

CONQUEST
FIRST BLOOD

LEGENDS OF EÄ

RULES
PREVIEW



Para
Bellum
GAMES

LEGENDARY PREVIEW



Greetings First Blood fanatics!

It is with great pleasure that we introduce the Legends of Eä. Although previously only included as part of the Crucible of Wills Lore Campaign packs, these Characters take on life all their own in First Blood and are now available individually. The Characters found in this Rules preview are Named, Unique, and **100% legal** to include in your Warband in all manners of play, including at events and tournaments!

All Unique Characters possess the [**LEGENDARY**] Battlefield Role, something they have truly earned! These Characters may be included in your Warband as a Warlord choice but **cannot purchase any Upgrades**.

You will find these Characters to range from fun spin-offs of their unnamed counterparts to entirely bespoke entries of their own. We hope you see these Characters come alive on the battlefield, delivering unforgettable experiences and serve as a flavorful expansion to your battles of First Blood!

INCLUDED ARE THE FOLLOWING LEGENDARY CHARACTERS:

- King Fredrik (Hundred Kingdoms)
- Erich Schur (Hundred Kingdoms)
- Ragodosh the Stone Faced King (Dwewghom)
- Nagenyua (W'adrhün)
- Persenia the Gorgon (City States)
- Murakame Wako (Yoroni)
- Skypiercer Yindak (Sorcerer Kings)
- The Alchemist (Spires)
- Faithbearer Reginleif (Nords)
- Andronicus the Firebringer (Old Dominion)
- Oberon, Consort of Summer (Weaver Courts)





KING FREDRIK



HOW THEY PLAY

King Fredrik transforms your Feudal Warriors into Fearless Nepenthe Veterans, willing to follow their King into battle no matter the odds. When dueling enemies, Fredrik inspires his loyal followers into greater acts of bravery on the battlefield.



KING FREDRIK

THE LION OF BRANDENGRAD

[LEGENDARY], [INFANTRY], [FEUDAL], [CHARACTER]

WARLORD

150 Points

RETINUE: Household Knights

SIZE: 2

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

SPECIAL RULES: Flawless Strikes, Fearless, Lion of Brandengrad, Episcopicide, Nepenthe Veterans

King Fredrik is regarded as one of the most controversial personalities in the Hundred Kingdoms, advocating absolute authority, where the deeds and words of a monarch's rule are supreme but must be to the benefit of the people.

Now, after the events of Nepenthe, he is adored by many a noble youth for his tenacity but simultaneously despised by his peers in the Conclave and most people of faith, similarly dividing the opinions of commoners as well.

Fredrik was crowned King of Brandengrad with little time to grieve the loss of his father. Nords, Dweghom, and W'adrhün plagued his lands, while the Alchemist waited for the right time to strike.

UNIQUE SPECIAL RULES:

LION OF BRANDENGRAD: When this [CHARACTER] performs the Duel Command Ability, all Friendly [FEUDAL] Warriors on the Battlefield immediately Rally. While participating in a Duel, all Friendly [FEUDAL] Warriors within Command Range are Inspired!

EPISCOPICIDE: A Warband including King Fredrik cannot include any [THEIST CHARACTER].

NEPENTHE VETERANS: A Warband that includes King Fredrik does not select a Battlefield Role as part of the Dynastic Alliance Army Rule. Instead, all [FEUDAL] Warriors in your Warband gain the Fearless Special Rule.

COMMAND ABILITIES:

NO MATTER THE ODDS: Friendly [FEUDAL] Warriors within Command Range gain the Iron Discipline Special Rule.

SEIZE THE DAY: Friendly [FEUDAL] Warriors within Command Range gain the Overrun Special Rule.

PRESS THE ATTACK: Friendly [FEUDAL] Warriors within Command Range gain the Opportunist Special Rule.





ERICH SCHUR



HOW THEY PLAY

The hand of the Chamberlain, allowing him to requisition any Imperial Regiment to serve as his Retinue. On the battlefield is where Eric Shurr's fierce fighting spirit comes alive, able to lead his Imperial Forces with great tenacity and unmatched iron will.



