

The Bodai

Origin: *“Shortly after the shattering of the worlds, in the beginning of the age of magic’s ascent, a dark seed began to rise from the Birthrealm’s earth. This was in the continent Nasvara, a place of men which had hidden from its brothers for many generations. Nasvara was one nation, a philosopher state, and its people dedicated themselves in their lives to the pursuit of a million million ideals. Each of Nasvara’s children pursued a separate ideal state. And, beyond the economics of life, each was left lonely but to the dictates of their own private worlds.*

“It was in this place, in the garden of a lonely woman, that the Bodai Tree was born in the Realm.

“Magic was unknown to the peoples of Nasvara at this time, but so, too, was science, and the lonely woman was left to marvel at the wondrous thing which had sprouted as a weed from the center of her private garden. It was gorgeous and alien and beyond anything any single private philosophy of the world had ever written. It was blacker than charcoal, darker than jet, so black and dark that she felt she had never known darkness and blackness before, that she had just now come upon it, and that all the things she had earlier thought of as ‘dark’ and ‘black’ were something else entirely, alien to the true concepts behind the words. It was covered in runes, as well, of some alien logography, and each of the runes left a smear of itself in the air as the tree grew day by day, and the air in that spot in her garden became bright green, and yellow, and other more difficult to place tones forever after that. The world was different. The dark became a more precious thing, soft, filled with detail. And for this reason the woman began to go out into the world.”

There is more to this story but it is difficult to know what that might be, for this story, the Story of the Lonely Woman, was discovered years after Nasvara was no more, engraved on the rim of a wagon’s wheel, in a place beyond that dead place, in a connected southern realm. It is considered the last of the philosopher state’s stories, for the land of a million million ideals was devoured shortly after it escaped.

There was a great turmoil in Nasvara. The nation drew in on itself and forbid the entrance of any beyond its borders. Its neighbors looked on in bewilderment as great armies were raised in the former bastion of peace and then driven against each other, fighting until not a single soul on either side was left alive. Again and again this happened, until the borders of Nasvara were empty. Then followed a hundred silent years. The bastion of peace was a bastion of nothing.

Then followed a great exodus, as the neighbors of the continent grew bold and conquered their fears. And they found nothing for a hundred years, expanding through the outskirts of the dead philosopher’s state. There was not a single Nasvaran soul to be found, living or dead, and only the empty buildings of the empire and the churned mounds of earth where once the Nasvarans had fought in their terrible war, and these as devoid of the living and dead as the rest of the realm.

And though they expanded deep into the realm, still for many hundred years the peoples of New Nasvara did not know what had happened to their predecessors, and none could find the nerve to go into the deep heart of the ancient realm, though many wanted to. Even the bravest among them could only go so deep into the graying fields at the continents center before disquiet and a sense, faint, of walking through penumbra, drove them back into the arms of their living civilization.

And then, one day, it was found: the heart of Nasvara: the Bodai Wood. An expedition led by one of the bravest of the nation's men drove deep into the Penumbra Fields and discovered it.

It was a dark forest. Something redefining darkness. And it was filled with moving shadows and with glowing, evil things, that tainted the air. And that sense of moving through penumbra those first explorers had felt, trudging through the endless chattering parched gray fields surrounding the wood, was a million million times greater in the shadow of its eves. And the thought of what further darkness could be found, deep in the forest's heart, to generate this feeling, was enough to drive many of the men mad, and that bravest of men was forced to turn his expedition back, so that the sane might tend to their stricken comrades.

But this was not the end of the Bodai Wood, for the Bodai hungers, and years later the chattering of the Penumbra Fields could be heard on the edges of civilization. And years after that the gray stalks of its grass could be seen. It did not take long for the civilizations of the great continent to fall back from the Bodai Wood's encroachment.

But men are jealous creatures, and to lose their land burned the pride of the New Nasvarans, and so, one day, a new generation's bravest man led his people out into the Penumbra Fields, and they burned them to charcoal.

Surely the fields caught, and they caught quickly, but the Bodai Wood is jealous, too, and the people of Dead Nasvara were not so dead as they seemed. And they walked out from the fields, blacker than charcoal, liquefied and petrified in each their own turn, and wearing armor whose runes left trails of color in the air, and they slaughtered the brave man and his people. And the Penumbra Fields began to grow again.

The New Nasvarans fled, then, and the Dead Ones did not retreat back into their lair, but instead warred between themselves in the Penumbra Fields, as they had done so many years before. And the Bodai Wood grew outward.

