

UNOFFICIAL

ARCANE JOURNAL

DARK ELVES

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UNOFFICIAL ARCANE JOURNAL

DARK ELVES

From the chill land of Naggaroth, the black-hearted Dark Elf legions come. Seeing the world as both prey and prize, they take what they want from whomsoever they please, leaving nothing but ravaged bodies and ruined cities in their wake.

This document is an **unofficial** supplement for Warhammer: The Old World and the Dark Elves Legacy Army List. It contains the following information:

Allies: Updated rules for Allied Contingents for the Dark Elves composition lists to bring them in line with other factions.

Army of Infamy Composition Lists and Special Rules: The army composition lists for the Black Ark Raiders and Cult of Pleasure, which may be used instead of the Dark Elves Grand Army composition list. These sections also cover rules unique to these factions.

Profiles: The Army of Infamy army lists include a number of new units. Here, you will find the models' characteristics, their equipment, their points value, details of any special rules unique to them and more.

Cults of Excess: Additional rules for devotion to the forbidden Cults of Excess.

City Garrisons: Additional rules for an army tasked with defending one of the great cities of the Dark Elves.

Magic Items: This army list includes a number of additional magic items available to the Dark Elves.

The Renegade Legacy Pack

These rules are designed to be used either with or without Square Based's Renegade Legacy Pack.

<https://www.squarebased.com>

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DARK ELVES ALLIES

Over the course of centuries, many realms experienced both the cold embrace and the wicked betrayal of Dark Elf diplomacy. Yet few who had been bloodied by Malekith's claws were entirely reluctant to welcome him as ally afterward. Bitterness had done little to dull the Dark Elves' allure. When they wished it, the Witch King's ambassadors could speak charmingly enough to soothe even the rawest of grudges, and they were wealthy enough to awaken the most closely guarded avarice. It helped also that Malekith's emissaries were steeped in the most sinful and hidden of desires, and they used this knowledge to unlock many a heart that would otherwise have been fixed against them.

Replace the Allies section in the Dark Elves Grand Army Composition List with the following:

Allies

Up to 25% of your army's points value may be spent on a single allied contingent drawn from:

- Any Dark Elves Army of Infamy composition list
- One of the following Grand Army composition lists:
 - Warriors of Chaos (Uneasy)
 - Wood Elf Realms (Suspicious)
 - Vampire Counts (Suspicious)

Dark Elves may also be taken as an Allied Contingent for the following Composition Lists. See the Old World Diplomacy document at oldworld.alwaysstrikesfirst.com for more modifications to Allied Contingents..

The Wood Elf Realms

Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Dark Elves (Suspicious)

Warriors Of Chaos

Grand Army Composition List

Add the following to the list of Grand Army composition lists available as Allies:

- Dark Elves (Suspicious)

DARK ELVES

BLACK ARK RAIDERS

It was the Age of Glorious Torment. Malerion bade the Dreadlords of Naggaroth take ship about the globe, sowing terror wherever they might. Competition amongst the noble families of Naggaroth fuelled a massive expansion of the raiding fleets. Any Dark Elf with the right blend of determination, bravery and ruthlessness could make his or her fortune fighting on distant shores. Even Malerion was not immune to wanderlust's lure. At the head of a black fleet, he travelled the far reaches of the world, wreaking ruin and bringing dismay wherever he went.

This Army of Infamy composition list is unofficial. It is designed to be used with the Dark Elves Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Black Ark Raiders army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Dark Elves Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Black Ark Raiders army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 0-1 Dark Elf Dreadlord, Sorceress or High Beastmaster per 1,000 points
- Black Ark Fleetmasters, Dark Elf Masters and Khainite Assassins

Core

At least 25% of your army's points value must be spent on:

- 1+ unit of Black Ark Corsairs
- Repeater Crossbowmen and Dark Riders
- 0-1 unit of Manflayers may be taken as a Core choice

Special

Up to 50% of your army's points value may be spent on:

- Manflayers, Dark Elf Shades, Harpies and Kharibdyss
- 0-1 units of Cold One Knights per 1,000 points
- 0-3 Reaper Bolt Throwers per 1,000 points
- If your army includes one or more Dark Elf Dreadlords, 0-1 unit of Har Ganeth Executioners or Black Guard of Naggarond may be taken
- If your army includes one or more High Beastmasters, 0-1 Scourgerunner Chariot per 1,000 points may be taken

Rare

Up to 25% of your army's points value may be spent on:

- Bloodwrack Medusas and War Hydras
- 0-1 units of Sisters of Slaughter
- Merwyrms (*See Arcane Journal – High Elf Realms*)

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries.

Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Black Ark Fleetmaster or Dark Elf Master in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit. A Slann Mage-Priest may be both your army's Battle Standard Bearer and its General.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Dark Elves magic items lists.

BLACK ARK RAIDERS SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Black Ark Raiders composition list. These are in addition to the Dark Elves special rules found on page 25 of the Dark Elves Legacy document. In case of contradiction, the special rules below take precedence over the Dark Elves special rules.

Naval Training

Driven by the urge to gather ever greater power, Dark Elf ship captains and glory-hungry princes set out across the oceans seeking plunder and adventure. Competition between the many family dynasties that held sway in the cities created inter-house rivalries that fuelled a massive expansion of the raiding fleets. Any Dark Elf with the right blend of determination, bravery and ruthlessness could make his or her fortune fighting on distant shores.

All units of Black Ark Corsairs in a Black Ark Raiders army gain the Regimental Unit and Detachment special rules. In addition, 0-1 unit of Black Ark Corsairs per 1,000 points in a Black Ark Raiders army may have:

- The Drilled special rule 1 point per model
- The Veteran special rule 1 point per model

Press-ganged Pagowyrms

A rarer sub-breed of the Merwyrm, the albino Pagowurm dwells in the frigid seas of Naggaroth.

Any Merwyrm in a Black Ark Raiders army may be given up to three Beastmaster Handlers (see War Hydra rules) for +15 points per Beastmaster Handler. A Merwyrm that has taken Beastmaster Handlers gains the Monster Handlers special rule but changes its Leadership characteristic to '6'.

Reverence To Mathlann

The capricious god of the ocean is less than loyal to his followers. As Lord of the Deep, Mathlann is venerated by sailors and those that travel the deep blue sea. However, he is an uncaring deity, just as likely to curse his followers as he is to grant them safe passage.

Once per turn, when the movement of any Magical Vortex is being determined, the controlling player of a Black Ark Raiders army may force the scatter roll to be re-rolled.

Servitude Or Death

Corsairs equip themselves with barbed nets, whips, grapples and such, to allow them to catch escaping victims and drag them screaming back to be sliced apart or borne away.

When an enemy unit chooses to flee from a combat with at least one unit of either Black Ark Corsairs or Manlayers in a Black Ark Raiders army, the controlling player of the Corsairs or Manlayers unit may force their opponent to re-roll a single D6 as part of the Flee roll.

