



BATTLETOME: LUMINETH REALM-LORDS (2021)

DESIGNERS COMMENTARY, JULY 2021

The following commentary is intended to complement the version of *Battletome: Lumineth Realm-lords* that was published in 2021. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. The commentaries help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules').

Our commentaries are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Q: If a unit is affected by both the 'Crippling Vertigo' and 'Darkness of the Soul' spells, do I make 2 different rolls of 2D6 when that unit attempts to make a normal move or charge move?

A: Yes.

Q: If any models in a VANARI unit that is a shining company move away from the unit or are slain, and the unit is no longer a shining company as a result, can that unit reform as a shining company if its models once again touch the bases of 2 or more models in the unit?

A: No.

Q: If a friendly SYAR unit that is wholly within 18" of a friendly SYAR HERO uses the 'Deplete Reserves' command ability, is it possible to use both of that unit's aetherquartz reserves on the same ability (such as 'Heightened Senses') in the same phase?

A: Yes.

Q: Can you explain what happens if Teclis casts a spell within range of an effect that requires you to re-roll, change or replace a successful casting roll?

A: As you do not roll the dice, a spell cast with the 'Archmage' ability cannot be re-rolled, changed or replaced.

Q: Can the number of spells I pick for Teclis with the 'Archmage' ability ever be increased or decreased?

A: No.

Q: If the answer to the previous question is 'No', how do effects that allow a WIZARD to cast additional spells work with Teclis?

A: Any effects that would allow Teclis to cast an additional spell are ignored.

Q: Can I use the 'Spirit of the Wind' ability in my opponent's shooting phase?

A: Yes.

Q: Does the Hurakan Temple ability 'Whirling Tornadoes' allow units in the battalion to count as having charged in the enemy turn?

A: Yes.

Q: Can a unit from the Hurakan Temple battalion using the 'Whirling Tornadoes' ability make a pile-in move even if that unit is not within 3" of enemy units?

A: Yes.

Q: Can I use the Great Nation of Alumnia's 'Claim the Field' ability to move a Scinari Loreseeker that has been set up as a Lone Agent reserve unit?

A: No.

Q: The Vanari Bladelords are armed with Sunmetal Greatblades but do not have the 'Sunmetal Weapons' ability. Is this intentional?

A: Yes, it was omitted deliberately.

Q: Can models move through the gap underneath a Shrine Luminor where the terrain feature is not touching the battlefield?

A: If there are no models in a Shrine Luminor's garrison, other models can move through the terrain feature's gap as normal (if possible). However, if the Shrine Luminor is garrisoned, the entire terrain feature is treated as an enemy model to your opponent, so they could only move through these gaps as part of a pile-in move or retreat.

Q: The Scinari Loreseeker is noted as 'Unique' in the Pitched Battle Profiles table. Is it intended that he cannot have a command trait or artefact?

A: Yes.

ERRATA, JULY 2021

The following errata correct errors in the version of *Battletome: Lumineth Realm-lords* that was published in 2020. The errata are updated regularly; when changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Page 83 – Aetherquartz Reserve, Magical Insight

Change to:

'Magical Insight: WIZARDS only. You can say that a unit will use this ability at the start of your hero phase. If you do so, that unit can attempt to cast 1 extra spell in that phase.'

Page 83 – Lightning Reactions

Replace the rule and Designer's Note with:

'During the combat phase, after any units with the strike-first effect have attacked, when it is your turn to pick a unit to fight, you can pick 2 eligible units instead of 1. Neither unit can have the strike-last effect. Each of those units can fight one after the other in the order of your choice.'

Page 86 – Battle Traits, Move Like The Wind

Change the first sentence of the rule to:

'When you make a pile-in move with a Hurakan model, it does not have to finish the move no further from the nearest enemy unit than it was at the start of the move.'

Page 86 – Artefacts of Power, Windblast Fan

Change the last sentence of the rule to:
'That unit must retreat.'

Page 88 – Spell Lore

Delete the first sentence of the paragraph under the header.

Page 88 – Lore of the Winds

Change the caveat under the header to:
'**TECLIS** and **HURAKAN WIZARDS** (including Unique units) only.'

Page 89 – Lore of the High Peaks

Change the caveat under the table header to:
'**TECLIS** and **ALARITH WIZARDS** (including Unique units) only.'

Page 90 – Lore of Hysh

Change the caveat under the table header to:
'**TECLIS**, **SCINARI WIZARDS** and **VANARI WIZARDS** (including Unique units) only.'

Page 92 – Shrine Luminor

Delete this rule (it is replaced with the rule on the Shrine Luminor's warscroll in this document).

Page 96 – Unity of Purpose

Change the rule to:
'After a friendly **ILIATHA VANARI** unit receives a command, you can pick 1 other friendly **ILIATHA VANARI** unit within 3" of that unit. If you do so, that other unit also receives that command.'

