

CONQUEST
FIRST BLOOD

SORCERER KINGS



Para
Bellum
WARGAMES





“Be ever respectful of your peers and fellow magical academics – and be ever ready to demonstrate your superiority over them. Excellence comes only in the company of kindred spirits and the inevitable antagonism it kindles.”

– Dyelin, *Pyre of Gods and Mortals*

Far to the south and east of the lands of the Hundred Kingdoms and the City States lie lands that exist on no map known to mankind, even the wide-ranging exploration fleets of the Old Dominion, for they quite simply did not exist at that time.

These are the lands of the last successors to the legacy of the Old Dominion; they are the cabal of Sorcerer Kings who transcended the limits of mortal magic by binding themselves to the Incarnate Souls of Balance, the Primordial Elemental Lords, and channeled their awesome primordial power to bring down their mad God, Hazlia, and usher the Fall.

Fleeing the destruction of Capitas across a chain of volcanic islands they raised, they were ultimately forced to bind the last of these islands into an entire continent their burgeoning power allowed them to raise from the very seafloor. Barren and desolate, the four surviving Sorcerer Kings: Erme, Who moves the Oceans, Dyelin, Pyre of Gods and Men, Hormus, Who Lays Mountains Low and Alessa, Weaver of Winds and Fates, gazed upon it and called it good.

It is, perhaps, as inevitable that the pursuit for magical excellence will ignore the dull realities of everyday administration, as it is that rival Elemental Courts, Sorcerers and even apprentices will compete in their race for absolute elemental mastery.

WHAT IS AN ARMY BOOK?



An Army Book serves as your Faction specific Rules companion for Conquest: First Blood. This Book along with the Conquest: First Blood Rulebook will provide you everything you need to Muster and Play your Warband.

This Army Book is divided into the following sections:

- **Army Rules:** Special Rules that affect your entire Warband. These Army Rules define your Faction's playstyle and identify what Battlefield Roles are found within the Army.
- **Warband Composition:** The Slots that each type of Warrior in your Warband fills, the Rules for how many of each Slot can be selected and the maximum number of Warriors per Regiment allowed are determined by the Total Points of your Battle. The Rules for how to Muster your Warband can be found in the Conquest: First Blood Rulebook.
- **Warrior Profiles:** Includes the Points Cost, Characteristics, Special Rules, and Options for each type of Warrior in your Warband.
- **Upgrades:** Artefacts, trinkets, mutations, and anything in between! Upgrades are used to customize the Characters in your Warband.



ARMY RULES



SORCEROUS PATRONAGE: The populace of the Sorcerer Kings are an elementally attuned people, their forces marching to war wielding arcane armaments, harnessed magical powers, and bound elemental beings. Warriors of the Sorcerer Kings will possess any of the following Battlefield Roles: [ENCLAVES], [MAHABHARATI], or [ELEMENTAL]. Additionally, many Warriors will also have a Battlefield Role corresponding to their Elemental Court of either [AIR], [EARTH], [FIRE], or [WATER].

ELEMENTAL ENVOY: A Sorcerer Kings Warlord may choose a single Restricted [ELEMENTAL] Regiment of their Court as their Retinue.

WALK BETWEEN WORLDS: Friendly [ELEMENTAL] Warriors ignores the effects of the following type of Terrain corresponding with their Court Battlefield Role:

[AIR]- Hindering

[EARTH]- Broken Ground

[FIRE]- Dangerous Terrain

[WATER]- Water

PRIMORDIAL CONFLUENCE: Friendly [SPELLCASTER]s and [ELEMENTAL]s will generate Confluence throughout the Battle which can be harnessed by your Warband in many ways to imbue your Warriors and conjure Rituals. Your Warband generates and spends from a single Confluence Pool, track your Confluence to the side of the Battlefield. Certain Special Rules and Abilities require spending Confluence to gain their benefits. *Confluence persists between Rounds!*

MYSTICISM: At the start of the Command Phase, gain 1 Confluence for each Friendly [SPELLCASTER] or [MONSTER] on the Battlefield.

RITUALS: During the Command Phase, you may spend Confluence to conjure Rituals. You may only perform Rituals that you have [SPELLCASTER]s or [MONSTER]s of the indicated Battlefield Roles on the Battlefield. Choose a Ritual available to you, spend the required Elemental Confluence, then resolve the Ritual's effect. You may perform multiple Rituals, however each Ritual may only be performed once per Command Phase. A Ritual's effect lasts until the End of the Round. The Rituals available to your Warband can be found on the next page.

Example: to perform the Thundersrike Ritual, you must have both a Fire Spellcaster or Monster, and an Air Spellcaster or Monster on the Battlefield.

RITUALS



Fire- Confluence: 7

FLAMESTORM: Select a Friendly [**FIRE**] Warrior on the Battlefield. Enemies within Command Range of that Warrior suffer a Hit. Enemies Engaged with [**FIRE**] Warriors instead suffer 2 Hits.

Water- Confluence: 7

REJUVENATING TIDES: Select a Friendly [**WATER**] Warrior on the Battlefield. All Friendly Warriors within their Command Range Rally and Heal 1. Any Enemies Engaged with Friendly [**WATER**] Warriors within Command Range may immediately be Driven Back.

Earth- Confluence: 7

EARTHEN EMBRACE: Select a Friendly [**EARTH**] Warrior on the Battlefield. While Friendly Warriors are within their Command Range, they gain the **Bastion** Special Rule. [**EARTH**] Warriors within Command Range additionally gain the **Iron Discipline** Special Rule.

Air- Confluence: 7

ZEPHYR: Select a Friendly [**AIR**] Warrior on the Battlefield. The Target and Friendly Warriors within Command Range of them may immediately Move up to half their March Characteristic (rounding up). [**AIR**] Warriors may instead Move their entire March Characteristic.

Air+Water- Confluence: 5

CYCLONE: Select a Friendly [**AIR**] or [**WATER**] Warrior on the Battlefield. While Friendly Warriors are within their Command Range, they count as being within Obscuring Terrain.

Water+Earth- Confluence: 4

LAHAR: Select a Friendly [**EARTH**] or [**WATER**] Warrior on the Battlefield. All Enemies within their Engagement Range must immediately Test their Resolve, if Failed they become **Broken!** *Enemies who become Broken are not Driven Back by this Ritual!*

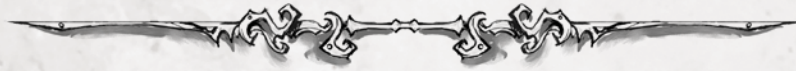
Fire+Air- Confluence: 6

THUNDERSTRIKE: Select a Friendly [**FIRE**] or [**AIR**] Warrior on the Battlefield. Target Enemy within their Command Range suffers Hits equal to the Target's Defense Characteristic.

