

Druchii.net

M O N T H L Y



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Prologue

By your personal prologue writer, Z'Gahn

Exactly my thoughts; clean-up time! And it seemed to be the right moment for it too, as I was about to go on holidays when I took this picture. But first, I thought, I have to finish my manticore. You see, I have been working on it every now and then for a year now, and I had almost completely repainted it once even, but I never really got around to finishing it. Therefore, I sat down at my messy desk with a focused mind and armed with some sharp-edged tools and something to drink. Now, with the perfect rock I had recently found already glued to the base, the monster glued and pinned to the rock, the only thing that needed doing was some texturing.



Z'Gahn's Messy Workstation... yeesh.

Not that is big a deal you would think, but in fact, it required me to make my most extensive conversion to date. Because, in this special case, texture meant a dead High Elf. Therefore, I got the mounted High Elf general torso I had bought specially for this purpose and began decapitating him. Not so easy when both arms are raised next to the head; off went the sword arm. I already had a picture in my head of what the result should look like. The back of the stone was a flat surface (but vertically) and the High Elf would lie against it, as dead as possible of course. So I repositioned the head after having modified it



Warriors...

(because a screaming elf that is supposed to be dead does not make sense) and made a new right hand for him from a Dark Elf right crossbow arm and some green stuff.



Z'Gahn's big, um, manticore, um, guy. Yeesh.

Next, I put a small blob of green stuff where his legs should have been and began pulling at it with a pair of tweezers so that it looked like all manner of ripped flesh. To finish him off (not too literally) I made a little rag from green stuff too; just to have something for the blood to spill on.

I believe I promised you all to tell you this month how Z'Gahn added cold one knights to his force, didn't I? Well, I must apologize. After reading that part of my story again – that is right; I keep a chronicle of everything Z'Gahn does and of every unit in his army. Or at least, that is the plan. Anyway, after I re-read that part, I felt it was not good enough, and so I have decided not to share this important event of Z'Gahn's life

with you just yet. Instead, I will be showing you some more pictures of my army and tell something more about that then I did last time.

First, there is my second warriors' regiment. It is painted in the same way as my glaive warriors, and the shield, as you see, can easily be removed. I have just glued them to a length of plastic just as high as the bases. Only problem is when I change formation...



...Malus...

The pictures above are all work in progress pictures. The left one is the Malus Darkblade model I am going to use as my general (since my dread knight needs to be in my unit of cold one knights). I am experimenting with the armour a bit, as I want him to stand out from my army, but just painting him



...and a dead Cold One. Yeesh.

largely gold would just make him look too much like the cold one knights. Therefore, I am trying purple armour. I began with a basecoat of nauseating blue, and then dry brushed liche purple over the whole area except the edges and deep recesses.

bit smaller than the area of the previous dry brush. I kept doing this until any part of the armour had become purely liche purple, and then I glazed it with some purple ink. I am very pleased with the result, and I am thinking of using this technique on all my characters.

The picture in the middle is one of a cold one casualty. When I got it, the cold one was already deformed and I thought the best use for him was a casualty. With some green stuff, I modelled some lost body parts and injuries, and all I have to do now is paint him. The last picture is a tie on a corsair's sea dragon cloak, with which I am not too happy. It looks a little too flat, although that may be because it is about the third or fourth layer of paint on it... I am happy with the colour though; it is dark enough and the tone fits the rest of the army, but I think I am just going to try some other combinations too. It might be good for the diversity in the unit itself (I hate it when I get two models that are exactly the same).



OH yeah, and a Corsair. Oh yeah, forgot to say 'yeesh'.
Yeesh.

You would think I almost forgot to tell you about what has happened on the site, but I didn't, especially not when our very own Druchii.net store has opened! Although there are only four items for sale (of which one is a Druchii.net e-mail address), it is a great start with something like the Har Ganeth noble on a T-Shirt.

Because nothing else special has happened on the site this month, the 7th Convent will bring you one of their first masterpieces this month. It is a complete interactive campaign with no less than four scenarios and three available (and new) special characters. It is a chaos incursion into our very own lands lead by the Dark Master, Be'lakor, intent on generally just annoying the chaos gods. However, that is not everything from the 7th Convent. We have a Lord of the Watchtowers and a stand-alone scenario perfect for this summer. In ad-

dition, do you remember Lonicera from last issue? Well, she lacked a conversion, so we now bring you one in this issue.

With the Storm of Chaos campaign well under way, a Know Thine Enemy about the cult would be more logical in this case, but no. Instead, we will continue our series of how to beat Chaos with two more articles, as well as one about Bretonnia. For the good order, the long awaited Cauldron of Blood unit article will also be included for those still loyal to the great Khaine. In addition, of course many, many more nice surprises are awaiting you on the following pages, which have been given a fantastic new layout courtesy of the illustrators.

However, before we start, I need to make a correction, as on page 26 of the previous issue (in AloneAndBurned's tournament report), Jeff's army was entitled Slaaneshy Beastmen, while they were obviously Tzeentch Beastmen.

'Till next month
Z'Gahn



Wow, Z'gahn sure has some hidden art talents, huh? They're staying hidden because he didn't draw this. Daeron did. It's a devoted of Slaanesh. Yeesh.

Contents

Prologue	—	Page 2
Contents	—	Page 5
Campaign Program <i>The Black Forge tells us what they've been up to. The pictures did not work. I'm afraid to say, but it's still enticing.</i>	—	Page 6
The Queen of Slaanesh <i>Another fantastic conversion from GeOrc!</i>	—	Page 7
Executioners, but with Axes <i>They're Executioners but, um, with Axes. Yeah. Some conversion ideas from RasputinII.</i>	—	Page 14
Lonicera - Conversion <i>Remember Lonicera? MDK took it on himself to try to model her. Check it out!</i>	—	Page 15
The Khaine Awards <i>The winners of the Khaine Awards are finally announced!</i>	—	Page 18
Silas' Awards <i>The little brat had the cheek to call his awards the "Druchii.net Monthly Awards" without our permission. Then he gave me the "Moderator of the Month" award. I'm sentimental and hypocritical, so I gave him a page with only minor edits.</i>	—	Page 19
To The Temple <i>A scenario hot from The Seventh Convent's oven, ready to serve with a slice of Lustria.</i>	—	Page 20
Bloody Cauldrons <i>The Cult of Pleasure (a.k.a. Tastyfish) brings us some fluff about the evil Cauldrons of Blood.</i>	—	Page 22
Using the Cauldron of Blood <i>Brought to you by the Temple of Khaine Initiative, Grogspotpowwabomba assists us in the use of Cauldrons.</i>	—	Page 26
Assembling and Painting the Cauldron <i>This is more than the cursory "how do you assemble this?" article. I demand that you look!</i>	—	Page 36
Forces of Darkness <i>A new series of articles from the Cult of Pleasure looks at the fluff behind its members' armies. This month, Loremaster Nagathi lets us in on the world of his general (who happens to be Loremaster Nagathi).</i>	—	Page 42
Aspects of Khaine <i>The next three aspects of Khaine are here!</i>	—	Page 50
The Northern Incursion Campaign <i>I hope readers will forgive the long issue when they read this. It's a good long campaign fresh and ready for the Storm of Chaos!</i>	—	Page 53
Games Day Baltimore <i>Auric Stormcloud reports on the Baltimore Games Day. He's sorry you missed it (unless you didn't).</i>	—	Page 65

Campaign Program

By Black Hydra

Over here at The Black Forge (TBF), we work on programs to help the gaming community. Most of these projects are done independently; The Black Forge merely organizes them and prepares them for release. The Campaign Program or "Campaign" was originally a solo project adopted into TBF about a month or so into production. After a total of six months and over 200 hours of labour, it is finally ready for beta!

The biggest question that seems apparent to anyone who has never tried the program is: "well, what is it?"

"Campaign" is designed to play exciting map-based campaigns with ease. Offering a completely custom-built GUI (graphical user interface), it offers the players to explore vivid maps, with interactive storylines. You can use a large array of commands to conquer your enemies. You can move, fortify, and scout with your armies. In addition, you, as the nation's leader, can expand your non-military empire by settling and populating your land. With a balanced system of upkeep and taxes, the strategy is taken to a completely new level. The current victory rule-set is that of an expansion campaign. This is where you gain points based on the strength of your civilization and the foothold you have over the land.

If you are a beta tester (or otherwise helped on the project), you are entitled to play on an exclusive map that will not be made public. It is of the mysterious spice routes. There you can navigate in the lands east of the Worlds Edge Mountains. With an intro monologue and a detailed and descriptive map, you can travel to places such as the merchant city of Adun, the dark and murky Charrous River, or even the ancient Pyanmir Forests.

The campaign program also makes playing battles easier with a handy battle organizer. There, all of the battles that need to be played are stored along with terrain advice, fortification levels, the scenario and the armies and players participating. There you can play out the battles at a more leisurely pace and without the strain of restricting others playing their turns.

Another great feature of the program is that by e-mailing the save files as attachments or putting them up on a website for download you do not even have to be near the other players except for battles. This means that you can save the time you have to see each other for battles only, maximizing the efficiency of the campaign.

This program is in the beta stage. This means (for all you less computer savvy) that the program is finished, however, requires final testing before an official release. Beta testers will be divided into two groups based on their skills and amount of work they are willing to do. There will be campaign testers and program testers. Campaign testers are expected to run a small campaign with the program. They will test the rule set and look for errors and improvement. Program testers, while they can run campaigns, are given mainly the responsibility of searching for faults in the program. They are required to do tests by making campaigns and playing them out (just without the battles).

As a reward for beta testing, not only are you enabled to have the exclusive version of "A Land Afar", the map of the spice routes. You will also have your name featured in the credits of the program. We are looking for beta testers to begin testing shortly. If you are interested in beta testing then you can PM me, Black Hydra, or e-mail me at mdyoung@mts.net

Not all applicants will be accepted, although it does not run on a first come first serve basis, those who hand their applications in early are more likely to be accepted. All applicants will answer a series of questions to gauge what group, if any, they would best fit into.

I offer my sincere thanks to the members of The Black Forge, High Lord Axus, and those at Dark-Basic for their aid in the production of this program.

The Queen of Slaanesh

By Georg Damm (a.k.a. GeOrc)

The Idea

I like the idea of a Slaanesh army list and I sympathized with chaos, especially Slaanesh since the release of the new army book. What I do not like is the idea of mutants among my beloved Druchii. The Slaanesh armies are led by sorceresses, and since these women are the central point in every cult of pleasure army I must have one. Before beginning with the conversion several thoughts should be made to imagine how the finished miniature should look.

I think the high sorceresses are so much powerful that they are resistant against chaos energy. The Druchii live near the boarder to chaos, they become more evil and chaos manipulates their minds but not their bodies. The high sorceresses can control the chaos energies, and can use the power of this force. My conversion should show these elements.

A high sorceress must ride a steed of Slaanesh. It is the ultimate way to show their power over chaos and that she is member of the cult of pleasure. In addition, I loved the miniature of the Slaanesh steed since I first saw and bought it on Games Day 2002. Another important things is to convert several details; so that the result looks different to the used parts and looks more Druchii. In addition, the whole thing should fit into the Dark Elf range, and into the Slaanesh range of Warhammer miniatures.

The Conversion

Step I: The steed of Slaanesh

First, I built together the steed of slaanesh. I filled the gaps with green stuff and then I sanded the connections and the marks so that the whole steed looks like one part with perfect surface.

Note about sanding: Use very fine water sand paper which you can buy in every hobby store. Sand paper is better than every rasp. When you use a knife for cleaning the miniature, very often you make marks in the surface that could be seen after priming. Use sand paper to smooth the surface. Its hard work but you will get a better result.

Step II: The original rider

The original body of the Slaanesh lord was to heavy armoured and it looks mutated, especially the boots. I decided to remove all parts of the lord. For this, I used a Dremel tool to mill the lord out of his skirt.

Note on milling: Milling is an ugly work. I do not know if I am too stupid to, but every time I do this I destroy parts of a miniature. To avoid that, I try to dremel only where I cannot cut with the knife or the jewellery saw.

When milling be very careful, because the tool has a very high speed and if it gets grip on the miniature it runs over it and then it is damaged. I always fix the miniature in a piece of handkerchief because while milling the tin gets very hot. In addition, the handkerchief does not start winding around your tool because it rips. This is important because a cloth can pull your hand into the tool. Look in which direction the tool turns. Always pull or hold the tool against turning direction. Never do it in turning direction because in this case the tool will run over the miniature and can damage it, your hand, or something else. Always hold the tool very good in your hand and mill with the lowest speed. *(Master Editor's Note: Always read the instruction manuals to ensure a safe usage of these kinds of machinery - Nag)*

Step III: Morathi's body

I used the Morathi body and head, also the boots from the pegasus, which I removed from it with the help of a jewellery saw. For this operation, I used special fine blades. It makes very fine cuts and you can cut exactly between the pegasus' body and

Morathi's boot. The pegasus' body is as healthy as the boots. Only a bit of cleaning and sanding and it can be used for a mounted lord.

Note about removing parts from miniatures: The simplest way would be cutting away the part you need or you do not need with a sharp knife. This is the best method if the parts are thin and small. However, what if the parts are bigger, like cut torso and legs from a miniature? The best way for these cases will be a jewellery saw, which you can buy on E-Bay or on the internet. In addition, Games Workshop sells something similar. This tool is a very important tool for every conversion.

Before putting the parts together I repaired everything with green stuff where I had damaged it, also I sculptured a saddle. I repaired the skirt from the lord so that it fit to Morathi's body. Then I glued the sorceress' body on the saddle and add the boots on the caparison. Here I had to re-sculpt parts of the legs so that boots, body, skirt, and caparison will fit together.

Step IV: Saddle and Backrest

I have not used the original banner pole because I want this for another conversion project. In addition, I would not take more parts from the original model because this should be a conversion with more ideas than a different rider. Next idea was to give her a backrest. I loved these backrests, but sadly they disappeared in this Warhammer edition. Backrests have something of a throne which gives the model a high status look. I choose the backrest of the Melchior miniature because this one smiled out of my bitz box.

I used an old banner pole from a dark rider to give it a more Druchii look. For this, I removed the winged skull from Melchior's backrest with the jewellery saw and added the dark rider banner top onto it. The connection between backrest and saddle I linked with a bit of wire. I drilled very small holes in every part and connected them together with a bit of wire and glue. To cover the crossing between saddle and backrest I take the book from Melchior, which look very good between all the small bottles from the slaanesh lords skirt. The book I removed from Melchior's banner pole also with help of the jewellery saw. The following step I have done when the sorceress back and hair and also the front of the backrest was painted. With brown stuff, I sculptured the belts from the book around the saddle and backrest, so that it looks like the book is bounded on the backrest.

Step V: A new Hairdo

In the beginning, I would take the original hair bit from Morathi but it did not fit with the backrest... not enough space for both, so I was forced to re-sculpt her hair and I must say this was the better decision. I oriented on the original sculpts from Chris Fitzpatrick for his Dark Eldar line, but I used more skeins than he did.

Some small sculpting advice in sculpting hair: I used three tools:

- A wax-sculpting tool; one side with a spatula, which has high straight edges. The other side has a round spatula that ends in a pit.
- A Wax5, the legendary sculpting tool
- A leather needle.

The last one is very useful and you can sculpt hair with it without using the other tools... The other tools only make it much easier. First, build a substructure. Here I used a wire substructure, two parts. One from the crone to her hip the other one was a circle, which I glued on the leg. The connection between the two wires I sculpt without substructure, because I need to be flexible in the way the hair fall over the hip, leg and on the saddle. This part was hard to sculpture because of the missed substructure.

It is much easier to make a pre-sculpt of the hair, especially if it is a complex hair.

Then give the hair a rough form with the wax tool, wait and let this cure some time. Use the Wax5 for the first details and skeins. Use the leather needle and the Wax5 for the finish.

If hair should look like fur, then a cross section from skeins should look like a triangle. Avoid making nothing but lines in the green stuff! This would not look very good. You have to form every skein!

Step VI: Stuff and Head

For the staff, I take the ultimate one from the Arhiman miniature. That is one of the best bits ever produced by Games Workshop. I would not divide the staff to add it to Morathi's hand, which is why I used another method. I removed the spear by cutting it away over and under her hand. Then I used the smallest drill I have and drilled a hole through the rest of the spear shaft. I took a bigger drill, which has the same size like the shaft, and then the shaft has disappeared in the hand by drilling away. I cut away Arhiman's hand, and the single staff was glued in her empty hand.

For the other hand, I chose a ripped head that I had left from a Malus Darkblade conversion. I drilled a hole in Morathi's hand and in the hair of the head. I glued a short wire into the head and stuck it through Morathi's hand so that a bit of wire comes out the other side. It is important to sculpture hair on it so that it looks like she is holding the head in the hair. I sculptured the hair for the head and some tentacle that come out of the ripped head. It should look like it already has life in it and Slaanesh do his wonderful work on him in order of the sorceress.

The Painting of the Slaanesh steed

Step I: The body

I decided for a natural colour scheme, which I also can take for other monsters in the Slaanesh army. Flesh colour for the belly and black for the back with a smooth transfer between the two colours. For the skin of the Slaanesh steed, I went for a basic colour a mix of dark flesh and dwarf flesh. For the first shading, I use only dark flesh. The second shading for the crossing between belly and dark back I used a combination of dark flesh and chaos black. The highlighting of the belly is done by me first with dwarf flesh and then with very thinned bleached bone.

Step II: The back

Now it was time to try out back and canvas colour (The canvas was painted after gluing the steed on the base because I needed something to hold the steed while painting). I used the chaos black primed areas and accentuate first with a mix of chaos black and codex grey. I add more layers by giving this mix more and more codex grey.

Step III: The cloth and her bag

Before painting metal parts I want finish the bag, which covers the tail of the Slaanesh steed. Here I highlighted black with help of hawk turquoise and a second highlight with a mix of hawk turquoise and bleached bone. For the shading, I use a mix of chaos black and hawk turquoise.

Step IV: Armour and Dark Silver NMM

(Master Editor's Note: NMM equals Non-Metallic Metals. I.e. metal parts not painted using metal colours - Nag)

Ok time for some NMM. Now I paint armour, chains, rivets and the jewellery. For dark silver NMM, I begin with the first highlights a bit away from the corners unlike when I do a normal silver NMM. The first highlight will be made with a mix of chaos black and codex grey. Following layers are made with giving more and more codex grey to the mix. I avoid using pure



codex grey because it has a bad handling. The last highlight I made with mix of codex grey and a bit fortress grey. Then the corners are painted with skull white so that it looks like the light is reflected.

Note on NMM: You always have to highlight in direction to the light part of the armour. In this case, the direction to pull the brush is to the several pits of the armour. In addition, you must shade with some layers in the opposite direction here to the bottom and in direction to the corners of the plates. You have to use many layers and always paint these layers in both directions to get a smooth crossing.

Step V: Detail Work

The last details are a bit of gold NMM, a gem on the jewellery, and the eyes. First the eyes; here I decided to paint them demonically so I only paint them white without pupils. For the gold NMM, I used a basis of snakebite leather. This I accentuated with bubonic brown, and a second accent with golden yellow, which was set between snakebite leather and bubonic brown. I paint a crossing colour to connect the two colours. In this case, I used golden yellow to add a layer over the basic colour of snakebite leather and the first accent of bubonic brown.



