

HEROES OF LEGEND

LEGENDARY CHARACTERS IN CONQUEST TLAOK

Warlords, Wizards, Champions and Fish Gnomes of all kinds!

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 are now available individually.

The Rules found in this document are intended for **Casual and Narrative Play only**. However the miniatures themselves can be a legal substitute for the regular Character analogue they represent. You will be able to find what each Miniature represents in its respective Army List Entry.

All Legendary Characters possess the [**LEGENDARY**] Battlefield Role, something they have truly earned! This is an easy identifier in order to quickly and easily gauge which Characters can and cannot be part of the regular Organized Play experience.

For Casual and Narrative games, these Characters may be included in your Army exactly as if it was a regular Army List Entry and benefit from all relevant rules.

We hope you see these Characters come alive on the battlefield, delivering unforgettable experiences and serve as a flavorful expansion to your battles of The Last Argument of Kings!

INCLUDED ARE THE FOLLOWING LEGENDARY CHARACTERS:

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





FAITHBEARER REGINLEIF - NORDS

100 POINTS

...Now, with her destiny clear, Reginleif sails for the lands of the Old Dominion with an army worthy of her quest – having secured the support of the Jarl Gunnar One-Eye by promising him riches and treasures from the tombs they would be pillaging. Her father's records speak of a great necropolis that lies buried in those dead lands – within it lies the sleeping Wælcyrge, which was claimed as a prize by a champion of the Dominion during the events of Ragnarök. However, in such cursed lands, dead does not mean departed, and Faithbearer Reginleif now finds her expedition facing a terrible and ancient enemy...

FAITHBEARER REGINLEIF CAN ALSO BE USED AS A VOLVA!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	6	4	4	2	0	Divine Guidance

Special Rules: BLESSED, PRIEST (7), FLURRY, INDOMITABLE (1)

Battlefield Role: [CHARACTER], [MORTALS], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: *Fruit of the Golden Tree, Warbringer's Light, Hela's Caress, Glory of Valhalla, Aspect of Fenrir*

Bound by Blood and War: The Valkyries Regiment this [CHARACTER] is currently attached to gains the Flank and Fearless Special Rules.

Glory to the Einherjar: [CHARACTER]s and Command Stands in the Army may Die Fighting! regardless of whether the Regiment has Acted this Round. In addition [CHARACTER]s in this Army always count as 3 Stands for the purposes of Seizing Objective Zones.

FAITHBEARER REGINLEIF (VOLVA) - TLAOK

Protective Wards: Friendly Regiments currently within 10" of this [CHARACTER] Stand adds +1 to its Evasion Characteristic (to a maximum of 2).

It is my Destiny: During a Round's Victory Phase where this [CHARACTER] is within range of an Objective Zone this Army's Player is Seizing, score an additional 1 VP.

SUPREMACY ABILITY

Divine Guidance [Always Active]: Friendly Regiments may be the Target of a Friendly [CHARACTER]'s Spellcasting Action regardless of the Spell's Range or the Spellcaster's Line of Sight.

In addition when [MORTALS] Regiments in this Army performs a successful Charge against an Enemy Regiment, they gain the Indomitable (2) Special Rule until the end of the Round.

CHARACTER UPGRADES

May purchase two Trove-finds at the indicated point cost.

May purchase a single Mastery of any category.

WARBAND

Mainstay: *Valkyries*
 Huskarls
 Raiders

Restricted: *Ulfhednar*
 Mountain Jotnar



ANDRONICUS THE FIREBRINGER - OLD DOMINION

100 POINTS

The Archimandrite was entombed, with honors, inside the subterranean necropolis known as Ierapetra, along with the myriads that had followed him during the Northern Crusades. Andronicus was buried alongside his most cherished prize that was claimed from Mannheim – a Wælcyrge, an instrument of the dead gods of the Nords. Upon being raised, the Firebringer came to realize that, during the burning of Yggdrasil, Hazlia had been afraid. The deity had been terrified of the World Tree's true nature, and that fear drove him to destroy it – and what true god would show fear? Thus, those entombed within Ierapetra descended into a restless slumber, filled with resentment and lacking any ambitions that would force them to mobilize. Now, however, Andronicus and his followers stir from their unliving dreams as Reginleif and her followers enter his domain, stealing his most valued belonging and finally prodding the veterans of the Northern Crusades into action after eons!