Earth+Fire- Confluence: 5

CALDERA: Select a Friendly [**EARTH**] or [**FIRE**] Warrior on the Battlefield. While Enemies are within their Engagement Range, they suffer -1 Defense.

THE SORCERER KINGS WARBAND



Each Warlord, Hero, Regiment, and Monster in your Warband possess their own corresponding Profile. These include their Characteristics, Points Cost, Battlefield Roles, and Options for Upgrades, Command Models, and Additional Warriors.

All Profiles are categorized into Slots, which represent the Warrior's role, rarity, and how readily available they are to include in your Warband. Each Warlord, Hero, Regiment or Monster may only be included in your Warband once regardless of their Slot.

Many Warlords have a Retinue listed in their profile; drawn from their most trusted and loyal Warriors. When included in your Warband, the Retinue Regiment becomes a Mainstay instead of a Restricted.

The Points total of your Warband determines the maximum number of selections for each Slot, and how many Warriors may be included within each Regiment.

The Rules for Mustering your Warband can be found in the Main Rulebook.

WARLORDS & (RETINUES):

Maharajah (Elemental of the same Court)
Raj (Elemental of the same Court)
Sorcerer (Elemental of the same Court)
Sardar

HEROES:

Sardar
Sorcerer

MAINSTAY REGIMENTS:

Rajakur
Dhanur Disciples
Ghols
Mahabharati Initiates

RESTRICTED REGIMENTS:

Marid Sahar
Marid Lancers
Efreet Flamecasters
Efreet Sword Dancers
Steelheart Djinn
Windborne Djinn

MONSTERS & (RIDERS):

Mahut (Favored of Hormus)
Rakshasa Bakasura
Rakshasa Ravanar
Trinavarta Sabhagrih
Trinavarta Chandavat
Marid Shaytan
Marid Apsara



MAHARAJAH

[ENCLAVES], [INFANTRY], [CHARACTER], [SPELLCASTER]

WARLORD

145 Points

RETINUE: [ELEMENTAL] of the same Court

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	3	3	3	4	4	2	2	7

SPECIAL RULES: Spellcaster 4, Cleave 1, Akasha, Magus

The loftiest heights of power a Sorcerer can reach is the coveted title of Maharajah. One step below the four Sorcerer Kings themselves, Maharaja's represent the pinnacle or arcane and political power a mortal might hope to achieve.

These paragons have delved deep into the Elemental Domains they master, deep enough to command the respect and even fear from its mightiest denizens, enticing or coercing them into lifelong pacts that only further their power.

When a Maharajah deigns to step upon the field of battle the enemy soon learns the true meaning of terror: the knowledge that their life could be snuffed out in an instant by a deluge of sorcerous power from a man so steeped in elemental puissance he can only barely be called mortal any more.

OPTIONS:

When Mustering your Warband, this [CHARACTER] gains the following Court Battlefield Role:

[AIR], [EARTH], [FIRE], or [WATER]

UNIQUE SPECIAL RULES:

AKASHA: Your Warband may conjure Rituals from the Court of any Friendly [ELEMENTAL] Warrior within this [CHARACTER]'s Command Range.

MAGUS: This [SPELLCASTER] may Spend Confluence as if it were Essence.

MAHARAJAH



SPELLS:

MASTER CONJURER

Essence: X

Type: Unique Action

You may immediately conjure a Ritual, spending Essence equal to its Confluence Cost.

SORCEROUS BOLT

Essence: 2

Type: Incantation

After an Enemy ends a March Action within Command Range, inflict 2 Hits to that Enemy.

OCCULTIST

Essence: 3

Type: Command Ability

All Friendly Warriors within Command Range gain the following Special Rule corresponding with this [CHARACTER]'s Court:

AIR- Rushing Winds: Overrun

EARTH- Stone Fortitude: Indomitable

FIRE- Flickering Flame: Flurry

WATER- Crashing Tides: Impact +1





RAJ

[ENCLAVES], [INFANTRY], [CHARACTER], [SPELLCASTER]

WARLORD

120 Points

RETINUE: [ELEMENTAL] of the same Court

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	3	4	3	3	3	1	6

SPECIAL RULES: Spellcaster 3, Quicksilver Strikes, Fearless, Court Vizier, Mystic Warrior

A Raj is typically the ruler of an Enclave. Invariably trained in the Elemental Courts, they have mastered the sorcerer arts, but are not bonded to a Deva. This frees them from the burden of sorcerous pursuit, allowing them to focus on the development of their own prowess and that of their city.

Often bridging the gap between the common people and the Elemental Courts, a Raj is well respected by his followers and leads from the front, fighting his foe directly with both steel and sorcery.

OPTIONS:

When Mustering your Warband, this [CHARACTER] gains the following Court Battlefield Role:

[AIR], [EARTH], [FIRE], or [WATER]

UNIQUE SPECIAL RULES:

COURT VIZIER: Friendly [ENCLAVES] Warriors within Command Range gain the Court Battlefield Role of this [CHARACTER]. *Example: If the Raj is [WATER], then all Friendly [ENCLAVES] Warriors within Command Range gain the [WATER] Battlefield Role.*

MYSTIC WARRIOR: Whenever an Engaged Friendly Warrior within Command Range Activates, this [SPELLCASTER] gains 1 Essence.

RAJ



SPELLS:

IMBUE BLADES

Essence: 3

Type: Command Ability

Friendly Warriors within Command Range gain the **Deadly Blades** Special Rule.

ELEMENTAL BLAST

Essence: 2

Type: Unique Volley Action

This [**SPELLCASTER**] performs a Volley Action with the **Barrage 2 (10")** and **Armor Piercing 1** Special Rules.

