

“Ghrond’s Exile’s”

The Chaos Druchii Warband

- by Logan Lay

In Ghrond, the sorceresses of the Druchii study the Tides of Chaos to improve their Magic. The winds of magic have always flowed naturally through all elven folk, better than most creatures of the world. Only the Dark Elves have dipped into the taint of Chaos, seeking greater powers than any living soul has known. The Druchii are usually able to resist the twisting effects of Chaos. However, the few times Chaos gets ahold of an overzealous sorceress, the results are beyond horrifying. Usually the overambitious mage is turned into the worst kind Chaos Spawn; like something out of a demon’s nightmare. The horror is then either destroyed immediately or chased off into the Chaos wastes that border Ghrond’s strongholds. The wretch’s name is struck from all records, to be forgotten forever.

One such witch elf, Melasina, known only to a few of the old mages, went so far in her studies as to have discovered a new god of the Chaos realms. Melasina’s pursuit of this deity awarded her with horrific mutations, few have ever seen before, but not before she formed a cult of Druchii devotees. Once the council of High Sorceresses found out about Melasina’s new cult and the horrible mutations her and her followers sported, they were all exiled, driven to the Chaos Wastes to perish. All reports of Melasina and her work have been removed from all history druchii writings. However, the few mages that knew of these fallen Elves led raiding parties into the

wastes every few months in the hope of finding and destroying Melasina and her cult. They were never successful, though the histories written by the Chaos Elves themselves say that there were many near misses with their old cousins.

Melasina’s new deity is Arachnioth, The Winged Spider Lord of Change. Arachnioth is a vicious and crazed god with a bloodlust equal to Khaine, Khorne, or any of the blood gods. Arachnioth is a centauroid creature with a violently colored spider’s lower half, and a young druchii’s naked upper body, arms and head. From Arachnioth’s back sprout a pair of great raptor wings, both awesome in splendor and sodden with rot. Arachnioth’s mouth and nose form into the beak of a raptor and its eyes sparkle with all the fury of the Chaos realms. Reports of visitations from Arachnioth are never consistent. Descriptions of what type of Spider the lower half is, or what type of bird the raptor parts are, or even what gender the druchii part is range all over imagination. Without question Arachnioth is a dread creature of Chaos, whose true nature and origin remain a mystery, even to the most devoted. All that is known is that Arachnioth has a brother Dendrythe, and neither of them are accepted by the rest of the Chaos Pantheon. Just like their followers, the Chaos twins of destruction are exiles among their own kind. The Chaos Druchii revere Arachnioth as the master of the dark, the weaver of destiny, the father of changes, and the mother of powers.

One day all will embrace the enlightenment that is Arachnioth, or become fodder for the spider god and its spawn.

As exiles, the Chaos Druchii have stayed in hiding, creating a few wretched strongholds in the chaos wastes of the north. Time has passed and as they have truly grown into their own new race, they have been forget by the druchii that once spurned them. Their discovery has been kept hidden from the world as any weary traveler that happens to fall into the dens of the Spider god is likened to a lamb for slaughter. However, with the sighting of the twin tailed comet that destroyed Mordheim, the spiders are coming out of their caves. The Prophets of Arachnioth all have one message now, *"Find the seeds of my change. Collect all the Wyrdstone!"* The damned city may have just become a little more cursed...

Special Rules

Hate Non-Chaos Magic Users: Likened to the ringing of a broken bell or claws down a chalk board, the Chaos Druchii despise the working of non-chaos magic. Any prayer-user, Elven Mage or non-chaos spellcaster cause hatred in all Chaos Elves (Necromancers are okay).

Excellent Sight: Chaos Druchii, like all elves, have great sight able to detect hidden troops at twice the range of their initiative.

Black Powder: Unlike the rest of elf-kind, Chaos Druchii are not against using black powder. They do prefer using the traditional Crossbows of their roots but when stealth is no longer an option, many druchii will not shy from the use of a blunderbuss, or any other weapon they can get their hands on. However, black powder and firearms have not been easily available to them and the Chaos Elves have only made Blunderbusses for themselves.