ANDRONICUS THE FIREBRINGER CAN ALSO BE USED AS AN ARCHIMANDRITE!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	1	3	4	-	1	2	Scholar of the Profane

Special Rules: ANIMATE VESSEL, DEVOUT, DREAD, PRIEST (7), TERRIFYING (1)

Battlefield Role: [CHARACTER], [THE CREED], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: Hazlia's Touch, Dark Immolation, Blasphemous Power, Unholy Baptism

Scholar of the Profane: Kheres and Moroi Regiments in this Army gain the Priest (+1) Special Rule.

Tainted by Hazlia: This [CHARACTER] may perform two Spellcasting Actions per Activation. The [CHARACTER] may not cast the same Spell more than once per Activation.

ANDRONICUS THE FIREBRINGER - OLD DOMINION

Abundant Essence: When a Command Stand in this Army is destroyed it produces one additional Power Token. In addition the Regiment Andronicus is currently attached to counts as if it is under the effects of Dark Power Tier III.

Desecrate: When an Enemy Regiment becomes the Target of a friendly [**CHARACTER**]'s or Regiment's Spellcasting Action, it loses the Blessed Special Rule until the end of the Round. In addition, the Regiment Andronicus is currently attached to gains the Unyielding Special Rule.

SUPREMACY ABILITY

High Priest of a Fallen God [Always Active]: Andronicus may Re-Roll any number of dice when performing Spellcasting Actions.

In addition [**CHARACTER**]'s in this Army may always Target Regiments, currently within Range of an Objective Zone, as a Target of a Spellcasting Action, regardless of the Spell's Range or the Spellcaster's Line of Sight.

CHARACTER UPGRADES

May purchase a single Treasure at the indicated points cost.

May purchase up to two Dark Blessings from the Dark Arts.

WARBAND

Mainstay:	<i>Legionnaires,</i>	Restricted:	<i>Moroi,</i>
	<i>Cultists,</i>		<i>Unhallowed Sepulcher</i>
	<i>Kheres,</i>		
	<i>Bone Golems</i>		
	<i>Praetorian Guard,</i>		



PERSENIA THE GORGON - CITY STATES

140 POINTS

...Now, the Gorgon has been tasked with launching an invasion into the Allerian Plains, wishing to disrupt the growing influence of the Sorcerer Kings and using Boubalia as her staging point. A city that was never meant to be, Boubalia was designed to be a simple fortress outpost – a minor walled settlement that would extend Tauria's influence into the west. However, as the denizens of Tauria crave adventure and glory above all else, Boubalia would grow to accommodate the wave of travelers that sought to reach into the west, eventually growing way beyond its meager walls and into a proper city. Famous for its running of the Minotaurs, a bloody tradition where convicted criminals are released onto the streets and are subsequently chased down by bull-headed bred, Boubalia is Tauria's most valuable settlement beyond itself. It is from a city of such import that the spiteful Gorgon now launches her campaign, aiming to bring the Sorcerer Kings low and establish Tauria's dominion over the Allerian Plains...

PERSENIA THE GORGON CAN ALSO BE USED AS AN ARISTARCH!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	8	5	4	3	1	Pantaurion's Boon

Special Rules: FLURRY, FORWARD FORCE, TERRIFYING (1)

Battlefield Role: [CHARACTER], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Close the Gap! The Regiment this [CHARACTER] is currently attached to gains the Unstoppable Special Rule.

Minos' Domain: When Minotaur Haspists, Minotaur Thyreans, or Regiments with Minotaur Auxiliary Stands attached to them Activate from the Strategic Stack, they gain the Blessed Special Rule until the end of the Round.

PERSENIA THE GORGON - CITY STATES

Absolute Command: At the beginning of this [CHARACTER]'s Activation, select one of the following Commands. Until the end of the Round, a Friendly Target Regiment within 10" of Persenia gains these effects. A Regiment may only be affected by a single Command, Battlefield Order, or Battlefield Tactic. Should a Regiment receive another Command, Battlefield Order, or Battlefield Tactic while already under the effects of another, the current one ceases and is replaced.

1) Dismantle: When a Target Friendly Infantry or Brute Regiment performs a Clash Action against an Objective Marker, that Objective Marker is immediately destroyed.

2) Just Like we Practiced: Target Friendly Infantry Regiment gains the Counter Attack and Untouchable Special Rules.