The Age Of Glorious Torment

Malerion now turned his gaze from Ulthuan, and set his sights on the wider world. It had increasingly come to his attention that the globe was now home to many ascendant powers, and he determined that their wealth would be seized and harnessed to the Witch King's cause. Thus did Malerion decree the Age of Glorious Torment to have begun.

For every model slain in a challenge that has one or more magic items (including magic standards), the Black Ark Raiders army is awarded Victory Points equal to the total points cost of the slain model's magic items. However, a Black Ark Raiders army may not claim bonus Victory Points for the King is Dead objective.

DARK ELVES

CULT OF PLEASURE

In the long distant past, at the time of the Sundering, many Elves under the influence of Morathi turned to the worship of Slaanesh. When the Cult was outlawed in favour of the worship of Khaine, these favourites of Slaanesh hid themselves away from prying eyes. Some journeyed far to the north, there to meet battle with the denizens of the Realms of Chaos, and experience every sensation possible. Elves are resistant to the physically mutating taint of Chaos, yet over so many years of exposure, the touch of Chaos began to affect them in other ways.

This Army of Infamy composition list is unofficial. It is designed to be used with the Dark Elves Legacy army list, and alongside the 'Forming Units' and 'Warhammer Armies' sections of the Warhammer: the Old World rulebook.

If you wish to field a Cult of Pleasure army in your games of Warhammer: the Old World, you may write your muster list using the Army of Infamy composition list below instead of the Grand Army composition list found in the Dark Elves Legacy document. Over the following pages you will find new profiles and rules for certain models in your army, representing units unique to a Cult of Pleasure army:

Army Of Infamy Composition List

Characters

Up to 50% of your army's points value may be spent on:

- 1+ Supreme Sorceress or Sorceress
- 0-1 Druchii Anointed per 1,000 points
- Dark Elf Masters and Khainite Assassins
- 0-1 Daemon Prince (*see Warriors of Chaos army list*)
- 0-1 Exalted Champion, Aspiring Champion or Exalted Sorcerer (*see Warriors of Chaos army list*)

Core

At least 25% of your army's points value must be spent on:

- Cult Devotees, Dark Elf Warriors and Dark Riders
- 0-1 unit of Dark Elf Shades per 1,000 points may be taken as a Core choice
- 0-1 unit of Chaos Marauders (*see Warriors of Chaos army list*)

Special

Up to 50% of your army's points value may be spent on:

- Repeater Crossbowmen, Dark Elf Shades and Harpies
- 0-2 units of Sisters of Slaughter per 1,000 points
- 0-1 unit of Cold One Knights or Doomfire Warlocks per 1,000 points
- 0-1 unit of Forsaken or Marauder Horsemen (*see Warriors of Chaos army list*)

Rare

Up to 25% of your army's points value may be spent on:

- Bloodwrack Shrines, War Hydras and Bloodwrack Medusas
- 0-2 Reaper Bolt Throwers per 1,000 points
- 0-1 Basilisk
- Chaos Spawn (*see Warriors of Chaos army list*)

Mercenaries

Up to 25% of your army's points value may be spent on mercenaries, including:

- 0-1 Herald of Slaanesh (*see Daemons of Chaos army list*)
- Daemonettes, Seekers and Fiends (*see Daemons of Chaos army list*)
- 0-1 Hellflayer or unit of Seeker Chariots (*see Daemons of Chaos army list*)

Note that mercenary units drawn from another army list gain the Mercenaries special rule and become subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Battle Standard Bearer

A single Dark Elf Master or Sorceress in your army may be upgraded to be your Battle Standard Bearer for +25 points. In addition to their usual allowance of points to spend on magic items, a Battle Standard Bearer can purchase a single magic standard with no points limit.

Magic Items

Any models within this army that have the option to purchase magic items may purchase magic items from the Common or Dark Elves magic items lists.

CULT OF PLEASURE SPECIAL RULES

On these pages you will find a full description for each of the army special rules that apply to an army built using the Cult of Pleasure composition list. These are in addition to the Dark Elves special rules found on page 20 of the Dark Elves Legacy document. In case of contradiction, the special rules below take precedence over the Dark Elves special rules.

Dark Convent

It was at Ghrond, the North Tower, that Morathi founded the Convent of Sorceresses. She set hideous tests of magical and mental strength to find the most promising young seers and witches from amongst the Dark Elves. Many did not survive; those that did were hardened by their trials, as bitter and devoted to the pursuit of black magic as their mistress. Morathi set this coven of Sorceresses to studying the Realms of Chaos, gazing into its mesmerising, mind-shredding depths to discern its secrets and learn of what had passed and would come to pass.

At least one Sorceress or Supreme Sorceress in a Cult of Pleasure must generate their spells from the Lore of Daemonology. When discarding one of their randomly generated spells, instead of selecting either the signature spell or a spell from the Lore of Naggaroth, any Sorceress or Supreme Sorceress in a Cult of Pleasure may select the Acquiescence spell from the Lore of Chaos.

Followers of Shaarnor

It came to pass that Morathi allied herself with the tribes that had been previously raiding the borders of Naggaroth. Word of her alliance spread throughout the Hung tribes, to whom she became known as the Consort-Queen of Shaarnor.

All units taken from the Warriors of Chaos army list in a Cult of Pleasure army must have the following:

- Daemon Princes, Exalted Champions, Aspiring Champions and Exalted Sorcerers must have the Mark of Slaanesh.
- Marauders and Marauder Horsemen may only belong to the Cult of the Slithering Serpent (or no Cult).
- Forsaken must be Forsaken by Slaanesh.
- Chaos Spawn must be Spawn of Slaanesh.

Forbidden Worship

Though the Hag Queens believed that they had suppressed the Cult for years, almost stamping it out utterly, this was merely an illusion, and the growth of the Cult dramatic.

If taken as an allied contingent in a Dark Elf Grand Army composition list, a Cult of Pleasure will be an Uneasy alliance if the army contains any Hag Queens or models with Devotion to Khaine (see page 14).

Pleasure And Pain

To the Dark Elves, the scent of suffering is akin to the finest perfume - a heady brew when mixed with the tang of fresh-spilt blood.

Any model in a Cult of Pleasure army that is within 9" of a one or more Bloodwrack Medusa, or within 12" of one or more Bloodwrack Shrines, increases their maximum possible charge range by 1" and has a +1 modifier to the result of any Charge or Pursuit roll they make. In addition, Bloodwrack Shrines and Bloodwrack Medusas in a Cult of Pleasure may take the Aura of Pain Gift of Chaos (see Warriors of Chaos army list) for +10 points per model.

Secret Cults

The power of the Convents of the Sorceresses had grown strong in recent years with their increasing involvement with the Cult of Slaanesh.