ERICH SCHUR

THE IRON FIST OF THE CHAMBERLAIN

[LEGENDARY], [INFANTRY], [IMPERIAL], [CHARACTER]

WARLORD

125 Points

RETINUE: Any Restricted [IMPERIAL] Regiment SIZE: 2

M	V	C	A	W	R	D	E	CR
5	2	3	3	4	3	3	0	7

SPECIAL RULES: Shield, Cleave 1, Indomitable, Practiced Manoeuvres, Iron Fist of the Chamberlain

Whoreson seems like an insult when placed within most character contexts: for Erich Schur it is simply a steely, dry reminder his less than humble beginnings. Making his way into adulthood, Schur sought to join the ranks of the Steel Legion, seeing in their rigid discipline and grim demeanor a reflection of his own growing prowess as psyche. Lacking the height and brawn required, he was unable to join their ranks due to a lifetime of hardship and malnutrition. This humiliation resulted in the penchant to bulk his body through food and drink - mostly drink.

Schur rose through the ranks of the normal mercenary companies, seeking to earn a name for himself so that, when he inevitably tried again, the Steel Legion would be forced to acknowledge him. Instead, the aspiring commander found an unlikely ally in none other than the Imperial Chamberlain, who, after witnessing this man's unquestionable resolve, decided to sponsor Erich Schur's admission to the War College.

UNIQUE SPECIAL RULES:

PRACTICED MANOEUVRES: Friendly [IMPERIAL] Warriors within Command Range may Move through other Friendly [IMPERIAL] Warriors during their Activation, but must not end a Move on top of another Warrior.

IRON FIST OF THE CHAMBERLAIN: After this [CHARACTER] slays an Enemy during a Clash Action, they may immediately perform a Command Ability. *A Character may have multiple Command Abilities Active at once!*

COMMAND ABILITIES:

HEAVY HANDED: Friendly [IMPERIAL] Warriors within Command Range gain the Overwhelm Special Rule.

HOLD YOUR GROUND!: Friendly [IMPERIAL] Warriors within Command Range gain the Tenacious Special Rule.

IRON WILL: This [CHARACTER] gains the Dauntless Special Rule.



RAGODOSH



HOW THEY PLAY

Enduring and obdurate, Ragadosh shrugs off all but the mightiest of enemies with ease. Able to postpone his own demise until he enacts his will, Ragadosh is the mountain that the enemy crashes upon. Able to be accompanied by the Bloodbound, his elite retinue of Hold Thanes; Ragadosh is equipped to outlast any foe.



RAGODOSH

THE STONE FACED KING

[LEGENDARY], [INFANTRY], [CLANS], [CHARACTER]

WARLORD

155 Points

RETINUE: Hold Thanes

SIZE: 2

M	V	C	A	W	R	D	E	CR
4	1	3	4	5	4	4	0	7

SPECIAL RULES: Shield, Cleave 2, Dauntless, Counter-Attack, The Bloodbound, Grim Determination

The hold of Ghe'Domn is unique in that it does not contain a single clan like its counterparts: instead, it functions on a multi-clan system, with many minor clans boasting the semi-independence under the hold's embattled Raegh - Ragodosh, the Stone Face King.

This unorthodox balance of power can be traced to the hold's founding; the hold's first founder and Raegh, Anaghallosh, slew the great dragon Bhaigharradhakk with the assistance of twelve legendary thanes. The Raegh and his chosen dipped their weapons in the scalding blood of the slain dragon, creating the treasured dragonblades. Anaghallosh declared that each of his thanes was worthy of their own clan, earning the title of Dhaen; with the dragonblades serving as eternal symbols of their right to rule.

Today, Ragodosh rules over a hold marred by division, including a schism caused by the rogue Dhaen Alekhaneros in his quest to find his clan's missing dragonblade.

UNIQUE SPECIAL RULES:

THE BLOODBOUND: Hold Thanes in your Warband gain the Fiend Hunter Special Rule.

GRIM DETERMINATION: When Ragodosh is Slain, he is not Removed from the Battlefield until the end of the Round. He may still Activate as normal and is not treated as being Slain until the end of the Round, after the Victory Phase. While at 0 Wounds Ragodosh cannot be Healed and cannot stay his demise by any other means.
Even a Dweghom King has his limits!

COMMAND ABILITIES:

THE MOUNTAIN STANDS: Friendly [CLANS INFANTRY] Warriors within Command Range gain the Iron Discipline Special Rule.

