

FLASHPOINT CLASH

THE TOME CELESTIAL

Many are the mortal servants of Chaos, those cursed souls who have turned to worshipping the Dark Gods in pursuit of power and glory. These Slaves to Darkness rampage across the realms in vast hordes, despoiling all in their path in a ceaseless quest to gain the favour of their dreadful patrons.



SLAVES TO DARKNESS

The coming of the Slaves to Darkness is heralded by the ominous tramp of heavy boots, the guttural bellowing of profane oaths and the sight of tattered banners on the horizon, emblazoned with icons of ruin and defilement. Clad in hellforged iron and wielding cruel axes and runemarked blades, the mortal champions of the Dark Gods come sweeping down upon their foes, hacking and carving in an exultant frenzy. The very presence of these fell beings warps and scars the land, for they are vessels for the nightmarish horror of Chaos.

All warriors of the Dark Gods walk the Path to Glory, a treacherous journey to immortality that most often ends in madness, death or worse. Yet for the mightiest few, the rewards are great indeed. As they burn, kill and conquer, they accrue manifold dark blessings from their gods. Their bodies swell with unnatural power and sprout hideous mutations, such as lashing tentacles or razor-sharp horns. The greater their glories, the more potent their aura of power becomes, and the higher they climb in the brutal hierarchy of the Slaves to Darkness. Worshippers flock to their side from distant lands, eager for a share of plunder, and kings and heroes fall before them by the score.

For these rare and terrible tyrants, the ultimate prize awaits: ascension to the rank of Daemon Prince and an eternity of slaughter in the name of Chaos.

THE FALL TO DARKNESS

Long has the warping power of Chaos held sway over the Mortal Realms. Yet it was not always so. All through the Age of Myth, the Dark Gods brooded in the Realm of Chaos, that nightmarish, ever-shifting hellscape that lies beyond the veil of reality. They observed the glorious civilisation nurtured by the God-King Sigmar and his pantheon with covetous eyes, yet they were unable to manifest their will. Instead, they turned to subtler methods, whispering temptations into the ears of mortals. Preying upon the weaknesses of humans, duardin and aelves, they incited depravity and rebellion wherever they could. It took many years for their designs to come to pass, but eventually the seeds of corruption sprouted throughout Sigmar's well ordered society, and the Dark Gods finally found the power to tear their way into reality. Civilisation collapsed into anarchy. Daemonic legions spilled across the lands in an orgy of violence, and the God-King's unprepared and divided Pantheon of Order was unable to check their relentless march.

Faced with an inevitable and torturous demise, many kingdoms and city-states threw their lot in with the advancing hordes of Chaos, flocking to the banner of Archaon the Everchosen – the Exalted Grand Marshal of the Apocalypse and the greatest mortal champion of the Dark Gods. These would become the first Slaves to Darkness, the first tribes of man, aelt and duardin to damn their souls forever in exchange for



the strength to survive. They would not be the last to make such a choice. As Archaon's armies swelled, so did those of Order diminish, worsened by internal divisions and the sheer fury of the Chaos assault. Despite a fierce resistance, Sigmar was ultimately forced to retreat to safety in Azyr, sealing the gates of the Realm of Heavens behind him. So it was that the light of hope was snuffed out and an Age of Chaos began.

During this era of unimaginable horror, those tribes and kingdoms of mortals left to fend for themselves across the vast expanse of the Mortal Realms were wiped out one by one. Many were entirely obliterated, their populace slaughtered in a frenzy of horrific bloodletting. Yet countless others chose the path of the Slaves to Darkness, devoting themselves to the new and unquestioned masters of the realms and accepting a life of callous brutality in exchange for their survival. Some turned to the worship of a single Chaos God, most often the one that laid claim to their territories. Others embraced the entire Dark Pantheon, seeing the different deities as aspects of a greater and infinitely more terrible whole. Sometimes, the process was more subtle; many tribes fell to damnation without making a conscious choice, swayed by the unseen machinations of daemonic entities and gradually becoming as debased and cruel as any of their kind.