ARCANE ARMAMENTS

Essence: 1

Type: Incantation

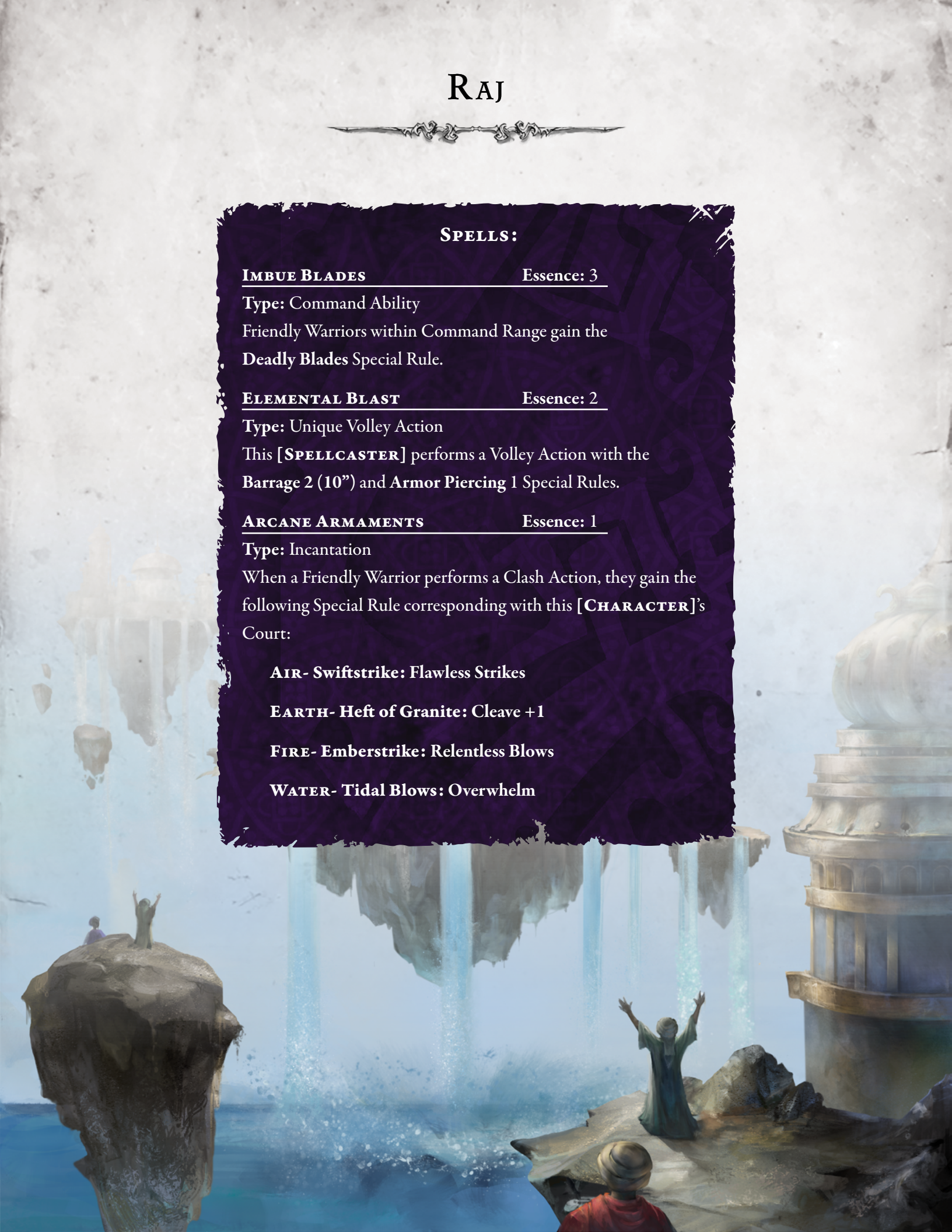
When a Friendly Warrior performs a Clash Action, they gain the following Special Rule corresponding with this [**CHARACTER**]'s Court:

AIR- Swiftstrike: Flawless Strikes

EARTH- Heft of Granite: Cleave +1

FIRE- Emberstrike: Relentless Blows

WATER- Tidal Blows: Overwhelm





SORCERER

[ENCLAVES], [INFANTRY], [CHARACTER], [SPELLCASTER]

WARLORD OR HERO

100 Points

RETINUE: [ELEMENTAL] of the same Court

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	2	2	2	3	2	1	2	5

SPECIAL RULES: Spellcaster 3, Elemental Cohort, Ritualist

For those among the gifted, there can be no greater accomplishment than to be named a Sorcerer by the Elemental Courts. Bonded to a Deva and capable of exploring their primordial Domain, Sorcerers have delved into secrets of sorcery their purely mortal counterparts can only dream of.

Few and far between to begin with, these extended sojourns into the Elemental Domains, and their inherent dangers make Sorcerers rare upon the battlefields of Ea, but when present, they make their presence known through howling blasts and ritual sorcery, dominating the battlefield while safely protected by their loving subjects.

OPTIONS:

When Mustering your Warband, this [CHARACTER] gains the following Court Battlefield Role:

[AIR], [EARTH], [FIRE], or [WATER]

UNIQUE SPECIAL RULES:

ELEMENTAL COHORT: For each Friendly [ELEMENTAL] Warrior within Command Range, this [SPELLCASTER] may Re-Roll a single failed Attunement Roll.

RITUALIST: After Activating, this [SPELLCASTER] may convert any remaining Essence into Confluence. Gain 1 Confluence for each Essence spent this way.

SORCERER



SPELLS:

MYSTIC SHOT

Essence: 1

Type: Incantation

When a Friendly Warrior within Command Range performs a Volley Action, they gain the **Deadly Shot** Special Rule.

ELEMENTAL EXTOLLER

Essence: 2

Type: Command Ability

Friendly [**ELEMENTAL**] Warriors within Command Range gain the **Blessed** Special Rule.

PRIMORDIAL BLAST

Essence: 3

Type: Unique Volley Action

This [**SPELLCASTER**] performs a Volley Action with the **Barrage 3 (12")** Special Rule, and gains the following effect corresponding with this [**CHARACTER**]'s Court:

AIR- Whirlwind: Enemy Warriors within 2" of the Target must take a Resolve Test. If Failed, they become **Broken!**

EARTH- Crushing Force: This Volley Action gains the **Armor Piercing 3** Special Rule.

FIRE- Incinerate: Other Enemies within 2" of the Target suffer 1 Hit.

WATER- Erosion: Enemies Wounded by this Volley Action must immediately take Resolve Tests equal to their Size; for each Failure they suffer an additional Wound.





SARDAR

[MAHABHARATI], [INFANTRY], [CHARACTER], [ENCLAVES]

WARLORD OR HERO

90 Points

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	3	3	3	3	3	0	6

SPECIAL RULES: Cleave 2, Bravery, Bodyguard, Thakur, Primordial Bond

Sardar are a relatively recent development in the Sorcerer Kings armies: decorated Rajakur servicemen who reenlist at the request of their Raj to lead their forces on their behalf. Having served amongst the men and backed directly by the Raj, their authority and influence within their own troops is absolute, allowing them to lead with none of the infighting and bickering so common amongst other cultures.

