follow for purposes I dare not consider.

It has taken me some time to pen this entry. Each time I try, I am confronted by horrific memories – most notably of the sound that the creature made. For all the realms, it sounded as if it were singing from a thousand maws, bleating and droning and burbling in nonsense rhymes that called out to things unknown. When I stand upon my balcony looking over the plains, those unknowable sounds return to me on the whispering night winds. I pray to the God-King that they leave me – and that the Jabberslythe's manifest corruption has not wormed its way into my soul...



THONDIAN FLATHORN

The term 'Flathorn' encompasses several breeds of large quadrupeds that can be found across Ghur. They are typically herbivorous, though in the Realm of Beasts, even being a plant-eater can be a dangerous business, given how practically every life-form is capable of violently defending itself. Flathorns vary widely in heft and appearance, but the mightiest are known to tower over a bull Stegadon. Their most distinctive features are their blade-like horns, which can inflict massive damage on incautious predators as the beast swings its head from side to side in self defence. Yet the creatures are ponderous and none too bright, and are easily disoriented and distracted by erratic movements and loud noises.

Flathorns have long been hunted by just about every carnivorous species in Ghur, and it is almost a wonder that any remain. Then again, killing a Flathorn is no easy feat. They are all but inured to pain; I have heard tales of tribal orruks filling an adult Flathorn's hide with scores of arrows and spears, only for the beast to barely even register their presence. Only when defending young or being repeatedly provoked will a Flathorn turn violent, and I would advise readers to ensure distance between themselves and the beasts in these circumstances – entire swathes of Ghurish land have been pounded flat by their enormous stampedes.



CORPSE-RIPPA VULCHA

My expeditions into the swamps of Thondia were mercifully short-lived. Mercifully, given that if what I am told by travellers and soldiers contains even a hint of truth, we would be well disposed to avoid the deepest fens. Nothing waits for us there save gruesome death at the hands of unwholesome carnivores – and few are more dreadful than the avian beasts supposedly dubbed ‘Corpse-rippas’ by the greenskins of the marshlands.

I thank the God-King that I have not yet had to witness one of these ragged abominations in the living flesh. Yet I was fortunate – perhaps unfortunate – enough to chance upon the remains of one such beast displayed prominently within the borders of Drodraven, a settlement built around the wetlands to Thondia’s north. From that carcass I have attempted to conceive how the creature would appear in its full ‘splendour’, though maybe I should not have; Drodraven has since fallen silent, and given the stories of evil-hearted beings lurking within the Ghurish swamps, mayhap we should not risk investigating its fate too much.

Much of this entry then is conjecture, but there are enough parallel myths concerning Corpse-rippas to begin making deductions. There is reportedly a cruelty in their eyes that goes beyond that of a simple beast; never quite ‘intelligence’, but instead a pronounced malicious instinct found in few of its contemporaries. Even in the cadaver of the beast that I observed, I believed I could make out what the tales described – as if death had not entirely extinguished the mocking, petty malignancy that filled what passed for its soul. They are massive, gangly creatures, armed with a wickedly hooked beak and talons that I imagine could easily impale a war horse, yet the tales state that Corpse-rippas favour cunning over brutality in their hunts; they do not possess the muscle density to contest the true titans of Ghur head-on, and their supposedly spiteful temperament suggests they would not be inclined to, not when the opportunity to indulge in excessive cruelty is on offer. Likely they possess more sinister means of luring their prey into a false sense of security before striking. There are reports of spiked trees standing deep in the swamps, their barbed branches festooned with liquifying and rotting corpses that give off the most awful stink. Perhaps these are the nests of the Corpse-rippas, who accumulate scavenged prey in a singular location to draw in other swamp-monsters, before ambushing them from above and tearing them apart while they are occupied feasting.

Upon opening the belly of the Corpse-rippa, we certainly found evidence that this theory could be true. Body parts taken from a bewildering variety of beasts were found within, and in various states of dreadful decomposition. More interestingly, however, the surgeons of Drodraven reported signs of poisoning having spread through the creature’s system, enough to overcome its likely fearsome resistance to tainted meat. What would be capable of poisoning a Corpse-rippa, I cannot say, but I certainly had no inclination to chance near that toxin – or any who would employ it.



ITCHER MOSS

Itcher moss is a product of the Ghurish swamplands, though has since spread across the Thondian continent and beyond. In appearance it is similar to more typical flora, though some specimens have been observed to emit a strange glow. This eerie radiance is likely produced, however, by the varieties of fungi that appear to have a symbiotic relationship with the moss, rather than the plant itself. The moss is drawn towards dank crannies, and thrives not upon stone or wood, but in the folds of flesh – the fouler, the better. Itcher moss has been observed growing upon the bodies of creatures to whom hygiene is clearly not a primary concern – greenskins, ogors, beastmen, and the cannibals of the fallen kingdoms. Still, itcher moss outbreaks have been reported even amongst civilised populations, and can only be contained through intensive quarantines.

At first, itcher moss's effects are relatively benign but highly irritating: it induces in its host a persistent and irresistible urge to scratch. If left untreated however, itcher moss takes on a profoundly more disturbing nature. The infection penetrates deeper and deeper into the flesh, causing it to blister and slough away from the bone with time – a process expedited by the frenzied scratching of the host. Furthermore, if one consults the records, it can be seen that itcher moss outbreaks often coincide with increasing instances of violent crime and societal instability. Some say that the moss causes the mind to itch as intensely as it does the body, inevitably driving the afflicted to madness – or, more fancifully, that the plant itself infects the mind, and somehow assumes control over its host.



GROWL-OAKS

Though growl-oaks share many physical traits with other carnivorous trees found across Ghur, they possess one feature in particular that makes them readily identifiable. These trees have developed a curious means of propagation; when their wide-spread roots sense the stamp of an approaching army, they send a quivering signal back to the trunk, which proceeds to emit deep, baritone rumbles via the air-sacs and channels it harbours within. Given the belligerent nature of many of Ghur's inhabitants, this often leads members of the passing force – typically ogors and orruks, who are found in abundance in the harsh regions where growl-oaks grow – to slap the roaring bark in challenge, thereby launching the tree's seed-clusters into the wind. I find this cunning adaptation a source of endless fascination, especially in a realm so dominated by creatures that depend on brute strength to survive. However, one can never stop to examine these trees for long; the loud rumbles they emanate also serve to attract many examples of Ghurish megafauna, who cannot resist the urge to size up against what they presume to be a potent rival.



BARBED SNIFFERWEED SPHERES

It has often been debated whether it is safer to traverse Ghur's perilous savannahs during the day or the night. One argument for the latter is the reduced chance of encountering barbed snifferweed spheres. These buoyant, thorn-covered pods – which range from the size of a fist to that of an alpha gargant's skull – drift and roll across the plains with a slow but unstoppable momentum, twitching at each hot breath of air. Most of the time they pass by harmlessly, and from a distance they can appear almost majestic. Yet should the snifferweed spheres detect the scent of an animal upon the breeze, they will change direction as one and head towards their new target with unsettling dedication, travelling as the crow flies as far as possible. I have read terrifying reports of hundreds of these spiked plants rolling over a hilltop as one, the amused confusion of onlookers soon turning to horror as the snifferweed spheres pick up speed and swarm over their prey, their fine barbs puncturing flesh to suck out the vital fluids within. A field of exsanguinated corpses bearing multiple puncture wounds is often a sign of the recent passing of barbed snifferweed spheres.



TERRORPINS

Terrorpins are creatures native to the wetlands of Ghur, particularly those with large bodies of turgid, standing water. Much like Flathorns, there is no particular size they are known to reach; indeed, it is believed a Terrorpin's body never entirely stops growing, and that their shells only grow alongside them up to a point. It has been suggested, therefore, that the largest specimens may vacate their shells in search of larger 'homes', much like certain crab breeds native to the Coast of Tusks.

Despite their mostly sedentary nature, Terrorpins can be vicious, and they are more than willing to tackle trespassers into their domains, even creatures far larger than themselves. According to the swamp explorers forced to deal with these ornery creatures as a matter of course, they do not make for particularly fine dining.

A Terrorpin's beak is smeared with a toxic secretion produced by glands in its foreclaws. It is believed by those who make their living hunting greenskins – a subject with which I, thank the gods, am only passingly familiar – that the weapons used by certain swamp-dwelling tribes are coated in this substance, and that a single slain Terrorpin can provide a warband with lethal venoms for many weeks.





BRUTALITY AND CUNNING ARE NO MATCH FOR FAITH

THE RULES

Welcome to the rules section of *Seasons of War: Thondia*. This section contains exciting new rules for open, narrative and matched play games. You can use the rules in this section to recreate the battles fought in the continent of Thondia in the Ghurish Heartlands.

INCARNATES

This section includes new core rules and a warscroll that will allow you to include an incarnate in any Warhammer Age of Sigmar army (pg 54).

REALM RULES

This section includes Realmsphere Magic, Realm Commands, Monstrous Denizen rules, and a new Mysterious Terrain table that allow you to fight battles set in the location described in the narrative section of the book (pg 56).



WAR IN THONDIA BATTLEPACK

This section includes a new set of open play battleplan generator tables for battles set in Thondia (pg 58).

THONDIA PATH TO GLORY BATTLEPACK

This section includes a Path to Glory battlepack that allows you to fight Path to Glory battles in Thondia. It also includes rules for establishing outposts that you can add to your Path to Glory roster (pg 64).

ANVIL OF APOTHEOSIS: GHUR

This section contains rules that will allow you to create your own warscrolls for mighty champions that hail from the Realm of Beasts. You can use the heroes you create in any battle you fight as long as your opponent gives you permission to include them in your army (pg 78).

SUMMONS TO WAR BATTLEPACK

This section includes warscroll battalions and battleplans that allow you to recreate the battles described in the narrative section of the book. It also includes a campaign system that allows you to fight each of the battles one after the other (pg 88).

STRIFE IN THONDIA BATTLEPACK

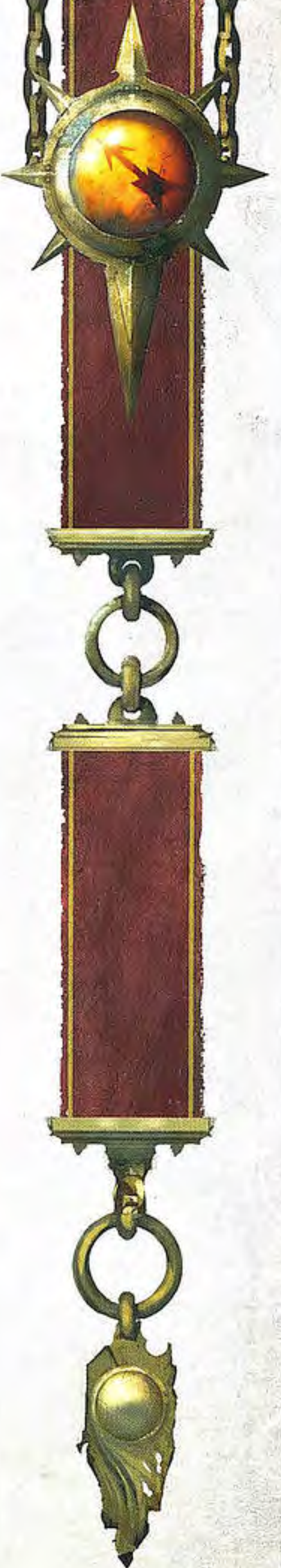
The final section of the rules contains a new matched play battlepack that allows you and a group of friends to play through a matched play campaign set in Thondia. It includes five battleplans that the players must fight, one after the other. Each player scores campaign victory points in each battle, and the winner of the campaign is the player that scores the most campaign victory points (pg 98).

'Ghur is in pain, warmblood. Ghur has always been in pain, ever since the loathsome Drogrukh cracked its flesh beneath his hooves. Its savagery is an outlet for that suffering, pumped into the mind of every base creature. If you wish to triumph in these lands, set aside dreams of better days and embrace the wrathful pain. Trust me – I have experience in these matters!'

- Karazai the Scarred, Prince of the Draconith



CORE RULES



INCARNATES

An **incarnate** is an entity born of pure realm energy. Incarnates are allied units that can be included in any army if they are **bonded** to a **HERO** in the army. An incarnate is treated as a unit consisting of 1 model (see sections 1.2 and 1.3 of the core rules).

BONDING

An incarnate must be **bonded** to a **HERO** in the army it is part of. Bonding an incarnate to a **HERO** is a unique enhancement. Record which **HERO** the incarnate is bonded to on your army roster. A **HERO** cannot be bonded to more than 1 incarnate, and an incarnate cannot be bonded to more than 1 **HERO**.

An army that includes an incarnate cannot include any other allied units. However, an incarnate can be included in an army even if its points cost exceeds the maximum number of points that you can spend on allies in the battlepack you are using.

WILD FORM

If the **HERO** an incarnate is bonded to is slain, the incarnate reverts to its **wild form**. An incarnate in its wild form remains part of your army, but it treats other units in your army as enemy units, and other units in your army treat it as an enemy unit. In addition, special rules apply to an incarnate in its wild form, as described on its warscroll (see right).

Designer's Note: *Once an incarnate reverts to its wild form, it can attack and be attacked by units in either army. Remember that a model must attack in the combat phase if it is able to do so, which may force you to attack units in your own army with the incarnate, and for those units to attack it back!*



INCARNATE STATES

Incarnates have **states**. Each state has a **level** and a **domination range**, as shown on the State table on its warscroll. Incarnates start a battle at level 2 (**primal state**).

Under certain circumstances, an incarnate's level can go up or down. When this happens, their state changes to that of their new level. For example, if an incarnate's level went up from 2 to 3, it would go from a primal state to an empowered state. An incarnate can never go above a level of 3 and is removed from play when it reaches a level 0.

DAMAGE

Wounds are allocated to incarnates in the same way as they are to any other model. However, because an incarnate does not have a Wounds characteristic, it cannot be slain.

Instead, in the battleshock phase, if any wounds are allocated to an incarnate, its commanding player rolls 3D6. If the roll is less than or equal to the number of wounds allocated to the incarnate, its level is reduced by 1. Then all of the wounds allocated to the incarnate are healed.

An incarnate is treated as having a Wounds characteristic of 18 for all rules purposes other than determining if it is slain. If an incarnate is affected by an ability that slays the target without any wounds or mortal wounds being allocated, then the level of the incarnate goes down by 1 instead.

INCARNATE WARSCROLLS

The information needed to use an incarnate in a battle is found on its **incarnate warscroll**. The information on an incarnate warscroll works in the same way as the information on a unit's warscroll unless noted otherwise.

BONDING

The effect that being bonded has on the incarnate and the **HERO** they are bonded to is recorded here.

EMPOWERMENT

The method by which the level of the incarnate can be increased.

WILD FORM

The effect that being in its wild form has on the incarnate is recorded here.

PITCHED BATTLE PROFILE

The table below contains the Pitched Battle profile for the Krondspine Incarnate of Ghur. Updated February 2022.

SEASON OF WAR: THONDIA				
WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Krondspine Incarnate of Ghur	1	400	Behemoth	Single, Unique



The incarnates that haunt the Krondspine Range are terrifying entities, creations of pure Ghurish energy protected by monstrous bones and guided by a bestial intellect. In their presence, reason crumbles; the minds of mortals are filled with savagery, and wild energies are unleashed with furious abandon.

INCARNATE WARSCROLL KRONDSPINE INCARNATE OF GHUR

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Vicious Claws	1"	6*	3+	3+	-2	2
Tearing Fangs	2"	1*	3+	2+	-3	4

*Add the incarnate's level to the Attacks characteristic.

A Krondspine Incarnate of Ghur is armed with Vicious Claws and Tearing Fangs.

FLY: This incarnate can fly.

BONDING: This incarnate can only receive commands issued by the **HERO** it is bonded to.

If the All-out Attack command is received by this incarnate, the command is also received by all friendly units that are wholly within domination range of this incarnate, that are within 3" of an enemy unit, and that have not already received a command in that phase.

Add 1 to casting, dispelling and unbinding rolls for a **WIZARD** that is within domination range of an incarnate they are bonded to.

EMPOWERMENT: If a **MONSTER** is slain by wounds inflicted by this incarnate's attacks, increase this incarnate's level by 1.

WILD FORM: Add 1 to hit rolls for attacks made by this incarnate while it is in its wild form. This incarnate can run and still charge in the same turn while it is in its wild form. If this incarnate is in its wild form and is within 12" of a unit or an endless spell at the start of your charge phase, it must attempt a charge and must make a charge move if it is possible for it to do so.

Designer's Note: Remember that an incarnate in its wild form treats other units in your army as enemy units, so it may be forced to charge and attack those units.

Inflamed Savagery: Warriors that are exposed to a Krondspine incarnate are likely to be driven mad by their own inflamed savagery, or physically transformed as the beast within is brought to the fore.

The following effects apply to all units that are wholly within domination range of this incarnate:

- The unit's commanding player can re-roll run rolls and charge rolls for the unit.
- The unit cannot retreat.
- If the unit is a **WIZARD** that it is not bonded to this incarnate, subtract 1 from casting, dispelling and unbinding rolls for that **WIZARD**.

Arcane Predator: Incarnates of Ghur are ferocious predators, hunting both living creatures and arcane entities with equal ferocity.

In your charge phase, if this incarnate is within 12" of an endless spell that was summoned by an enemy **WIZARD**, it can attempt a charge, and it can make a charge move as long as that charge move finishes within ½" of an enemy model or endless spell that was summoned by an enemy **WIZARD**.

In addition, this incarnate can carry out the Devour Endless Spell monstrous rampage below instead of any other monstrous rampage it can carry out.

MONSTROUS RAMPAGE



Devour Endless Spell: Pick 1 endless spell that was summoned by an enemy **WIZARD** and that is within 3" of this incarnate, and roll 2D6. Add this incarnate's level to the roll. If the roll is greater than the casting value of the spell used to summon that endless spell, that endless spell is dispelled and the level of this incarnate is increased by 1. On any other roll, the level of this incarnate is reduced by 1.

STATE TABLE

State	Level	Domination Range
Empowered	3	12"
Primal	2	10"
Weakened	1	8"
Abolished	0	-

KEYWORDS

INCARNATE, GHUR, MONSTER, KRONDSPINE INCARNATE

REALM RULES

The following realm rules can be used for battles fought in Thondia, in the Realm of Beasts. Some battleplans will require you to use one or more of these rules, and players can also agree to use any of them in any battle if they wish to do so.

REGION OF WAR: THONDIA

REALMSPHERE MAGIC

All **WIZARDS** know the following spell in addition to any others that they know:

Metamorphosis: *The wizard channels the wild soul of Ghur to transform a chosen ally into a monstrous beast.*

Metamorphosis is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **HERO** that is not a **MONSTER** and that is within range and visible to the caster. That **HERO** gains the **MONSTER** keyword until your next hero phase.

REALM COMMAND

Each player can use the following command ability in addition to any others that they can use:

Feral Roar: *Channelling the spirit of Ghur, the commander looses a roar that sees monsters of all shapes and sizes fight on without heed of injury or pain.*

You can use this command ability at the start of the combat phase. The unit that receives the command must be a **MONSTER**. Until the end of that phase, when you look up a value on that unit's damage table, it is treated as if it has not suffered any wounds.

MONSTROUS DENIZENS

The great monsters of Ghur are legendary, both for their sheer biodiversity and the challenge that hunting any of them provides. Yet every pack-hunter, scavenger, and even herbivore that roams Ghur has adapted to brave their harsh environment, usually through slaughtering anything that could pose a threat.

After the battlefield has been set up but before territories have been assigned, the players roll off. The winner can set up 1 **MONSTER** within 3" of the centre of the battlefield. This model is referred to as a **monstrous denizen**. Any **MONSTER** from any faction can be chosen. It is not part of either player's army.

