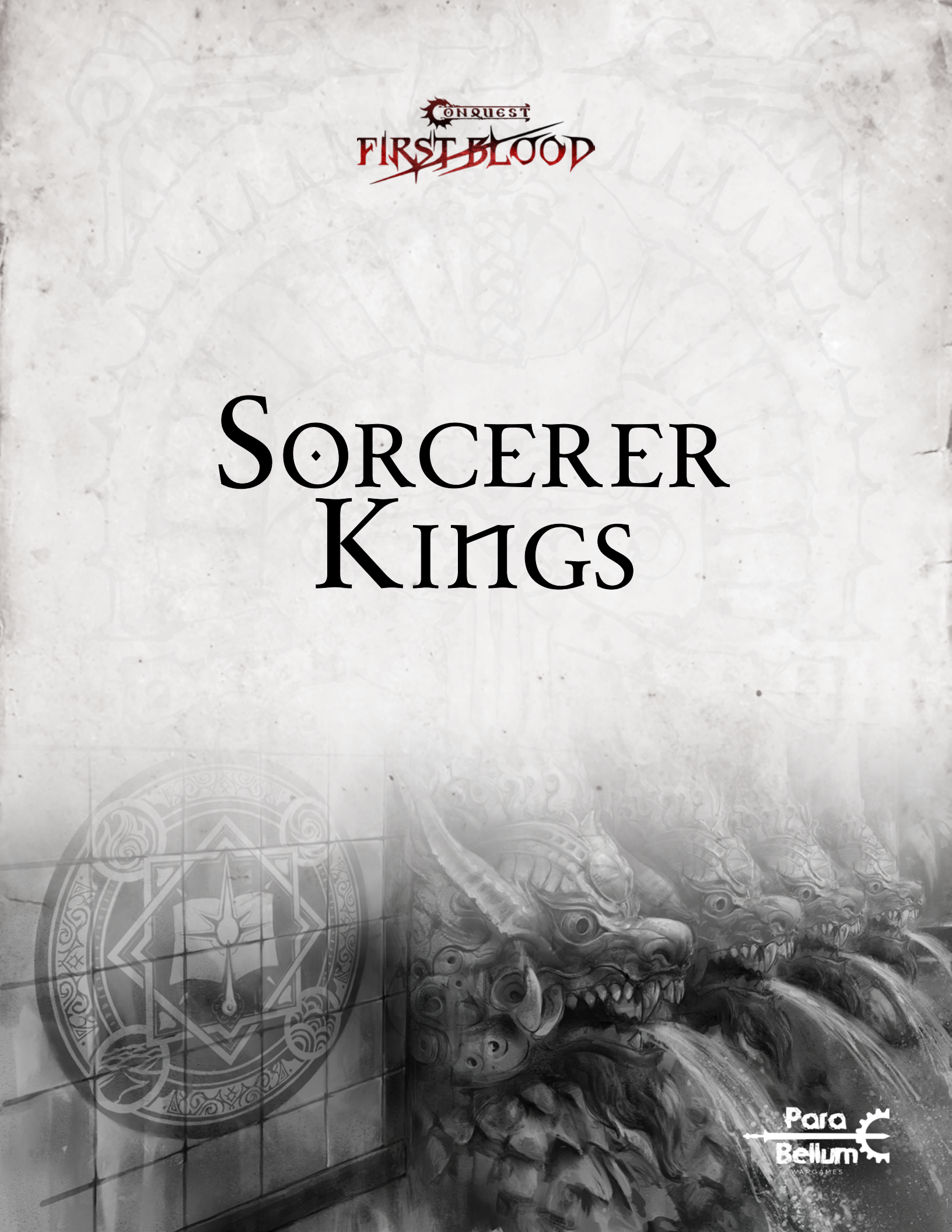
Conquest
First Blood

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 **[Spellcasters]** and **[Elementals]** 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
Skypiercer Yindak (Any Restricted Air Regiment)
Anveshak the Outcast (Any Restricted Elemental Regiment)

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 **135 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

Target Enemy within 10" suffers 2 Hits with the **Armor Piercing 1** Special Rule.

