

THE IX AGE

FANTASY BATTLES



CULTISTS

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Cultists

Daemon Legions Supplement Army Book
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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in **blue**, and listed at the end of this document.

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Across every corner of the world, wherever mortal hearts seek the promise of power through transgression, the immortal word of the Dark Gods can be heard to whisper in mortal ears. Fallen Heroes and barbarians might turn to the Dark Gods as a group, but there is a greater source of converts—and a greater threat to mortal order—that lies within civilisation's very walls.

These are the heretics, the iconoclasts, the apostates: those who have turned against the gods and kings of their land, forsaking their own people to embrace a new family, forming a brotherhood that the pious call a Cult. Unlike those other servants of the Dark Gods—the Warriors, whose Pact they often facilitate—Cults do not seek power for themselves, but only for their unholy masters. Operating clandestine networks within the hearts of great nations and empires, they form a league of dissidents who have pledged to aid the schemes of the Dark Gods, to support the eternal quest to tear down the foundations of the Mortal Realm, laying it bare to the desecration of the Daemon Legions.

—Professor Trifonas Zorbilis, Baroness Gunther
Memorial Lecture, Department of Philosophy,
Narrenwald. 962 A.S.

Army Specific Rules

Aegis

Unit profiles in this Army Book contain an additional Characteristic, which corresponds to the units' Aegis Saves, shortened Aeg. This Characteristic is treated as if the unit has the Personal Protection Aegis (X+) written on its profile, where X is the Aeg Characteristic value. Not having an Aeg value does not prevent a unit from being the target of an Aegis modifier.

News from Reva. The Supreme Prelate has survived an attempted assassination. The Inquisition believes that heretical forces have infiltrated the upper echelons of ecclesiastical power. We are investigating how this was allowed to happen.

—Briefing sent to Emperor Matthias, 954 A.S.

Army Model Rules

Universal Rules

Daemonic Summon

At the end of step 3 of the owner's Magic Phase (Siphon the Veil), before Veil Token Limits are applied, each non-Fleeing model with Daemonic Summon may perform a single Daemonic Summon:

1. Choose a unit from the Summoned Daemons Army Category on your Army List.
2. Discard a number of Veil Tokens from your Veil Token pool corresponding to the chosen unit's Point Cost divided by 200, rounding fractions up. In the first Game Turn, if the owner has the first Player Turn, a maximum of 2 Veil Tokens may be discarded, and if the owner has the second Player Turn, a maximum of 4 Veil Tokens may be discarded. In all other Game Turns, a maximum of 6 Veil Tokens may be discarded per Player Turn.
3. The chosen unit is deployed with Special Ambush (within 12" of the model that performed the Daemonic Summon). Contrary to the general rules for Special Ambush (X), the unit does not count as having performed a March Move for the purpose of shooting.

Pledged to Darkness

Models with Pledged to Darkness gain **Exclusive (Pledged to Darkness)**. While joined by one or more Characters, R&F models with Pledged to Darkness gain **Fearless**.

Certain units with Pledged to Darkness can choose one of the following 4 Species Archetypes, which give the models the changes stated below. If any unit chooses one of these Species Archetypes, all units capable of doing so **must** choose the same Species Archetype.

Fallen Heroes	Kinslayers	The Dishonoured	Wayward Children
<ul style="list-style-type: none">• Base: 25×25 mm• Resilience set to 4• -1 Agi	<ul style="list-style-type: none">• Base: 25×25 mm• +1 Off• +1 Def	<ul style="list-style-type: none">• -1" Adv• March Rate set to at least 9"*• Resilience set to 4• -1 Agi	<ul style="list-style-type: none">• +1" Adv• +2" Mar• +1 Agility

*The March Rate of Daemon Symbiotes and Possessed is **set** to at least 12" instead.

Sacrificial Offerings

Immediately before performing a Casting Attempt with a Wizard in a unit containing one or more models with Sacrificial Offerings, you may inflict 1 hit against that unit. This hit wounds automatically with no saves of any kind allowed. If a Health Point loss was caused against a model with Sacrificial Offerings, the Casting Attempt gains a +1 Casting Modifier. Each unit can be affected by Sacrificial Offerings only once per Magic Phase.

Attack Attributes

Smother – Close Combat

If the attack is allocated towards a model that has the same Height as the attacker, it gains +1 to hit and +1 to wound.

I had to hand it to them. At the age of nineteen, I could not have been more impressed by the temple. The pillars and intricate carvings of its great stone vault spoke of ancient and primordial power. The tiled floor and painted ceiling were tastefully flecked with colours that caught in the dancing candlelights—thick red and sharp silver flickering between pools of deepest shadow, at the edges of which stood terrible, half-glimpsed statues of writhing gods and devouring skulls. I raised my cowl, plunging my own face into a similar darkness, and immediately felt an overpowering sense of connection with my brothers and sisters, all hooded and anonymous, joined in an absolute bond, as we processed to a slow chant beneath the timeless vault. I knew beyond all doubt that here we would do great things, even as I looked up to see the naked figure chained to the altar, the Mistress raising her knife, and felt the dry taste of magic on my tongue.

—From *Memoirs of a Former Follower of the Dark Gods*, by Sobolevsky Vladislavovich

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H <i>rep</i> 4+	24"	Spear of Infinity Damage Hex Missile	Instant	The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), and [Multiple Wounds (2)]. The hits from <i>Spear of Infinity</i> gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of <i>Spear of Infinity</i>).

Special Items – Artefacts

Crown of Hubris

60 pts

Dominant.