Then I add a last highlight with bleached bone and paint the corners with skull white to show reflections. Never paint the whole edge with skull white though. It is no problem to paint reflections on darker areas, but restrain from painting edges that is in absolute shadow! The best is to orient on some reflection on glass or metal areas... take a look around how light works on surfaces.

The gem was painted in lilac colours. For the basic colour, I use a liche purple and chaos black mix. First accent was painted with liche purple and the second with a mix of liche purple and tentacle pink. The last thing to do was to set a white point to give the gem a realistic effect.

The Base

Step I: Modelling

Initially, I sculptured the stone with "fudge filler". In Germany, it is called "Methylan Fugen-Spachtel". It is water based and the mix should be very dry. I formed it with a wet



spatula. After this, I sculptured the flagstones onto the stone. I used bird sand for the rubble. The bigger stones are from modelling accessories.

Add some skulls and skeleton parts and the base is finished. Then I painted it all; the flagstones in a black & white marble colour in a chess pattern.

Step II: Painting marble effects

I will explain this on the light marble plates. The dark ones are technically the same thing only to use the colours that I always take for accentuate black. To start with, I painted the flagstone bleached bone. Then I add some brighter lines with a mix of bleached bone and scorched brown. I then cover them with some thinned layers of bleached bone. In addi-

tion, a good effect is to use some additional mix of bleached bone and bestial brown to the brown lines because this gives a light red tone. After the lines look like the darker parts shine through, I added some really small lines with scorched brown on the brighter brown lines. These lines should be the same

direction but painted more than one line and cross them several times. All lines should be irregular.

Step III: Skulls

The skulls are painted first with thinned bleached bone in many layers. I then shaded the deeper laying areas with different mixes of bleached bone and black. The highlight was done with skull white. It is better to use a bleached bone skull white mix. This avoids the skull to become too light

Step IV: Dry-brush stones

Base painting is the only time I use dry brush technique. Here I dry brush the black primed stones with codex grey, fortress grey, and at least with skull white. Pay attention to the shades between your modelled scenery. For the last accents, I only paint where the light reached the area. You should only paint on corners and on light parts, especially with white.

The last thing to do was to glue the steed onto the base. After that, I painted the canvas and then I repaired some things I had damaged while working on the miniature.

The High Sorceress

I have to paint all parts that would be finally covered by the backrest. When I have done this, I glued the backrest on the seat. The next step is to sculpt the link between the two parts.

Step I: Sculpturing part II – Some repair work

Morathi's head was a "Monday Morning Casting". Lips and nose were missing. I had to re-sculpt these parts, and that was terrible work. The nose was not a problem, but the lips were. When you sculpt a face, mouth and lips are one step. To sculpt only the small lines of lips is a hard work and I need many tries to get a good result. The face is not perfect and I am not very happy with the result. A bit smoother and it would be perfect but sanding was impossible so I have to take it as it is. It looks now a bit different to the normal Morathi face, but that makes the mini more interesting.

Step II: Druchii skin and hair

Here I used the same colours and the same techniques as I already described by The Base, Step III. I then finished the face. I painted her eyes white and added some small pupils with chaos black. I added some eye shadow with thinned enchanted blue. Next step were the lips; these I painted black and gave some accents with a chaos black codex grey mix. The hair I highlighted with in the typical sequence like all black highlights. A detailed description was given by The Slaanesh Steed part II.

Step III: Armour saddle and Backrest

For the armour, I chose NMM and made the inverse painting like the 'Eavy Metal Morathi. This is because of the light dark parts of the mini. I set the dark gold in the near of the light body instead the light silver. This gives more contrast and looks much better. Parts of the saddle and the backrest were also painted in NMM techniques. Painting gold and silver



NMM are described in Painting the Slaanesh Steed part IV and V.

For the backrest and the saddle, I used blue colours because I wanted more colours in the miniature. The first step was to paint the basic colour – here I used enchanted blue. I used an enchanted blue chaos black mix to shade the bottom parts of each rhomb. Then I used an enchanted blue and bleached bone mix to highlight the upper part of each rhomb. This gives the whole thing a nice realistic three-dimensional effect. After these three steps, the miniature looked as it is in the picture.

Step IV: The Connection

Now it was time to glue the backrest on the saddle and to add Melchior's book. The connection I made perfect with the help of brown stuff. I sculptured the belts from the book around the saddle and backrest, so that it looks as if the book is bound on the backrest. Then I primed everything chaos black.

Step V: The skirt

For this cloth, I decided to paint it in typical Druchii colours. I choose lilac colours as accent of chaos black and paint them in same sequence like the gem described in Painting the Slaanesh steed part V.

Step VI: Some Detail Work

I thought it was time to paint some details, so that the miniature gets more character. I began with the freehand pattern on the skirt. For this, I took enchanted blue as basic colour. I shaded deeper parts with an enchanted blue and chaos black mix, and highlighted the freehand work with an enchanted blue and bleached bone mix. A last highlight was done with a very thinned skull white.

Next, I decided to finish the back part of the backrest, and I painted the bottles first. My first try was green but I have to paint the empty parts of the bottle in pink & lilac because the lilac underground shines through. Pink and green looks terrible, so I repainted it all and chose red and blue & violet bottles.

Time to paint the book. Here I took turquoise colours in the same sequence like described in hpw I painted the steed. The metal part was painted in NMM gold, described under. I painted my beloved Druchii rune on it to give the model a more Druchii touch since there are a lot of Slaanesh signs but no Druchii-looking parts on the miniature, just to make it balanced. To give the rune more depth I painted all lower parts with a second line in skull white. At least I painted the backrest parts that were not painted until now. A detailed description was already given under step III.

Step VII: The Staff

I used the same colours which I already used by the book in step VI, also the NMM techniques already described. So all the arcane artefacts has the same colour scheme. In addition, I wanted



more of the turquoise colour, which I normally use to paint accents of black textile. I also wanted to paint the caparison in this colour. Therefore, it was important for me to add more of this colour to the miniature. I do not paint the horns on the staff because I need this part to hold the miniature... the colour would be erased in a few minutes.

Step VIII: Second Skirt and Caparison

Next step was to paint the second skirt. I decided to paint it like the first one, described under step V, and to contrast it to the caparison. The caparison was painted in turquoise colours like those that I described in Painting the Slaanesh Steed, part III. I then added some freehand work on it. I painted runes on it in hawk turquoise. To these lines, I added skull white lines above them and chaos black line below them. This way gave them their three dimensional effect. The inside of the caparison I painted in lilac colours, which I already have described under the Slaanesh steed V

Step IX: Final Detail Work

Next step was to paint the ripped off head. The head itself is painted like the sorceress' body and the tentacles in the same colours like the Slaanesh steed's body. Both already described under the first paragraph of the steed painting, and the second paragraph on the sorceress' panting.

Now it was time to finish the staff by painting the horns. Here I took some new colours. Normally I would take some scorched brown, but the pot was empty so I took a chaos black and bestial brown mix as basic colour. Then I added much highlights by giving more and more bleached bone to this colour mix. In the lower half, I used thinned bestial brown for some accents. I glued the rider on the Slaanesh steed and finished the last part of the backrest. I repaired and added the last NMM colours and painted the wings in lilac colours like already described.

Step X: Banners

I decided to add some rally long self-made banners. For this, I cut some out of a piece of thicker paper. I then painted them in lilac and turquoise colours, both already described. I always painted to the top to get a colour changeover from dark (on the bottom) to light (at the top). After this was done on both sides, I added some Druchii runes with skull white. I glued the finished banners on the backrest and gave them a moving form.



Executioners, but with

Axes

By RasputinII

As many of you will no doubt be aware, the fifth edition executioners wielded axes, and indeed our executioner-based magic weapon is an axe (hence its name: Executioner's Axe). Therefore, deciding to stick with tradition, I decided to give my executioners axes. Ok, that is a minor lie, which is not the real reason to why I did it. To be brutally honest, the reason I did it was that I found the Draichs looked too messy. With my colour scheme, it just looked drastically wrong. Therefore, with a flash of inspiration and a little bit of bravery, I raided my bitz box.

I removed seven standard crosspieces from the plastic warrior sprue, four standard poles and eleven axes from three plastic dwarf sprues – which I must say are truly awesome for doing conversions. So, content with the having all the pieces I needed, I drew my sword (well actually a pair of clippers) and proceeded to hack off (well no, carefully remove) the Draichs from their hilts as well as the part that pokes out from the executioners hands. The most annoying, and important, stage was to remove the guard that covers the fingers, as that will ruin any attempt to add axes. After clipping the thing off and then using a modelling knife to re-define the hands, I was ready to deal with the actual axes. You have to look rather close to notice it.

The axe building was actually very simple. I decided to make mine big, perhaps a little too big, but then I am one of those people who like things to be big. All you do is cut the standard poles or cross pieces to the length you want and glue them to the axe heads, which you have removed from their hafts. The key to this stage is the modelling file; a knife or clippers will never get the edges flat enough to give you a smooth and level joint. I would advise anyone interested in conversions to buy a modelling file. You can get by without many other tools, but a file really helps, especially if you want to rebuild anything. Next, you cut another piece of standard pole with an end cap on it and glue it to the bottom of the executioners' hands so the hilt does not look out of place.



Content with the look, I moved on to painting. Now I could spend ages talking about how I painted them, but most of you will care little for you should all be using a colour scheme that you either use on the rest of your army or one that will fit in with your army. Having said that, the point to the executioners is the weapon they hold, so do make an effort to make them a tad nicer than the spears your warriors carry. For mine, I simply painted the haft dark flesh before applying flesh wash. The blade itself was painted Chaos Black and given rich highlights with Skull White before receiving several coats of gloss varnish.

Well there you have it, done. One evening's work and you have a unit that stands out and looks very powerful. Having said that, I know the Draich is something many people are fond of. For those of you who don't feel quite so warm inside when you see it, try this and I guarantee you will have just as striking a unit – well ok they probably won't be orange but you get the idea. My hope from this article is not to get you all giving your executioners axes, but instead, to realize that a conversion does not have to take years and be really difficult to look great and change the feeling of a unit, a character or a monster.

Until next time, keep converting!

Lonicera Conversion

By MDK

Ever since I read the Lonicera story and her fluff, I wanted to create my own personal Lonicera. Now, when I am building my Black Moon Rising 2000 points tournament army that contains two sorceresses, I think the time is right to finally knock my self out on our own Druchii.net miniature; Lonicera.

What I had to do first was to go through my bitz box and see what stuff I could find. I found a female beast master and a Morathi upper arm, the one that holds the Heartrender. This was not going to be much of a Lonicera model tough. It was excessively ordinary for a daughter of a wealthy Dark Elf highborn; Lonicera had spent her youth in the Elven aristocracy of Avelorn after all. I had to find a more suitable upper body for her. After my wife left home to do some shopping, I took my chance.

I slipped in to the room where she holds her Warhammer armies (Empire and some Bretonnians at the moment). There I found what I had been looking for. The fifth edition Bretonnian sorceress on foot that I gave my wife a couple of months ago (she just would have painted it, she won't miss it... I hope...). Like the Dark Elf I am I sneaked back to my torture table (also known as a hobby space) and clipped the sorceress in two, just below her hips. This was quite hard because her hair is long and I had to clip some of it off as well, which I had to sculpt back later.

The sleeves of the Bretonnian sorceress are quite long – too long if you ask me – so off they went. With a needle file I polished the folds back in to her cloth which were crushed by my hard and brutal torturing (my wife still does not have a clue I turned her "Pure of Heart" sorceress in to an evil and grim Dark Elf character).

The Bretonnian sorceress holds a staff and a small stick in each hand. These had to go, Dark Elves do not play with sticks and staffs, they use flesh hooks and nasty knives. Therefore, I cut her right lower arm off and got rid of the stick she held in her left hand. I found a Dark Eldar sprue that had a nice looking knife, which I decided to put in her left hand. I drilled a small hole and put the handle of the knife in it, to make it a bit more solid, because if you just glue it on top of her hand it keeps falling off after one touch.

I also cut off the right lower arm of her and replaced it with the Morathi lower arm witch holds the Heartrender spear, but instead of using the Heartrender I made the shaft a bit shorter and replaced the blade with a beast master spearhead.

For the legs of Lonicera, I used the female beast master's legs. Just as I did with the Bretonnian sorceress – I just clipped her in two, just above her hips, and polished the rough edges with a round needle file until it became hollow and followed the lines of the belt she had. I did the same with the rough edges of the Bretonnian sorceress' upper body, but instead of polishing it hollow I made it round so it would fit perfectly in top of the beast master's legs. I pinned her right arm and both the lower and upper body in place and glued everything together.

With some green stuff, I filled the little gaps that were left (not that there were much thanks to my great polishing skills). Now I had to face the problem of clipping of a piece of her hair earlier.



That was not very smart of me. I first polished the rough metal edges away and then drilled a hole in the bottom flat area that I had created. In there I stuck a small piece of florist wire of roughly 4mm. This I used as base for the hair. This is important because if you do not do this, you keep pushing the green stuff and it keeps bending to where you do not want it.

With a small modelling tool I just drew some lines in the green stuff and voila, hair. To make the model a bit more dynamic, I added a small piece of chain to the end of the weapon in her right hand and attached it to her middle. With a small amount of super glue along the whole chain I kept it in the shape I wanted it to be. Now it was time to let the green stuff dry and undercoat Lonicera.

After the green stuff was dry, I undercoated her with black. I always use black because this gives all the Dark Elves I paint a dark and more sinister look. When you spray, make sure you do this in a place with good ventilation and without wind (outside, behind a fence or a wall seems ideal). Before you spray, shake the can good or else the paint will be too thin and the metal will shine through the undercoat.



Make sure you keep a roughly 30 cm distance from your mini and the spray can, otherwise the paint will be too thick or it will spread out to much. Do not let the undercoat dry under a hot light. Instead, let it dry in a good ventilated room; again, outside is a nice option. If you let it dry under a hot lamp, the paint will dry with a white cloud-like glow over it. That surly can't be good.

After the undercoat is dry (sometimes you have to undercoat it more then once to make it ok), I start with the skin. I tend to work from the inside out as you can easily cover up mistakes this way, and they WILL occur - trust me. For the skin I always use the flesh colour of the brand Cote'd Arms. I mix this flesh colour with chestnut ink to get the shading and gradients I need for the skin.



Together with the skin, I do the eyes and lips. The eyes are done with two white spots at the right place, nothing more. The lips are just two red stripes with a white dot at the left of the lower lip. Simple and effective.

When the skin is done, I wanted to start with the cloth. I wanted her to have a dark look, so making the cloth red would make it too happy and joyful. Moreover, in my Black Moon Rising theme, I only use black clothes and red armour. The first stage of the cloth is just a mix of black with spacewolf grey highlighted until almost 100% spacewolf grey (like the rest of my army).



Time to make some boots! I started with bestial brown, added some vermin brown for the first highlights, and highlighted with a mixture of vermin brown and flesh of Cote'd Arms until the final highlight stage of 100% flesh. This I repeated with all the other leather parts like ropes etc. The only armour she wears is the lower arm plate from the Morathi model, so that became red. I started with a 50/50 mix of

blood red and black, while the next step was 100% blood red, and I ended with orange on the very edges. This I gave a wash of red ink to make the colour deeper and to give it a slightly shining surface.

Now it was time to give her the "Mage Look". I did this by making the staff she is carrying green with a marble-like look. Since I do not have green at home, I made a mixture of yellow and regal blue and painted the whole staff with it. By adding small amounts of bad moon yellow and apply it in lines, it started to look like the "veins" that looked like marble. After highlighting it a bit too much I thought "This could be lightning" so lightning it was. I finished the last highlight stage with white, and voila, I had lightning. I did the same with the teeth hanging at the legs of the beast master I used. This turned out to be some power stones.



When this was done, I started with the hair. I made it red/brown to match it with my army. She needed the touch of red because she lacks the red armour that has dominated my army's colour scheme. I first gave her hair a wash of red ink; this will give it a reddish glow in even the darkest areas. Then I applied a 50/50 chaos black/blood red highlight, and over that, I drew lines of 100% blood red.

The next step was a 100% orange highlight and again a red ink wash. Finally, a vermin brown concluding highlight. All golden parts are done with shining gold, a wash of chestnut ink (witch I use for almost everything) and a final highlight of mithril silver.

Now that my third character of my Black Moon Rising tournament army is done, it is time to paint the executioners.



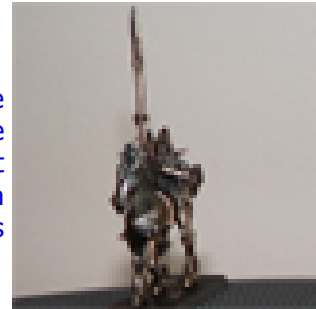
The Khaine Awards

Most people on the site will probably be aware of the Khaine Awards, an award given to those who contribute to the community and help make the site what it is. The candidates are nominated by the Black Guard and Admins and the winner is chosen by you, the community of Druchii.net. It is my privilege to announce the winners of the Khaine Awards. These winners will have their titles reflect their new standing as a Khaine winner, and they also get bragging rights. They maintain their titles for six months, after which new winners are picked. Unfortunately, due to space constraints and some other hassles, the winners were not announced last issue, and thus their titles were not changed. I apologise to them and hope that their new shiny ranks will make up for it.

Without further ado, the winners:

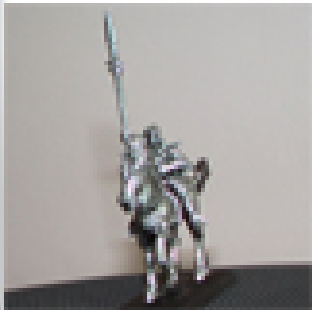
Bronze Khaine Winner:

The winner of the Bronze Khaine Award, being fourth place overall (not third, see below), is **MDK!** MDK has been an influential member of Druchii.net for some time now and is a member of the prestigious Illustrators initiative. They're the folks that draw the wonderful pictures that grace the pages of the Druchii.net Monthly. Take a look at the front and back covers as well. Guess who did them? That's right, it was MDK. This award is certainly well earned and well deserved. Congratulations!



Silver Khaine Winner:

The Silver Khaine Winner is in fact, the Silver Khaine Winners. Yes, ladies and gentlemen, we have a tie! Coming in second are **Underway** and **darkprincess!** It was Underway who instigated the site's Storm of Chaos Organisation and our involvement in the campaign. He is also an excellent moderator and works hard to make the site what it is. Darkprincess is the leader of the Cult of Pleasure and evidence of her hard work can be seen in everything that comes out of that initiative. In addition, she is one of the better known members of Druchii.net and can usually be found in the Chat. Congratulations to both second-place earners!



Gold Khaine Winner:

No one on Druchii.net has had any doubts about who would get this award, nor who deserved it the most. I refer, of course, to **LOREMASTER NAGATHI**. Since arriving on the site, Nagathi has somehow managed to worm his way into pretty much all of the doings on the site. Whether he is keeping a hawk's vigil on the chat or checking over all the articles before they are put in the Monthly, none can doubt Loremaster Nagathi's dedication and hard work. Getting a staggering 31% of the votes, the community certainly appreciates Nagathi's work. Thanks, Nagathi, and congratulations!



Silas' Awards

NOTE : These are the June Awards.

Having not believed to get many replies to this I was very shocked when I tallied the results: over 200 people had sent me a PM! Curious, since not even that many people have voted for the Khaine Awards...

Anyways, after a long and hard time tallying the votes I am proud to announce the winners! There's no reward, unless a mod or someone wants to sanctify this and make it official [we didn't -*Sneaky*]... Still, you can always put a 'I won blah blah blah' in your sig and point to here to prove it.