3) Bull Horn Assault: When a Target Friendly Infantry or Brute Regiment successfully Charges an Enemy Regiment that is already Engaged by another Friendly Regiment, it gains the Terrifying (2) Special Rule until the end of the Round.

Serpentine Guard: While Persenia is attached to a Thorakites, or Agema Regiment, the Regiment she is attached to ignores the Terrifying (X) Special Rule.

Secret Hatred and Disdain: The Regiment Persenia is attached to cannot have Auxiliary Stands attached to it. The Regiment gains the Cleave (+1) Special Rule for the duration of a Clash Action directed against a Regiment that has one or more Stands with the Wizard (X) or Priest (X) Special Rule.

SUPREMACY ABILITY

Pantaurion's Boon [Always Active]: The Regiment Persenia is currently attached to adds +1 to its Clash Characteristic (to a maximum of 4). In addition, all Friendly Infantry [CHARACTER]S count as +3 Stands for the purpose of Seizing Objective Zones.

CHARACTER UPGRADES

May purchase up to two Bestowed Relics at the indicated points costs.

Masteries: Combat

WARBAND

<i>Mainstay:</i>	<i>Thorakites</i>	<i>Restricted</i>	<i>Sacred Band</i>
	<i>Hoplites</i>		<i>Hephaestian</i>
	<i>Phalangites</i>		<i>Selinoi</i>
	<i>Agema</i>		<i>Satyroi</i>
	<i>Minotaur Haspists</i>		<i>Talos</i>
	<i>Minotaur Thyreans</i>		



SKYPIERCER YINDAK - SORCERER KINGS

100 POINTS

Recently, after braving many missions in the name of the Court of Air, Yindak was sent to the continent of Alektria. The Skypiercer was seconded to the Court of Fire and their newest settlement, Taj'Khinjaha, in an ongoing effort to improve diplomatic relations and military cooperation between the two sorcerous courts. His new master, Jahan the Shimmering Vizier, was the governor of the burgeoning port settlement, who swiftly appointed Yindak as his general, tasking the Skypiercer with leading Taj'Khinjaha's forces while Jahan stayed in his palace. With Yindak's prowess and skill, Taj'Khinjaha grew to even greater heights, gaining control of a considerable portion of the Allerian Plains and becoming a noteworthy regional power. Yet, such prosperity was not meant to last, and the holdings of Taj'Khinjaha are now under threat. Persenia the Gorgon and the warriors of Tauria now march against the settlement, threatening it with war and destruction! Against such a powerful enemy, Skypiercer Yindak is ready to lead the armies of the Sorcerer Kings once more, unwilling to back down and welcoming the challenge wholeheartedly.

SKYPIERCER YINDAK CAN ALSO BE USED AS A RAJ!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	6	5	3	3	2	Arcane Wind

Special Rules: FLURRY, WIZARD (7),
Battlefield Role: [CHARACTER], [COURT OF FIRE], [COURT OF AIR], [LEGENDARY]
Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

KNOWS ALL SPELLS AND RITUALS FROM THE COURTS OF FIRE AND AIR.

Shimmering Light's Favor: In addition, Yindak adds 2 Ritual Markers to a Ritual currently being prepared as a result of casting a Spell.

Gauntlet of Storm: When Yindak adds Ritual Markers to a Ritual being prepared as a result of casting a Spell, he gains the Cleave (+1) Special Rule for the remainder of the battle to a maximum of Cleave (3).

SKYPIERCER YINDAK - SORCERER KINGS

Pavan Bhaala (Yindak's Spear): The Regiment Yindak is currently attached to gains the Vanguard Special Rule and adds +1 to its March Characteristic.

Money is Not an Issue: Yindak counts as having purchased the "Best Money Can Buy" Mastery. This does not count towards the number of Masteries Yindak is allowed to purchase.

SUPREMACY ABILITY

Arcane Wind [Always Active]: Friendly [**ELEMENTAL**] Regiments gain the Terrifying (+1) Special Rule when within range of an Objective Zone. Other Friendly [**CHARACTER**]s can Target the Regiment Yindak is currently attached to with Spells, regardless of range or Line of Sight.

CHARACTER UPGRADES

May purchase up to two Patron's Gifts at the indicated points cost.

May purchase a single Mastery from any category.

