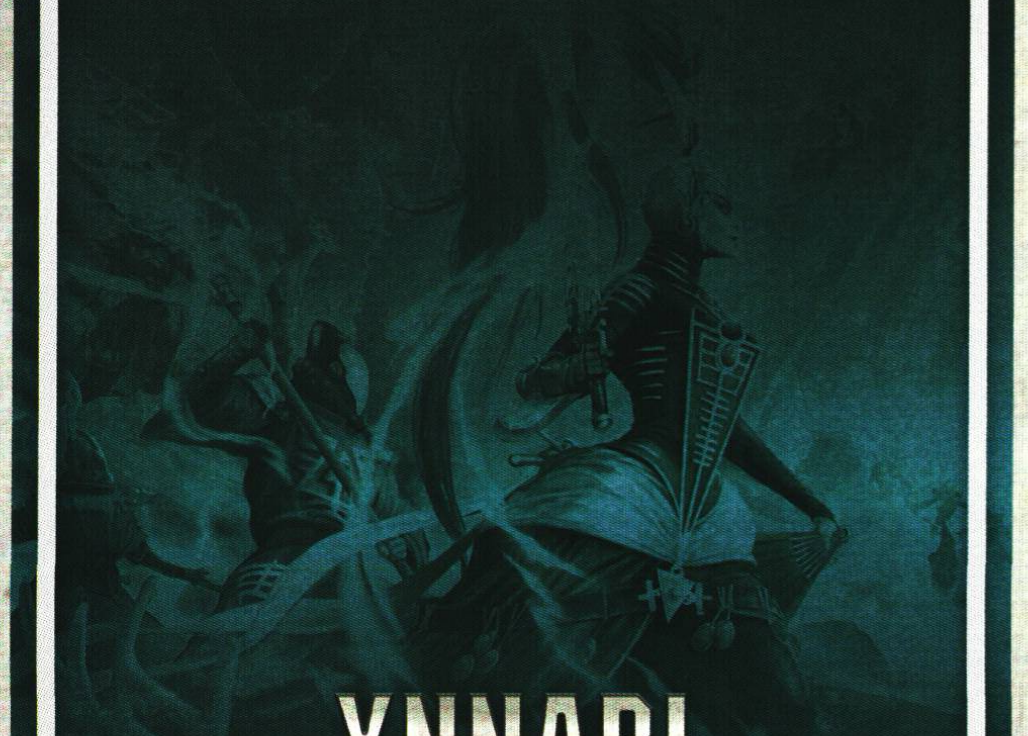
INDEX XENOS

Brooding yet resolute are the Ynnari, for theirs is a dark and dangerous path that few Aeldari would ever wish to tread. The soul energy of the dead surrounds them, imbuing them with unnatural vigour and deadly psychic powers that strip the life from their foes. They are the followers of Ynnead, the Aeldari God of the Dead, and they believe that only in death can their race be saved from its destined demise.



YNNARI

By Phil Kelly & James Gallagher

The Ynnari – also known as the Reborn – are a rising force in the galaxy. They believe the Aeldari can be saved from the brink of oblivion by the rise of Ynnead, the God of the Dead. By harnessing the strange spirit magic of this ascendant deity and drawing upon the energies of the slain, the Ynnari burst into the fray with exceptional vigour and aggression.

There is an obscure school of thought in Aeldari society that states when every member of their race has died the souls that have been saved from Slaanesh's curse will form a gestalt, awakening a new god with the power to defeat their godly nemesis forever. Some amongst the seers and scholars in Aeldari society claim that time of ending is nigh, but that not all Aeldari must die to escape Slaanesh's clutches – there is a new hope against the darkness. Foremost amongst these are the seers of Ulthwé, whose psychic machinations have led to a premature awakening for the Aeldari God of the Dead.

'The Whispering God gives new life, just as he takes it away.'
– Yvraine, Emissary of Ynnead

Soon after Ynnead was first roused from slumbering potentiality, a fraction of his will and power was imparted to Yvraine, the Daughter of Shades. An exile from Biel-Tan after following the paths of the Warrior and the Witch, Yvraine had walked every corner of Aeldari society – she had become an outcast, then a corsair commander, and finally, after a costly mutiny, fallen from grace entirely to become exiled from even the most roguish of Aeldari subcultures. She eked out a new existence from the haunted streets of Commorragh, fighting tooth and nail to become part of the Wych Cults – such was her skill as a warrior that she rose to the rank of Succubus. It was in the white-hot crucible of arena conflict she crossed the threshold of death and found herself infused with the energies of Ynnead. That was the crux point of fate that saw the birth of a new creed – in one mind-blasting moment Yvraine became a conduit for deathly energies, invested with the ability to pass on her esoteric skills to those who joined her new and macabre doctrine.

With the aid of the mysterious swordsman known as the Visarch, Yvraine cut her way free from the daemonic infestation that rocked Commorragh soon after ascension. She made her way back to the craftworld of her birth, ripping free one of the fabled Croneswords from the wraithbone skeleton of Biel-Tan – and in the process, fracturing the world-ship into skeletal shards of its former glory. The shattering of Biel-Tan's

infinity circuit caused a vast explosion of psychic energies that caused warp vortices to spiral into being around the stricken craftworld, but also gave a focal point for the Aeldari God of the Dead to manifest his avatar in realspace. So was born the Yncarne, a being both beautiful and terrible, whose mastery over deathly energies were the supernatural powers of Ynnead himself.

Since that fateful day, the Triumvirate of Ynnead has spread word of the nascent god's ascension to the mightiest of craftworlds, the far-flung fleets of the Corsairs, the dark corners of Commorragh, and even the Exodite worlds. A great many Aeldari, hailing from every sub-faction and allegiance save the most conservative and entrenched, have joined their cause. No abstract philosophy is this, for the effects of their new deity can be seen manifesting around them – the Reborn can draw upon the souls within the spirit stones they wear to bolster their own abilities, can siphon the power of those slain nearby to invigorate their attacks, and turn their foes to ashes with the strange weapons and psychic powers they wield. They have learned the secrets of the dead, bringing them closer to their ancestors and the lost glories of their fallen race.