Units of Cult Devotees in a Cult of Pleasure army may be given the Mark of Slaanesh for +2 points per model instead of Devotion to a Cult of Excess.

Note: the bonus to Initiative granted by the Mark of Slaanesh is cumulative with the bonus granted by the Elven Reflexes special rule.

Vast And Dangerous Power

None dared to halt their progress, for all could feel the power these strange, lithe women wielded.

The General of a Cult of Pleasure must be a Sorceress or Supreme Sorceress. In addition, Sorceresses and Supreme Sorceresses in a Cult of Pleasure (including Morathi) lose the Hekarti's Blessing special rule but gain the Enchanting Aura Gift of Chaos (see Warriors of Chaos army list) for free. Furthermore, a Sorceress or Supreme Sorceress in a Cult of Pleasure and any unit they join automatically passes any Panic tests they are required to make.

Morathi, The Hag Sorceress Of Ghrond

Morathi is a Supreme Sorceress. She may be included in any Dark Elves army made using any army composition list that includes this option. She must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Morathi	-	5	4	3	3	4	6	3	10	375
Sulephet (Dark Pegasus)	8	4	-	4	-	-	4	3	-	-

Troop Type: Monstrous cavalry (named character)

Base Size: 40 x 60 mm

Unit Size: 1

Equipment:

- **Morathi:** Heartrender and the Dark Sword (see below)
- **Sulephet:** hooves (counts as hand weapon)

Magic: Morathi is a Level 4 Wizard. She knows spells from one of the following Lores of Magic:

- Daemonology
- Dark Magic
- Illusion

Special Rules: Armour Bane (1, Sulephet only), Counter Charge, Eternal Hatred, First Charge, Fly (10), Hatred (High Elves), Hekarti's Blessing, Immune to Psychology, Lore of Naggaroth, Magic Resistance (-1), Murderous (Morathi only), Strike First (Morathi only), Swiftstride, The First Sorceress, Thousand and One Dark Blessings

The First Sorceress

Morathi first perfected the Dark Art, opening up gateways to the Chaos hells to receive unimaginable powers. Combined with her beauty and intellect, it is Morathi's magical abilities which allow her to bold sway over her enemies.

When attempting to cast any spell from the Lore of Dark Magic, Morathi may roll an extra D6 and discard the lowest result.

Thousand And One Blessings

Morathi has ancients pacts with many malevolent spirits and daemonic entities, whose unnatural energies protect her from harm.

Morathi has a 4+ Ward save against any wounds suffered.

Heartrender And The Dark Sword

The Heartrender's blade is a wicked thing, laden with vile enchantments to seek an opponent's heart. The Darksword too is bewitched, but with spells of blinding and enfeeblement that sap a foe of his strength even if he survives the blow.

R	S	AP	Special Rules
Heartrender and the Dark Sword	Combat	S+2	-2 Extra Attacks (+1), Killing Blow, Magical Attacks

Note: These weapons' Strength modifier and the Killing Blow special rule apply only against enemy models the wielder charged this turn. In addition, at the end of a turn in which an enemy model whose troop type is 'monster' has suffered one or more unsaved wounds from these weapons suffers a -1 modifier to its Strength, Toughness and Attacks characteristics for the remainder of the game.

Character

Morathi

Morathi's entire existence has been one of scheming and manipulation. Who knows how many of Aenarion's darker deeds sprang from seeds she planted within his mind, or how the history of the Elves might have been different if he had not taken her as wife? Yet for all beautiful Morathi's wiles, she was ultimately spurned by the Phoenix King. Heartbroken, Morathi swore that if her husband could no longer rule the Elves, her son would do so in his place.

Since that day, Morathi has pursued that goal with supernatural determination. She has spent millennia teaching Malerion all she knows of statecraft and magic, and works tirelessly to maintain his grip on Naggaroth's throne. When the Witch King has faltered, Morathi has always been ready to fan the embers of hatred in his heart; when he has been betrayed, none have fought so hard as she to restore his rule.

Urian Poisonblade

Urian Poisonblade is either a Dark Elf Dreadlord or a High Elf Prince. He may be included in any Dark Elves army or High Elf Realms army made using any army composition list that includes either of these options. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Urian Poisonblade	5	8	7	4	3	3	7	4	10	265

Troop Type:	Regular infantry (named character)
Base Size:	25 x 25 mm
Unit Size:	1
Equipment:	Hand weapon, shield, Heartseeker (see below) and Armour of Eternal Servitude (see below)

Options:

- May be mounted on a Great Eagle (see High Elf Realms army list)+60 points

Special Rules:	Eternal Hatred, Hatred (High Elves)*, Iltharis of Eataine, Murderous, Pride and Vanity, Strike First*
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*Note that these special rules do not apply to this model's mount (should it have one).

Iltharis Of Eataine

Tasked by the Witch King himself, Urian Poisonblade infiltrated the high society of the High Elves, disguising himself as Prince Iltharis, a noble of the Kingdom of Eataine.

Urian Poisonblade can count as either a Dark Elf Dreadlord or a High Elf Prince, and so may be used in High Elf Realms armies.

- When included in a High Elf Realms army, Urian Poisonblade counts as a High Elf for all rules purposes.
- If Urian Poisonblade joins a unit with the Valour of Ages special rule, he gains that rule while he remains with the unit.
- When used as part of a Dark Elves army, all enemy models with the Valour of Ages special rule gain the Hatred (Urian Poisonblade) special rule.

Pride And Vanity

Urian was even heard to boast that he could slay Khaine himself in single combat.

Urian Poisonblade must always issue and accept challenges (if possible). Should Urian Poisonblade kill an enemy character (including champions) in a challenge, he may claim an additional bonus of +1 combat result point.

Armour Of Eternal Servitude

Oaths of loyalty and dedication to Khaine were sworn at the time of the armour's forging, and the wearer is granted extended life to serve their god.

The Armour of Eternal Servitude is a suit of heavy armour. In addition, the wearer has the Regeneration (4+) special rule.

	R	S	AP	Special Rules
Heartseeker	Combat	S+1	-1	Magical Attacks, Poisoned Attacks

Notes: The wielder of Heartseeker may re-roll any rolls To Wound. In addition, when fighting in a challenge, the wielder of Heartseeker gains the Killing Blow special rule and may re-roll any rolls To Hit.

Character

Urian Poisonblade

Urian Poisonblade is one of the most infamous of all Dark Elf warriors. He is the Witch King's personal champion, a mighty fighter of awesome ability, skill and cunning. It is rumoured that he has been bred for battle by the Witch King himself to be the destroyer and relentless slayer of his enemies.

In battle he is all but unstoppable. He has been taught by the greatest masters of the fighting arts in Naggaroth. He let his teachers know that he would slay them once he had learnt all he could from them, unless they could kill him first. This he did, slaying each of his teachers in turn as he outgrew them in skill and ability. The techniques he learnt made him the most deadly of fighters.