WARBAND

Mainstay:	<i>Rajakur, Mahabharati Initiates, Dhanur Disciples, Ghols</i>	Restricted:	<i>Efreet Flamecasters, Efreet Sword Dancers, Rakshasa Bakasura, Rakshasa Ravanar, Steelheart Djinn, Windborne Djinn, Trinavarta Chandavat, Trinavarta Sabhagrih, Eternal Eidolons, Eternal Oppressors Mahut, Marid Lancers, Marid Sahar, Marid Apsara, Marid Shaytan, Mahabharati Sorcerer Saints</i>
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RAGODOSH, THE STONE FACE KING - DWEGHOM

110 POINTS

Since then, the Stone Face King has learned of the missing dragonblade's true location: the human city of Pravia, where it was paraded as a Theist relic by the fanatical Baron Mikael von Kürschbourgh. With precious knowledge of his prize's location at hand, Ragodosh has mustered a mighty war-host and seeks to retrieve the dragon-slaying weapon by force, wishing to silence his doubters and prove his worth over all who would challenge him for his throne. Reclaiming the dragonblade would serve to make Anaghallosh's legacy whole once more – with all the dragon-blooded weapons secure in the hands of his followers – and finally silence the lingering echoes left by Alekhaneros' ideas, securing Ragodosh's sovereignty for the years to come and healing his hold's fractured spirit. Thus, the great stone countenance of Ghe'Domn rings with activity once more as the Stone Face King marshals his forces, aiming to march upon the human city of Pravia and claim his rightful prize!

RAGODOSH, THE STONE FACE KING CAN ALSO BE USED AS A HOLD RAEGH!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	4	6	5	4	4	1	Never Stood a Chance

Special Rules: CLEAVE (2), HARDENED (1)

Battlefield Role: [CHARACTER], [CLAN], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Preternatural Focus [Draw Event]:

Target Friendly Regiment within 10", until the end of the Round:

- The Regiment becomes Awakened.

Aghm to be Gained!: The Regiment this [CHARACTER] is currently attached to gains the Flank Special Rule.

RAGODOSH, THE STONE FACE KING - DWEGHOM

To the End:

- When this [CHARACTER] initiates a Duel by performing a Duel Action - keep performing out-of-sequence Duel Actions until either or both [CHARACTER]s are destroyed.
- Should the Enemy [CHARACTER] decline a Duel, then the Regiment this [CHARACTER] is attached to immediately becomes "Awakened" until the end of the Round.

Shock Troops: While a Friendly Awakened [CLAN] Regiment is within range of an Objective Zone, it gains the Flurry Special Rule.

SUPREMACY ABILITY

Never Stood a Chance [Always Active]: While this [CHARACTER] is within range of an Objective Zone, it always counts as Seizing that Objective Zone. In addition, when an Enemy [CHARACTER] is in range of the same Objective Zone as this [CHARACTER], and Ragodosh's Army seizes that Objective Zone, the Objective Zone awards 1 additional Victory Point.

CHARACTER UPGRADES

May purchase up to two Relics at the indicated point cost.

May purchase a single Mastery from any category.

WARBAND

Can only include up to two Fireforged Regiments.

<i>Mainstay:</i>	<i>Hold Ballistae,</i>	<i>Restricted:</i>	<i>Dragonslayers,</i>
	<i>Hold Warriors,</i>		<i>Ironclad Drake,</i>
	<i>Hold Thanes,</i>		<i>Wardens</i>
	<i>Initiates</i>		
	<i>Fireforged</i>		



ERICH SCHUR - HUNDRED KINGDOMS

130 POINTS

Unaware of the relic sword's true identity as the lost dragonblade of clan Dheubrodsûn – for the Baron has kept the artifact's non-human origin a secret – Erich Schur was caught by surprise when reports started trickling in of increased Dweghom activity from the hold of Ghe'Domn. Not knowing the true reason behind such commotion and being extremely wary of the destructive potential of a Dweghom army, Schur wrote to the Chamberlain – who immediately liberated funds and empowered Erich to raise as powerful a force as he could. The possibility of Pravia being attacked was enough to galvanize the Chamberlain into action: the city was under the direct diplomatic protection of the Chamberlain, having sought his patronage, after the dissolution of the Empire, to shield itself from potential territorial hostilities. Schur must now face the imminent emergence of the Stone Face King alone, as the Theist Church and its pawns seek to see their foes exhaust one another so that they might destroy the Dweghom army as it seeks the walls of Pravia, furthering their political ambitions.