UNITE THE CLANS: Friendly [CLANS INFANTRY] Warriors within Command Range gain the Opportunist Special Rule.

RAEGH OF GHE'DOMN: This Round, Whenever this [CHARACTER] Rolls to Block during Enemy Clash Actions; the Attacking Enemy suffers a Wound for each Block result of '1'.



НАНГЕНЬУА



HOW THEY PLAY

Preferring to hunt alone, Nangenyua stalks the battlefield; arriving when the opportunity is best to deliver the killshot onto vulnerable enemies. Coupled with his ability to enrage any friendly primal beast into a savage frenzy, Nangenyua tames the battlefield with precision and purpose.



Though chieftains were never meant to hold absolute power within a tribal hierarchy, the Sungazers strayed away from the decrees of the Ukunfazene and chose to follow their own path. Nangenyua, the son of his tribe's chieftain, was a scrawny and aloof youth, possessing keen eyesight and skill with the bow. However it was his gifts as a Speaker that made Nangenyua special, with the rare ability to communicate with both herbivores and carnivores. He was destined to one day take his father's place as leader of the tribe.

That day would never come, as the Living Goddess herself waged war against the Sungazers, wiping out the tribe. Nangenyua, the sole survivor, attacked the Ukunfazene in revenge, but the Living Goddess was impressed by his tenacity and spared him, taking him under her protection. Over time, Nangenyua became a hunter without peer and was the protégé of the Living Goddess. However, Nangenyua never forgot what happened to his tribe and set off on his own path.

NANGENYUA

THE SHADOW WHO WALKS

[LEGENDARY], [INFANTRY], [SPEAKERS], [CHARACTER]

WARLORD

105 Points

RETINUE: Raptor Riders

SIZE: 2

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

SPECIAL RULES: Elusive, The Shadowkin, Stalk Unseen, Killer Instinct
Barrage 2 (12"), Armor Piercing 2, Sureshot

UNIQUE SPECIAL RULES:

THE SHADOWKIN: Hunters in your Warband gain the Elusive Special Rule.

STALK UNSEEN: This [CHARACTER] is not Deployed at the Start of the Battle. At the start of any Friendly Command Phase, you may Reveal Nangenyua. Nangenyua must be Placed anywhere on the Battlefield outside of all Enemy Command Ranges. If Nangenyua does not arrive during the Battle, then he is considered Slain.

Nangenyua may perform a Command Ability the Round he arrives!

KILLER INSTINCT: (Out of Combat Action) All Enemies Engaged with Target Friendly [PRIMAL] Warrior within Command Range suffer 2 Hits.

COMMAND ABILITIES:

EASY PREY: Friendly [SPEAKERS] Warriors within Command Range gain the Opportunist Special Rule.

FLEET OF FOOT: Friendly [SPEAKERS] Warriors within Command Range are Aimed!



PERSEPIA



HOW THEY PLAY

A gladiator of unmatched ferocity, blessed by the God of Vengeance, she leads her Warband on the front-lines; where her deadly grace outpaces the acumen of her peers. On the battlefield, Persenia gives enemies pause through petrifying displays of grace and prowess, before personally delivering swift death wherever her skills can be tested.



PERSENIA

THE GORGON

[LEGENDARY], [INFANTRY], [POPULIST], [CHARACTER]

WARLORD

135 Points

RETINUE: Agema

SIZE: 2

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

SPECIAL RULES: Shield, Flawless Strikes, Parry, Flurry, Flank, Gladiatrix, Petrifying Display, Blessing of Vengeance

Persenia was renowned for her breathtaking beauty, but her true calling was that of a warrior, for her skill with a blade was masterful from the very moment she could properly wield one, becoming a champion of Minos and fighting wherever the bull-god decreed. Persenia grew to become one of the city state's most decorated heroes, completing great quests in the name of her bullish patron.

Persenia's first and greatest loss would come within Minos' grand arena, where she was cut down by a duplicitous gladiator with a poisoned blade. Feeling Minos' favor leaving her body, Persenia called for aid, and the forgotten god of vengeance answered. Persenia was transformed, with scales sprouting across her body and her hair turning into venomous snakes. From that point onward, Persenia came to be known as the Gorgon, slaying the cheating gladiator and regaining Minos' favor; she would forever resent the bull-god in secret, for he abandoned her during her time of need.