Arcane Armaments **Essence:** 1

Type: Incantation

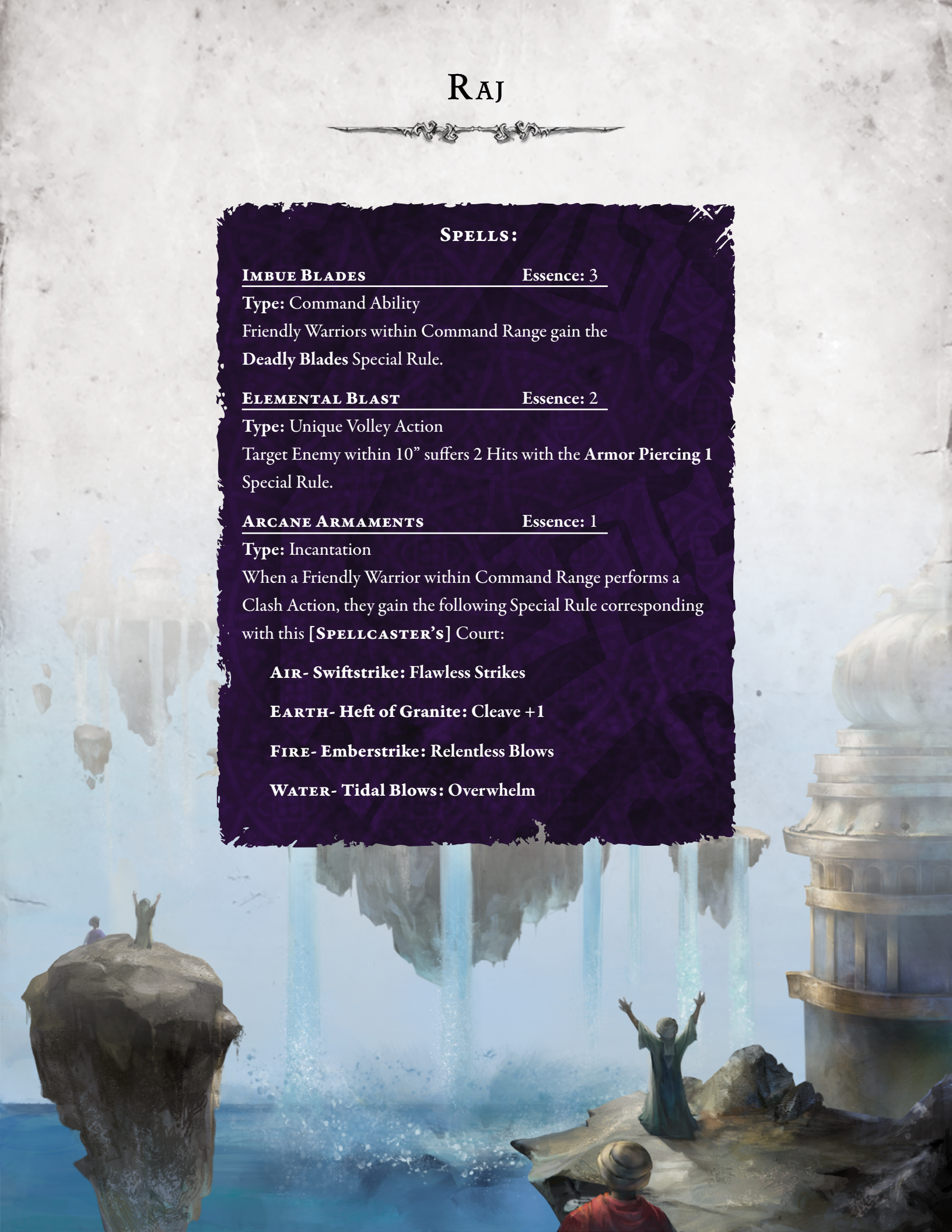
When a Friendly Warrior within Command Range performs a Clash Action, they gain the following Special Rule corresponding with this **[Spellcaster's]** Court:

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

Target Enemy within 12" suffers 3 Hits with the following effect corresponding with this **[Spellcaster'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 90/20 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

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.