ERICH SCHUR CAN ALSO BE USED AS AN IMPERIAL OFFICER!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	3	5	5	3	3	0	Take Positions!

Special Rules: FORWARD FORCE, CLEAVE (1)

Battlefield Role: [CHARACTER], [IMPERIAL], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Pravia's Stone Kings: Eric Schur may take up to two Masteries free of charge.

Personal Guard: The Regiment this [CHARACTER] is currently attached to cannot become Broken and Re-Roll failed Rolls of "6" when making Morale Tests.

ERICH SCHUR - HUNDRED KINGDOMS

Battlefield Drills: At the end of the Round's Supremacy Phase select up to two target Friendly Infantry Regiments within 12" of this [CHARACTER] can each receive one of the following benefits. This [CHARACTER] may choose a different benefit for each of the two Target Regiments.

1) Brace for Impact: Target Friendly Regiment gains the Hardened (1) Special Rule until the end of the Round.

2) On Your Feet: Target Friendly Regiment loses the Broken Status as if it had performed a Rally (or Combat Rally) Action.

3) Point Secure: Target Friendly Infantry Regiment within range of an Objective Zone gains the Iron Discipline Special Rule until the end of the Round.

4) Aim For the Head: Target Friendly Infantry Regiment gains the Murderous Volley Draw Event. Currently Attached Character Stands do not receive the Draw Event.

SUPREMACY ABILITY

Take Positions! [Always Active]: During your Reinforcement Phase, choose up to two Friendly Infantry Regiments per Round currently not on the Battlefield and after Rolling for Reinforcements, to gain the Vanguard (5) Special Rule.

In addition, the currently foremost Friendly Regiment - the one that is the closest to the Enemy's table edge - may become the Target of this [CHARACTER]'s Battlefield Drills regardless of range.

CHARACTER UPGRADES

May have two Heirlooms at the indicated points cost.

May take up to two Masteries free of charge as per the [Character]'s Special Rule.

WARBAND

<i>Mainstay:</i>	<i>Militia,</i>	<i>Restricted:</i>	<i>Gilded Legion</i>
	<i>Militia Bowmen,</i>		<i>Hunter Cadre</i>
	<i>Imperial Ranger</i>		<i>Trebuchet</i>
	<i>Corps,</i>		
	<i>Men-at-Arms,</i>		
	<i>Mercenary</i>		
	<i>Crossbowmen,</i>		
	<i>Steel Legion</i>		



KING FREDRIK - HUNDRED KINGDOMS

130 POINTS

Before he had a chance to address the matter and bereft of all but his closest allies, Kings Otto and Brand, war was brought to him. Nords, Dweghom, and W'adhrhün plagued his lands—from the North, East, and South, respectively—while the Alchemist waited for the right time to strike in support of his enemies. By the end of the Riismark Campaign, a city lay in ruins, Angengrad and the northern shores were lost to Nord invaders with the help of Nepenthe, and the south was settled by the W'adhrhün. Cornered and alone, Fredrik turned to the Orders for financial aid and did what had previously seemed unthinkable: he paid the Alchemist's price to secure peace with Nepenthe, offering Riismark's famed steel. His decision was challenged even by his two closest allies, but Fredrik swore an oath: this did not mean long-lasting peace, and the debt would be settled the way it should.

KING FREDRIK CAN ALSO BE USED AS A NOBLE LORD!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	1	3	5	4	4	3	0	Lion's Roar

Special Rules: CLEAVE (1), HARDENED (1), PARRY, COUNTER ATTACK, INDOMITABLE (1)

Battlefield Role: [CHARACTER], [FEUDAL], [VETERAN], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Episcopicide: An army that includes King Fredrik of Brandengrad may not include any [THEIST] [CHARACTER]s.

Personal Bodyguard: You may select an Infantry Regiment in this Character's Warband to gain the [VETERAN] Battlefield Role if they do not already have it.

KING FREDRIK - HUNDRED KINGDOMS

Valiant Command (Combat or Out-of-Combat Action): Choose one of the following abilities to grant to a friendly [FEUDAL] Regiment within 12":

- **Turn the Tide:** Target friendly [FEUDAL] Regiment immediately performs a free Rally or Combat Rally Action.