And many hundred years passed, with the steady growth of the Penumbra Fields, and of the Bodai Wood, and whatever was inside it, and New Nasvara's civilizations grew smaller and smaller, fearful of the wood, and each eventually disappeared.

And then one day the greatest king in the continent of Nasvara said unto his people that they would make a fortress of incredible strength, before the Penumbra Fields, and that from this fortress the warriors of the land would sally out to burn the fields--and save civilization.

The fortress was built, and all agreed that there was nothing which could break such a fine and terrible thing. But the Bodai Wood had prospered in souls for too many hundreds of years, for too long, and when the line of defense was pulled back into the great king's fortress the Bodai Wood did not hold back its ire. The men of Dead Nasvara were not the only defenders of the Penumbra Fields, and great beasts rose into the sky: terrible, gargantuan, bloated things which should not have known the gift of flight. They rose out of the heart of the Bodai Wood and they pummeled the great king's fortress into dust.

And to this day the New Nasvarans fight desperately to stem the expansion of the shadow lands, and they fail.

And even the neighbors of that place grow fearful, as they note small spectral figures and spreading somber stains deep in the bottoms of the oceans off their coasts. They fear the Bodai Wood is growing into the dark waters of the world and is becoming something new beneath them.

And they watch the shadows gathering at the edge of the continent's single connection to the other lands of the world. And they watch the final desperate struggles of the dying New Nasvara.

And they watch familiar faces rising from the wastes of time. And they watch monsters like the world has never seen.

And they watch the shadows, fearful--

For those shadows are growing precious, softer, darker...

The Bodai

Bodai Life

From the notebook of Arlon, the Enigma, planar traveler.

Biosphere

Bodai life is in ways a paradox: it is utterly stagnant, yet it creates the illusion of being in a constant state of flux. Much like a fetid pool might bustle with the activity of larvae and other things, but can exist only through its stillness, so too are the Bodai Wood and the Penumbra Fields in a constant state of growth and filled with the activity of countless warring armies, yet all things within are still in many ways frozen, as bugs in amber.

Through consultation with certain umentionables I have gathered enough facts to cause me to believe that the Bodai Wood and the surrounding Penumbra Fields are, in fact, a single organism. This organism is not a plant, but an incredibly virulent fungus. Beneath the surface of the continent of Nasvara, I was told, a complex weave of mycelial cords is digging deep into the Birth Realm's earth. This mat is miles deep, and countless miles wide, and the only thing the

people of the Birth Realm have to suspect its existence are its blooming 'forests,' and 'fields,' above ground. What the organism known as the Bodai Wood might be doing, digging into the dark forgotten places of the world, is best left unconsidered. So, too, is the thought of what things might live in those places, weaving through the creature's bulk.

The thought of the things living in the arbors and trailways beneath its flowering bodies, above ground, is best left unconsidered as well. I am of the opinion that the peoples of the the Three Realms, and the Birth Realm in particular, don't have that option, which is very unfortunate.

The Gestalt

All of the Bodai Wood's organisms, from the great Umbral Monolith Trees to the tiniest of the Shadow-Tailed Sciuridae chittering in the forest's branches, are, in some way, a small extension of the Bodai Wood's biological form...

I dearly hope no one asks me how I obtained this information. I won't be eating squirrel stew for some time into the future, I don't think.

The most terrible aspect of this conjunction of flesh and fungus is that, aside from the most basic of the extant plant-like lifeforms in the Woods, each and every organism composing the Bodai's above-ground form was at some point a separate living being that has been co-opted to the forest's own design. Worse: every organism in the Bodai Wood's 'collection' is unable to ever truly die--the enormous, dark and bleary prey birds flitting through the branches of this shadow realm are the remains of birds killed and devoured by the Bodai Wood, brought back to serve the Wood's own purposes using a portion of its mycotic 'flesh.' So, too, are the black furred rabbits scurrying through the charcoal and fluorescent undergrowth an extension of its being.

And when one of those birds eats one of those prey animals... I have well researched the phenomena, and have reason to believe that that prey animal is likely to spawn out of the earth, alive once more, somewhere else in the Wood's area of control, even while it is digesting in that prey bird's stomach.

I have also reason to conjecture that the poor creatures serving the Bodai Wood might exist in multiple places at once. How this is done I have no ability to explain. Even my substantial experience with the ways of all planes has done little to explain the methods by which such a total corruption of the natural order could be achieved.