At the start of each battle round, before determining priority, the players roll off. In that battle round, the winner of the roll-off treats the monstrous denizen as a unit in their army and their opponent treats it as an enemy unit. The monstrous denizen's commanding player can choose to attack it, but if they do, until the end of the battle round, they treat it as an enemy unit and their opponent treats it as a unit in their own army. The monstrous denizen cannot attack itself.

MONSTROUS MOUNTS

If the monstrous denizen is a mount, then it does not have a rider. This means that it can only attack using the mount's weapons, and it can only use abilities that apply to the mount and not those that apply to the rider. The players will need to decide which abilities can be used when the monstrous denizen is set up; if they cannot agree, they must roll off and the winner decides.

INCARNATES

An incarnate can be chosen as a monstrous denizen. If it is, it starts the battle in its wild form.

THONDIA MYSTERIOUS TERRAIN

The flora of Ghur is no less aggressive than the fauna. Carnivorous plants abound, and can grow to devour even an adult human whole. The more cunning species, like the Gnarloak, are adept at faking a dormant or even dead state before preying on any who stray close with gnashing wooden maws and sharp, impaling branches.

When you roll on the Mysterious Terrain table, use the Thondia Mysterious Terrain table opposite instead of the one in the core rules.

THONDIA MYSTERIOUS TERRAIN

D6	Scenery Rule
1	Surprisingly Ordinary: Roll again and look up the result on the Mysterious Terrain table in section 28.1.3 of the core rules.
2	Thrashing Gnarloak Roots: Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
3	Itcher Moss: Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit is infested with Itcher Moss. For the rest of the battle, add 1 to charge rolls for that unit and add 1 to hit rolls for attacks made with melee weapons by that unit, but subtract 1 from casting, dispelling and unbinding rolls for that unit, subtract 1 from save rolls for attacks that target that unit, and subtract 1 from hit rolls for attacks made with missile weapons by that unit. A unit cannot be infested with Itcher Moss more than once.
4	Barbed Snifferweed Spheres: In your shooting phase, you can roll a dice for each terrain feature with this scenery rule. On a 6, you can pick 1 enemy unit within 2D6" of that terrain feature. That enemy unit suffers D3 mortal wounds.
5	Ghurish Realmstone Deposit: While they are wholly within 6" of any terrain features with this rule, units are filled with bestial fury. Add 1 to charge rolls for those units and add 1 to hit rolls for attacks made with melee weapons by those units, but subtract 1 from casting, dispelling and unbinding rolls for those units, subtract 1 from save rolls for attacks that target those units, and subtract 1 from hit rolls for attacks made with missile weapons by those units.
6	Wellspring of Primordial Energy: While they are within 3" of any terrain features with this rule, WIZARDS know the Wildform spell and can attempt to cast it in addition to any other spells they can attempt to cast. Wildform is a spell with a casting value of 5 and a range of 12". If successfully cast, pick a friendly unit within range and visible to the caster. Add 2 to charge rolls and run rolls made for the unit you picked until your next hero phase.



Megadroth Remains terrain feature

The points value of a unit can be found on its Pitched Battle profile (see section 25.4 of the core rules).

Remember that you can include 1 faction terrain feature in your army (see section 1.4.1 of the core rules). Faction terrain features do not cost any points.

WAR IN THONDIA BATTLEPACK

The War in Thondia battlepack is based upon the Open War battlepack from the Core Book, but the rules have been modified to represent battles taking place in this region of the Realm of Beasts.

POINTS LIMIT

The players must first agree on a points limit for the battle. The points limit can be any number and determines the number of points you have available to spend on your army. The points limit also determines the recommended minimum battlefield size and recommended minimum number of terrain features for the battle, as shown in the table below.

WAR IN THONDIA

Points Limit	Up to 1000	Up to 2000	Over 2000
Recommended Minimum Battlefield Size	30" × 44"	44" × 60"	44" × 90"
Recommended Minimum Number of Terrain Features	4	8	12

FACTION TERRAIN

Faction terrain features are set up according to the rules in their faction's battletome. If it is impossible for a faction terrain feature to be set up, then it is not used.

BATTALIONS

You can include warscroll battalions and core battalions in your army.

REALM RULES

You must use the realm rules for Thondia (pg 56). However, the Thondia Mysterious Terrain and Monstrous Denziens rules are only used if a result rolled on the Twist table instructs you to do so (pg 62).

THE BATTLEFIELD

Before the battleplan is generated, the players roll off. The winner sets up the terrain features for the battlefield. The number of terrain features that are set up is determined by the size of the battlefield, as shown on the War in Thondia table.

Terrain features must be set up more than 3" from the edge of the battlefield and more than 6" from all other terrain features. If it is impossible for a terrain feature to be set up, it is not used.

WAR IN THONDIA BATTLEPLAN GENERATOR

The battleplan for a War in Thondia battle is generated using the **War in Thondia battleplan generator** (pg 60-63). The battleplan generator is made up of four tables, which determine where the armies are set up (the Map table), what the players must do in order to win the battle (the Victory table), and the special rules that apply to the battle (the Twist and Ruse tables). After the players have picked their armies, resolve the following steps to generate the battleplan:

1. MAP

One player rolls on the **Map table** (pg 60). The result is the map for the battle.

2. VICTORY

The players roll off. The winner rolls on the **Victory table** (pg 61). If the result requires objectives to be set up, the player that rolled on the table does so now.

3. TWIST

One player rolls on the **Twist table** (pg 62). The result applies to both players for the duration of the battle.

4. RUSE

Keeping their roll hidden from their opponent, each player rolls on the **Ruse table** (pg 62). Each result only applies to the player who rolled it. Ruses do not need to be revealed until they are used.

DEPLOYMENT

After the battleplan has been generated, the player who did not set up the battlefield's terrain features chooses which player uses Territory A and which player uses Territory B, and which long edge of the battlefield is the northern edge. The players then alternate setting up units one at a time, starting with the player who won the roll-off to set up the terrain features. Each player must set up their units wholly within their territory and more than 6" from their opponent's territory.

The players continue to set up units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

GAME LENGTH

The battle ends at the end of the fifth battle round unless noted otherwise in the victory condition.

When rolling on the Ruse table, we recommend hiding the dice under an upturned cup. Reveal your roll to your opponent when you want to use the ruse.



MAP TABLE

D6	MAP	D6	MAP
1		4	
2		5	
3		6	

VICTORY TABLE

D6 Victory Condition

- 1 **Field of Glory:** Place 1 objective in the centre of the battlefield. Then, place 2 more objectives so that each is in a different player's territory, more than 6" from the edge of the battlefield and more than 12" from all other objectives.

If one player controls all 3 objectives at the end of the battle, they win a **major victory**. If one player controls just 2 objectives at the end of the battle, they win a **minor victory**. Any other result is a **draw**.
- 2 **Monstrous Takeover:** At the end of the battle, each player adds up the points values of all of their units that have not been destroyed. Double the value of units that have the **MONSTER** keyword.

If one player's total is at least double their opponent's total, they win a **major victory**. If one player's total is less than double but still higher than their opponent's total, they win a **minor victory**. Any other result is a **draw**.
- 3 **Amber Bones:** The first terrain feature that is set up must be the Megadroth Remains terrain feature. It has the Wellspring of Primordial Energy rule from the Thondia Mysterious Terrain table (pg 57).
At the end of the battle, each player adds up the points values of all enemy units that have been destroyed. If one player's total is higher than their opponent's total, and they control the Megadroth Remains, they win a **major victory**. If one player's total is higher than their opponent's total, and they do not control the Megadroth Remains, they win a **minor victory**. Any other result is a **draw**.
- 4 **Savage Spearhead:** Place 2 objectives so that each is in a different player's territory, more than 6" from the edge of the battlefield and more than 12" from all other objectives.

If one player controls both objectives at the end of their opponent's turn, they win a **major victory** and the battle ends. If neither player wins a **major victory**, if one player has a **MONSTER** in their opponent's territory at the end of the battle, they win a **minor victory**. Any other result is a **draw**.

Arcane Prize: Place 1 objective in the centre of the battlefield. If a player controls the objective at the end of their turn, they can choose for 1 friendly model within 1" of the objective to take it. If they do so, place the objective marker so that it is touching the base of that model. In addition, the first time the objective is taken by a model, the model's commanding player must roll on the Arcane Prize table (pg 63). The result of the roll applies for the rest of the battle unless noted otherwise.
- 5 If a move is made with a model that has taken the objective, after the model has finished the move, move the objective marker so that it is once again touching the base of the model.

The player who controls the objective at the end of the battle wins a **major victory** if the objective is within their own territory and more than 12" from their opponent's territory, otherwise they win a **minor victory**. Any other result is a **draw**.
- 6 **Loot and Plunder:** Place 6 objectives, 3 in each player's territory, so that each is more than 6" from the battlefield edge and more than 6" from all other objectives. At the end of their turn, a player can loot any objectives in their opponent's territory that they control. If an objective is looted, remove it from play.

If a player loots all 3 objectives in their opponent's territory before the end of the battle, they win a **major victory** and the battle ends. If neither player wins a **major victory**, the player who controls the most objectives at the end of the battle wins a **minor victory**. Any other result is a **draw**.



The twist is a rule that applies to each player during the battle. The twist can have a significant impact on the battle, depending on the types of units the players have included in their armies.

Before the battle, each player rolls on the Ruse table. Your ruse may prove to be a valuable 'ace in the hole' when you need it the most!

TWIST TABLE

D6	Twist
1	Hinterlands: Roll again and look up the roll on the Twists table in the Open War battlepack in the Core Book. Hungering Animus: After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.
2	Primal Violence: At the end of each combat phase, roll a dice. On a 6, carry out the combat phase for that turn again before moving on to the battleshock phase (do not roll again at the end of the extra combat phase to see if a further combat phase takes place).
3	Reckless Aggression: A unit that is within 12" of an enemy unit at the start of its charge phase suffers 1 mortal wound at the end of that phase unless it finishes that phase within 3" of an enemy unit. In addition, you can re-roll hit rolls of 1 for units that made a charge move in the same turn.
4	Beasts of Ghur: Use the Monstrous Denizens rule for this battle (pg 56).
5	Territory of Beasts: Use the Monstrous Denizens rule for this battle (pg 56). However, each player sets up a monstrous denizen, starting with the player that won the roll-off.
6	

RUSE TABLE

D6	Ruse
1	Ambush: During deployment, you can set up 1 friendly unit anywhere that is wholly outside of your opponent's territory and more than 3" from all enemy models. Reinforcements: Once per battle, at the end of your movement phase, you can pick 1 friendly Battleline unit that has been destroyed. You can set up that unit again, wholly within 6" of the edge of the battlefield and more than 9" from all enemy models.
2	Return of the Beast: During deployment, instead of setting up 1 friendly HERO or MONSTER on the battlefield, you can place it to one side and say that it is set up in reserve. At the end of your first or second movement phase, you must set up that unit wholly within 6" of the edge of the battlefield and more than 9" from all enemy models.
3	Fury of Ghur: Once per battle, you can carry out either 1 extra heroic action in a hero phase or 1 extra monstrous rampage in a charge phase.
4	Revenge: If your general is slain, you can add 1 to wound rolls for attacks made by friendly models until the end of the next turn.
5	Bring It Down: Each time an enemy MONSTER is slain, you receive 1 command point.
6	

ARCANE PRIZE TABLE

D6	Arcane Prize
1	Ghurish Realmstone: Add 1 to the Attacks characteristic of weapons used by models within 6" of the objective.
2	Trapped: The unit of the model that took the objective suffers D3 mortal wounds. This result has no further effect.
3	Talisman: If a player is in control of the objective at the start of their combat phase, they can pick 1 HERO from their army wholly within 9" of the objective. They can re-roll hit rolls of 1 for attacks made by that HERO in that phase.
4	Mysterious Ground: Roll on the Thondia Mysterious Terrain table. For the rest of the battle, treat the objective marker as a terrain feature that has the scenery rule that was rolled.
5	Ward: Models within 6" of the objective have a ward of 6+.
6	Soul Stone: Subtract 1 from casting rolls for WIZARDS that are within 12" of the objective. Subtract 3 from casting rolls instead for WIZARDS that are within 3" of the objective. In addition, endless spells and invocations that finish a move within 3" of the objective are removed from play.

The Arcane Prize table is only used if you roll the 'Arcane Prize' result on the Victory table. The true nature of the prize is only revealed once one army seizes it. As always, there is a certain amount of risk involved in meddling with ancient relics...



Aqualiths are a vital structure in any nascent outpost. The purifying streams generated by these arcane devices cleanse the surrounding lands of Chaotic taint, as well as provide a source of drinking water.



A good way to set the points limit for the battle is to first determine who has the lowest total points' worth of units on their order of battle. Take that number and round it up to the nearest hundred: the result is the points limit for the battle. For example, if one player were able to field 1200 points' worth of units but the other player were only able to field 680 points' worth of units, the points limit for the battle would be 700. The points limit could be lower than that, of course, if the players agreed.

THONDIA PATH TO GLORY BATTLEPACK

The following battlepack allows you to fight Path to Glory battles in Thondia. Winning a battle in Thondia will allow you to establish an outpost, from which you can send out exploratory expeditions.

In order to use this battlepack, both you and your opponent must have a completed Path to Glory roster. You can use this battlepack as well as or instead of any other Path to Glory battlepacks, and you can use different Path to Glory battlepacks for any of the battles that you fight with your Path to Glory army.

ESTABLISHING AN OUTPOST

If you win a battle using this battlepack, you can establish an outpost in Thondia, as long as this does not cause you to exceed the maximum number of outposts you are allowed to have (you can have up to 1 outpost if you have a stronghold, up to 2 outposts if you have an imposing stronghold, and up to 3 outposts if you have a mighty stronghold).

The outpost is established in the territory you generate in step 6 of the aftermath sequence. If you cannot or do not wish to add that territory to your roster, then you cannot establish the outpost. If you do decide to establish the outpost, add a note beside that territory on your roster saying it is a 'Thondian outpost' when you add it to your roster.

OUTPOST BENEFITS

If you have a Thondian outpost on your roster, you can pick Thondia veteran abilities, prime monster abilities and Thondia Territories, and you can mount Thondia scouting expeditions, as described on page 70. You can do so in the aftermath sequence of any future battle, even one for which you did not use this battlepack.

POINTS LIMIT

The players must first agree on a points limit for the battle. The points limit can be any number and determines the number of points you have available to spend on your army. No more than half of your points can be spent on a single unit. All units added to your army must be taken from your Path to Glory roster. The points limit also determines the recommended minimum battlefield size and recommended minimum number of terrain features for the battle, as shown in the table below.

PATH TO GLORY

Points Limit	500-750	751-2250	2250+
Recommended Minimum Battlefield Size	30" x 44"	44" x 60"	44" x 90"
Recommended Minimum Number of Terrain Features	4	8	12

FACTION TERRAIN

Each battleplan in this battlepack will state if faction terrain can be set up and which players can do so. Faction terrain features must be set up more than 3" from all other terrain features and more than 3" from all objectives. These restrictions are in addition to the set-up rules in the battletome in which they appear. If it is impossible for a faction terrain feature to be set up, then it is not used.

BATTALIONS

You can include warscroll battalions and core battalions in your army.

THONDIA PATH TO GLORY BATTLEPLANS

One player rolls on the following table to determine which battleplan is used for the game. Alternatively, the players can agree on which battleplan to use.

D6	BATTLEPLAN
1	Show of Strength
2	The Hunt
3	Defend the Settlement
4	Close the Jaws
5	The Beast's Lair
6	Open the Vault

SPECIAL RULES

The following special rule applies to the battle:

BEASTSLAYER

If an attack made by a friendly **HERO** destroys a **MONSTER**, that **HERO** can issue the All-out Attack command in that phase without a command point being spent, and even if you have already used the All-out Attack command ability in that phase.

The battleplans in this battlepack each revolve around an exciting narrative. As such, you will only be able to include faction terrain when it is narratively appropriate to do so.



THONDIA QUESTS

When you pick a quest, you can pick from the following quests in addition to any others you can pick from.

QUEST INCARNATE

Bonding with an incarnate is no easy task. The elemental ritual that creates the bond can only be carried out if certain requirements have been met, and must be sealed upon the field of battle.

Pick 1 **HERO** on your roster and write their name down in the Quest Reward section of your quest log. At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log if any enemy **HEROES** were slain by attacks made by the **HERO** you picked, or if any enemy **HEROES** were slain by mortal wounds caused by that **HERO**'s abilities, a spell cast by that **HERO** or a prayer chanted by that **HERO**.

Once you have gained 3 or more quest points, you complete this quest. When you complete this quest, you can add a Krondspine Incarnate of Ghur to your order of battle that is bonded to the **HERO** you picked when you embarked on this quest. If that **HERO** is removed from your order of battle, the incarnate is also removed.

QUEST HERO QUEST

You have heard rumours of a powerful new champion whose exploits are becoming the stuff of legend. If you can track them down, you may be able to convince them to join your army.

Write down on your quest log the number of destiny points you wish to spend on an Anvil of Apotheosis **HERO** (pg 78): 10, 15, 20, 25, 30, 35 or 40 destiny points.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each friendly unit wholly within your opponent's territory. In addition, at the end of each Path to Glory battle, you can spend 1 glory point to add 1 additional quest point.

You complete this quest when you have 1 quest point for every 5 destiny points that you wished to spend on your **HERO**. You can then create the **HERO** (pg 78) and add them to your order of battle.



THONDIA VETERAN ABILITIES

Each time a unit on your Path to Glory roster gains a veteran ability, if you have a Thondian outpost, you can pick from the following veteran abilities in addition to any others you can pick from. You can only give 1 unit a Thondia veteran ability in each aftermath sequence.

VETERAN ABILITIES

Beast Slayers: *Fighting against the beasts that inhabit the Ghurish wilderness has taught these warriors how to defeat even the most fearsome of creatures.*

This unit can use this veteran ability once per battle when it is picked to fight in the combat phase. If it does so, until the end of that phase, add 1 to the Damage characteristic of melee weapons used by this unit for attacks that target a **MONSTER**.

Experienced Rangers: *Years of experience forging paths through Thondia has transformed these warriors into expert scouts.*

This unit can use this veteran ability once per battle at the start of the first hero phase of the first battle round. If it does so, this unit can make a normal move or run.

Grit: *Life in the harsh environments of Thondia has toughened these warriors.*

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

Eagle-eyes: *These veterans of dozens of fights in the Ghurish wilderness know that, often, he who strikes first also strikes last.*

This unit can use this veteran ability once per battle in your shooting phase when it is picked to shoot. Add 6" to the Range characteristic of that unit's missile weapons until the end of that phase.

Savage Instinct: *Living in Ghur has imbued these warriors with a feral energy that has made them particularly savage.*

This unit can use this veteran ability once per battle at the start of the combat phase if it made a charge move in the same turn. The strike-first effect applies to that unit until the end of that phase.

Battle-frenzy: *In the heat of battle, these ferocious warriors are sometimes overcome with battle fury, lashing out at their foes like crazed beasts with no thought for their own safety.*

This unit can use this veteran ability once per battle in the combat phase. If it does so, until the end of that phase, add 1 to the Attacks characteristic of this unit's melee weapons but add 1 to hit rolls for attacks that target this unit.



PRIME MONSTER ABILITIES

If you add a **MONSTER** to your order of battle in step 7 of the aftermath sequence and you have a Thondian outpost, you can make a **prime monster roll**. If you do so, roll a dice. On a 5+, choose 1 **prime monster ability** from the following list for that unit. Record the ability on your roster. You can only give 1 unit a prime monster ability in each aftermath sequence, and a unit cannot have more than 1 prime monster ability.

Prime monster abilities can only be used in battles in which all players are using Path to Glory armies. In addition, no more than 1 friendly unit can use a prime monster ability per turn.

PRIME MONSTER ABILITIES

Terrifying Roar: *This beast can let out a mighty bellowing roar that robs nearby foes of their wits.*

This unit can use this prime monster ability once per battle at the start of the battleshock phase. If it does so, subtract 3 from the Bravery characteristic of enemy units within 12" of this unit until the end of that phase.