- **Hold!:** Target friendly [FEUDAL] Regiment gains the Bastion Draw Event this round.

- **Seize the Day:** Target friendly [FEUDAL] Regiment performs an immediate out-of-sequence free Charge Action.

SUPREMACY ABILITY

Lion's Roar [Always Active]: While Friendly [FEUDAL] Regiments are within 12" of a Friendly [FEUDAL] [CHARACTER], they Re-Roll unmodified Rolls of "6" during Clash and Volley Actions and when making Defense Rolls.

[Activated part of the ability]: All Friendly Regiments may Re-Roll failed Resolve Tests this Round.

CHARACTER UPGRADES

May purchase up to two Heirlooms at their indicated points cost.

May purchase a single Mastery of any category.

WARBAND

<i>Mainstay:</i>	<i>Militia</i>	<i>Restricted:</i>	<i>Mounted Squires</i>
	<i>Militia Bowmen</i>		<i>Longbowmen</i>
	<i>Men-at-Arms</i>		<i>Household Knights</i>
	<i>Mercenary</i>		<i>Trebuchet</i>
	<i>Crossbowmen</i>		
	<i>Household Guard</i>		



THE ALCHEMIST - SPIRES

130 POINTS

Despite the events at Vatsdam, we can now confirm that the Alchemist prevailed against his doubters within Nepenthe - at least for now - and is once more considered a significant influence. He was pivotal in the negotiations that opened the doors to Boronest's Court and a new era for the Merchant Princes. This, unfortunately, was largely due to the steel secured by the ceasefire agreement with Brandengrad's throne. Boronest reports also indicate that a significant network of human informants and agents - often coerced through addiction to the Alchemist's concoctions - has been formed, while the Alchemist maintains contact with many of King Fredrik's enemies, within Riismark and without.

THE ALCHEMIST CAN ALSO BE USED AS A MERCHANT PRINCE!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	2	2	3	4	4	1	2	Airship Onslaught

Special Rules: TERRIFYING (1)

Battlefield Role: [CHARACTER], [CLONE], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Enigmatic Influence: The Alchemist may utilize his Influence, be it by wealth or guile, to derive more from his forces and sway the course of a battle. At the beginning of the Battle, designate a visible area on the Battlefield where you will be placing Influence Tokens.

The Alchemist begins the game with 6 Influence Tokens. When the Alchemist is slain, all Influence is lost, and the Alchemist can no longer use the Spirelord of Nepenthe Special Rule.

Suffocate (Combat and Out-of-Combat Action): Target Friendly Regiment within 12" gains the Aura of Death (+4) Special Rule this Round.

THE ALCHEMIST - SPIRES

Spirelord of Nepenthe [Always Active]: During the Supremacy Phase, gain an Influence token whenever you win the Roll to determine First Player. You may spend Influence on the following abilities to gain their effects. Each ability indicates when the ability can be purchased and when they take effect. Each ability can be used once per Round.

- **Procure 0 Influence:** Before Rolling to determine the First Player, you may offer your opponent to automatically win the Roll-Off. If they accept, you gain 3 Influence Tokens.
- **Deceive: 2 Influence:** During an Enemy [CHARACTER] activation, their attached Regiment cannot be activated as part of an Entourage Activation.
- **Inveigle: 2 Influence:** During the Reinforcement Phase, your opponent must immediately Re-roll a single Reinforcement die of your choice.
- **Compel: 1 Influence:** During any Clash, Duel, or Volley Action. Re-roll a single Friendly Attack or Defense die.

Prerogative: The Regiment this [CHARACTER] is attached to gains the Bodyguards Special Rule. Additionally, the Alchemist may perform an Entourage Activation to any friendly Regiment, not only the Regiment he is attached to.

SUPREMACY ABILITY

Airship Onslaught [Activated]: All enemy Regiments suffer -1 March this round. The Alchemist may spend Influence to increase the power of this Supremacy. For each Influence Token spent, a single enemy Regiment suffers 1 Hit for each stand in their Regiment.

These Hits are treated as being caused from the Flank of the Regiment, wounds caused by this ability trigger Morale tests. A Regiment cannot be targeted by this ability more than once.

CHARACTER UPGRADES

May purchase up to 2 Apparatuses and Eccentricities in any combination and unlimited Mutations.