The People

There are two core groups of humanoid 'culture' living in the shadows of the Bodai Wood, and out in the Penumbra Fields. Both, it seems, are reincarnations of the original people of the Nasvaran continent. From my observation of the near ceaseless conflict between the two I can only guess that they are representatives of the two parties which were the cause of the rapid decline of their ancient culture. The Slimes seem mostly to cry out the 'Lonely Woman's' name

in great rapture as they die, and the Fungai tend to curse her in guttural terms. Working from what I know of the Nasvaran Continent's legends and history, I have reason to believe, then, that the divide between the two is one of ideology--the Slimes embraced the Bodai Wood when it released its first bloom, and the Fungai resisted.

The Slimes

The Bio-Congregates, or 'Slimes', as I prefer to call them, are of the consistency of gel. How they hold the structure and features they possessed in life, I cannot say. They are a lithe, beautiful people, in their way, and quite cunning. Watching the pattern of the drifting luminescent cells within their otherwise dark forms can be mesmerising, and you must never allow their beauty to lull you into even the slightest sense of security. You are never secure near a Slime unless you are dead and serving as fertiliser for the Bodai Wood, or as food for the Slime itself. They seem to die just as easily from an axe wound to the head as any more mundane creature, though, so there *is* that.

The Fungai

The Fungai are no less intelligent than the Slimes, but, due to their generally more cumbersome nature, I found it a fairly simple matter to avoid them. I am glad, too--nearly every inch of them is covered in a chitinous armor so thick that you can barely distinguish their forms. I wouldn't want to try to take an axe to *them*, that's for sure. As a side note, certain of their leaders often went about without the protection of their peoples' customary head gear, though, given these creatures constant state of conflict with the wily Slimes, I cannot say this could be a good idea. Their faces look carved from soap--perfectly formed, almost human, but with a soft, chipped look around the lines in their features. I can only assume their heads and inner bodies are composed of the same mycelial tangles which constitute the bodies of so many members of the Wood's biosphere.

The Endless Struggle

I had a shocking sight, one night, of the same two armies fighting each other congruent to themselves--that is, there was a battle between a certain selection of Slimes I had been watching and a force of Fungai, and another battle between that exact same group of Slimes and that exact same group of Fungai--the same battle!--happening directly next to it, with a slight time differential. Watching such a thing was disconcerting to say the least. The two sides killed each other to a man. That seems to be a theme in these woods.

I must warn you, journal. Even in the heat of battle amongst themselves the Slimes and Fungai are very dangerous to invaders traveling through the wood. At the first evidence of an outside force the two opposed armies seem to become gripped with a terrible, unifying xenophobia, and will put aside their conflict with each other long enough to slaughter all things unfortunate enough to have stumbled uninvited into their realm.

Monsters and Legends

I've had no sight of the famed 'Leviathans,' or any of the other mythical monsters mentioned by the New Nasvaran soldiers I camped with that night on the outskirts of the Penumbra Fields. For that, I'm ashamed to admit, I'm glad. I leave tonight, though I have not located the 'Bodai Tree,' or 'Heart of the Wood,' which I set out to find, and which is so fabled. I have no intention of ever coming back to this cursed place. I hope the beleaguered people of New Nasvara manage to burn this entire forest to the ground. Hopefully that will be enough to kill the creature. I would hate to see Birth Realm under the thrall of such an abomination.

Dear Journal--there are whispers outside my camp. I'm afraid I must bid you adieu.

Your Friend,
Arlon

The Bodai

The Army

Bodai Composition

- 1.) The Bodai army may choose to take a Paragon as their first 3rd tier option. If they do, they must take a Leader as their second 3rd tier option.
- 2.) All Paragons are summoned onto the battlefield via the **Summon the Beast!** rule.
- 3.) Many of the Bodai units have a named Shadow Hero as their leader. Though this Shadow Hero is the same in same units, this is not illogical--the intellects preserved in the Bodai's gestalt are able to exist in multiple bodies at once.

Army Special Rules

Grasswhistle Discipline: All models in the Bodai army may move up to base contact with any model in their unit that is in base contact with an enemy, in a melee, rather than into base to base contact with the closest enemy model.

Gestalt: When a unit's Shadow Hero is killed, the controlling player designates another model in the unit. That model dies, and the Shadow Hero takes his place in the combat, in the location the model occupied, as if it had not died at all.