Enough blathering; stand up and collect your award (and give a few words to your loyal fans perhaps...)!

First off will **darkprincess** stand up and collect the prize for (drum roll) Most Helpful and Friendly Druchii.netter! Congratulations!

And now calling to the stage **Linda** for being June's Druchii.net Rules Nut. A special mention to **Gorbad Ironclaw** (EDIT; Now with added 'B' 😊 sorry mate...) for coming one vote behind.

Next up will **Underway** and **Shadowspite** come to the stage to collect the Druchii.net Monthly Article of the Month for their wonderful Black Ark article.

And now an award that heads off to the Druchii tactics forum, Druchii.net Topic of the Month goes to <http://www.druchii.net/viewtopic.php?t=23375> [The RBT Damage Calculator by Zhou Tai -*Sneaky*].

And now the Druchii.net Funny Guy/Girl. This award actually goes to two people. I will say first that this has not been fixed. This award goes to me (**Silas** if you hadn't noticed...) and **Injektilo!**

For saying "I have some resemblance -- tall, skinny and pale as a cave fish!" which apparently got quite a few laughs... will **Dyvim Tvar** come and collect Druchii.net Quote of the Month!

and now, possibly the two most hard fought, most arduously contested awards; Druchii.net Moderator of the Month and Overall Druchii.netter

The first goes to a great guy who has done wonders behind the scenes and has a following of 94 people. Will **SNEAKY** [The capitals were Silas' idea, not mine -*Sneaky*] come to the stage to say a few words and hold aloft the Druchii.net Moderator of the Month award!

And if he is still in Australia [I'm not. Yoink! -*Sneaky*] will someone please drag him here....or I shall give the award to **Loremaster Nagathi!**

And finally, the last award, the most prestigious award. This person is the one that tops all. The one that people here look up to and try to aspire to be! Well done to **Loremaster Nagathi!** Congratulations, you are the Overall Druchii.netter of June!

Congratulations to all of you!

And now, the voting can begin a fresh for July. Keep a good eye out for those who you believe could be the next winners of these awards. And good luck to you, one and all!

To The Temple

Attackers: Cult Of Pleasure

Defenders: Lizardmen

You may of course use other armies as defenders or attackers

Overview:

The attackers must march through dense, hostile jungles in order to reach a hidden temple and loot its valuable magical artefacts.

Armies: Both players must choose armies with the same amount of points. The Dark Elf player is required to have at least one magic user. The Lizardmen player is required to have one unit of temple guard, even if he does not have a slann mage priest in the army. However, he may choose an additional unit of temple guard if he does take a slann mage. In addition, chameleon skinks now count as special troop choices, and are not restricted as a 0-1 choice.

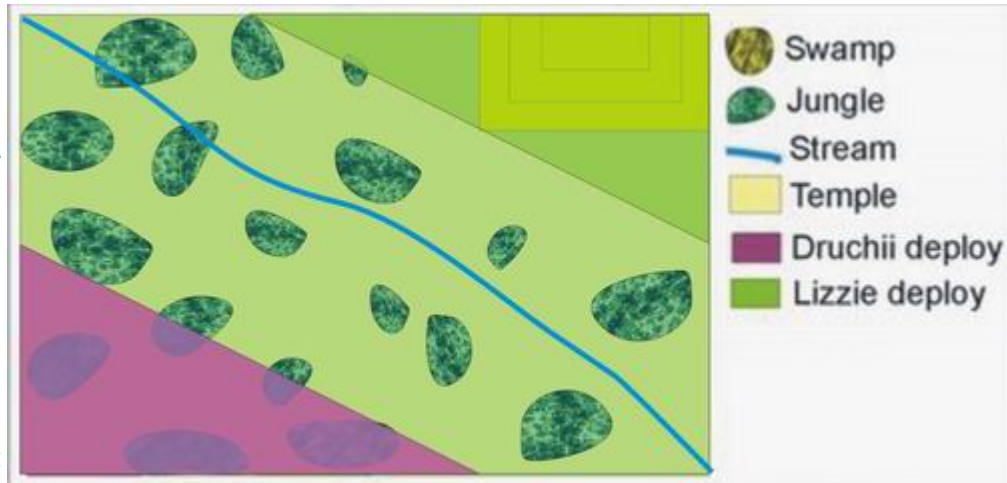
Battlefield: The battlefield is a dense jungle with swamps scattered through it. There is a river that divides the battlefield in half, which slows down the movement of any non-aquatic unit crossing it by d3" instead of counting as difficult terrain. This reduction of movement is done after you've doubled the movement if you for instance are marching or charging.. The temple is in the defenders deployment zone and counts as being a steep hill for movement and terrain purposes.

Deployment: Note that picture represents exemplary battlefield terrain

Measurement notes: The Dark Elf deployment zone is a triangle, 24" west edge, and 48" south edge, as shown in the picture.

The stream is right in the centre from the northwest corner to the southeast corner.

The Lizardmen first deployment zone is 4" from the stream towards the Dark Elf side.



The temple should be no bigger that two square feet (24" x 12") and has to be placed in the northeast corner.

The Lizardmen entry zone is 24" east edge, 48" north edge, as shown in the picture.

Note: Alternatively, the Lizardmen entry zone may be only the eastern edge. Please test this variant as well.

Deployment: The attacker deploys his army first, using the Harsh Jungle deployment rules.

Harsh Jungle

The attacker does not deploy his troops normally. Instead, roll a die for each unit except those with the scout special rule. On a roll of 4 to 6, the unit may be deployed as normal within the attacker's deployment zone. On roll of 2 or 3, the unit is not deployed. It will enter via the attacker's table edges during the first turn. On a roll of 1, the unit will enter via attacker's table edges during the second turn. The attacker may re-roll one such roll for every unit of scouts in army. I.e. if he has two scouting units, he may re-roll the Harsh Jungle roll for two dif-

ferent units.

The defender must deploy only a third of his troops (points value) in his first deployment zone. However, these troops may be only core, and may only be led by a hero level character. The exceptions to this rule are units of temple guards and chameleon skins. One temple guard unit may be placed on the temple.

Game Rules:

Whenever an attacker unit crosses the stream completely, roll a die for each of the defender's non-deployed units or lone characters. On a 4+, they may come in from the defender entry zone during their next turn, as if they returned from pursuing an enemy off the table. They may not charge the turn they come on, but they may march as normal. On each subsequent turn that an attacker unit crosses the river, roll again for the defender's units, adding +1 to the die roll for each turn after the first one. I.e. if the first unit had crossed during turn three, and at last one unit during turn four, the defenders would need a 3+ to come on after the second unit.

Chameleon Skinks may scout as normal. Other Scouts and special deployment rules may not be used.

Special Rules:

Clouds of Energy

The temple is emanating hot beams of magical energy. Because of that, no one can fly directly over the temple. All flyers may enter on the Temple only using their ground move. Any unit on the temple gains magic resistance (1).

Who goes first: Attacker goes first.

Length of Game: At least seven turns. At the end of turn six, the attacker may decide to play an eighth turn as well.

Victory Conditions: Attacker must reach the temple to win. Count victory points as normal, except for controlling table quarters.

For each level of magic user on the temple at the end of game, the controlling side gains 50 VPs.

The side that has a higher unit strength on the temple at the end of game gains an additional 500 victory points.

Bloody Cauldrons

By Tastyfish

To my Great and Illustrious Patrons among the Grey Cabal;

It is my pleasure to bring to you news of my latest successes; at much cost and peril to myself I managed to track down what I believe to be the last copies of the late Jharal Yeilek's 'Of Gods and Mortals'! I found the banned books held by a small bookseller in Karond Kar a few weeks ago; they must have been part of the previous owner's personal collection. The clerk obviously knew nothing of their value, just imagine all this time we have been searching for these tomes and the last two have been in some lowborn's hovel since the Great Burnings when the temple rose to ascendancy all those millennia ago. Needless to say, I bought them there on the spot before killing the wretch and burning his shop. His family would thank me if they knew the horrors I have saved them from at the hands of the Sisterhood's inquisitors.

The books are the keys we have been looking for and lend credence to the rumours that not all the cauldrons were gifted at the same time to the temple; in fact, Yeilek only ever refers to the Cauldron of Blood. I have spent many long nights studying both copies and deciphering the mad warlock's deranged script (sometimes I wonder if and how the crones ever managed to read enough of it to decide it was blasphemous, or whether they just condemned him for his agonizing scrawl alone). After all this, I have come to the conclusion that not once in any of his work does he ever refer to the cauldrons in the plural, given his obsession with exactitude in all other respects I can only come to the one conclusion that the Nagarytherine Apocrapha is true.

If that conclusion is correct, it means that once there was only "Cauldron" at one point in history! Our questing has finally achieved vindication. It must be possible for a mortal to emulate the work of a God, and if this is true then we must be able to realize our dreams and find the secrets of Ascendancy. How our King will reward us when we finally step out from the shadows and hand him the secret to taking his fathers place and reclaiming the Phoenix Throne I do not know... but I get ahead of myself here, we still need to actually unlock the secrets. Ours has ever been a patient order and we cannot afford to hurry things now.

I had a chance to observe one of the holy cauldrons in battle a little over forty years ago after returning from my voyages with Mharkas. I had been sent to oversee my brother's first battle in the name of the Witch King and we had joined up with a larger force outside Clar Karond and were serving within a detachment of house Daerleth troops, Furio with the knights and my humble self leading the foot. We were to lead a punitive strike on a stronghold that was being constructed just outside the fens surrounding the traitors' city of Arnheim.

Moreover, we were under the command of a Lord Salduin who was in favour with the hags of the temple at the time. Due to the convents' attention and calls for an expedition south, the temple



The Cauldrons of Blood are guarded by the dread Witch Elves of Khaine. Another fantastic work of art from MDK.

had decided to make a show of force and had sent the cauldron from the cathedral of Khaine the Ever Present King to make a pilgrimage to the smaller shrines in the area. At the time, it was returning to its home in Ghronnd, and was redirected to join up with us and rededicate itself on the field of battle.

I still have nightmares about that night before the battle I am not afraid to admit (much to Furio's continuous amusement, damn my meddling sister for giving him that amulet), the cackling of the hags, the screams of the dying and the utter silence afterward. I have fought in service of the Witch King before, but nothing prepared me for the sheer fear of that night. At least on Death Night you have the solid stonewalls to lend some small comfort, but under the stars with only a silk canvas between you and the maibds' bloody knives it is a wholly different feeling. Particularly as swordplay is hardly my specialty and I had needed to concentrate on learning spells for the morrow's battle, as if my simple illusions and charms would be able to penetrate the fury of a maibd.

Still I believe Khaine smiled on me that night, maybe amused at my fear of his brides, for it was my servant Tahlia who was taken in my stead. As much as I could have done with her warm comfort that night to settle my nerves, it pleases me to know she served me one last time even while probably whoring herself out to the men. Let it be a lesson in Khaine's respect of duty to ones betters and the consequences of shirking it.

Despite this, I thought it wise not to bring this up when it came to address the troops, for a sleepless night of fear and the lingering stench of charred flesh had sapped their morale dearly. My less than devout nature came close to boiling through, for it had seemed the Hag's preparations for the conflict had almost lost us the battle before it started. Still, Druchii professionalism and military pride (along with no shortage of inspiring speeches and dire threats by yours truly and others among the commanding staff) triumphed and the army was in fighting spirit, despite not one unit emerging unscathed through the night, and we launched the attack at the first light of dawn.

For the second time that day, I found myself beginning to curse our more devout allies as the entire Temple contingent scream a battle cry and broke formation while still several hundred yards from the Asur battle line. We had begun the advance under a combination of my own illusionary fog and the natural mists rolling off the fens. Desperately I called forth my powers to summon a steed so I could reach Lord Salduin in time to recover the situation only to find myself at the forefront of the battle line almost next to the very same frothing madwomen who had caused the problem in the first place.

It was here however, I noticed something very strange, alongside the crazed chanting of the maibd; there was a deeper voice echoing the screams and prayers that resonated with the very core of my being. Fearing an imminent incursion of some chaos beast attracted by my hasty sorcery I attempted to gather my illusionary fog about myself, but distracted by the otherworldly chanting something went awry. All I could remember was the veil of clouds lifting and revealing our mighty army and then turning blood red and blinding me as I passed out.



A Dark Elf Noble on a Dark Pegasus annoys a Merwyrm :D. Those were the artists words, not mine (including the smiley). The artist was, of course, Cyberaggie.

I recovered a few hours later, back in my tent attended by one of the Daerleth physicians only to hear the strangest of tales, no less because of my own role in it. For it seems as I drew the concealing clouds away, the entire army had shouted out a prayer to Khaine and charged, falling upon the startled enemy like a pack of northern wolves. Indeed the story went that I myself had killed five of our hated kin single-handedly, actually dispatching the last one by clawing his throat out

after leaving my dagger in the chest of my previous victim.

I put this down to the exaggerated tale of an obsequious lordling still excited from the day's battle (I later reclaimed my dagger from a lowborn scavenging the battle, though this time I made special attention to not leaving it in his or anyone's chest this time, a remark that caused much amusement among the commanding staff). However, the looks of cautious respect I received from the troops, not to mention the look of uneasy fear on Furio's face on the ship back home, meant I did not spend too much effort dispelling this rumour.

Another surprise greeted me later that day as we prepared to board the ships home, one that filled me with both respect and unease toward the cauldron and its bearers. It seemed that such was the rage induced by the artefact in the army; we lost fewer men to the enemy than we did to the predations of the maibd, a fact that filled even my doubting heart with a grudging respect toward the powers of our divine patron and his earthly representatives. Obviously, I was glad to see the iron-wrought ceremonial barge carrying the cauldron of the Ever Present King disappearing off into the darkness of the underway.



This is why I love Druchii.net. The sheer TALENT of the members never ceases to amaze me. This piece is called "The Cruel Tree", and is by Monarch Iaurnaurion. Maybe if you ask him nicely, he'll sell it to you. At a large profit to himself, of course (and me because I advertised for him).

Anyway, enough of my tales, I am sure you are eager to hear of other discoveries gleaned from the pages of Yeilek. At one point, he mentions hearing of a letter written by a member of one of the mountain clans who accompanied an exiled priestess of Khaine. The actual account is a little long-winded and not entirely coherent, and was frustrating in the extreme as it alluded to some very startling revelations but seemed to offer no leads. Assuming that the key to this vital piece of knowledge had been burned along with the author on the pyres with most of his books, I acted in rage and committed an act that I still find hard

to forgive.

With a fury reminiscent of that inspired by the cauldrons the book describes, I threw the offending tome across my laboratory, tearing the cover, however again either Khaine or Cegorach smiled upon me as while trying to repair the priceless volume I discovered a yellowed letter written in the primitive dialect of runes used by the mountain tribes. Providence indeed, for it seemed the original owner of the book had tracked down the letter that Yeilek was referring to! I enclose a copy translated into the King's Drukh for your perusal

In summary, I humbly suggest two possible directions for our studies to make, though I fear they will be far more costly than merely browsing old bookshops and divinations. The first being an expedition to the southern jungles of Lustria in search of some sign as to the fate of the Khainite exile and whether they escaped from those cursed forests or whether the secret of creating a cauldron. Surely, the reason they were exiled from the fledgling temple died with them in one of the vaults of the lizard folk, whom inhabit the decaying pyramids there.

The second lead stems from a few other papers written by the original owner of the book, a variety of arcane and alchemical formulae, the meaning of which escapes me. Come the season of thaw I will travel west from the Malenti estate to Karond Kar to see if I can find one of the natural philosophers of the human kingdoms that I have heard dabble in such practices as alchemy among the slaves and see if he can shed some light on this peculiar notation.

With these sheets of formulae, I found a receipt of charter for a ship to travel east. I am assuming that the bearer would have left at the time to avoid the warlock purges and the rise of the temple that would point to the civilization of Nehekhara. I have always suspected that such an early human civilization would have its origins in the first speakers. And from the vague knowledge of what I have picked up from dilettantes knowledgeable on the topic of the ancient humans among the nobles in my father's circles, there was a line of sorcerer/god kings that would fit the idea of a Druchii taking over the ruling caste of the desert tribes.

Either way, I hope the commander you choose for either of the expeditions has a fondness for pyramids.

Ever your servant,

Druhktari Malenti



It's another one from the Monarch, folks. This one is aptly named "The Chant".

Using the Cauldron of Blood

By GrognotPowwabomba

Introduction/History of the Cauldron:

Using the Cauldron of Blood is quite a delight. At first glance, it may seem fragile and useless, but if a player sets out to create an army list designed to maximize its strengths, it can become a very powerful tool. It mitigates one of the Dark Elves' largest weaknesses, which is wounding with their relatively high number of low strength attacks, and when used properly, also capitalizes on many of the other strengths of the Dark Elf army, including speed, high weapon skill, and Many Small Units (MSU) tactics.

First, a discussion of the Cauldron prior to the Dark Elf Revision, and how it has been improved by this revision, is in order. Before the revision, the Cauldron suffered from a small 18" Red Fury Zone (RFZ) and was very susceptible to missile fire and magic, due to the fact that all hits from such attacks were allocated to the un-armoured Witch Elf crew. Even with their 4+ ward save against such attacks, they were easily dispatched by dedicated shooting. The Revision addressed these key weaknesses by increasing the Cauldron's Red Fury Zone to 24" and allowing for the randomization of ranged attacks between the Cauldron and its crew, just like a war machine. The 6" range increase may not seem like much at first, but when you consider that most battlefields are only 48" across; this is actually a fairly large increase in range. Now the Cauldron can cover up to 36" across the battlefield, if deployed the full 12" in from the back table edge (this will be discussed in full, later). The randomization of shooting hits has now made the Cauldron extremely resilient to shooting, as the Witch Elf crew now essentially have a 3+ ward save (randomization), followed by a 4+ ward save (not to mention rolls to hit and wound as normal). Barring extreme luck, an enemy will have to dedicate a disproportionately expensive portion of his ranged arsenal to destroying the Cauldron.



When I said not to screw with a Witch Elf, I meant it. MDK brings us another rendition of a Bride of Khaine, guardians of the Cauldron of Blood.

There are some very common misconceptions revolving around the Cauldron and how it should be used. First and foremost, many players feel that they need to accompany the Cauldron with large amounts of missile fire to "draw the enemy towards them".

There are many reasons why this line of thought is problematic. First, it causes generals to overemphasize missile fire in an army that really should emphasize close combat.

With all the points dedicated to Reaper Bolt Throwers and Repeater Crossbow Troops, in addition to the Cauldron, there simply are too few points left to create enough close combat power to properly

utilize the Cauldron. Secondly, when the Cauldron is deployed aggressively a full 12" out and to the centre in deployment, it will easily cover more than 50% of the battlefield, with most of the uncovered area comprising of the enemy deployment zone and the extreme flanks. Such a deployment ensures that most of the area where battle is likely to take place is covered by its effect. Lastly, most armies do not have enough ranged capabilities to be able to afford to sit back and not engage in combat and many of the more popular armies, such as Vampire

Counts and Chaos, have next to no ranged capability. I have only ever found defensively oriented Dwarf and Empire armies to be capable of avoiding the Cauldron completely. Bear in mind that my intention here is not to discourage missile fire in a Cauldron army, but to show that it is not an essential factor in a successful list.