At the start of any friendly Magic Phase, the bearer may choose to inflict 3 hits on its unit that wound automatically with no saves of any kind allowed. If so, the owner gains 3 additional Veil Tokens.

Gem of Faith's Tithe

35 pts

Whenever the bearer attempts to cast a spell, the owner may choose a friendly Champion with Pledged to Darkness within 12". If so, use the position of the Champion when drawing Line of Sight and measuring range. For Direct spells, also use the Champion's Front Arc. The owner must use all of these or none at all.

Scurrying Veil

35 pts

The bearer's March Rate is **set** to 20". In addition, the bearer's model ignores friendly units when moving in the Charge and Movement Phase, but **must** follow the Unit Spacing rule at the end of the move.

Lugar's Dice

25 pts

A single model part of the bearer's model can reroll a single failed to-hit, to-wound, or Armour Save roll per Player Turn. Crush Attacks are not affected.

Lifeforce Talisman

20 pts

Whenever the bearer Miscasts, the owner may choose to inflict D3 hits on the bearer's unit. These hits wound automatically with no saves of any kind allowed. If so, the owner may choose to apply a +1 or a -1 Miscast Modifier.

Fiendish Snares

10 pts

Immediately after Deployment Zones are chosen, the owner nominates a Terrain Feature other than Impassable Terrain or Open Terrain with its centre in their half of the Battlefield. The chosen Terrain Feature becomes Dangerous Terrain (2).

In my experience, cults invest more time on recruitment than any other activity. They are constantly searching for dissatisfied, angry or lonely individuals—typically young and lacking close family—whom they approach at first as simple friends and sympathisers. After gaining the target's trust, an invitation to an innocent-seeming discussion group is sure to follow. Constant affirmation of friendship and approval, combined with sacrilegious forms of hypnosis and magical manipulation, are used to bring the convert deeper into the fold. When it is time to prove loyalty beyond doubt, there is initiation, after which, if she survives, the Novice rises through the various ranks of Acolyte, all under the auspices of a Leader who maintains power through a combination of charisma, eloquence, and cold-blooded murder.

In recent years the process has become more suspicious, riddled with traps to catch our agents. The number of our operatives among the ranks of the cults is dwindling, and with it our access to reliable intelligence. They seem determined to adapt to every new strategy we can conjure. For every cell we weed out, we are unable to prevent an atrocity such as the episode at Müzholm, Sunna rest their souls.

—Inquisitor Karina von Naschen, field notes

Daemonic Manifestations

Cultists armies possess an additional version of Special Items called Daemonic Manifestations. They follow the rules for Special Items, with the exception that they are not One of a Kind and that models cannot be affected by more than one instance of each Manifestation, unless specifically stated otherwise.

Manifestations of Father Chaos

Iron Husk 80 pts
The model's Resilience is **set** to 6.

Mark of the Eternal Champion 45 pts
If the bearer is not a Wizard, it becomes a **Wizard Apprentice** that does not select spells as normal but always knows *Spear of Infinity* (Hereditary Spell). If the bearer is already a Wizard, it knows *Spear of Infinity* in addition to its other spells and cannot select it during Spell Selection.

Mirrored Scales 45 pts
Each Close Combat Attack allocated towards the model for which a natural '1' is rolled to hit is distributed onto the attacking model's Health Pool.

Hammer Hand 30 pts
The model gains +1 Attack Value.

Unnatural Roots 25 pts
A side with one or more models with Unnatural Roots Engaged in Combat when Combat Scores are calculated adds +1 to its Combat Score.

Kaleidoscopic Flesh 10 pts
The model gains **Hard Target (1)**.

Living Shield 10 pts
The model gains **Parry**.

Brimstone Secretions 5 pts
The model gains **Immune (Divine Attacks)**.

Centipede Legs 5 pts
The model gains +2" March Rate.

Chitinous Scales 5 pts
The model gains +2 Armour, to a maximum of 3.

Dark Hide 5 pts
The model gains **Scout** with the following exception: it **must** be deployed fully inside the owner's Deployment Zone, and the owner **must** have deployed at least one unit normally.

Manifestations of Envy

Greenfire Eyes 25 pts
Units containing one or more models with Greenfire Eyes **must** reroll any natural rolls of '1' when rolling for Charge Range and Pursuit Distance.

Piercing Spike 25 pts
Close Combat Attacks made by the model gain +1 Armour Penetration.

Venom Sacs 15 pts
The model gains **Poison Attacks**. If the model's Close Combat Attacks already were Poison Attacks from another source than this Manifestation, they would automatically on a successful natural to-hit roll of '5' or '6', unless the target has **Immune (Poison Attacks)**.

Manifestations of Gluttony

Digestive Vomit 30 pts
The first time the model is on the winning side of a combat, it gains +1 Strength and +1 Armour Penetration until the end of the game.

Unhinging Jaw 30 pts
Failed to-wound rolls from Close Combat Attacks against Large or Gigantic models made by the model **must** be rerolled.

Broodmother 25 pts
Dominant.
For each Health Point loss the model causes with Close Combat Attacks against enemy units, roll a D6 at the end of the Initiative Step. For each rolled 6+, the model's Health Pool Raises 1 Health Point.



Manifestations of Greed

Segmented Shell 15 pts
When the model suffers a wound from an attack with Multiple Wounds (X), reduce X by 1, to a minimum of 1.

Divining Snout 10 pts
The model gains **Devastating Charge (+2" Adv)** for Charges against units that contain at least one Special Item. The effects only apply if all models in the unit are affected by Divining Snout.

Smothering Coils 10 pts
The model gains +1 to-wound with Close Combat Attacks against models with Scoring.