UNIQUE SPECIAL RULES:

THAKUR: Friendly [ENCLAVES] and [MAHABHARATI]
Warriors within Command Range gain the **Unyielding** Special Rule.

PRIMORDIAL BOND: Whenever this Warrior Rolls to Attack or Block, you may spend 1 Confluence to Re-Roll a single Die.

COMMAND ABILITIES:

FIGHT AS ONE: Friendly [ENCLAVES] and [MAHABHARATI]
Warriors within Command Range gain the **Opportunist** Special Rule.

RAKAN: Friendly [ENCLAVES] and [MAHABHARATI]
Warriors within Command Range gain the **Tenacious** Special Rule.





RAJAKUR

[ENCLAVES], [INFANTRY]

MAINSTAY REGIMENT

90/25 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	1	2	2	1	2	2	0	4

SPECIAL RULES: Shield, Cleave 1, Bodyguard

- OPTIONS: Leader 15 Points
 Standard Bearer..... 10 Points
 Additional Warrior.....25 Points

Well equipped, thoroughly trained and highly motivated, the Rajakur infantry are the backbone of the Enclaves' military might. Clad from head to toe in heavy chain, bearing finely crafted shields and maces, the Rajakur infantry can be trusted to hold their ground against all comers.

Their loyalty and professionalism are heavily rewarded, allowing veterans of two enlistments to move on to a wealthy landowning retirement, a privilege reserved only for those who have served in the army.



DHANUR DISCIPLES

[ENCLAVES], [INFANTRY]

MAINSTAY REGIMENT

100/25 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
5	2	1	1	1	2	1	1	4

SPECIAL RULES: Elusive, Adept Archery, Barrage 1 (14")

OPTIONS: Leader 15 Points
 Additional Warrior..... 25 Points

The wealth and stability provided by the Sorcerer Kings in the Enclaves has allowed them to devote themselves almost exclusively to the perfection of their art and the pursuit of knowledge.

Archery, and its perfection, is the main focus on the Dhanur, a centuries old military treatise that has been compiled and recompiled for centuries among the Enclaves. The only real need the Enclaves have is defense against the Free Khanates, and to this end, those that devote themselves to the mastery of the bow do so with a zeal unmatched anywhere in the world.

UNIQUE SPECIAL RULES:

ADEPT ARCHERY: While Aimed! this Warrior gains the Sureshot Special Rule.



MAHABHARATI INITIATES

[MAHABHARATI], [INFANTRY]

MAINSTAY REGIMENT

110/30 Points

RECRUITMENT: 4 Warriors

SIZE: 2

M	V	C	A	W	R	D	E	CR
6	1	2	1	1	3	2	1	5

SPECIAL RULES: Cleave 2, Support, Counter Attack, Primordial Bond

OPTIONS: Leader20 Points
 Standard Bearer..... 15 Points
 Additional Warrior.....30 Points

UNIQUE SPECIAL RULES:

PRIMORDIAL BOND: Whenever this Warrior Rolls to Attack or Block, you may spend 1 Confluence to Re-Roll a single Die.

Straddling the line between a mortal and the Gifted, Mahabharati were created with the express purpose of policing the Sorcerers and their summoned servants. Bonded from early childhood to a small elemental that grows and matures as they do, the mahabharati are not quite Sorcerers, but possess instinctive elemental gifts and are entirely at ease when visiting the Elemental Domains.

These gifts and the powers of their elemental companions grow with time, experience and mastery, such that the greatest of Mahabharati Warrior Saints more than a match for an errant sorcerer or even a regiment. Even Mahabharati Initiates are dangerous foes on the battlefield, despite the fact that their Elemental companions do little more than enhance their physical prowess.

Even so the martial skill, discipline and self mastery they are inculcated in since birth makes them formidable warriors even at this early stage.



GHOLS

[ELEMENTAL], [INFANTRY]

MAINSTAY REGIMENT 65/15 Points
RECRUITMENT: 4 Warriors **SIZE:** 2

M	V	C	A	W	R	D	E	CR
6	0	1	1	1	1	0	1	3

SPECIAL RULES: Vanguard, Burnout, Feral, Elemental Vessel

OPTIONS: Additional Warrior..... 15 Points

The Sorcerer Kings were initially shocked to find out that human thoughts and beliefs contaminate the Elemental Domains, much as they do the Divine.

The Ghols were amongst the first creatures they encountered among the shallows of the Domain of Fire, spawned by mankind's greed, pride and aggression. Their simple minds and base impulses have made them easy to dominate, allowing the Sorcerer Kings to discover a nigh unlimited source of cheap, expendable fodder for the battlefield.

UNIQUE SPECIAL RULES:

ELEMENTAL VESSEL: When this Warrior is Slain, gain 1 Confluence.



MARID SAHAR

[ELEMENTAL], [WATER], [CAVALRY]

RESTRICTED REGIMENT

85/100 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	2	2	4	5	3	2	2	5

SPECIAL RULES: Impact 2, Flank, Cleave 1, Incarnate of Water, Healing Mists, Shallal, Walk Between Worlds, Barrage 2 (8"), Armor Piercing 1

OPTIONS: Leader25 Points
 Additional Warrior..... 100 Points

While friendly is not the correct term, the turbulent nature of the Marid allowed for at least some open communication when the Sahar were first encountered deep in the layers of the Azure Tides.

Drawn to mortal Gifted with a curiosity they have never bothered to explain, the Marid Sahar will only come to the service of one who has impressed them through magic, either by besting them in a magical duel or showcasing extreme skill in the wielding of Water—for a mortal, at least.

UNIQUE SPECIAL RULES:

INCARNATE OF WATER: (Draw Event) Gain 1 Confluence.

HEALING MISTS Confluence: 1

Type: Unique Action

Target Friendly Warrior within Command Range Heals 1.

SHALLAL Confluence: 2

Type: Unique Action

Select a Friendly Warrior within Command Range; all Enemies Engaged with the Target Warrior are Driven Back.



MARID LANCERS

[ELEMENTAL], [WATER], [CAVALRY]

RESTRICTED REGIMENT

95/110 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
7	1	3	3	5	3	2	2	5

SPECIAL RULES: Impact 2, Brutal, Unstoppable, Vanguard, Incarnate of Water, Prabal Pravaah, Esoteric Erosion

OPTIONS: Leader25 Points
 Additional Warrior..... 110 Points

While friendly is not the correct term, the turbulent nature of the Marid allowed for at least some open communication when they were first encountered deep in the layers of the Azure Tides.