Tragically, many see the Ynnari as corrupted by the very daemonic forces they seek to thwart. Others believe they are already dead inside. And perhaps they are right. Though the Reborn seek to reforge Aeldari society in Ynnead's name and restore the glory of the ancient Aeldari race, their arrogant coercion of the metaphysical power that is the hallmark of their species has alienated as many factions as it has united. Worse still, the danger they pose to the Dark Gods has seen the forces of Chaos – and especially those of Slaanesh – rise up like a tsunami of devilry to consume the lands before them. Conflict and destruction erupts in the Ynnari's wake, and wherever they go, one thing stands out as a stark truth above all. As well as bringing hope, the Reborn bring death – and in great measure.

THE RISE OF A NEW POWER

Amidst the twilight years of their race, the Aeldari had found a new hope – something that could potentially stave off their doom altogether. In this, the leaders of the Ynnari saw a chance to unify their long-scattered race as one, healing old wounds and beginning a new era of progress.

The Aeldari had witnessed tumultuous change at the tail end of the 41st Millennium. Being a race blessed with psychic abilities and genuine precognitive power, the promise of cataclysm did not go unheralded. As ever, the Aeldari sought to turn the twists of fate to their own ends – the High Farseer Eldrad Ulthran more than any other.

Over the last few hundred years of his immense lifespan, Ulthran had detected a confluence of soul energy whenever he had cast his mind into the afterlife of the infinity circuit. The lingering

Below: The Triumvirate of Ynnead – the Visarch, the Yncarne, and Yvraine – stand defiant in the face of adversity. Their path is fraught with peril, for there are many Aeldari who actively oppose their plans to reawaken the Whispering God. Meanwhile, She Who Thirsts watches their every move …

THE SIGN OF THE PHOENIX

The Ynnari are the newest faction in Aeldari society. Despite their status as newcomers, their aesthetic is that of the ancient Aeldari, those decadent starfarers who predate even the elders of Commorragh. Those who join the Ynnari cult are exclusively Aeldari, for the race would not deign to speak of its secrets even to the most learned human.

The Ynnari are devoted to Ynnead, the God of the Dead, a macabre deity on the threshold of ascendance. The colours their leaders wear reflect that – they sport rich apparel and complex, baroque armour in the deep reds, blacks, and purples reminiscent of the ghost halls and memorial gardens of the ancient empire. Some of those Asuryani, Harlequins, and even Drukhari that join their cause abandon the colours of their former organisations entirely, adopting the hues worn by Yvraine and the Visarch to better proclaim their allegiance to the cult. These are the individuals who see only one path forward for the Aeldari race – that of utter dedication to the deathly creed of the Ynnari.

Those who are more recent converts, or who wish to still maintain or pay homage to their former beliefs and ideals, may instead sport a ribbon of deep crimson upon their upper arm or thigh. This is taken from the funereal practice of the ancient Aeldari, who would wear such an adornment to show their sorrow for a departed family member or beloved companion, a warning sign to others that they might be allowed to grieve alone. For the Ynnari, however, it is worn as a symbol of resolution and dignity. They will go to the grave willingly, for they know that each death will lend their race another priceless mote of power with which to defeat Slaanesh.

essences of the dead were blending together into a slow but discernible heartbeat, like that of some impossibly huge giant slumbering in the endless depths of the Aeldari soul. It was the nascent essence of a god of the dead, Ynnead. In that great potentiality, Eldrad Ulthran saw hope.

'The universe is tripartite: the sunlight of the material plane, the darkness of the spirit plane, and the twilight of the spaces betwixt the two.'
– Spiritseer Iyanna Arienal

It was the Pathfinders of Alaitoc, led by Illic Nightspear, who brought word to Ulthwé of the strange crystal moon of Coheria. Shortly after the nature of that moon became clear, Eldrad set in motion a cascade of events that would shape the galaxy. The High Farseer projected his consciousness across the stars, enlisting the aid of a Harlequin troupe from the Midnight Sorrow. Led by the enigmatic figure known as Inriam's Spectre, the Harlequins were foremost amongst those Aeldari who believed that Chaos could be defeated and that Ynnead could one day help their race transcend their ancient doom.

THE CRYSTAL MOON

Together, the High Farseer and his Harlequin allies enacted a great ritual upon Coheria that saw a crystal conduit established between the Aeldari craftworlds and the psychically resonant crystal sands that covered much of that moon. His plan was nothing less than to channel the foremost souls of the Aeldari infinity circuits into the same place at the same time – in doing so awakening Ynnead long before the natural point of his culmination.

This was an act fraught with peril, for it would plunge all the craftworlds into darkness – and feasibly lead to their spiritual destruction. Yet it also held the potential to see the Aeldari race, living and dead, united for one glorious moment that could see Slaanesh slain forever, and his power usurped, taken for the good of his people rather than their downfall. In Eldrad's eyes, it was a gamble well worth taking.

The consequences of that great risk were profound. The moon Coheria was under Imperial control, though it was considered minor and near worthless compared to the planet it orbited, Port Demesnus. The Aeldari of Ulthwé launched a fierce assault upon Demesnus, orchestrated by Eldrad as a distraction to draw attention from his true agenda. It summoned an Imperial response – predictably, the Imperium marshalled every asset it could spare from the system to rush to the defence of its primary holdings. But there was one whose hunter's instinct was strong enough to detect the feint.

Watch Captain Artemis of the Deathwatch, a specialist in the art of xenos hunting, took his Kill Team to Coheria and there engaged Eldrad Ulthran at the critical point of his grand ritual. Just as the moon's sands were thrumming with the psychic energy of countless Aeldari spirits, blood was spilt on both sides, and Eldrad's Harlequin allies were cut down. When the Death Jester known as Inriam's Spectre was held at gunpoint,

he asked his captor, Captain Artemis, if he could put aside his hatred in order to deal a deathblow to a far greater mutual foe – the Chaos God Slaanesh. The only answer was a bolt to the head.

The ritual, so close to completion, went haywire. The psychic emanations intended to awaken Ynnead echoed out into the void, but they were unfocused, for Eldrad had been forced to fight for his life against the Deathwatch in order to escape Coheria at all. The great gamble had failed, but for one aspect – a tiny mote of consciousness that arced through space, eventually coming to land within the Dark City of Commorragh.