Mengil Manhide

Mengil Manhide is a Black Ark Fleetmaster. He may be included in any Dark Elves army made using any army composition list that includes this option. He must be fielded as presented here.

	M	WS	BS	S	T	W	I	A	Ld	Points
Mengil Manhide	5	6	6	4	3	3	6	3	9	205

Troop Type:	Regular infantry (named character)
Base Size:	25 x 25 mm
Unit Size:	1
Equipment:	Hand weapon, great weapon, Lifetaker (see below), Sigil of Kraal (see below), Dark Venom (see Khainite Assassin) and heavy armour
Special Rules:	Cannibalistic, Eternal Hatred, Fear, Hatred (High Elves), Mengil's Manlayers, Move through Cover, Murderous, Stubborn, Strike First

Cannibalistic

For many years, Mengil fought at the side of his old comrade, the renegade Dark Elf known as Ean Hawkbane, until Mengil gutted, skinned and ate him one night after a disagreement.

If Mengil is on the winning side of a combat, enemy units involved in the same combat suffer a -1 modifier to their Leadership characteristic when making Break tests during the same Combat phase.

Mengil's Manlayers

A Manlayer weapon treated with Dark Venom will cause a mortal wound if it merely scratches the skin, causing the poisoned victim to die in the most grotesque manner imaginable.

0-1 units of Manlayers in the same muster list as Mengil Manhide may take Dark Venom for +4 points per model. Dark Venom applies to all weapons carried by Mengil and the Manlayers, including their repeater crossbows.

Sigil Of Kraal

Mengil's father, Kraal the Heart-eater, was a cruel and powerful noble lord of Clar Karond, whose ruthless reputation ensured that none would dare to oppose him.

During the Combat phase, enemy models must re-roll successful rolls To Hit made against the bearer of the Sigil of Kraal..

	R	S	AP	Special Rules
Lifetaker	12"	3	-1	Killing Blow, Magical Attacks, Multiple Shots (3), Quick Shot

Dogs Of War

Mengil Manhide may be taken as a Mercenaries choice in any of the following Grand Army composition lists:

- The Empire of Man, Warriors of Chaos, Dark Elves, Ogre Kingdoms, Skaven and Vampire Counts.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Character

Mengil Manhide

Even amongst the Dark Elves of Naggaroth, Mengil of Clar Karond is particularly noted for his bloodthirsty nature. While most Dark Elves would happily slit the throat of any who got in their way, Mengil kills for the fun of it, without care or thought of consequences.

Mengil's father was a powerful lord, and set his many sons tasks in order to weed out those he deemed too weak to carry his bloodline. In one such test, a powerful Norseman was released into the Black Forests. The young Mengil was sent to hunt this human, to return with proof of success, or not at all. Mengil tracked his quarry through the icy wilderness, eventually overcoming his more powerful foe with speed and skill. Mengil smeared blood across his face and drank deeply from the heart of his fallen enemy, before flaying the skin from the Norseman. Mengil wore the bloodied skin as a cloak as he walked back into Clar Karond, earning him the respect of his father and the honorific title 'Manhide'.

Black Ark Fleetmaster

	M	WS	BS	S	T	W	I	A	Ld	Points
Black Ark Fleetmaster	5	6	6	4	3	3	6	3	9	100

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and light armour

Options:

- May take one of the following:
 - Additional hand weapon+3 points
 - Great weapon+4 points
 - Whip Free
- May take one of the following:
 - Repeater hand bow+5 points
 - Brace of repeater hand bows+10 points
- May replace light armour with heavy armour+3 points
- May purchase magic items up to a total of 75 points

Special Rules: Eternal Hatred, Hatred (High Elves), Murderous, Sea Dragon Cloak, Show No Weakness, Strike First

Show No Weakness

There are those who have perfected wicked deeds to a form of art, so single-mindedly do they pursue the slaughter of weaklings.

If this model fights in a challenge or kills an enemy character, and is alive, the model (and all models in its unit) gain the Unbreakable special rule until the end of that turn.

Ravagers Of The World

Any army made using the Dark Elves Grand Army composition list that includes one or more units of Black Ark Corsairs may include 0-1 Black Ark Fleetmaster as a Character choice.

Character

Fleetmasters

The Black Arks are home to thousands of Corsairs, hardened fighters who have spent their whole lives plundering the lands of others. These Corsairs also form the crews of other vessels, fighting from towers built upon the backs of the Sea Dragons and Helldrakes that have become popular in the ports of Naggaroth.

The Corsairs are lauded amongst Dark Elf society for their daring and bravery. The crews of the Black Arks embody the drive for a Dark Elf to earn riches and glory, no matter the cost. For years at a time the Corsairs ply their bloody trade across the seas, seeking to return to the adulation of their peers, with enough slaves and wealth to set themselves up as princes.

It takes decades of hard-bitten villainy to earn (or usurp) command of a mighty Black Ark and its attendant fleet. Little wonder is it then that Black Ark Fleetmasters are amongst the most intemperate and ruthless of their race, and must always have one eye on their loyal' warriors.

Druchii Anointed

	M	WS	BS	S	T	W	I	A	Ld	Points
Druchii Anointed	6	8	7	4	4	3	7	4	9	230

Troop Type: Regular infantry (character)

Base Size: 25 x 25 mm

Unit Size: 1

Equipment: Hand weapon and heavy armour

Magic: A Druchii Anointed may be Wizard (see below). A Druchii Anointed that is a Wizard knows spells from one of the following Lores of Magic:

- Daemonology
- Dark Magic
- Illusion

Options:

- May be a:
 - Level 1 Wizard +30 points
 - Level 2 Wizard +60 points
- May take one of the following:
 - Additional hand weapon +3 points
 - Great weapon +4 points
 - Halberd +3 points
 - Lance (if appropriately mounted) +4 points
- May take a repeater crossbow +6 points
- May be mounted on a:
 - Dark Steed +14 points
 - Cold One +18 points
 - Dark Pegasus +35 points
 - Daemonic Mount (see Warriors of Chaos army list) +35 points
 - Steed of Slaanesh (see Daemons of Chaos army list) +16 points
- May take Gifts of Chaos (see Warriors of Chaos army list) up to a total of 50 points
- May purchase magic items up to a total of 75 points

Special Rules: Chaos Armour (5+)*, Eternal Hatred, Gaze of the Gods*, Hatred (High Elves)**, Loner, Lore of Chaos*, Mark of Slaanesh*, Murderous, Strike First**

*See Warriors of Chaos special rules

**Note that these special rules do not apply to this model's mount (should it have one).

Character

Druchii Anointed

In the long distant past, at the time of the Sundering, many Elves under the influence of Morathi turned to the worship of Slaanesh. As catastrophic civil war erupted, some favoured warriors who had dedicated their souls to the Dark Prince were gifted with fell, unnatural powers. These powers grew as the centuries passed, and the Elves who backed Morathi and her son left their homelands, founding a new world for themselves across the seas - Naggaroth.