Page 99 – Command Ability, Gone Like The Wind

Change the last sentence of the rule to:
'That unit can make a normal move or retreat (it cannot run).'

Page 106-109 – Path to Glory

These Path to Glory campaign rules are not compatible with the latest version of the Path to Glory rules from the Core Book. You can still use them to run a 'classic' Path to Glory campaign, or you can use the rules from the Core Book to run a 'modern' Path to Glory campaign.

Page 112 – Alarith Temple, Skin to Stone

Change the last sentence of the rule to:
'Add 1 to save rolls for attacks that target a unit that has turned its skin to stone, but models in a unit that has turned its skin to stone can only move 1" when they pile in.'

Page 112 – Auralan Legion, Shield of Light

Change the rule to:
'Add 1 to save rolls for attacks made with missile weapons that target a friendly unit from this battalion while it is within 3" of any other friendly units from the same battalion.'

Page 121 – Vanari Starshard Ballistas, Messenger Hawk

Change the rule to:

'Add 1 to hit rolls for attacks made with Starshard Bolts by this unit, if the attacks target an enemy unit that is visible to a friendly **LUMINETH REALM-LORDS HERO** that is within 18" of this unit.'

Page 122 – Scinari Cathallar, Darkness of the Soul

Change the rule to:
'Darkness of the Soul has a casting value of 7. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, roll 2D6 each time that unit makes a normal move, runs, retreats, makes a charge move, shoots or fights. Make the roll before the action is carried out. If the roll is greater than that unit's Bravery characteristic, that unit cannot perform that action in that phase.'

Page 124 – Ponderous Advice

Change the rule to:
'At the end of your hero phase, you can pick 1 friendly **LUMINETH REALM-LORDS AELF HERO** within 3" of this model. If that **LUMINETH REALM-LORDS AELF HERO** is within 3" of this model at the start of your next hero phase, then the first command issued by that **LUMINETH REALM-LORDS AELF HERO** in that turn is issued without a command point being spent.'

Page 124 – Faith of the Mountains

Delete the last sentence.

Page 126 – Elder Wisdom

Change the rule to:
'At the end of your hero phase, you can pick 1 friendly **LUMINETH REALM-LORDS AELF HERO** within 6" of this model. If that **LUMINETH REALM-LORDS AELF HERO** is within 6" of this model at the start of your next hero phase, then the first command issued by that **LUMINETH REALM-LORDS AELF HERO** in that turn is issued without a command point being spent.'

Page 126 – Unshakeable Faith of the Mountains

Delete the last sentence.

Page 128 – Ellania and Ellathor, Eclipsian Warsages

Replace the **YMETRICA** keyword on the keywords line with the **ILIATHA** keyword.

Designer's Note: *Although they fight bearing the colours of Ymetrica, Ellania and Ellathor are prodigies of Iliathan creed and discipline.*

Page 130 – Sevreth, Lord of the Seventh Wind, Into the Gale

Change the second paragraph of rules text to:
'In addition, if an enemy model starts a pile-in move within 3" of any friendly units with this ability, subtract 2" from the distance that model can pile in during that phase (to a minimum of 1)').'

Page 130 – Sevreth, Lord of the Seventh Wind, Spirit of the Wind

Change the first sentence of the rule to:
'At the end of the shooting phase, this model can make a normal move or a retreat of 12" (it cannot run).'

Page 130 – Sevreth, Lord of the Seventh Wind

Remove the **YMETRICA** keyword from the keywords line.

Page 131 – Hurakan Spirit of the Wind, Into the Gale

Change the second paragraph of rules text to:
'In addition, if an enemy model starts a pile-in move within 3" of any friendly units with this ability, subtract 2" from the distance that model can pile in during that phase (to a minimum of 1)').'

Page 131 – Hurakan Spirit of the Wind, Spirit of the Wind

Change the first sentence of the rule to:
'At the end of the shooting phase, this model can make a normal move or a retreat of 12" (it cannot run).'

Page 133-134 – Endless spell and faction terrain warscrolls

Replace these warscrolls with the ones in this document.

ENDLESS SPELL WARSCROLL
HYSHIAN TWINSTONES



Pairs of prism-like jewels easily the size of the mages who conjure them, in times of great peril, Hyshian Twinstones can be wrenched from the heart of the Realm of Light to manifest as reservoirs of arcane power. As one is exhausted, the other regenerates its magical force, harnessing the aetheric energy expended around it in a constant feedback loop.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 5 and a range of 6". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **LUMINETH REALM-LORDS WIZARDS** can attempt to summon this endless spell.

Reservoir of Power: *The twinstones glow brighter with each spell cast, forming a reservoir from which the Lumineth can draw greater power.*

After this endless spell is summoned, place a dice beside it with the '1' facing up. Each time a spell is successfully cast by a **WIZARD** that is within 12" of this endless spell and not unbound, increase the value of the dice beside this endless spell by 1, to a maximum of 6.