THE NIGHT OF REVELATIONS

In the arena known as the Crucibael, a grand clash was occurring between the famed Lelith Hesperax and the Succubus Yvraine. So far had her fame spread that as well as rich corsairs and outcasts, even a troupe of Harlequins was amongst the crowd. Some had touted Yvraine as skilled enough to face even Lelith Hesperax in personal combat. This claim was usually a death sentence for even the most skilled warriors, for Lady Hesperax was so immensely gifted in the art of combat that those who faced her usually died in seconds. Yet there was something special about this fashionable new challenger. It was in the white heat of arena conflict that Yvraine crossed the threshold of death and found herself infused with the energies of Ynnead.

That night, Yvraine had fought fellow Wyches and Hellions, even Incubi. She had used every ounce of her skill to defeat a captive Tyranid Hive Tyrant bred from the strains of Kraken and Leviathan that were taken from the planet Valedor. After turning its attendant guard-beasts to dust with deft thrusts of her huskblade, she disintegrated the giant leader-beast in single combat. At the fight's climax, she duelled Lelith Hesperax herself, but found herself outclassed and was mortally wounded for her trouble, left as unworthy prey to die slowly of her injuries. But it was the subsequent clash with a stick-thin, elegant priestess of Morai-Heg that was to seal her fate.

'The Dark Gods rise. We must rise higher, the better to cast them down.'
– Yvraine, Emissary of Ynnead

The new opponent's body was bound up in a complex net of black silk, the icon of the long-dead crone goddess Morai-Heg emblazoned upon her forehead. Yvraine had seen that ceremonial garb before, in the statue gardens of her native Biel-Tan. Her new challenger wore the raiment of an ancient priestess from before the Aeldari empire had fallen.

The needle of the crone priestess darted out, and for a few seconds, Yvraine was forced onto the defensive. It was as if she was being assailed by the rapiers of two master fencers at once. On any other night, Yvraine could have beaten the priestess without breaking a sweat. But she had been sorely wounded by Lelith. Dismay took hold as she felt her strength draining away, her every blow weaker than the last.

Below: Yvraine duels Lelith Hesperax in the Crucibael – the largest combat arena in Commorragh. Despite Yvraine's skill with a blade, it is Lelith who deals the fatal blow. This simple act of murder – so common in the arenas of Commorragh it is barely noticed by the crowds – leads to the fracturing of Commorragh and the rebirth of Yvraine as the Emissary of Ynnead.

It was at this point in time that the culmination of Eldrad Ulthran's ritual of awakening sent a mote of deathly power screaming across reality. As small as a meteorite splinter but with impossible potential, its searing arc brought it straight to the Crucibael. Burning across Commorragh like a shooting star, the mote of Ynnead's consciousness slammed into Yvraine just as she found herself crossing the threshold between life and death – for there, the awakening god Ynnead could reach her and imbue her with his divine power.

Perhaps it was because she was at that instant beyond the boundary of death that she attracted Ynnead's gaze. Perhaps it was because she had walked so many paths, thereby living a life reminiscent of the lost ancestors of her race, those Aeldari whose souls reincarnated naturally upon their death. Whatever the reason, the experience of becoming god-touched was transcendental. Though it granted her only a sliver of the nascent deity's deathly potential, Yvraine held more power in that moment than any other Aeldari alive. She had become the first, and most potent, of the Ynnari.

That crux point of fate saw the crowd gathered in the arena suddenly blasted by a tsunami of deathly power emanating from Yvraine herself. In one mind-shattering moment Yvraine became a conduit for deathly energies, invested with the ability to manipulate spirit energy and pass on her esoteric skills to those who joined her cause. It was the genesis of a new power in the galaxy, the birth of its high priestess, and the inception of a macabre religion that thousands of souls have subscribed to since that day.

Yvraine's transformation was a boulder hurled into a stagnant pond. With the mysterious figure known as the Visarch fighting his way to her side, she cut her way through the anarchy of the rioting Crucibael crowd. The destructive ripples of that event flowed outwards, causing the metaphysical quake of a warp dysjunction. During the resultant daemonic invasion, Yvraine escaped Commorragh, leaving utter disaster behind her – for the coming of her apotheosis had seen the half-reality of the Dark City torn wide open, and Daemon creatures had slunk through in its wake.

The Ynnari's flight through the webway led Yvraine to Exodite worlds, several Aeldari craftworlds and even a crone world in the Eye of Terror. In each location, she left dissent and schism behind her. Nowhere was the effect of her actions more clear than on Craftworld Biel-Tan, where she raised a new manner of being, the Avatar of Ynnead. To many Asuryani, Yvraine was a herald of disaster, but none sought to snuff out her flame as much as the Supreme Overlord of Commorragh, whose carefully maintained status quo she had so thoroughly shattered. Asdrubael Vect's agents were sent to end her disruption for good, including a mercenary force headed by Drazhar, the Master of Blades. But to others Yvraine represented hope, and thousands of Aeldari joined the cause of the Ynnari, amongst them the Phoenix Lord Jain Zar. The skeins of fate crossed and crossed again, until not even the most skilled

Below: The Yncarne, Avatar of Ynnead and psychic manifestation of the God of the Dead, is born from the dying wraithbone of Biel-Tan. Its birth signifies both hope and despair, for in its creation the Seventh Path is revealed – a new hope for the Aeldari race. However, the craftworld of Biel-Tan is fractured – possibly irreparably – in the process.

+++ INQUISITORIAL MISSIVE +++

Author: Lassiter Mung III, Ordo Xenos

Context Document: The Prophecy of the Hidden Path

Source: Kysaduras the Anchorite, Ulthwéan Seer

Thought for the Day: In doubt, avert thine eyes

Like ghouls in the dark,
the wicked ones gather,
Drawn to a tragedy unfolding.
Warnings twice-given across the
span of time,
Stifled by pride and by hatred.
The strands of fate shall grow taut
At the dawn of the Rhana Dandra.
The death of all Eldar looms large,
But fate can be twisted, even broken.
One shall walk the forked path,
A threefold truth to weave the skein:
Nemesis of She Who Thirsts,
Opener of the Seventh Way.
Long-dead souls gather behind
The Rebirth of Ancient Days,
Drinking, but not consuming;
Taking in, but giving new life.
In the heat of Khaine's wrath,
Our sorrow will be reforged.
Our destiny becomes a weapon
Fit to slay a goddess.
The pallid moon of unnumbered voices
Shall turn into a sun
Lit by the flames of unjust wars,
A crucible of souls and dreams.
The stolen seers, amassed,
Gather unto them the Dead.
Legion, they drift within the sands,
Their voices raised as one.
Lambent glow becomes shining beacon,
Death knell rises to herald's cry.
The blackened shield becomes the sword,
The yawning void becomes the path.
The God of the Dead calls out.
A whisper so fierce and strong
It shall hush the stars forever.