When the Cult was outlawed in favour of the worship of Khaine, these favourites of Slaanesh hid themselves away from prying eyes. Some journeyed far to the north, there to meet battle with the denizens of the Realms of Chaos, and experience every sensation possible. As passing centuries turned to passing millennia, the numbers of these now supremely powerful beings, known as the Anointed, dwindled, so that only a handful remained. Unlike lesser beings, Elves are resistant to the physically mutating taint of Chaos, yet over so many years of exposure, the touch of Chaos began to affect them in other ways.

City Garrison Regiment

	M	WS	BS	S	T	W	I	A	Ld	Points
Garrison Repeater Crossbowman	5	4	4	3	3	1	4	1	8	11
Garrison Warrior	5	4	4	3	3	1	4	1	8	8
Garrison Lordling	5	4	4	3	3	1	4	2	8	+5

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 10+/10+*

Equipment:

- **Garrison Repeater Crossbowmen:** Hand weapons, repeater crossbows and light armour
- **Garrison Warriors:** Hand weapons, thrusting spears and light armour **and shields**

Options:

- The entire unit may take shields +1 point per model
- Any unit may:
 - Upgrade one model to a Garrison Lordling (champion) +5 points
 - Upgrade one model to a standard bearer +5 points
 - Upgrade one model to a musician +5 points
 - Purchase a magic standard worth up to 50 points
- 0-1 unit per 1,000 points in your army may:
 - Have the Drilled special rule +1 point per model
 - Have the Veteran special rule +1 point per model

Special Rules: Close Order,, Elven Reflexes, **Garrison Formation**, Hatred (High Elves), Martial Prowess, Motley Crew*, Regimental Unit

*When writing your muster list, a City Garrison Regiment must contain at least ten Garrison Repeater Crossbowmen and ten Garrison Warriors. Whenever the unit is not engaged in close combat, **Garrison Repeater Crossbowmen always occupy the front rank(s) of the unit, pushing past any Garrison Warriors to get there if necessary (such as when the unit turns).**

Garrison Formation

To dwell in a Naggarothi city is to walk side by side with death every day of your short life.

When removing casualties in combat, instead of the normal process for the Motley Crew special rule, either Garrison Warriors or Garrison Repeater Crossbowmen models may be removed, but still count as being removed from the fighting rank first. This represents Garrison Warriors in the rear ranks stepping forward and picking up the repeater crossbow of their fallen comrade.

Cities Of The Damned

Any army made using the Dark Elves Grand Army composition list that includes one or more characters upgraded to a City Commander (see page 16) may include City Garrison Regiments as Core choices.

Infantry

City Garrison Regiment

Dark Elf City Garrison formations are usually agreed upon not long before battle, as shifting politics and sudden promotions or executions make any kind of formal army structure impossible. Dark Elves sworn to a particular lord or ruling house will fight under the banner of their masters, though this has been known to change over time, and some regiments may even shift loyalty within the course of a battle!

The commanders of the army instil a semblance of control by appointing leadership of the regiments to lesser family members, usually younger siblings or bastard offspring with very little standing in the circles of power.

City Garrison Regiments use their spears and repeater crossbows with exceptional proficiency, slaughtering their enemies without mercy. Those attackers unfortunate enough to survive become tortured slaves for the rest of their meaningless lives.

Manlayers

	M	WS	BS	S	T	W	I	A	Ld	Points
Manlayer	5	4	5	3	3	1	5	1	8	13
Manlayer Captain	5	4	5	3	3	1	5	2	8	+6

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons, great weapons, repeater crossbows and light armour

Options:

- The entire unit may replace light armour with heavy armour +2 points per model
- Any unit may:
 - Upgrade one model to a Manlayer Captain (champion) +6 points
 - Upgrade one model to a standard bearer +6 points
 - Upgrade one model to a musician +6 points
 - Have the Sea Dragon Cloak special rule +1 point per model
 - Purchase a magic standard worth up to 50 points
- A Manlayer Captain may:
 - Replace its repeater crossbow with a brace of repeater handbows Free
 - Purchase magic items up to a total of 25 points
- 0-1 unit per 1,000 points may:
 - Have the Drilled special rule +2 points per model
 - Have the Scouts special rule +1 point per model

Special Rules: Elven Reflexes, Flayers, Hatred (High Elves), Move through Cover, Open Order, Skirmishers

Flayers

Manlayers are cannibalistic killers that skin their foes and wear the flayed hide as cloaks.

If this unit is on the winning side of a combat, it gains the Fear special rule for the remainder of the battle.

Dogs Of War

Manlayers may be taken as Mercenaries in any of the following Grand Army composition lists:

- The Empire of Man, Warriors of Chaos, Dark Elves, Ogre Kingdoms, Skaven and Vampire Counts.

Note that mercenary units are subject to the 'Misbehaving Mercenaries' rules, as described on page 279 of the Warhammer: the Old World rulebook.

Infantry

Manlayers

Throughout the lands of the Old World the Dark Elves known as the Manlayers are rightly feared. They travel unseen across the lands under the cover of darkness, selling their savage skills to the highest bidder and adorning themselves with the flayed flesh of those they slaughter in battle.

They are employed as assassins and murderers, and are often used to eliminate rivals. Used by those who wish to make an example of the target, the Manlayers take savage pleasure in skinning their foes, often leaving the skinless bodies of their victims hanging from trees or impaled on spikes in the ground.

Cult Devotees

	M	WS	BS	S	T	W	I	A	Ld	Points
Cult Devotee	5	4	4	3	3	1	5	1	7	8
Devoted Champion	5	4	4	3	3	1	5	2	8	+7

Troop Type: Regular infantry

Base Size: 25 x 25 mm

Unit Size: 5+

Equipment: Hand weapons

Options:

- The entire unit must follow one of the Cults of Excess and take one of the following:
 - Devotion to Khaine
 - Devotion to Ereh Khial
 - Devotion to Atharti
 - Devotion to Anath Raema
- The entire unit may take one of the following:
 - Additional hand weapons +1 point per model
 - Thrusting spears +1 point per model
 - Shields +1 point per model
 - Thrusting spears and shields +2 points per model
 - Lash and buckler (see Sisters of Slaughter) +2 points per model
 - Repeater crossbows +3 points per model
- The entire unit may take light armour +1 point per model
- Any unit may:
 - Upgrade one model to a Devoted Champion (champion) +7 points
 - Upgrade one model to a standard bearer +6 points
 - Upgrade one model to a musician +6 points
 - Purchase a magic standard worth up to 50 points
- 0-1 unit in your army may:
 - Replace the Close Order special rule with Skirmishers Free
 - Replace the Close Order special rule with Open Order Free

Special Rules: Close Order, Elven Reflexes, Hatred (High Elves), Impetuous, Warband

Hearts Of Darkness

Any army made using the Dark Elves Grand Army composition list that includes one or more characters upgraded with Devotion to a Cult of Excess may include 0-1 unit of Cult Devotees as a Core choice.