Subjects of Chaos: Chaos Druchii worship a great spider god that loves mutation more than a Skaven from Clan Moulder. Upon improvement all Chaos Elf Heroes can take a mutation from the standard or Arachni list, though mutations from the Arachni list are more revered.

Mutations: Arachno Elves must start with one mutation from the Arachni Mutation list, Extra Arms and Centauroid Form are most common. Later Mutations may be taken from any Mutation list but the Mutations of the Arachni List are most revered.

Natural Stealth: Shades are chosen for their roll due to their naturally sneaky nature. Enemies trying to detect if this model is hiding have a -1 to their initiative rolls.

Hired Swords: There are no Hired Swords allowed for Chaos Elves. They are both too reclusive and too weird to gain connection with warriors for hire.

Choice of Warriors

The Chaos Elves warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit and equip your warband. The Maximum number of warriors in the warband is 12.

Harpy Hag: Each Chaos Elves warband must have one Harpy Hag; no more, no less.

Beast Elves: Your warband may include up to 2 Beast Elves.

Arachno Elves: Your warband may include up to 2 Arachno Elves.

Chaos Elves: Your warband may include any number of Chaos Elves.

Shades: Your warband may include up to 3 Shades.

Hydra Spawn: Your warband may include one Hydra Spawn.

Starting Experience

A **Harpy Hag** starts with 20 Experience.

A **Beast Elf** starts with 12 Experience.

An **Arachno Elf** starts with 8 Experience.

All Henchmen Start with No Experience.

Characteristic Increases

Profile	M	WS	BS	S	T	W	I	A	Ld
Harpy Hag	6	7	7	4	3	3	9	4	10
Beast Elves	6	7	6	5	4	4	8	4	9
Arachno Elves	5	7	7	4	4	3	9	4	10
Chaos Elves	5	7	7	4	4	3	9	4	10

Chaos Elf Equipment List

Dark Elf Melee Equipment

	1st Free,
Dagger	2gc
Axe	5gc
Sword	10gc
Double-Handed	15gc
Spear / Halberd	10gc
Beastlash	10gc
Great Axe	20gc
Dark Steel Weapon*	2x Price

Dark Elf Ranged Equipment

Repeater Crossbow **	35gc
Crossbow Pistol */**	35gc
Blunderbuss ***	35gc

Dark Elf Armor/Equipment

Light Armor	20gc
Shield	5gc
Buckler	5gc
Helmet **	10gc
Dark Steel Armor*	95gc
Dark Venom*	15gc

Shades Melee Equipment

	1st Free, 2gc
Dagger	
Axe	5gc
Sword	10gc
Dark Steel Weapon*	2x Price

Shades Ranged Equipment

Repeater Crossbow	35gc
Crossbow Pistol*	35gc
Throwing Knives	15gc
Blowpipe	25gc

Shades Armor

Light Armor	20gc
Helmet	10gc

* = *Heroes Only.*

** = *Beast Elves cannot use.*

*** = *Henchmen only.*

All above prices are for Warband Creation Only.
After Creation, regular prices and rarity rolls apply.

Chaos Elf Skill Table:

	Combat	Shooting	Academic	Strength	Speed	Special
Harpy Hag	Y	Y	Y	-	Y	Y
Beast Elves	Y	-	-	Y	-	Y
Arachno Elves	Y	Y	Y	-	Y	Y

Heroes

1 Harpy Hag

105 gold crowns to hire

The Harpy Hag is one of the most revered of Arachnioth's Children, representing the visage of the spider god. Harpy Hags are usually Females as they follow in the footsteps of the Druchii Sorceresses that came before them. Harpy Hags are Chaos Elves with wings draping from their arms and a beaked face. Their eyes are stark black or stark white and have the wicked ability to hypnotize those that gaze at them too long. As Mages they hear the voice of Arachnioth and charge out with their own warbands to capture as much Warpstone as possible for the glory of Arachnioth.

