

## Available Factions

The capabilities, gear, and unit options for both your Despot Retinue and Holdings are defined by your choice of Faction.

### Faction: The Nightstrings Syndicate

Long before the formation of the Syndicates, Hemorphia Talents, abilities that can control blood and create blood constructs, were dismissed as inferior compared to other heritage talents. Today, despite standing as the youngest of the Major Syndicates and being shunned by outsiders, the Nightstrings embrace absolute chaos within their ranks, using Hemorphia Talents for creating Hemamorph Constructs to spearhead the total destruction of their foes.

#### Campaign Starting Force

- Despot x 1
- Inner Circle x 1
- Nightblades x 1
- Bladgrinz x 2

#### Faction Rules

- Despot starts with Hemorphia abilities as their primary talent.
- The Models with the keyword Character from this faction cannot select abilities from Phage and Oculus as their primary or secondary talents.
- This faction has -1 Limit on Necrosouls, -2 on Ghul Constructs
- **Sanguine Hemorrhage** - Violent Feedback (Critical Failure)

**Description:** The blood essence being channeled loses its external tether and rushes back into the caster's own vascular network, boiling and rupturing capillaries from within due to the surge of unrefined magical pressure

**Effect:** The caster takes 1 point of damage immediately. Additionally, the opponent gets to create 1 Bladgrinz to position within 2" of the caster, under their command.

#### Faction Benefits

- Bladgrinz Limit increases by 2
- Incapacitating 3 models (except Models with Hemamorph or Necrosoul Constructs Keywords) lets you place 1 Bladgrinz in the 2" range of a friendly character model. Any Bladgrinz created this way are destroyed during the post-game Casualty step.
- Holdings start with the Vats Facility in addition to Nightquarters.
- Unique Holdings Facility: Chambers of Silence

#### Chamber of Silence Facility | Stage Available: **Mansion** | Cost 2 Capacity

This facility lets you create 3 Hemaution Sentinels and lets you develop one of the Luminaries models into 1 The Sanguifex with a fresh rank. Any traits that Luminaries has are transferred to a new model.

**The Silent Room** Expansion | Stage Available: **Manor** | Cost 2 Capacity

At the Manor Stage, expand this Facility with The Silent Room Expansion. Your Limit for Hemauton Sentinels and Sanguifex increases by 1. You can now create up to 2 Coffin Maidens for your House Retinue Force

### **Faction Unique Models**

The Sanguifex(Elite), Hemauton Sentinels(Vanguard), and Coffin Maiden (Monster) Models.

### **Faction Unique Weapons & Items**

Unlocks Sacrificial Gemsword, Widow Maker, Hemolock Bounce Rifle, Rupture Heavy Barrel weapons, and Needle Threads item.

### **Faction Unique Abilities**

Hemokaze(Novice), Oversorbia (Ascendant) and Remorph(Master), abilities from Hemorphia Talent

## **Faction: The Bloodrose Syndicate**

Many are beguiled by the exquisite elegance of Bloodrose members, foolishly mistaking them for harmless or playful attendants. Yet this alluring appearance is merely a meticulously crafted facade. Beneath their striking beauty lurks an apex predator. As one of the oldest houses, the Bloodrose possesses the rare talent of phaging, an uncommon gift that enables them to shrug off wounds that would spell demise for most others.

### **Campaign Starting Force**

- Despot x 1
- Inner Circle x 1
- Nightblades x 1
- Vagrant Kin x 1

### **Faction Rules**

- Despot starts with Phage abilities as their primary talent.
- The Models from this faction cannot select abilities from Hemorphia as their primary or secondary talents.
- Limit for Models with Hemamorph Construct and Models with Necrosoul keyword are reduced by 2 and Models with Ghul Constructs keyword are reduced by 1
- **Phage Instability - Violent Feedback (Critical Failure)**

**Description:** The caster's attempt to manipulate their own physical reality collapses, causing their form to flicker violently between solid and liquid states.