WARBAND

Mainstay: *Force-Grown Drones,* **Restricted:** *Any Spires Regiment!*
Bound Clones,
Vanguard Clones,
Desolation Drones



NANGENYUA, THE SHADOW WHO WALKS - W'ADRHUN

120 POINTS

Impressed with the youngster's tenacity and possibly tormented by guilt and her own mortal weaknesses, the Ukunfazane would take Nangenyua under her protection and raise him as her ward and protégé, instilling within him skills and knowledge that only a chosen few had access to. Upon reaching adulthood, Nangenyua would be recognized as a hunter without peer, gaining the title of "Predator," borne by those considered greatest among all hunters, and was tasked with leading the Living Goddess' personal coterie of prehistoric beasts, numbering in the dozens and selectively bred for perfection. The Shadow, however, would show little passion for his assigned role, an honor in the eyes of others, and would often disregard it to pursue his own cryptic desires, gaining infamy for his days-long delves into the uncharted wilds of the oasis and aloof disposition.

NANGENYUA CAN ALSO BE USED AS A PREDATOR!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Infantry	-	-	3	3	6	5	3	2	2	Fleeting Shadow

Special Rules: BARRAGE (7) (16", DEADLY SHOT), FIEND HUNTER

Battlefield Role: [CHARACTER], [THE SPEAKERS], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Ceaseless Hunt: The Regiment this [CHARACTER] is currently attached to gains the Fire and Advance Draw Event.

Keen Senses: Once per Round, immediately upon an Enemy Regiment finishing its move within 12" of the Regiment this [CHARACTER] is currently attached to - you may perform a free out-of-sequence Reform Action to face it.

NANGENYUA, THE SHADOW WHO WALKS - W'ADRHUN

Sounds Like Prey [Always Active]: Until the end of the Round where an Enemy Regiment performed a Charge Action or more than one March Action during their Activation, all Friendly W'adrhūn Regiments gained the Aimed Shot Special Rule when performing Volley Actions against it.

SUPREMACY ABILITY

Fleeting Shadow [Always Active]: Once per Round, when a Regiment begins its Activation outside the Line of Sight of any Enemy Regiment it may immediately perform a free Reform Action.

In addition, when a Hunters or Raptor Riders Regiment in the Army performs a Volley Action against an Enemy Regiment that has not activated yet, they gain the Aimed Shot Special Rule until the end of that Action.

CHARACTER UPGRADES

May purchase a single Artefact at its indicated points cost.

May purchase a single Mastery of any category.

WARBAND

Mainstay:

Braves

Blooded

Hunters

Hunting Pack

Raptor Riders

Restricted:

Apex Predator

Slingers

Tontorr

Quatl



MURAKAME WAKO - YORONI

120 POINTS

The Drowned Knell now sails the great subterranean lake known as the Womb, underneath the fallen Spire of Abhoreth, filled with monstrous creatures that would swallow a lesser captain whole. Despite the many potential dangers of this new environment, Murakame Wako is powerful and vastly experienced, seeing an opportunity rise from the strange circumstances he has found himself in. Within the Womb, all four elements exist in harmony, and thus a connection to the seas of the Elemental Domains could be established through ritual, allowing more of Wako's fleet to sail into Eä. Reaching the surface above, however, the veteran captain of the Drowned Knell has come across a new and deadly threat... He is to face an adversary worthy of his skill, for the Shadow Who Walks now stalks him and wishes to thwart the captain's plans!

MURAKAME WAKO CAN ALSO BE USED AS AN OYABUN!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	1	3	6	7	4	3	2	Lord of the Ethereal Ocean

Special Rules: CLEAVE (1), IMPACT (3), QUICKSILVER STRIKE, POWERFUL PRESENCE, TERRIFYING (1)

Battlefield Role: [CHARACTER], [SUI], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Hook, Line, and Sinker: If this [CHARACTER] begins the current Round engaged with an Enemy Regiment, this [CHARACTER] gains the Relentless Blows Special Rule until the end of the Round.

In addition, when this [CHARACTER] performs a Duel Action, the Enemy [CHARACTER] cannot decline the Duel if this [CHARACTER] was engaged with the Enemy [CHARACTER]'s Regiment at the start of the current Round.