The God-King and his armies have since returned to reclaim their lost territories, and the Stormcast Eternals

and their allies have achieved great victories and resettled many lands. Yet these reclaimed regions represent a mere fraction of the realms' vast expanse, and most of this wilderness remains in the grip of the Dark Gods and their servants. From the verdant jungles of Thyria to the silver mountains of Chamon, the taint of ruin has seeped into the foundations of reality, twisting the landscape and wildlife alike into shapes more pleasing to the Dark Gods. Each of these primordial beings has claimed a vast swathe of territory, transforming the environment into a dark mirror of their own hellish domains. Khorne's holdings are wracked by violent volcanic upheavals and storms of boiling blood, while Nurgle prefers to drown the pristine woods and gardens of the realms in filth and putrescence. Tzeentch, the Chaos God of Sorcery, delights in unleashing magical storms and rampant mutation upon the lands, while those nations in thrall to Slaanesh are marked by grotesquely beautiful fusions of living tissue and a sickly-sweet aroma that intoxicates and repels in equal measure.

For many mortal tribes scraping out an existence far from the relative safety of Sigmar's great cities, this mysterious, all-encompassing power is the only master they have ever known. They dwell in regions cursed by unimaginable horrors: hungering, shapeless mutants, storms of soul-shredding magic and far worse besides. To such people, worship of Chaos – whatever form that might take – is not a sign of corruption or spiritual decay but a simple necessity of survival. For all their alien malice, the Dark

'Cease your prattling, priest. Do you still believe your God-King will deliver you from this agony? Did his miracles keep my warriors from breaking through these walls, from burning and killing as they willed? You have wasted your life in worship of a weakling and a coward. Die as you lived then, in servile wretchedness.'

– Lord Ghulbrax of the Reaper Mountains





Gods grant those who worship them the strength and force of will to endure an existence of unimaginable savagery.

Regardless of the tragedy behind their fall to Chaos, the Slaves to Darkness have chosen to worship deities whose influence is inherently corrupting. To rise high in the eyes of the Dark Gods require one to partake in the most vile acts, and moreover to seek joy in them. Chaos worshippers are eternally bound to walk a path that will corrupt their spirit, and in doing so utterly destroy the essence of the person they once were. To walk the Path of Glory is to embrace damnation.

ASPECTS OF THE DARK PANTHEON

Most mortals lack the clarity to comprehend the true nature of the Dark Gods, and thus the Slaves to Darkness worship Chaos in any number of different guises and aspects. Countless warlike tribes pay tribute to Khorne, for example, but they do not all share a unified vision of their patron. The coastal raiders of Ghur's Coast of Thorns see him as the Blood Kraken, a monstrous flesh-eating creature of the deep ocean, while the cannibal horselords of the northern Aridian ashplains speak of mighty Kharsk, a red-eyed giant atop a steed of flame whose coming will herald the explosive destruction of the Realm of Fire. So long as they continue their gory rampages, providing him with a constant flow of blood and skulls, Khorne cares nothing for the specifics of their worship. Any act of violence and rage empowers the Blood God, after all.

Even those who heed the call of the Everchosen and make the unholy pilgrimage to his domain in the

Eightpoints are merely taking the first ignorant steps upon the path to damnation. The warbands that battle for dominance across that horrific wasteland hail from many different cultures and locations, and their interpretations of Chaos itself are similarly divergent. The Cypher Lords worship it as a protean entity of trickery and madness, while the Unmade of Shyish seek a grotesque spiritual awakening through the practice of torture and self-mutilation.

These warbands stand at the threshold of a terrible enlightenment. Some feel the call of a particular deity most strongly. The avian Great Gatherer worshipped by the Corvus Cabal certainly embodies many qualities prized by Tzeentch – trickery, subterfuge and avarice. Likewise, the bone-shattering martial brutality of the Iron Golems would surely please the Blood God. Yet the destinies of these tribes are not assured, for they are yet to pledge their souls to a specific deity. Chaos is ever-mutable and anarchic, and if a warband was to come under the charismatic sway of a warlord or sorcerer who worshipped a particular god, they might in time come to embrace this new patron wholeheartedly.