– Aeldari Prophecy

As the last surviving member of the Mung Dynasty's xenolexicographers and a member of the Ordo Xenos, it is incumbent upon me to delve into the mysteries of alien texts – and in particular, those of the Aeldari. One of several prophecies recounted to me by my delirious captive since the administration of the Grave Lotus elixir, the above text can be interpreted in a thousand different ways. Yet with my family's long study of the double meanings and mythic resonances of the Aeldari texts, I have gleaned insight into the excerpt.

It is plausible that the 'warning twice-given' refers to a parlay between Aeldari and agents of the Imperium where the former warned the latter of the threat posed by the Ruinous Powers. In my research I have uncovered previously sealed datascrolls that speak of one 'Seer of Ulthran' – perhaps a corruption of Ulthwé and the name of its chief psyker – visiting with the Primarch of the Third Legion, known as the Phoenician amongst other names. This warning was perhaps reprised during the clash at Coheria, reported to the Ordo Xenos via the Deathwatch strike force of Captain Artemis. That singular moon is referred to in the text as a 'pallid moon of unnumbered voices' – though given the desolation of the planetoid, I am at a loss as to the nature of the voices. Perhaps they are the Stolen Seers referred to later in the passage, and it is those same throats that give vent to the 'death knell [that] rises to herald's cry'. It is my contention that the manifold gheists of 'the Dead' referred to here are seen as a potential measure of salvation, one that will turn the Aeldari back from the brink of extinction (cf. Ynnari Cult). As for the blackened shield becoming the sword, that much is easy to parse – it refers to the Deathwatch, amongst whom the Black Shields can be found, and the fact they took battle to the moon of Coheria when the Aeldari were attempting to use the 'stolen seers' for some arcane ritual. Perhaps, if they had paid more attention to their own prophecy, they would have been ready to block the blow of that allegorical sword when Captain Artemis and his Kill Team levelled their death blow at the command elements of the xenos ritualists.

The term 'Rhana Dandra', according to my predecessor Obelius Mung, refers to the extinction-level event the Aeldari are convinced will befall them (and may it fall soon, by the Emperor's Grace). The individual referred to as the 'one [who] shall walk the forked path' I believe to be Yvraine, the figurehead of the Ynnari detailed in the records of the Fortress of Hera. That she is listed as the nemesis of She Who Thirsts, the Aeldari term for <AUTOREDACTED>, the youngest of the Chaos Powers, is promising indeed. For this reason alone I posit that the lethal sanction levelled against her by Inquisitor Otoria should be repealed.

+++ END INQUISITORIAL MISSIVE +++

Farseers could determine the optimum path through the maze of causality. The future was shrouded, and all the more disturbing for it.

THE ERA OF THE DATHEDIAN

The events at the close of the 41st Millennium saw the galaxy all but split in half by the celestial cataclysm the Aeldari call the Dathedian. It brought with it a rise in aetheric phenomena – and being part of a psychic race, the Ynnari were profoundly affected.

The Cicatrix Maledictum, that great tear across the fabric of time and space, has further divided the Aeldari race. After the coming of the Great Rift, the Asuryani sent out psychic communiques to every one of their craftworlds, taking stock of the sheer scale of the disaster that had befallen them. Two of their number did not respond, their psychic traces dwindling with every passing night. Though to an empire as large as the Imperium this would have been considered acceptable losses, for it counts a million worlds and more in its number, for the Aeldari it was a cost so high it wrenched at the heart. To lose two entire craftworlds was a bitter pill indeed. Perhaps one day they would return, just as Craftworld Altansar was drawn from the gullet of the warp by the odyssey of the Phoenix Lord Maugan Ra. But for now, those craftworlds were gone. Whether their spirits enriched the growing gestalt of Ynnead, none save the Whispering God himself know.

Far from uniting the survivors against the common enemy of Chaos as Yvraine had hoped, the rift between the spacegoing nations of the Aeldari grew all the wider. Their scattered craftworlds are not warp-capable, for the Aeldari would never risk their souls by willingly braving the hellish dimension of the empyrean. To do so would be tantamount to suicide, for it would court the hellish attention of Slaanesh, called She Who Thirsts, that entity which prizes Aeldari souls over all others. Neither can the Asuryani craftworlds traverse the webway, that labyrinth dimension through which smaller Aeldari craft traverse the galaxy's hidden paths. Even the meagrest craftworld is the size of a small moon, and there are few if any webway gates large enough to accommodate them. The Harlequins still use secret ways for the Aeldari to slide through the vast reaches of space in relative safety, and those who have converted to the Ynnari cause guide Yvraine and her growing congregation through the labyrinth dimension whenever they can. But the coming of these ruinous times have rendered even the quietest space lanes fraught with peril. The Aeldari have become a race truly divided, and in so being, court a new fall.

In the cultural hearts of the Aeldari empire, the wound of the Great Rift – or Dathedian in the Aeldari tongue – festered and ran deep. No civilisation could look upon a night sky mauled by the energies of Chaos and not feel affected by it. To a race as sensitive to psychic phenomena as the Aeldari, the scar in the heavens was a constant dull ache in the mind, a reminder of all they had lost. Perhaps it would never have existed at all were it not for the formation of the Eye of Terror, born from the sickening cataclysm of Slaanesh's

Below: On the ice world of Klaisus, known to the Aeldari as Ulthanash's Rest, Yvraine's followers join forces with the Imperium against Abaddon's vast legions. It is a pivotal moment in both Imperial and Aeldari history, for without this fragile alliance the resurrection of Roboute Guilliman may never have occurred.

birth. That stark reminder of their darkest hour gnawed at the mind, making Yvraine's claims of another god yet to be born – though this time as a saviour – ring hollow.

Across the galaxy, nightmares of guilt and doubt wracked the Aeldari race. Even the callous and self-serving Drukhari were affected, forced to admit their way of life was under dire threat. A new era of war began as the turmoil within was turned into merciless strikes against ancient enemies, new foes, and former allies. Much of the blame for the new disaster was put at the door of the mysterious death cult known as the Ynnari, especially upon Biel-Tan. There, the populace had been divided between fervent support for Yvraine and the outright condemnation that followed her visitation – coinciding, as it did, with the invasion and subsequent fracture of the craftworld's infinity circuit.