Infantry

Cult Devotees

The Cults of Excess, as the many deviant groups associated with the worship of forbidden Elven deities are collectively known, have remained a constant thorn in the side of the High Elves, even after the Sundering.

The Dark Elf calendar contains four seasons, though they are not founded in changeable weather - bleak Naggaroth is ever cold and wracked with storms, no matter the time of year. Dark Elves therefore dedicate the seasons (Blood, Despair, Decadence and Savagery) to their four most worshipped deities, and those with the most significant Cults of Excess: Khaine, Ereh Khial, Atharti and Anath Raema.

Sects of Cult Devotees may adopt names in honour of their patron, such as Darkshards of Anath Raema, Bleakswords of Ereh Khial, or Dreadspears of Atharti.

Basilisk

	M	WS	BS	S	T	W	I	A	Ld	Points
Basilisk	8	4	4	5	6	6	4	4	6	240

Troop Type: Behemoth
Base Size: 60 x 100 mm
Unit Size: 1
Equipment: Wicked claws (see below), petrifying gaze (see Bloodwrack Medusa) and scaly skin (counts as heavy armour)

Options:

- The Basilisk may be given up to three Beastmaster Handlers (see War Hydra rules) for +15 points per Beastmaster Handler. A Basilisk that has taken Beastmaster Handlers gains the Monster Handlers special rule but changes its Movement characteristic to '6'.

Special Rules: Aura of Vitriol, Close Order, Cold Blooded, Immune to Psychology, Large Target, Poisoned Attacks, Stomp Attacks (D6), Stubborn, Swiftstride, Terror

Aura Of Vitriol

The Basilisk's aura taints everything that draws near, destroying weapons and killing men, its deadly power increasing with exposure.

At the start of each Combat phase, roll a D6 for every model (friend or foe) in base contact with this model. In the first round of combat, models suffer an automatic wound on a result of '6', with no armour save permitted (Ward and Regeneration saves can be attempted as normal). In the second round of the combat, models suffer an automatic wound on a 5+, and so on to a maximum of 2+.

	R	S	AP	Special Rules
Wicked claws	Combat	S	-2	-

The Savage Hunt

Any army made using the Dark Elf Grand Army composition list that includes one or more Beastmasters or characters with Devotion to Anath Raema may include 0-1 Basilisk or Merwyrms as a Rare choice. A Merwurm taken in this way may be given Beastmaster Handlers as per the Press-ganged Pagowurm rules for the Black Ark Raiders army of infamy.

Monster

Basilisk

Found in the most treacherous regions of the world, Basilisks are creatures so inimical to life that they poison the very ground they walk upon. They are a living blight that can swiftly reduce an area to ruinous wasteland, decimating crops and slaughtering livestock with venom that suffuses both their body and spirit.

Despite their might Basilisks are a reclusive menace, preferring to skulk in the cover of forests and hills, allowing their noxious presence to poison and kill their prey from afar before appearing to feed. Their huge bodies are covered by brightly coloured scales, from the membranous fins upon their head to the tip of their long tail, a warning of their venomous nature. They prowl about on eight reptilian legs, and move so swiftly they are able to run down and kill even the quickest prey.

CULTS OF EXCESS

In elven belief, many of the unsavoury aspects of their nature and the world at large are represented by gods known as the Cytharai, or gods of the Underworld. Unlike their cousins on Ulthuan, the Dark Elves openly pay homage to these forbidding powers, the worship of whom rose through the Cults of Excess that preceded the civil war.

To represent this, Dark Elf Nobles may be dedicated to a Cult of Excess, chosen from those detailed on this page. Each Cult gives the character certain benefits in the form of unique equipment and additional special rules:

Khaine: Cult Of Blood

Khaine is the god of murder, hatred and destruction. All Dark Elves are touched by Khaine to some degree, for their heritage is tainted by the Widowmaker and the acts their ancestors performed at Aenarion's side. Many, however, wholeheartedly embrace the Bloody-Handed God's cruel vision.

- Any Dreadlord or Dark Elf Master may have Devotion to Khaine for +15 points per model.
- If the General of the army is a character with Devotion to Khaine, or if the General of the army is a Death Hag, then all Death Hags and Witch Elves in the army gain Devotion to Khaine for free.

Devotion to Khaine

A model with Devotion to Khaine gains the Hatred (All Enemies) special rule and (if it doesn't already have it) the Murderous special rule. In addition, a model with Devotion to Khaine may apply the effects of the Murderous special rule to all non-magical melee weapons, not just hand weapons. If using the Renegade rules changes, a model with Devotion to Khaine that has the Murderous special rule may apply its effects in every round of combat, not just the first.

A Dreadlord or Dark Elf Master with Devotion to Khaine may also purchase a Rune of Khaine (see page 6 of the Dark Elf Legacy document) for +10 points.

Atharti: Cult Of Decadence

Atharti is the goddess of pleasure and seduction, often depicted as a masked figure entwined with blood-red snakes. She has a profound rivalry with her sister Hekarti, and each has made many attempts to slay the other. The Lady of Desire is a mistress of all forms of seduction, and the very sight of her is said to cause mortals to collapse in complete and unquestioning abasement.

- Any Dreadlord or Dark Elf Master may have Devotion to Atharti for +15 points per model.
- If the General of the army is a character with Devotion to Atharti, then all Bloodwrack Medusae and Bloodwrack Shrines in the army gain Devotion to Atharti for free.

Devotion to Atharti

A model with Devotion to Atharti gains the Hatred (Wizards) and Magic Resistance (-1) special rules.

In addition, a character with Devotion to Atharti may spend an additional 25 points on magic items.

Anath Raema: Cult Of Savagery

Anath Raema is the sister of Khaine and goddess of the savage hunt. Through her, the Dark Elves are gifted the joy of the chase and of the kill. Anath Raema does not care who or what is hunted; every living creature is prey to the bloodthirsty goddess.

- Any Dreadlord or Dark Elf Master may have Devotion to Anath Raema for +15 points per model.
- If the General of the army is a character with Devotion to Anath Raema, or if the General of the army is a High Beastmaster, then all High Beastmasters, Scourgerunner Chariots and Reaper Bolt Throwers in the army gain Devotion to Anath Raema for free.

Devotion to Anath Raema

A model with Devotion to Anath Raema gains the Hatred (Monsters) special rule. In addition, a model with Devotion to Anath Raema may re-roll any rolls To Wound of a natural 1 when making a shooting attack with a repeater crossbow, ravager harpoon, or repeater bolt thrower.