Wild Nature: *Raised in the heartlands of Ghur, this ferocious creature now rampages across all of the Mortal Realms.*

This unit can use this prime monster ability once per battle at the end of the charge phase. If it does so, this unit can carry out a monstrous rampage in addition to any other monstrous rampages carried out by other friendly units in that phase.

Monstrous Constitution: *Over time, this creature has grown tougher and tougher, and now has the ability to recover from even the most grievous of wounds.*

This unit can use this prime monster ability once at the start of your hero phase. If it does so, you can heal up to D3 wounds allocated to this unit.

Fearsome: *When wounded, this monster can draw upon its great ferocity to lash out through the pain.*

This unit can use this prime monster ability once per battle at the start of the combat phase. If it does so, until the end of that phase, when you look up a value on that unit's damage table, it is treated as having suffered 0 wounds.

Crushing Bulk: *This weighty beast can brush aside its foes and crush them to death with its enormous bulk.*

This unit can use this prime monster ability once per battle at the start of your movement phase if it is within 3" of any enemy units. Until the end of that phase, if this unit retreats, it can do so as if it could fly. In addition, after it finishes that retreat, roll a dice for each enemy unit that has any models it passed across. On a 4+, that enemy unit suffers D3 mortal wounds.

The Scent of Blood: *As time has passed, this bloodthirsty monster has become more and more ferocious, so that now, just the scent of blood can turn it into a deadly killing machine.*

This unit can use this prime monster ability once per battle in the combat phase. If it does so, until the end of that phase, add 1 to hit rolls and wound rolls for attacks made by this unit that target an enemy unit that has any wounds allocated to it.

THONDIA TERRITORIES

If you have a Thondian outpost and make an exploration roll of 61-66 in the aftermath sequence, you can bring the corresponding territory from the Thondia Territories table below under your control instead of a territory from any other Territories table. 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.

THONDIA TERRITORIES (D66)

61 PRIMEVAL WILDERNESS

A primal wilderness dominated by bloody-minded might, Ghur belongs to predators of every stripe.

You can never have more than 1 territory of this type. Increase your **MONSTERS** limit by 2.

[Upgrade 10GP] Prime Hunting Grounds: Add 2 to prime monster rolls.

62 WELLSPRING OF PRIMORDIAL ENERGY

The power of primordial magic hangs heavy on the air in this territory, healing those that have suffered injury in bloody combat.

You can never have more than 1 territory of this type. In step 3 of the aftermath sequence, you can roll a dice for 1 unit that has a casualty score above 0. On a 2+, reduce that unit's casualty score by 1.

[Upgrade 10GP] Ghurish Temple: On a 2+, reduce that unit's casualty score by D3 instead of 1.

63 COLLAPSED RUINS

Hidden in this territory are the ruins of a once mighty city. It is the perfect location for the foundation of a new settlement.

This territory has no effect until it is upgraded.

[Upgrade 5GP] Imperilled Stockade: Increase your unit limit by 3, to a maximum of 30.

64 GRINDING MOUNTAINS

Mountains claw at the sky, grinding their way slowly across the plains to engage rival peaks in earth-shaking contests of strength. The aftermath of these battles can reveal vast deposits of realmstone.

You can never have more than 1 territory of this type. In step 1 of the aftermath sequence, you must roll a dice (called a **grinding mountain roll**). On a 1, you must check to see if you lose an upgraded territory (see below). On a 2-3, nothing happens. On a 4+, you receive a number of glory points equal to the grinding mountain roll.

[Downgrade Ghurish Territory]: This territory can never be upgraded. However, if a grinding mountain roll is a 1 and you have any upgraded territories from this Territories table, then you must pick one and its upgrade is removed.

65 CITY OF BONES

This territory is home to an allied settlement, whose walls are formed of scavenged bones that tower over mortal warriors.

Pick an allied faction. You can add up to 3 allied units from that faction to your roster even if this would exceed your Allied Units limit.

[Upgrade 5GP] Trusted Comrades: When you pick an army, you can choose a **HERO** from this allied faction as the general of your army.

66 GRASPING BOGS

Several nascent settlements have been swallowed up by these grasping bogs, the fate of their inhabitants best left unconsidered. The bogs remain rich in realmstone deposits or treasures long buried that have drifted to the surface – though to retrieve them, one must survive the giant arthropods, flesh-eating plants and slimy monstrosities that haunt the mires.

You can never have more than 1 territory of this type. In step 3 of the aftermath sequence, you can pick 1 unit on your order of battle to be sent to this territory to search for realmstone or long-lost artefacts. If you do so, roll 2D6 (called a **delve roll**). Add 1 to the roll if the unit is a **HERO**. On a 2-6, you must make an injury roll for that unit if it is a **HERO**, or you must increase its casualty score by D3 if it is not a **HERO**. On a 7-9, nothing happens. On a 10-11, you receive D6 glory points. On a 12+, you receive D6 glory points and can pick 1 artefact of power that your faction has access to and add it to your vault.

[Upgrade 15GP] Secret Pathways: You can re-roll the delve roll.



THONDIA SCOUTING EXPEDITIONS

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 the battle and send it on a scouting expedition. That unit is referred to as a **scout unit** in the rules that follow.

If you send a unit on a scouting expedition, roll a dice (called an **expedition roll**) and look up the what the scouts encountered during the expedition on the Expedition table opposite. You can re-roll the dice if the scout unit has a Move characteristic of 12" or more. Follow the instructions for the encounter in the list below.

EXPEDITION TABLE

D6	Encounter
1	Barrens
2	Mountains
3	Sea
4	Wyldwood
5	Swamp
	Special Location
	Roll a dice:
6	1-3 – Frontier Settlement
	4 – Azyrite Ruins
	5 – Stormvault
	6 – Realmgate

THONDIA ENCOUNTERS

Azyrite Ruins: Roll a dice. On a 1-2, the ruins are inhabited by ferocious creatures and you must increase the scout unit's casualty score by D3. On a 3-5, the scouts discover nothing of value and the expedition is a failure. On a 6, the scouts discover a long-lost artefact: you can pick 1 artefact of power that your faction has access to and add it to your vault.

Barrens: Roll a dice. On a 2+, the expedition is a failure and nothing is discovered. On a 1, the scouts come across a rampaging gargant. Roll the dice again. On a 1-5, you must increase the scout unit's casualty score by D3. On a 6, the scout unit slays the gargant and earns D3 renown points.

Frontier Settlement: Roll a dice. On a 1-2 the settlement is hostile and you must increase the scout unit's casualty score by D3. On a 3-4, it is friendly, and you gain D3 glory points. On a 5+, it becomes your ally, and you can increase your Allied Units limit by 1.

Mountains: Unless the scout unit can fly, the expedition is a failure and nothing is discovered. If the scout unit can fly, roll a dice. On a 2+, the scout unit is able to map a route across the mountains and earns 1 renown point. On a 1, the scout unit is ambushed by a Maw-krusha. Roll the dice again. On a 1-5, you must increase the scout unit's casualty score by D3. On a 6, the scout unit defeats the Maw-krusha and earns D3 renown points.

Realmgate: The scout unit discovers a hidden realmgate. It earns D3 renown points and you gain D3 glory points.

Sea: This tempestuous ocean is far too dangerous to cross. The expedition is a failure.

Stormvault: Roll a dice. On a 1-4, the scouts are unable to open the Stormvault and the expedition is a failure. On a 5+, the scouts are able to open the Stormvault, and you can add 1 endless spell or invocation available to your faction to your vault.

Swamp: Roll a dice. On a 3+, the scout unit is able to map a route through the swamp and earns 1 renown point. On a 2, the scout unit is ambushed by troggoths. Roll the dice again. On a 1-5, you must increase the scout unit's casualty score by 1. On a 6, the scouts defeat the troggoths and earn 1 renown point. On a 1, the scout unit suffers heavy casualties from swamp gas and suffers D3 casualty points.

Wyldwood: Roll a dice. On a 2+, the scout unit is able to map a route through the Wyldwood and earns 1 renown point. On a 1, the scout unit is ambushed by angry spites. Roll the dice again. On a 1-5, you must increase the scout unit's casualty score by 1. On a 6, the scouts defeat the spites and earn 1 renown point.

NARRATIVE PLAY



In the swamps of Ghur, bestial warriors clash around the bones of a Megadroth. What begins as a mere skirmish can soon escalate into truly monstrous bloodshed.

BATTLEPLAN SHOW OF STRENGTH

Two armies meet after hunting each other for weeks. The place of battle is not one of strategic importance; instead, the goal of each force is a simple one: to leave the other bloodied and send a stark message as to who holds dominance in these lands.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **attacker** and which is the **defender**.

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. After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1

terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The defender can set up a faction terrain feature.



DEPLOYMENT

The attacker sets up their army first, wholly within their territory and more than 12" from enemy territory. Then, the defender sets up their army wholly within their territory and more than 12" from enemy territory.

FIRST TURN

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

BATTLE LENGTH

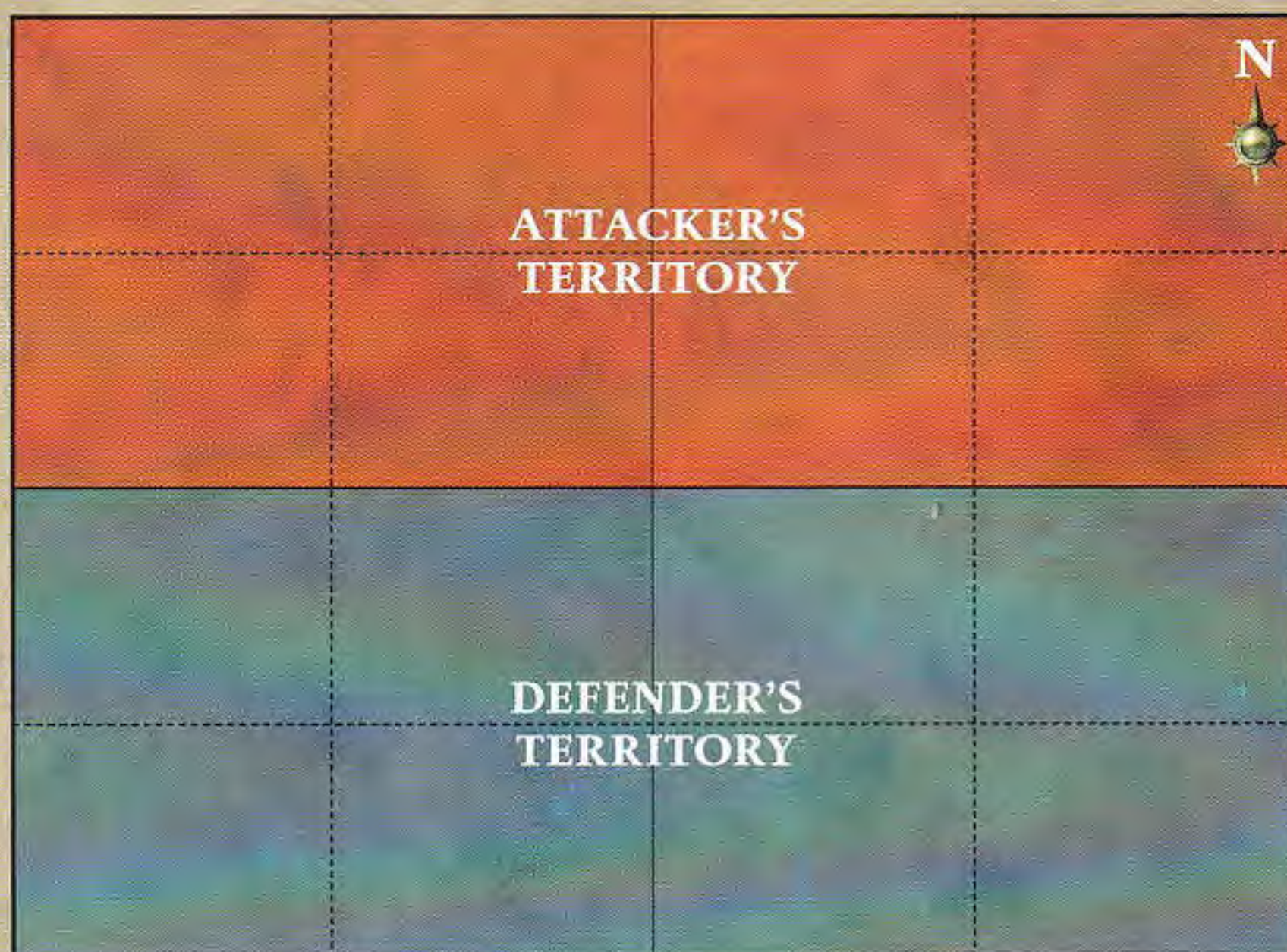
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends, each player totals the points values of enemy units that were destroyed during the battle, excluding units that were added to the armies after the battle started. The player with the highest total wins a **minor victory**. If the model that player picked to be their general is still on the battlefield, they win a **major victory** instead.

BONUS RENOWN

Each unit wholly within enemy territory at the end of the battle gains 1 renown point.



BATTLEPLAN THE HUNT

After tracking them for weeks, one force has run to ground a contingent of the enemy, and now has them surrounded. However, as they close in to deliver the killing blow, war horns blare behind them – it seems the would-be hunters are, in fact, the hunted...

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **hunter** and which is the **quarry**.

CONTINGENTS

The hunter must split their army into a **bait contingent** and a **reinforcements contingent**. The reinforcements contingent must have more units than the bait contingent.

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.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

The hunter can set up a faction terrain feature.

DEPLOYMENT

The hunter sets up their bait contingent first, wholly within their territory and wholly within 6" of the centre of the battlefield.

Units in the bait contingent cannot be set up in reserve. The reinforcements contingent starts the battle in reserve and will arrive as described opposite. Then, the

quarry sets up their army wholly within their territory and more than 9" from all enemy units.

FIRST TURN

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

REINFORCEMENTS

From the start of the second battle round, at the end of the hunter's movement phase, they can set up any of their reserve units wholly within 7" of any battlefield edge and more than 3" from all enemy units.

BATTLE LENGTH

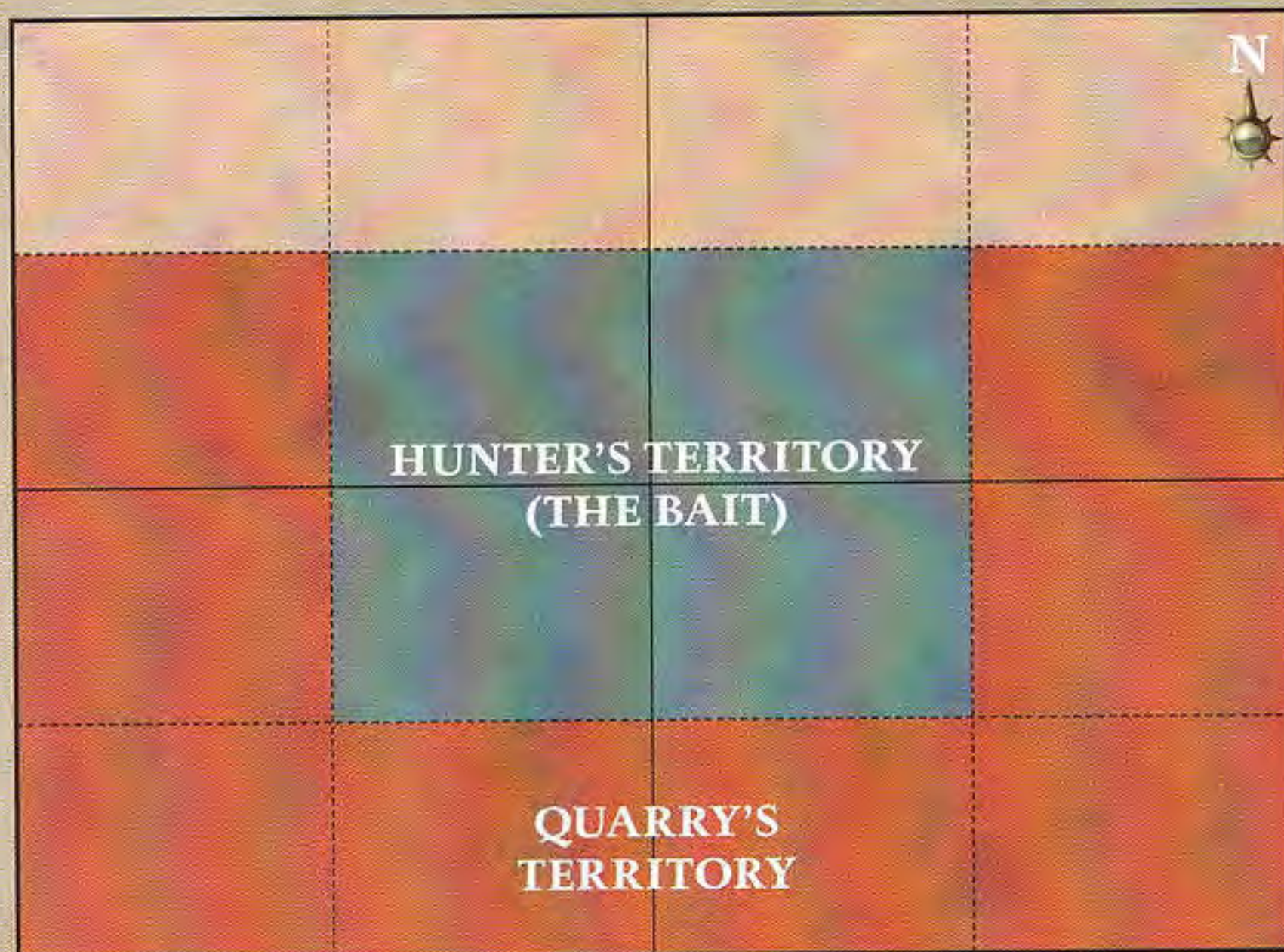
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends, each player totals the points values of enemy units that were destroyed during the battle, excluding units that were added to the armies after the battle started. The player with the highest total wins a **minor victory**. If the model that player picked to be their general is still on the battlefield, they win a **major victory** instead.

BONUS RENOWN

Each unit that destroys any enemy units gains 1 renown point.



BATTLEPLAN CLOSE THE JAWS

One army is on the run, deep in enemy territory – but as they think they have finally escaped, the enemy enclose on all sides like a deadly beast closing its jaws on the neck of its prey.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player picks an army and then they roll off. The winner chooses which player is the **hunter** and which is the **quarry**.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features.

FACTION TERRAIN

Neither player can set up a faction terrain feature.

DEPLOYMENT

The player who did not set up the battlefield's terrain features chooses which long edge of the battlefield is the northern edge. The hunter sets up their army first, anywhere on the battlefield that is more the 15" from enemy territory. Then, the quarry sets up their army wholly within their territory.

BATTERED SURVIVORS

After the quarry sets up a unit, they must roll a dice for each model in that unit. On a 1, if that model's unit had 2 or more models when it was set up, that model is slain. If that model was a single-model unit when it was set up, then it suffers D6 mortal wounds on a roll of 1 instead.

FIRST TURN

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

ESCAPE

At the start of the hunter's hero phase, any units in the quarry's army that are wholly within 5" of the escape edge and more than 3" from all units in the hunter's army can escape. Remove units that have escaped from play. The models in those units do not count as having been slain.