Options: Leader ..... 15 Points
Standard Bearer ..... 10 Points
Additional Warrior ..... 20 Points



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	1	2	5

Special Rules: Cleave 2, Support, Counter Attack, Primordial Bond

Options: Leader .....20 Points
Standard Bearer..... 15 Points
Additional Warrior.....30 Points

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.

Unique Special Rules:

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



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	3	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: Leader .....25 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: Leader .....25 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: Leader .....25 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: Leader .....25 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 80/90 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: Leader .....25 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 90/105 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: Leader .....25 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!*



Eternal Ikons

[Elemental], [Earth], [Brute]

Restricted Regiment 100/115 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Hardened, Cleave 2, Counter-Attack, Incarnate of Earth, Pratishodh

Options: Leader .....25 Points
Additional Warrior..... 115 Points

There are few creatures as difficult to deal with as the Eternals of the Earth Domain. Possessed of an unfathomable conviction of their own perfection, these powerful elementals cannot be forced or cajoled, their innate arrogance makes them incredibly resistant to this type of overt manipulation. Their ego, though, does make them susceptible to flattery and subterfuge, allowing powerful sorcerers to lay traps for them to willingly blunder into.

They are commonly used as guardians and protectors of key structures or locations simply so their summoner doesn't have to deal with their insufferable nature. When gainsaid, insulted, or god forbid, their perfect forms are damaged, they become infuriated, drawing on the very strength of the earth to renew their form and crush their foes.

Unique Special Rules:

Incarnate of Earth: Each time this Warriors suffers any Wounds caused by an Enemy, gain 1 Confluence.

Pratishodh **Confluence:** 2

Type: Incantation

When this Warrior suffers Wounds, you may spend 2 Confluence to inflict 2 Hits to a single Enemy within Engagement Range with the **Cleave X** Special Rule, Where X is equal to the number of Wound Markers on this Warrior.



Eternal Destroyers

[Elemental], [Earth], [Brute]

Restricted Regiment 110/130 Points

Recruitment: 1 Warrior **Size:** 3

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

Special Rules: Hardened, Fearsome, Overwhelm, Flurry, Incarnate of Earth, Vinashak

Options: Leader .....25 Points
Additional Warrior..... 130 Points

There are those Eternals that see perfection as the ultimate goal of all Creation. Since they are perfect, why can't all of Creation be? They have taken upon themselves the heavy burden imposed by their perfection: removing all imperfection from the Domains so that Creation might not be sullied by their presence while making room for more of those things and creatures that they deem worthy.

Over untold millennia of open conflict with everything they have become formidable warriors by necessity, as inferior creatures, unable to understand their own inequity, often resist their merciful destruction. Coupled with their incredible resilience and ability to restore themselves, they make unstoppable foes on the battlefield.

Unique Special Rules:

Incarnate of Earth: Each time this Warriors suffers any Wounds caused by an Enemy, gain 1 Confluence.

Vinashak **Confluence:** 2

Type: Draw Event

This Warrior gains +1 Attack for every Broken Warrior (Friendly and Enemy) currently within Command Range.



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 Stampede

Options: Favored of Hormus.....50 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 Ravanar 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

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:

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 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, 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:

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, 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.



Patron's Gifts

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.



Patron's Gifts

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.



Patron's Gifts

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.



Patron's Gifts

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.