A character with Devotion to Anath Raema may also gain the Monster Slayer special rule for +30 points per model.

Ereth Khial: Cult Of Despair

The goddess of the Underworld is Ereth Khial. Though most Dark Elves care little for the fate of their souls, some fervently worship the Pale Queen, seeking to ensure that she will come to their aid when death claims them. It is far better, they believe, to perform abased service in the Underworld's grim embrace than to meet oblivion at Slaanesh's hand.

- Any Dreadlord or Dark Elf Master may have Devotion to Ereth Khial for +15 points per model.
- If the General of the army is a character with Devotion to Ereth Khial, then all Dark Riders in the army gain Devotion to Ereth Khial for free.

Devotion to Ereth Khial

A model with Devotion to Ereth Khial gains the Hatred (Daemonic models) special rule. In addition, a model with Devotion to Ereth Khial may re-roll any failed Fear, Panic or Terror test caused by enemy models with the Daemonic or Warp-spawned special rules.

A character with Devotion to Ereth Khial may also gain the Dark Runes special rule (see Doomfire Warlocks) for +25 points per model.

CITY GARRISONS

The Dark Elves live in six heavily fortified cities of black iron and steel that tower over the icy land of Naggaroth like gargantuan stalagmites. These forbidding places are filled with bitter hatreds and heinous evils, their dungeons racked with prisoners in extreme agony, whose wailing shrouds the land with unearthly terror. Most do not dare assault these bastions of doom, yet there are those brave enough, or perhaps foolish enough, to take on such a task. When this happens, the elite City Garrison is called forth to protect their cities and outposts.

To represent this, a single Dreadlord in an army may be upgraded to the City Commander for +10 points. This grants further options depending on the city from which the City Commander is drawn.

City Commander 10 points

When a Dark Elf city is under siege or attack, the highest ranking military noble assumes the title of City Commander and takes full control of the city's garrison.

A City Commander must be the army General. Units of City Garrison Regiments may be taken as Core choices in an army with a City Commander.

The City Commander gains the Rallying Cry special rule, and all units of Dark Elf City Guard (Dark Elf Warriors and Repeater Crossbowmen) in the army gain the Detachment special rule.

In addition, the City Commander must belong to one of the six Naggarothi Cities listed here.

Naggarond, The Tower Of Cold

Naggarond is the oldest and largest of the Dark Elves' cities, and quite likely the most evil place in the world. Its black stone walls rise a hundred feet and set within them are four vast gateways with doors of iron fifty feet high. About the ramparts are set a hundred towers, which rise as high above the battlements as the walls above the bare rock of the city's foundations. From these towers fly the dark banners of the Witch King, painted upon the flayed skin of those sacrificed to Khaine.

If the General is a City Commander of Naggarond, units of Black Guard of Naggarond gain the Regimental Unit special rule. In addition, units of Black Guard may be taken as Special choices without restriction.

Ghrond, The Tower Of Prophecy

In the absolute north stands the slender spire of Ghrond. This is the domain of Malerion's mother, the beautiful seeress Morathi. From Ghrond's pinnacle, Sorceresses of the Dark Convent can see through the snowstorms that whip about the tower and into the ever-shifting Realm of Chaos. It is said that the patterns of change therein hold the secrets of fate and that all the mysteries of the world are laid bare to she who dares look.

If the General is a City Commander of Ghrond, the army must include 1+ Supreme Sorceress or Sorceress. In addition, 0-1 unit of Doomfire Warlocks may be taken as a Special choice.

Karond Kar, The Tower Of Despair

Most exposed of all the citadels, it is to Karond Kar that the majority of slaves are brought. There is no escape from Karond Kar, though thousands have perished attempting to do so, rather than face the cruel attentions of their new owners.

If the General is a City Commander of Karond Kar, the army must include 1+ High Beastmaster or Scourgerunner Chariot. In addition, units of Black Ark Corsairs gain the Regimental Unit special rule.

Har Ganeth, The City Of Executioners

Har Ganeth is a cursed place. A madness overtook the city long ago, a thirst for blood and flesh that ever since has only been kept in abeyance by some of the strictest laws in all Naggaroth. Under Har Ganeth law there is but a single penalty for infraction: the transgressor is led in chains to the summit of the highest sacrificial pyramid and beheaded - there can only be one punishment in Khaine's chosen city.

If the General is a City Commander of Har Ganeth, units of Har Ganeth Executioners gain the Regimental Unit special rule, and units of Witch Elves gain both the Regimental Unit and Detachment special rules.

Hag Graef, The Dark Crag

The Dark Crag is a sinister and foreboding place, built at the bottom of a cold, dark canyon and completely surrounded by mountains of bare rock that stretch into the clouds. It is a city permanently in shadow, for no sunlight ever reaches its walls. Khainite Assassin cults flourish nowhere in Naggaroth so well as they do in Hag Graef.

If the General is a City Commander of Hag Graef, the army must include 1+ Khainite Assassin. In addition, 0-1 unit of Cold One Knights may be taken as a Core choice.

Clar Karond, The Tower Of Doom

Clar Karond is famed for its Beastmasters. Thus, when the armies of Clar Karond go to war, they do so in Anath Raema's name, driving her savage children before them to break the enemy lines with tooth and claw.

If the General is a City Commander of Clar Karond, the army must include 1+ High Beastmaster or Scourgerunner Chariot. In addition, units of Dark Elf Shades gain the Chariot Runners special rule.

DARK ELVES

MAGIC ITEMS

The following pages expand upon the Dark Elf magic items found in the Dark Elves Legacy army list. These magic items are unique to Dark Elf armies and can be purchased in exactly the same way as Common magic items, as described in the Warhammer: the Old World rulebook.

Extremely Common Magic Items: Any magic item marked with an asterisk (*) is considered to be extremely common, as described in the Warhammer: the Old World rulebook.

Magic Weapons

Hydra Blade 65 points

The Hydra Blade was carved from a single fang of Akholrak, first and greatest of the War Hydras broken to Mallerion's service, and like its many-headed namesake, its keen edge strikes repeatedly against its foes.

	R	S	AP	Special Rules
Hydra Blade	Combat	S+1	-1	Extra Attacks (D6), Magical Attacks

Notes: If the result of the D6 rolled for Extra Attacks is a natural 1, the Hydra Blade gains the Monster Slayer special rule for the remainder of the phase.

Venom Sword 45 points

The Venom Sword is quenched in the poison of a thousand malicious serpents. When it strikes, mystical poisons flow into the veins of its victim.

	R	S	AP	Special Rules
Venom Sword	Combat	S	-1	Killing Blow, Magical Attacks, Poisoned Attacks

Notes: The Venom Sword may only be taken by a Death Hag, a Khainite Assassin, or a model with Devotion to Khaine.