Manifestations of Lust

Mesmerising Plumage 50 pts
Dominant.
Enemy units in base contact with one or more models with this Manifestation suffer -1 Offensive Skill and -1 Defensive Skill.

Roaming Hands 30 pts
While the unit is Engaged with an enemy unit's Flank or Rear Facing, the model gains +1 Strength and +1 Armour Penetration.

Hot Blood 10 pts
The model gains **Devastating Charge (+2 Agi)**.



Manifestations of Pride

Stiff Upper Lip 35 pts
Units with at least one model with this Manifestation gain **Minimised (Discipline Tests)**.

Bronze Backbone 30 pts
The model gains **Hatred ()**.

Horns of Hubris 10 pts
The model gains **Vanguard (6")**.



Manifestations of Sloth

Chilling Yawn 75 pts
Dominant.
Enemy units in base contact with one or more models with this Manifestation suffer -2 Agility.

Sorcerous Antennae 35 pts
0-2 per Army.
At the start of Siphon the Veil in each of your Magic Phases, choose a single model part in each unit with one or more instances of this Manifestation. The chosen model part gains **Channel (1)** until the end of the Magic Phase.

Aura of Despair free
Dominant.
The model gains **Accurate**.



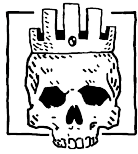
Manifestations of Wrath

Whipcrack Tail 40 pts
The model gains **Lightning Reflexes**.

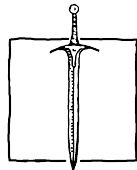
Red Haze 30 pts
The model's Close Combat Attacks gain +1 Strength and +1 Armour Penetration, but each of its Close Combat Attacks with a natural to-hit roll of '1' is distributed onto the attacking model's Health Pool.

Incendiary Ichor 10 pts
The model gains **Aegis (3+, against Flaming Attacks)**. All Melee Attacks (including Special Attacks) and Shooting Attacks made by the model with Incendiary Ichor become **Flaming Attacks**. The model automatically fails all Fortitude Saves.

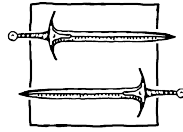
Army Organisation



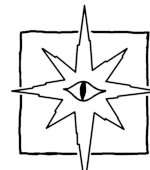
Characters
Max. 35%



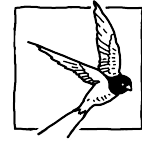
Core
Min. 25%



Special
No limit



Summoned Daemons
Max. 45%



Aves
Max. 3 units

Characters (Max. 35%)

He looked into my eyes and I knew beyond all doubt I was loved. He held his arms aloft and his whole body seemed to float in a crimson aura, before a bolt of darkest aether shot from his chest, and struck down the paladin where he stood.



Cult Leader
160 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	8	Pledged to Darkness, Unstable, Wizard Adept		
Defensive	HP	Def	Res	Arm	Aeg	
	3	3	3	0		Light Armour
Offensive	Att	Off	Str	AP	Agi	
Cult Leader	1	3	3	0	3	

— Magic Options —

Wizard Master

pts-
170



Evocation



Occultism



Thaumaturgy

— Options —

Hideout (General only)

pts-
10

Master of Ritual (General only)

100

Special Items

up to 100

If Wizard Master

up to 200

— Species Archetype —

Kinslayers

pts-
free

Wayward Children

5

Fallen Heroes

15

The Dishonoured

20

— Optional Model Rules —

Hideout: Universal Rule.

The Cultists army gains +6 to the roll for choosing the Deployment Zone. Immediately after determining who deploys first (after step 1 of the Deployment Phase Sequence), the owner **must** place a single Ruins Terrain Feature with its centre in the friendly Deployment Zone and not in contact with any other Terrain Feature except Open Terrain. This Terrain Feature may not be larger than 8" in length and 8" in width.

Master of Ritual: Universal Rule.

The model gains +1 Discipline, **Daemonic Summon**, **Scout**, and Commanding Presence (18").

I cannot say what mighty powers or foul magics they used, but they were surely not simple to perform. In any event, they have succeeded in binding man with daemon, not in temporary possession, but in a single, conjoined entity, capable of who knows what blasphemous powers.



Daemon Symbiote

160 pts

single model

Height **Standard**
Type **Infantry**
Base **20×20 mm**

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Pledged to Darkness, Supernal, Wizard Apprentice		
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	Heavy Armour
Offensive	Att	Off	Str	AP	Agi	
Daemon Symbiote	4	4	5	2	6	

Magic Options		pts	Options		pts
Wizard Adept		95	A single Manifestation		no limit
			Special Items		up to 100
			Shield		5
			One choice only:		
			Great Weapon		5
			Halberd		5
			Paired Weapons		5
			Spear		5
Species Archetype		pts			
			The Dishonoured		free
			Fallen Heroes		5
			Wayward Children		5
			Kinslayers		10



Divination



Evocation

Core (Min. 25%)

The enemy ranks seemed little more than a rabble—poorly armed, lacking military training and clad in nothing but cowed robes. Yet something in the way they stood, or rather brooded, faces lost under hoods, made my blood run cold. I shall simply say that I pray you never know the ferocity of those zealots in battle.