Patron's Gifts

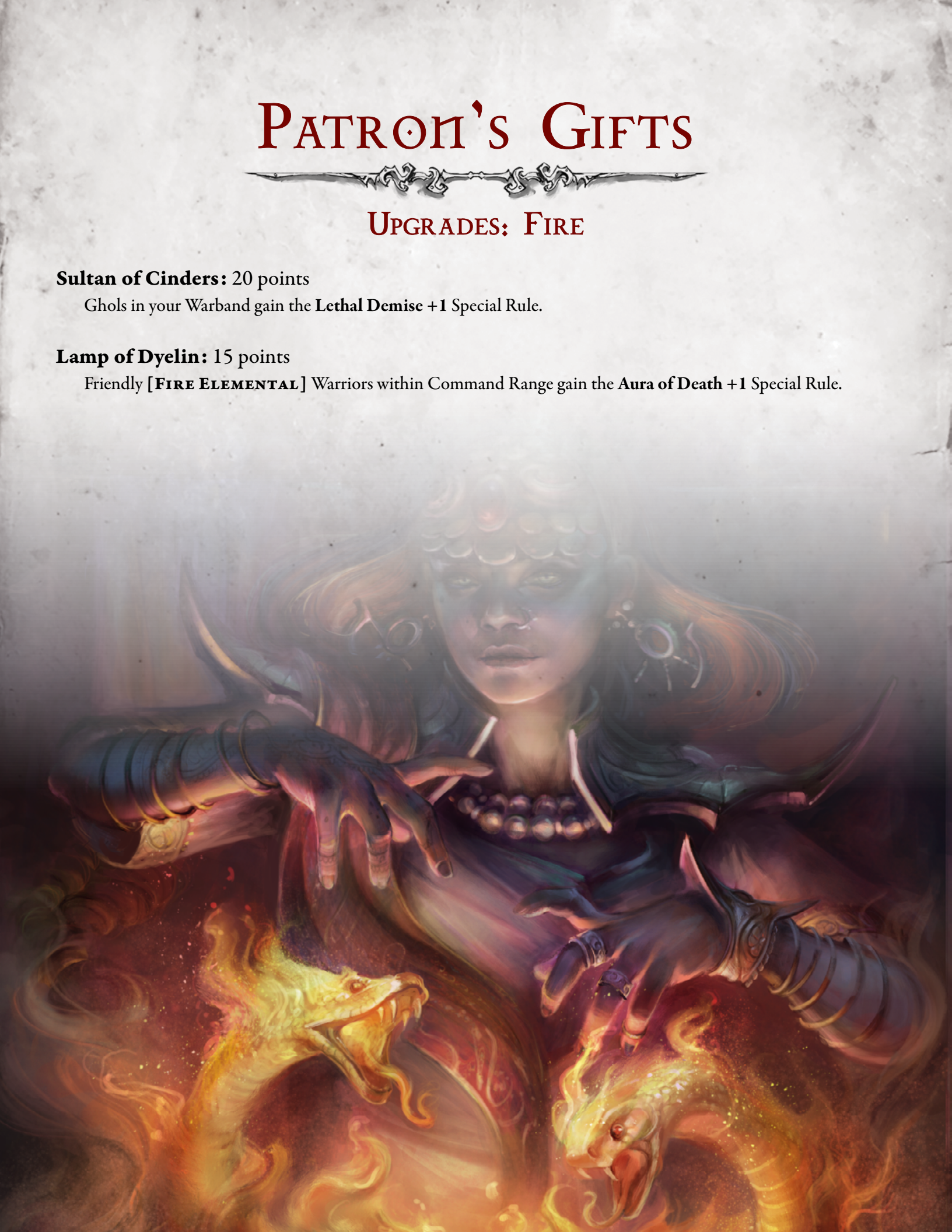
Upgrades: Fire

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.



Patron's Gifts

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.





Legends of Eä

The following unique **[Characters]** will all possess the **[Legendary]** Battlefield Role, something they have truly earned! These **[Characters]** may be included in your Warband as a Warlord choice. However, they cannot purchase any Upgrades, as they already have acquired their own personal artefacts and armaments throughout their journeys.

[Legendary Characters] also possess their own Retinues when fielded as Warlords as indicated.