<i>G</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
105	5	5	4	3	3	1	6	1(2)	9

Weapons/Armor: Harpy Hags may choose from the Scout Equipment list as they prefer less encumbering gear.

Special Rules

Leader: Any Warrior within 6" of the Harpy Hag may use her Leadership when taking Ld tests.

Chaos Wings: Harpy Hags Arms are also draped with wings. These wings are not strong enough to allow the Harpy Hag to fly in the proper sense but they do allow the Harpy Hag to glide down from an elevated position. The Harpy Hag may glide at a rate of 2" horizontally for each 1" of vertical descent. (Border Town Burning Supplement)

Beak: The Harpy Hag's mouth and nose has formed into a hardened beak like a bird's. The Harpy Hag may make an additional attack in each hand-to-hand combat phase. This pecking uses the Harpy Hag's own strength to wound and receives no penalty for not using a weapon. The Bite attack always strikes last, regardless of

charging, initiative, or weapon use. Beak strikes after a Double Handed Weapon. (Border Town Burning supplement)

Eye of Tchar: The Harpy Hag Eyes are solid black or solid white. Instead of attacking in Close Combat the warrior may attempt to hypnotize a victim. Tchar's gift may be used on any living model that is not immune to psychology. The victim must pass a leadership test or be transfixed. A transfixed model may not attack in close combat and is treated as being knocked down for the purpose of being attacked. A transfixed model must pass a leadership test at the start of each subsequent combat phase or else remains transfixed by the eye. (Boarder Town Burning Supplement)

Leap: The Harpy Hag may leap d6" in the movement phase. He may move and leap, run and leap or charge and leap, but may only leap once per turn. A leaping model may lead over opposing man-sized models including enemies and obstacles 1" high, without penalty. The leap may also be used to leap over gaps but in this case you must commit the warrior to making the leap before rolling the dice to see how far he jumps. Normal falling rules apply.

Magic User: The Harpy Hag is a mage and as such has access to the Chaos Elf Spell list and starts with one randomly determined spell from that list. In addition the Harpy Hag may learn a new spell instead of a new skill.

0-2 Beast Elf

85 gold crowns to hire

Beast Elves are a wicked twisting of a Chaos Elves into a variation of Beastman. Beast Elves are a creation of Chaos and are thus respected in Chaos Elf culture. However, because they do not usually sport mutations that resemble Arachnioth, they are less respected and are looked at as peculiar. Because of this shunning Beast Elves can never be leaders. The Beast Elf's

naturally animal-like nature gives them a certain brutality that does make Beast Elves ideal for melee combat. Beast Elves are also the best with handling the various creatures Chaos Elves keep around as pets and mounts.

<i>G</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
85	6	4	3	4	3	1	5	1(2)	8

Weapons/Armor: Beast Elves may choose from the Chaos Elf Equipment list but never use ranged weapons.

Special Rules

Keeper: Beast Elves are animal keepers. If you do not have a Beast Elf that can participate in this combat then neither can the warband's Hydra Spawn.

Cloven Hooves: Beast Elves have Cloven Hooves and thus +1 of Movement (already factored in profile).

Horns: The Beast Elf has Horns grown from his skull and thus may have +1 attack on the turn in which they charge.

Leader: Beast Elves cannot be Leaders.

0-2 Arachno Elf

75(+Mutation) gold crowns to hire

Arachno Elves are the chosen children among the Chaos Elves. They have been blessed with the mutations of their god and as such operate as the right hand to the leaders and mages of society. An Arachno Elf must start with one mutation from the Arachni list. Arachno Elves will step up into a position of leadership if the Harpy Hag is not able but will relinquish it as soon as a Harpy Hag is back to being sound or another has replaced him. A Beast Elf can only remain as the warband's leader if they have also gained the ability to use magic.