BATTLE LENGTH

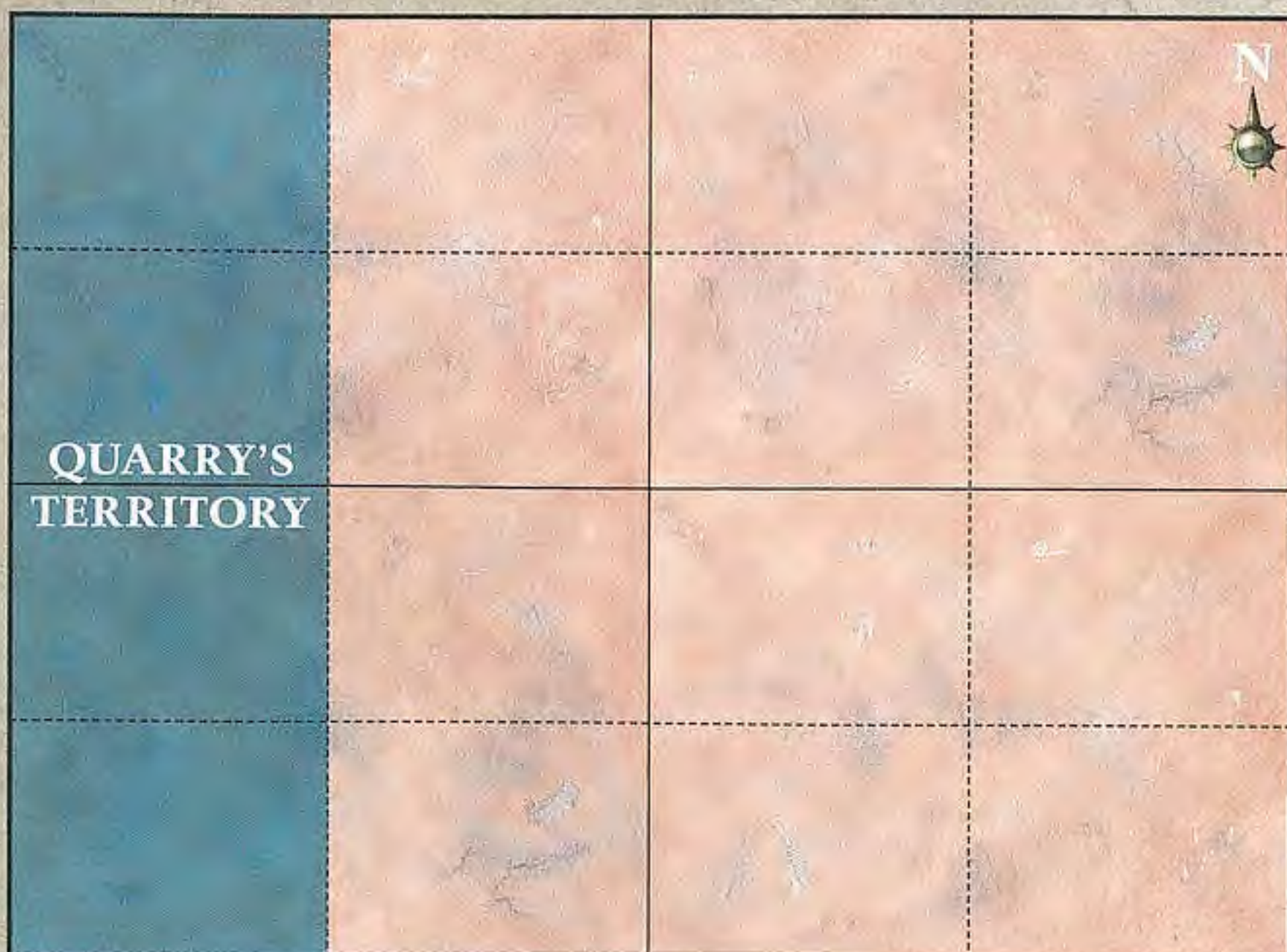
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends, each player totals the points values of enemy units that were destroyed during the battle, excluding units that were added to the armies after the battle started. The quarry adds the points value of any of their units that escaped to their score. The player with the highest total wins a **minor victory**. If the model that player picked to be their general is still on the battlefield or has escaped, they win a **major victory** instead.

BONUS RENOWN

Each unit in the quarry's army that escapes gains 1 renown point. Each unit in the hunter's army that destroys an enemy unit gains 1 renown point.



BATTLEPLAN THE BEAST'S LAIR

Two armies converge on the lair of one of the monstrous denizens of Ghur. Each side wants to slay the creature, in order to be able to carve up its prodigious body for valuable resources.

REALM RULES

This battle uses the Monstrous Denizens, Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player picks an army.

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, and in which territory each army will be set up.

After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery

rule applies to that terrain feature during the battle.

FACTION TERRAIN

Neither player can set up a faction terrain feature.



DEPLOYMENT

The players roll off. The loser sets up their army first, wholly within their territory. Then, the winner sets up their army wholly within their territory.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends, each player totals the points values of enemy units that were destroyed during the battle, excluding units that were added to the armies after the battle started. The player with the highest total wins a **minor victory**. If the monstrous denizen was slain by an attack made by a unit from that player's army, they win a **major victory** instead.

BONUS RENOWN

If any wounds or mortal wounds caused by a unit are allocated to the monstrous denizen, that unit gains 1 renown point.

	PLAYER A'S TERRITORY		N
	PLAYER B'S TERRITORY		

NARRATIVE PLAY

WIELD THY BLADES WITH HOLY CAUSE

BATTLEPLAN OPEN THE VAULT

Two armies converge upon an ancient vault, but to seize the treasure within, each army has to not only defeat their rival, but also overcome the malign guardian that protects the vault from all intruders.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player picks an army.

THE BATTLEFIELD

The first terrain feature that is set up must be set up at the centre of the battlefield. That terrain feature is the **vault**. Then, the players roll off. The winner sets up the rest of the battlefield's terrain features, and then the other player chooses which long edge of the battlefield is the northern edge and in which territory each army will be set up.

After the terrain features have been set up, starting with the player that

won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

Neither player can set up a faction terrain feature.

DEPLOYMENT

The players roll off. The loser sets up their army first, wholly within their territory. Then the winner sets up their army wholly within their territory.

THE MALIGN GUARDIAN

The loser of the deployment roll-off picks 1 predatory endless spell or 1 Krondspine Incarnate of Ghur and sets it up within 3" of the centre of the battlefield.

Guardian Endless Spell: Any endless spell can be picked. During the battle, this endless spell remains wild and cannot be dispelled, removed from play or moved off the edge of the battlefield.

Guardian incarnate: This incarnate starts the battle in its wild form (pg 54). At the start of each battle round, after making the priority roll, the players roll off again. The winner treats the incarnate as being a wild form incarnate that is part of their army for that battle round.

OPENING THE VAULT

At the start of your hero phase, if you control the vault, you can attempt to open it. To do so, roll a dice. Add 1 to the roll for each friendly **WIZARD** and friendly **PRIEST** within 6" of the vault. On a 6+, the vault is opened.

BATTLE LENGTH

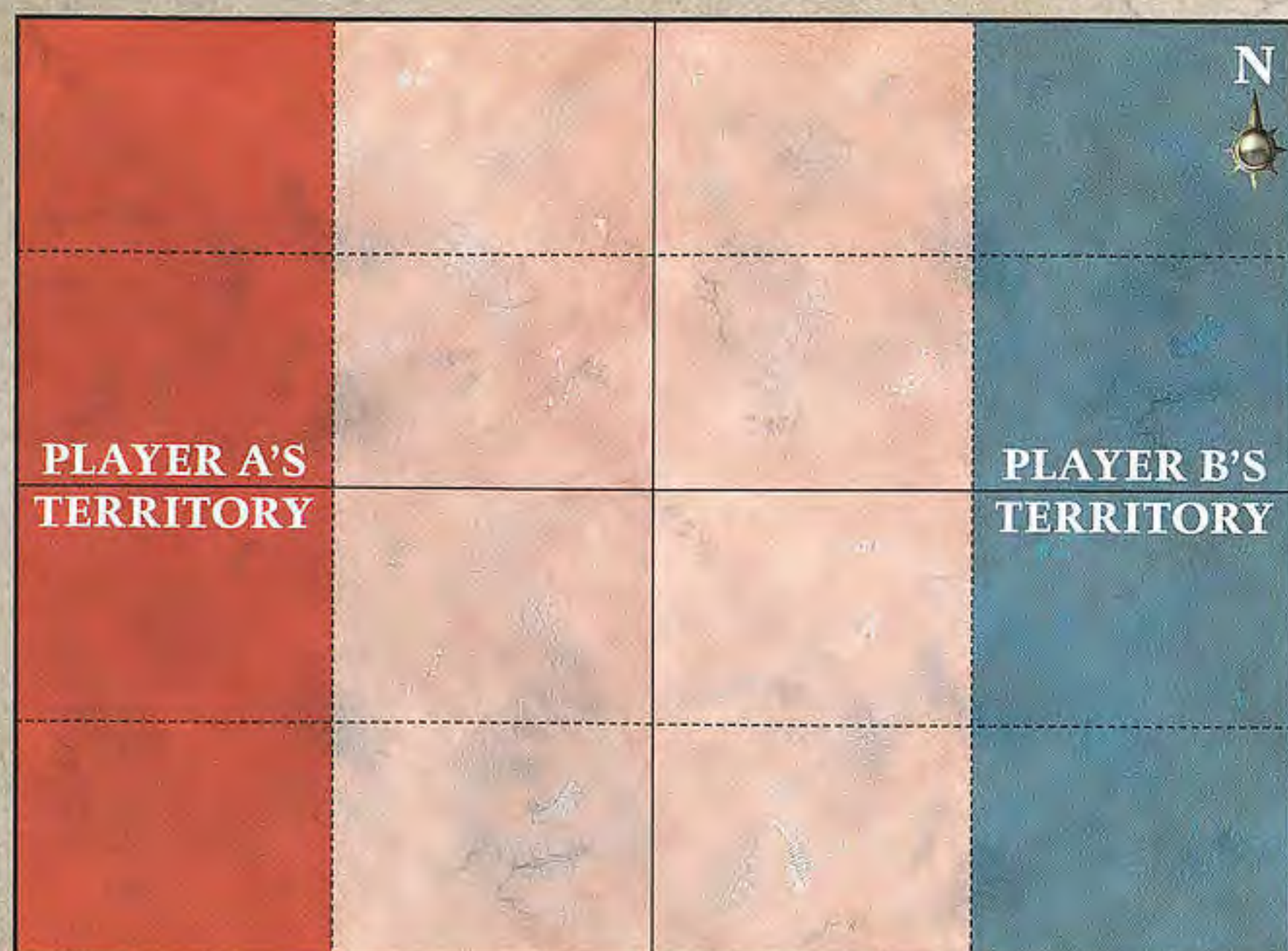
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends, if the vault has been opened, the player that controls it wins a **major victory**. If the vault has not been opened the player that controls it wins a **minor victory**. If neither player controls the vault, the battle is a **draw**.

BONUS RENOWN

Each unit within 6" of the vault when it is opened gains 1 renown point.





BATTLEPLAN

DEFEND THE SETTLEMENT

A beleaguered garrison mans the defences of a settlement, awaiting the final assault by the enemy. As dawn breaks, war horns resound in the distance as a mighty horde gathers before the settlement, threatening to overwhelm those brave enough to hold their ground.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player picks an army. If one player has an Imperilled Stockade territory and the other does not, then the player with the Imperilled Stockade is the **guardian** and the other player is the **invader**. If neither player has an Imperilled Stockade territory, or both do, then they roll off. The winner chooses which player is the invader and which is the guardian.

THE BATTLEFIELD

The guardian sets up 1 terrain feature at each of the 3 points shown on the map below. These terrain features are referred to as the **battlements**. If the guardian can set up a faction terrain feature at any of the 3 points shown on the map, they can choose a faction terrain feature to be one of the battlements.

The players then roll off and the winner sets up the rest of the battlefield's terrain features so that each terrain feature is more than 9" from all of the battlements. After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

FACTION TERRAIN

If the guardian did not set up a faction terrain feature as a battlement, they can set up a faction terrain feature as normal. The invader cannot set up a faction terrain feature.

DEPLOYMENT

The guardian sets up their army first, wholly within their territory and more than 8" from enemy territory. Then, the invader sets up their army wholly within their territory and more than 8" from enemy territory.

FIRST TURN

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

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

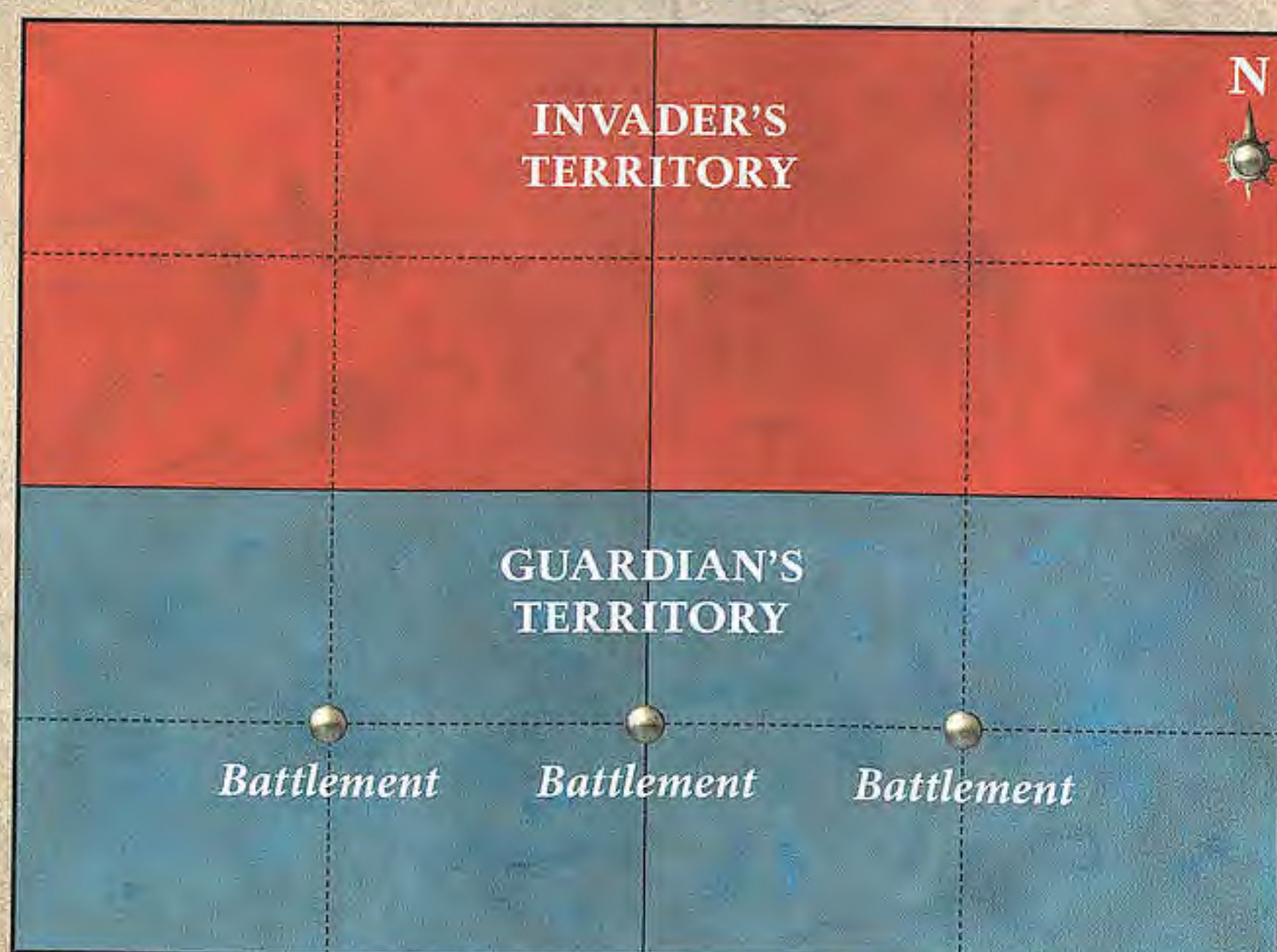
When the battle ends, if one player controls all the battlements, they win a **major victory**. Otherwise, the player that controls the most battlements at the end of the battle wins a **minor victory**.

FATE OF THE IMPERILLED STOCKADE

If the defender has an Imperilled Stockade territory and they lose the battle, the Imperilled Stockade upgrade is removed and the territory reverts to a Collapsed Ruins territory.

BONUS RENOWN

Each unit within 6" of any battlements at the end of the battle earns 1 renown point.



NARRATIVE PLAY



THE ANVIL OF APOTHEOSIS: GHUR

In the vaults of high Sigmaron, the Stormcast Eternals are forged upon the Anvil of Apotheosis. Across the realms can be found similar champions of all races and allegiances, each having endured their own crucible of testing and each possessing quirks and qualities that have seen them rise to power.

The rules in this section will enable you to create a unique hero of your own design that hails from Ghur. This could be an existing Citadel Miniature that you wish to give bespoke rules, or a conversion you have made. You will find examples of heroes made by members of the Warhammer Studio over the next few pages to help spur your imagination.

There are 6 steps outlined in this section that you must follow to create your own hero. As you follow the steps, you will have a host of options to choose from, including powerful weapons and ferocious mounts. After completing all of the steps, you will be able to field your hero in your games of Warhammer Age of Sigmar. The 6 steps are as follows:

- 1 Set a destiny point limit for your hero.
- 2 Choose your hero's ancestry.
- 3 Equip your hero with weapons from the armoury.
- 4 Pick an archetype for your hero: Commander, Mage or Acolyte.
- 5 Choose a bestial companion (if any) for your hero.
- 6 Spend your remaining destiny points on any characteristic enhancements or abilities for your hero.

A blank warscroll to record your hero upon can be downloaded from warhammer-community.com.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Many of the steps include options to give your hero a [Characteristic Enhancement] or an [Ability]. If the option gives a [Characteristic Enhancement], modify the characteristic as noted. If it gives an [Ability], write the ability in the 'Abilities' section of your hero's warscroll. The same characteristic enhancement can be chosen up to 3 times for your hero; however, the same ability cannot be chosen more than once. In addition, some options will have restrictions that limit which keywords can or cannot take a certain option.

STEP 1 – THE DESTINY POINT LIMIT

When creating your hero, the first step is to pick 1 of the following **destiny point limits** for your hero:

Champion

Limit: 20 destiny points

Conqueror

Limit: 40 destiny points

Hero Quest (pg 66)

Limit: Number of destiny points recorded on quest log

As you complete the rest of the steps, each option you pick for your hero will cost a certain number of destiny points. This will often be abbreviated as DP. Keep a running tally of the number of destiny points you have spent. The tally cannot exceed the limit you have set.



STEP 2 – ANCESTRIES

The second step is to pick the **ancestry** for your hero. There are 24 to choose from in total, from Aelf to Daemon to Stormcast Eternal and so forth. The ancestry you pick will cost a number of destiny points (as indicated in the upper-right corner of the ancestry) and will populate your hero's Move, Wounds, Bravery and Save characteristics. The ancestry will also give them a set of keywords. Write all of these down on your hero's warscroll after making your choice. If the ancestry includes the <ARMY> keyword, you must pick 1 of the army keywords listed for that ancestry.

NARRATIVE PLAY

3

AELF

ORDER, AELF, <ARMY>, HERO

ARMY <Daughters of Khaine>, <Idoneth Deepkin>, <Lumineth Realm-lords>, <Cities of Sigmar>

3

BONESPLITTERZ ORRUK

DESTRUCTION, ORRUK, ORRUK WARCLANS, BONESPLITTERZ, HERO

8

BULLGOR

CHAOS, BEASTS OF CHAOS, WARHERD, BULLGOR, HERO

5

DAEMON

CHAOS, DAEMON, <ARMY>, HERO

ARMY <Blades of Khorne>, <Disciples of Tzeentch>, <Maggotkin of Nurgle>, <Hedonites of Slaanesh>

3

DEATHMAGE

DEATH, SOULBLIGHT GRAVELORDS, DEATHMAGE, HERO

10

DRAGON OGOR

CHAOS, BEASTS OF CHAOS, THUNDERSCORN, DRAGON OGOR, HERO

4

DUARDIN

ORDER, DUARDIN, <ARMY>, HERO

ARMY <Cities of Sigmar>, <Fyreslayers>, <Kharadron Overlords>

3

GOR

CHAOS, GOR, BRAYHERD, <ARMY>, HERO

ARMY <Beasts of Chaos>, <Disciples of Tzeentch>

3

GROT

DESTRUCTION, GROT, GLOOMSPITE GITZ, HERO

4

HUMAN

ORDER, HUMAN, CITIES OF SIGMAR, HERO



IRONJAWZ ORRUK 5

DESTRUCTION, ORRUK, ORRUK WARCLANS, IRONJAWZ, HERO

MOVE 4"
WOUNDS 6
BRAVERY 7
SAVE 5+

MALIGNANT 12

DEATH, MALIGNANT, NIGHTHAUNT, HERO

MOVE 6"
WOUNDS 5
BRAVERY 10
SAVE 4+

This hero comes with the 'Fly' and 'Ethereal' abilities (see later).