The **[Legendary Characters]** of the Sorcerer Kings and their Retinues are:

- Skypiercer Yindak (Any Restricted Air Regiment)
- Anveshak the Outcast (Any Restricted Elemental Regiment)





Yindak
the Skypiercer

[Legendary], [Infantry], [Air],
[Enclaves], [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'.

Skypiercer Yindak



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 within Command Range performs a Clash Action, they gain +1 Attack.



Anveshak
the Outcast

[Legendary], [Infantry], [Elemental], [Character], [Spellcaster]

Warlord **175 Points**

Retinue: Any Restricted **[Elemental]** Regiment **Size: 2**

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

Special Rules: Spellcaster 4, Aura of Death 2, Overwhelm, Magus, Transcendence, Elemental Dominion

Born to the powerful and influential Suren family with a powerful Gift, Anveshak was not celebrated because he was the second child born with the Gift and was born with an affinity to Earth, rather than fire. Forced to study the families traditional path of Fire and bound to a lesser Efreet. Unbeknownst to his family, the pairing with his efreet, Rhazeem, was a match destined to elevate them both.

Both Anveshak and Rhazeem disdained politics and underhanded dealings, possessing instead a keen intellect and deep curiosity. Abandoning his post and seizing destiny with his own hands Anveshak has done the unthinkable: forging for himself a small but growing kingdom through the efforts of all Primordial Elementals.

In battle he is more than capable of holding his own ground with a small but elite force composed entirely of allied Primordial beings who respond to his commands, but also retain initiative, making them a deadly force on the battlefield.

Unique Special Rules:

Magus: This **[Spellcaster]** may Spend Confluence as if it were Essence.

Transcendence: Anveshak gains the Court Battlefield Role of all Friendly **[Elemental]** Warriors within Command Range. *Example: while there is both a Friendly Marid Sahar and Eternal Ikon within Command Range, Anveshak gains both the **[Earth]** and **[Water]** Battlefield Roles.*

Elemental Dominion: Friendly **[Elemental]** Warriors in Command Range may spend Confluence to Re-Roll Failed Resolve Tests. Re-Roll 1 result for each Confluence spent in this way. *A result may not be Re-Rolled more than once!*

Anveshak

Spells:

Jaadugar **Essence:** X

Type: Unique Action

Immediately Conjure a Ritual Targeting any Warrior on the Battlefield regardless of their Court. This Spell's Cost is equal to the Confluence cost of the Ritual.