Summon the Beast: The Bodai army's paragon units do not enter the field as an ordinary model would. Instead, they are summoned onto the field by expending a quantity of resources derived from the number of models the army has killed on the battlefield. Every time that a Bodai model kills another model you gain one Kill Point. Once you have accrued enough Kill Points to match a Paragon in your list's Kill Count, as listed in its special rules, you may use those points to summon that Paragon onto the table. Once you have summoned a Paragon, your Kill Point number goes back down to 0.

In order to summon a Paragon, choose a model in your army that is not in base to base with an enemy model and whose unit has an activation left over. During your next action that unit is activated. Before taking the unit's move, the model gets a free 6 inch move that it must use to reach a location that will allow you to legally place the Paragon you are summoning on the table, centered over the model's base. This movement need not be what would normally be considered a legal move or placement for the model. The entire unit then takes its activation, treating the summoning model as a casualty. At the end of the unit's activation, the model instantly suffers the **Splat!** status effect--remove that model from the table as a casualty. Place the Paragon where that model was, centered over the original location of the Model's base. The action ends. This does not count as the Paragon's action for the turn.

Sorcerer's Stride: Certain elite models in the Bodai army have the ability to appear and disappear in their force's ranks at will. At the beginning of their action, these models must choose a Shadow Hero from amongst those that you control. They immediately move to the location of the Shadow Hero chosen, joining its unit, and replace that hero in a position that leaves the base of the sorcerer's stride model and the original location of the Shadow Hero's base overlapping. The model using *Sorcerer's Stride* may then take its move, leaving the unit it is in if it wishes by declaring it has left its unit, and taking all of its other actions as normal. Named leaders return in a legal position base to base with a model in their unit when the *Sorcerer's Stride* model leaves its unit.

There are a few additional rules regarding a model with Sorcerer's Stride:

1.) A *Sorcerer's Stride* model may not choose the same Shadow Hero as the one it chose in its previous action.

2.) A *Sorcerer's Stride* model that remains locked in combat at the end of a turn loses *Sorcerer's Stride* the entirety of its next turn. It still remains in place of the Shadow Hero it earlier replaced, if it replaced one.

3.) A *Sorcerer's Stride* model may not overlap an enemy model. Any friendly models it happens to overlap gain a 1 inch move to attempt to move out of the way. If they are unable to do so for some reason (such as being locked into combat in base to base with an enemy model or having nowhere to legally go) then they are immediately removed from the game via the *Splat* status effect. If the *Sorcerer's Stride* model cannot be legally placed, it immediately suffers the *Splat* status effect.

Regulars

Slime Bodai

Footmen - Infantry

10 footmen and Kaanan, 150 points. 15 points per model thereafter, up to 10 extra models total. 20 points to equip footmen and leader with Petrified Bodaiwood Recurves.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
5	5	6	5	6 (1)	2	6	11 (12)	11

Gear

Silkskin Armor: +1 evasion against ranged, as noted in profile.

Light Wootz Plating: +2 protection, already incorporated in profile.

2 Katara Daggers: +1 attack, as noted in profile. No strength bonus.

Optional Equipment

Trident: +1Str, Reach weapon. Replaces 2 *Katara Daggers*.

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

Kaanan - Shadow Hero - Infantry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
5	5	6	5	6 (1)	2	7	11 (12)	12

Gear

Silkskin Armor: +1 evasion against ranged, as noted in profile.

Heavy Wootz Plating: +3 protection, already incorporated in profile.

2 Katara Daggers: +1 attack, as noted in profile. No strength bonus.

Optional Equipment

Trident: +1 Str. Reach weapon. Replaces *2 Katara Daggers* when bought.

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

The Riders - Light Cavalry

5 Riders and Kalakarni 100 points, 20 points per rider thereafter up to 10 additional riders.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
9	6	6	6	6; 1	1	6	11 (12)	11

Equipment

Light Wootz Plating: +2 protection, already incorporated in stats.

Silkskin Armor: +1 evasion to ranged, as listed in stats.

Khanda Sword: +1 str sword, as listed in profile.

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

Special Rules

Shot on the Run

Kalakarni - Shadow Hero - Light Cavalry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
9	8	6	5	1 6;	1	7	11 (12)	11

Equipment

Light Wootz Plating: +2 protection, already incorporated in stats.

Silkskin Armor: +1 evasion to ranged, as listed in stats.

Gauntlet Sword: +4 str sword, as listed in profile.