**Effect:** The caster becomes "Phase-Locked." Until the end of the next round, the caster cannot be targeted by ranged attacks or abilities, but they are also unable to perform any actions as their body struggles to maintain its structural cohesion

### **Faction Benefits**

- The Vagrant Kin Blade limit increases by 2; they gain +1 Martial.
- Holdings start with the Dormitory Facility in addition to Nightquarters.
- Models with the keyword Nobless are immune to critical damage from ranged weapons.

- Unique Holdings Facility: Chamber of Devotion,

### **Chamber of Devotion Facility** | Stage Available: **Mansion** | Cost 2 **Capacity**

This facility lets you develop either of the Nightblade or Dreadsworn models into 1 Scarlet Wings, 1 Descendant, or 2 Fleshtearers Models with fresh rank. Any traits that Nightblade or Dreadsworn had is transferred to a new model.

#### **The Inner Chamber** Expansion | Stage Available: **Manor** | Cost 2 **Capacity**

At the Manor Stage, expand this Facility with The Inner Chamber Expansion. Your Limit for Scarlet Wings, Descendants, and Fleshtearers increases by 1.

#### **Faction Unique Models**

The Descendants (Elite), The Fleshtearers(Vanguard), and Scarlet Wings(Raider) Models.

#### **Faction Unique Weapons & Items**

Unlocks Hollowed Love, Swingers Blade, Red Stalker, Heavy Biopincer weapons and Item Ferry's Coin

#### **Faction Unique Abilities**

Flux(Novice), Transfirmigation(Ascendant) and The Swarm(Master), abilities from Phage Talent

## **Faction: The Scarlet Moon Syndicate**

As the most commercially driven faction, the Scarlet Moons view humanity with an attitude other Syndicate factions see as, at best, naive and, at worst, downright contemptible. Though they remain neutral and trade with all syndicates, their mercantile focus should not be mistaken for vulnerability; they represent one of the most heavily armed forces in the realm, fielding powerful ranged weaponry and unleashing destructive power.

### **Campaign Starting Force**

- Despot x 1
- Inner Circle x 1
- Nightblades x 1
- The Luminaries x 1

### **Faction Rules**

- Despot starts with Bloodforging abilities as their primary talent.
- The Models from this faction cannot select abilities from Fleshcraft as their primary or secondary talents.
- Limits for Models with Hemamorph Keywords are reduced by 1, Nightblade and Dreadsworn Model Limit is reduced by 1.
- **Bloodlash - Violent Feedback (Critical Failure)**

**Description:** The blood meant to be forged into a weapon or construct hardens prematurely within the caster's own vascular network or armor plating

**Effect:** The caster's blood-infused gear undergoes a sudden, painful contraction. The caster's Movement and Reflex stats are reduced by 2 until the end

*of the round, and they immediately suffer 1 point damage as the solidified blood-construct expands painfully within their silhouette.*

### **Faction Benefits**

- Luminaries start with 2 abilities and can learn up to Ascendant-tier abilities from any talent.
- Despot starts with a crystalline longsword instead of a common Longsword.
- Holdings start with the Sanguine Chambers Facility in addition to Nightquarters.
- Unique Holdings Facility: Redforge Chambers

### **Chamber of Redforge Facility** | Stage Available: **Mansion** | Cost 2 Capacity

This facility lets you develop either of the Nightblade or Dreadsworn models into 2 Blackhands, 1 Huntress, or 1 The Night Talon model with fresh rank. Any traits that Nightblade or Dreadsworn had are transferred to a new model.

### **The Bloodanvil** Expansion | Stage Available: **Manor** | Cost 2 Capacity

*At the Manor Stage, expand this Facility with The Bloodanvil Expansion. Your Limit for Huntress and Night Talons increases by 2, and Blackhands increases by 1.*

### **Faction Unique Models**

The Huntress (Elite), The Night Talons(Vanguard), and The Blackhands (Raider) Models.

### **Faction Unique Weapons & Items**

Unlocks Scarlet Eater, De'ender, Bloodrhyn Mortar, Crystal Ray weapons, and Scarlet Pendant.