MORDANT 6

DEATH, MORDANT, FLESH-EATER COURTS, HERO

MOVE 6"
WOUNDS 6
BRAVERY 10
SAVE 5+

MORTAL 4

CHAOS, MORTAL, <ARMY>, HERO

MOVE 5"
WOUNDS 5
BRAVERY 7
SAVE 5+

ARMY <Blades of Khorne>, <Disciples of Tzeentch>, <Maggotkin of Nurgle>, <Hedonites of Slaanesh>

OGOR 7

DESTRUCTION, OGOR, OGOR MAWTRIBES, <ARMY>, HERO

MOVE 6"
WOUNDS 7
BRAVERY 8
SAVE 5+

ARMY <Beastclaw Raiders>, <Gutbusters>

OSSIARCH BONEREAPER 5

DEATH, OSSIARCH BONEREAPERS, HERO

MOVE 5"
WOUNDS 5
BRAVERY 10
SAVE 5+

SAURUS 6

ORDER, SERAPHON, SAURUS, HERO

MOVE 5"
WOUNDS 6
BRAVERY 8
SAVE 4+

SKAVEN 3

CHAOS, SKAVEN, SKAVENTIDE, <ARMY>, HERO

MOVE 5"
WOUNDS 5
BRAVERY 7
SAVE 5+

ARMY <Masterclan>, <Clans Pestilens, Nurgle>, <Clans Verminus>, <Clans Skryre>, <Clans Moulder>, <Clans Eshin>

KRULEBOYZ ORRUK 5

DESTRUCTION, ORRUK, ORRUK WARCLANS, KRULEBOYZ, HERO

MOVE 5"
WOUNDS 6
BRAVERY 7
SAVE 5+

NARRATIVE PLAY

3

MOVE

4"

WOUNDS

5

6+

SAVE

10

BRAVERY

SKELETON

DEATH, SKELETON, SOUL-BLIGHT GRAVELORDS, DEATHRATTLE, HERO

4

MOVE

8"

WOUNDS

4

6+

SAVE

6

BRAVERY

SKINK

ORDER, SERAPHON, SKINK, HERO

5

MOVE

5"

WOUNDS

5

4+

SAVE

8

BRAVERY

STORMCAST ETERNAL

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNALS, HERO

4

MOVE

4"

WOUNDS

5

6+

SAVE

10

BRAVERY

VAMPIRE

DEATH, VAMPIRE, SOULBLIGHT GRAVELORDS, HERO

4

MOVE

5"

WOUNDS

5

5+

SAVE

7

BRAVERY

SYLVANETH

ORDER, SYLVANETH, HERO



STEP 3 – THE ARMOURY

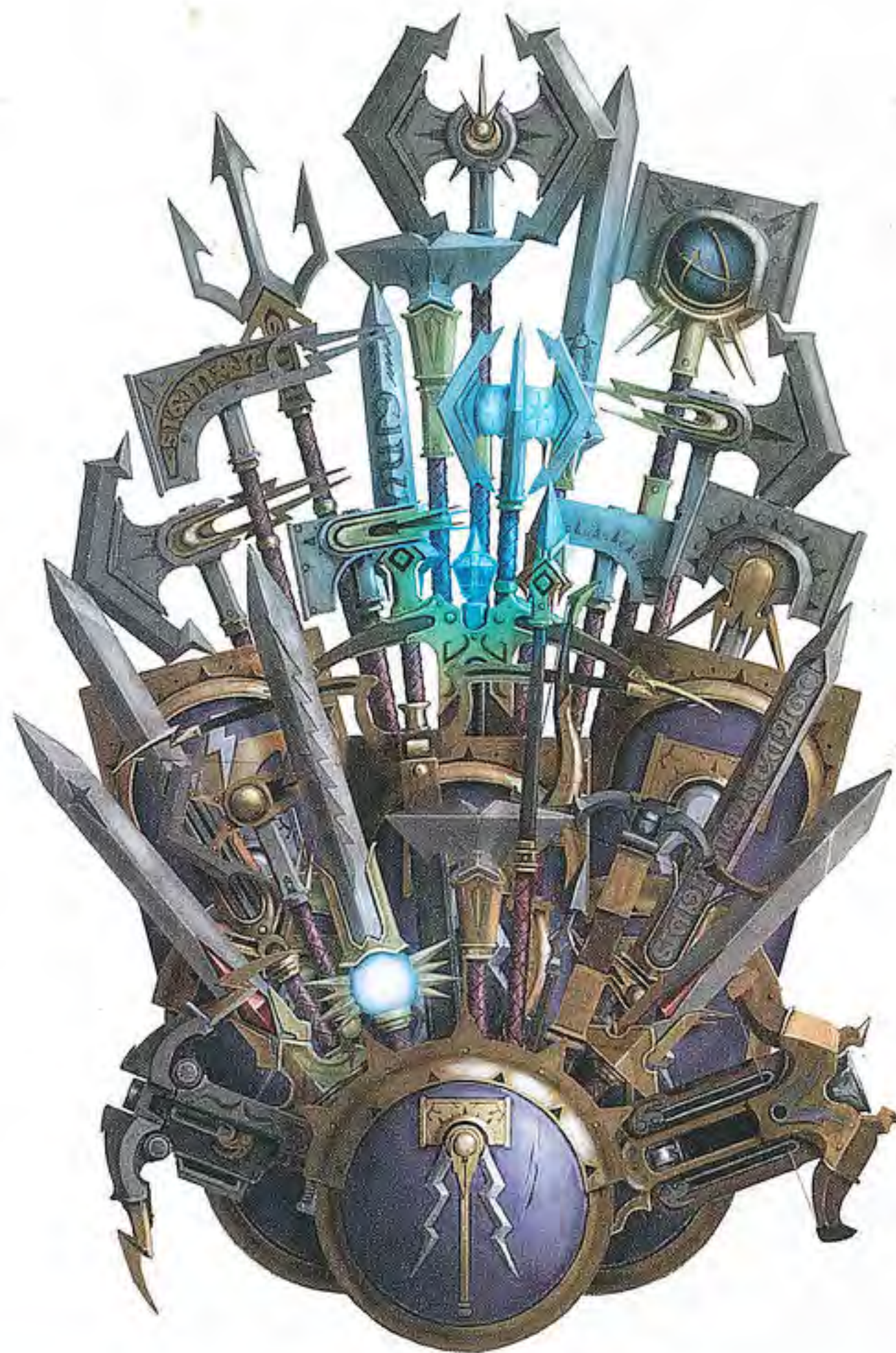
The next step is to arm your hero with weapons from the armoury. A hero can be armed with 1 of the following weapon options:

- 1 one-handed melee weapon.
- 2 one-handed melee weapons.
- 1 one-handed melee weapon and a shield.
- 1 two-handed melee weapon.
- 1 Handbow and 1 one-handed melee weapon.
- 1 Bow and 1 one-handed melee weapon.

The weapon options and their profiles are listed in the table below, and each weapon option costs a number of destiny points as noted in the rightmost column of the table.

For each weapon chosen, add the profile to your hero's warscroll and write the name of the weapon in the description section. For added flavour, you may wish to personalise your weapons – for example, your hero's Sword could be named 'The Blade of Doom' or you could use the Handbow profile to represent an arcane zap or other ranged attack.

In step 6, you will be presented with options to improve your hero's weapons.



ONE-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Sword	1"	3	3+	4+	-	1	1
Axe	1"	3	4+	3+	-1	1	1
Hammer	1"	2	4+	3+	-1	2	1
Spear	2"	3	4+	4+	-	1	1
Unarmed Strike	1"	4	4+	4+	-	1	1
Flail	3"	2	4+	4+	-	1	1
Improvised Weapon	1"	3	4+	4+	-	1	0
MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Handbow	9"	2	4+	4+	-	1	1

TWO-HANDED WEAPONS

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Greatsword	1"	3	3+	3+	-1	2	2
Great Axe	1"	3	4+	2+	-2	2	2
Grandhammer	1"	2	4+	2+	-2	3	2
Great Spear	2"	3	4+	3+	-1	2	2
Mage's Staff	1"	3	4+	3+	-1	D3	1
Scythe	2"	4	4+	4+	-1	1	1
MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage	DP
Bow	18"	2	4+	4+	-	2	2

SHIELD

Restrictions: No MALIGNANT	[Characteristic Enhancement] Improve your hero's Save characteristic by 1	DP 2
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STEP 4 – ARCHETYPES

Next, you need to pick 1 of the following **archetypes** for your hero and then any associated abilities. There are 3 archetypes to choose from: Commander, Acolyte or Mage. Each of these will unlock different types of abilities for your hero. Commanders have access to command abilities, Acolytes have access to prayers and Mages have access to spells. Archetypes do not cost any destiny points.

COMMANDER

Keywords: None

Restrictions: No DEATHMAGE or MASTERCLAN

[Ability] Pick 1 of the following command traits and add it to your hero's warscroll.

Ferocious Warlord: Once per battle, this general can issue the Forward to Victory or All-Out Attack command without a command point being spent.	Beastmaster: General with mount only. Once per battle, at the start of the combat phase, this general can goad their mount. If they do so, add 1 to hit rolls for attacks made by that general's mount in that phase.
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ACOLYTE

Keywords: PRIEST

Restrictions: No DAEMON, DEATHMAGE, SAURUS or SKAVEN (except CLANS PESTILENS)

[Ability] Pick 1 of the prayers below.

Fury of Ghur: This prayer has an answer value of 3 and a range of 18". If answered, pick 1 enemy unit within range and visible to the chanter. That unit suffers D3 mortal wounds.	Tame Beast: This prayer has an answer value of 3 and a range of 18". If answered, pick 1 enemy MONSTER that is within range and visible to chanter. Until your next hero phase, that MONSTER cannot carry out a monstrous rampage.
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MAGE

Keywords: WIZARD

Restrictions: No DUARDIN, KHORNE or SAURUS

[Ability] Pick up to 1 spell from the Spell Table below and add it to your hero's warscroll. Add the following text to your hero's description:

WIZARD: This unit can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

SPELL TABLE

Aura of Protection: Aura of Protection is a spell that has a casting value of 7 and a range of 12". If successfully cast, until the start of your next hero phase, friendly units have a ward of 6+ while they are wholly within range of the caster.

Curse of Damnation: Curse of Damnation is a spell that has a casting value of 7 and a range of 12". If successfully cast, pick 1 enemy unit within range and visible to the caster. That unit suffers D3 mortal wounds. In addition, subtract 1 from save rolls for attacks that target that unit until the start of your next hero phase.

Metamorphosis: Metamorphosis is a spell that has a casting value of 5 and a range of 12". If successfully cast, pick 1 friendly **HERO** that is not a **MONSTER** and that is within range and visible to the caster. That **HERO** gains the **MONSTER** keyword until your next hero phase.

Raise Dead: Raise Dead is a spell that has a casting value of 6 and a range of 12". If successfully cast, pick 1 friendly unit within range and visible to the caster. You can return a number of slain models to that unit that have a combined Wounds characteristic of D3 or less.



STEP 5 – BESTIAL COMPANION

In this step, you need to decide whether or not your hero will have a **bestial companion**. There are 3 types of bestial companion: **Minor Beast**, **Mounted Beast** and **Gargantuan Beast**. A hero can only ever have 1 bestial companion picked for them. A Minor Beast follows or guards your hero, such as Korghos Khul's Flesh Hound, Grizzlemaw. A Mounted Beast can be anything from a stallion to a Dracoline or Rot Fly.

A Gargantuan Beast is a truly colossal mount, such as a Dragon, Thundertusk or Manticore. If you do not want to choose a bestial companion for your hero, you can skip this step.

You can pick 1 of the following bestial companions. Each costs a number of destiny points as listed in the table.

MINOR BEAST

Restrictions: None		[Characteristic Enhancement]				DP 6
		Add 1 to your hero's Wounds characteristic				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

COMPANION: This unit is accompanied by a Minor Beast that is armed with Claws and a Maw.

MOUNTED BEAST

Restrictions: No BULLGOR or DRAGON OGOR		[Characteristic Enhancement]				DP 8
		Add 2 to your hero's Wounds characteristic Change your hero's Move characteristic to 8"				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	1"	2	5+	5+	-	1
Maw	1"	1	4+	3+	-1	D3

Add the following text to your hero's description:

MOUNT: This unit's Mounted Beast is armed with Claws and a Maw.

GARGANTUAN BEAST

Restrictions: No BULLGOR or DRAGON OGOR		[Characteristic Enhancement]				DP 15
		Add 8 to your hero's Wounds characteristic Change your hero's Move characteristic to *				
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Claws	2"	*	4+	3+	-1	2
Maw	2"	2	3+	3+	-2	*

Add the following text to your hero's description:

MOUNT: This unit's Gargantuan Beast is armed with Claws and a Maw.

Add the following keyword to your hero's warscroll: **MONSTER**

Add the damage table on the right to your hero's warscroll.

DAMAGE TABLE

Wounds Suffered	Move	Claws	Maw
0-6	10"	6	4
7-9	8"	5	3
10-12	6"	4	2
13+	4"	3	1

If you have picked a bestial companion for your hero, you can pick any of the following options for them. Each option costs a number of destiny points as listed in the table.

BESTIAL COMPANION OPTIONS

	[Ability] Add the following text to your hero's description:	
Winged Beast	FLY: This unit can fly. Restrictions: No Minor Beast	DP 4
Breath Attack	[Ability] Breath Attack: In your shooting phase, you can pick 1 enemy unit within 6" of this unit. Roll a number of dice equal to the number of models from that enemy unit that are within 6" of this unit. For each 6, that enemy unit suffers 1 mortal wound. Restrictions: Gargantuan Beast only	DP 4
Vicious Charge	[Ability] Vicious Charge: After this unit makes a charge move, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds.	DP 1
Razor-sharp Claws	[Characteristic Enhancement] Improve the Rend characteristic of the bestial companion's Claws by 1 (to a maximum of -3).	DP 2
Poisonous Bite	[Ability] Poisonous Bite: If the unmodified hit roll for an attack made with the bestial companion's Maw is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.	DP 2
Gobble Attack	[Ability] Gobble Attack: Each time this unit fights, after all of this unit's attacks have been resolved, you can pick 1 enemy model within 1" of this unit and roll a dice. If the roll is equal to or greater than that enemy model's Wounds characteristic, it is slain. Restrictions: Gargantuan Beast only	DP 3
Terror	[Ability] Terror: Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability. Restrictions: Gargantuan Beast only	DP 1
Savage Frenzy	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Add 1 to the Attacks characteristic of that weapon. For Gargantuan Beasts, add 1 to each row of the appropriate column in the damage table.	DP 1
Lashing Tail	[Ability] Lashing Tail: At the end of the combat phase, roll a dice for each enemy unit within 3" of this unit. If the roll is less than the number of models in that unit, that unit suffers D3 mortal wounds. Restrictions: Gargantuan Beast only	DP 3
Savage Ferocity	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Hit characteristic of that weapon by 1.	DP 1
Savage Strength	[Characteristic Enhancement] Pick either the bestial companion's Claws or Maw. Improve the To Wound characteristic of that weapon by 1.	DP 1
Stomp	[Ability] Stomp: At the end of the combat phase, you can pick 1 enemy unit within 1" of this unit and roll a dice. On a 2+, that enemy unit suffers D3 mortal wounds. Restrictions: Gargantuan Beast only	DP 2



STEP 6 – CHARACTERISTIC ENHANCEMENTS AND ABILITIES

The final step is to pick any other options for your hero. Each costs a number of destiny points as listed in the tables below.

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Superior Speed	[Characteristic Enhancement] Add 1" to your hero's Move characteristic.	DP 2
Superior Vitality	[Characteristic Enhancement] Add 1 to your hero's Wounds characteristic.	DP 1
Superior Leadership	[Characteristic Enhancement] Add 1 to your hero's Bravery characteristic.	DP 1
Extra Armour	[Characteristic Enhancement] Improve your hero's Save characteristic by 1 (to a maximum of 3+).	DP 2
Mighty Weapon	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Damage characteristic of that weapon. Weapons that have a random Damage characteristic cannot be picked.	DP 2
Sharpened Edge	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the Rend characteristic of that weapon by 1 (to a maximum of -3).	DP 2
Ethereal	[Ability] Ethereal: Ignore modifiers (positive or negative) when making save rolls for attacks that target this unit.	DP 4
Ward	[Ability] Ward: Roll a dice each time a wound or mortal wound is allocated to this unit. On a 6, that wound or mortal wound is negated.	DP 3
Fly	[Ability] Add the following text to your hero's description: FLY: This unit can fly.	DP 4
Frenzy	[Ability] Frenzy: If the unmodified hit roll for an attack made with this unit's melee weapons (not including mount weapons) is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.	DP 3
Regenerate	[Ability] Regenerate: In your hero phase, you can roll a dice for this unit. If you do so, on a 4+, heal up to D3 wounds allocated to this unit.	DP 3
Battle Standard Bearer	[Characteristic Enhancement] This unit gains the TOTEM keyword.	DP 1

CHARACTERISTIC ENHANCEMENTS AND ABILITIES

Inspiring	[Ability] Inspiring: While friendly units are wholly within 12" of this unit, they can use this unit's Bravery characteristic instead their own. Increase the range of this ability to 18" if this unit is a TOTEM .	DP 1
Weapon Master	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Hit characteristic of that weapon by 1.	DP 2
Superior Strength	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Improve the To Wound characteristic of that weapon by 1.	DP 2
Ferocity	[Characteristic Enhancement] Pick 1 of your hero's weapons (not including mount weapons). Add 1 to the Attacks characteristic of that weapon.	DP 2
Consummate Commander	[Ability] Consummate Commander: If this unit is part of your army, at the start of the first battle round, you receive 1 extra command point.	DP 5
Archmage	[Ability] Archmage: Add 1 to casting, dispelling and unbinding rolls for this unit.	DP 3
Arch-priest	[Ability] Arch-priest: Add 1 to chanting rolls for this unit.	DP 3
Zealot	[Ability] Zealot: This unit can run and still charge in the same turn.	DP 4
Decapitating Strike	[Ability] Decapitating Strike: If the unmodified wound roll for an attack made with this unit's melee weapons (not including mount weapons) is 6, that attack causes 1 mortal wound to the target in addition to any damage it inflicts.	DP 4
Deadeye	[Ability] Deadeye: If the unmodified hit roll for an attack made with this unit's missile weapons (not including mount weapons) is 6, that causes 1 mortal wound to the target in addition to any damage it inflicts.	DP 4

USING YOUR HERO IN BATTLE

Once you have created your hero, you are ready to field them in battles. Your hero can be used in any battle, as long as you have received your opponent's permission to include them in your army. You must get permission for each Anvil of Apotheosis hero you want to include, and your opponent can choose to allow you to use some but not others if they wish.

If you are allowed to include your hero in your army, count the number of destiny points you have spent on your hero and multiply the total by 10. This is the Pitched Battle points value of that hero. In addition, your hero has the Leader battlefield role, unless it has

the **MONSTER** keyword, in which case it has the Leader and Behemoth battlefield roles.