UNIQUE SPECIAL RULES:

GLADIATRIX: (Draw Event) This [CHARACTER] may immediately perform the Duel Command Ability.

PETRIFYING DISPLAY: While participating in a Duel, Enemy Warriors within Command Range are never Inspired!

BLESSING OF VENGEANCE: This [CHARACTER] never suffers the effects of the Deadly Blades and Deadly Shot Special Rules.

COMMAND ABILITIES:

SERPENT STRIKE: Immediately Place this [CHARACTER] anywhere wholly within Command Range. This [CHARACTER] gains the Quicksilver Strikes Special Rule

VANQUISHER OF THE LION: Friendly [POPULIST] Warriors within Command Range gain the Fiend Hunter Special Rule.



MURAKAME WAKO



HOW THEY PLAY

Rejecting the five-fold path, Wako leads his crew of like-minded Warriors to follow their own path on the journey to enlightenment. Able to knock enemies aside with his mighty oar and snap at those who stray too close, Wako brings the roiling power of the Ocean to the battlefield leading his primordial pirates aboard this earthly domain.



MURAKAME WAKO

SUZERAIN OF A HUNDRED HATEFUL TIDES

[LEGENDARY], [BRUTE], [SUI], [CHARACTER]

WARLORD

170 Points

RETINUE: Kappa Bushi

SIZE: 3

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

SPECIAL RULES: Cleave 1, Iron Discipline, Smite, Hardened, Captain of the Drowned Knell, Uncharted Waters, Snapping Strike

To be enlightened is to enter paradise: Eä. To enter paradise, one must reach the pinnacle of the Eternal Pagoda that pierces the heavens. This is the journey of all Yoroni, and all are bound to walk its path.

Wako took his first steps along the Five-Fold Path, finding neither joy nor excitement about what lay ahead. "What freedom is there in a set path?" he thought. "What excitement lies in a journey first claimed by another?". He could hear it, the roiling of unseen waters and the crashing of titanic waves, just out of reach beyond the Pagoda's walls: an ocean of shimmering unreality.

Wako would gather others like him, others who faltered or stalled in their journey, and sail into the unknown aboard the Drowned Knell as its infamous captain. Growing in size and power through arduous adventure, the Drowned Knell and its crew would breach through the Prime Domain; continuing their exploits in heaven, among the seas of Eä.

UNIQUE SPECIAL RULES:

CAPTAIN OF THE DROWNED KNELL: Kappa Bushi in your Warband gain the Bodyguard Special Rule.

UNCHARTED WATERS: When a Friendly Warrior within Command Range Activates using their corresponding Ideal Card, they may immediately Move up to half their March Characteristic. (rounding up)

SNAPPING STRIKE: Enemies that end a March Action Engaged with this [CHARACTER] suffer 1 Hit with the Cleave 2 Special Rule.

COMMAND ABILITIES:

KYÖRANDOTŌ: Friendly Warriors within Command Range gain the Counter Attack Special Rule.

HATEFUL TIDES: All Enemies within Command Range count as being within Water Zonal Terrain.



SKYPIERCER YINDAK



HOW THEY PLAY

Master of both wind and storm, Yindak strikes with the power of a thunderbolt. Able to channel lightning that leaps through the Enemy or empowering his Gauntlet to deal a devastating blow; Yindak explodes with fulminating power, a living storm on the battlefield and a conduit of thunderous sorceries.



YINDAK

THE SKYPIERCER

[LEGENDARY], [INFANTRY], [AIR], [CHARACTER], [SPELLCASTER]

WARLORD

145 Points

RETINUE: Any Restricted [AIR] Regiment

SIZE: 2

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

SPECIAL RULES: Spellcaster 3, Flawless Strikes, Fearless, Gauntlet of the Storm, Fulminator

Little is known of Yindak's past. Some claim that the Skypiercer is not human at all, but that he is a sentient storm. Others claim that Yindak is not a singular man but instead belongs to a collection of elite assassins, all sharing the same appearance and identity. There exists a tale that only a chosen few have heard about, where the almighty Yindak loses the façade of a single-minded killer, only to be tainted by the sin of fratricide...