AN AGE OF TOOTH AND CLAW

The Era of the Beast has come upon the forces of Chaos at a moment of great upheaval. Though Archaon's grasp upon the majority of his territories remains firm, his armies have suffered a number of setbacks. The legions of Death have forced their way into the Eightpoints, establishing a fortress near to the very heart of the Everchosen's domain. To the surprise and anger of many of his lieutenants, Archaon has not yet ordered a



THE THREE-EYED KING

The Slaves to Darkness are ever fractious and divided, for it is in the nature of the Dark Gods to sow discord even amongst their own servants. Indeed, they take great amusement in the act and the bloody repercussions that ensue. Despite their anarchic nature, however, all Chaos tribes owe allegiance to Archaon, the Exalted Grand Marshal of the Apocalypse. A demigod of ruin and tyranny, Archaon is the Everchosen of the Ruinous Powers, the chosen high commander of their infernal hosts. By his hand have the armies of Chaos laid waste to the Mortal Realms, and those that defy him are soon cleaved in half by the Slayer of Kings – his fearsome daemonblade. This fate might be kinder than being devoured by Archaon's colossal three-headed steed, Dorghar, for such unfortunates are condemned to an eternity of torment in the monster's belly.

Archaon is an ancient being whose origins are shrouded in mystery but whose ruthlessness and might are legendary. Even daemon lords grow uneasy in his presence. Few can match the Everchosen in the domain of strategy, and for many long years he had plotted how to smash open the Gates of Azyr and lay waste to the Celestial Realm. Sigmar is his greatest nemesis, and the Everchosen has brought death to the God-King's servants since the time of the World-that-Was. Only when Azyrheim burns and daemons defile the ruins of Sigmaron will the Everchosen know satisfaction, though only the foolish believe that his campaign of terror will end there.

BE'LAKOR, THE DARK MASTER

The self-proclaimed First Prince of Chaos, Be'lakor is a creature of ancient malice whose schemes and cruel machinations have plagued mortalkind since the days of the World-that-Was. His exact origins are shrouded in mystery. Some say that Be'lakor once claimed the favour of the entire Ruinous Powers, only to be stripped of this honour when he tried to overthrow the Dark Gods themselves. Others claim that this fall from grace was a simple result of the pantheon's capricious nature, a mocking insult to their most ambitious servant. There are stranger rumours too; some say that the Dark Master – as Be'lakor desires to be known – has a strange connection to Ulgu, Realm of Shadow, and perhaps once ruled over that twilight place before the coming of Malerion. This might explain Be'lakor's ability to manipulate shadow and darkness with particular skill.

Regardless of the truth, what is certain is that Be'lakor is a formidable being, and not solely due to his daemonic strength and mastery of magic. The First Prince is no mere brutish champion of ruin; his monstrous appearance belies a manipulative cunning. He is endlessly patient and calculating, and he delights in weaving realms-spanning plots to undermine and isolate his foes before emerging to unleash the killing blow himself. This arch manipulator showed the full extent of his talents when he unleashed the cursed skies upon the unsuspecting realms. These vile, roiling

storm clouds of Chaos energy have sent many Stormcast Eternals to a final, agonising death, forever cutting their souls off from Azyr. The mighty free city of Vindicarum nearly fell to Be'lakor's machinations; only the re-emergence of the smith-god Grungni prevented its destruction, though despite this disappointment, the Dark Gods were greatly impressed by Be'lakor's cruelty.

In the wake of this success, Be'lakor has moved to secure his gains, and to threaten Archaon's position as the Everchosen. As the first being to claim the favour of all four Chaos Gods, the Dark Master believes this title is his by right. His grand army – the Legion of the First Prince – launches waves of attacks under the cover of the cursed skies, seizing vital strategic assets and slaughtering those who would stand in the way of their overlord's ascension. As yet, Be'lakor has not dared to declare open war against the Everchosen. Instead he ensures that his true intentions remain hidden behind a veil of deniability and misdirection, disguising them as nothing more than bouts of anarchic bloodshed that periodically erupt amongst the forces of Chaos. Yet Archaon is no fool, and even Be'lakor does not doubt that his rival suspects that something is afoot. It seems only a matter of time before the ancient grudge between the two must be decided for good. Already there are rumours of mortal hosts abroad that proudly hold aloft not the banners of the Everchosen but the dread sigils of the Dark Master.

full-scale assault to destroy the Arx Terminus. Were he any other warlord, such a display of laxness would surely have sealed Archaon's doom, but there are few beings brave or foolish enough to question the Everchosen's methods.