Cultists

105 pts + 3 pts/extra model

15–40 models



Height Standard
Type Infantry
Base 20×20 mm

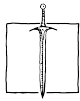
Global	Adv	Mar	Dis	Model Rules	
	4"	8"	6	Pledged to Darkness, Sacrificial Offerings, Scoring, Unstable	

Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	

Offensive	Att	Off	Str	AP	Agi
Cultist	1	2	3	0	3

Options	pts	Command Group Options	pts
One choice only:		Champion	10
Infiltrators (0–15 Models/Unit, 0–3 Units/Army)	10	Musician	10
Eldritch Tome (0–3 Units/Army)	30	— Optional Model Rules —	
Abyssal Conduit (0–3 Units/Army)	80	Abyssal Conduit: Universal Rule.	
Throwing Weapons (5+) (Infiltrators only)	20	One model in the unit that is not a Champion or Musician becomes a Standard Bearer with Channel (1) and Daemon Summon .	
Spear	1/model	Eldritch Tome: Universal Rule.	
— Species Archetype — pts		Units with Champion only.	
Fallen Heroes	free/model	The unit gains Wizard Conclave that knows only <i>Spear of Infinity</i> (Hereditary Spell).	
Kinslayers	1/model	Infiltrators: Universal Rule.	
The Dishonoured	1/model	The model gains Light Troops , Scout , and Skirmisher and loses Scoring.	
Wayward Children	1/model		

You will not know the true love of the Seven until you have fought side by side with their pets. Oh how they squirm and giggle! You can see the purest magic inside them! The lovely mutating madness of it!



Lemures

220 pts + 20 pts/extra model 10–25 models



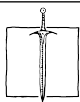
Height Standard
Type Beast
Base 25×25 mm

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	4"	8"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	5	0	5+	Parry
Offensive	Att	Off	Str	AP	Agi	
Lemure	1	3	3	0	2	

Options	pts	Command Group Options	pts
Manifestation (one choice only):		Champion	10
∞ Brimstone Secretions	1/model	Musician	10
✂ Stiff Upper Lip	1/model	Standard Bearer	10
☠ Venom Sacs	2/model		
⚠ Chilling Yawn	3/model		
∞ Unnatural Roots	45		



Succubi

240 pts + 18 pts/extra model 10–25 models



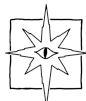
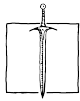
Height Standard
Type Beast
Base 25×25 mm

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Succubus	3	4	3	1	5	Smother

Options	pts	Command Group Options	pts
Manifestation (one choice only):		Champion	10
∞ Dark Hide	1/model	Musician	10
⚡ Divining Snout	1/model	Standard Bearer	10
☞ Mesmerising Plumage	2/model		
⚠ Chilling Yawn	4/model		
☠ Bronze Backbone	5/model		



Myrmidons

190 pts + 20 pts/extra model 10–30 models

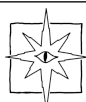
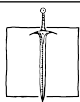


Height Standard
Type Beast
Base 25×25 mm

The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	4	3	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Myrmidon	1	5	5	1	4	Devastating Charge (Battle Focus), Fight in Extra Rank
— Options —			pts—		— Command Group Options — pts—	
Manifestation (one choice only):					Champion	10
	Hot Blood		1/model		Musician	10
	Unhinging Jaw		2/model		Standard Bearer	10
	Whipcrack Tail		3/model			
	Piercing Spike		4/model			
	Bronze Backbone		5/model			



Imps

190 pts + 15 pts/extra model 10–25 models 0–40 Models/Army



Height Standard
Type Beast
Base 25×25 mm

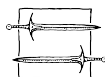
The unit counts both towards Core and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+	Aegis (3+, against Shooting Attacks)
Offensive	Att	Off	Str	AP	Agi	
Imp	1	2	2	0	3	Energy Bolts (4+)
— Model Rules —			pts—		— Command Group Options — pts—	
Energy Bolts: Shooting Weapon.					Champion	10
Range 24", Shots 1, Str 5, AP 0, Reload! , Volley Fire.					Musician	10
— Options —			pts—		Standard Bearer with (one choice only):	
Manifestation (one choice only):					Firestarter (<i>Spear of Infinity</i>)	
	Aura of Despair		1/model		(Hereditary Spell)	45
	Incendiary Ichor		1/model		Firestarter (<i>Hand of Heaven</i> (Thaumaturgy))	50
	Dark Hide		3/model			
	Mark of the Eternal Champion					
	(Champion only)		30			
	Sorcerous Antennae		50			
— Optional Model Rules —					Firestarter (X): Universal Rule.	
					The Standard Bearer can cast the spell stated in brackets as a Bound Spell with Power Level (5/8).	

Special (No limit)

"It's too quiet," muttered the sergeant. We listened to the wind, waiting, watching. There was a susurrus in the forest. The treetops up the hill seemed to sway—then we heard it. Footfall like the great hammer of Volund, growing closer, the very stones of our outpost shaking. Finally, it came around the hillside, and I saw the sergeant's eyes move up... and up. "Dear goddess," he whispered. Those were his last words.



Profane Idol

300 pts

single model 0–2 Units/Army

Height Gigantic
Type Infantry
Base 50×75 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	7	3	5	2	5+	
Offensive	Att	Off	Str	AP	Agi	
Profane Idol	5	3	5	2	3	

Options

Doomsday Colossus

Must choose (one choice only):

Heretic Golem

Wicker Man

Apostate Automaton

pts-

20

free

free

40

Optional Model Rules

Apostate Automaton: Universal Rule.

The model gains +1 Resilience, **Crush Attack**, and its Armour is **set** to 3.

Doomsday Colossus: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The roll for the number of hits from its Stomp Attacks is subject to Maximised Roll.

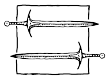
Heretic Golem: Universal Rule.

The model gains +1 Strength and +1 Armour Penetration.