<i>G</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
75+	5	4	4	3	3	1	6	1	9

Weapons/Armor: Arachno Elves may choose from the Chaos Elf Equipment list.

Special Rules

Mutations: The Arachno Elf must start with one or more mutations chosen from the Arachni Mutation s list.

Henchmen

0+ Chaos Elves

Chaos Elves are the basic soldiers of a Chaos Elf warband, able in both melee and ranged as any of the rest of their elven brothers though maybe not as stalwart on their own, due to a long history living under the fear of persecution.

<i>G</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
40	5	4	4	3	3	1	6	1	7

Weapons/Armor: Chaos Elves may choose from the Chaos Elf Equipment list.

0-3 Watchers

35 gold crowns to hire

Like the Shades of the Dark Elves, Chaos Elves have perpetuated scout troops in their exile as lookouts, to help keep away unwanted visitors. Watchers are usually young or less experienced Chaos elves that keep to the shadows and harangue the enemy with their repeating crossbows.

<i>G</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
35	5	3	3	3	3	1	5	1	7

Weapons/Armor: Watchers may choose from the Scout Equipment list.

Special Rules

Natural Stealth: The first thing a Watcher learns is the art of moving without being seen or heard. If a Watcher is hiding, enemy models suffer -1 to their initiative value for determining if they can detect the Watcher.

0-1 Hydra Spawn

130 gold crowns to hire

Hydra Spawn are the younger and smaller variant of the full sized battle hydra the Chaos Elves employ in their armies. Hydra Spawn have been twisted by chaos magic to be smaller and faster but then their larger cousins. The change has unfortunately left them with only 3 heads and huge dependency upon a keeper. Do not be fooled, Hydra Spawn are no less frightening.

<i>G</i>	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
130	6	3	0	4	4	3	2ea	3	4

Weapons/Armor: Hydra Spawn only use their horrid bytes and their acid Spit and never receive negatives for fighting unarmed.

Special Rules

Keeper Dependent: Hydra Spawn are dependent on their keepers, the Beast Elves. If a Beast elf cannot join an encounter then neither can the Hydra Spawn. If the Hydra spawn starts its turn more than 6" from a Beast Elf it is subject to Stupidity. The Hydra Spawn may use a Beast Elf's Leadership if a beast elf is within 6" of the Hydra Spawn. However the Hydra Spawn may never use anyone else's Ld value, including the warband's Leader. The Hydra Spawn can only use the Beast Elf's raw Leadership and may not be affected by the warband's Leader like the Beast Elf can be.

Scaly Hide: The Hydra Spawn is covered in protective scales, giving it a 5+ armor save vs. all attacks.

Fear: Hydra Spawn are terrifying and cause fear.

Spit Acid: The Hydra Spawn can spit globules of acrid, corrosive, flesh eating much at a range of 8". The Acid attack is a Strength 4 ranged attack that does not suffer from range or movement penalties. Each head may spit acid and thus up to 3 spitting attacks per turn may be made, one by each active head. If the Hydra Spawn is

engaged in Melee it cannot make a range attack but may use Spit acid in melee combat.

Multiple Heads: The Hydra Spawn has 3 heads, one wound and attack per each. Each head also adds 2 to the total Initiative quotient so if all three heads are active then the beasts initiative is a 6, if only 2 heads then 4 and if only 1 head then 2 is the initiative score.

Large: The Hydra Spawn, though small for its species is still large and thus subject to the rules for Large creatures.

Animal: The Hydra Spawn is an animal and gains no experience.

Regeneration: Hydra Spawn have a wicked ability to quickly regenerate from wounds received. When the Hydra receives one or more wounds, roll a d6. On a 4+ the Hydra spawn has regenerated the wound immediately; treat as ignored. However if less than 4 is rolled then the regenerative powers have been exhausted and may no longer be attempted for the remainder of this battle.