That is not to say that his position is unassailable. The success of Be'lakor's plot to curse the very skies of the realms has earned the Dark Master great favour from the Ruinous Powers and thus given rise to Archaon's first true rival for dominance in many long centuries. Be'lakor is a subtle creature, and he dares not risk open conflict with his hated nemesis. Yet even the Everchosen cannot be everywhere at once; in distant corners of his domain the cursed skies descend, smothering the lands in a pall of shadow and crackling sorcery. This cover masks a flurry of troop movements as the Dark Master's acolytes swiftly seize locations chosen by their overlord: key strategic assets such as varanite mines, realmgates and sites of arcane power. Be'lakor's faithful have infiltrated several major Chaos nations, subverting or gruesomely slaying those who remain loyal to the Everchosen.

Though it seems unlikely that Archaon is unaware of this building threat within his own empire, there is much else that requires the Everchosen's attention. The surging revival of the orruk tribes under the Earthquake God, Kragnos, has gravely threatened Chaos territories in Ghur as Kruleboyz and Ironjawz spill out of the mountains and

marshes in great, hollering mobs, intent on plunder and destruction. These attacks coincide with a great wave of feral energy sweeping across the Realm of Beasts and beyond, infecting all it touches with a savage madness. Those Slaves to Darkness tribes that call Ghur their home have become even more aggressive in its wake, many losing themselves to mindless bloodlust or even degenerating into twisted beasts.

Archaon's Ghurish strongholds have suffered particularly grievously at the hands of the Kruleboyz, who have proven a most devious foe. Taking advantage of their Chaos foes' propensity for blunt aggression – only heightened by the fug of savage fury that shrouds the Realm of Beasts – the swamp-dwelling greenskins have lured many of the Dark Gods' hosts into lands perfect for ambush. Wading through thigh-high bogs, choking on foul-smelling vapours, these Chaos forces were struck by volley after volley of poisoned bolts, hurled gas-bombs and other deadly missiles, before lanky, spear-wielding orruks rushed out of the mists to seal their fate. It is a testament to the might of the Slaves to Darkness that even in the face of such effective ambushes, they have held on to much of their territory, repelling every Kruleboyz attack with furious zeal. Still, the orruks show no sign of relenting, and the thumping drumbeat of Ghur sends more Chaos Warriors into a berserk fury with every passing day, making them as much a danger to their kin as to the enemy.



Though they too have suffered in the face of repeated greenskin incursions, old enemies of the Dark Gods remain a threat to Chaos hegemony. Nagash may have retreated to Shyish to lick his wounds after his great duel with Teclis, but his armies remain vast – vaster, perhaps, than even the Everchosen's legions. They sweep across Chaos-held lands in great tides of bone and rotting flesh, conquering underworld after underworld and replacing smouldering corruption with sterile lifelessness. The Lumineth are emboldened by recent successes, and their radiant glyphs have been seared into the land in many places, a brazen affront to the Dark Gods that must be answered in blood. Khainites, ocean-dwelling Idoneth and the truculent duardin empires of fire and air – all are unrelenting foes.

And then, of course, there is the God-King – the ancient enemy, bolstered by the return of his ally Grungni. Warriors clad in Thunderstrike battle-plate have engaged Archaon's armies on multiple fronts and proven immensely dangerous foes. With new tactics and weapons, they have redoubled their attempts to seize territories dedicated to the Dark Gods, and even Be'lakor's cursed skies have proven an ineffective barrier against their lightning assaults. There seems to be a new momentum to Sigmar's war; for every Dawnbringer Crusade that is encircled and butchered, another seems to emerge from the gates of the free cities. New cities, strongpoints and settlements are founded with every

passing season, and even the Everchosen's numberless hosts cannot burn them all to rubble.

Despite the manifold threats gnawing at the borders of his domain – and from within – Archaon has been sighted rarely since his defeat of Orpheon Katakros at the Battle of the Varanspire. The Everchosen pursues his own nefarious ends, all of which are intended to bring about the final defeat of Sigmar and unquestioned domination of the cosmos in the name of Chaos. The immensity of his ambitions transcends simple territorial struggles; beyond the borders of the known realms there are endless battles to be waged and unimaginably powerful foes to be slain or brought to heel. The Everchosen plays a long game, and the full blessings of the Dark Gods are still upon him. Fuelled by molten realmstone, the hell-forges of the Varanspire constantly churn and roar, belching flames and flesh-corroding gases as fresh hosts of ruin are armed and armoured. Hulking, twin-horned brutes emerge from the gates of Archaon's fortress in massed ranks, snorting and spitting as they clutch cleavers that could hack a rhinox in two with a single blow.