A second misconception is that the Cauldron will die to the charge of any unit that sneaks past your line. In my experience only dedicated combat units can reliably destroy the thing in one round of combat, as the high Weapon Skill, 6+ Ward Save, small frontage, and *Unbreakable* nature of the Witch Elf crew make them harder to destroy than it might seem on paper. Add to this *Terror*, the Hag's ability to challenge enemy characters and champions to siphon attacks, and the option for the Hag to use Temple of Khaine artefacts, and you easily have the most difficult war machine in the game to destroy.

A third misconception about the Cauldron of Blood is that it is classified as a Large Target. A careful read of the rules will show that this is not the case.

Advantages/Disadvantages:

The advantages of the Cauldron include:

- Allowing all friendly models and units to re-roll failed wounds on ALL ATTACKS in the first round of any combat within the Red Fury Zone (RFZ)

- Giving Witch Elves a 6+ Ward Save and allowing them to never lose Frenzy within the RFZ, as well as to regain lost Frenzy when re-entering the RFZ.

- Creating a threat and distraction (the Cauldron of Blood itself) that your enemy will either have to work very hard to destroy or ignore and just accept.

- Creating a zone of control that your opponent will be wary of violating. This edge can allow you to much more easily exert your will on an opponent and dictate the flow of the battle.



A picture of RagianCain's Cauldron of Blood which he kindly uploaded to Druchii.net so that I could steal it. Thanks man!

The ability to re-roll all failed wounds in the first round of combat is such an amazing advantage, for reasons obvious and possibly not as obvious. Considering the high Weapon Skill, Initiative, and volume of attacks in the Dark Elf army, this advantage is compounded even further. Even Chariot Impact Hits, monsters' attacks, and *Killing Blow* attempts can be re-rolled. A

good rule of thumb is to envision your units being one point of Strength higher than normal in the first round of combat for their 'To Wound' rolls. Obviously, being able to create more successful wounds means, you are more likely to generate higher Combat Resolution scores in a fight and more likely win combats, and we all know that winning combats is how a game of Warhammer is most often won. It is almost like having a Warbanner in every unit within the RFZ. Such power also allows you to impose your will on an opponent. He/She will likely be wary of this ability,

if not downright afraid of it, and may choose not to fight otherwise "obvious" fights in your RFZ. This reluctance and hesitation can be exploited very well by a cunning general. I have seen opponents become so irrationally afraid of what the Cauldron can do that they skip out on fights that they could win. The psychological impact this ability has on opponents is amazing. A reluctant enemy is an exploitable enemy. Never forget this.

Giving Witch Elves a 6+ Ward Save and allowing them to never lose Frenzy has a number of advantages that might not be obvious at first. Not losing Frenzy means that Witch Elves are able to retain Immunity to Psychology as well as their 3rd attack, thus making them more powerful in combat and immune to *Fear* checks, *Panic*, etc. Beyond this, it also allows Witch Elves to be immune to *Auto-breaks* due to Fear and Terror, which is a very nice thing to have in one of our infantry units, as it can prevent other fleeing units from being run down by the enemy. Because of these advantages as well as for purposes of theme, I generally recommend at least one unit of Witch Elves in an army using the Cauldron of Blood.

Using the Cauldron of Blood can become an advantage to you in itself because of the stress it causes your opponent and his desire to destroy it, both for its seemingly easy-to-get high victory points and to eliminate the threat presented by the RFZ. Opponents will sometimes be so determined to destroy the thing that they will use more resources and effort to destroy it than they should. Others will think it easily destroyed and then realize that the Cauldron is more resilient than they originally believed. Exploiting such tendencies can lead to a significant advantage for you, if not victory itself.



I can't find any more Cauldron of Blood pictures, so here's a random duel between a Lizzie and an Executioner. Gotta love random pics. RagianCain must be very random because he made a lot of these sorts of pictures.

The Cauldron is not without its downsides as

points. For this reason, I would not recommend the Cauldron in games of under 2000 points. Lastly, the Cauldron is vulnerable to enemy attack. Although it is not as frail as it might seem at first, it still is open to attack by a cunning or determined enemy. Especially dangerous to the Cauldron are enemy flyers, fast cavalry, tunnelling units such as Gutter Runners and Tomb Scorpions, and Dwarf Miners. Thoughts on how to best defend the Cauldron are provided in the FAQ later in this article.

Elements of Successful Use:

Now that we are familiar with the Cauldron its abilities, advantages, and disadvantages, we can begin a discussion on the elements that make up a successful Cauldron of Blood based army. Note that for the remainder of this discussion, I am assuming that the reader is playing games in the 2000-2500 point range. Extrapolate accordingly. The first area of discussion is **deployment**. I have found that when in doubt, the best way to deploy the Cauldron is the full 12" out from your deployment zone and placed centrally in your battle line. This ensures that you will cover the maximum possible central areas of the battlefield with your RFZ and be able to use the Cauldron's powers. Generally, unless you have some sort of trick up your sleeve or you know that your opponent will be coming to you quickly and aggressively, deploying the Cauldron as far out as

possible is the best bet. If there are pieces of terrain that can shield the Cauldron from one or more angles, these are always a good way to secure it from attack. Anchoring your Cauldron in its front, flank, or rear in this manner can also help you set up traps against your enemy, as you will be more certain of their angle of approach should they foolishly decide to attack the Cauldron. There are also certain more cunning ploys you can use when deploying with a Cauldron. The first is to throw down your largest ranged attack threats or one of your tougher (and faster) combat units. This can often force your opponent's hand in how he deploys, which will then allow you to deploy your Cauldron away from the

well. First of all, it takes up a Rare slot, and this is often in itself a deterrent to many Dark Elf generals. The Reaper Bolt Thrower is a very popular choice amongst our generals, and they often find it difficult to give them up for anything else. I think that using a shooting heavy element in a list that contains the Cauldron is self-defeating, and thus the inability to take four RBT is not a huge disadvantage. However, I do know how popular the RBT is so I still list this as a disadvantage. The Cauldron is also quite expensive at 205 points, considering that it does no actual damage to the opponent in any way. As I have mentioned, unless you build your army intelligently to use the Cauldron to its fullest, it will be a waste of



Can anyone say "yikes"? Another picture from RagianCain: an Assassin faces off against a Slaan Mage Priest.

centre in the hopes of ensuring that your opponent's most valuable units are caught within your RFZ. Another trick to use, especially if you think you are going to deploy the Cauldron centrally anyway, is to deploy it first. This can often cause your opponent to second guess his own plan, deploy overcautiously, or even allow you to set up traps if you are the craftier sort. Another idea, proposed by The Word of Pain:

"Use some fast units (DR's & Harpies) to suggest a balanced deployment, then once you realise where the bulk of his army is going... place the Cauldron right on your deployment Zone, exactly 24" in from one side... this will give you coverage of the vast majority of the board, but more importantly nearly the whole of that side of the board... in your first movement phase move that way with your fast elements and take down that half of his army, whilst the enemy repositions the units on the other side..."

Multiple Small Units (MSU) tactics are a very important element of a Cauldron based army. I have personally never tried a Cauldron army that does not utilize MSU principles, so I cannot say if it is mandatory or not, but I am fairly sure that it is the best approach. Because MSU lends itself well to a larger amount of your troops actually fighting in any given combat, the Cauldron's already formidable powers are compounded by allowing you even more failed wound re-rolls and thus chances to win combats. In addition, MSU priced units, which are generally cheap, can help you more easily bare the burden of the Cauldron's cost. Lastly, MSU offers more threats to your opponent at any given time, and when these threats reside within the RFZ, your opponent will treat each of these threats with more respect, thus causing hesitation and hopefully mistakes. If you are unfamiliar with MSU style tactics, I suggest you browse the Druchii.net Tactics Forum for more details, as they are beyond the scope of this article.

Speed is an asset that is useful for all armies, but especially an army using the Cauldron of Blood. As a Cauldron-army is all about capitalizing on opportunities and attacking with as many units as possible, you will want fast, manoeuvrable forces. These forces can quickly redeploy where they are needed and, more importantly, can more easily lend supporting charges to combats and, with the help of the Cauldron, tip the scales of a tight combat in your favour. This concept is really not much different from how any fast army would work, but it is worth noting that it is more lethal because of the RFZ.



Chameleon Skinks maraud the jungles of Lustria, looking to waylay Dark Elf invaders.

Another important element of using a successful Cauldron based army is a suitable **war machine and mage hunting force**. As both of these weapons can allow your opponent to avoid your RFZ while shooting at your army, you will need to destroy them quickly. The usual choices for this role are still good in this situation. I find that 5-strong Dark Rider units with musicians, Harpies, and Dark Pegasus riding characters are best for this role. Shades are normally a good choice for this as well, but relative to these other units they lack speed, which as I have mentioned above, is a very important element for Cauldron armies to possess. By pressuring your opponent with multiple threats simultaneously hunting his ranged weapons, you will most likely neutralize the majority of them. The key is to have as many units as possible ready to charge as many different targets as possible, thus leaving your opponent with no way of saving everything.

For **magical defence**, I find that two Dispel Scrolls and the Seal of Ghroind provide a good base from which to work. From there, using "active" magi-

cal defence such as mage hunting, Dark Rider suicide charges, and the Ring of Hotek, are all useful in helping to aggressively attack your opponent's magic, as well as utilizing the Cauldron's strengths. In my current 2000-point Cauldron list, I use three units of five Dark Riders, a unit of five Harpies, and a Noble on a Dark Pegasus with a Repeater Crossbow and the Ring of Hotek to hunt enemy mages and war machines.

All of these units can then be used to mop up the remaining enemy using their speed as I have described above. I will concede, however, that magical defence is a very personal thing and you should adjust your army composition to deal with magic as you see fit.

Choosing the appropriate amount of missile and magic support is, in my experience, the most difficult aspect of designing a Cauldron based army. Ranged attacks are important to a Cauldron army, as you will need some means of killing enemy fast cavalry and fliers, as well as a means to pressure your enemy if he sits back and avoids fighting you in your RFZ. In contrast, by investing too many points into ranged attacks, you will dilute your army its close combat capability and rob your army of being able to utilize the Cauldron in an effective manner. I have found that the best overall option for missile support in the army is a unit of 10-15 Dark Elf Warriors armed with shields and repeater crossbows. They are very good at eliminating the fast elements that most often will be threatening the Cauldron. They can be formed into ranks to counter charge units fighting the Cauldron, and are such a versatile unit that if you find they are not needed for protecting the Cauldron, can easily be directed to other tasks supporting your army. Beyond one or two units like this, you could consider using a Reaper Bolt Thrower or two, although I have found that they do not really do much more that the Warrior unit mentioned above can. In the future, I plan to try to incorporate a single RBT to see how effective it can be. The point I am trying to stress



Executioners hold the line as the mighty Kroxigors charge. RagianCain again, folks.

is that you should consider the selection of your missile support very carefully, as there is a fine line between efficiency and excessiveness, especially in a Cauldron of Blood army list.

As to magic, I personally do not like to use it in Cauldron themed armies because I feel it is out of theme. For those not concerned with such things, magic can aid a Cauldron force tremendously.

The single best spell to hope for is the Dark Magic spell Word of Pain, as it will further accentuate your close combat advantages in the RFZ. In addition, all of the magic missile spells in all of the available lores can be useful to add to your ranged attack capabilities and better help to protect your Cauldron, especially Chillwind as it can simultaneously reduce the potency of enemy missile fire. Beyond this, magic will play the normal role it does for the Dark Elf army. As with MSU, that topic is beyond the scope of this discussion.

Finally, it is worth noting that **a successful Cauldron of Blood army should be played aggressively**. It should quickly and ruthlessly attack the best possible targets with maximum force and eliminate them. By taking the initiative, combined with the aid the RFZ gives you both in actual combat ability and distress to your opponent, you can dictate the flow of the battle and force your opponent to make mistakes. Even against oppo-

nents that will most likely be attacking you, such as Chaos and Vampire Counts, you should be aggressive. Please keep in mind that "aggressive" and "mindless charge" are not the same thing. Be patient with aggressive opponents, force mistakes on them, and then counter attack with deadly effect.

Nasty Combos:

The purpose of this section is to briefly describe some especially effective, sinister, and nasty unit/item combinations that work well with the Cauldron of Blood. I would love to hear more ideas you may have, so if you have any, please email them to me (my contact information will be at the end of the article).

- An Assassin with the Blade of Ruin. This model will be very vicious against heavy cavalry on the charge. Just pop it out when charged and enjoy yourself.

- An Assassin with Touch of Death. I would like to thank Asger for this one. Below are the chances for scoring a successful Killing Blow with the Assassin:
Against a Toughness 5 Enemy: 75%
Against a Toughness 4 Enemy: 66.67%
Against a Toughness 3 Enemy: 59.26%

- The Black Guards. This unit will be re-rolling all hits and all wounds in the first round of combat. Add to that its amazing staying power and further "to hit" re-rolls in subsequent rounds, and you have a really nasty unit on your hands.

- The Cold One Chariots. I cannot stress how evil Chariots are when used with the Cauldron of Blood. Re-rolling strength 5 Impact Hits is simply brutal. I have seen the effects of how devastating this is first hand.

- Web of Shadows. I would like to thank langmann for this idea. This neat little item becomes much, much scarier within the Cauldron's RFZ. You could easily take down any low armoured character or monster in the game with this. At the very least, you will soften it up quite nicely.

FAQ:

Q: How do I get the enemy to come to me to use the Cauldron its RFZ properly?

A: I suggest you not worry too much whether your opponent sits back outside your RFZ or not. Too many people are caught up in the powers of the RFZ that they become unwilling to fight outside of it. Most opponents will simply not be able to completely avoid combat within the RFZ, and those that do will be overloaded with magic and shooting, and thus your (hopefully) close combat oriented army will be able to defeat them even without the RFZ. Just trust in your fast elements to keep the heat off your close combat capabilities for the first 2-3 turns, at which point you will be ready to engage your enemy, even if he was a coward and hugged his deployment zone to avoid the RFZ.

Q: How do I best protect the Cauldron?

A: There are a number of things you can do which will protect the Cauldron. Anchoring it with terrain on one or more sides, guarding it with a small unit of Dark Elf Warriors (ideally repeater crossbow Warriors), minimizing enemy frontage against your Witch Elf guardians when they are charged, and if you are really worried, taking a Temple of Khaine ability such as Manbane or the Hand of Khaine (-1 enemy attack) will all help to pro-



More RagianCain here. He was busy. Some Executioners encounter a roaming

tect it. This, of course, is in addition to the Cauldron its Terror and the 6+ Ward Save of the Witch Elves themselves. I have only ever lost my Cauldron once in a game, and I have found that the Witch Elf crew can survive for at least one turn, at which point a reserve unit can lend a supporting charge and thus break the enemy threatening them. The key here is to anticipate your opponent his charges against the Cauldron, and prepare a support unit to counter-charge the following turn. The

10-man repeater crossbow Warrior unit armed with shields is ideal for this, because it can offer missile support while guarding the Cauldron from attack

If you are especially worried about the enemy breaking through and assaulting your Cauldron, you can even add a standard and musician to your Warrior unit for added Combat Resolution bonuses. I have not seen the need to do this, but for a mere 15 points, it is not out of the question. Another tactic to consider against enemy fliers is screening the Cauldron with a unit of Harpies or Shades so that the enemy cannot gain line of sight for a charge. Because the Cauldron is not a large target, this can easily be done. The most important thing is to remember that the Cauldron of Blood will be charged sometimes, and that you should be on the lookout for this. Anticipate enemy attacks to minimize the damage that they cause, and be ready to counter-attack with your reseves or faster elements.

Q: If only a part of a Dark Elf unit is within the RFZ, does the whole unit benefit for that combat?

A: Yes. Even if only 1 base of 1 model from the unit is in range, then the whole unit is affected by the Cauldron of Blood.

Q: What should I do if my Cauldron of Blood is destroyed?

A: If you are unfortunate enough to lose your Cauldron of Blood, your only hope of redemption in Khaine's eyes, is to slaughter your enemy wholesale. Seriously, I would not worry too much about the loss. It is only 205 points, and although it is a nice benefit to your forces, they still can fight and win combats without it. Your army should be taking advantage of the Cauldron its powers, not relying on them.



A dastardly sneak attack from the jungle.

Sample Army Lists

Grognot's 2000pt Cauldron of Blood Army:

General – Noble with Lance, Shield, Heavy Armour; Sea Dragon Cloak, Seal of Ghroind and rides a Dark Steed

Noble – Lance, Enchanted Shield, Heavy Armour, Sea Dragon Cloak, Ring of Hotek, Repeater Crossbow, and Rides a Dark Pegasus

Sorceress – Magic Level 1, Two Dispel Scrolls

Assassin – Additional Hand Weapon and Touch of Death

5 Dark Riders with Musician

5 Dark Riders with Musician

5 Dark Riders with Musician

12 Warriors with Shields

12 Warriors with Shields

16 Warriors with Shields, Standard and Musician

12 Witch Elves with Standard, Musician, Hag and

Manbane

5 Cold One Knights with Musician
5 Cold One Knights with Musician
5 Harpies
Cauldron of Blood

Dark Alliance's 2000 point Cauldron of Blood Army:

General – Noble, Armour of Darkness, Sword of Might
Noble – Heavy Armour, Sea Dragon Cloak, Crimson Death, Rides a Dark Steed
Sorceress – Level 2, Dispel Scroll, Seal of Ghroind, Rides a Dark Steed

10 Repeater Crossbow-armed Elves with shields and musician

10 Warriors with shields

10 Warriors with shields

5 Shades

12 Witch Elves with full command and Manbane

11 Executioners with full command and War Banner (for the General)

10 Executioners with full command

10 Corsairs with champion

5 Dark Riders with musician and Repeater Crossbows (for the Sorceress)

5 Dark Riders with musician, standard and Repeater Crossbows (for the Noble)

Cauldron of Blood

1 Reaper Bolt Thrower

Asger's Cauldron of Blood Army :

Noble – Seal of Ghroind, Heavy Armour, Shield, Sea Dragon Cloak, Lance and rides a Dark Steed

Sorceress – Level 1 and Two Dispel scrolls

Noble – Battle Standard Bearer, Hydra Banner, Heavy Armour, Sea Dragon Cloak and rides a Dark Steed

5 Dark Riders with Musician and Repeater Crossbows

5 Dark Riders with Musician and Repeater Crossbows

5 Dark Riders with Musician

5 Dark Riders with Musician

10 Warriors with Musician and Shields

10 Corsairs with Musician

10 Witch Elves with Musician

10 Witch Elves with Musician

10 Harpies

6 Cold one Knights with Full command

10 Black Guards with Musician

Cauldron of Blood



A Shade scouting party encounters the enemy. Cue Monty Python soundtrack: RUN AWAY!!!

Hopefully you have found this article informative. My primary goal was to have more people give this much-underappreciated rare choice more consideration in their own army lists, and thus bring more converts to the worship of Khaine. At the very least, I hope that the Cauldron of Blood does not look "useless" to you now, even if it does not fit into your own theme,

tactics, or army list. I would like to thank the Druchii.net community, and especially the tactics gurus who are always helping us to stay positive, try new ideas, and improve each other's game. I would like to specifically thank, in no particular order, Vorchild, Dark Alliance, langmann, Linda, The Word of Pain, Ash, Drakken, Icon Hack, Asger, Lord Nagathi and Surelian for their help in proofreading and offering additional ideas to this article. I would also like to give a special thanks to Kitrik and Nightblood for running such an amazing website. Praise be to Khaine, and may his bloody dagger always be at your enemies' backs.