Path to Glory: You can add a hero to your order of battle if you complete the 'Hero Quest' quest (pg 66).

Tournaments: If you are taking part in a matched play tournament, you are only allowed to use your hero if the tournament organisers have specifically said that Anvil of Apotheosis heroes can be used.



Orruks gather around their bosses, and the stronger or more kunnin' the greenskin in question, the more followers they can command. Even a shaman can get a proper Waaagh! going if Gorkamorka's favour is with them.

SUMMONS TO WAR BATTLEPACK

The following battlepack contains rules, warscroll battalions and battleplans that allow you to recreate the battles described in the narrative section of this book. The battlepack can be used to fight either one-off battles or a campaign where all five battleplans in the battlepack are played in sequence, one after the other.

POINTS LIMIT

The players must first agree on a points limit for the battle. The points limit can be any number and determines the number of points you have available to spend on your army. No more than half of your points can be spent on a single unit. The points limit also determines the recommended minimum battlefield size and recommended minimum number of terrain features for the battle, as shown in the table below.

Points Limit	500-750	751-2250	Over 2250
Recommended Battlefield Size	30" x 44"	44" x 60"	44" x 90"
Recommended Number of Terrain Features	4	8	12

SUMMONS TO WAR BATTLEPLANS

If the players are fighting a campaign (pg 89), then these battleplans are used one after the other, starting with battleplan 1. If they are not fighting a campaign, then either one player rolls on the following table to determine which battleplan is used, or the players can agree on which battleplan to use.

D6	BATTLEPLAN
1	Call of the Beast
2	Savagery and Slaughter
3	Impending Doom
4	Blood in the Pass
5	The Heart of the Beast
6	Roll off: the winner chooses which battleplan to use.

FACTION TERRAIN

Neither player can include faction terrain features in their army.

BATTALIONS

This battlepack includes five warscroll battalions (pg 90-92) that are based on some of the leaders and battle formations described earlier in this book. They are included as part of the armies in the following battleplans, and can also be used with battlepacks that allow the inclusion of warscroll battalions in an army. In addition, the players can include core battalions in their armies.



SPECIAL RULES

The following special rules apply to the battle:

THONDIA MYSTERIOUS TERRAIN

The Thondia Mysterious Terrain table (pg 57) is used as detailed in each battleplan.

ALTERNATING DEPLOYMENT

If a battleplan says that the players use **alternating deployment**, then the players alternate setting 1 unit at a time. The players continue to set up their units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

SUMMONS TO WAR CAMPAIGN

Two players can fight a Summons of War campaign by fighting the battleplans in this battlepack in the order in which they appear. For the duration of the campaign, one player is the **destroyer** and the other is the **defier**.

DESTROYER'S ARMIES

The destroyer will need to be able to field the following armies, battalions and units:

Call of the Beast: Da Snorter's Kop Rukk (pg 92)

Savagery and Slaughter: Big Waaagh! army (see *Battletome: Orruk Warclans*), Da Snorter's Kop Rukk (pg 92), The Weeping Fangz (pg 92)

Impending Doom: Bonesplitterz army (see *Battletome: Orruk Warclans*)

Blood in the Pass: Beasts of Chaos army, The Butcher-herd (pg 90)

The Heart of the Beast: Bonesplitterz army (see *Battletome: Orruk Warclans*), Da Snorter's Kop Rukk (pg 92), Krondspine Incarnate of Ghur (pg 55)

DEFIER'S ARMIES

The defier will need to be able to field the following armies, battalions and units:

Call of the Beast: The Weeping Fangz (pg 92)

Savagery and Slaughter: Beasts of Chaos army, The Butcher-herd (pg 90)

Impending Doom: Stormkeep army (see *Battletome: Stormcast Eternals*); Yndrasta, the Celestial Spear; Lord Vorst's Retinue (pg 91); Godsmaw's Vanguard (pg 91); at least 1 **CITIES OF SIGMAR** unit

Blood in the Pass: Stormcast Eternals army; Yndrasta, the Celestial Spear; Lord Vorst's Retinue (pg 91); Godsmaw's Vanguard (pg 91)

The Heart of the Beast: Stormcast Eternals army; Yndrasta, the Celestial Spear; Godsmaw's Vanguard (pg 91)

Designer's Note: If you don't have all of the armies or units needed to fight a battle, just substitute suitable units that you do have for the ones that you don't. It's up to you to decide what you think would be appropriate replacements!

CONSEQUENCES OF BATTLE

Unique units that are slain in a campaign battle are assumed to have been hurt but not killed, and they will be fully recovered in time for the next battle unless noted otherwise. This aside, the result of an earlier battle may have an impact on subsequent battles, as explained below. If you are allowed to add units to your army, they must conform to the Unit Selection restrictions for the battleplan being used (if any).

Savagery and Slaughter: If Brokkagok or Da Snorter, were slain in Call of the Beast, they do not take part in this battle.

Impending Doom: If the destroyer won a **major victory** in Savagery and Slaughter, add 200 points to the points limit of their army. If the defier won a **major victory** in Savagery and Slaughter, subtract 200 points from the points limit of the destroyer's army.

Blood in the Pass: If the defier won a **major victory** in Impending Doom, add 200 points to the points limit of their army. If the destroyer won a **major victory** in Impending Doom, subtract 200 points from the points limit of the defier's army.

The Heart of the Beast: If Yndrasta was slain in Blood in the Pass, she does not take part in this battle. If the defier won a **major victory** in Blood in the Pass, add Lord Vorst's Retinue (pg 91) to the defier's army.

CAMPAIGN VICTORY

If one player is victorious in Impending Doom, Blood in the Pass and The Heart of the Beast, they win a **total campaign victory**. If one player is victorious in Blood in the Pass and The Heart of the Beast, they win a **strategic campaign victory**. In any other circumstances, the victor in The Heart of the Beast wins a **tactical campaign victory**.



WARSCROLL BATTALIONS

These warscroll battalions are included as part of the armies in the following battleplans. They can also be used with battlepacks that allow the inclusion of warscroll battalions in an army.

THE BUTCHER-HERD



Even other beastmen find Ghorraghan Khai unsettling. This scarred Bray-Shaman has travelled from Ghyran to the savage heartlands of Ghur in service of the mysterious Shadowgave. With him come the bloodthirsty tauroid warriors of his Butcher-herd – crazed Bullgors who obey Khai's every grunted command, and are empowered by the ruinous magic locked into the shaman's gnarled staff.

WARSCROLL BATTALION

Organisation:

- 1 Great Bray-Shaman (Ghorraghan Khai)
- 2 Bullgors units
- 1 Ghorgon

The Great Bray-Shaman in this battalion is a Unique unit.

ABILITIES

Ghorraghan's Skull-staff: *Ghorraghan's skull-festooned fetish staff can reduce a foe to dust.*

Add 2 to the Attacks characteristic of Ghorraghan Khai's Fetish Staff. In addition, if the unmodified hit roll for an attack made with Ghorraghan Khai's Fetish Staff is 6, that attack inflicts D3 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Infuse with Chaos Energy: *Long association with Ghorraghan means that the raw chaotic energy that emanates from the Bray-Shaman fills his personal retinue with strength.*

Add 1 to hit rolls for attacks made by **WARHERD** units in this battalion that are wholly within 12" of Ghorraghan Khai.

COMMAND TRAIT

If Ghorraghan Khai is your army's general, he has the Indomitable Beast command trait from *Battletome: Beasts of Chaos*.

LORD VORST'S RETINUE

The remnants of the Auric Lions warrior chamber have been battered and bloodied, but still they stand defiant. Led by their indomitable commander, the Lord-Imperatant Tyberain Vorst, these golden champions have already seen harsh fighting in the Era of the Beast.

WARSCROLL BATTALION

Organisation:

- 1 Lord-Imperatant (Tyberain Vorst)
- 0-1 Knight-Arcanum (the Gale's Eye)
- 0-1 Knight-Vexillor with Banner of Apotheosis (Cythain D'Amar)
 - 1-2 Vindictors units
 - 1-2 Vigilors units

All units have the **HAMMERS OF SIGMAR** keyword. The Lord-Imperatant, Knight-Arcanum and Knight-Vexillor in this battalion are Unique units.

ABILITIES

Unbreakable: *Lord Vorst and his personal retinue are incredibly stubborn and tenacious, even when measured against the high standards of the Hammers of Sigmar.*

Units in this battalion have a 6+ ward. If a unit in this battalion is wholly within 6" of an objective, it has a 5+ ward instead of a 6+ ward.

GODSMAW'S VANGUARD

It is said that Brothgar Godsmaw's appetite for food is exceeded only by the joy he finds in battle. Sometimes claimed by his fellow Stormcasts to have more in common with a grunta than a man, he laughs heartily as he strikes down his foes with punishing blows.

WARSCROLL BATTALION

Organisation:

- 1 Vanguard-Palladors unit
- 0-2 Vanguard-Hunters units
- 0-1 Aetherwings units

All units have the **ASTRAL TEMPLARS** keyword.

ABILITIES

Beast Stalkers: *The Astral Templars are experienced hunters of the most horrific creatures the Mortal Realms have to offer.*

Units in this battalion cannot be picked when your opponent carries out a monstrous rampage.

The Godsmaw: *It is claimed that the garrulous Brothgar Godsmaw once impressed an ogor with his appetite.*

Add 1 to the Wounds characteristic of the Pallador-Prime in this battalion.

THE WEEPING FANGZ

After the battle at Amberstone Watch, the Weeping Fangz were scattered into several splinter warbands. But a Kruleboy is most dangerous when backed into a corner – especially when that Kruleboy is the Killaboss Brokkagok.

WARSCROLL BATTALION

Organisation:

- 1 Killaboss with Stab-grot (Brokkagok)
- 2-3 Gutrippaz units
- 0-2 Man-skewer Boltboyz units

The Killaboss with Stab-grot in this battalion is a Unique unit.

ABILITIES

Killaboss Brokkagok: *Brokkagok is renowned for the ingenuity of his ambush manoeuvres.*

If Brokkagok is on the battlefield at the start of the first battle round, before determining who has the first turn, you can pick 1 friendly **KRULEBOYZ** unit and set it up again anywhere on the battlefield that is more than 9" from all enemy units.

Kunnin' Gitz: *Kruleboyz don't believe in fighting fair. While the enemy is preoccupied with a bunch of the boys, others will sneak up to finish the job.*

At the start of the combat phase, you can pick 1 unit in this battalion that is within 3" of any enemy units: the strike-last effect applies to that unit in that phase. If you do so, you can pick 1 other unit in this battalion that is within 3" of any enemy units: the strike-first effect applies to that unit in that phase.

DA SNORTER'S KOP RUKK

The Wurrzog Prophet known as Da Snorter has become infamous across the wastes of central Thondia. His connection to the beast-spirits runs deep, as does the spiritual power bound into his warpaint. When Da Snorter leads the boyz of his Kop Rukk on a rampage, enemies are wise to take cover.

WARSCROLL BATTALION

Organisation:

- 1 Wurrzog Prophet (Da Snorter)
- 2-5 Wardokks or Savage Big Bosses in any combination
- 2-5 Savage Orruk Morboys, Savage Boarboy Maniaks, Savage Big Stabbas or Savage Orruk Arrowboys units in any combination

The Wurrzog Prophet in this battalion is a Unique unit.

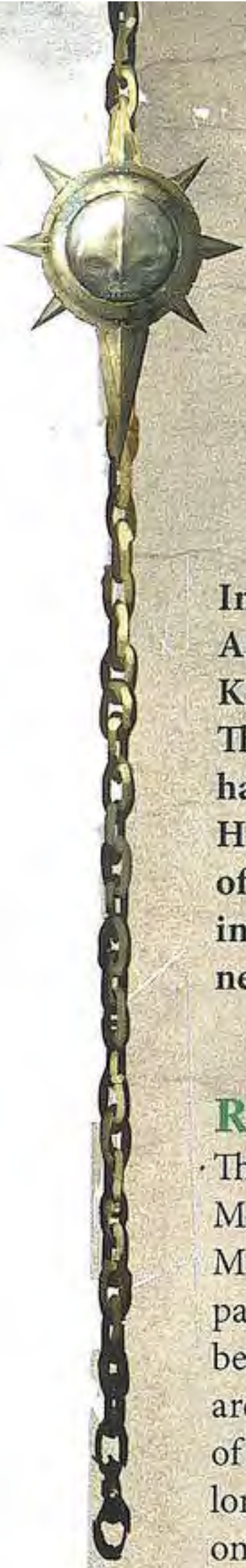
ABILITIES

Rukk Warpaint: *When the Bonesplitterz gather in Rukks, the Waaagh! energy that surrounds them becomes even more potent, enhancing the protection granted by their warpaint.*

You can re-roll ward rolls of 1 for models in this battalion.

Da Snorter's Glyphs: *Da Snorter is covered head to toe in potent tattoos charged with bestial energies.*

Once per battle, at the start of your hero phase, you can pick 1 spell from the Lore of the Savage Beast that Da Snorter does not know and has not attempted to cast during the battle. He can attempt to cast that spell in that hero phase in addition to any other spells that he can attempt to cast.



BATTLEPLAN

CALL OF THE BEAST

In the wake of the struggle at Amberstone Watch, Gazog's Kruleboyz had dispersed across Thondia. While many greenskins had retreated to the Morruk Hills, pursued by vengeful bands of Stormcasts, others had fled into the Drowned Lands. There, a new calling would find them...

REALM RULES

This battle uses the Realmsphere Magic, Realm Command and Monstrous Denizens realm rules on page 56. However, instead of there being 1 monstrous denizen, there are 2. Each must be set up within 3" of the centre of the battlefield. As long there are 2 monstrous denizens on the battlefield, the player who wins the monstrous denizen roll-off must pick 1 monstrous denizen to control, and their opponent controls the other one.

TEMPORARY TRUCE

In this battle, the players cannot pick units in their opponent's army as the target of attacks. In addition, if the effect of an ability other than the abilities of the monstrous

denizens would cause mortal wounds to a unit in a player's army, those mortal wounds are negated.

Designer's Note: *The armies are competing to take down the monstrous denizens, not each other!*

THE ARMIES

One player is the **destroyer** and their opponent is the **defier**. The destroyer must use an army that consists of Da Snorter's Kop Rukk (pg 92). The defier must use an army that consists of The Weeping Fangz (pg 92).

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. After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

DEPLOYMENT

The players roll off. Then, they use alternating deployment (pg 88), starting with the winner of the roll-off. Each player must set up their units wholly within their territory and more than 3" from both monstrous denizens.

BATTLE LENGTH

The battle lasts until both monstrous denizens have been slain.

VICTORY POINTS

A player scores 1 victory point each time a wound or mortal wound caused by a friendly unit is allocated to a monstrous denizen. In addition, a player scores 1 victory point each time a wound or mortal wound caused by a monstrous denizen is allocated to a unit in their opponent's army.

GLORIOUS VICTORY

When the battle ends, a player wins a **minor victory** if their opponent's general has been slain and their own general has not, or a **major victory** if they also have at least twice as many victory points as their opponent. If both generals have been slain, the battle is a **draw**. If neither general has been slain, the player with the most victory points wins a **minor victory**. Any other result is a **draw**.



BATTLEPLAN SAVAGERY AND SLAUGHTER

Kruleboyz scouts spotted caverns honeycombing the Krondspine foothills inhabited by Chaos beast-boyz. A massive cloud of dust heralded the approach of the bulk of the greenskin army. In response, a series of resonant horn-blasts echoed from the caves. They were followed by a disjointed chorus of snarls and brays, and a drove of loping figures emerging into the light. The beastmen were coming!

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

One player is the **destroyer** and their opponent is the **defier**.

The **destroyer** must use a Big Waaagh! army that includes The Weeping Fangz and Da Snorter's Kop Rukk (pg 92). Da Snorter must be the general.

Designer's Note: If Brokkagok or Da Snorter are not taking part in

the battle, the destroyer can still use the battalion abilities of The Weeping Fangz or Da Snorter's Kop Rukk. In addition, if Da Snorta is not taking part in the battle, then Brokkagok must be the general of the destroyer's army.

The **defier** must use a Beasts of Chaos army that includes The Butcher-herd (pg 90). Ghorraghan Khai must be the general.

THE BATTLEFIELD

The players roll off. The winner sets up the battlefield's terrain features and then the other player chooses which player uses Territory A and which player uses Territory B. After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

DEPLOYMENT

The players roll off. They then use alternating deployment

(pg 88), starting with the winner of the roll-off. Each player must set up their units wholly within their territory.

BATTLE LENGTH

During this battle, the players must keep track of the number of **bestial fury points** that have accumulated. Each time a unit finishes a charge move, each time a unit is destroyed, and each time a spell is successfully cast or unbound, add 1 to the number of bestial fury points that have accumulated. At the end of each battle round, each player rolls a dice, and the two rolls are added together. If the total is less than the number of bestial fury points that have accumulated, there is a massive explosion of arcane energy, and the battle ends.

VICTORY POINTS

Each player scores 1 victory point each time a friendly unit unbinds a spell or dispels an endless spell. Each player scores 1 extra victory point if the friendly unit is their general, and 1 extra victory point if the spell that was unbound was cast by the enemy general, or the endless spell that was dispelled was summoned by the enemy general.

GLORIOUS VICTORY

At the end of the battle, if one player has scored more victory points than their opponent, they win a **major victory**. If neither player has won a **major victory**, each player adds up the points values of all enemy units that have been destroyed. If one player's total is higher, they win a **minor victory**. Any other result is a **draw**.

TERRITORY A			
			N
TERRITORY B			

BATTLEPLAN IMPENDING DOOM

Lord Vorst was surprised to find a Sigmarite strongpoint near the Krondspine foothills. The Lord-Imperatant had believed that every Dawnbringer venture sent so far from Excelsis had met with disaster, but this one had survived – albeit, with a throng of Bonesplitterz now assailing them.

THE ARMIES

One player is the **destroyer** and their opponent is the **defier**.

The destroyer must use a Bonesplitterz army that does not include The Weeping Fangz or Da Snorter's Kop Rukk. The army cannot have a general.

The defier must use a Stormkeep army that includes the following units and warscroll battalions. Yndrasta must be the general.

- Yndrasta, the Celestial Spear
- Lord Vorst's Retinue (pg 91)
- Godsmaw's Vanguard (pg 91)
- 1+ **CITIES OF SIGMAR** coalition units

THE BATTLEFIELD

First, the defier sets up 6 terrain features. Each terrain feature must be more than 6" from the defier's territory, more than 3" from the battlefield edge, and more than 9" from all other terrain features. Then the defier sets up 5 terrain features wholly within their own territory. One of these terrain features must be a Cleansing Aqualith.

DEPLOYMENT

The defier sets up their **CITIES OF SIGMAR** units first, wholly within their territory. The destroyer sets up their army second, wholly within their territory and more than 6" from the defier's territory. All of the remaining units in the defier's army are set up in reserve as the **relief force**.

FIRST TURN

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

THE RELIEF FORCE

At the end of their first movement phase, the defier rolls a dice to see from which direction the relief force arrives. On a 1-2, it arrives from the eastern battlefield edge. On a 3-4, it arrives from the southern battlefield edge. On a 5-6, it arrives from the western battlefield edge. All of the units in the relief force must be set up wholly within 6" of the battlefield edge it arrived from and more than 9" from all enemy units.

HEALING WATERS

At the start of their hero phase, a player can heal D3 wounds allocated to each friendly model that is within 1" of the Cleansing Aqualith.

SACRED TO SIGMAR

Add 2 to the Bravery characteristic of **STORMCAST ETERNALS** and **CITIES OF SIGMAR** units that are wholly within 12" of the Cleansing Aqualith.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends, if a player controls 3 or more terrain features that are wholly within the defier's territory, and at least one of them is the Cleansing Aqualith, they win a **major victory**. If a player controls 3 or more terrain features that are wholly within the defier's territory but does not control the Cleansing Aqualith, they win a **minor victory**. Any other result is a **draw**.