Wicker Man: Universal Rule.

The model gains **Flammable**, **Flaming Attacks**, and **Grind Attacks (3D3)**. These Grind Attacks are resolved with Strength 4, Armour Penetration 0, and Flaming Attacks.

I do not envy your mission to find the Devil Monks. It is said they let the daemons enter their bodies to fill them with evil strength, and that they rip open your flesh and drink the blood from your stomach. They want the madness to fill them, they welcome it, for they have known more suffering than they can stand.



Possessed

130 pts + **9** pts/extra model

10-25 models



0-2 Units/Army

Height **Standard**
Type **Infantry**
Base **20×20** mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Pledged to Darkness, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	3	0	5+	Light Armour
Offensive	Att	Off	Str	AP	Agi	
Possessed	2	2	4	1	4	

Options		pts-	Species Archetype		pts-
Manifestation (one choice only):			Kinslayers	free/model	
	Bronze Backbone	3/model	Wayward Children	1/model	
	Red Haze	3/model	Fallen Heroes	2/model	
	Chitinous Scales	4/model	The Dishonoured	4/model	
One choice only:			Command Group Options		
Paired Weapons		free/model	Champion	10	
Spear		1/model	Musician	10	
Great Weapon		2/model	Standard Bearer	10	

Oh ye true and loyal servants of Nukuja, hear me. I will show you how to consecrate and anoint the exact and living altar of the faithful. Let it be a beacon of our creed and caste! Let it be the shining path to the Goddess, through which she will send her sweet unerring missives of destruction, so we might sleep at last!



Ritual Altar

160 pts

single model 0–1 Units/Army

Height Standard
Type Construct
Base 60 mm round

Global	Adv	Mar	Dis	Model Rules		
	2"	2"	6	Daemonic Summon, Dark Conclave , Fearless, Sacrificial Offerings, Tall, Unstable, War Machine, Wizard Adept		
Defensive	HP	Def	Res	Arm	Agi	
	5	2	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Council Members	5	2	3	0	3	

Model Rules

Dark Conclave: Universal Rule.

Spells cast by the model gain +3" range for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

The model **must** select 2 spells from: *Spear of Infinity* (Hereditary Spell), *The Grave Calls* (Occultism), and *Hand of Heaven* (Thaumaturgy) during Spell Selection. This overrides the normal Spell Selection rules connected to being a Wizard Adept.

When performing a Daemonic Summon with the model, divide the chosen unit's Point Cost by 300 (instead of 200), rounding fractions up, for determining the number of discarded Veil Tokens.

Options

Grand Council

pts

60

Optional Model Rules

Grand Council: Universal Rule.

The model's Health Points and Attack Value are **set** to 8, and its base size is changed to 120 mm round. The model can also select *Wrath of God* (Thaumaturgy) as one of its 2 spells.

Summoned Daemons (Max. 45%)

The commander gave thanks that we had finally brought this most troublesome of enemies to the field, and that their numbers were so few. But his smile vanished at the overpowering stench of sulphur. From behind their camp we heard several blood-curdling screams. There was a moment's awful silence—and then they were everywhere. The daemons fell on us like a tempest.



Threshing Engine

140 pts

single model

0–5 Units/Army

Height Large
Type Construct
Base 50×100 mm



The unit also counts towards Aves if taking Fly.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	10"	10"	7	Fearless, Supernal, Swiftstride		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	4	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Tiller (2)	2	4	3	3	3	
Draft Beast (2)	1	3	3	0	3	Harnessed
Chassis			4	3		Impact Hits (2D3), Inanimate

Options

One choice only:

Fly (9", 9") [Av]

(0–2 Units/Army)

Horde Thresher (0–3 Units/Army)

Legion Thresher (0–2 Units/Army)

Manifestation (one choice only):

Horns of Hubris

Divining Snout

Whipcrack Tail

Mark of the Eternal Champion

Roaming Hands

Command Group Options

Standard Bearer

pts-

20

100

180

15

25

25

40

45

pts-

10

Optional Model Rules

Horde Thresher: Universal Rule.

Changes to the model's profile:

- Its base size is changed to **100×100 mm**.
- Its Health Points are **set to 6**.
- It gains **1** additional Tiller.
- It gains **1** additional Draft Beast.
- It gains **Colossal Stature**.
- The Chassis gains **Impact Hits (3D3)**.

Legion Thresher: Universal Rule.

Changes to the model's profile:

- Its base size is changed to **100×150 mm**.
- Its Health Points are **set to 8**.
- It gains **2** additional Tillers.
- It gains **2** additional Draft Beasts.
- It gains **Colossal Stature**.
- The Chassis gains **Impact Hits (4D3)**.

Colossal Stature: Universal Rule.

The model counts as Gigantic for the purpose of determining the number of Full Ranks.



Eidolons

170 pts + 30 pts/extra model

5–10 models 0–18 Models/Army

Height Standard
Type Beast
Base 25×25 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave		
Defensive	HP	Def	Res	Arm	Aeg	
	1	2	4	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Eidolon	1	2	2	0	3	Dark Fire (3+)

Model Rules

Dark Fire: Shooting Weapon.

Range 18", Shots 2, Str 4, AP 0.

Armour Save rolls of '1', '2', '3', and '4' are **always** considered failed when saving wounds caused by Dark Fire.