Marid Lancers are the guardians and protectors of their kind, bound to their steeds and the ever changing nature of the sea. They are particularly skilled at adapting their nature to the needs of the battlefield, changing roles in a flash and descending on an unsuspecting foe with the power of a tidal wave.

UNIQUE SPECIAL RULES:

INCARNATE OF WATER: (Draw Event) Gain 1 Confluence.

PRABAL PRAVAAH: When performing March Actions, this Warrior counts as Charging if it ends its Movement Engaged. This does not allow this Warrior to Charge multiple times an Activation. *Simply put, this Warrior does not have to Move in a straight line when Charging!*

ESOTERIC EROSION Confluence: 2

Type: Unique Inspire Action

This Warrior becomes Inspired! and Engaged Enemy Warriors suffer -1 Defense during this Activation.



EFREET FLAMECASTERS

[ELEMENTAL], [FIRE], [BRUTE]

RESTRICTED REGIMENT

90/110 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
6	2	2	4	4	3	2	1	5

SPECIAL RULES: Aura of Death 1, Incarnate of Fire, Dancing Flames, Barrage 3 (10”), Rapid Volley, Torrential Fire

OPTIONS: Leader25 Points
 Additional Warrior..... 110 Points

Split into countless small enclaves scattered across the vast expanse of the Ruby Shores, the Efreet have escaped the fate of the Ghols and retained their higher function.

Strong, proud and vengeful, only their fractious nature has allowed the Sorcerer Kings to bow these powerful combatants to their will. Flamecasters excel at ranged support and disrupting the foe, while Sword Dancers wade into combat with a malicious glee that is terrifying to behold.

UNIQUE SPECIAL RULES:

INCARNATE OF FIRE: When this Warrior Slays an Enemy, gain 1 Confluence.

DANCING FLAMES Confluence: 2

Type: Unique Volley Action

Target Enemy within 10” suffers 2 Hits, all other Enemies within 2” of the Target suffer 1 Hit.



EFREET SWORD DANCERS

[ELEMENTAL], [FIRE], [BRUTE]

RESTRICTED REGIMENT

70/80 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
6	1	2	5	4	3	2	1	5

SPECIAL RULES: Relentless Blows, Aura of Death 1, Cleave 1
Incarnate of Fire, Flaming Dervish

OPTIONS: Leader25 Points
Additional Warrior.....80 Points

Split into countless small enclaves scattered across the vast expanse of the Ruby Shores, the Efreet have escaped the fate of the Ghols and retained their higher function.

Strong, proud and vengeful, only their fractious nature has allowed the Sorcerer Kings to bow these powerful combatants to their will. Flamecasters excel at ranged support and disrupting the foe, while Sword Dancers wade into combat with a malicious glee that is terrifying to behold.

UNIQUE SPECIAL RULES:

INCARNATE OF FIRE: Each time this Warrior Slays an Enemy, gain 1 Confluence.

FLAMING DERVISH Confluence: 2

Type: Unique Inspire Action

This Warrior becomes **Inspired!** and gains the **Flawless Strikes** Special Rule.



STEELHEART DJINN

[ELEMENTAL], [AIR], [BRUTE]

RESTRICTED REGIMENT

75/90 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	1	3	3	4	3	1	2	5

SPECIAL RULES: Fly, Parry, Cleave 3, Unstoppable, Bladestorm, Incarnate of Air

OPTIONS: Leader25 Points
 Additional Warrior.....90 Points

Aloof and powerful, it is only the natural curiosity of these powerful Yakshas that has allowed the Sorcerer Kings to leverage their access to the material Domain into short term contracts of service.

The price for the powerful primordial warriors is high, for they are masters of whatever craft they choose to follow. The Windborn Djinn slay their foes from afar with deadly accurate volleys, while the Steelheart Djinn can be found in the heart of combat, their speed and grace lending deadly power to their elegant weaponry as they carve their way through even the most heavily armored foes.

UNIQUE SPECIAL RULES:

INCARNATE OF AIR: Each time this Warrior performs a March or Reposition Action, gain 1 Confluence.

BLADESTORM Confluence: 2

Type: Unique Clash Action

All Enemies within Engagement Range suffer 2 Hits with the Quicksilver Strikes Special Rule.



WINDBORN DJINN

[ELEMENTAL], [AIR], [BRUTE]

RESTRICTED REGIMENT

85/105 Points

RECRUITMENT: 1 Warrior

SIZE: 3

M	V	C	A	W	R	D	E	CR
8	3	2	3	4	3	1	2	5

SPECIAL RULES: Fly, Dodge, Elusive, Incarnate of Air, Guiding Winds, Barrage 2 (12”), Armor Piercing 2

OPTIONS: Leader25 Points
 Additional Warrior..... 105 Points

Aloof and powerful, it is only the natural curiosity of these powerful Yakshas that has allowed the Sorcerer Kings to leverage their access to the material Domain into short term contracts of service.

The price for the powerful primordial warriors is high, for they are masters of whatever craft they choose to follow. The Windborne Djinn slay their foes from afar with deadly accurate volleys, while the Steelheart Djinn can be found in the heart of combat, their speed and grace lending deadly power to their elegant weaponry as they carve their way through even the most heavily armored foes.

UNIQUE SPECIAL RULES:

INCARNATE OF AIR: Each time this Warrior performs a March or Reposition Action, gain 1 Confluence.

GUIDING WINDS Confluence: 2

Type: Unique Take Aim Action

During this Activation, this Warrior’s Volley Action may Target any Enemy Warrior within Range ignoring Line of Sight and Terrain.

This ignores all Intervening Warriors and the Targeted Enemy does not count as being Obscured!



MAHUT

[ELEMENTAL], [EARTH], [MONSTER]

MONSTER 255 Points

Favored of Hormus: Warlord & Monster **SIZE:** 5

M	V	C	A	W	R	D	E	CR
6	2	3	5	7	4	4	1	7

SPECIAL RULES: Hardened, Trample, Juggernaut, Cleave 2, Fearsome, Impact 2, Mystic Barrage, Stone Stamped

OPTIONS: Favored of Hormus..... 55 Points

Among the countless deaths that occurred during the Sorcerer King's evacuation, the death of the last elephant could perhaps have gone unnoticed had it not been Hormus' own loyal steed who died in defense of his master.