Cheers,
Adam Khan
a.k.a. GrogshotPowwabomba
adkhan44@yahoo.com



Khaine, in his aspect of the High-Handed Executioner, blesses you and your Cauldron in your future battles!

Assembling and Painting the Cauldron

By Dyvim Tvar

I have had a cauldron of blood boxed set sitting in my closet for over a year now, but have never gotten around to assembling and painting it. One reason is that before the recent Dark Elf revision, the cauldron did not seem to be worth its points. The second reason is the model itself. Although it looks nice, it just does not seem impressive enough. A model that really stands out and dominates the battlefield should represent a place dedicated to the dark rituals of Khaine – the cauldron of blood just does not seem big enough.

Therefore, when I volunteered to do this article on assembling and painting the cauldron of blood (*Master Editor's Note: After some pressure by the people in charge – Nag*), I did not want to do any really radical conversions to the model that comes out of the box. Instead, I decided that the cauldron needed a scenic base that would elevate the model and increase its footprint to make it really stand out on the battlefield (when measuring the effects of Red Fury, I would measure from the metal part of the model so as not to be accused of trying to get an unfair advantage from a bigger base).

There were three main steps for my project. The first was the process of making the scenic base. If you want, you could skip this step and just paint and assemble the cauldron itself. Alternatively, if you already have a cauldron painted and assembled, you could further glorify Khaine by making a new base for your cauldron. The second step was the assembling and painting of the cauldron itself and the third was painting the cauldron attendants.

Modelling and Painting a Scenic Base for the Cauldron

Materials

- Four Warhammer monster bases (40x40mm)
- Thin "plasticard"
- Green stuff
- Hard insulation foam (the pink stuff you see them use in White Dwarf)
- Carpenters' wood glue (or PVA glue)
- Superglue
- Corn meal (might be called maize flour in the UK)
- Static grass

Tools

Craft knife
Fine tipped pen

Colours used

Chaos black
Codex grey
Fortress grey
Bleached bone
Skull white
Blazing orange
Sunburst yellow
Blood red
Red ink
Black ink
Chestnut ink

To make an elevated base for the cauldron of blood, I first used superglue to sandwich four 40x40 mm monster bases between two sheets of very thin plasticard. The bottom piece was larger than the four bases together, and I used a craft knife to trim

the excess plasticard away to leave one large 80x80 mm square. The top piece of the sandwich was just a small square of plasticard glued on top to make the construction rigid.

NOTE: Instead of four monster bases sandwiched between plasticard, you could probably get away with using very thin cardboard, like the stuff breakfast cereal boxes are made of. You could also start a base by using a thick piece of plasticard cut to shape, or you could use one of the plastic movement trays from the Warhammer boxed set.

I then filed the gaps between the four monster bases with green stuff. This helps cosmetically by making the edge of the base smooth, and also strengthens and holds the pieces of the base together.

When the green stuff was still pliable, I cut an 80x80mm square piece of hard pink insulation foam, put it on top of the base, and then sat a heavy book on top of it all. After about an hour, the green stuff had cured so that the foam was firmly attached to the plastic base. Just to be sure, I put a bit of carpenters' wood glue along the join between the foam and the base.



I did a bit of planning before I started carving away at the foam. I knew that I wanted the hag to be able to stand up on the rock next to the cauldron, so I put the rectangular metal cauldron base and a 20x20mm infantry base on top of the foam block. In order to make room for the hag and to make the composition more interesting, I did not position the cauldron in the dead centre of the base, but put it slightly off to one side. Once I decided where they were going to stand, I used a pen to trace the outline of the hag's base and the cauldron's metal base onto the foam. I also wanted a stairway carved into the rock leading up to the cauldron, so I used the pen to draw a path for a stairway to help guide my carving.

I then used a craft knife to start carving the base. I did the stairs first, following the channel I had sketched out on the foam. When carving stairs, it is very important to start from the bottom step and work up. At the top of the steps, I carved a 20x20mm step for the hag to fit into, using the pen outline as a guide.

I continued by carving the foam into irregular rock shapes until I had something I liked. Two simple aspects to my carving technique were:

1. I carved off the corners of anything that looked too rectangular, and
2. I cut V-shaped vertical channels around the top edge of the foam block.

By varying the width, depth, and length of your cuts, you can get a pretty good-looking piece of rock. During the carving process, I was very careful to leave the area within the rectangular outline for the cauldron flat.

Partway through, I decided the top of the rock was a bit too flat, and I used a toothpick and some carpenters' wood glue to add a small chunk of foam to the right rear corner.

After the glue dried, I carved the chunk into a small peak that blended into the rest of the base.

After the carving was done, I made a few candles out of green stuff to match the candles that come with the cauldron. I rolled out a skinny rope of green stuff and cut it into short lengths with a craft knife. I then glued the candles to some different spots on the foam rock by using the wood glue. The candle flames are made out of tiny balls of green stuff carefully pinched into a teardrop shape and put them on top of the candles. No glue is needed for attaching the flames. Just stick them on and let the green stuff dry. Finally, I pulled some green stuff into really

thin strands and used it to make wax dripping down the sides of the candles.

The next step was to add a little more texture to the base. I used a 50/50 mix of carpenters' wood glue and water to put some small patches of corn meal (you can also use sand) at the base of the foam rock, in a couple little patches on the stairs, and around the bases of the candles. Finally, I dug into my bits box, got the rune from the top of a witch elf unit standard, and glued it to the foam rock at the front of the base.

After everything was dry, I painted the entire base with chaos black. Do NOT use spray paint, since it eats away at foam. After the base coat was dry, I used a large 1 inch round brush to dry-brush layers of codex grey and fortress grey, then lighter dry-brushes of bleached bone and skull white. The candles were painted skull white, and then washed with a watered-down mix of chestnut ink and black ink.

After the ink was dry, I highlighted the candles with skull white and painted the candle flames with blazing orange and sunburst yellow. I painted the rune on the rock with a layer of white, and then added three layers of blood red and a coat of undiluted red ink to get a deep red colour. Finally, I glued small patches of static grass onto a few locations around the bottom of the base. The base was done!



Assembling and Painting the Cauldron Itself

Materials

Green stuff
Superglue

Tools

Craft knife
Files

Colours used

Chaos black
Blood red
Shining gold
Mithril silver
Chainmail
Skull white
Codex grey
Fortress grey
Bleached bone
Blazing orange
Sunburst yellow
Red ink
Chestnut ink
Black ink

Before I paint my models, I always prepare them carefully by using a craft knife and small files to

remove any flashing and mould lines. I wash the models in soapy water to clean the figures and let them dry overnight so that all the water has evaporated before I assemble and prime them.

The cauldron of blood is not a model that is moved a lot, and the parts fit together pretty well, so I decided not to use any pins in assembling the model. I glued the model together with superglue, and put some green stuff in the shoulder sockets of the statue, and also some more green stuff where the statue joins the base. Since dried green stuff is not as brittle as dried superglue, this helps to add strength to the join.

If I had things to do over again, I would probably paint the cauldron itself and the statue's arms separately, and attach them after painting. This would have allowed me to reach some spots on the model more easily when painting, and since the cauldron is not an organic-looking model like a hydra or mantichore, the gaps between the pieces did not need to be smoothed together. I did paint the two sets of candles separately, and glued them in place later.

In planning the colour scheme of the cauldron, I wanted it stand out from the rest of my army as a centrepiece should. Since the main colours of my army are green and blue, I decided to pick a complementary colour from the other side of the colour wheel - red. A bright red or too much red might clash with the rest of my army, so I decided to go with something a little more subtle. I planned to make the statue look like it was made of red stone with veins of black and white running through it.

I spray primed the model black, and then brushed any spots I missed with chaos black paint. I wanted to make the recessed areas in the statue look like stone, so I began by stippling fortress grey into the recessed areas. This technique is very similar to dry-brushing in that the brush should have almost no paint on it, but instead of drawing the brush across the model, you lightly press the bristles of the brush against the model. You need to use an old brush with stiff bristles to really do this right.

I then stippled in lighter amounts of skull white

and then mithril silver to make the stone look like it had shiny flecks in it. I was pretty sloppy at this stage and got paint on other parts of the model, but I did not really care since I knew it would be covered up later.

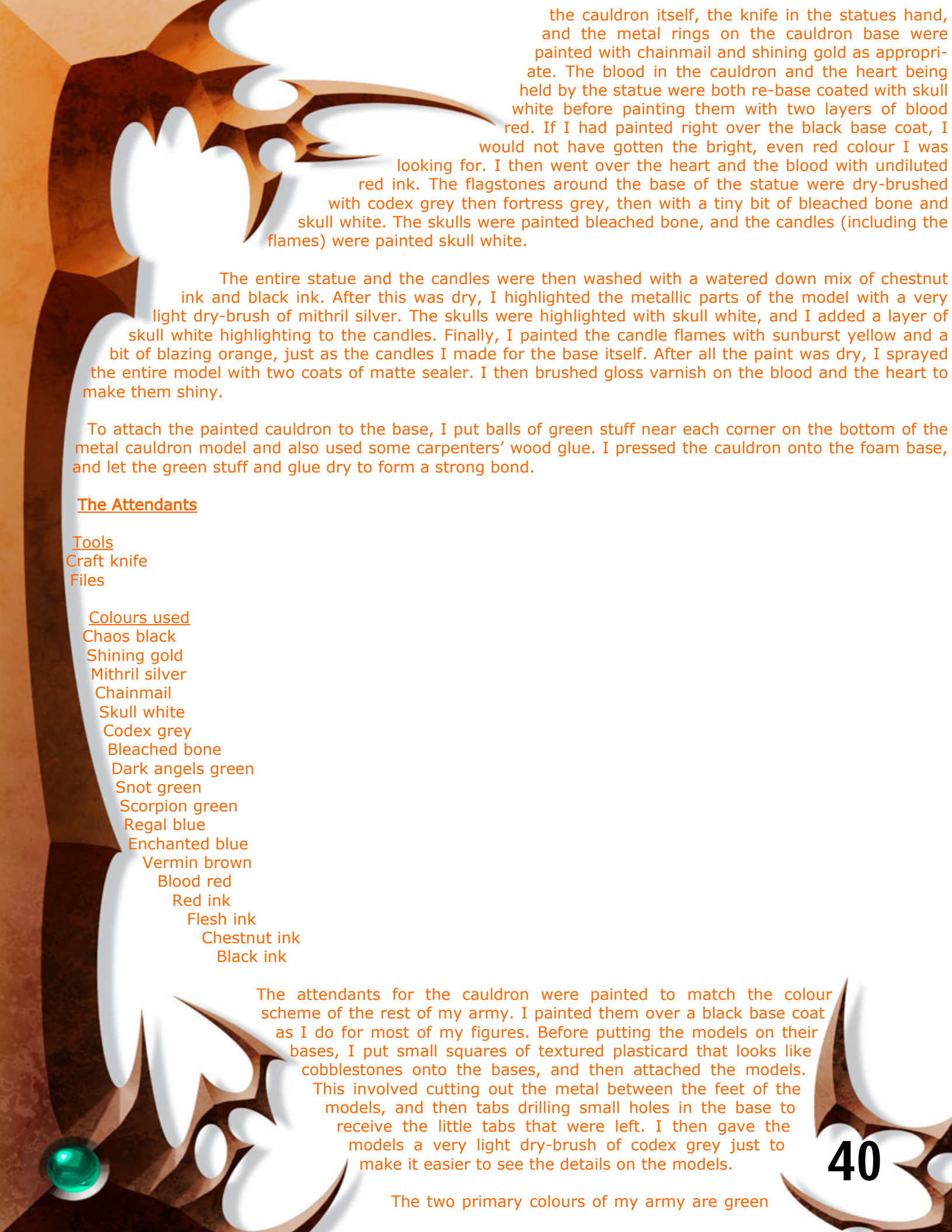
Next, I brushed red ink into the recessed areas to tint the stone red.

I wanted even coverage, so I did not use too much ink on the brush - I did not want it pooling in the corners and crevices.

Next, I painted veins in the rock with a thin liner brush. I first used thinned skull white paint, followed by shining gold veins along the same path as the white.

I then painted the base colours on other parts of the model. The bands and chains on the statue,





the cauldron itself, the knife in the statues hand, and the metal rings on the cauldron base were painted with chainmail and shining gold as appropriate. The blood in the cauldron and the heart being held by the statue were both re-base coated with skull white before painting them with two layers of blood red. If I had painted right over the black base coat, I would not have gotten the bright, even red colour I was looking for. I then went over the heart and the blood with undiluted red ink. The flagstones around the base of the statue were dry-brushed with codex grey then fortress grey, then with a tiny bit of bleached bone and skull white. The skulls were painted bleached bone, and the candles (including the flames) were painted skull white.

The entire statue and the candles were then washed with a watered down mix of chestnut ink and black ink. After this was dry, I highlighted the metallic parts of the model with a very light dry-brush of mithril silver. The skulls were highlighted with skull white, and I added a layer of skull white highlighting to the candles. Finally, I painted the candle flames with sunburst yellow and a bit of blazing orange, just as the candles I made for the base itself. After all the paint was dry, I sprayed the entire model with two coats of matte sealer. I then brushed gloss varnish on the blood and the heart to make them shiny.

To attach the painted cauldron to the base, I put balls of green stuff near each corner on the bottom of the metal cauldron model and also used some carpenters' wood glue. I pressed the cauldron onto the foam base, and let the green stuff and glue dry to form a strong bond.

The Attendants

Tools

Craft knife
Files

Colours used

Chaos black
Shining gold
Mithril silver
Chainmail
Skull white
Codex grey
Bleached bone
Dark angels green
Snot green
Scorpion green
Regal blue
Enchanted blue
Vermin brown
Blood red
Red ink
Flesh ink
Chestnut ink
Black ink

The attendants for the cauldron were painted to match the colour scheme of the rest of my army. I painted them over a black base coat as I do for most of my figures. Before putting the models on their bases, I put small squares of textured plasticard that looks like cobblestones onto the bases, and then attached the models. This involved cutting out the metal between the feet of the models, and then tabs drilling small holes in the base to receive the little tabs that were left. I then gave the models a very light dry-brush of codex grey just to make it easier to see the details on the models.

The two primary colours of my army are green

and blue, and I began by painting some clothing. The green areas of the models were first painted dark angels green, and then highlighted with snot green and scorpion green. Blue areas were painted regal blue, highlighted with enchanted blue, and then enchanted blue mixed with skull white.

I then put base colours on other areas of the models – flesh areas were painted with elf flesh, metallic areas were done in shining gold or chainmail, skulls were painted in bleached bone. Vermin brown was used for a leather bag carried by one attendant and for some straps, and blood red was used for the liquid in the hag's chalice. I then washed all of these areas in a watered down mix of chestnut ink and black ink.

After it was dry, I went back and did some highlighting. The skin was highlighted with more elf flesh and then with the discontinued colour pallid flesh. I then gave a final wash a mix of about 80% water and 20% flesh ink. The skulls were highlighted in skull white, and I used a VERY light dry brush of mithril silver to highlight metallic areas. Areas that had been left black were highlighted with codex grey. After picking out some details such as metal studs with mithril silver, eyebrows with chaos black and skull white, and the teeth and eyes, I was just about done.

The hair on the models was left black, and the initial dry brush of codex grey had picked out the highlights, so all I had to do for the hair was fix a couple spots where the painted had rubbed off during handling.

The bases of the models were dry brushed with codex grey and fortress grey, and then the models were sprayed with matte sealer. I was done!



Forces of Darkness

Greetings. This is the first article in the Forces of Darkness series. In a near future you will be able to read about Shadowspite's army general and his background story for his army. Later on, you will be able to read similar articles, but from each member of the Cult of Pleasure initiative and their own armies and generals. In this issue we get to read about the gruesome story of Nagathi, a young boy who grew up to become a powerful fighter in the name of Slaanesh.

Loremaster Nagathi, the Daemonwhisperer

By Loremaster Nagathi

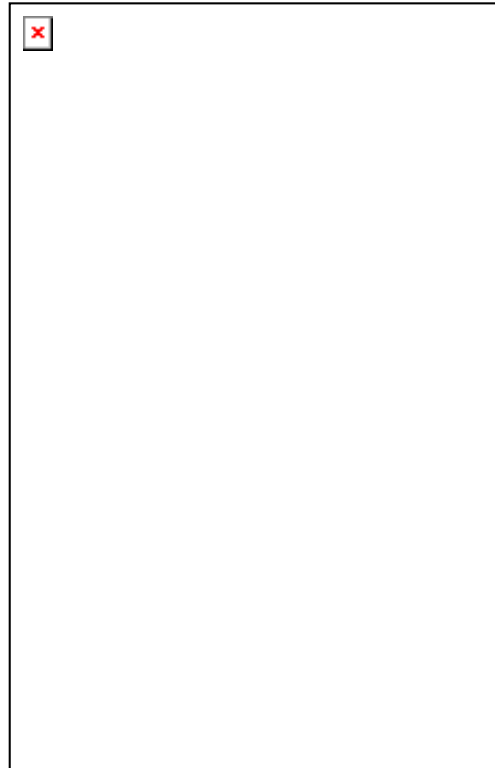
The young elf child ran across the yard outside the door where his father stood. Nagathi was playing with his sister; they played exactly the same game as they always did - Nagathi was the noble harbinger of their king's army, and his sister, Altharia, was the charming and seductive mistress whose heart the noble herald tried to conquer. Nagathi ran around, swinging his newly acquired sword at his imaginary enemies while Altharia stood next to him and giggled a bit. Even in these dark times only a mere few centuries after the Great War of the Sundering there was time for fun, excitement, and pleasure. But to Nagathi, pleasure was something of a secret hobby, something he did not share with anyone else. He had an innate high pain barrier, which he liked to test from time to time - pain often brought pleasure for him.

Nagathi and his sister lived together with their parents in the glorious city of Naggarond. The father was relatively wealthy and rich, and was so able to put young Nagathi in the finest school in the whole country. There he would be taught the great Art of War. He would learn how to use the Drannach to best effect, how to quickly fire and reload the Uraithen, in addition to the most basic combat techniques. In just a few years would Nagathi be taught battle tactics, the strengths of an army, including everything from the use of skilled assassins to the mighty cold one knights, and he would also learn the important facts about the different armies out there in the old world, all of which were hateful enemies to the Druchii.

However, his penchant for pain and pleasure soon evolved into a great passion, and the passion then developed into an obsession. He was clearly showing signs of not being dedicated to the hags and their temples, something that his elderly father was dreadfully worried about. Now when they finally had broken loose from the distrustful Asur, and followed their rightful king, Malekith, to their new land, why should this child show signs of distrust and disrespect towards the king? For being interested in pain and pleasure was something often related to the Cult of Pleasure, a forbidden sect dedicated to Slaanesh. If you were linked to that cult in any way, you could count on certain death.

His father, noble Irulthan, tried to hide Nagathi's behaviour to the fullest extent, but despite his efforts, the rumours spread outside the walls of his house. When this terrible information reached Irulthan, he decided to leave the city, never to return. They had all heard about what would happen to people who defied the official religion - the hags would send out assassins to swiftly eliminate any dissenters, such was the zeal of Hellebron and her followers. If not the assassins, then the city militia would get the assignment of eradicating the problem. There was no place to hide within the city. Hellebron's agents were everywhere and would easily detect any disloyal family.

Nagathi's family therefore packed their belongings within a few hours, and rapidly set off. As far away as possible from Ghroind, Hellebron's dark citadel and capital of the Temple of Khaine, was their



Observant readers will note that this is MDK's cover sketch. It's too nice to NOT use twice.

destination. Irulthan led his family north, through the mountains, ever closer to the chaos wastes where the four gods of chaos were more generally accepted. There Nagathi's passion would not seem as extraordinary by the common folk.

