



Shot in the dark



Play Type: Matched Play | **Game Type:** Battlehost | **Grand Alliance:** Order | **Allegiance:** Lumineth
 Realm-lords

Great Nations: Syar

Leaders

Archmage Teclis

660pts



- **Role:** Leader, Behemoth
- **Quantity:** 1
- **Spell:** Crippling Vertigo
- **Spell:** Assault of Stone
- **Spell:** Speed of Hysh
- **Spell:** Living Fissure
- **Spell:** Ethereal Blessings
- **Spell:** Protection of Hysh
- **Spell:** Unyielding Calm
- **Spell:** Voice of the Mountains
- **Spell:** Entomb
- **Spell:** Solar Flare
- **Spell:** Lambent Light
- **Spell:** Total Eclipse

Scinari Cathallar

140pts



- **General**
- **Role:** Leader
- **Quantity:** 1
- **Artefact:** The Perfect Blade
- **Command Trait:** Goading Arrogance
- **Spell:** Speed of Hysh

Battlelines

Vanari Auralan Sentinels

280pts



- **Role:** Battleline
- **Quantity:** 20

Vanari Auralan Sentinels

280pts



- **Role:** Battleline
- **Quantity:** 20

Vanari Auralan Wardens

120pts



- **Role:** Battleline
- **Quantity:** 10

Vanari Auralan Wardens

120pts



- **Role:** Battleline
- **Quantity:** 10

Behemoths

Archmage Teclis

This unit is also a Leader. Their details are listed within the Leader section.



Other Units

Vanari Dawnriders

260pts



- **Role:** Other
- **Quantity:** 10

Battalions

Auralan Legion

120pts

- **Role:** Battalion



Total 1980pts

Army deemed **Valid**