Yet the new era brought hope, too – a new strand of fate that some believed would lead to the Aeldari race rising to greatness once more. The being that Yvraine summoned from within Biel-Tan's broken wraithbone skeleton was an avatar, of a sort – and for an avatar to exist, a god had to have risen in power for it to epitomise. The entity known as the Yncarne was proof that the Whispering God was real, and hence that he could perhaps save their souls from She Who Thirsts once and for all.

THE CRONESWORDS

Aeldari legend speaks of five ancient swords that, when gathered together, bear a terrible and macabre power over death itself. It is a well known myth that Heg's screaming daughters hounded the war god Khaine until he agreed to cut off her hand, thereby allowing the crone to partake of her own blood and the knowledge held within it. Few know the more obscure chapter that followed that myth – the tale that five deadly blades were forged, one from each of the crone's talons, and strewn across the ancient Aeldari empire as a defence against the final doom of their race. These swords were thought lost to the mists of time, but they are very real.

In the mythic cycles of the Aeldari, the father of Morai-Heg's daughters is referred to as the Kaelis Vara'lanthian, or the 'death god yet to be'. It is likely that Eldrad and Kysaduras took this as a sign that Ynnead's power was waiting to be claimed, and that had they the means to locate and wield the swords, they might wield a fraction of his power in the material realm. Perhaps only Morai-Heg knew the truth – and by providing foci for Ynnead's nascent power, set in motion a chain of events that would unfurl when the Aeldari needed it most.

A PSYCHE INFLAMED

Since the Great Rift split the galaxy, the psychic powers that all Aeldari possess to some degree have burgeoned in different ways. It is generally accepted amongst the Farseers of the craftworlds that this is a direct result of the Dathedian introducing a vast bleed of ethereal energy into the galaxy. Of all the Aeldari, the craftworlders are most in tune with matters psychic. Without the Path system – that cultural process by which an Aeldari focuses his or her mind upon a single pursuit or skill to avoid the temptation of all others – the Asuryani may have found this flare of psychic activity disturbing, and possibly even disastrous.

Yet the discipline of the Path was developed precisely to turn the Aeldari mind into a fortress against such unfettered activity. Of all the sentient races in the galaxy, the Asuryani could be said to have ridden out the swell of psychic energy the best – indeed their entire culture was built around methods of discipline, guardianship, and self-denial in case they let their worst excesses rise from within to eclipse their sanity once more.

Those Aeldari who trod the Witch Path found their prophetic glimpses escalating into full and potent visions, magnifying their ability to parse the skeins of future fates and react accordingly. On every craftworld their Runes of Warding burned out at a daunting rate, the protective symbols being used up almost as fast as they could be regrown from psycho-reactive material, but for now at least, the psychic threat posed by their daemonic nemeses was held at bay.

'The Rhana Dandra. The end of our race. How long have we said it is inevitable? Every prophecy points to its culmination. Yet can it not be postponed? And is our fatalistic acceptance of our destruction the very thing that will bring it about?'

- Theuria of Ulthwé

With this new influx of psychic energy came other new abilities, and many Aeldari subcultures found themselves able to draw on power from within. Even those who traditionally honed the use of the physical over the mental found their talents blossoming when they brought the two into balance. The Ynnari were no exception – wherever the energies of death gathered thick, the converts to Ynnead's cause could literally breathe them in, harnessing that invisible power released upon death to empower them so they fought with blurring speed and incredible dexterity even for one of the Aeldari race. Potential turned to talent, talent to mastery, mastery to supernatural prowess. The stage was set for the sacred phoenix of the Aeldari race to rise once more.

YVRAINE, EMISSARY OF YNNEAD

The high priestess of the Ynnari is Yvraine, the Daughter of Shades. She was the first to feel the energies of the Whispering God empower her. Her appearance is grand and exotic, her gown-like finery worn over a sleek wychsuit so she can shuck off her regalia before darting out to deliver a killing blow. Soon after Ynnead was first roused from slumbering potentiality, a fraction of his will and power was imparted to one single soul. Chosen by fate, Yvraine was in spirit the closest living thing to the ancient Aeldari that had existed before Slaanesh erupted into being.

Yvraine had walked the Warrior Path early in her life, for a part of her nature is warlike and thrills at the spilling of blood. She became a Dire Avenger, studying the arts of Khaine under the tutelage of the Exarch Laarian. The two formed a bond of surpassing closeness during that time, so much so that when she left the shrine to walk the Witch Path, Laarian could not forget her. That connection in itself was to divert the course of fate for both Yvraine and Laarian later in life.

An exile from Biel-Tan after following the paths of the Warrior and the Witch, Yvraine had roamed to every corner of Aeldari society. She became an outcast, crossing the stars with a band of secretive Rangers and learning the art of patience. Still, she felt she had not settled in her rightful place.