Since then the grief-stricken Sorcerer King has crafted and animated hundreds, if not thousands, of faithful stone replicas of his beloved steed. Each more grandiose than the last, they have all, thus far, disappointed him.

Nevertheless he has gifted hundreds of them to his faithful subjects so that they might enjoy their protection like he once did. These ponderous stone constructs have been the bane of countless foes since, their brutal power a testament to the craft and might of the Sorcerer Kings.

OPTIONS:

FAVORED OF HORMUS: (Monster Rider Upgrade)

This [MONSTER] gains the Spellcaster 4, Magus, and the Akasha Special Rules. This [SPELLCASTER] gains the "Eternal Devotion" and the "Elemental Assailment" Spells.

When Mustering your Warband, this Warrior may exchange the [EARTH] Battlefield Role with [AIR], [FIRE], or [WATER].

SPELLS:

Favored of Hormus only.

ETERNAL DEVOTION Essence: 3

Type: Command Ability

Friendly Warriors within Command Range gain the Oblivious and Pavise Special Rules.

ELEMENTAL ASSAILMENT Essence: 2

Type: Incantation

Before resolving this [MONSTER]'s Mystic Barrage Special Rule, you may instead inflict 3 Hits.

MAHUT

INJURED

[ELEMENTAL], [EARTH], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
5	2	3	5	5	3	3	1	7

SPECIAL RULES: Hardened, Trample, Juggernaut, Cleave 2, Dread, Impact 2, Mystic Barrage, Stone Stampede

UNIQUE SPECIAL RULES:

MYSTIC BARRAGE: Whenever an Enemy ends their Activation Unengaged within Command Range, that Enemy Suffers 1 Hit.

MARBLE MASTERWORK: Each time this [MONSTER] Rolls a Block result of '1', gain a Confluence.

STONE STAMPEDE Confluence: 2

Type: Draw Event

This [MONSTER] gains the **Smite** and **Brutal** Special Rules.

Favored of Hormus only.

MAGUS: This [SPELLCASTER] may Spend Confluence as if it were Essence.

AKASHA: Your Warband may conjure Rituals from the Court of any Friendly [ELEMENTAL] Warrior within this [CHARACTER]'s Command Range.





RAKSHASA BAKASURA

[ELEMENTAL], [FIRE], [MONSTER]

MONSTER

245 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	4	8	6	3	3	2	6

SPECIAL RULES: Flurry, Cleave 2, Teriifying, Fire Lord, Mubarizun

While the corruption of the Elemental Domains was eventually understood, the existence of the Asuras has never been explained. Violent, malicious and powerful, the effort needed to defeat and bind one of these monstrosities is exceeded only by their effectiveness on the battlefield.

The Sorcerer Kings have found it easier to control these beasts if their bloodthirsty urges are satiated on the battlefield: the Ravanar look only to destroy while the Bakasura seek worth foes to hunt down and consume. T

heir binders travel the length and breadth of the Sorcerer King domains to find worthy foes for these minor deities, and while few are worthy, but all serve to satiate their hunger for pain and bloodshed.

UNIQUE SPECIAL RULES:

FIRE LORD: Each time this [MONSTER] Slays an Enemy, gain Confluence equal to the Slain Warrior's Size.

MUBARIZUN

Confluence: 2

Type: Draw Event

This [MONSTER] may immediately perform the Duel Command Ability as if they were a [CHARACTER]. *Even if the Enemy Character is not a Monster!*

RAKSHASA BAKASURA

INJURED

[ELEMENTAL], [FIRE], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
6	1	5	7	5	3	2	1	6

SPECIAL RULES: Flurry, Cleave 2, Terrifying, Bloodlust, Fire Lord, Mubarizun

UNIQUE SPECIAL RULES:

FIRE LORD: Each time this [MONSTER] Slays an Enemy, gain Confluence equal to the Slain Warrior's Size.

MUBARIZUN

Confluence: 2

Type: Draw Event

This [MONSTER] may immediately perform the Duel Command Ability as if they were a [CHARACTER]. *Even if the Enemy Character is not a Monster!*





RAKSHASA RAVANAR

[ELEMENTAL], [FIRE], [MONSTER]

MONSTER

260 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	4	6	6	3	3	2	6

SPECIAL RULES: Fiend Hunter, Cleave 4, Terrifying, Fire Lord, Ruination, Agnikand

While the corruption of the Elemental Domains was eventually understood, the existence of the Asuras has never been explained.

Violent, malicious and powerful, the effort needed to defeat and bind one of these monstrosities is exceeded only by their effectiveness on the battlefield. The Sorcerer Kings have found it easier to control these beasts if their bloodthirsty urges are satiated on the battlefield: the Ravanaar look only to destroy while the Bakasura seek worth foes to hunt down and consume.

Their binders travel the length and breadth of the Sorcerer King domains to find worthy foes for these minor deities, and while few are worthy, but all serve to satiate their hunger for pain and bloodshed.

UNIQUE SPECIAL RULES:

FIRE LORD: Each time this [MONSTER] Slays an Enemy, gain Confluence equal to the Slain Warrior's Size.

RUINATION: Enemy [BRUTE] and [MONSTER] Warriors cannot perform the Reposition Action while Engaged with this [MONSTER].

AGNIKAND Confluence: 3

Type: Unique Clash Action

All Enemies within Engagement Range suffer 2 Hits with the Cleave 3 Special Rule.

RAKSHASA RAVANAR

INJURED

[ELEMENTAL], [FIRE], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
6	1	4	5	5	3	2	1	6

SPECIAL RULES: Fiend Hunter, Cleave 3, Terrifying, Burnout
Fire Lord, Ruination, Shaitan

UNIQUE SPECIAL RULES:

FIRE LORD: Each time this [MONSTER] Slays an Enemy, gain Confluence equal to the Slain Warrior's Size.

RUINATION: Enemy [BRUTE] and [MONSTER] Warriors cannot perform the Reposition Action while Engaged with this [MONSTER].

AGNIKAND

Confluence: 3

Type: Unique Clash Action

All Enemies within Engagement Range suffer 2 Hits with the Cleave 3 Special Rule.





TRINAVARTA CHANDAVAT

[AIR], [MONSTER], [ELEMENTAL], [SPELLCASTER]

MONSTER

250 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
9	3	3	5	5	3	2	3	6

SPECIAL RULES: Dodge, Fly, Spellcaster 4, Terrifying, Eye of the Storm

UNIQUE SPECIAL RULES:

EYE OF THE STORM: When this [SPELLCASTER] Rolls for Attunement, they generate Confluence instead of Essence. This [SPELLCASTER] spends Confluence to cast Spells instead of Essence. Any Confluence generated is added to your Warband's Confluence Pool.