### **Faction Unique Abilities**

Blood Fall(Novice), Arma Coagulation(Ascendant) and The Crystalline Prison(Master), abilities from Bloodforging Talent

## **Faction: The Crimson Reign Syndicate**

Rarely is the Crimson Reign spoken of lightly, for even the slightest provocation can provoke a bloody response. Though many see this lethal code as mere barbaric cruelty, it stems from the profound, fanatical devotion bound to the Crimson Reign Creed, where individual power is honored and respected. Survival of the fittest shows its true meaning.

### **Campaign Starting Force**

- Despot x 1
- Inner Circle x 1
- Nightblades x 1
- Dreadsworn x 1

### **Faction Rules**

- Despot starts with Martial abilities as their primary talent.
- The Models with the keyword Character from this faction cannot select abilities from Fleshcraft and Hemorpha as their primary or secondary talents.
- This faction cannot create Hemamorph Constructs.
- **Overheat** - Violent Feedback (Critical Failure)

**Description:** The caster attempts to enhance their physical strikes, but the energy collapses, causing their internal temperature to raise and combat rhythm to shatter. The sudden dissonance between their magical intent and their physical actions leaves them unmoored and vulnerable.

**Effect:** The caster suffers "Tactical Collapse." Their Martial stat is reduced by 2 until the end of the next round. Additionally, the caster loses the ability to perform any "Multi-attack" or "Dualwield" bonuses (if applicable) until the start of their next activation, as they struggle to regain their combat focus.

### **Faction Benefits**

- Dreadsworn Limit increases by 1, and Nightblade Limit increases by 2
- Non Character Models with Keywords Nobless have +1 Martial
- Holdings start with the Nightquarters Armory Upgrade in addition to Nightquarters.
- Unique Holdings Facility: Chambers of Defiance

### **Chamber of Defiance Facility** | Stage Available: **Mansion** | Cost 2 Capacity

This facility lets you develop either of the Nightblade or Dreadsworn models into 2 Crimson Blades, and 1 The Moroi Greatswords model with fresh rank. Any traits that Nightblade or Dreadsworn had are transferred to a new model. You can recruit 1 Kingrave.

### **The Bloodpits Expansion** | Stage Available: **Manor** | Cost 2 Capacity

At the Manor Stage, expand this Facility with The Bloodpits Expansion. Your Limit for Kingraves and The Moroi Greatswords increases by 2, and the Crimson Blades increase by 1.

### **Faction Unique Models**

The Kingraves (Elite), The Moroi Greatswords(Vanguard), and Crimson Blades (Raider) Models.

### **Faction Unique Weapons & Items**

Unlocks Zakitori, Karshikov's Hate, Rapid Twinbolt, Cindervin Blade weapons, and Finger Bracelet Trophy item.

### **Faction Unique Abilities**

Bloodpit Rush(Novice), Bloodhaze Step (Ascendant) and Wound Eater(Master), abilities from Martial Talent

## **Faction: The Blackthorn Syndicate**

Forged through relentless treachery, the Blackthorn endured and adapted in the brutal era following the Syndicate's inception. Though held in contempt by rival major factions, they spent centuries perfecting their mastery over Thanaturgy. Despised as they remain, governed by a monarch with less than 3 centuries of rule, few dare to challenge their devastating prowess on the battlefield and their Necrosoul Constructs.

### **Campaign Starting Force**

- Despot x 1
- Inner Circle x 1

- Nightblades x 1
- Duskwarden x 1

## Faction Rules

- Despot starts with Thanaturgy abilities as their primary talent.
- The Models from this faction cannot select Fleshcraft as their primary or as their secondary talents.
- This faction has -2 on creating Hemamorph Constructs and cannot create Blood Golems
- **Vortex Rebound-** Violent Feedback (Critical Failure)

**Description:** The bridge to the afterlife destabilizes, causing a localized rupture of necrotic energy to lash back at the caster instead of casting the ability.

**Effect:** A wave of spectral feedback emanates from the caster. All models (friendly and enemy) within 3" of the caster must roll against their Resolve; those who fail are "Shaken" (-2 Aim and Martial until the end of the round). The caster immediately loses 2 Resolve until the end of the Game as their own spirit is momentarily pulled toward the void.