Nagathi's father left his job, he dared not showing his face among his former colleagues, his mother was devastated and his sister, oh sweet Altharia, she could not stop crying. Hel-lebron, Khaine's chosen one, by having such cunning informants everywhere, had made sure the family would never cross the Druchii society again. No matter which city they would try to enter, they would all be recognized and halted at the gates, if not killed on the spot. Irulthan was incredibly angry with Nagathi, his mother was shocked, but deep inside Nagathi knew that they both loved him for the person he was, even though his obsession has made them homeless, and his love back at them were as warm as it could ever be.



From Daeron's Magic Card series, this illustration is the Lore of Fire magic card. Not technically Dark Elf, but another case of "too good to leave out".

Without a home inside the security of the outer walls, Nagathi's family had to find a place to live. Their lives were destroyed, their money was gone, and they needed a place to stay since the cold and harsh conditions would kill them rapidly unless they found a house or even a small hut in which they could find cover. As they travelled northwest, they came across this village near the Watchtowers, not far from the chaos wastes. It was not a large village; about two and a half dozen smaller huts and houses were standing around a kind of yard where a fireplace had been erected.

In their new home, they managed to carry on with their shattered lives, eating the food they supplied by themselves, and drinking what ever the settlement could provide. It was not a healthy life, but they managed to survive, even though they knew these people around them would turn them in for any kind of reward, but what stopped them was a mystery for Irulthan and his wife.

Nagathi grew stronger and was soon able to match his father in a fight, although it was unclear to him if this was due to his father getting older, or himself becoming stronger and more skilful. Maybe his adoring father was letting Nagathi win, just to make up for his long-lost dream of going to the school of warfare. Whatever the reason, Nagathi's desires for the seductive, the pleasurable, and all things beautiful kept on growing. By now, he knew he was addicted to the allure of Slaanesh and he was unable to let this obsession go, he simply had to feel every aspect of elegance and irresistible charm of all of nature's elements.

Nonetheless, Nagathi was not the only one growing physically as mentally – his dear sister Altharia had started to show early signs of being gifted with the blessing of magic. She knew, however, that she would never get the opportunity to be admitted to any of the six great Convents of Sorcery in Naggaroth, for they all resided within the large cities, places where she would never set foot again. With this gloomy knowledge, she had no choice but to practice by herself, preferably in the middle of the night where no one could interrupt or disturb her concentration and focus.

As all members of Nagathi's family continued their somewhat miserable lives one terrible thing happened. On a rainy day soon after the fifth moon lapse, a chaos warband rode in upon the unprepared village. All the inhabitants capable of fighting did so to the best of their skills, but they were vastly outnumbered by the brutal marauders, the skilled warriors, and the magically enchanted daemons. With all odds against them, only a miracle could be their saviour. But what god would even think twice about this deserted village in the middle of nowhere?

The scavenging warriors looted and burned most of the houses together with the daemons, and the defensive efforts of the villagers were futile. However, as the raiders came to Nagathi's house he felt something familiar. A deep sensation of pain burned inside his chest, but pleasure filled his mind and soul. Everything went black and he thought he fainted as all strength was drawn out of his body.

However, Nagathi did not faint as such, but he had rather been possessed by Slaanesh, the Dark Prince. The great deity laid its voice on Nagathi's tongue and spoke to the chaos daemons, which were just about to drive their claws through his throat and decapitate him. When they heard the voice of their majestic lord and master, they all stopped in their tracks. The words pouring from Nagathi's lips were not of this mortal world, but rather from a dark language known only to creatures of a higher essence. Nagathi heard the words, he could not translate them directly, but he still understood what he was saying.

The voice explained to the daemons nearby that Slaanesh, the Dark Prince of Pleasure, their rightful leader and custodian of their fates, had other plans for this insignificant elven boy. His life would be spared, just as all the still living population of this paltry camp. Nagathi stood there and spoke to the daemons, telling them that they should leave now and never come back. Then he fell to his knees, gasping for breath as he stared around blankly, not really knowing his whereabouts. All the people surrounding him who had witnessed this spectacular feat could do nothing but stand with their jaws open in awe. They had actually heard this lowly boy speak the language of daemons, and told them something that made them leave the settlement without further ado.



Another excellent piece from Monarch Iaurnaurion.

From that point onwards, he was known as The Daemonwhisperer, the one who knows the language of the other realm.

Unfortunately, the warband had already managed to pillage and kill most of the deprived villagers, including Nagathi's own dearly loved father and his beloved mother as they fought alongside the forlorn defenders. Without parents or custodians, life was grim. However, they did not need to wait long; rumours about the Daemonwhisperer quickly reached the ears of Morathi.

She sent out a search party to bring them in under her wing. She knew Altharia had shown some meagre skills in the knowledge of magic, but her brother, Nagathi, was a form of exasperation. His hatred for chaos and their foul elements grew ever stronger, and Lady Morathi, an ally of the chaos tribes, could not risk taking him to her school of the supernatural, even though he had shown some strong signs of being the chosen of Slaanesh himself, Morathi's own master and god.

As Morathi's servants reached the devastated village, with houses burning, children crying over their dead relatives and men and women trying to heal the countless wounded, they walked right up to Nagathi and his sister. They told them unsympathetically to pack their belongings quickly and follow them. Nagathi took everything he could carry from his father's ar-

moury, included the trustworthy and large twin-bladed drannach his father used to love. Nagathi felt its blades to see if they were still sharp – a small globule of blood trickled down his finger; the long years had not taken its toll on this elven-forged weapon. Nagathi named it "Elthranlu", meaning 'Doom of Chaos', in simple retribution for his father's life.

So it came to pass, that Altharia was accepted to join Morathi's cult, while Nagathi the Daemonwhisperer was left outside alone – forced to survive, yet again, by his own skill and knowledge. He did not have any contact with his beloved sister, whom he loved with all of his heart, and he could not get any information of her progress. He lived on the meat of the creatures he could slay, and drank the water of melted snow. He practised his skill with his large twin-bladed weapon, Elthranlu – his weapon of choice – against all kinds of fearsome beasts that he encountered. After years of training and with a will to survive so strong almost nothing could kill him, he became a fearless and highly skilled hunter, easily capable of slaying large bears and other mighty beasts that roam the northernmost reaches of the Land of Chill.

As decades passed, and centuries turned into millennia, Nagathi, the Daemonwhisperer did not age at all. Instead, the blessing of Slaanesh made him more powerful with each passing day; he grew bigger than a normal elven warrior and stronger too. The Elthranlu cleaved the air as it was swung against the fell creatures; the malicious beasts stood no chance against such a fast and deadly attack. They presented no challenge whatsoever. Nagathi could do nothing but to wait, however, he did not know what exactly he was waiting for. His anger and hatred developed further as most of his thoughts went to his now dead parents and probably dead sister.

In the midst of winter a handful of years later, during one of the coldest nights of the entire year, a bright light suddenly appeared in front of him. It was a white light, but when Nagathi looked more closely, he saw it was shifting in purple and pink. He stood in awe and gazed at the light, which unexpectedly started to form a shape. Nagathi could not tell its contours, but he knew this was a sign from The Dark Prince. Nothing could set off such a tingling feeling but the Lord of Pleasure.

Suddenly a voice spoke directly at him. It said:

"Nagathi, Daemonwhisperer, I have felt your worries and can assure you, that your sister is doing well under the caring supervision of my mistress. You will be united once again very soon."

The feeling that Nagathi had known so many years ago in his village had now returned, a mixture of pain and sorrow, but also a sensation of delight. The apparition continued:

"Do not worry. I have seen your proficiencies, and I have chosen you to undertake of a great quest."



Nagathi's brain worked frenetically. He still could not believe the actual Dark Prince of Chaos, known as Lanshor and a multitude of other names to some, was talking directly with him. What made Nagathi, a poor renegade Druchii youngster, so special? However, before he could speak his queries, the ap-



The Lore of Slaanesh magic card, still from Daeron. I thought it was fitting, since Nagathi now bears the Mark of Shornaal. Oops, did I give something away?

parition replied:
"You will bear my blessed mark, the Mark of Shornaal. You will be my messenger. I will also provide you with a steed to make your travelling more comfortable and above all, so much quicker. Here, take Zahroth, a trustworthy steed in my name."

An agonizing pain started to grow on the back of his right hand. An invisible pen drew in fiery letters the sign of Slaanesh. Nagathi let out a scream of pain, but a smile extended over his lips. The light from which the voice came started to twist wildly about; it became narrower and soon formed the shape of a snake-like beast – a Steed of Slaanesh. Its perverse beauty was gracefully combined with a wholly unnatural appearance.



An illustration of a Drow from wata-game. He said it was KIND of a Dark Elf! I say that it looks enough like an Anointed to qualify for this story.

Nagathi looked worried. *"But what is it you, the Dark Prince of Chaos, want me to do?"*

"I can sense your soul. I know that you may be trusted. In the dark ages which you mortals live in, those spawned of chaos have begun to abuse my power. They use their forces for pointless raids and pillaging, they burn villages, they slaughter innocent people, and they behave more in the manner of the followers of the Brute."

"Let your hatred take you east, there you will find an army under the command of Lady Morathi herself. Your sister will be there as well. Join with them, and remember that hatred is an interesting feeling... If used properly it can change many things. If focused correctly it will be as an enchantment. Your sister will gladly help you. Now go, before the tide changes."

As the voice faded away, Nagathi fell backwards and ended up sitting down in the cold snow. He felt the hair on his arms rising, but it was not due to the winds blowing, he had too much armour and clothing for that. For a few seconds he knew he had felt the winds of magic gust by. Had the great god given him the gift of magic? What had he made to earn such a privilege?

Zahroth snaked towards Nagathi, lowering his long and narrow head and softly bumping on the thick plates on his leg. He apparently wanted to leave as quickly as possible, and Nagathi, the Daemonwhisperer rose up and placed himself in the saddle of this white and lustrous creature. With a speed twice as fast as a running elf they set off, heading east to find the awaiting army. Nagathi's mind tried to interpret everything that had been said to him, but the constant images of the burn-mark on his hand, the face of Altharia, and the very same creature he was riding on interrupted his thoughts. His hate for the chaos minions grew as the journey kept on going. Now when he had heard his master sharing his concerns about them, the hate and ought for revenge over his dear parents almost took the best out of him. He dozed off to the soft sound of Zahroth's sleek body against the smooth snow.

When Nagathi, the Daemonwhisperer reached the foretold army encampment in the east, he glimpsed Altharia standing next to a bluish fire together with some other beautiful women. Oh, she had grown into such a slender and gorgeous lady during all these years. Nagathi jumped off his snaking steed and ran into her awaiting arms, for she had seen Nagathi in the same moment as he saw her. He lifted her up in his strong arms and both elves were filled with happiness, and tears of joy seeped down their cheeks. Not a word could be uttered; they just held each other tightly in their arms and prayed they would never be apart again.

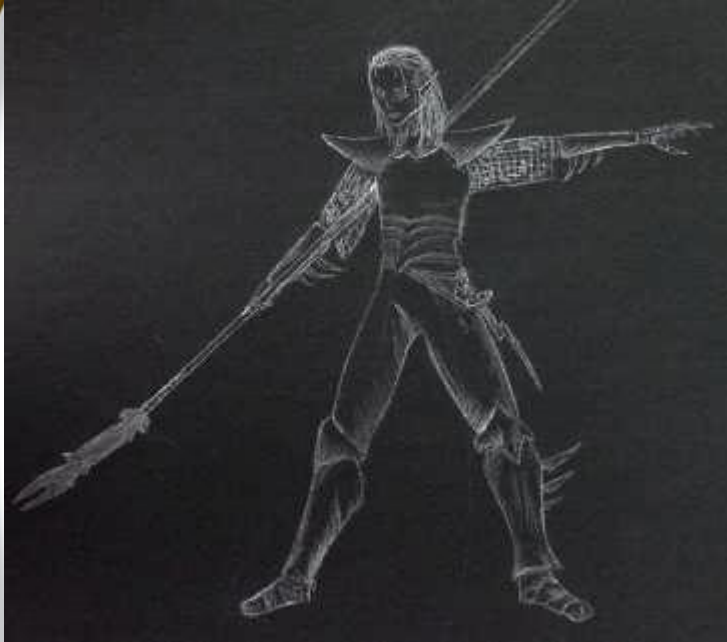
Lady Morathi, the mother of the king, stepped out of her tent and called for Nagathi. He did not answer, but he loosened the grip of Altharia and turned his head toward the most beautiful elf he had ever seen, she was magnificence personified, the true result of many millennia of worship to Slaanesh. She waved him to come inside her tent, and he obeyed.

It was indeed a tent for a queen; it was luxuriously decorated with golden artefacts, purple, pink, white, and light blue cloth hanging along the tent walls. However, Nagathi did not have time to feel all the beauty since Morathi started to speak with him with her soft and tender voice.

"Greetings Nagathi Daemonwhisperer. I assume you know why you're here. During one of my encounters with the Dark Prince I was told that you were on your way to meet us, I know the nature of your quest, and I know what I have to do for you."

Nagathi remembered his meeting with Slaanesh that cold night as a shiver ran up his spine. Lady Morathi continued without interruptions:

"Apparently, a chaos warband has slain your parents and burned most of the village you were then living in. I heard about your growing hate for chaos, and so I decided to acquire your sister, Altharia, the Deceiver, into my tutoring halls. She too has been marked with our master's own sign."



An illustration of a Noble from volton.

Nagathi was shocked; he did not think that his precious sister would have been given the blessed mark as well. But then it hit him, how else would she have survived all these millennia? It had to be a gift given from Slaanesh himself. Nagathi replied:

"What does Slaanesh wish you to do for me? Why am I here?"

"After all these years you have been given more and more of the power Slaanesh can give you, such power is immense, and your body is a factual indication of that. You are far stronger than you would otherwise be, you can withstand far deadlier blows than you would normally. The young prince of chaos has given you the strengths of a Druchii Anointed."

"But what has that to do with my mission?" wondered Nagathi Daemonwhisperer with a childish tone in his

voice.

"Calm yourself boy, there is plenty of time. Your enthusiasm will not help you, rather the opposite."

Morathi looked at him with her old, dark eyes and continued: *"The Dark Prince wishes me to give you an army of my finest warriors, fighters who will follow you north and east. S/he wanted to use this army to eradicate the chaos tribes that abused Hir name, those who are unworthy of Hir blessing. However, I cannot give you this army – my allies, most of the northern tribes, would not be happy with me if I sent out a force led by a commander with the sole intent to eliminate them. They would gather in masses and try to behead me; it would be a pity to have to kill them for that diminutive reason. I am not defying the will of my master; I am only trying to find a way around it. I will give Altharia, your sister, the commanding position of this renegade force."*

As always, Lady Morathi knew how to bend the rules to her liking, and this was to be no exception. Nagathi knew she was not afraid of the chaos tribes.

"I believe you have received a better description of your mission than I have, but spare me the details, the less I know about your anti-chaos sentiments, the better. However, I was instructed to train you in the Dark Art. The Dark Prince wanted to make sure you had a chance against the highly skilled armed forces you will meet on your quest. I have sensed the winds of magic being harnessed within your body; you are not a hopeless case after all. You shall wait outside this tent to-

morrow morning when the sun starts to shine over the hills in the east. Be here!"

The next day Nagathi stood there, outside Lady Morathi's tent when the sun rose up over the hills in the east, ready to test himself in the dark arts of magic. Morathi taught him all day long, showing him how to pronounce the words, how to focus the energies, and how to withstand the power of such great spells. And she taught him every day the following year and a half, except those days where she was needed by the king, Malekith, her son.

On a sunny day when the air tasted fresh and the snow was sparkling white, Nagathi's training was interrupted suddenly by Morathi. She stopped whatever she was doing and calmly stated, *"He's coming..."*

A few seconds later Nagathi felt the pain in his chest as the bright light appeared in front of him and his tutor. It was the same bright light, which had told him to travel east to this camp almost a whole score of moon lapses ago. The light turned and twisted, just as the last time Nagathi had seen it, and it spoke in an authoritative voice:

*"Greetings Lady Morathi and Nagathi. Your training has gone well; I can sense the winds of magic being turned into controlled waves of mind-altering delusions and dominating enchantments. The time has come, **Loremaster** Nagathi, the Daemonwhisperer, for you to go. You harness the arts needed for your journey, and your army stands ready outside, together with a personal gift from me due to your implausible progress in here. Now go, hurry!"*

The light abruptly disappeared, and Nagathi looked questioning at Lady Morathi.

"You heard your master, Nagathi. You have learned well and earned the right to be called Loremaster. Your army is prepared to salute you and your sister outside, hurry - you do not know how much time you have before you must leave. I have taught you well, and I believe Slaanesh, your lord and master, will guide you and the force you join to great victories."

"What was this reward our master told me about?" Nagathi asked without thinking.

"He has sent you a handful of his finest riders - a regiment of six daemonettes on their fast and deadly steeds, which will follow you to the end of the world of you so desire. It is a great honour to receive such a bequest; you must certainly be an Avatar of Slaanesh. Go outside and accept the army's salutation."

Nagathi mumbled a covered *"Thank you"* before he turned around and stepped outside the tent. Beneath him stood a complete army, fully equipped and ready to go, with his dear sister, Altharia in front sitting upon one of the strongest and fastest horses these lands could provide, and a dazzling group of daemonettes on top of what Nagathi thought were the most gorgeous creatures ever next to her. As Nagathi looked out over the gathered troops, they broke out in a cheer: *"Loremaster Nagathi, the Daemonwhisperer!"*

So they set off, ahead towards new battles against whatever enemies might stand in front of them - Altharia leading them, but with her proud and skilful brother by her side. Whether there were distrustful Asur, scavenging Chaos, or any others, they would all be crushed in he name of Slaanesh, the Dark Prince



My concept sketch of Loremaster Nagathi. Except that it's drawn by watagame. And it probably looks nothing like Nagathi. And it's based off of AD&D. Shut up.

The Daemonwhisperer's Vengeance Force

Loremaster Nagathi, the Daemonwhisperer

Druchii Anointed, Magic Level 2, Lore of Dark Magic, Great Weapon, Steed of Slaanesh, Avatar of Slaanesh, Quickening Blood, Tome of Furion, Dispel

Scroll
461 Points

Altharia, the Deceiver

Druchii Sorceress, the General, Magic Level 2, Lore of Slaanesh, Mark of Slaanesh, Dark Steed, Wand of Kharaidon

202 Points

Mara, the Voidbreaker

Druchii Sorceress, Magic Level 2, Lore of Slaanesh, Mark of Slaanesh, Darkstar Cloak, Seal of Ghronn

195 Points

12 Devotees of Slaanesh

Full Command Group, Speed of Slaanesh

184 Points

12 Druchii Marksmen of Slaanesh

Repeater Crossbows, Shields, Musician, Mark of Slaanesh

169 Points

6 Scouts of Slaanesh

Mark of Slaanesh

94 Points

6 Mounted Daemonettes

180 Points

6 Cold One Knights of Slaanesh

Champion, Standard Bearer, Mark of Slaanesh

230 Points

2 Reaper Bolt Throwers

Mark of Slaanesh

210 Points

Fiend of Slaanesh

Blessed by the Dark Master

75 Points

Total: 2000 Points



*No, it's not Nagathi's army. Nagathi didn't take pictures. *GLARE* This is Kraven Norseslayer's latest picture of his army. It's Cult of Slaanesh, this list is Cult of Slaanesh... see my logic?*

The Aspects of Khaine

By Tastyfish and Galdor Methran

The Black Cloud

Morokai felt uneasy even as he placed the bundle down. Despite his senses honed by a life of hardship, the Bloodshade could not shake off the feeling of being watched. The frozen wind seemed to try to sap the very life from his bones and raised half-forgotten memories of his youth. Above him, the storm clouds were gathering, casting a shadow over the whole tundra. A flash of lightning was reflected in the child's eyes as the shade pulled back some of the furs.