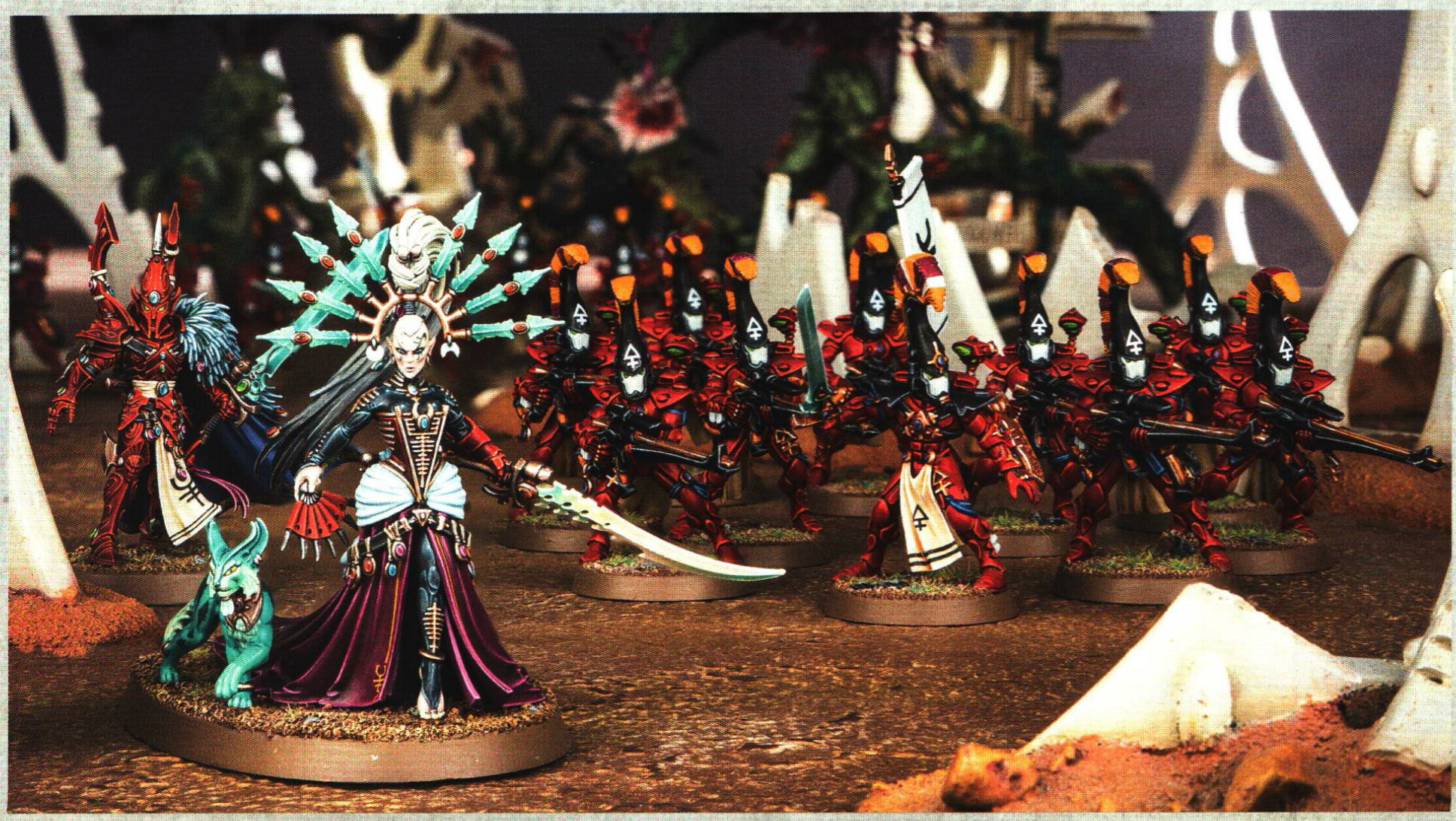
Whilst travelling aboard the elegant, winged ship known as the *Lanathrialle*, Yvraine felt the call of the void upon her soul and forsook her loose band of Outcast allies to join the crew. Year by year, battle by battle, she garnered more status, for she had a vicious streak and a sense of opportunism that saw her rise quickly through the ranks. Taking the name Amharoc, which means Pitiless One in Aeldari, ultimately she became a corsair commander, plying the space lanes at the helm of the *Lanathrialle*.

Yet there were those amongst her crew who saw Yvraine as a pretender, one who donned the trappings of each new life as a troubadour would don a new costume without truly committing to the role. Even Yvraine had to admit the truth of that notion. She was in part a chameleon and with every new victory sought out a fresh challenge.

'She is quite interesting, this Yvraine, and apparently one to watch ...'
– Asdrubael Vect

Finally, after her rivals organised a mutiny against her, Yvraine was sent into exile whilst her corsair fleet was docked at Port Vilifact in the Dark City. The new captain of the *Lanathrialle*, Lord Aracleo, had cause to regret his decision soon after, for Yvraine was a gifted leader – without her connections, the corsair fleet's fortunes began to suffer. By then it was too late.

Stripped of her grandeur, humbled by those who once called her mistress, Yvraine eked out a new existence within the haunted streets of Commorragh. Narrowly avoiding becoming one of the starveling creatures known as the Parched, she fought tooth and nail to become part of the Wych Cults and through sheer ability earned her place.



Known in Commorragh as the Daughter of Shades, Yvraine was a favourite in certain wealthy circles. She was not a true Commorrite and hence was interestingly controversial, famed for her lightning transformations from stately elegance to a whirlwind of violence when her ire was raised. This gory retribution had happened upon the bridge of the *Lanathrialle*, within the trophy galleries of the Archon Abrahak, and even on the Seer's Bridge of Biel-Tan. Yvraine's mercurial temperament had endeared her to those who respected decisive violence – in essence, the vast majority of the Dark City's inhabitants.

Such was Yvraine's skill as a combatant, refined along the Path of the Warrior and broadened in scope as a corsair queen, that she rose through the ranks of the Wych Cults to become a Succubus. Some say this was through pure skill, some say it was as a direct result of the patronage of Lady Malys, the scheming and impeccably dressed Archon who was once a paramour of Asdrubael Vect's. Whatever the reason, it was Yvraine's role during the Night of Revelations that saw a grievous blow dealt to Vect's rule.

After her transformation in the Crucibael, Yvraine cut her way free from the daemonic infestation that rocked Commorragh soon after her ascension. She made her way back to the craftworld of her birth, Biel-Tan – and in the process, set in motion the events that saw the world-ship fractured into skeletal shards of its former glory. The shattering of Biel-Tan's infinity circuit caused a vast explosion of psychic energies that caused warp vortices to spiral into being around the stricken craftworld, but also gave a focal point for the Aeldari God of the Dead to manifest his avatar in realspace.

A great many Aeldari have since joined Yvraine's cause, including Asuryani, Drukhari, Harlequins, and even a strange psychic familiar known as a Gyrinx. In battle she is more fearsome than ever – wielding the Cronesword Kha-vir, the Sword of Sorrows, she can turn an enemy to ash with the slightest kiss of the blade. Stranger still, the powers of their new deity Ynnead can be seen manifesting around her as she fights. Yvraine's Reborn can tap the power of the souls within their spirit stones or even the those slain nearby to enhance their abilities in combat. They wield strange weapons and formidable psychic powers that can turn their foes to dust in an instant. They have learned the secrets of the dead, bringing them closer to their ancestors and the lost glories of their fallen race. However, many see Yvraine and her Ynnari as corrupted by the very daemonic forces she seeks to thwart, whilst others believe she is already dead inside.