Jealous that his twin was named as successor, Yindak's brother Havbur tried to overthrow the Skypiercer while he was away from his enclave, imprisoning Yindak's wife and children in the process. Upon his return, the Skypiercer would be overcome by rage, and – in a grand and terrible duel – would slay his brother. Shamed by this, Yindak would renounce his title of Raj and depart from his home in an act of self-imposed exile, leaving his fate to be decided by the sorcerous masters of the Court of Air; who wield the Skypiercer as an instrument of voltaic fury.

UNIQUE SPECIAL RULES:

GAUNTLET OF THE STORM: (Draw Event) You may convert any number of Confluence into Essence. Gain 1 Essence for each Confluence spent this way. *A Spellcaster may never have more than 6 Essence.*

FULMINATOR: While this [CHARACTER] is on the Battlefield, you always have access to the Thunderstrike Ritual. Enemies within Yindak's Command Range that suffer Hits from the Thunderstrike Ritual must Re-Roll Block results of '1'.

YINDAK THE SKYPIERCER



SPELLS:

VAJRA-MUSHTI

Essence: X

Type: Unique Clash Action

Target Enemy within Engagement Range suffers X Hits with the **Cleave 3** and **Smite** Special Rules where X is equal to the amount of Essence spent casting this Spell.

LEAPING LIGHTNING

Essence: 2

Type: Unique Volley Action

Target Enemy within Command Range suffers 2 Hits. If any Hits from this Spell result in a '6', the lightning leaps; resolve the effects of this Spell again Targeting another Enemy within Command Range of the [SPELLCASTER]. The lightning may keep leaping until no '6's are Rolled. A Warrior cannot suffer Hits from this Spell more than once each Action.

INVIGORATE

Essence: 1

Type: Incantation

Before a Friendly Warrior performs a Clash Action, they gain +1 Attack.



THE ALCHEMIST



HOW THEY PLAY

A warped reflection of how merchant princes typically leverage the battlefield, the Alchemist prefers his enemies indebted to him. His influence grows as the enemy flourishes, as after all, pride goes before a fall. Able to procure a hasty enemy, the Alchemist can turn a moment's impetus into their ultimate demise.



THE ALCHEMIST

SPIRELORD OF NEPENTHE

[LEGENDARY], [INFANTRY], [CLONE], [CHARACTER]

WARLORD

135 Points

RETINUE: Any Restricted Regiment

SIZE: 2

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

SPECIAL RULES: Lethal Demise 2, Spirelord of Nepenthe, Nepenthe Remembers, Procure, Finest Specimens

WE REPORT THE FOLLOWING:

Information from Boronest has confirmed that the Alchemist was once known as Iris Amalgamation and is-or was-in fact, a member of the Lineages, the nobility of the Spires, connected to their Sovereign himself.

We have confirmed that the Alchemist's studies in Biomancy were repeatedly praised for their originality but scorned for their limited scope and for focusing on "unworthy specimens" -humans; the Alchemist was made a pariah. This fits with His Majesty's own account, which marks the Alchemist's Spire name as "The Chemical Variant"; such a change would confirm a fall from grace from their own Lineage and a change of roles within Spire society.

We have now confirmed that the Alchemist is a member of a new-by Spire standards-pillar of power, referred to usually as "Merchant Princes.", which deal with humans.

Caution is Advised

UNIQUE SPECIAL RULES:

SPIRELORD OF NEPENTHE: Be it through wealth or guile, the Alchemist can utilize Influence to tip the scales of battle in their favor. This [CHARACTER] gains Influence Markers throughout the Battle that may be spent to Activate effects. This [CHARACTER]'s Command Abilities and Unique Actions will indicate an Influence cost that must be spent in order to be performed.

NEPENTHE REMEMBERS: This [CHARACTER] begins the Battle with 6 Influence and gains an Influence whenever the Spire player loses the Supremacy Roll. This [CHARACTER] cannot have more than 6 Influence at once.

PROCURE: Before rolling for Supremacy, the Alchemist may offer for their opponent to automatically win the Roll-off to determine the Supremacy Player. If accepted, the Alchemist gains 3 Influence. If declined, Players Roll-off as normal.