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

Special Rules

Shot on the Run

Fungus Bodai

Nublings - Infantry

10 Nublings + Censor Bearer, 100 pts. 10 points per Nubling model up to a total of 20 extra models.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
5	4	4	4	5/1	1	3	9	10

Equipment

Bellcarved Pistols

Range	S	#
20	5	1

Censor Bearer - Shadow Hero - Infantry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
5	7	7	0	5/1	2	7	7	9

Equipment

War Fan: Fan weapon. +1 attack, as noted in profile.

Censor: At the beginning of the game, choose one of the following three options. This chosen option stays in effect until end of game.

Heart of Flame: Nublings initiative +1. Additionally, all models locked in a melee that includes the Censor Bearer gain +1 to Str for their melee attacks. This effect is not cumulative with other Heart of Flame effects.

Heart of Vapors: Nublings RT +1. Additionally, all template effects used on units within 5 inches of the Censor Bearer take +2 to their scatter roll. This effect is not cumulative with other Heart of Vapors effects.

Heart of Darkness: Nublings RT and MT -1. Additionally, all models targeting nublings suffer a -2 penalty to their RT, and all models locked in a melee that includes the Censor Bearer take a -1 to their MT. This effect is not cumulative with other Heart of Darkness effects.

Warrior Retinue - Heavy Infantry

5 Retinue + Gorou Fifth Son 100pts, each additional retinue member 20pts extra to a total of 15 additional members. 15 points to equip five retinue with Petrified Bodaiwood Recurves, 20 to equip Gorou and more than five retinue.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
4	6	6 (8)	5	5/1	1	6	9	13

Equipment

Heavy Wootz Plating: +4 Protection. Already incorporated in profile.

Yari (Spears): +1 Str. Already incorporated in profile. Reach weapon.

Optional Equipment

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

Original Rules

Cloistered Discipline: Warrior Retinue models gain +2MT so long as they are not in base to base contact with an enemy model.

Gorou, Fifth Son - Shadow Hero - Heavy Infantry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
4	7	7 (9)	5	5/1	1	7	9	13

Equipment

Heavy Wootz Plating: +4 Protection. Already incorporated in profile.

Naginata: +2 Str. Already incorporated in profile. Reach weapon.

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

Special Rules

Double Shot: Gorou, Fifth Son, may shoot his ranged weapon twice a turn.

Original Rules

Cloistered Discipline: Gorou, Fifth Son, gains +2MT so long as he is not in base to base contact with an enemy model.

Elite

Slime Bodai

Seven Bengals - Heavy Cavalry

Bandhananashini + 1 Bengal 45pts. 45pts extra per additional Bengal added, up to a total of six additional Bengals.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
7	7	6	5	7; 2	3 (4)	5	12	12

Equipment

Light Wootz Plating: +2 protection. Already included in profile.

Special Rules

Riderless: Bengals do not treat difficult terrain as dangerous terrain.

Advanced Deployment

Cat Step: Whenever Bengals run, they gain +1E against ranged attacks. When they sprint, they get +2E against ranged attacks.

Unique: You may only have one Bengals unit in an army.

Hunters: Bengals treat Concealment as Cover.

Original Rules

Pounce!: Any Bengal which has charged this turn gains +1 to attack for its first activation's worth of attacks.

Bandhananashini - Shadow Hero - Heavy Cavalry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
7	6	6	6 (4)	7; 2	2	7	12	12

Equipment

Light Wootz Plating: +2 to protection. Already listed in profile.

2 Khanda Swords: +1 str, as listed in profile. +1 attack. Already listed in profile.

The Bandhanizer

Range	S	#
25	10	1

Special Rules: Assault

Special Rules

Advanced Deployment

Cat Step

Move and Fire

Unique: You may only have on Bandhananashini in an army.

Hunters: Bandhananashini treat Concealment as Cover.

Original Rules

Arbor Stride: Bandhananashini does not take dangerous terrain tests in difficult terrain.

Hermit's Shot: Bandhananashini has *sniper*. In addition, her unit does not have to designate units Bandhananashini has shot at for purposes of charging into close combat. Bandhananashini may shoot through area terrain without penalty. She loses 2 RT when not in difficult terrain, as listed in profile.

Fungai Bodai

Guardians - Heavy Infantry

Haruki + 3 Guardians 105pts. Additional Guardians at 35pts each up to 7 additional Guardians.

Haruki's Umbersteel Recurve 15pts. Guardians upgrade to Naginata for 25pts.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
4	7	7	5	5/1	1	6	9	14

Equipment

Super Heavy Wootz Plating: +5 Protection. Already incorporated in profile.