THE VISARCH, SWORD OF YNNEAD

Yvraine's guardian is the mysterious swordsman known only as the Visarch. In him is an echo of the Aeldari at the height of their power. Acting as Yvraine's escort, teacher, and confidante, he is a crucial lynchpin in the Ynnari's inner circle. Any who would harm his mistress must first meet him blade to blade – no enviable task for even the most skilled warrior.

The Visarch is Yvraine's sworn champion. He epitomises the matchless grace of the Aeldari in form as well as deed. Clad in baroque armour of the ancient Bel-Anshoc style, the Visarch wears many faces upon his battle plate, just as he channels many souls within his mortal form. When one personality's skills are not suited to his immediate need, another rises to the fore, lending him a critical edge. The Visarch can strike with the sure sword of an Exarch, channel the lethal rampage of an Incubus, or use the acrobatic prowess of a Wych, darting through the enemy lines to leave only twitching limbs and dismembered torsos in his wake. Those who scream in defiance soon find themselves robbed of their voices, for the Cronesword he wields – Asu-var, the Sword of Silent Screams – brings a deathly hush when drawn in anger.

'They seek to give rise to the god of death, these Ynnari, and in doing so become the masters of all mortality. Are the lessons of the aeons so easily cast aside?'

– Autarch Relethere of Alaitoc

The Visarch was once known as Exarch Laarian, but since encountering the Daughter of Shades, he has become something stranger and more unsettling than one of Khaine's shrinekeepers. Once an Exarch of considerable standing upon Biel-Tan, the Visarch taught Yvraine in her former life as an Aspect Warrior. Seeing much potential in her acrobatic skills, he had been greatly saddened when she had left his shrine. He could barely accept that she had forsaken the way of the Dire Avenger in favour of the Witch Path, but when word reached him that she had chosen the way of the Outcast – and eventually a life of murder and moral decrepitude in Commorragh – his spirit broke. Though he would not admit it to himself, the depths of his feelings for Yvraine diverted his course.

In a nigh-unprecedented lapse of tradition, the Visarch left his shrine in the hands of his foremost disciples, breaking the faith of the Exarch tradition to follow Yvraine along the dark thread of fate she had made for herself. Posing as an Incubus, he fought his way to a position of prominence in the Dark City, the better to keep watch over his ward. In the grand shrine of the Coiled Blade, he joined those accomplished killers sometimes called the Scarlet Incubi by those afraid to name them. Laarian struck down the Klaivex after a gruelling duel and took the role as right of conquest. Perhaps it was this act that saw him embody the ancient Aeldari more than most. Perhaps it was his ceaseless study of the arts of death that drew him close to Ynnead. Perhaps it was fate alone. From that moment on, however, Laarian found a deep and spiritual connection with the Whispering God. He has served him ever since – and in doing so, been drawn to Yvraine's side once more.

THE YNCARNE, AVATAR OF YNNEAD

Both Yvraine and the Visarch are dwarfed in stature by the towering, swirling entity known as the Yncarne. It is a figure both strangely beautiful and terrifying to behold – if this is truly the Aeldari's saviour, it is a dark one indeed.

The Yncarne is an extremely unsettling entity, a manifestation of morbid energies that communicates only through death and the manipulation of spiritual energy. Much like the Aeldari's nemesis, the deity of unbridled excess known as Slaanesh, the Yncarne is androgynous, for death takes all in the end, regardless of age, gender, or status. It is thought of by many as the Avatar of Ynnead, much in the way that Kaela Mensha Khaine, the Bloody-Handed God of the Asuryani, has its own incarnations on the mortal plane.

The comparison is valid, yet also flawed, for there is but one Yncarne – Ynnead's power waxes with each new death, true enough, but he has but a fraction of his potential realised in realspace. Where the Avatar of Khaine is born from a fallen god, shattered into hundreds of lesser pieces by the struggle with Slaanesh, the Yncarne is born from a god yet to fully manifest – it is but a shred of the Whispering God's full power. Furthermore, the coalescence of this chimeric figure was a direct result of the fracture of Biel-Tan and the immense psychic trauma that triggered it, a trauma triggered by daemonic intrusion. Some of the Reborn's detractors have been bold enough to claim that the Yncarne, far from being the nemesis of Slaanesh in physical form, is polluted by the very forces it was intended to bring low. Those who meditate on its strange androgyny have seen a commonality with the Daemons of the Dark Prince. To the Ynnari, this is heresy of the worst sort, and they would demand an honour duel in the fashion of the Saim-Hann tribes to see the matter settled on the spot.

In times of peace, the Yncarne will fold itself between dimensions, haunting the periphery of vision as it shimmers in the veil between realspace and the warp. Only a surplus of deathly energies can call it forth into the material realm. When the Yncarne manifests in reality, it does so with a dramatic and shocking burst of negative energies. With a hideous tearing sound that splits the ears, the corpse-strewn battleground cracks and glows white, a towering form bursting from the blood-soaked earth amongst a raging ectoplasmic storm.

The Yncarne, bane of the lesser races and icon of rebirth for the Aeldari, shrieks in triumph at every new intrusion into realspace. The incarnation of morbid energies drifts towards its prey amongst a vortex of deathly whispers, a roaring psychic hurricane ripping the life from those who earn its ire. Those Ynnari who fight alongside this creature are invigorated by a cold and chilling power, lent the icy determination of the Reborn. Mortal foes find their doom closing in, as unstoppable as the night. Those not turned to dust at the Yncarne's gaze or sent tumbling to the ground as soulless husks are sliced in two by Vilith-zhar, the Sword of Souls, a quicksilver blade that can change shape at need. It is the largest and most powerful of the Croneswords that have been discovered, and it can kill even a Greater Daemon if its strike lands true.

THE TIME OF DEATH ASCENDANT

The rise, fall, and rise again of the Ynnari has changed the course of history – not just for the Aeldari race, but for those they count amongst their allies. With the stars riven by the Great Rift, it will take every iota of their foresight and skill to keep the fates of the mortal races from disaster.

THE SIGN BEYOND THE GRAVE

In the Hidden Chamber of Ulthanash Shelwé, Eldrad Ulthran allows his spirit to flow amongst the departed souls of his race that haunt his craftworld's infinity circuit. Under the susurration of countless billions of voices he hears a swelling pulse, like a deep and distant heartbeat. It gives him hope and sets in motion a chain of events that will see the Aeldari race shaken to its core.