BATTLEPLAN BLOOD IN THE PASS

What had been a hunt for the Stormcast Eternals was now a race against time – their mission, to find the magical construct pulsing power across the region and end it. Yet as they travelled through the twisting passes of the Krondspine Range, none of Sigmar's chosen expected an easy time of it. They were to be proven correct.

THE ARMIES

One player is the **destroyer**. Their opponent is the **defier**. The destroyer must use a Beasts of Chaos army that includes The Butcher-herd (pg 90). Ghorraghan Khai must be the general. In addition, the destroyer's army must include The Weeping Fangz (pg 92). The Weeping Fangz are treated as allies; the normal limit on the number of allied units that can be included in the army are ignored, but no other allies may be taken.

The defier must use a Stormcast Eternals army that includes the following units and warscroll battalions. Yndrasta must be the general.

- Yndrasta, the Celestial Spear
- Lord Vorst's Retinue (pg 91)
- Godsmaw's Vanguard (pg 91)

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. After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

DEPLOYMENT

The defier sets up their army first, wholly within their territory and more than 6" away from enemy territory. Then, the destroyer sets up their army wholly within their territory and more than 6" from enemy territory. At least 1 unit from the destroyer's army must be set up wholly within each small rectangular section of their territory.

ESCAPE

At the end of each battle round, any units in the defier's army that are wholly within 7" of an escape edge and more than 3" from all enemy units can leave the battle. Remove units that have escaped from play. The models in those units do not count as having been slain.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

When the battle ends:

- If at least half of the defier's units have escaped, the defier wins a **major victory**.
- If none of the defier's units have escaped, the destroyer wins a **major victory**.
- If at least one but less than half of the defier's units have escaped, and Yndrasta has escaped, the defier wins a **minor victory**.
- If at least one but less than half of the defier's units have escaped, and Yndrasta has been slain, the destroyer wins a **minor victory**.
- Any other result is a **draw**.



BATTLEPLAN

THE HEART OF THE BEAST

Yndrasta had advanced deep into the Krondspine Range, harried at seemingly every turn by the awakening wrath of Ghur. There, deep in the mountains, she would find her quarry: an incarnate born of unleashed bestial magic, and the orruks that now revered it. If she did not act now, all would be lost.

THE ARMIES

One player is the **destroyer**. Their opponent is the **defier**. Do not use points limits for this battle. Instead, the destroyer must use a Bonesplitterz army that consists of Da Snorter's Kop Rukk (pg 92) and a Krondspine Incarnate of Ghur (pg 55). Da Snorter must be the general.

The defier must use a Stormcast Eternals army that consists of Yndrasta, the Celestial Spear, and Godsmaw's Vanguard (pg 91). Yndrasta must be the general.

Designer's Note: If Yndrasta is not taking part in the battle, the Pallador-Prime in Godsmaw's Vanguard must be the general.

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. After the terrain features have been set up, starting with the player that won the roll-off, each player picks 1 terrain feature and rolls on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to that terrain feature during the battle.

DEPLOYMENT

The destroyer sets up their army first, wholly within their territory and more than 6" away from enemy territory. Da Snorter and the Krondspine Incarnate of Ghur must be set up wholly within the small rectangular section of their territory that is furthest from enemy territory (see map). Then the defier sets up their army wholly within their territory and more than 6" from enemy territory.

BATTLE LENGTH

The battle lasts until only one player has any units on the battlefield at the end of a turn, ignoring the Krondspine Incarnate of Ghur.



GLORIOUS VICTORY

When the battle ends, ignoring the Krondspine Incarnate of Ghur, the player that has any units left on the battlefield wins a **minor victory** if their general has been slain, or a **major victory** if their general has not been slain.



NARRATIVE PLAY





STRIFE IN THONDIA BATTLEPACK

This battlepack presents a matched play campaign set in the Ghurish continent of Thondia. It can be played by two or more players, and is an ideal campaign for a gaming club or event. The players fight five battles in the order they are presented on pages 108 to 112. The player that scores the most victory points is the winner of the campaign.

To fight this campaign, each player will need to follow these steps:

1. First, you must agree with the other players on a points limit for the campaign (pg 99).
2. Next, you must pick 1 faction for your army and consult the Strife in Thondia table (pg 99) to see the restrictions that apply when picking your units.
3. Record the details of your army on your army roster. This includes the grand strategy you have selected (pg 103), the units you have included and the enhancements you have picked for them.
4. You must fight five battles using the battleplans on pages 108-112, in the order in which they appear in this book. You must use the same army in each of the battles. You can fight each battle against any other player that is taking part in the campaign, but if six or more players are taking part, you cannot play against the same opponent more than once.
5. After each battle, record your progress in the campaign on the Strife in Thondia scoring sheet (pg 107). Once all players have fought their five battles, the player that has scored the most points is the winner of the campaign.

1. POINTS LIMIT

At the start of the campaign the players need to agree on a points limit for the battles. The points limit for the battles can be either 1000 or 2000. After you have agreed on a points limit, look it up on the Strife in Thondia table below. The table lists the restrictions on what the players can include in their armies.

STRIFE IN THONDIA		
Points Limit	1000	2000
Leader Units	1-3	1-6
Battleline Units	2+	3+
Behemoth Units	0-2	0-4
Artillery Units	0-2	0-4
Endless Spells and Invocations	0-2	0-3
Reinforced Units	0-2	0-4
Allied Units	0-200	0-400
Recommended Minimum Battlefield Size	44" x 60"	
Recommended Minimum Number of Terrain Features	8	

2. PICK YOUR ARMY

Next, you must pick your army following the restrictions below.

FACTION

You must pick 1 faction for your army. All of the units in your army must be from a single faction.

BATTLEFIELD ROLES

The Strife in Thondia table lists the minimum number of Leader and Battleline units you must include in your army and the maximum number of Leader, Behemoth and Artillery units you can include in your army.

Your general must have the Leader battlefield role. A model that has both the Leader and Behemoth battlefield roles counts as 1 Leader and 1 Behemoth in your army. If a unit has both the Battleline and Behemoth battlefield roles, that unit does not count toward the maximum number of Behemoth units you can include in your army.

BATTALIONS

You can include core battalions in your army but you cannot include warscroll battalions.

Remember that allied units are ignored when determining if the units in the army are from a single faction (core rules, 27.1).

*Like allied units, **coalition units** are units from another faction that can be included in your army without preventing you from using your army's allegiance abilities.*

Coalition units differ from allies in that they are more closely tied to your army's faction. Thus, restrictions that apply to allies do not necessarily apply to coalition units; for instance, coalition units can be given enhancements. Examples of units that can be included in an army as coalition units are Chaos Warriors with the Mark of Khorne in a Blades of Khorne army and Stormcast Eternals units in a Cities of Sigmar army.

If an army can include coalition units, this will be explained in the allegiance abilities for the army's faction.

UNDERSTRENGTH AND REINFORCED UNITS

The Strife in Thondia table lists how many reinforced units you can include in your army. Only Battleline units can be reinforced twice. You cannot include understrength units in a Strife in Thondia army.

ALLIED UNITS

The maximum number of points that you can spend on allies from your points allowance is shown on the Strife in Thondia table. Allied units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army.

COALITION UNITS

Coalition units do not count towards the number of Battleline units in your army. However, they do count towards the maximum number of Leader, Behemoth and Artillery units in your army. In addition, Coalition units are ignored when determining if the units in your army are from a single faction.

ENDLESS SPELLS AND INVOCATIONS

The Strife in Thondia table lists the maximum number of endless spells and invocations you can include in your army. You cannot include the same endless spell or invocation more than once in your army.

3. FILL OUT YOUR ARMY ROSTER

Once you have picked your army, record the details on your army roster and show it to your opponent before setting up your army at the start of the battle. Your roster must include a list of the units, battalions, endless spells and invocations in your army; what size the units are; which units are in each battalion; the army's faction; the grand strategy you have picked; which units are allies; and which model is the army's general.

Use the Notes column on the roster to record the command models you have chosen for each unit, the spells and prayers that are known by the **WIZARDS** and **PRIESTS** in your army, any artefacts of power you have given to **HEROES** in your army, and the command trait you have chosen for your general. If your army includes any units that are given keywords when they are set up, such as units with a Mark of Chaos, these keywords must be written down when the unit is added to the roster.

GRAND STRATEGIES

When you are filling out your army roster, you can pick 1 grand strategy. Your grand strategy represents what your army is trying to accomplish, and achieving it can make all the difference in a closely fought battle. The rules for how to use grand strategies can be found on page 103.

4. TO WAR!

After the players' army rosters have been filled out, it's time to determine the battleplan that you will use. The following pages detail special rules that apply to battles fought using this battlepack.

STRIFE IN THONDIA BATTLEPLANS

The players must use the battleplans that appear on pages 108-112. Each player must fight the battleplans in the order in which they appear in this book, as shown on the following table.

Strife in Thondia Battleplans

- 1 *Clash in the Borderlands* (pg 108)
- 2 *The Invasion* (pg 109)
- 3 *The Prize* (pg 110)
- 4 *The Trap* (pg 111)
- 5 *Cut off the Head* (pg 112)

BATTLE TACTICS

Battle tactics are secondary objectives that the armies can attempt to achieve as the opportunity presents itself during the battle. Each battle tactic you pick will give you a new goal for your army to aim for in each of your turns. The rules for how to use battle tactics can be found on page 104.

TERRAIN FEATURES

The Strife in Thondia table (pg 99) lists the recommended minimum number of terrain features to be set up on the battlefield. Each terrain feature must be set up more than 3" from the battlefield edge, more than 6" from all other terrain features and more than 3" from all objectives. If it is impossible for a terrain feature to be set up, it is not used.

FACTION TERRAIN

Faction terrain features must be set up more than 3" from all other terrain features and more than 3" from all objectives. These restrictions are in addition to the set-up rules in the battletome in which they appear. If it is impossible for a faction terrain feature to be set up, it is not used.

MYSTERIOUS TERRAIN

After the battlefield has been set up, the players must roll off. Starting with the winner of the roll-off, each player must pick 1 terrain feature and roll on the Thondia Mysterious Terrain table (pg 57) to determine which scenery rule applies to it. The players cannot pick a faction terrain feature, or a terrain feature that has already had a scenery rule generated for it.

ALTERNATING DEPLOYMENT

If a battleplan says that the players use **alternating deployment**, then the players alternate setting 1 unit at a time. The players continue to set up their units until both armies have been set up. If one player finishes setting up their army first, their opponent must set up the rest of the units in their army, one after another.

Some events will have battlefields with terrain features that have been set up before both players arrive at the table, or the position of terrain features may have been predetermined by a third party. If this is the case, the players roll off to determine who is the attacker and defender as normal, with the attacker picking the territory in which they wish to deploy and setting up the first unit. If a faction terrain feature must be set up before any other terrain features and the battlefield has already been set up by a third party, set up that faction terrain feature before territories are determined.



UNIT ICONS

(Mandatory/Optional)



Commander: Leader



Sub-commander:
Leader with a Wounds
characteristic of less
than 10



Troops: Unit that is
not Leader, Artillery
or Behemoth



Artillery: Artillery



Monster: Behemoth
that is not Leader



Incarnate of Ghur:
KRONDSPINE
INCARNATE

CORE BATTALIONS

You can include any of the following core battalions in your army in addition to those found in the core rules. In addition, you cannot include the same core battalion from those shown below more than once in your army.

MONSTROUS KILL-PACK



Prime Predators: *The combined attacks of the creatures that make up this hunting pack can bring down any foe.*

Once per battle, at the end of the charge phase, all of the **MONSTERS** in this battalion can carry out the Titanic Duel monstrous rampage. They cannot carry out any other monstrous rampages in that phase, and no other friendly **MONSTER** can carry out the Titanic Duel monstrous rampage in that phase.

HUNTERS OF THE HEARTLANDS



Expert Underdogs: *To survive the Realm of Beasts, one must learn to compete with its many predators. These hunters have studied the movements and behaviours of Ghur's mightiest denizens, the better to overcome them despite the odds.*

Units from this battalion cannot be picked when your opponent carries out a monstrous rampage.

INCARNATE MASTERS OF GHUR



Realm-soul Affinity: *The warriors who follow this incarnate into battle have a deep connection with its mother realm, such that the entity perceives them as kindred of sorts.*

One-drop Deployment (core rules, 26.2.1). The **INCARNATE** in this battalion must be bonded to the **HERO** in this battalion. In addition, the **INCARNATE** in this battalion only reverts to its wild form once all of the other units in this battalion have been destroyed.

GRAND STRATEGIES

After you have picked your army, you must pick 1 grand strategy from the list below and record it on your army roster. At the end of each battle, if you completed your grand strategy, you score a number of campaign victory points as shown on the scoring sheet (pg 107).

Lord of Incarnates: When the battle ends, you complete this grand strategy if there are any **INCARNATES** from your starting army on the battlefield that have not reverted to their wild form.

Ruler of Mysteries: When the battle ends, you complete this grand strategy if you control more terrain features with a Thondia Mysterious Terrain scenery rule (pg 57) than your opponent.

Monstrous Presence: When the battle ends, you complete this grand strategy if there are more **MONSTERS** from your starting army on the battlefield than there are **MONSTERS** from your opponent's starting army on the battlefield.

Pillars of Magic and Belief: When the battle ends, you complete this grand strategy if there are any **WIZARDS** or **PRIESTS** from your starting army on the battlefield.

Sever the Head: When the battle ends, you complete this grand strategy if there are no **HEROES** from your opponent's starting army on the battlefield.

Hold the Line: When the battle ends, you complete this grand strategy if there are any Battleline units from your starting army on the battlefield.

Vendetta: When the battle ends, you complete this grand strategy if the model chosen to be your opponent's general has been slain and the model chosen to be your general has not been slain.

STARTING ARMIES

Several grand strategies and battle tactics refer to a player's 'starting army'. A player's starting army is made up of the units in the army that were set up before the first battle round, including any reserve units. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play.

BATTLE TACTICS

At the start of your hero phase, you must 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.

Savaged Ranks: When you reveal this battle tactic, pick 1 Battleline unit from your opponent's starting army on the battlefield. You complete this battle tactic if that unit is destroyed during this turn. If that unit was destroyed by an attack made by a friendly **KRONDSPINE INCARNATE** or an ability of a friendly **KRONDSPINE INCARNATE**, you count as having achieved 2 battle tactics instead of 1.

Thondia Conquer: When you reveal this battle tactic, pick 1 terrain feature with a Thondia Mysterious Terrain scenery rule (pg 57) and that is controlled by your opponent. At the end of this turn, you complete this battle tactic if you control that terrain feature.

Destroy the Bonded: You complete this battle tactic if an enemy **HERO** bonded to an **INCARNATE** is slain during this turn. If that **HERO** was destroyed by an attack made by a friendly **INCARNATE** or an ability of a friendly **INCARNATE**, you count as having achieved 2 battle tactics instead of 1.

Predatory Advance: When you reveal this battle tactic, pick 3 different units from your starting army on the battlefield. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 3" of each other. If 1 of those units is a **KRONDSPINE INCARNATE** and 1 is the **HERO** bonded to it, you count as having achieved 2 battle tactics instead of 1.

Abolish It! When you reveal this battle tactic, pick 1 enemy **INCARNATE** on the battlefield. You complete this battle tactic if that enemy **INCARNATE** is abolished during this turn. If that enemy **INCARNATE** was abolished by an attack made by a friendly **INCARNATE** or an ability of a friendly **INCARNATE**, you count as having achieved 2 battle tactics instead of 1.

Monstrous Dominance: At the end of the turn, you complete this battle tactic if there are at least 2 more friendly **MONSTERS** on the battlefield than there are enemy **MONSTERS** on the battlefield. If 1 or more of those friendly **MONSTERS** are **INCARNATES**, you count as having achieved 2 battle tactics instead of 1.

Amber Spearhead: You complete this battle tactic if there are 2 or more units from your starting army wholly within your opponent's territory at the end of this turn. If 1 or more of those units are **KRONDSPINE INCARNATES**, you count as having achieved 2 battle tactics instead of 1.

MATCHED PLAY



When matched against the powers of raw, feral brutality and predatory cunning, only true courage and faith can hope to win the day.

SCORING SHEET

At the conclusion of a Strife in Thondia campaign, the player who has scored the most campaign victory points is declared the winner. On the page opposite we have provided a scoring sheet so that you can track the details of your battles, and which lists the ways in which campaign victory points are scored.

Record your name, the points limit for the campaign and the faction of your army at the top of your sheet. Record the results of each battle you fight in the campaign in the next section. There are spaces to note the number of battle tactics you completed, whether you completed your grand strategy, the result of the battle, and the number of campaign victory points you scored for the battle. Below the

results section is a list of what you score campaign victory points for during each battle. Record the total for each battle, and at the end of the campaign, add them together to get your total score.

The final section is for recording the name of each of your opponents and the campaign victory points they scored in each battle.

At the end of the campaign, if there is a tie for the most campaign victory points, the tied player who completed the most grand strategies wins. If there is still a tie, the tied player who completed the most battle tactics wins. If there is still a tie, the tied player that scored the most campaign victory points in Cut off the Head wins. If there is still a tie, all the tied players are joint winners!



● STRIFE IN THONDIA SCORING SHEET ●

Your Name		
Points Limit	☐ 1000	☐ 2000
Faction		

BATTLE RESULTS SHEET					
Battleplan	Number of Battle Tactics Completed	Grand Strategy Completed?	Won Battle?	Drew battle?	Campaign Victory Points
Clash in the Borderlands		☐	☐	☐	
The Invasion		☐	☐	☐	
The Prize		☐	☐	☐	
The Trap		☐	☐	☐	
Cut off the Head		☐	☐	☐	
Total					

CAMPAIGN VICTORY POINTS

Per Battle Tactic Completed..... 1 point

Grand Strategy Completed..... 5 points

Drew Battle 10 points

Won Battle 20 points

OPPONENT'S CAMPAIGN VICTORY POINTS SHEET		
Battleplan	Opponent's Name	Campaign Victory Points
Clash in the Borderlands		
The Invasion		
The Prize		
The Trap		
Cut off the Head		



BATTLEPLAN CLASH IN THE BORDERLANDS

The borderlands between these two territories have been the site of fierce battles in recent weeks. Each side seeks to break through and raze the enemy territory that lies beyond.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player must use their campaign army. They then roll off, and the winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the number of terrain features shown on the Strife in Thondia table (pg 99).

DEPLOYMENT

The attacker chooses which player uses Territory A and which player uses Territory B, and which long edge of the battlefield is the northern edge. The players then use alternating deployment (pg 88), starting with the attacker. Each player must set up their units wholly within their territory.

STEALING THE INITIATIVE

Do not roll off to determine who has priority in the first battle round. Instead, the player who finished deploying their army first has priority in the first battle round.

RAIDERS

Each player has a raid edge marked on the map (the long edge of their opponent's territory). At the end of each of their turns, players can pick any of their units that are within 3" of their raid edge and more than 3" from all enemy units to raid enemy territory. Remove units that raid enemy territory from play. Those units do not count as having been slain.

Designer's Note: If a unit raids enemy territory, make a note of whether it has less than half the models it started with. This is important when determining the victor.

BATTLE TACTICS

The players can pick from the following battle tactics in addition to those on page 104:

Raiders: Pick 1 friendly unit. You complete this battle tactic if that unit raids enemy territory at the end of this turn.

Blockade: Pick 1 enemy unit within 12" of your opponent's raid edge. You complete this battle tactic if that unit has been destroyed by the end of this turn.