Before a **LUMINETH REALM-LORDS WIZARD** that is within 12" of this endless spell attempts to cast a spell, that **WIZARD's** commanding player can say that they will draw on the power of the Twinstones. If they do so, they can add the value of the dice beside this endless spell to the casting roll. Then, after the effects of that spell have been resolved, this endless spell is removed from play.

ENDLESS SPELL WARSCROLL
SANCTUM OF AMYNTOK



The ground splits to form a ritual circle around the mage and the life force of the realm springs forth in a crackling shield. Based around the rune Yngra, a sigil synonymous with rescue as well as imprisonment, the shield turns baleful spells and attacks into flashes of blinding light.

PARTS: This endless spell has 3 parts.

SUMMONING: This endless spell is summoned with a spell that has a casting value of 7 and a range of 3". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 3" from all other models, terrain features, other endless spells, invocations and objectives. The parts of the endless spell must be set up touching each other so that they form a ring with the caster inside. Only **LUMINETH REALM-LORDS WIZARDS** can attempt to summon this endless spell.

A **WIZARD** in a garrison cannot attempt to summon this endless spell, and if this endless spell is summoned, the **WIZARD** that summoned it cannot join a garrison until this endless spell has been removed from play.

LINKED: If the model that summoned this endless spell is removed from play, then this endless spell is removed from play.

STATIONARY: While this endless spell is on the battlefield, the model that summoned this endless spell cannot move.

BARRIER: While this endless spell is on the battlefield, range and visibility to and from the model that summoned this endless spell is measured to and from this endless spell instead.

Sigil of Yngra: *The sanctum turns baleful spells and attacks into flashes of blinding light.*

Subtract 1 from hit rolls and add 1 to save rolls for attacks that target the model that summoned this endless spell while this endless spell is on the battlefield. In addition, at the end of the combat phase, if the model that summoned this endless spell was targeted by any attacks in that phase, roll a dice for each enemy unit within 3" of this endless spell. On a 1-3, nothing happens. On a 4-5, that enemy unit suffers 1 mortal wound. On a 6, that enemy unit suffers D3 mortal wounds.



The dreaded Rune of Petrification is unleashed only in the direst peril, for once it has been summoned, it cannot easily be dispelled – and its curse is fearsome indeed. Those enemies who linger nearby will find their flesh hardening and turning to stone until they are but inert statues, monuments to their own folly in opposing the Lumineth.

ENDLESS SPELL WARSCROLL

RUNE OF PETRIFICATION

SUMMONING: This endless spell is summoned with a spell that has a casting value of 8 and a range of 18". If successfully cast, set up this endless spell wholly within range and visible to the caster, and more than 1" from all models, other endless spells and invocations. Only **LUMINETH REALM-LORDS WIZARDS** can attempt to summon this endless spell.

Turn to Stone: *Any foes who remain too close to this hovering sigil will find their flesh hardening and turning into stone, until soon they are nothing more than lifelike statues.*

At the start of the movement phase and at the end of the movement phase, roll a dice for each unit that is within 6" of this endless spell. On a 4+, that unit suffers D3 mortal wounds. In addition, subtract 1 from run rolls and charge rolls for units within 6" of this endless spell. This ability has no effect on **LUMINETH REALM-LORDS** units.



The most powerful Lumineth sages can tap into the power of a realmstone-rich metalith, and from there purify even the most corrupted battlefields of the energies that have ravaged it since the Age of Chaos. The aelves are lent a measure of geomantic power in the process, making their powers all the more formidable.

FACTION TERRAIN WARSCROLL

SHRINE LUMINOR

FACTION TERRAIN: Only Lumineth Realm-lords armies can include this faction terrain feature.

SET-UP: After territories are determined, you can set up this faction terrain feature wholly within your territory and more than 3" from all objectives and other terrain features. If both players can set up faction terrain features at the same time, they must roll off and the winner chooses who sets up their faction terrain features first.

DEFENSIBLE: This terrain feature is a defensible terrain feature that can be garrisoned by 1 **LUMINETH REALM-LORDS HERO** that is not a **MONSTER** and does not have a mount. The garrison is referred to as the terrain feature's 'Shrine Guardian' in the rules on this warscroll.

Cleansing Rituals: *A Shrine Luminor cleanses corruption from the lines of geomantic power that criss-cross the Mortal Realms.*

Once per turn, you can re-roll 1 casting, dispelling or unbinding roll for 1 friendly **LUMINETH REALM-LORDS HERO** that is within 12" of this terrain feature. If this terrain feature has a Shrine Guardian, the range of this ability is 24" instead.

Shrine Guardian: *Shrines Luminor are instrumental to the Lumineth's efforts in cleansing Chaos from the Mortal Realms, and the aelves will follow without question the commands of those who guard them.*

Once per turn, this terrain feature's Shrine Guardian can issue a command without a command point being spent.