If the Sabbagrih is the single-minded malice of an entity of wind long splintered, then the Trinavarta Chandavat is an echo of its very essence. A living hurricane of magical might and an equal to all but the most powerful Maharajas, it is no wonder that popular belief claims that the Trinavarta Chandavat are channeled, not commanded; an offering by Alessa not just to assist, but to test the mettle of her own warlords.

SPELLS:

VORTEX Confluence: 2

Type: Command Ability

Friendly Warriors within Command Range gain +1 March, Enemies within Command Range suffer -1 March.

BAVANDAR Confluence: 3

Type: Unique Volley Action

Target Enemy within Command Range suffers 3 Hits with the **Precise Shot** Special Rule. All other Enemies within 3" of the Target suffer 1 Hit with the **Precise Shot** Special Rule.

SLICING WINDS Confluence: 1

Type: Incantation

After an Enemy performs a Volley or Clash Action against this [MONSTER], the Enemy immediately suffers 1 Hit. Hits from this Spell may only be Blocked by Rolls below their result.

TRINAVARTA CHANDAVAT

INJURED

[AIR], [MONSTER], [ELEMENTAL], [SPELLCASTER] SIZE: 5

M	V	C	A	W	R	D	E	CR
8	3	3	4	4	3	1	2	6

SPECIAL RULES: Dodge, Fly, Spellcaster 3, Elusive, Fearsome, Eye of the Storm

UNIQUE SPECIAL RULES:

EYE OF THE STORM: When this [SPELLCASTER] Rolls for Attunement, they generate Confluence instead of Essence. This [SPELLCASTER] spends Confluence to cast Spells instead of Essence. Any Confluence generated is added to your Warband's Confluence Pool.

SPELLS:

VORTEX Confluence: 2

Type: Command Ability

Friendly Warriors within Command Range gain +1 March, Enemies within Command Range suffer -1 March.

BAVANDAR Confluence: 3

Type: Unique Volley Action

Target Enemy within Command Range suffers 3 Hits with the **Precise Shot** Special Rule. All other Enemies within 3" of the Target suffer 1 Hit with the **Precise Shot** Special Rule.

SLICING WINDS Confluence: 1

Type: Incantation

After an Enemy performs a Volley or Clash Action against this [MONSTER], the Enemy immediately suffers 1 Hit. Hits from this Spell may only be Blocked by Rolls below their result.



TRINAVARTA SABHAGRIH

[ELEMENTAL], [AIR], [MONSTER]

MONSTER

265 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
9	1	4	7	5	3	2	3	6

SPECIAL RULES: Parry, Fly, Quicksilver Strikes, Flawless Strikes, Cleave 1, Terrifying, Pavana, Wind Lord, Khecaratva

If the Sabhagrih is the single-minded malice of an entity of wind long splintered, then the Trinavarta Chandavat is an echo of its very essence. A living hurricane of magical might and an equal to all but the most powerful Maharajas, it is no wonder that popular belief claims that the Trinavarta Chandavat are channeled, not commanded; an offering by Alessa not just to assist, but to test the mettle of her own warlords

UNIQUE SPECIAL RULES:

PAVANA: Warriors within Command Range of this [MONSTER] can be Targeted by your Warlord's Spells regardless of distance.

WIND LORD: Each time an Enemy Rolls an Attack of '6' against this [MONSTER], Gain 1 Confluence.

KHECARATVA Confluence: 3

Type: Out of Combat Action

Place this [MONSTER] anywhere on the Battlefield outside of Enemy Command Ranges.

TRINAVARTA SABHAGRIH

INJURED

[ELEMENTAL], [AIR], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
8	1	3	5	4	3	1	2	6

SPECIAL RULES: Parry, Fly, Quicksilver Strikes, Flawless Strikes, Fearsome, Pavana, Wind Lord, Khecaratva

UNIQUE SPECIAL RULES:

PAVANA: Warriors within Command Range of this [MONSTER] can be Targeted by your Warlord's Spells regardless of distance.

WIND LORD: Each time an Enemy Rolls an Attack of '6' against this [MONSTER], Gain 1 Confluence.

KHECARATVA Confluence: 3

Type: Out of Combat Action

Place this [MONSTER] anywhere on the Battlefield outside of Enemy Command Ranges.



MARID APSARA

[ELEMENTAL], [WATER], [MONSTER]

MONSTER

245 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
8	1	3	6	5	3	2	2	6

SPECIAL RULES: Spellcaster 3, Cleave 2, Relentless Blows, Impact 2, Water Lord, Jadugarni, Ethereal Serenity

It has long been conjectured by the Sorcerer Kings that the Elemental Domains, while anchored around the Prime, exist at varying spiritual 'depths'. This could go a long way to explaining the existence of the Marid Apsara, powerful Water Asura who despite their title, bear humanity no ill will.

In fact many a tale of stranded sailors and wounded rescued from the deep by dolphins is the work of these beautiful spirits. Enigmatic and reclusive, they are, however, not immune to the powers and efforts of the Water Sorcerers in enlisting their aid.

When they arrive onto the battlefield they seldom do so alone, suddenly appearing with their entire court to deal a decisive blow, enhanced by their spellcasting ability.

UNIQUE SPECIAL RULES:

WATER LORD: (Draw Event) Gain 3 Confluence.

JADUGARNI: When this [SPELLCASTER] Rolls for Attunement, they generate Confluence instead of Essence. This [SPELLCASTER] spends Confluence to cast Spells instead of Essence. Any Confluence generated is added to your Warband's Confluence Pool.

ETHEREAL SERENITY:

Friendly [ENCLAVES] and [MAHABHARATI] Warriors within Command Range gain the Fearless Special Rule.

MARID APSARA

INJURED

[ELEMENTAL], [WATER], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	3	5	5	3	2	2	6

SPECIAL RULES: Spellcaster 4, Cleave 1, Relentless Blows, Impact 1, Water Lord, Jadugarni, Ethereal Serenity

SPELLS:

OASIS

Confluence: 3

Type: Command Ability

All Friendly Warriors within Command Range gain the **Regeneration** Special Rule.

BHANWAR

Confluence: X

Type: Unique Action

You may spend any amount of Confluence. For each Confluence spent, select a single Unengaged Friendly [WATER] Warrior anywhere on the Battlefield and Place them wholly within Command Range of this [SPELLCASTER].