Chillblade 25 points

The merest touch of the Chillblade freezes not only the physical body but also the soul within, leaving the victim paralysed and easy prey for his attacker's next strike.

	R	S	AP	Special Rules
Chillblade	Combat	S	-	Magical Attacks

Notes: Any enemy model that suffers one or more hits from the Chillblade must immediately make a Toughness test. If this test is failed, they gain the Strike Last special rule and must reduce their Initiative characteristic to 1 for the remainder of the game.

Blade Of Spite* 15 points

This barbed blade constantly oozes venom, giving its dark metal an oily sheen. Even the slightest cut quickly enflames, causing the victim considerable pain, and eventual death.

	R	S	AP	Special Rules
Blade of Spite	Combat	S	-	Magical Attacks

Notes: If the wielder rolls a natural 6 when making a roll To Hit with the Blade of Spite, that hit will wound automatically.

Magic Items

Dark Elves are a race touched by magic, and they are the ultimate masters of Dark Sorcery. Thus the armoury of the Witch King is filled with many blades woven with dire curses and black suits of armour ensorcelled with spells of resistance and protection.

The forges of Naggarond work day and night as the Human, Orc, Goblin and Dwarf slaves toil to fill the armouries of the Witch King. The libraries of Karond Kar are filled with sixty thousand books of sorcery. The black stone tablets of Naggarond were carved so the legacy of the Druchii past would be carried to the generations that are to come.

Magic Armour

Armour Of Living Death 50 points

It is claimed that anyone wearing this armour cannot die, sustained by its magical energy. Unfortunately, they cannot remove the armour and are driven insane by its magic.

Models whose troop type is ‘infantry’ or ‘cavalry’ only. The Armour of Living Death is a suit of full plate armour. In addition, the wearer has a +1 modifier to their Toughness and Wounds characteristic, but is subject to the Stupidity special rule.

Cloak Of Hag Graef 40 points

Made from the scales of Aggraunir, the first sea dragon to be captured by the Dark Elves, the Cloak of Hag Graef can withstand the harshest of blows.

Models whose troop type is ‘infantry’ or ‘cavalry’ only. The Cloak of Hag Graef may only be taken in a Black Ark Raiders army, or by a City Commander of Hag Graef. The Cloak of Hag Graef grants the Sea Dragon Cloak special rule. In addition, the Strength of any ranged attack made against the wearer is reduced by -2, to a minimum of 1.

Talismans

Black Amulet 55 points

Cast from the heartstone of a mountain tainted with the power of Dark Sorcery, the Black Amulet is a lustrous polished stone of midnight hue, engraved with a single glowing rune.

The bearer of the Black Amulet has a 5+ Ward save against any wounds suffered. In addition, if the bearer successfully makes one or more Ward saves during a challenge, the Black Amulet inflicts one Wound on the bearer’s opponent. Armour saves cannot be taken against Wounds caused by the Black Amulet.

Ring Of Hotek 45 points

Hotek the renegade priest of Vaul made this ring to protect himself from the magical forces used in the forging of his artefacts.

The bearer of the Ring of Hotek has Magic Resistance (-2). In addition, if an enemy Wizard within 12” of the bearer rolls a Perfect Invocation, they must also roll on the Mischief table.

Magic Standards

Hydra Banner 60 Points

Imbued with the magic of Hekarti the Hydra Queen, this banner quickens the reflexes so that those nearby strike with her own speed and savagery.

A unit carrying the Hydra Banner (but not their mounts, should they have them) gains the Strike First and Furious Charge special rules.

Banner Of Kalad 30 points

Dark spirits form a cloak of perpetual darkness around this banner, allowing the bearers to move unseen through the shadows and stealthily approach their enemies as well as making them difficult to see at a distance.

The Banner of Kalad may only be taken by models in a Black Ark Raiders army or by a unit of Manlayers. Any enemy model that targets the unit carrying the Banner of Kalad during the Shooting phase suffers an additional -1 To Hit modifier, or an additional -2 To Hit modifier if at long range.

Dread Banner 25 points

Such is the supernatural fear instilled by the visage of the Bloody-handed God upon this standard that few dare to even look at it.

A unit carrying the Dread Banner gains the Fear special rule. If they already have the Fear special rule, they instead gain the Terror special rule.

Soul Shadows Standard 15 points

This shadowy banner hides the intent of those beneath it.

The Soul Shadows Standard may only be taken by models in a Cult of Pleasure army. The unit carrying the Soul Shadows Standard gains the Feigned Flight special rule.

Enchanted Items

Crystal Of Midnight 30 points

Inside this black glowing crystal is a malignant captured spirit, which can be unleashed to seek out the mind of an enemy magic user and steal their thoughts.

The Crystal of Midnight may only be taken by a character with Devotion to Atharti. Single use. During the Command sub-phase of their turn, the bearer of the crystal can activate it. Nominate an enemy Wizard within the bearer's Command range. The enemy Wizard must pass a Leadership test (using their own Leadership) on 3D6 or they immediately forget a single spell (determined at random) for the remainder of the game.

Cloak Of Twilight 25 points

Imbued with the darkness of a moonless night, this cloak allows the wearer to move rapidly and unseen.

The Cloak of Twilight may only be taken by a Khainite Assassin or a model with Devotion to Khaine whose troop type is 'infantry'. The wearer can cast the Glittering Robe spell from the Lore of Illusion with a Power Level of 2.

Rubric Of The Rephallim* 25 Points

Ereth Kbial's most feared servants are the Rephallim - invisible wraith-creatures who lead souls to the underworld and keep them imprisoned there.

The Rubric of the Rephallim may only be taken by a model with Devotion to Ereth Kbial. The bearer can cast the Dwellers Below spell from the Lore of Necromancy with a Power Level of 1.

Arcane Items

Sacrificial Dagger 45 points

Bound with enchantments of bloodletting and spirit-binding, the sacrificial dagger is used to leech the life force from its victims and channel it into raw magic.

After making a Casting roll but before a Dispel attempt is made, a Wizard with the Sacrificial Dagger may sacrifice one model in her unit. The model is immediately removed as a casualty with no saves of any kind. The Wizard may then roll an additional D3 and add its result to their Casting roll.

Wand Of The Kharaidon 30 Points

A powerful item of dark sorcery, this wand unleashes the powers of the fell daemon Kharaidon on command.

The Wand of the Kharaidon may only be taken by models in a Cult of Pleasure army. Whenever the wielder of the Wand of the Kharaidon successfully casts a Magic Missile, they may increase the Strength of any Hits by +1.

Darkstar Cloak 20 Points

Woven into the fabric of this cloak is the essence of a star stolen from the night sky of Nagarythe.

The bearer of the Darkstar Cloak gains a +1 modifier to their Casting roll when attempting to cast a Conveyance or Enchantment spell.

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