Wizard Conclave

Must select 2 spells from:

- *Fate's Judgement* (Divination)
- *Hasten the Hour* (Evocation)
- *Hand of Heaven* (Thaumaturgy)
- *Spear of Infinity* (Hereditary Spell)

Options

Manifestation (one choice only):

	Incendiary Ichor	1/model
	Aura of Despair	5/model
	Kaleidoscopic Flesh	5/model
	Sorcerous Antennae	25

Command Group Options

Champion 130



Hellhounds

150 pts + 20 pts/extra model

5–15 models

Height Standard
Type Beast
Base 25×50 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	7	Fear, Fearless, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Hellhound	3	5	3	0	4	Extra Support (2), Lethal Strike

Options

Manifestation (one choice only):

	Centipede Legs	1/model
	Horns of Hubris	1/model
	Hot Blood	1/model
	Incendiary Ichor	1/model
	Digestive Vomit	2/model

Command Group Options

Champion 10



Titanslayer Chariot

200 pts

single model

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	8	Fearless, Mountain Breaker , Supernal, Swiftstride		
Defensive	HP	Def	Res	Arm	Aeg	
	4	4	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Myrmidon (2)	1	5	5	1	4	Devastating Charge (Battle Focus)
Chthonic Machinator	3	3	6	3	3	Harnessed
Chassis			7	2		Impact Hits (D3+1), Inanimate

— Model Rules —

Mountain Breaker: Universal Rule.

In the Charge Phase, the model gains **Maximised (Charge Range)** for Charges against units consisting entirely of models with Towering Presence. In addition, the model's Impact Hits gain **Multiple Wounds (D3, against Towering Presence)**.

— Options —

Manifestation (one choice only):

	Segmented Shell	5
	Stiff Upper Lip	5
	Digestive Vomit	10
	Centipede Legs	15
	Hammer Hand	35

— Command Group Options —

Standard Bearer 10



Mageblight Gremlins

140 pts + 30 pts/extra model

2–4 models

0–3 Units/Army

Height Standard

Type Beast

Base 40×40 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Fearless, Light Troops, Skirmisher, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	3	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Mageblight Gremlin	5	3	2	0	2	Extra Support (3), Poison Attacks, Spell Craving

— Model Rules —

Spell Craving: Attack Attribute – Close Combat.

The model can perform up to 3 Supporting Attacks. When determining Combat Score, a side with at least one model with Spell Craving Engaged in Combat adds +X to its side's Combat Score, where X is the number of non-Bound non-Attribute Spells known by enemy Wizards in units in base contact with it (note that multiple instances of the same spell count as 1 each).

— Options —

Manifestation (one choice only):


	Greenfire Eyes	2/model
	Piercing Spike	8/model
	Living Shield	9/model
	Unnatural Roots	10
	Venom Sacs	17/model



Clawed Fiends

255 pts + 90 pts/extra model

3-6 models

 0-3 Units/Army

Height Large
Type Beast
Base 40×40 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	7	Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Clawed Fiend	3	4	4	2	4	Smother

— Options —			pts-	— Command Group Options —			pts-	
Manifestation (one choice only):				Champion				10
∞	Dark Hide			4/model	Musician		10	
⊕	Broodmother			6/model	Standard Bearer		10	
⊗	Mesmerising Plumage			8/model				
⊕	Piercing Spike			13/model				
⊕	Unhinging Jaw			15/model				



Hoarders

280 pts + 120 pts/extra model

3-6 models

 0-3 Units/Army

Height Large
Type Beast
Base 40×40 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	8	Fear, Fearless, Scoring, Strider, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	5	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Hoarder	3	3	4	0	2	Tightening Grasp

— Model Rules —			— Options —					pts-
Tightening Grasp: Special Attack.								
The model gains Grind Attacks (X) , and can make Grind Attacks as Supporting Attacks, ignoring the maximum number of Supporting Attacks. When the model is not Engaged in Combat, X is set to 1.								
At the start of each Round of Combat other than the First Round of Combat, if the model is Engaged, X is increased by +1 (e.g. Grind Attacks (1) becomes Grind Attacks (2)).								
Up to two Manifestations:								
∞	Chitinous Scales			3/model				
⊕	Segmented Shell			4/model				
⊕	Divining Snout			5/model				
⊕	Smothering Coils			10/model				
∞	Mirrored Scales			21/model				
∞	Unnatural Roots			30				
— Command Group Options —			pts-					
Champion				10				
Musician				10				
Standard Bearer				10				



Sirens

170 pts + 16 pts/extra model

5–15 models

0–3 Units/Army

Height Standard

Type Cavalry

Base 25×50 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	9"	18"	9	Elusive , Fearless, Feigned Flight, Light Troops, Strider, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	1	5	3	0	5+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Siren	2	5	4	1	4	
Symbiotic Steed	1	3	3	0	3	Harnessed

Model Rules

Elusive: Universal Rule.

Units composed entirely of models with Elusive may declare a Flee Charge Reaction despite being Fearless.

Options

Manifestation (one choice only):

	Hot Blood	1/model
	Centipede Legs	2/model
	Mesmerising Plumage	5/model
	Roaming Hands	5/model
	Hammer Hand	8/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10



Blazing Glory

300 pts

single model

0–2 Units/Army

Height Large

Type Beast

Base 50×50 mm



The unit also counts towards Aves if taking Fly.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	8	Falling Star , Fear, Fearless, Supernal, Towering Presence		
Defensive	HP	Def	Res	Arm	Aeg	
	5	*	5	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Blazing Glory	5	*	5	5	5	

Model Rules

Falling Star: Universal Rule.

The model's Offensive Skill and Defensive Skill are **set** to twice the model's current number of Health Points.

The model counts as a Character for the purpose of issuing, accepting, and refusing Duels. When the model fights a Duel during a Round of Combat, it gains **Stubborn** until the end of the Round of Combat.