Nodachi (Sword): +3 Str. Already incorporated in profile. +1 MT already incorporated in profile.

Petrified Bodaiwood Recurve

Range	S	#
20	6	1

Optional Equipment

Naginata: +3 Str. Already incorporated in profile. +1 MT already incorporated in profile. Reach Weapon.

Haruki, The Maiden - Shadow Hero - Heavy Infantry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
4	12	4	5	5/1	1	7	9	14

Equipment

Heavy Wootz Plating: +4 Protection. Already incorporated in profile.

Silkskin Armor: +1 evasion to ranged attacks. Already incorporated in profile.

Zanbato: -2 MT. Already incorporated in profile.. +8 Str. Already incorporated in profile. Reach.

Optional Equipment

Umbersteel Recurve

Range	S	#
25	8	1

Special Rules

Double Shot

Specialist

Slime Bodai

The Chariot - Heavy Cavalry

The Chariot 200pts. Upgrade to Umbersteel Recurves 10pts each.

M	S	MT	RT	I/ACT	A	D	E	P
7	5	5	6	2; 1	6	7	10	14

Damage: 3

Equipment

The Chariot comes equipped with 6 Petrified Bodaiwood Recurves. You may upgrade these weapons to Umbersteel Recurves for 10pts per Petrified Bodaiwood Recurve. *All of its attacks have the Melee special rule in addition to their regular rules.*

Weapons

Petrified Bodaiwood Recurve (1 slot)

Range	S	#
20	6	1

Optional Equipment

Umbersteel Recurve (1 slot)

Range	S	#
25	8	1

Special Rules

Multiple Bodies

Divide Fire: This model may divide its shots amongst targets as it wishes and, if it has fired assault weapons, charge any of the targets it fired at.

Shot on the Run

Fungi Bodai

Mo Fo'in Ninjas - Light Infantry

Faceless + 10 Mo Fo'in Ninjas 200pts. Additional Mo Fo'in Ninjas at 20pts each up to 10 additional ninjas.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
6	*	6	0	6; 2	*	6	13 (14)	10 [11]

* See equipment for details.

Equipment

Scilium Silk Threads: +1E and P to ranged (already listed in profile).

At the beginning of each game, before deployment, choose two of the three following weapons. *Mo Fo'in Ninjas* comes into play equipped with these two weapons, and may use both in the same turn.

2 Neko-te, Cat's paws (palm weapons): 5 Str. 2 attacks. +1 evasion to melee attacks.

Kusari Fundo (chain weapon): 6 Str. 1 attack.Reach. Models in base contact with *Mo Fo'in Ninjas* may not willfully move out of contact with them. Should the unit those models are in break, each model takes an automatic Str. 9 hit for each *Mo Fo'in Ninjas* model they are in base to base contact with. If they survive they flee as normal.

Shobo: 6 Str. 1 attack. +1P. Shobo gains +2 str. on the charge.

Special Rules

Infiltrate

Original Rules

Ninja Reflexes: Ninjas are immune to the damage and effects of templates which are afflicted by the dark side of the fate coin.

Faceless - Shadow Hero - Light Infantry

Stats

M	S	MT	RT	I/ACT	A	D	E	P
6	*	6	0	6; 2	*	7	13 (14)	10

* See equipment for details.

Equipment

Scilium Silk Threads: +1P, +1E to Ranged (already listed in profile).

Faceless comes into play equipped with all three of the weapons from the *Mo Fo'in Ninjas* list and may use all three in a turn. For all intents and purposes it counts as a *Mo Fo'in Ninja* in game rules.

Special Rules

Infiltrate

Original Rules

Ninja Reflexes: Faceless is immune to the damage and effects of templates which are afflicted by the dark side of the fate coin.

Leaders

Bodai

The Sisters - Named Leader - Heavy Infantry

The Sisters 250pts.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
4*	8	6	7	6; 1*	2	9	10 (11)	13

**The Sisters movement changes to that of any unit they have joined to. They act separately from any unit they have joined to, except to move, charge, retreat, and pursue, which they do at the same time as any unit they are a part of, and as many times.*

Damage: 5

Equipment

Super Heavy Wootz Plating: +5 Protection. Already incorporated in profile.

Silkskin Armor: +1 evasion to ranged.