Though Archaon's precise movements might remain a mystery to all but his trusted Varanguard, the iron-spiked wheels of his immense war machine have begun to churn with renewed energy. Few doubt that the hour will soon come when the Exalted Grand Marshal of the Apocalypse will return to lead his unholy armies into a new era of ruin and tyranny.

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

BATTLETOME: SLAVES TO DARKNESS UPDATE

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

ALLEGIANCE ABILITIES

This section of this article adds a new battle trait to the allegiance abilities section of *Battletome: Slaves to Darkness*. The new battle trait allows you to take a Mark of Chaos for **CULTISTS** units and their leaders. It also allows you to take Cultists units as Battleline units that have the same Mark of Chaos as the army general.

CORE BATTALIONS

This section of this article includes 2 core battalions that can be included in any Slaves to Darkness army. 'Chaos Warband' is for Champions of Chaos and their retinue, while the 'Overlords of Chaos' is for elite formations of Archaon's chosen warriors. Both of these core battalions have the 'Unified' battalion ability, giving you lots of flexibility in matched play games.

• OPEN PLAY •

This section includes twists and a ruse that can only be used by a Slaves to Darkness army.

• MATCHED PLAY •

This section includes grand strategies and battle tactics that can only be used by a Slaves to Darkness army.

• PATH TO GLORY •

This section contains rules for using your Slaves to Darkness collection in a Path to Glory campaign.

USURPATION OF POWER

The last section is a campaign arc for your Slaves to Darkness to play through. It tells the story of Be'lakor's attempt to bring the Banelands under his control. The campaign arc lasts for three to five battles in total. It works with any of the following battlepacks: Open War, Path to Glory or Contest of Generals.

ALLEGIANCE ABILITIES

Add the following battle trait to the allegiance abilities in *Battletome: Slaves to Darkness*.

CULTISTS OF THE DARK GODS

Most Chaos Cultists either knowingly or unwittingly bear the mark of one of the Ruinous Powers.

When you select an **OGROID MYRMIDON**, **DARKOATH WARQUEEN**, **DARKOATH CHIEFTAIN** or **CULTISTS** unit to be part of a Slaves to Darkness army, you can give it one of the following Mark of Chaos keywords: **KHORNE**, **TZEENTCH**, **NURGLE**, **SLAANESH** or **UNDIVIDED**.

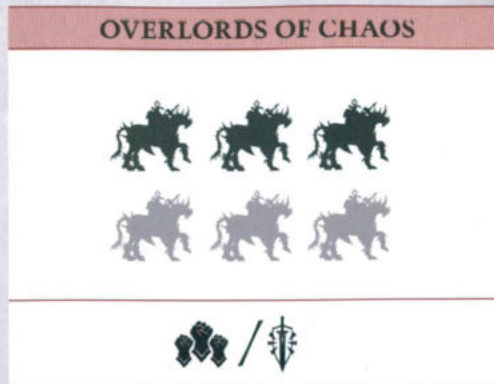
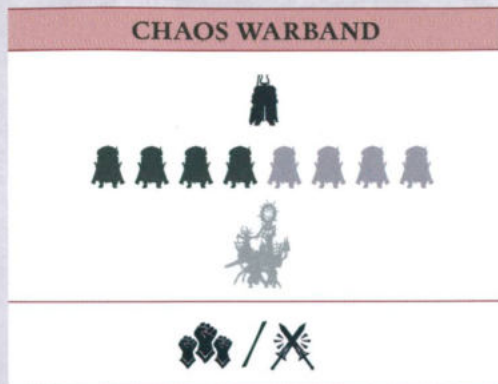
CULTIST BATTLELINES

Chaos Cultist warbands often make up the bulk of the rank-and-file warriors in Slaves to Darkness armies.

If you give a **CULTIST** unit a Mark of Chaos keyword, it has the Battleline battlefield role if it has the same Mark of Chaos keyword as the model that was picked to be the army's general.

CORE BATTALIONS

You can include the following core battalions in a Slaves to Darkness army if the battlepack you are using says that you can use core battalions.



SLAVES TO DARKNESS UNIT ICONS

(Mandatory/Optional)



SLAVES TO DARKNESS Leader.



SLAVES TO DARKNESS Behemoth.