MURAKAME WAKO - YORONI

Between Two Worlds (Out-of-Combat Action): If this [CHARACTER]'s Regiment activated using a [SUI] Ideal Card and is within a piece of Obstructing Zonal Terrain, immediately remove the Regiment from the Battlefield and place it within another piece of Obstructing Zonal Terrain anywhere on the Battlefield. This Regiment cannot be placed within 8" of an Enemy Regiment.

SUPREMACY ABILITY

Lord of the Ethereal Ocean [Always Active]: Once per Round, when Activating a Regiment or [CHARACTER] with a [SUI] Ideal Card, if that Regiment or [CHARACTER] would benefit from the Ideal Card's effects, you may replace its effects with the following:

"Until the end of its Activation, the Regiment treats pieces of Impassable Zonal Terrain as Traversable and Obstructing. The Regiment cannot end its move within a piece of Zonal Terrain that was Impassable prior to its Activation."

[Activated]: Until the end of the Round all Regiments in the Army gain the "Between Two Worlds" Action. In addition, during this Round all Friendly Regiments Activated by a [SUI] Ideal Card benefit from its effects regardless of their Battlefield Role.

CHARACTER UPGRADES

The Character Stand may purchase a single Discipline.

WARBAND

<i>Mainstay:</i>	<i>Modular Regiment</i>	<i>Restricted:</i>	<i>Dai Yokai</i>
	<i>Domaru Domashi</i>		<i>Genya no Yokai</i>
			<i>Shikigami</i>
			<i>Oni Kishin Raiu</i>
			<i>Oni Kishin Kiba</i>



OBERON - WEAVER COURTS

140 POINTS

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.

OBERON CAN ALSO BE USED AS A SEANCHAS SIDHE!

Type	Class	M	V	C	A	W	R	D	E	Supremacy
Brute	-	-	2	2	6	6	4	3	2	Summer's Glory

Special Rules: WIZARD (7), FLY, CLEAVE (1), TERRIFYING (1), SHOCK, IMPACT (6)

Battlefield Role: [CHARACTER], [COURT OF SUMMER], [LEGENDARY]

Character: This Character Stand is comprised of 1 Stand with 1 Model on it.

Spells: Oberon has access to all Spells from the [COURT OF SUMMER].

The [CHARACTER] gains access to Summer's Growth (Combat and Out-of-Combat Action): Target Friendly [COURT OF SUMMER] Regiment within 12", gains Aura of Death (3) until the end of the Round. Upon the effect expiring the Regiment immediately suffers 4 Wounds and up to 3 Friendly Regiments within 8" gain 1 Seed Marker each. These Wounds do not trigger Morale Tests.

Oberon can join Infantry and Cavalry Regiments regardless of Type.

OBERON - WEAVER COURTS

Reignite: Once per Round, when performing a Spellcasting Action, Oberon may remove up to 3 Seed Markers from one Friendly [**COURT OF SUMMER**] Regiment within 12". The Regiment adds +1 to its March Characteristic until the end of the Round. In addition, for each Seed Marker removed in this way, the Target Regiment immediately Heals 1 Wound.

Paragon of Summer: Oberon and all [**CHARACTERS**] in the Army gain the Seed of Summer Gift of Lifebinding free of charge. This does not count towards the number of upgrades a [**CHARACTER**] could purchase.

SUPREMACY ABILITY

Summer's Glory:

[Always Active]

- At the end of each Round's Victory Phase, you may choose to remove all Seed Markers from Friendly Regiments and redistribute them between them as you wish.
- The [**CHARACTER**] can perform a free additional Spellcasting Action during their Activation but cannot cast the same Spell twice.
- Friendly [**CHARACTER**]**s** generate 2 Seeds as a result of the Seed of Summer instead of the usual one.
- **Warlord's Bloom Effect:** Until the end of the Round, the Regiment gains Aura of Death (3).

[Activated part of the Ability]

The current Season counts as if it was Warlord's Court Season for all purposes. This does not change the current Season in the Cycle of Seasons.

CHARACTER UPGRADES

May purchase up to two Gifts of Lifebinding at the indicated point cost.

WARBAND

Mainstay: Kern Skirmishers,
Will-O-Wisps,
Sciathan Riders,
Ciannir Riders,
Wyrd Cavalry,
Fianna Cavalry

Restricted:

*Crann Guardians,
Gallowglass Warriors,
Gallowglass Wardens,
Scaile Dancers,
Gemred Knights*