2 Gauntlet Swords: +1 attack, as noted in profile. +4 Str, as noted in profile.

Magic: Penumbra Magecraft

The Sisters suffer -1P, already listed in profile. The Sisters may use one spell a turn. Each attack made by the spell may be cast from a model in a completely different unit unless stated otherwise. The models consumed by the spell count towards the Summon the Beast rule, and all spells count as originating from the models selected.

Shadow Burst:

Range	S	#
Spray*	5	6

** See Special.*

Special: 3" spray. Consumes 3 bodai models of player's choice. Two shots originate from each model. Models hit by the spray suffer -1MT until The Sisters die or until The Sisters next activation.

Distortion Seed:

Range	S	#
*	5	3

** See Special.*

Special: 3" AOE. Consumes 3 bodai models of player's choice. Templates center on those models and do not scatter. AOE leaves behind a circle of tainted ground where they occurred. All units in contact with this tainted ground suffer a penalty of -1MT. Each upkeep phase The Sisters may make a drive check to keep tainted ground on the table until the following upkeep phase. This penalty does not stack with other tainted ground effects.

Root Breach:

Range	S	#
Spray*	7	1

** See special.*

Special: 6" spray. Consumes 2 bodai models of player's choice in one unit. Spray originates from either of the two models sacrificed.

To Summon the Great One's Ire

Range	S	#
*	*	1

** See special.*

Special: Choose a bodai model. Center a S6 3" template over that model. It does not scatter. After damage has been resolved, place a S6 3" template within 35" of that model. For every two models the first template killed, this attack gains +1str up to a limit of 4 additional strength. Scatter as normal.

All models in a unit hit by the second template suffer a -1 to RT until The Sisters death or The Sisters next activation.

Special Rules

Original: You may only have one of this unit in any one army list.
Sorcerer's Stride

Slime Bodai

Bodhisattva - Leader - Light Infantry

130 Points.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
6	*	6	7	6; 2	*	8	13 (14)	11

* See equipment for details.

Damage: 4

Equipment

Light Wootz Plating: +2 protection, already incorporated in profile.

Silkskin Armor: +1 evasion to ranged, as listed in profile.

Optional Equipment

Weapons (6 hands available)*

****The Bodhisattva has 6 hands, and so may equip up to six hands worth of weapons, and use all of them a turn.***

25 Points: Unniarcha's Urumi (whip sword): 6 Str. 2 handed weapon. Unique. Center a 4" template over Bodhisattva whenever you make an attack with Unniarcha's Urumi. All models other than Bodhisattva that are touched by this template suffer an attack at the weapon's strength. Models in your own army killed this way do not count towards *Summon the Beast!*

10 Points: Tiger Claws: 6 str. 2 attacks. 1 handed weapon.

10 Points: Kusari Fundo (chain weapon): 6 Str. 1 attack. 1 handed weapon. Reach. Models in base contact with Bodhisattva may not willfully move out of contact with it. Should the unit those models are in break, each model in contact with Bodhisattva takes an automatic Str. 9 hit.

5 Points: Khanda Sword: 6 str. 1 attack. 1 handed weapon.

25 Points: Leviathan Caller (trident): 8 str. 2 handed weapon. Reach. Unique. Once per game, during Bodhisattva's action, you may center a S7 5" template anywhere on the map. This attack scatters full distance, but this attack does not suffer penalties for line of sight. Models in your own army killed by this template do not count towards *Summon the Beast!*

15 Points: Gauntlet Sword: 8 Str. 1 attack. 1 handed weapon.

15 Points: Umbersteel Recurve (1 hand)

Range	S	#
25	8	1

5 Points: Petrified Bodaiwood Recurve (1 hand)

Range	S	#
20	6	1

Armor

20 Points: Heavy Wootz Plating: +4 Protection. -1 movement. -1 evasion. Bodhisattva becomes infantry. Only one suit of Wootz Plating may be worn at a given time.

30 Points: Super Heavy Wootz Plating: +5 Protection. -2 movement. -2 evasion. Bodhisattva becomes heavy infantry. Only one suit of Wootz Plating maybe worn at a given time.

30 Points: Crown of the Bodai Seed: Once per game, upon death, the Bodhisattva may choose a Shadow Hero under the player's control. That Shadow Hero is permanently destroyed this game, this death does not count toward *Summon the Beast*. The Bodhisattva appears in the Shadow Hero's place with full health and gains an immediate three inch move. It may use that move to go in any direction, so long as it ends its move in a legal position. If it cannot end its move in a legal position, it immediately dies. Up to three Crowns may be worn at a given time. Only one of each type of Crown may be worn at a given time.