SOOTHING TIDES

Confluence: 1

Type: Incantation

When another Friendly Warrior within Command Range fails a Resolve Test, you may Re-Roll the result.



MARID SHAYTAN

[ELEMENTAL], [WATER], [MONSTER]

MONSTER

235 Points

SIZE: 5

M	V	C	A	W	R	D	E	CR
8	1	4	6	5	3	2	2	5

SPECIAL RULES: Cleave 3, Unstoppable, Terrifying, Impact 2, Daayan, Asuric Malevolence, Jalapralaya

The Marid Shaytan is perhaps the most dangerous of the Asura. A dark reflection of the beneficent Apsara, the Shaytan embodies the wrath of the sea and its fiercest storms.

Savage, capricious and greedy, these terrifying demons must be securely bound before their savagery can be unleashed on the battlefield.

Eschewing the sorcerous abilities of its fairer kin, the Shaytan strikes with the unrelenting fury of the storm, reveling in the carnage and destruction it leaves in its wake.

UNIQUE SPECIAL RULES:

DAAYAN: Whenever an Enemy within Command Range is Slain, gain 1 Confluence.

ASURIC MALEVOLENCE: Each time a Friendly Warrior within Command Range is Slain, this [MONSTER] immediately Heals 1.

JALAPRALAYA Confluence: 3

Type: Draw Event

Enemies within the Command Range of this [MONSTER] count as being within Water Terrain until the end of the Round.

MARID SHAYTAN

INJURED

[ELEMENTAL], [WATER], [MONSTER]

SIZE: 5

M	V	C	A	W	R	D	E	CR
7	1	4	7	5	3	2	2	5

SPECIAL RULES: Cleave 2, Unstoppable, Impact 3, Daayan, Asuric Malevolence, Jalapralaya

UNIQUE SPECIAL RULES:

DAAYAN: Whenever an Enemy within Command Range is Slain, gain 1 Confluence.

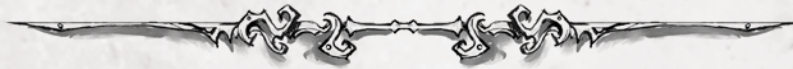
ASURIC MALEVOLENCE: Each time a Friendly Warrior within Command Range is Slain, this [MONSTER] immediately Heals 1.

JALAPRALAYA Confluence: 3

Type: Draw Event

Enemies within the Command Range of this [MONSTER] count as being within Water Terrain until the end of the Round.

UPGRADES



UPGRADES: ALL

Each [CHARACTER] in your Warband may purchase a single Upgrade from the lists below. A [CHARACTER] can only purchase Upgrades from the Lists of their corresponding Battlefield Roles. A Warlord may instead purchase 2 Upgrades. A [MONSTER CHARACTER] cannot purchase any Upgrades.

Bound to the Elements: 30 points

[INFANTRY SPELLCASTER] only. This [CHARACTER] gains +1 Wound, +1 Evasion, +1 Attack, and gains the Dauntless Special Rule. This [CHARACTER] changes their Size to '3', replaces their [INFANTRY] Battlefield Role with [BRUTE], and must be modeled on a 50mm base.

Dancing Scimitar: 20 points

This [CHARACTER] gains the Swarm and Parry Special Rules.

Jadoo Kavach: 20 points

Friendly Unengaged Warriors within Command Range gain +1 Evasion.

Niyantran: 10 points

Leader only. While within Command Range, Warriors of this Regiment may ignore the penalties of Dangerous, Hindering, Water, and Broken Ground Terrain.

Shu'laat: 15 points

[SPELLCASTER] only. When Rolling for Attunement, for each result of '1' gain 1 Confluence.

Sigils of Binding: 20 points

[ELEMENTAL] Warriors within Command Range gain the Bodyguard Special Rule.

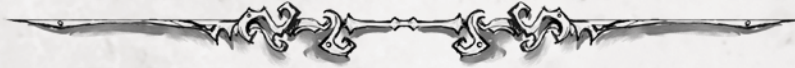
Primordial Pact: 5 points

[SPELLCASTER] only. This [CHARACTER] gains the following Draw Event:

INVOKE: (Draw Event) Target Friendly [ELEMENTAL] Warrior suffers 1 Wound. This [SPELLCASTER] gains 1 Essence.



UPGRADES



UPGRADES: MAHABHARATI

Balance of Power: 20 points

When an Enemy [**SPELLCASTER**] within Command Range casts a Spell, gain 1 Confluence.

Elemental Emissary: 10 points

This [**CHARACTER**] may always be selected as the Target of a Ritual, regardless of Court.



UPGRADES



UPGRADES: AIR

Urumi of Alessa: 15 points

Enemies that end their Activation Engaged with this [**CHARACTER**] suffer 1 Hit.

Akshay Tunir: 10 points

Friendly Warriors within Command Range gain the **Deft** Special Rule.



UPGRADES



UPGRADES: EARTH

Bhaibandh: 20 points

Friendly Warriors within Command Range gain the **Phalanx** Special Rule.

Talisman of Hormus: 15 points

The first time this [**CHARACTER**] would be Slain; instead of Testing Resolve, they survive with 1 Wound remaining and become encased within stone. This [**CHARACTER**] cannot be Targeted or be Activated, and counts as an Impassable Terrain feature of the same Size until the End of the Round; when the protective powers of the amulet dissipate.



UPGRADES



UPGRADES: FIRE

Sultan of Cinders: 20 points

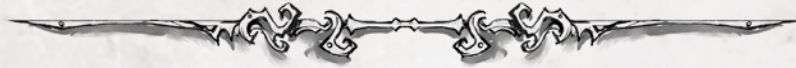
Ghols in your Warband gain the **Lethal Demise +1** Special Rule.

Lamp of Dyelin: 15 points

Friendly [**FIRE ELEMENTAL**] Warriors within Command Range gain the **Aura of Death +1** Special Rule.



UPGRADES



UPGRADES: WATER

Tears of Erme: 15 points

When a Friendly [**ENCLAVE**] or [**MAHABHARATI**] Warrior within Command Range is Slain, gain 1 Confluence.

Blessed Kalasha: 25 points

Once per Game, this [**CHARACTER**] may perform the following Draw Event:

REINCARNATE: (Draw Event) Select a Friendly Warrior within Command Range, you may immediately Raise another Warrior of that Regiment wholly within this [**CHARACTER**]'s Command Range. The Warrior is Raised with a single Wound Remaining. The Raised Warrior may be Activated as normal this Round.