"Your fate is in the hands of Kynlhath now. He watches over us all this night. Should you prove strong enough, little one, we shall meet again at dawn, when you will be named and become one of the clan."

Thunder crashed and Morokai looked warily over his shoulder to the pine forest in the distance, where harpies were coming to roost, forced down by the storm's anger. "Or, should you be judged by Kynlhath and become one of his children, it will be at the end of my blades where we next meet." With that, the Bloodshade covered the infant again and turned away, disappearing silently into the starless night.

The Aspect of the Black Cloud is one of the more unusual of the aspects of Khaine, as it is regarded as a relatively minor one by the Temple of Khaine, usually represented only as a background for the more familiar aspects in temple artwork or as a good omen to have a storm on Death Night. However, to two other groups of Druchii, Kynlhath, the aspect of the Black Cloud, is one of the most important.

The first of these groups are the Shades of the Northern Clans, among whom the aspect of the Black Cloud is strongly linked to the most well known of their traditions, that of leaving their newborns exposed to the elements for a night to ensure they are strong enough to survive and become part of the clan. Those that die on their first night are said to have been taken by Kynlhath and legends say their tortured voices can be heard on the wind during the fiercest storms when they are reborn into the bodies of harpies.

While this belief is not accepted by the Temple, who believe that harpies are the sprits of witch elves slain in battle, the dark riders who travel the frozen plains of Naggaroth as the messengers of the Witch King have another claim. They say that harpies only breed during the fiercest storms when they are forced to roost in the dark pine forests around the foothills of the Spiteful Peaks. Because of this belief, there is a fierce enmity between the Shade Clans and the harpies – more than would be explained by mere competition for food.

Many of the lowland clans that live in the foothills traditionally hunt harpies as part of their ritual of passage to adulthood; this is one of the Shades' most closely kept secrets as it is common for the hunter to consume the heart of a harpy. By doing so, he is freeing the bound spirit so it can be reborn as a Druchii or add its strength to the hunter's own. Unsurprisingly, the Temple does not approve of this practice and will often send agents to deal with clans that are discovered to carry out this ritual.

A second group of Druchii – the sailors and corsairs – worship this aspect of Khaine for a much more practical reason, as the forces of nature and storms rule over the life and death of those who travel

on the dark northern seas. This aspect is most often portrayed in pictures and icons on Druchii ships as a storm cloud whose highest portion forms into Khaine's more recognizable elven form. Druchii marines know that the storm is all-seeing and utterly merciless and that there is nothing they can do to survive its wrath should it choose to take them.

However, many captains still maintain the ancient ritual of tying a slave (or crewman in some circumstances) to the mainmast as a sacrifice.

This is known to be a desperate measure; during fierce storms, all hands are usually needed on deck and the Hand of Khaine in his Black Cloud Aspect is a bolt of lightning, so special preparations have to be made to the mast to stop the God's grasp of the sacrifice's soul from setting the whole ship ablaze.

The High-handed Executioner

The aspect of Khaine as the High-handed Executioner appears as a tall Druchii warrior garbed in a flowing cloak of the finest black silk. The figure stands proud, radiating an air of arrogance and superiority that is enough to smother even the most passionate of speeches with its mere presence as everyone in the vicinity feels its icy, unseen grip. Under the hood of the cloak is a mask of brass, formed into a visage of coldly arrogant perfection.

The High-handed Executioner reserves itself for those who have committed some dire crime and whose punishment is near. Appearing from the darkness where a moment before nothing had been, the figure draws closer to its prey and, as it reaches touching distance, lets out a terrible wail, high-pitched and shrieking. Arcane words can barely be made out amongst the cacophony. As the keening wail draws to a close, a long glaive materializes in the figure's hands, with a serrated edge and infernal runes carved along the haft.

The figure then carves a sigil in the air – the symbol of the aspect of Khaine as the High-handed Executioner. The symbol glows for a while before fading away days or even months later. When the symbol is drawn, the figure cleaves its target's head off its neck with one keen blow. For an instant, the victim sees through the executioner's eyes, witnessing their own decapitation. Oftentimes, a headless body is found lying in its cell, the night before its punishment was to be exacted. Of the victim's head, there is no sign.


The High-handed Executioner is often represented at public executions and is the patron aspect of the city of Har Ganeth and its elite executioner regiments. Never in the presence of this aspect is an execution a simple affair. It is always highly ritualised and thus has been idealized in Druchii society to represent the superiority of the executioner over his prisoner and also death by beheading, the method most often favoured by the aspect's worshippers.

Assassins that follow the aspect of the High-handed Executioner never utilize their skills to assassinate someone from the shadows, preferring instead to make it known and to show that they are not afraid, it is better to inspire fear in the hearts of the enemy. They often prefer bladed pole-arms to the usual assassin's knives, symbolizing the link between the Draich and the ancient double-handed glaive from which it was derived.

The Avenger

Faeldineth looked up in terror into the dark pits of the eyes of his opponent, his blade clattering to the ground as recognition passed across his face. He knew this one – the figure had haunted his dreams ever since the razing of Anlec – but he could not remember who it was.

The sun broke through the clouds, a shaft of sunlight threading through the fog of war and reflecting off the metal mask. Faeldineth dropped to his knees. The blood-stained face was not that of a warrior he had faced in battle, nor of a dark sorceress who had commanded the armies of his hated kin.



It was the face of one of the children, of all of the children, the young, and the old. It was the face of all those who had been captured and executed as Faeldineth and his companions tried to remove the stain of the Druchii from their fair isle. "Isha forgive us!" he cried as the Witch King's blade came down, severing the Asur's head from his body.

The Aspect of the Avenger is one of the most important in all Druchii culture, for it is the primary reason why Khaine is their god. Despite this, it is one of the few aspects recognised by all the Elven kindred. Indeed the Elves believe that it must be recognised by the foe for the god to be able to act through the warrior, transforming the lowliest farmer or artisan into an unstoppable force once anointed in the blood of an innocent or an ally.

It is this form that the Avenger is most often portrayed in art, usually as part of a triptych. The first panel shows the wrongful deed; the second shows the Chosen One anointing him or herself with the blood of the fallen; the third and final scene shows the warrior transformed into Khaine incarnate, righting the wrong with the blood of the foe. The two most famous of these traditional sequences are displayed in the Great Temple of Naggarond. The first shows Aenarion's drawing of the Sword of Khaine and his transformation into Khaine incarnate. The second, covering the entire ceiling of the Great Temple, shows the birth of the Druchii, the Chosen People of Khaine, being anointed in the blood spilled by the false Phoenix Kings and rising up in arms, ready to reclaim their homeland.

On a less spectacular scale, the aspect is invoked most commonly by warriors of both Naggaroth and Ulthuan. Comrades within a unit will cut each other's palms on the night before battle, swearing to avenge their ancestors and asking that, should they fall in battle, their fellows will redeem them in the blood of their foes.

Also common, more among Druchii noble born and knights (who are less likely to have an equal on the battlefield they are willing to ask) is for them to cut themselves and then bloody a small mirror which is hung alongside the flesh hooks and spirit charms on their armour. The entire faceplate of the Witch King's armour is often polished into a mirror and treated in the same manner, representing his role as the first among the chosen, and the avenger of the greatest crimes.

Rather than avenging a specific wrong, this represents the righting of a personal crime committed by an opponent known only to them and it is often reported that the enemy understand this and accept the judgment, lowering their weapons at the last minute before the strike. Of course, the less religious among the Druchii put this down to the glare from the mirror shining in their eyes, though they still carry out the bloodying ritual. When acting as the incarnate hand of vengeance for a god it is best not to do something that could anger Him.

The Northern Incur- sion Campaign

Chaos is invading the land of Naggaroth to plunder and desecrate the great Citadel of Ghrond. The Druchii are trying everything to prevent this from happening – will they fail or succeed?

To play this campaign we designed a storyline and some scenarios accordingly, as well as special characters. Let me give you a small plot of the campaign's "flowchart":

- The campaign starts with the Border Patrol where two patrols meet and Druchii have to get away to warn the towers.
- The second scenario is Defence Line in which Druchii defence – either prepared or unprepared – has to fight back the forces of Chaos.
- As the outcome of the second scenario there are two possibilities for a third scenario:
 - Either:
If Chaos won the Defence Line, scenario play The Horde's Flank in which Druchii try to delay or damage Chaos forces that move towards Ghrond.
 - Or:
If Druchii won the Defence Line scenario, play Wipe 'em out... in which a Druchii attack force tries to destroy the heart of the Chaos army while it waits for reinforcements (If Druchii win this, the campaign ends as victory for the Dark Elves).
- If Chaos wins any of the third scenarios, The Gates of Ghrond will follow.

The special characters, Tilieth and Malbekh, are growing and developing during the course of the campaign, so pay special attention to them if you want to include them in the game. Drannack and Hellebron can also be used, and in that case use them as they are.

Drannack can be found in this very same Monthly [Due to space constraints, he can't. I apologise for this, there was just too much stuff to put in. He'll be there next month. –*Sneaky*], Hellebron can be found here:

<http://uk.games-workshop.com/warhammerworld/warhammer/darkelves/characters/croneHellebron/hellebron.htm>

Scenario 1 BORDER PATROL

A Druchii border patrol sees a large Chaos army heading towards Druchii territory. They verify it as the first wave of an incoming horde and decide to report to the watchtowers as soon as possible. On their way to the towers a Chaos scouting patrol blocks their way in a narrow passage between two huge rocks – eager to destroy them and prevent them from reporting. There is no way for the Druchii but to fight this patrol and break through.

Armies

500 points on each side. Each side builds an army as per "Flashhammer" rules (see below). Druchii player may take one hero only, which may be Tilieth, but can upgrade any dark rider herald as a messenger – only heralds may be upgraded to a messenger. Neither side may pick Dogs of War. Obviously, the Dark Elves player must have at least one unit of dark riders.

Battlefield

48"x48" – make it look like the Chaos wastes (i.e. large rocks, sandpits, etc)

Setup

Both players roll a D6 to determine who decides to set up first. The player with the highest result picks an edge and tells if he want to set up first or second. The other player gets the opposite edge. Players then set up their remaining units alternating. Deployment zones are 12" from the edges. Scouts may not

use their special scout rule as the Druchii patrol rushes forward and does not have time to wait for any scouts reporting.

Who goes first?

Each player rolls a D6. The player with the highest result decides who starts the game.

Special rules

- As both sides are eager to win the battle, so a unit may try to rally even if below 25% of their starting number of models.
- Druchii messengers: A messenger has the same stats as a normal herald with the following exceptions: +1 WS, +1 I, 5+ ward save. Upgrading to a messenger cost 7 points. A messenger counts as a normal champion as long as he remains in the unit. If he leaves the unit, he becomes an independent character. A messenger may flee out of a combat at the end of a combat phase if he already counts as independent character when he enters the combat. He rallies automatically but may not shoot during the next turn (as fast cavalry usually can).

Winning conditions

The game lasts six turns. If the Druchii player manages to get at least one messenger through he wins (note: a hero is not a messenger). In all other cases, Chaos counts as the winner.

"Flashhammer Rules"

Use the following rules for army composition:

Note: These are not the complete rules for "Warhammer in a flash", only relevant parts have been taken. The full rules can be found in US White Dwarf #288.

Army composition:

- You may take up to eight units and must have a minimum of three units.
 - At least one of your units has to be core choice.
 - You may have one special choice and one rare choice.
 - If you do not take a rare choice you may take a second special choice instead.
- Minimum unit sizes are modified as follows:
 - 20 --> 10
 - 10 --> 5
 - 3 --> 2
- No single model may cost more than 100 points, excluding characters.
- You may take only one war machine OR chariot. If the war machine is a 2-for-1 slot, you can still only have one.
- You may spend 150 points on up to two characters including equipment – characters do not count as separate units.
- You do not need a character; you may declare a champion of a unit to be the general. He still follows normal rules for champions, and may not leave the unit.

Tilieth, the Wastelander

The night after Tilieth was born he was left outside the tent like all other shades are. During this night a band of chaos creatures attacked the camp. Nobody survived except Tilieth. When other shades found the destroyed camp the other day they saw Tilieth in a puddle of Druchii blood – weak but still alive. They took him with them and decided to raise him as one of their own. Soon Tilieth quickly advanced in the ranks of the shade and soon became one of the best bloodshades. Someday he was told the story of his first night and swore revenge. Since this day, he always cuts his skin and draws a magic rune onto his chest. It is said that as long as he bears this rune, no creature of chaos can do him harm.

	M	WS	BS	S	T	W	I	A	Ld
Tilieth	5	5	5	3	3	1	5	1	9

Tilieth may be taken as a hero choice.

Points: 38

Weapons: hand weapon and repeater crossbow

Armour: Tilieth may be given light armour for +2 points and always bears the mark of revenge, which grants him a 5+ ward save against any damage caused by chaos.

Special Rules: Hates high elves and chaos marauders, scout

Scenario 2 DEFENCE LINE

Chaos forces have crossed the Druchii borders and are rapidly heading towards Ghrond. They will soon reach the city walls if the Druchii defence cannot stop them. Are your Druchii forces prepared?

Armies

The Chaos player gets 2450 points; the Druchii player gets 2100 points.

If the first scenario was won by the Druchii patrol, the Druchii army includes Drannack for free – that means the Druchii player does not have to spend points on him but Drannack still uses up the character slots. If the Druchii player lost the patrol, he or she may still take Drannack but has to pay points as normal. If Chaos forces won the first scenario, the Chaos player automatically win all D6-rolls that decides about choosing edges, deploying units, and starting the game.

Druchii forces may include Tilieth (as per normal points cost and slots used) if he survived the first scenario. His stats and rules were modified accordingly. Chaos may take Malbekh Donnersturm (as per normal points cost and slots used).

Battlefield

Normal battlefield size (pitched battle), place some rocks and maybe a watchtower to represent Druchii northern border.

Setup

As a Pitched Battle (see pages 199 and 200 of the Warhammer rulebook).

Who goes first?

As a Pitched Battle (see pages 199 and 200 of the Warhammer rulebook).

Special Rules

Special characters: Drannack, Tilieth, Marauder champion.

Winning conditions

As a Pitched Battle (see pages 199 and 200 of the Warhammer rulebook).

Tilieth, the Wastelander

Tilieth, also known as the Wastelander to other shades, took the final step on his path to revenge. The mark of his own blood now burns with fire as is his rage.

	M	WS	BS	S	T	W	I	A	Ld
Tilieth	5	5	5	3	3	2	5	1	9

Tilieth may be taken as a hero choice.

Points: 63

Weapons: Hand weapon and repeater crossbow

Armour: Tilieth always bears the Mark of Revenge, which grants him a 5+ ward save against any damage caused by chaos. The mark of revenge now causes fear to marauders (note that he may not wear light armour anymore!)

Options: Tilieth may take one type of poison from the Temple of Khaine for normal points cost.

Special rules: Hates High Elves and Chaos marauders, scout, causes fear to marauders

Malbekh Donnersturm

Malbekh Donnersturm is a giant among marauders, coming close to the size of some of the warriors of Chaos who make their way to command armies. As a result, he has not only earned the respect of those around him, but the Gods of Chaos have deemed him worthy of at least some passing favours. Rumours speak of Be'lakor granting Malbekh a traitorous mind in exchange for even more power. Be'lakor chose the marauder to destabilize pacts with lesser creatures like elves. The gods of Chaos may smile down upon Morathi but Be'lakor will have the last laugh.

Malbekh rides to battle on a chaos steed, one of the gifts from the gods, and is clad in armour made of the fur of some strange, savage beast from the Chaos Wastes. In his hands he wields his massive great sword, Ice, whose blue-tinged blade is so cold as to cause the air around it to freeze and crackle and anything touched by it is bathed in the extreme cold that fearsome weapon emits.

	M	WS	BS	S	T	W	I	A	Ld
Malbekh	4	6	3	4	4	2	5	3	8

Malbekh may be taken as a lord choice.

He rides a Chaos steed (use the normal stats found on page 56 of Warhammer Armies: Hordes of Chaos).

Points: 190

Weapons: Ice Demon, his magical great sword – Malbekh still strikes last if he is not charging. It requires two hands and provides its wielder with a +2 strength bonus. If Ice Demon wounds an enemy, one piece of non-magical armour is destroyed. If the enemy does not wear any armour, he loses an additional wound (ward saves allowed). Targets with magic armour are immune to this effect. That means that everything non-magical will be destroyed. Only magical armour is immune to this effect. In case of wearing mundane armour and magic shield the mundane armour is destroyed. Another hit will not destroy the magic shield and the wearer will not lose an additional wound.

Armour: He wears thick furs from a beast in the Chaos Wastes. This gives him a 4+ armour save and a 6+ ward save. This ward save is increased to a 4+ against cold-based attacks.

Special Rules: Malbekh must be the army general if there is no other character with a higher Leadership value. He bears the Mark of Chaos Undivided. Any units of marauders and marauder horsemen may be given the Mark of Chaos Undivided for the normal points cost. This represents the small favour that is granted to him and his followers by Be'lakor.

Scenario 3 WIPE 'EM OUT...

Chaos forces were blocked by the Druchii defence effectively. The invaders withdrew from the battle line and regrouped in a small valley. They are planning a second attack with full force again but have to wait for reinforcements. In the meanwhile, Drannack's scouts detected the enemy's position and reported to him that Chaos is not yet defeated and reinforcements are close. The Druchii lord decides to crush the heart of the enemy with a swift and deadly attack.

Armies

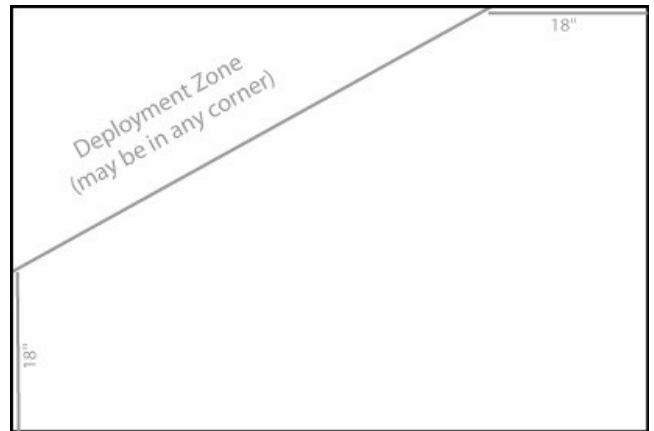
Chaos gets 1250 points as per normal rules but may take Malbekh, if he survived the last game, as per normal points costs, but Malbekh now takes up two hero choices.

The Dark Elves get 2500 points and have to take Drannack as per normal points costs and slots used. If Drannack was killed during the second scenario, he starts this battle with just one wound instead of three. Tilieth, the Wastelander may also be included in the Druchii army if he survived the last scenario (as per normal points cost and slots used).