SLAVES TO DARKNESS unit that is not Leader, Behemoth or **VARANGUARD**.



VARANGUARD unit.

BATTALION ABILITY ICONS

Unified: One-drop Deployment (core rules, 26.2.1).

Expert: Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.

Magnificent: When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.

Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.

Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.

Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.



OPEN PLAY

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

SLAVES TO DARKNESS TWIST

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

SLAVES TO DARKNESS TWIST TABLE

D6	Twist
1	The Gods Hold No Interest Here: <i>The Ruinous Powers have deemed there is too little at stake to entertain this conflict.</i> This twist has no effect on the battle.
2	Furious Bloodstorm: <i>Scalding crimson rain lashes down across the battlefield, inspiring a mindless rage in all it touches.</i> Subtract 1 from casting rolls for WIZARDS . In addition, you can re-roll wound rolls of 1 for attacks made with melee weapons by units that made a charge move in the same turn.
3	Drifting Chokespores: <i>A nearby copse of mouldering trees vomits clouds of toxic spores into the air, severely limiting sight and movement.</i> Units cannot fly. In addition, subtract 1 from hit rolls for attacks made with missile weapons.
4	Crystal Wyrdsdards: <i>Fragments from Tzeentch's realm have rained down from the skies. Those who wield the arcane can draw upon the power contained within these iridescent shards – at their own risk, of course.</i> You can re-roll casting rolls for friendly WIZARDS . However, if you do so, that WIZARD suffers D3 mortal wounds after the effects of the spell have been resolved.
5	Exultant Melody: <i>A soul-piercing note rings out across the battlefield, igniting the senses of all who hear it.</i> Units can run and still charge later in the turn. However, units that run and charge in the same turn suffer D3 mortal wounds at the end of the charge phase of that turn.
6	The Great Game: <i>The Gods wager on the victor of this conflict, each lending their power to the battlefield to tip the scales in their favour.</i> At the start of each battle round, after priority has been determined, the player who lost the priority roll decides which 1 of the following twists will apply in that battle round: Furious Bloodstorm, Drifting Chokespores, Crystal Wyrdsdards or Exultant Melody.

SLAVES TO DARKNESS RUSE

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

Chosen One: *Sometimes a Champion of Chaos will catch the eye of their patron god and be blessed before the battle even begins.*

After deployment but before the first battle round begins, pick 1 friendly **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword. You can make 1 roll on the Eye of the Gods table for that friendly **SLAVES TO DARKNESS HERO**.



MATCHED PLAY

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

GRAND STRATEGIES

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

CONQUERORS OF THE REALMS

Slaves to Darkness army only.

Dominating Presence: *From the Flamescar Plateau in Aqshy to the haunted Banelands of Shyish, the Mortal Realms belong to Chaos. So it was, and so shall it always be.*

When the battle ends, you complete this grand strategy if there is at least 1 friendly **SLAVES TO DARKNESS** unit wholly within each large quarter of the battlefield.

BATTLE TACTICS

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

TRIUMPH OF CHAOS

Slaves to Darkness army only.

In Thrall to Chaos: *Those lands in thrall to the Slaves to Darkness were won through acts of terror and slaughter.*

Pick 1 objective on the battlefield that is within 12" of any enemy units. You complete this battle tactic if there are no enemy units within 12" of that objective at the end of this turn.

Lust for Power: *A Champion of Chaos soon becomes addicted to accumulating more and more glory in order to gain powerful rewards from their patron god.*

Pick 1 friendly **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword. You complete this battle tactic if you roll on the Eye of the Gods table for that **HERO** during this turn.



PATH TO GLORY

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

MARK OF CHAOS

When you add a **SLAVES TO DARKNESS** unit to your order of battle, you must record its Mark of Chaos if it has one. That unit must always be given that Mark of Chaos when you include it in an army.

EYE OF THE GODS

Rolls on the Eye of the Gods table have the following additional effects on a Slaves to Darkness Path to Glory army.

Eye of the Gods

2 Spawndom

If a friendly **SLAVES TO DARKNESS HERO** is replaced with a **SLAVES TO DARKNESS CHAOS SPAWN** in a Slaves to Darkness Path to Glory army, then that **HERO** is removed from the army's order of battle in step 2 of the aftermath sequence and replaced with a **SLAVES TO DARKNESS CHAOS SPAWN** unit that has 1 model.