FINEST SPECIMENS: Force Grown Drones in your Warband gain +1 Resolve.

THE ALCHEMIST

TRICKS OF THE TRADE:

SUFFOCATE: (Command Ability) 2 Influence- Enemy Warriors within Command Range suffer -1 Resolve. When an Enemy ends a March Action engaged with the Alchemist, that warrior suffers 1 Hit

INVEIGLE: (Command Ability) When an Enemy Warrior within Command Range Rolls Attacks, Hits, or Blocks; you may spend 1 Influence to Re-Roll a single result. This may only be used once per Enemy Warrior's Activation.

PREROGATIVE: (Command Ability) Friendly [**DRONE**] Warriors within Command Range gain the **Bodyguard** Special Rule. Whenever a Friendly Warrior within Command Range is Slain, gain an Influence.

AIRSHIP BOMBARDMENT: (Out of Combat Action) 3 Influence- Place a Marker about 1" in diameter on the Battlefield outside of this [**CHARACTER**]'s Command Range. All Warriors (Friendly and Enemy) within 3" of the Marker Immediately suffer 1 Hit. Until the End of the Round, all Warriors treat the Battlefield within 3" of the Marker as Broken Ground.





FAITHBEARER REGINLEIF



HOW THEY PLAY

Stirring the divine blood within her followers, Reginleif leads her Warband and weaves their fates to victory. Able to seize the initiative through the wisdom of her corvid companions, the battlefield is just another test of faith and battle to be won.



REGINLEIF

THE FAITHBEARER

[LEGENDARY], [INFANTRY], [MORTAL], [CHARACTER], [SPELLCASTER]

WARLORD

130 Points

RETINUE: Bow Chosen

SIZE: 2

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

SPECIAL RULES: Spellcaster 3, Quicksilver Strikes, Blessed, Faithbearer, Council of Crows, Hrokkisdóttir

UNIQUE SPECIAL RULES:

FAITHBEARER: Friendly [MORTAL] Warriors within Command Range gain the Bravery Special Rule.

COUNCIL OF CROWS: (Draw Event) This [SPELLCASTER] gains 2 Essence.

HROKKSDÓTTIR: Once per game at the start of the Supremacy Phase, you may choose to become the Supremacy Player instead of Rolling.

From childhood, Reginleif had the makings of greatness within her, with both the normal and the paranormal intertwining in order to weave a saga-worthy destiny. She was born the daughter of the Shaman Frode Runesald, lorekeeper to the elder and most powerful of Shamans, Timoleon the Lion.

Reginleif had much time to herself as a young girl, often wandering the forest. There, she encountered two crows staring at the child from atop a withered branch. Reginleif found out she could speak to the twin crows, and they could communicate with her in turn, a connection that was shared exclusively between the young girl and the avian twins. From that point onwards, the crows would act as Reginleif's personal guides through life, shepherding her towards her true destiny.

It was the crows that persuaded Reginleif to reject her father and leave his side by joining the Volva and to search for the mythical Welcyrge.

SPELLS:

ANCESTRAL LINEAGE

Essence: 3

Type: Command Ability

Friendly Warriors within Command Range gain the Cleave +1 Special Rule.

FATEWEAVE

Essence: 1

Type: Incantation

Before a Friendly Warrior Rolls to Block, they gain +1 Evasion.

FÓLKVANGR

Essence: 2

Type: Unique Action

Target Friendly [MORTAL] Warrior within Command Range Rallies! and immediately performs an Action.



ANDRONICUS



HOW THEY PLAY

Andronicus leads his risen legions onto the battlefield with flame and fury; igniting the faith of his allies and burning those who reject Hazlia's salvation. Those caught within Andronicus' presence find themselves sapped of their own will to fight on, burnt to ashes in the scorching wake of Andronicus' burning crusade.



ANDRONICUS

THE FLAMEBRINGER

[LEGENDARY], [INFANTRY], [FINAL CREED], [CHARACTER], [SPELLCASTER]

WARLORD

140 Points

RETINUE: Bone Golems

SIZE: 2

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

SPECIAL RULES: Spellcaster 4, Aura of Death 2, Bravery, Flames of Salvation, Burning Crusade, Malum Ignis

UNIQUE SPECIAL RULES:

FLAMES OF SALVATION: When a Friendly Warrior is Slain within Command Range, gain an Essence.