20 Points: Spiked Crown: All of Bodhisattva's attacks gain +1 str. Up to three Crowns may be worn at a given time. Only one of each type of Crown may be worn at a given time.

5 Points: Chakram Crown: You may make one free str. 6 attack on the charge in addition to your other attacks.

35 Points: Umbersteed Crown: -1 Protection. Bodhisattva loses the *Independent* special rule. Bodhisattva gains the *Sorcerer's Stride* special rule. Its movement will change to match any unit it has joined, and its base size changes to a cavalry base. Up to three Crowns may be worn at a given time. Only one of each type of Crown may be worn at a given time.

15 Points: Shadow-Eye Crown: Bodhisattva gains +5" of range on its ranged attacks and the ***Divide Fire*** special rule.

Special Abilities

Independent

Cover Crawler

Sniper

Paragons

Fungi Bodai

Lesser Leviathan - Guardian Beast

Lesser Leviathan 350pts

Stats

M	S	MT	RT	I/ACT	A	D	E	P
3	8	*	5	3; 1	>	8	0	14

*> At the beginning of a combat that involves the Lesser Leviathan, all creatures within 3 inches of the Lesser Leviathan must roll a dice. On a 1 or a 2 they are overcome by its miasma of pure wrong and suffer an automatic hit at the Lesser Leviathan's full strength. It may not otherwise attack in melee.

Damage: 20

Equipment

Umber Jet

Range	S	#
40	6	30

Kraken Shot

Range	S	#
30	4*	6

*Kraken Shot gains +1Str per model killed by Umber Jet this turn, up to a bonus of +8.

Special: *Kraken Shot* is fired separate from and following *Umber Jet*.

Special Rules

Flight

Unnatural Vigor: This unit is immune to all instant death effects.

Truly Enormous: This unit does not count as locked in close combat for purposes of shooting. If a damage roll would do 1 damage to this unit, it does no damage instead.

Enraged: This unit will move toward the nearest enemy model in as direct a manner as possible when not in melee and will charge it when in range.

Shot on the Run

Kill Cost: 25

Original Rules

Superior Divide Fire: This unit may distribute its shot attempts as it wishes amongst eligible units. Hit allocation is performed as normal.

Rushing Penumbra: If an enemy model comes within 5" of the Lesser Leviathan, that model must charge into close combat with it if it is not locked in combat in base to base with an opposing model. If that model is in a unit, each model in the unit must charge the Lesser Leviathan so long as it is not locked in combat in base to base with an opposing model. Models may not willfully leave base to base contact with the Lesser Leviathan unless they have broken.

Oli! ...phaunts? - Guardian Beast

Oli! ...phaunts? 1-3 models, 70pts each.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
6	7	5	5	5; 1	4	6	9	14

Damage: 5

Equipment

Umber Burst

Range	S	#
20	8	3

Special: assault

Special Rules

Enraged: Models in this unit will move toward the nearest enemy model in as direct a manner as possible when not in melee, and charge it when in range.

Divide fire

Kill Cost: 8, 4 for each Oli! ...phaunt? model summoned thereafter.

Original Rules

From the Fruit of the Bodai Tree: Oli! ...phaunts? have the *Independent* special rule. They come onto the rule via separate *Summon the Beasts*.

Slime Bodai

Stream Beast - Guardian Beast

Stream Beast 200pts.

Stats

M	S	MT	RT	I/ACT	A	D	E	P
8	7	*	5	5; 2	*	6	11 (13)	14

***Exposure to the Lotus Stream--**at the end of each of the Stream Beast's activations, all enemy models within 2 inches of this unit must roll a d10. On a 5 and lower they are automatically hit at this unit's full strength.

Damage: 5

Equipment

Weapons

Stream of Shadows

Range	S	#
25	8*	1

Special: Magic

***Stream of Shadows** gains +4 to Str if you did not fire *Stream of Shadows* in your previous action and becomes a 1" spray. You may fire this spray from any point on the Stream Beast's base, including inside of its base, and aim as you wish. *Stream of Shadows* cannot harm the Stream Beast using it.

Armor

Super Heavy Wootz Plating: +6 to protection, as noted in profile.

Shadow-silk Armor: +2 to evasion against ranged attacks and opposing Blitzkrieg attacks, as noted in profile.

Special Rules

Death Cost: 30

Truly Enormous: This model does not count as locked in close combat for purposes of shooting. If a damage roll would do 1 damage to this model, it does no damage instead.

Ethereal