Mayavin **Essence:** X

Type: Incantation

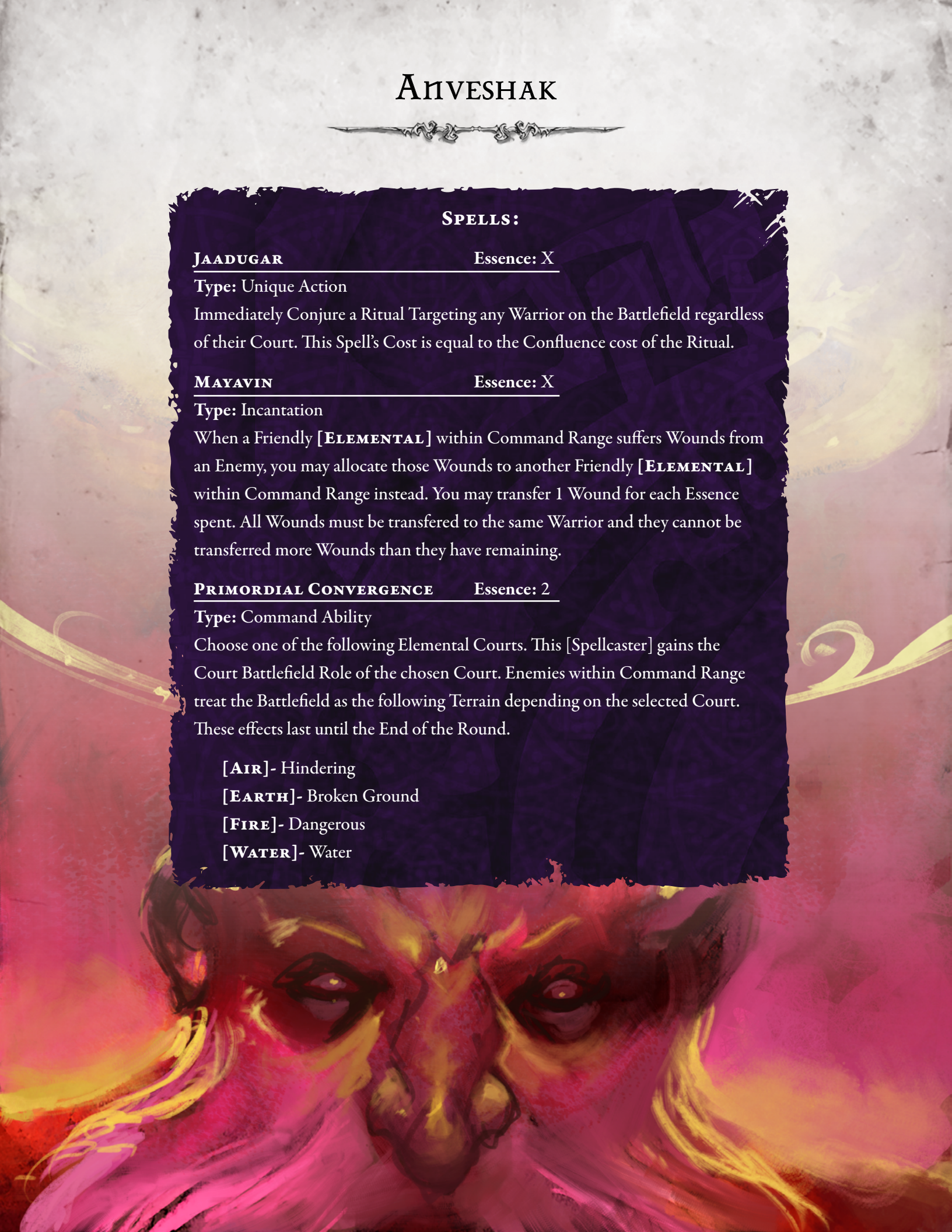
When a Friendly **[Elemental]** within Command Range suffers Wounds from an Enemy, you may allocate those Wounds to another Friendly **[Elemental]** within Command Range instead. You may transfer 1 Wound for each Essence spent. All Wounds must be transfered to the same Warrior and they cannot be transferred more Wounds than they have remaining.

Primordial Convergence **Essence:** 2

Type: Command Ability

Choose one of the following Elemental Courts. This [Spellcaster] gains the Court Battlefield Role of the chosen Court. Enemies within Command Range treat the Battlefield as the following Terrain depending on the selected Court. These effects last until the End of the Round.

[Air]- Hindering
[Earth]- Broken Ground
[Fire]- Dangerous
[Water]- Water





Primordial Convocation

Warband of Legend

Warbands of Legend: Instead of Mustering your Warband using your normal Faction roster, you may choose to instead select this list to Muster your Warband from. A Warband of Legend is a thematic and focused way to build your Warband; composed of a specific selection of Characters, Regiments, and Monsters that provide alternative Army Rules and Unique Upgrades as well as a different Warband organization options. Due to the already specialized nature of these Warbands, Warlords included within do not have access to Retinues. Each selection may only be included in your Warband once.