## Faction Benefits

- Limit for Models Duskwarden increases by 1, they gain +1 Martial on their stat.
- Enhanced Deadpool: Roll a D3 instead of a D6 for models with the Deadrise Ability. Deadrisen begins with 3 Martial and 3 Reflex. For each Deadrisen, roll a D6: 1-2 grants a Longsword and 1 Armor; 3-4 grants a Longsword and 2 Armor; 5-6 grants a Greatsword and 3 Armor.
- Holdings start with the Crypts Holding Facility additional to Nightquarters.
- Faction Holdings Unique Facility: Chamber of Souls,

### **Chamber of Souls Facility** | Stage Available: **Mansion** | Cost 2 Capacity

This Facility enables you to create 1 Necrolord and 2 Deadplates.

### **The Underworld Gate Expansion** | Stage Available: **Manor** | Cost 2 Capacity

At the Manor Stage, upgrade this Facility to the Underworld Gate. Your Limit for Necrolords and Deadplates increases by 2. You can now create one Dolorath for your House Retinue Force.

## Faction Unique Models

Necrolords (Elite), Deadplates(Vanguard), and Dolorath (Monster) Models .

## Faction Unique Weapons & Items

Karshikov's Bane (Melee), Da'Krit(Melee), Nether Carbine(Ranged), Witchfire(Ranged) weapons and Item Black Medallion(Item)

## Faction Unique Abilities

Deadwire(Novice), Soul Override(Ascendant) and Dark Coronation(Master), abilities from Thanaturgy Talent

## Faction: The Mortician Syndicate

It is often said that a razor-thin margin separates absolute madness from brilliant genius, a sentiment that perfectly captures the essence of the Morticians. Master sculptors of living flesh, they reshape subjects into terrifying battlefield abominations. They occupy a contentious position among rival syndicates, equally revered and reviled for their profound mastery of human and kin physiology.

### Campaign Starting Force

- Despot x 1
- Inner Circle x 1
- Nightblades x 1
- Varzugul x 1

### Faction Rules

- Despot starts with Fleshcraft abilities as their primary talent.
- The Models from this faction cannot select abilities from Thanaturgy as their primary or as their secondary talents.
- This Faction has -2 on Limit for Hemamorph Constructs and cannot use Blood Golem Model.
- **Bio Rejection**- Violent Feedback (Critical Failure)

**Description:** The caster attempts to force a massive structural change, but their own body rejects the command. Instead of sculpting the target, their tissues begin to tear, clot, and mutate violently in response to the failed magical compulsion.

**Effect:** As their physiology violently tears open, the caster instantly suffers D2 Damage. Furthermore, with their form enduring an agonizing, chaotic process of rapid scarring and knitting, the caster receives a -1 penalty to Reflex through the end of the following round and is prevented from using regeneration throughout the following round.

### Faction Benefits

- Limit for Models Ghulgard and Vennetrix increases by 1; they gain +1 on Reflex and Martial.
- All Ghul Constructs Models start with the Regeneration trait.
- Holdings start with the Flesh Ward Facility in addition to Nightquarters.
- Unique Holdings Facility: Chamber of Flesh.

### Chamber of Flesh Facility | Stage Available: **Mansion** | Cost 2 **Capacity**

This Facility enables you to create 2 Iron Reapers and 2 Vennators.

**The Morgue** Expansion | Stage Available: **Manor** | Cost 2 **Capacity**

*At the Manor Stage, expand this Facility with The Morgue Expansion. Your Limit for Iron Reapers and Vennator increases by 2. You can now capture and use 1 Malgul without evolving another Model. Ghargul or Besgul Models that evolve into Malguls do not run away and may remain in your House Retinue. You may have only 1 additional Malgul obtained through evolution.*

**Faction Unique Models**

Iron Reapers (Elite), Vennator (Vanguard), and Malgul (Monster) Models.

**Faction Unique Weapons & Items**

- Unlocks Hellmarion Claws, Grey Devourer, Wound Seeker, Long Repeater weapons and Item Defibrillator Pack

**Faction Unique Abilities**

Muscle Fortification (Novice), Biotransference (Ascendant), and The Bleeder Aura (Master) abilities from Fleshcraft Talent