Battlefield

Normal battlefield – let it look like Chaos wastes (large rocks, sandpits, etc)

Setup



Use Scenario 7 – Last Battle from the Warhammer rulebook. Chaos in the centre of the battlefield sets up first with units facing in just one direction. Dark Elves deploy 24" away from the Chaos forces.

Exception: Druchii infantry will enter the battlefield in the second turn from any table edge (Druchii player's choice). They follow Drannack's faster units and will reach the battle a while later. Scouts may be used as normal, as they are already in position when Drannack makes his move.

Who goes first?

Chaos goes first.

Game length

The game lasts until all Chaos forces are destroyed, fleeing, or Chaos reinforcements arrive. Reinforcements arrive after 8 turns. Note that you do not have to set up any reinforcements.

Special rules

Use Scenario 7 – Last Battle in the Warhammer rulebook. The defenders are immune to panic.

Winning conditions

Use Scenario 7 – Last Battle in the Warhammer rulebook. Count victory points for destroyed Druchii units and Druchii units under half strength – if the number exceeds 1250, Chaos wins even if wiped out. In all other cases Druchii forces win as they will drive back the incoming reinforcements.

If Druchii forces win this scenario the campaign ends here with a clear victory for the Druchii – and a devastating loss for Chaos (Be'lakor will not be happy – but in the end, what does the Dark Master care for a mortal's failure?)

Tilieth, the Wastelander

Tilieth gains more and more insight in the ancient styles of fighting skills, it is said that no other elf can handle his crossbow better than the Wastelander.

	M	WS	BS	S	T	W	I	A	Ld
Tilieth	5	5	6	3	3	1	5	1	9

Tilieth may be taken as a hero choice.

Points: 68

Weapons: Hand weapon and repeater crossbow

Armour: Tilieth always bears the mark of revenge, which grants him a 5+ ward save against any damage caused by chaos. The mark of revenge now causes fear to marauders. Note that he may not wear light armour anymore!

Options: Tilieth may take one type of poison from the temple of Khaine for normal points cost.

Special rules: Hates High Elves and chaos marauders, scout, and causes fear to marauders.

Tilieth may fire one additional shot with his repeater crossbow in each of the Druchii player's shooting phase. This shot is made without any modifications, no positive modifications for large target, and no negative modifications for multiple shots, long range, or anything. This extra shot always hit on 2+ (due to his ballistic skill being 6).

Malbekh Donnersturm

The Demon within Malbekhs weapon is growing in power, and with him so is Malbekh.

	M	WS	BS	S	T	W	I	A	Ld
Malbekh	4	7	3	4	4	2	5	3	8

Malbekh may be taken as a lord choice. He rides a Chaos Steed (use normal stats).

Points: 230

Weapons: Ice Demon, his magical great sword: Malbekh strikes in initiative order with Ice Demon. It requires two hands and provides its wielder with a +2 strength bonus. If Ice Demon wounds an enemy, one piece of non magical armour is destroyed. If the enemy does not wear any armour, he loses an additional wound (ward saves allowed). Targets with magic armour are immune to this effect. That means that everything non-magical will be destroyed. Only magical armour is immune to this effect. In case of wearing mundane armour and magic shield, the mundane armour is destroyed. Another hit will not destroy the magic shield and the wearer will not lose an additional wound.

Armour: Thick furs from a beast in the Chaos Wastes protect Malbekh. This gives him a 4+ armour save and a 6+ ward save. This ward save is increased to a 4+ against cold-based attacks.

Special Rules: Malbekh must be the general of the army even if there are other characters with the same Ld value. If another character with a higher Ld is included in the army, follow the normal rules for picking the general. He bears the Mark of Chaos Undivided. Any units of marauders and marauder Horsemen may be given the Mark of Chaos Undivided for the normal points cost. This represents the small favour that is granted to him and his followers by Be'lakor.

Scenario 3 THE HORDE'S FLANK

"Let's face the inevitable – they will reach the city. But we can weaken them and crush them at the walls of Ghrond!" Drannack turned quickly and ordered for his banner.

Chaos forces overran the Druchii defence line and are now heading straight towards Ghrond. A large army will reach the walls of Ghrond soon, and lay siege. There is no way for the Druchii to prevent that, but they may well weaken the forces by taking out the army's flanks and delay support. Unfortunately for the Druchii, those flanks are well guarded by the hatred and nightmares of Be'lakor.

Armies

Both sides get 2000 points as per normal rules. Dark Elves may take Drannack as per normal rules and costs. If Drannack was killed during the last scenario, he starts this battle with just 1 wound instead of 3. Tilieth, the Wastelander may also be included in the Druchii army if he survived the first scenarios – again as per normal rules and cost.

Chaos may not take Malbekh, as he will be marching safely in the centre of his army. However, they get two units of five furies each free – representing the will of Be'lakor. They may pick another unit of furies as per normal rules and cost.

Battlefield

Normal size of battlefield – let it look like northern wastes (large rocks, spikes, some trees, etc)

Setup

Both players roll a D6 and the winner decides in which corner the Chaos player has to deploy his forces. This corner should be measured as shown in the picture.

The Chaos player's units must all be deployed in this zone facing the shorter edge, except furies, which may also be deployed outside this deployment zone – but not further than 6" away from Chaos units.

The Dark Elves player then deploys his troops anywhere on the table, but not closer than 24" to any Chaos unit – not counting furies. Scouts may be deployed within 16" of Chaos units – again not counting Furies.

Who goes first?

The Dark Elves go first.

Game length

The game lasts six turns or until one side admits defeat and surrenders.

Special rules

Chaos units that do not rally will flee towards their long table edge.

Druchii units that do not rally will flee towards their short table edge.

Use the normal direction for fleeing if broken in combat, panicking, fear, etc.

Winning conditions

Count victory points as normal, without table quarters. Instead if there are more points of Druchii forces in the Chaos player's deployment zone than points of Chaos forces (not counting furies), the Druchii player gets additional +150 victory points.

Tilieth, the Wastelander

Tilieth gains more and more insight in the ancient styles of fighting skills, it is said that no other elf can handle his crossbow better than the Wastelander.

	M	WS	BS	S	T	W	I	A	Ld
Tilieth	5	5	6	3	3	2	5	1	9

Tilieth ~x~ M 5 ~ WS 5 ~ BS 6 ~ S 3 ~ T 3 ~ W 2 ~ I 5 ~ A 1 ~ Ld 9

Tilieth may be taken as a hero choice.

Points: 68

Weapons: Hand weapon and repeater crossbow

Armour: Tilieth always bears the mark of revenge, which grants him a 5+ ward save against any damage caused by chaos. The mark of revenge now causes fear to marauders. Note that he still may not wear light armour.

Options: Tilieth may take one type of poison from the Temple of Khaine for normal points cost.

Special rules: Hates High Elves and chaos marauders, scout, causes fear to marauders.

Tilieth may fire one additional shot with his repeater crossbow in each of the Druchii player's shooting phases. This shot is made without any modifications, no positive modifications for large target, and no negative modifications for multiple shots, long range, or anything. This extra shot always hit on 2+ (due to his ballistic skill being 6).

Scenario 4 THE GATES OF GHROND

During the campaign, the outcome of the first scenarios may modify this scenario. There are three possibilities how this scenario will be initiated:

- Chaos won the scenario The Horde's Flank
- Chaos won the scenario Wipe 'em Out...
- Dark Elves won the scenario The Horde's Flank

If modifications to the scenario occur, refer to the list above.

Quickly the witches gathered around their crone who stood in front of the towering window. Hellebron watched the patrol entering Ghronnd already knowing what they would have to report. Since Morathi revived her cult and lied about safety from the northern marauding hordes Hellebron was prepared. "They will come." The crone turned towards their sisters and hissed: "Show them the fury of Khaine!"

Long before Chaos forces would reach Ghronnd the Dark Elves prepared for the inevitable and decided that a siege would destroy the citadel – no op-

tion affordable by the crone Hellebron. She knew her witches would be the strongest facing the enemy eye to eye. That is why she decided that Chaos would best be welcomed in a counter charge and the fury of Khaine.

Armies

Both sides get 2500 points as per normal rules. Dark Elves may take Hellebron (as per normal points cost and slots used). Tilieth, the Wastelander may also be included in the Druchii army if he survived the previous scenarios (as per normal points cost and slots used). Chaos may take Malbekh (as per normal points costs and slots used).

Dark Elves may not use the Seal of Ghrond as a normal magic item. Instead, it is counted as part of the Temple of Khaine gifts. Dark Elves may also not include Drannack.

The following modifications are made depending on the outcome of the previous scenarios (see list above):

- a. Chaos gets additional 350 points and 10 furies. Those furies do not count against any normal limitations and have to be split in two equal units (5 each).
- b. Dark Elves forces get additional 300 points.
- c. Dark Elves forces get additional 250 points.

Note: I decided for a base game of 2500 points and grant additional points to reflect advantages in numbers instead of allowing 3000 points and therefore another lord choice.

Battlefield

Normal size of battlefield. This battle takes place right in front of Ghrond, so let it look like the entrance to a city. Place a hill and a tower in deployment zones X. If you do not have a tower, place another hill there instead.

The Dark Elves player gets D3+1 obstacles that he may place anywhere on the table but not within Chaos deployment zone. He can also choose to swap one obstacle for an additional tower that he may place within the Dark Elves' deployment zone.

Setup

Deployment of troops depends on previous scenarios:

- a. The Dark Elves player deploys all of his troops first then the Chaos player deploys his entire army. This represents the Druchii forces having to rush forward and they simply ran out of time.
- b. The Chaos player deploys all of his troops first then the Dark Elves player deploys his entire army. The Dark Elves player may use deployment zone X normally like his own deployment zone. Representing Druchii forces prepared.
- c. Both players roll a D6 and the winner decides who sets up his first unit. After that, players deploy their units alternating. The Dark Elves player may deploy warrior units and reaper bolt throwers in deployment zone X. Representing a delayed Chaos march.

Scouts are deployed with the rest of the army but may make a free move before the game starts.

Who goes first?

- a. Both players roll a D6 and the winner decides who goes first. The Chaos player may re-roll his D6 once and take the higher result.
- b. Dark Elves go first.
- c. Both players roll a D6 and the winner decides who goes first. The Dark Elves player may re-roll his D6 once and take the higher result.

Game length

Chaos forces know that they will have to take Ghrond in a single attack or face the night of Khaine's fury. Therefore, the battle ends at nightfall.

- a. The battle lasts ten turns or until either side gives up.
- b. The battle lasts six turns and one additional turn on a 4+ after the fourth turn – or until either

side gives up.
 c. The battle lasts four turns plus one additional turn on a 4+ after the fourth turn and an additional turn on a 6+ after the fifth turn – or until either side gives up.

Special rules

Any Druchii sorceress (if any) counts as having the Seal of Ghronnd as long as she is in the Dark Elves' deployment zone during the Chaos magic phase.

- a. Any unit of furies that is destroyed may re-enter the table from the Chaos player's table edge once.
- b. The first unit of witches that is destroyed completely may re-enter the table from the Dark Elves player's table edge. If this unit had a magic banner, it is lost though the unit may have a normal standard-bearer.
- c. No special rules.

Victory conditions

If either player gives up he automatically lose the scenario. Chaos forces will have to reach the 6" zone behind Druchii deployment. At the end of the game count victory points for units, general and standard-bearers as normal but not for table quarters. Each Chaos unit in the "end zone" which is not fleeing is worth additional 100 victory points for the Chaos player. Each Chaos unit in the Chaos player's deployment zone (fleeing or not) is worth additional 50 points for the Dark Elves player.

Whoever wins this scenario wins the campaign. In case of a tie, replay the whole campaign – or be happy/grudgy with the result.

Tilieth, the Wastelander

	M	WS	BS	S	T	W	I	A	Ld
Tilieth	5	6	6	3	3	2	8	3	9

Tilieth may be taken as a hero choice.

Points: 103

Weapons: Hand weapon and repeater crossbow

Armour: Tilieth always bears the mark of revenge, which grants him a 5+ ward save against any damage caused by chaos. The mark of revenge now causes fear to Chaos, not just Chaos marauders. Note that he may not wear light armour, that was only in the very first scenario.

Options: Tilieth may take one type of poison from the Temple of Khaine or the Seal of Ghronnd (cost as normal).

Special rules: Hates High Elves and chaos marauders, scout, fear, special attack. Tilieth may fire one additional shot with his repeating crossbow in the Dark Elves' shooting phase. This shot is made without any modifications, no positive modifications for large target, and no negative modifications for multiple shots, long range, or anything. This extra shot always hit on 2+ (due to his ballistic skill being 6). If Tilieth attacks a demonic enemy (shooting or close combat) each unmodified 6 on the to hit roll is counted as magical and counts as double strength.

Malbekh Donnersturm

Malbekh now bears the heart of treason in his chest, an icy grip of Be'lakor's hatred. The demon within his cold weapon is a part of Malbekh now.

He is the one who brought the forces closer to the Dark Elves than any other warlord before him did. The Citadel of Ghroind is within his reach.

	M	WS	BS	S	T	W	I	A	Ld
Malbekh	4	7	3	4	4	3	5	4	10

Malbekh ~x~ M 4 ~ WS 7 ~ BS 3 ~ S 4 ~ T 4 ~ W 3 ~ I 5 ~ A 4 ~ Ld 10

Malbekh takes a Lord choice and he rides a Chaos Steed (use normal stats).

Points: 320

Weapons: Ice Demon, his magical great sword: Malbekh strikes in initiative order with Ice Demon. It requires two hands and provides its wielder with a +2 strength bonus. If Ice Demon wounds an enemy, one piece of non magical armour is destroyed. If the enemy does not wear any armour, he loses an additional wound (ward saves allowed). Targets with magic armour are immune to this effect. That means that everything non-magical will be destroyed. Only magical armour is immune to this effect. In case of wearing mundane armour and magic shield, the mundane armour is destroyed. Another hit will not destroy the magic shield and the wearer will not lose an additional wound.

Armour: Thick furs from a beast in the Chaos Wastes protect Malbekh. This gives him a 4+ armour save and a 6+ ward save. This ward save is increased to a 4+ against cold-based attacks.

Options: Malbekh may ride on a demonic steed instead of his Chaos steed for the appropriate points cost (pay the difference in points).

Special Rules: Malbekh must be the army general if he is taken. He bears the Mark of Chaos Undivided. Any units of marauders and marauder horsemen may be given the Mark of Chaos Undivided for the normal points cost. This represents the small favour that is granted to him and his followers by Be'lakor.

As always, productions from the 7th Convent needs more play testing. This campaign takes time to play test, and as such we need your input on it. If you decide to play this campaign or any part of it, please send us any notes about it and suggestions on how to improve it to The-Convent@netcabo.pt

Games Day Baltimore, 2004

By Auric Stormcloud

On May 22nd and 23rd, the Baltimore Convention Center held Games Day Baltimore 2004, and let me tell you, it was a lot of fun. It was my first Games Day, and I am quite glad I finally attended. Here is just a little bit of what went on at this fantastic event.

On the Druchii at Games Day

As is standard, the Dark Elves had two registered gaming tables, and I got to play at both of them. The first table pitched the Druchii against the Lizardmen, in a Take and Hold game, in which the armies were attempting to hold a temple. It was one of the most fun games I have played. What happens with registered gaming is that several people control one army. In that game, three people were on each side. We each got a part of the army. For example, in our game, one person controlled the left flank, one person controlled the right flank, and the third controlled the centre. I controlled the centre, with 16 executioners, 16 spearmen, 20 witch elves, and a sorceress on a cold one.

The sorceress was quite amusing in particular, as she failed her stupidity check several times for me. The rest of the army consisted of 16 crossbow elves, an assassin, 16 spearmen, 8 dark riders, and 2 reaper bolt throwers. The game in the end was a tie, though the Dark Elves killed many of the Lizardmen, including a unit of saurus cavalry. Also amusing was that my executioners lasted three turns in combat with an Oldblood on a carnosaur until they broke him. I liked the scenario and table overall, though manoeuvring in and around the temple to control was frustrating.

The second game was a pitched battle between the Dark Elves and Bretonnians. Once again, I was paired with two other people, only facing two people however. This game was not as much fun as the first for one main reason – army composition.

The army that was made for the Dark Elves could not stand up to the Bretonnians.

We lacked cavalry, we had less magic, we had no reaper bolt throwers. Finally, most of our infantry were not useful versus heavy cavalry. Our army consisted of a sorceress on a cold one, an assassin, two cold one chariots, four units of 16 warriors (two with spears, two with crossbows), two units of 20 corsairs, and 16 black guard. I was in command of a chariot, the sorceress (who continued to fail stupidity checks again), two groups of warriors, and one unit of corsairs. In the end, our army was soundly defeated.

There were a few golden demon entries involving Druchii. Of the ones I can recall, there were two Malus Darkblades, one on foot and one mounted, in the Youngblood's category and a unit of black



I love this picture so much I thought it deserved an encore. Ragian-Cain went to a lot of trouble, we should appreciate it.

guard in the Warhammer Regiment category by Zach Lanier. I myself entered an aspiring champion of Slaanesh on foot in the Youngblood's category. Of the mentioned entries, all made first cuts, and the black guard went on to win second place in the Warhammer Regiment category. Congratulations to Zach!

Druchii were mentioned in the two Warhammer seminars, but only for a bit. Their role in Storm of Chaos was discussed in the Storm of Chaos seminar, and they were mentioned in "The Loremaster Speaks!" in regards of revising an army (Gav Thorpe was explaining that the Dark Elves were the only army to be revised for the time being, if I remember correctly).

On Everything Else at Games Day

I did not get to do any other normal gaming at Games Day other than the two registered games that I did (and I regret it very much; I was really carrying my case for no particular reason). However, I did have good fun with anything else I did. Particularly enjoyable was the Iron Fist League "Remote Control Tank" stand. What they did at the Iron Fist League was take Warhammer 40,000 tanks (one Space Marine Rhino, one Slaanesh Chaos Marine Rhino, one Sister of Battle Rhino, and one Looted Ork Rhino), wired remote-control car engines in the interiors, and placed a laser shooting device (like in laser tag) on the top. The objective was to kill the other tanks. It was a great deal of fun, even though I came in second to last and could not figure out how to drive the Rhino properly!

The atmosphere at Games Day was fantastic. It was a good change to see a great deal of people who actually understand and play Warhammer (or one of Games Workshop's games). However, it was a bit loud. The Warhammer 40,000 mega battle, Praxis Exodus, had the players scream a resounding, "WAAAGH!" every ten minutes or so. It was quite disturbing in the middle of games. Overall, Games Day was good fun, and I cannot wait for next year! Hope to see you there!



I mentioned earlier that I love this site, and I mentioned it when I was writing the caption for another Monarch Iauraurion. I'm in a sentimental mood and have spent this entire issue being wowed by the community and all the effort people put into it. I had to cut about half the articles that were scheduled for this month, and it pained me to do it. I think this picture sums up my feelings right now: Monarch Iauraurion admitted that this wasn't a Druchii thing (he'd painted it on the side), but he uploaded the picture just in case we wanted to use it. I'm not going to go into explaining WHY this sums it up, but it does. Until next month, this is Sneaky signing off. Have a good one, and kill the friggin' Lizzies. Let's show the world why we're the best site on the internet.

By the way, the painting is called "With Strength I Burn", and I while I had to resize it, I did not crop it so that everyone can appreciate it all the better.

Druc'hii.net

MONTHLY

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to make like a slave

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the seventh covenant

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the cult of pleasure

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