BATTLE LENGTH

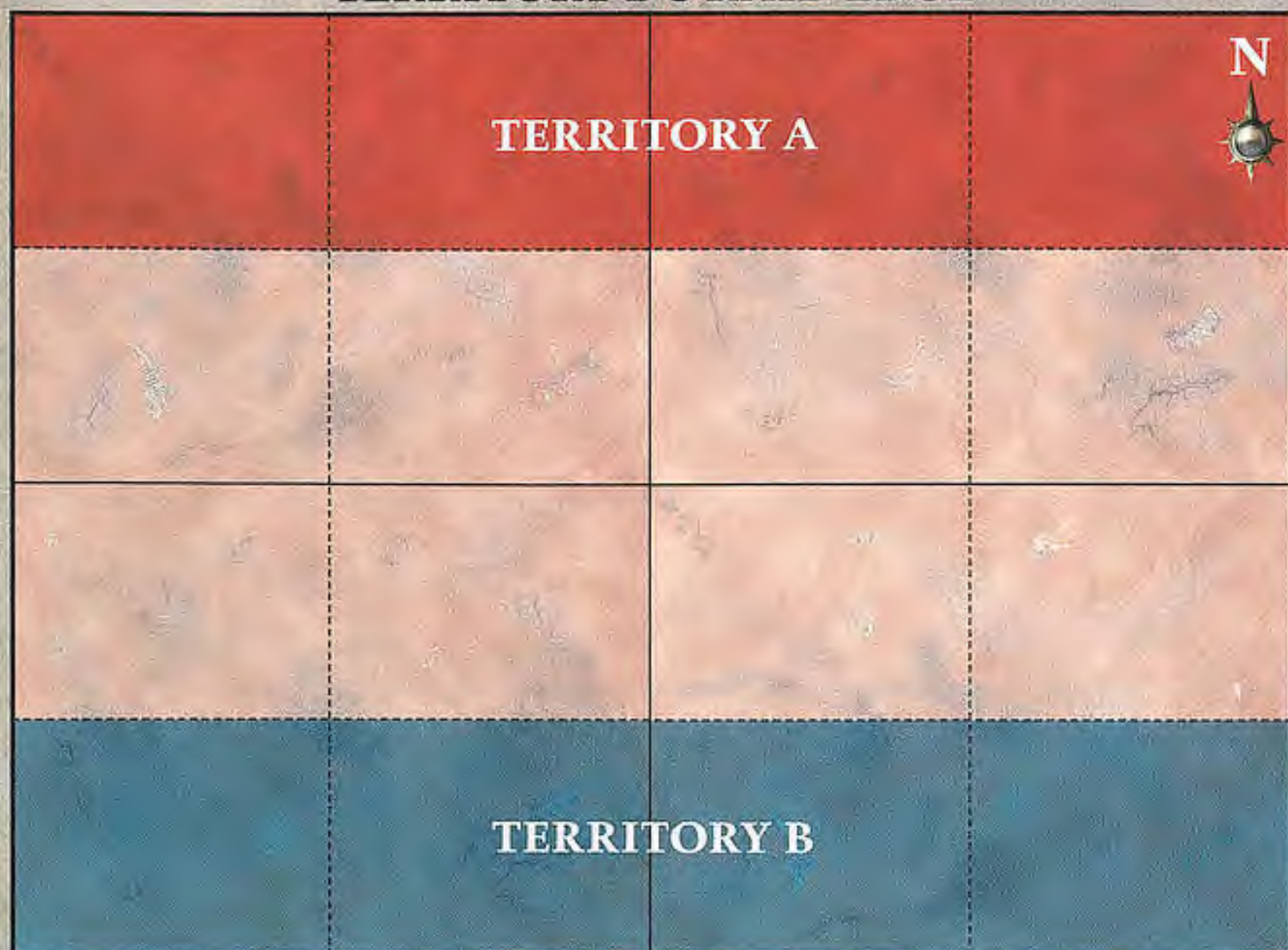
The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

At the end of the battle, each player totals the points values of the units in their army that raided enemy territory. If a raiding unit has less than half the models it started the battle with, it only contributes half its points value (rounding up) to the total. If one player's total is at least 200 points higher, that player wins a **major victory**.

If neither player wins a **major victory**, the player that completed the most battle tactics wins a **minor victory**. If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. Otherwise, the battle is a **draw**.

TERRITORY B'S RAID EDGE



TERRITORY A'S RAID EDGE

BATTLEPLAN THE INVASION

After a series of cross-border raids, one warlord begins to achieve dominance and decides to launch a full-scale invasion into their enemy's territory.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player must use their campaign army. If one player won their last battle and their opponent did not, then the player that won their last battle is the **attacker** and their opponent is the **defender**. If one player lost their last battle and their opponent achieved a **draw**, then the player that lost their last battle is the **defender** and their opponent is the **attacker**. In any other circumstances, roll off, and the winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the number of terrain features shown on the Strife in Thondia table (pg 99).

DEPLOYMENT

The attacker chooses which player uses Territory A and which player uses Territory B, and which long edge of the battlefield is the northern edge. The players then use alternating deployment (pg 88), starting with the attacker. Each player must set up their units wholly within their territory and more than 12" from enemy territory.

FACTION TERRAIN

The defender is allowed to set up a faction terrain feature. If they do not have a faction terrain feature in their army, they can pick 1 terrain feature and pick 1 scenery rule from the Thondia Mysterious Terrain table (pg 57) to apply to it.

FIRST TURN

The attacker must take the first turn in the first battle round.

BATTLE TACTICS

The players can pick from the following battle tactics in addition to those on page 104:

Occupy: You complete this battle tactic if you have any models wholly within your opponent's territory at the end of this turn and your opponent does not have any models wholly within their territory at the end of this turn.

Repel: You complete this battle tactic if there any enemy models wholly within your territory at the start of this turn and there are no enemy models wholly within your territory at the end of this turn.

DOMINANT WARLORD

Once per battle round, the attacker can use a command ability without a command point being spent if they pick their general to issue the command.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

At the end of the battle, a player controls a quarter of the battlefield if they have any units wholly within it and there are no enemy units wholly within it. If one player controls more quarters than their opponent, they win a **major victory**. If neither player wins a **major victory**, the player that completed the most battle tactics wins a **minor victory**. If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. Otherwise, the battle is a **draw**.



BATTLEPLAN THE PRIZE

Word has reached the commanders that hidden amidst a set of ancient ruins is a powerful relic from the Age of Myth. The two armies race to be the one to secure it for themselves.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player must use their campaign army. If one player won their last battle and their opponent did not, then the player that won their last battle is the **attacker** and their opponent is the **defender**. If one player lost their last battle and their opponent achieved a **draw**, then the player that lost their last battle is the **defender** and their opponent is the **attacker**. In any other circumstances, roll off, and the winner chooses which player is the **attacker** and which is the **defender**.

THE BATTLEFIELD

The defender sets up the number of terrain features shown on the Strife in Thondia table (pg 99). After the terrain features have been set up, starting with the defender, the players alternate picking 1 terrain feature to be a **relic site**, until there are 5 relic sites in total.

DEPLOYMENT

The attacker chooses which player uses Territory A and which player uses Territory B, and which long edge of the battlefield is the northern edge. The other territory is the defender's territory. The players then use alternating deployment (pg 88), starting with the attacker. Each player must set up their units wholly within their territory.

FIRST TURN

The attacker must take the first turn in the first battle round.

DOMINANT WARLORD

Once per battle round, the attacker can use a command ability without a command point being spent if they pick their general to issue the command.

DISCOVERING THE RELIC

After deciding who has priority at the start of each battle round, the loser of the priority roll must pick 1 relic site and roll a dice. If the score is higher than the number of the current battle round, that terrain feature is no longer a relic site. If the score is equal to or less than the number of the current battle round, the relic is hidden in that terrain feature and all other terrain features are no longer relic sites.

If there is only one relic site left on the battlefield, the relic is automatically hidden in that terrain feature.

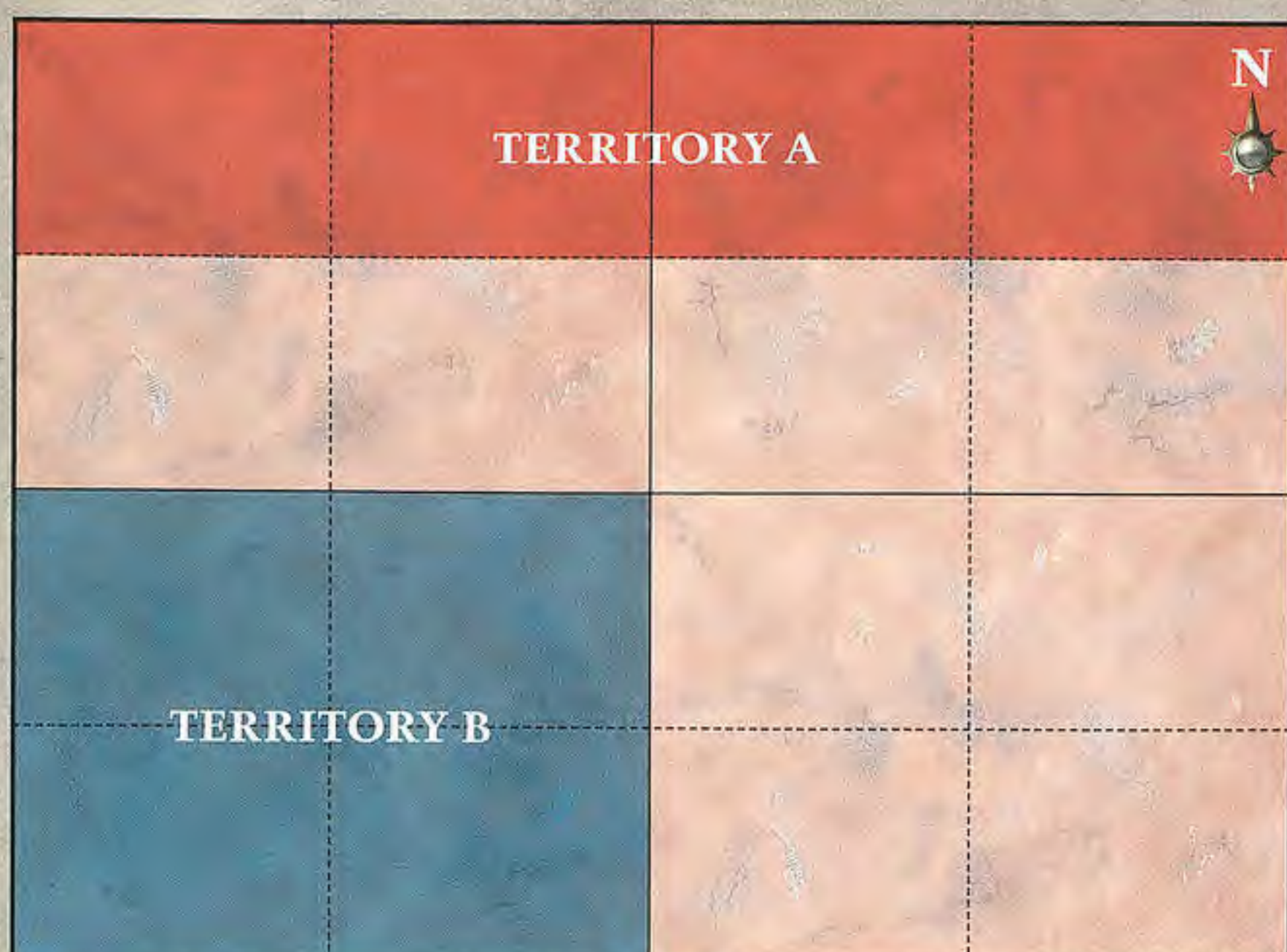
BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

At the end of the battle, one player wins a **major victory** if they control the terrain feature in which the relic is hidden and there are no enemy models within 6" of that terrain feature.

If neither player wins a **major victory**, the player that completed the most battle tactics wins a **minor victory**. If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. Otherwise, the battle is a **draw**.



BATTLEPLAN THE TRAP

With the ancient relic in their possession, the victors are intent on returning to their homeland with their prize, unaware that they are heading into a trap.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player must use their campaign army. If one player won their last battle and their opponent did not, then the player that won their last battle is the **attacker** and their opponent is the **ambusher**. If one player lost their last battle and their opponent achieved a **draw**, then the player that lost their last battle is the **ambusher** and their opponent is the **attacker**. In any other circumstances, roll off, and the winner chooses which player is the **attacker** and which is the **ambusher**.

THE RELIC

The attacker can give 1 universal artefact of power (core rules, 27.5) to a **HERO** in their army. This artefact of power is called the **relic** in the following rules. The relic can be given to a **HERO** even if they already have an artefact of power.

THE BATTLEFIELD

The ambusher sets up the number of terrain features shown on the Strife in Thondia table (pg 99).

FACTION TERRAIN

The ambusher is allowed to set up a faction terrain feature. If they do not have a faction terrain feature in their army, they can pick 1 terrain feature and pick 1 scenery rule from the Thondia Mysterious Terrain table (pg 57) to apply to it.

DEPLOYMENT

The attacker chooses which long edge of the battlefield is the northern edge. The attacker sets up their army first, wholly within their territory. The attacker cannot set up units in reserve. Then, the

ambusher sets up each unit in their army either wholly within their territory and more than 12" from all enemy units, or wholly within their territory, wholly on a terrain feature and more than 3" from all enemy units.

AMBUSH

The ambusher must decide who will have the first turn in the first battle round.

STEALING THE RELIC

If the **HERO** bearing the relic is slain, before the **HERO** is removed from play, the opposing player can give the relic to a **HERO** in their army that is within 3" of the slain model. If there are no eligible **HEROES** within 3" of the slain model, then the relic is lost.

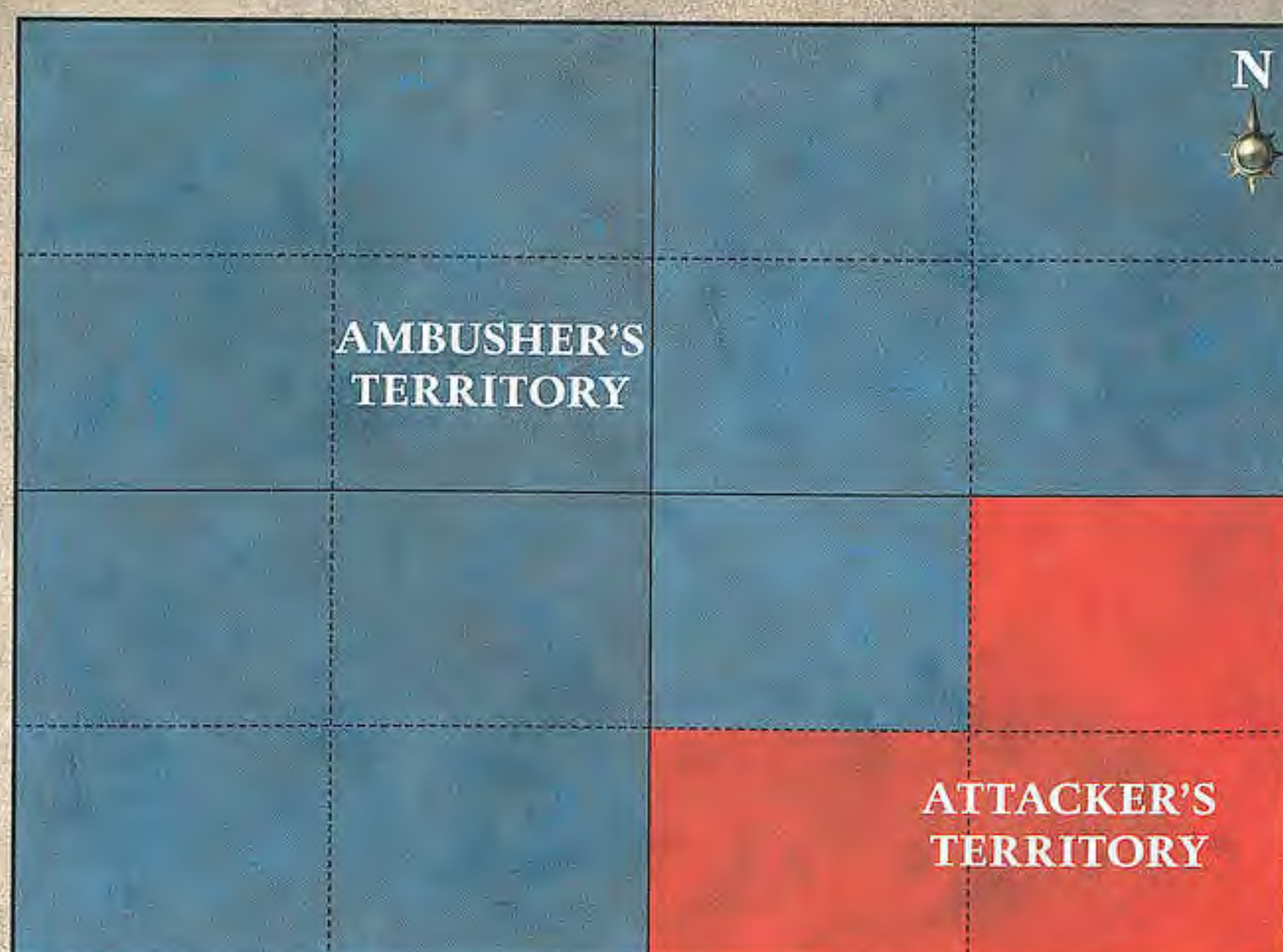
BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

At the end of the battle, if a player has a **HERO** bearing the relic, that player wins **major victory**.

If neither player wins a **major victory**, the player that completed the most battle tactics wins a **minor victory**. If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a **minor victory**. Otherwise, the battle is a **draw**.



BATTLEPLAN CUT OFF THE HEAD

The generals of these two forces, now bitter rivals, seek to defeat each other once and for all.

REALM RULES

This battle uses the Realmsphere Magic and Realm Command realm rules on page 56.

THE ARMIES

Each player must use their campaign army. If one player won their last battle and their opponent did not, then the player that won their last battle is the **attacker** and their opponent is the **defender**. If one player lost their last battle and their opponent achieved a **draw**, then the player that lost their last battle is the **defender** and their opponent is the **attacker**. In any other circumstances, roll off, and the winner chooses which player is the **attacker** and which is the **defender**.

THE RELIC

The attacker can give 1 universal artefact of power (core rules, 27.5) to a **HERO** in their army. This

artefact of power is called the **relic** in the following rules. The relic can be given to a **HERO** even if they already have an artefact of power.

THE BATTLEFIELD

The defender sets up the number of terrain features shown on the Strife in Thondia table (pg 99).

FACTION TERRAIN

The defender is allowed to set up a faction terrain feature. If they do not have a faction terrain feature in their army, they can pick 1 terrain feature and pick 1 scenery rule from the Thondia Mysterious Terrain table (pg 57) to apply to it.

DEPLOYMENT

The attacker chooses which player uses Territory A and which player uses Territory B, and which long edge of the battlefield is the northern edge. The players then use alternating deployment (pg 88), starting with the attacker. Each player must set up their units wholly within their territory.

STEALING THE RELIC

If the **HERO** bearing the relic is slain, before the **HERO** is removed from play, the opposing player can give the relic to a **HERO** in their army that is within 3" of the slain model. If there are no eligible **HEROES** within 3" of the slain model, then the relic is lost.

BATTLE TACTICS

The players can pick from the following battle tactics in addition to those on page 104:

Fortune Favours the Bold: You complete this battle tactic if the model chosen to be your general is within 3" of an enemy **HERO** at the start of the combat phase.

The Better Part of Honour: You complete this battle tactic if the model chosen to be your general retreats this turn.

BATTLE LENGTH

The battle lasts for 5 battle rounds.

GLORIOUS VICTORY

At the end of the third and each subsequent battle round, a player immediately wins a **major victory** if the model chosen to be their opponent's general has been slain and the model chosen to be their general has not been slain.

If neither player wins a **major victory**, the player that completed the most battle tactics wins a **minor victory**. If both players completed the same number of battle tactics, then if only one player completed their grand strategy, that player wins a minor victory. Otherwise, the battle is a **draw**.