Options

Fly (8", 16") [Av] 40

Manifestation (one choice only):

	Brimstone Secretions	10
	Horns of Hubris	15
	Stiff Upper Lip	20
	Bronze Backbone	30



Hope Harvester

285 pts

single model

0–2 Units/Army

Height Large

Type Beast

Base 50×100 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform		
Defensive	HP	Def	Res	Arm	Aeg	
	5	4	5	3	5+	
Offensive	Att	Off	Str	AP	Agi	
Hope Harvester	4	4	6	3	1	Aether Battery (3+)

—Model Rules—

Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6×2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1–3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

—Options—

Manifestation (one choice only):

△ Aura of Despair	25
△ Sorcerous Antennae	30
∞ Mark of the Eternal Champion	50
△ Chilling Yawn	55
∞ Iron Husk	65



Brazen Beasts

330 pts + 90 pts/extra model

3–6 models

0–3 Units/Army

Height Large

Type Cavalry

Base 50×75 mm

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Fear, Fearless, Scoring, Supernal		
Defensive	HP	Def	Res	Arm	Aeg	
	4	3	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Daredevil	1	5	3	0	4	Battle Focus, Devastating Charge (+2 Att,+2 Str, +2 AP)
Beast	2	4	5	2	2	Battle Focus, Harnessed, Impact Hits (2)

—Options—

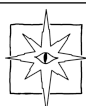
Manifestation (one choice only):

⚡ Incendiary Ichor	1/model
∞ Centipede Legs	5/model
∞ Chitinous Scales	5/model
⚡ Whipcrack Tail	12/model
⚡ Red Haze	21/model

—Command Group Options—

Champion	10
Musician	10
Standard Bearer	10

Aves (Max. 3 units)



Furies

140 pts + 9 pts/extra model

5–15 models

0–3 Units/Army

Height Standard

Type Beast

Base 25×25 mm

The unit counts both towards Aves and Summoned Daemons.

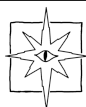
The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
Ground	4"	8"	5	Fearless, Fly (10", 20"), Light Troops, Skirmisher, Supernal		
Fly	10"	20"				
Defensive	HP	Def	Res	Arm	Aeg	
	1	3	3	0	6+	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi	
Fury	1	3	4	1	4	Devastating Charge (+1 Str)

Options pts-

Manifestation (one choice only):

∞ Dark Hide	1/model
☠ Red Haze	1/model
☠ Venom Sacs	1/model
∞ Kaleidoscopic Flesh	2/model
☠ Mesmerising Plumage	4/model



Veil Serpents

220 pts + 34 pts/extra model

3–6 models

0–3 Units/Army

Height Large

Type Beast

Base 40×40 mm

The unit counts both towards Aves and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	7	Fearless, Fly (9", 12"), Light Troops, Morphlings , Supernal, Wizard Conclave		
Fly	9"	12"				
Defensive	HP	Def	Res	Arm	Aeg	
	3	4	4	0	5+	
Offensive	Att	Off	Str	AP	Agi	
Veil Serpent	3	4	4	0	4	

Model Rules

Morphlings: Universal Rule.

During Spell Selection, each unit of Veil Serpents **must** choose a Manifestation from the list below and apply the effects during the game.

- ☠ Mesmerising Plumage
- ☠ Chilling Yawn
- ☠ Venom Sacs

Wizard Conclave

Must select 2 spells from:

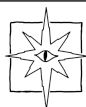
- *Smite the Unbeliever* (Thaumaturgy)
- *Deceptive Glamour* (Witchcraft)
- *Twisted Effigy* (Witchcraft)
- *Spear of Infinity* (Hereditary Spell)

Command Group Options

Champion

pts-

135



Bloat Flies

325 pts + 100 pts/extra model 3-6 models

0-3 Units/Army

Height Large
Type Beast
Base 50x75 mm

The unit counts both towards Aves and Summoned Daemons.

The unit cannot be deployed normally, but only through Daemonic Summon.

Global	Adv	Mar	Dis	Model Rules		
Ground	2"	4"	8	Fear, Fearless, Fly (6", 14"), Light Troops, Supernal		
Fly	6"	14"				
Defensive	HP	Def	Res	Arm	Aeg	
	4	2	4	0		Aegis (5+, against Magical Attacks), Fortitude (5+)
Offensive	Att	Off	Str	AP	Agi	
Bloat Fly	2	5	6	3	3	Acid Blood

Model Rules

Acid Blood: Special Attack.

For each Fortitude Save the model fails against Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

Options

Manifestation (one choice only):

∞ Kaleidoscopic Flesh	6/model
☠ Digestive Vomit	7/model
☠ Broodmother	8/model
☠ Unhinging Jaw	12/model

Command Group Options

Champion	10
Musician	10
Standard Bearer	10

Quick Reference Sheet

Characters

Cult Leader	Adv	4"	Mar	8"	Dis	8					Pledged to Darkness, Unstable, Wizard Adept
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0	Aeg		Light Armour
Cult Leader	Att	1	Off	3	Str	3	AP	0	Agi	3	
Daemon Symbiote	Adv	5"	Mar	10"	Dis	8					Fearless, Pledged to Darkness, Supernal, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0	Aeg	5+	Heavy Armour
Daemon Symbiote	Att	4	Off	4	Str	5	AP	2	Agi	6	