3-8 Various Rewards

Unless the roll was Snubbed by the Gods, record the reward taken for the **HERO** on the army's order of battle in step 2 of the aftermath sequence. That **HERO** cannot receive those rewards again in any future battle (count the roll as a Snubbed by the Gods result). If you fight a middle or higher tier battle against another Path to Glory army, then the **HERO** has these rewards at the start of the battle.

9-10 Daemonic Legions

The **DAEMON** unit returns to the Realm of Chaos at the end of the battle (do not add it to your order of battle.)

11-12 Dark Apotheosis

If a friendly **SLAVES TO DARKNESS HERO** is replaced with a **SLAVES TO DARKNESS DAEMON PRINCE** in a Slaves to Darkness Path to Glory army, then that **HERO** is removed from the army's order of battle in step 2 of the aftermath sequence and replaced with a **SLAVES TO DARKNESS DAEMON PRINCE** unit.

SLAVES TO DARKNESS QUESTS

If your army is a Slaves to Darkness army, you can pick the following quest for your Path to Glory roster.

QUEST GLORY OF CHAOS

To gain greater power, and ultimately to attain immortality through ascension to daemonhood, is the ambition of all Slaves to Darkness.

Pick 1 **SLAVES TO DARKNESS HERO** that has the **EYE OF THE GODS** keyword.

At the end of each Path to Glory battle, add 1 quest point to the progress section of your quest log for each roll you made for that **HERO** on the Eye of the Gods table that was not a roll of 2, 7, 11 or 12, if that **HERO** has not been slain or replaced with another model at the end of the battle.

Once you have gained 3 or more quest points, you complete this quest, and you can upgrade that **HERO** to a **DAEMON PRINCE** in step 7 of the aftermath sequence (see Heroic Upgrades, next page).

If the roll on the Eye of the Gods table for that **HERO** was 2, 7, 11 or 12, then this quest ends; remove it from your quest log.



VETERAN ABILITIES

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

Slaves to Darkness Veteran Abilities

Countless Recruits: *Such is the renown of this regiment that countless Cultists and Marauders are drawn to its ranks.*

CULTISTS and **CHAOS MARAUDERS** units only. Once per battle, in your hero phase, you can return D6 slain models to this unit.

Favoured of the Gods: *The exploits of these mighty warriors have captured the eye of their patron, who has rewarded them with an aura of dark power.*

Units with a Mark of Chaos only. Once per battle, at the start of any phase, you can pick 1 model in this unit. If you do so, until the end of that phase, that model is treated as a **SLAVES TO DARKNESS HERO** for the purposes of the Aura of Chaos battle trait.

TERRITORIES

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

SLAVES TO DARKNESS FACTION TERRITORIES (D66)

61-63 CHAOS DREADHOLD

This is the perfect location to build a dominating fortress, solidifying your claim over these conquered lands and instilling fear in the hearts of your enemies for leagues around.

This territory has no effect until it is upgraded.

[Upgrade 5GP] Chaos Dreadhold: Each time you upgrade a territory or your stronghold, reduce the cost in glory points by D6 (to a minimum of 0).

64-66 CHAOS WASTES

In a cataclysm long ago, a breach was caused in this region that links it to the Realm of Chaos, allowing the corrupting energy of the Ruinous Powers to bleed through and creating a more favourable environment for daemons.

You can never have more than 1 territory of this type. Increase the Allied Units limit on your order of battle by 2. However, any allied units you include on your order of battle because of this territory must have the **DAEMON** keyword.

[Upgrade 15GP] Wastelands Expand: Increase the limit by 4 instead of 2.

HEROIC UPGRADES

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

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

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

CORE ENHANCEMENTS

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

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Chaos Lord on Manticore	Chaos Lord	35	6
Chaos Lord on Daemonic Mount	Chaos Lord	20	4
Chaos Lord on Karkadrak	Chaos Lord	25	4
Chaos Lord	Exalted Hero of Chaos	15	4
Chaos Sorcerer Lord on Manticore	Chaos Sorcerer Lord	35	6
Slaves to Darkness Daemon Prince	In order to pick this heroic upgrade, the HERO must have completed the Glory of Chaos quest (see previous page). As long as this is the case, you can pick the HERO and upgrade them to a SLAVES TO DARKNESS DAEMON PRINCE .		