BURNING CRUSADE: Friendly [LEGIONS] Warriors within Command Range gain the Bravery Special Rule.

MALUM IGNIS: Enemies within Command Range must Re-roll all successful Resolve tests caused by Wounds from the Aura of Death and Lethal Demise Special Rules.

Never destined to experience the warmth of parental affection, for both of his parents died soon after his birth, Andronicus found a family within Hazlia's expansive clergy, where Andronicus' unceasing devotion earned him the epithet -Firebringer.

As a priest, Andronicus preached of his faith with unwavering zeal, one day receiving a vision that he believed to be from his deity. Hazlia commanded Andronicus to spread his word and faith beyond the boundaries of the Dominion's capital so that the priest could reach those forsaken by the instruments of religion and assist the legions with the Northern Crusades.

So terrible were the Northern Crusades that even Andronicus came to question their purpose. At the pinnacle of this catastrophe, Hazlia imbued his body with power, with the deity commanding him to enter Yggdrasil to start a divine blaze that would destroy the great tree. Andronicus was martyred and entombed, and is now called upon again to serve Hazlia as the Firebringer.

SPELLS:

HERETICAL IMMOLATION Essence: 3

Type: Unique Action

All Enemies within Command Range suffer 1 Hit.

SANCTIFY Essence: 2

Type: Command Ability

Friendly Warriors within Command Range gain the Lethal Demise +1 Special Rule.

INVOKE Essence: 1

Type: Incantation

Before a Friendly [LEGIONS] Warrior resolves a Clash Action, they gain +1 Attack.



○BERON



HOW THEY PLAY

Calm and calculating, contrasting that of his beloved, Oberon prefers to outlast the Enemy and control their movements through clever placement of burning blooms. Ultimately coalescing into a torrid torrent when Summer ascends; the battlefield his domain and the Enemy uninvited guests.



OBERON

CONSORT OF SUMMER

[LEGENDARY], [BRUTE], [SUMMER], [CHARACTER], [SPELLCASTER]

WARLORD

180 Points

RETINUE: Scaille Dancers

SIZE: 3

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

SPECIAL RULES: Spellcaster 4, Aura of Death 2, Fly, Fearsome, Handmaidens of Titania, King of Summer, Sire of the Blazing Realm

Ruled by Oberon and Titania, the Summer Court is shaped by their love and devotion to one another—rivaled only by their constant conflict.

Oberon is a beguiling and cunning strategist, patient and relentless, a force that lures his enemies in before overwhelming them. Titania, in contrast, is impulsive and shows little patience for his tactics. She claims what she desires with fervor, always seeking to grow and expand... only to find Oberon's plans already in place, restraining her from acting too rashly.

Tied to the element of Fire, the royal couple are locked in a never-ending marital bout, a struggle that simmers beneath the surface of their Court and draws all their followers into its undertow. The Summer military, from their mantis warriors to their fiery knights and winged cohorts, rarely, if ever, partake in their infighting. Should the royal couple set their minds on a common goal, their Court's strength remains formidable.

UNIQUE SPECIAL RULES:

HANDMAIDENS OF TITANIA: While within Command Range, Friendly Scaille Dancers count Summer as being in Ascendancy instead of the current Season..

KING OF SUMMER: While Summer is in Ascendancy, this [SPELLCASTER] automatically gains 6 Essence when Rolling for Attunement and counts the entire Battlefield as their Command Range for the purposes of Spells.

SIRE OF THE BLAZING REALM: When an Enemy on the Battlefield ends their Activation, they suffer X Hits where X is the number of Bloom Markers they are in range of. If this Slays the Enemy, gain 1 Essence.

○BERON



SPELLS:

RADIANT STRATEGIST

Essence: 2

Type: Command Ability

You may place 1 Seed Marker within Command Range. Friendly Warriors within Command Range gain the Fearless Special Rule.

CORUSCATION

Essence: 1

Type: Incantation

When a Friendly Warrior Activates, they Rally and gain the Aura of Death +1 Special Rule.

MIDSUMMER DREAM

Essence: 3

Type: Unique Action

Select a Friendly Bloom Marker within Command Range, all Enemies within Range of that Bloom Marker become Broken!