Core

Cultists	Adv	4"	Mar	8"	Dis	6					Pledged to Darkness, Sacrificial Offerings, Scoring, Unstable
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0	Aeg		
Cultist	Att	1	Off	2	Str	3	AP	0	Agi	3	Devastating Charge (Battle Focus)
Lemures	Adv	4"	Mar	8"	Dis	7					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	3	Res	5	Arm	0	Aeg	5+	Parry
Lemure	Att	1	Off	3	Str	3	AP	0	Agi	2	
Succubi	Adv	5"	Mar	10"	Dis	7					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+	
Succubus	Att	3	Off	4	Str	3	AP	1	Agi	5	Smother
Myrmidons	Adv	5"	Mar	10"	Dis	8					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	4	Res	3	Arm	0	Aeg	5+	
Myrmidon	Att	1	Off	5	Str	5	AP	1	Agi	4	Devastating Charge (Battle Focus), Fight in Extra Rank
Imps	Adv	5"	Mar	10"	Dis	6					Fearless, Scoring, Supernal
Standard, Beast	HP	1	Def	2	Res	3	Arm	0	Aeg	5+	Aegis (3+, against Shooting Attacks)
Imp	Att	1	Off	2	Str	2	AP	0	Agi	3	Energy Bolts (4+)

Special

Profane Idol	Adv	7"	Mar	14"	Dis	8					Fearless, Supernal
Gigantic, Infantry	HP	7	Def	3	Res	5	Arm	2	Aeg	5+	
Profane Idol	Att	5	Off	3	Str	5	AP	2	Agi	3	
Possessed	Adv	5"	Mar	10"	Dis	7					Fearless, Pledged to Darkness, Scoring, Supernal
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0	Aeg	5+	Light Armour
Possessed	Att	2	Off	2	Str	4	AP	1	Agi	4	
Ritual Altar	Adv	2"	Mar	2"	Dis	6					Daemonic Summon, Dark Conclave, Fearless, Sacrificial Offerings, Tall, Unstable, War Machine, Wizard Adept
Standard, Construct	HP	5	Def	2	Res	4	Arm	0	Aeg	5+	
Council Members	Att	5	Off	2	Str	3	AP	0	Agi	3	

Summoned Daemons

Threshing Engine	Adv	10"	Mar	10"	Dis	7					Fearless, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	4	Arm	0	Aeg	5+	Hard Target (1)
Tiller (2)	Att	2	Off	4	Str	3	AP	3	Agi	3	
Draft Beast (2)	Att	1	Off	3	Str	3	AP	0	Agi	3	Harnessed
Chassis					Str	4	AP	3			Impact Hits (2D3), Inanimate
Eidolons	Adv	5"	Mar	10"	Dis	7					Fearless, Light Troops, Skirmisher, Supernal, Wizard Conclave
Standard, Beast	HP	1	Def	2	Res	4	Arm	0	Aeg	5+	Hard Target (1)
Eidolon	Att	1	Off	2	Str	2	AP	0	Agi	3	Dark Fire (3+)
Hellhounds	Adv	9"	Mar	18"	Dis	7					Fear, Fearless, Supernal
Standard, Beast	HP	1	Def	3	Res	4	Arm	0	Aeg	5+	
Hellhound	Att	3	Off	5	Str	3	AP	0	Agi	4	Extra Support (2), Lethal Strike
Titanslayer Chariot	Adv	8"	Mar	8"	Dis	8					Fearless, Mountain Breaker, Supernal, Swiftstride
Large, Construct	HP	4	Def	4	Res	5	Arm	0	Aeg	5+	
Myrmidon (2)	Att	1	Off	5	Str	5	AP	1	Agi	4	Devastating Charge (Battle Focus)
Chthonic Machinator	Att	3	Off	3	Str	6	AP	3	Agi	3	Harnessed
Chassis					Str	7	AP	2			Impact Hits (D3+1), Inanimate

Changelog

2024 Review 1

- Crown of Hubris: Base cost 70 ↘ 60
- Scurrying Veil: Base cost 40 ↘ 35
- Lugar's Dice: Base cost 35 ↘ 25
- Lifeforce Talisman: Base cost 30 ↘ 20
- Fiendish Snares: Base cost 20 ↘ 10
- Cult Leader: Base cost 170 ↘ 160
- Cult Leader Hideout: 20 ↘ 10
- Cult Leader Fallen Heroes: 5 ↗ 15
- Cult Leader The Dishonoured: 10 ↗ 20
- Daemon Symbiote: Base cost 180 ↘ 160
- Daemon Symbiote Kinslayers: 5 ↗ 10
- Daemon Symbiote Fallen Heroes: 0 ↗ 5
- Daemon Symbiote Wayward Children: 10 ↘ 5
- Cultists Eldritch Tome: 40 ↘ 30
- Cultists Abyssal Conduit: 70 ↗ 80
- Cultists Fallen Heroes: 1 ↘ free
- Profane Idol: Base cost 290 ↗ 300
- Profane Idol Doomsday Colossus: 30 ↘ 20
- Profane Idol Heretic Golem: 10 ↘ free
- Profane Idol Apostate Automaton: 50 ↘ 40
- Possessed: Base cost 140 ↘ 130
- Possessed: Additional models 10 ↘ 9
- Possessed Chitinous Scales: 3 ↗ 4
- Possessed Paired Weapons: 2 ↘ free
- Possessed Spear: 2 ↘ 1
- Possessed Kinslayers: 1 ↘ free
- Possessed Fallen Heroes: 1 ↗ 2
- Possessed The Dishonoured: 3 ↗ 4
- Possessed Wayward Children: 2 ↘ 1
- Ritual Altar: Base cost 170 ↘ 160
- Ritual Altar Grand Council: 70 ↘ 60