Warlords:
Maharajah
Sorcerer
Yindak the Skypiercer
Anveshak the Outcast
Mahut (Favored of Hormus only)

Mainstay Regiments:
Steelheart Djinn
Efreet Sword Dancers
Marid Sahar
Eternal Ikons
Ghols

Heroes:
Sorcerer
Raj

Restricted Regiments:
Efreet Flamecasters
Windborne Djinn
Marid Lancers
Eternal Destroyers

Monsters:
Rakhasa Bakasura
Rakhasa Ravanar
Trinavarta Sabhagrih
Trinavarta Chandavat
Marid Apsara
Marid Shaytan



Primordial Convocation

Army Rules



Elemental Domain: 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]** or **[Elemental]**. Additionally, many Warriors will also have a Battlefield Role corresponding to their Elemental Court of either **[Air]**, **[Earth]**, **[Fire]**, or **[Water]**.

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 **[Spellcasters]** and **[Elementals]** 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!*

Sigils of Summoning: Your Warband gains an additional Monster Slot than the Points value of the Battle would typically allow. *In a 1,000 point battle, your Warband may include up to 2 Monsters!*

Esoteric Pact: [Elemental] Warriors within Command Range of a Friendly Warlord may Re-roll Resolve tests of '6'. While there are no Friendly Warlords on the Battlefield, all Friendly **[Elemental]** Warriors suffer -1 Resolve.

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.

Primordial Convocation

Rituals



Fire- **Confluence:** 7

Flamestorm: Select a Friendly **[Fire]** Warrior on the Bttlefield. 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.

Primordial Convocation

Additional Rituals

The following Rituals are exclusive to this Warband of Legend; representing extremely intricate and esoteric manifestations of magic that only such a cabal of Elementals and the most gifted and competent of sorcerers could even attempt to conjure.

Fire+Water+Earth+Air- **Confluence:** 8

Transcendence: All Friendly **[Elemental]** Warriors on the Battlefield become Aimed! Inspired! and gain the **Dauntless** Special Rule.

Fire+Water- **Confluence:** 5

Mirage: Select 2 Friendly **[Fire]** or **[Water]** Warriors of the same Size anywhere on the Battlefield. Swap their locations, Place each Warrior where the other one was initially.

Earth+Air- **Confluence:** 7

Habūb: Select a Friendly **[Earth]** or **[Air]** Warrior on the Battlefield. Enemies within their Command Range cannot be Aimed! or Inspired!



Enchantments

Upgrades

[Characters] from this Warband of Legend may only purchase Upgrades from the list found below. A Warlord may instead purchase 2 Upgrades. A **[Legendary Character]** or **[Monster Character]** cannot purchase any Upgrades.

Arcane Foci: 15 points
Friendly Rituals that Target a Warrior within the Command Range of this **[Character]** reduce their Confluence cost by 1.

Occult Culmination: 15 points
When this **[Character]** is Slain, gain Confluence equal to the current Round number.

Enchanted Arghul: 10 points
[Air] only. (Draw Event) A single Enemy within Engagement Range is Driven Back until they are D6" away from this **[Character]**.

Kuchalna: 20 points
[Earth] only. Friendly **[Earth]** Warriors within Command Range gain the **Trample** Special Rule.

Consuming Flames: 15 points
[Fire] only. Whenever an Enemy within Engagement Range of this [Character] is Slain, Heal 1.

Jalamagna: 20 points
[Water] only. Enemies within Command Range suffer -1 Evasion.

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.

Sigils of Binding: 20 points
[Elemental] Warriors within Command Range gain the **Bodyguard** Special Rule.

Shu'laat: 15 points
[Spellcaster] only. When Rolling for Attunement, for each result of '1' gain 1 Confluence.

Enchantments

Upgrades

Jadoo Kavach: 20 points
Friendly Unengaged Warriors within Command Range gain +1 Evasion.

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.

Talisman of Hormus: 15 points
[Earth] only. 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.

Lamp of Dyelin: 15 points
[Fire] only. Friendly **[Fire Elemental]** Warriors within Command Range gain the **Aura of Death +1** Special Rule.

Blessed Kalasha: 25 points
[Water] only. 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.

Urumi of Alessa: 15 points
[Air] only. Enemies that end their Activation Engaged with this **[Character]** suffer 1 Hit.