THE PROPHECIES OF THE SEER

Kysaduras the Anchorite, sequestered in his wraithbone cell, prophesises the awakening of the God of the Dead. His words are riddles and half-truths, and the Seer Council of Ulthwé debate their implications until a single thread of terrible potential is winnowed from the rest. Only one amongst them has the nerve to follow it. Finding common cause with the Harlequins of the Midnight Sorrow, Eldrad Ulthran enlists the troupe of Inriam's Spectre into an ingenious and near-blasphemous series of heists.

THE THEFT OF THE CRYSTAL SEERS

A new rendition of the events of the Fall becomes fashionable amongst the performing Harlequins of the Laughing God and tours the craftworlds one after another. It is unlike the traditional cycle, which ends with Slaanesh and Cegorach locked in a duel without end. This latest performance has an epilogue that hints at another being joining the cast and eventually overcoming She Who Thirsts. These theatrical portrayals are not the only illusions brought to the Masque of the Midnight Sorrow's audiences. After the masque departs the day following the performance, one of the glinting statues from that craftworld's Dome of Crystal Seers is missing, though few are skilled enough to pierce the veil of illusion left in its place.

A DEATHLY RITUAL

On the Imperial planet of Port Demesnus, the forces of Saim-Hann and Ulthwé strike from long-hidden valleys and subterranean arbours, bypassing the cordons that make the planet an Imperial Navy stronghold. As the Aeldari fall upon the population, the Imperium reinforces the planet's defenders a dozen times over. Only the canny Captain Artemis of the Deathwatch spots the ruse for what it is – a distraction to allow Eldrad Ulthran and his forces to make use of the planet's moon for their own arcane purposes. Upon Coheria, the stolen crystal seers of the craftworlds are arranged in a ritual formation, each providing a hyperspatial link to the world-ship from which it was taken – or rather to its infinity circuit. The rite nears completion, and the departed souls of the Aeldari craftworlds are channelled across realspace to inhabit not spirit stones, but the crystalline grains of sand that cover the moon Coheria. With so many dead souls flaring in such close proximity, the deity Ynnead is roused by their blazing beacon of ghostlight, and for a moment it seems that the god of the dead may become a reality far before the prophesised time. It is then that the Deathwatch under Captain Artemis attack, slaying Inriam's Spectre and driving Eldrad Ulthran's ritual wild moments before its completion. The Aeldari are forced to abandon their work and flee.

NIGHT OF REVELATIONS

That sliver of true consciousness the Aeldari have succeeded in waking from Ynnead burns across the void towards Commorragh, where a duel of champions is taking place.

In the gladiatorial arena of the Crucibael, Yvraine is struck by the mote of Ynnead's consciousness that transforms her into the high priestess of a new religion.

FLIGHT FROM COMMORRAGH

Approached by the mysterious Visarch and agreeing to a temporary alliance, Yvraine and her Bloodbrides flee from the anarchy of the arena to the mercenary quarter of Sec Maegra. There she finds many of her old allies, from corsair princes to disfigured Wyches, and organises her escape from the Dark City.

Boarding the *Lanathrialle*, which was operating out of Sec Maegra, Yvraine calls in every favour she can to ensure her old corsair crews buy her time. As the lesser craft duel the shard-ships peeling out of the nearby docks on Vect's orders, Yvraine makes for the arterial webway portal above the port. Her flagship, though far too large to pass through the portal, rams its prow – bridge and all – into the webway gate. As the ship burns and the Kabalite craft pick it apart like bloodsharks attacking a stricken leviathan, Yvraine cuts her way free of the prow on the other side of the portal and takes her coterie deep into the webway.

A DEADLY DANCE

Yvraine finds herself under attack in the webway. It is not Vect's agents that hunt her this time, but the pallid horrors known as Daemonettes. The herald of the Dark Prince known as the Masque of Slaanesh has been informed of Yvraine's rise and launches a hypnotic attack on the gathered Ynnari, forcing them to join a grisly dance with the Daemonettes and the corpses of those Drukhari hunters they have already killed. They are spellbound, and their doom looks certain until a strike force of Harlequins come to her aid – that same troupe that watched her fight in the arena. As a Solitaire duels the masque, the Ynnari shake off the dire spell and renew their attack. The Daemons are banished and the voyage renewed.

THE TEMPEST BREAKS

The divinations of the council of Biel-Tan, precipitated by the Masque of the Midnight Sorrow, lead them to the once-beautiful world of Ursulia, an Exodite world ravaged by warp storms. There, the Daemons of Slaanesh intend to breach an ancient portal that leads to Biel-Tan itself. A temporary alliance between the Masque of Slaanesh and the Greater Daemon of Khorne known as Skarbrand sees the hosts of Slaanesh and Khorne fight the Swordwind of Biel-Tan amongst a raging daemonstorm. At the battle's height, the portal that leads to Biel-Tan is smashed open by Skarbrand's axe, allowing the Masque to pass through to reach the world-ship beyond. Descending from the webway portal at the stern of Biel-Tan to drift down like a pearl diver heading for the sea bed, the Masque makes it to the surface of the world-ship. From there she pollutes the craftworld's infinity circuit with Daemons in such number the that innate defences of that wraithbone megastructure are

hard-pressed to cope. Slowly, the infinity circuit becomes corrupted as it is possessed by the very daemonic forces it was devised to escape.

STRANGE SALVATION

Even as the Biel-Tani fight with every ounce of their skill to quarantine and cleanse their home of the Daemon infestation, the Ynnari pass through the webway to join forces with them. Yvraine, under attack from a horde of Daemonettes, breathes out a cold grey mist that dissolves them amongst a horrible keening scream. The parlay between Ynnari and Biel-Tani is strained, for there are those that wear the armour of the Drukhari amongst them. The presence of Jain Zar, who speaks out on Yvraine's behalf, buys enough time for the high priestess to perform a ritual of her own.

THE INCARNATION OF YNNEAD

Yvraine plunges her hand into the psychoplastic wraithbone skeleton of the world-ship as if it offered no more resistance than water. When she draws it back out, she holds high the Cronesword that had been buried in the craftworld's spine. The infinity circuit, already wracked with pain, begins to shatter, and the backlash of deathly energies forms a vortex of terrifying power. From that vortex emerges the Yncarne, avatar of the god of the dead. Its coalescence has a terrible price, however – though Biel-Tan's infinity circuit is cleansed of Daemons by Ynnead's power, the craftworld begins to physically break apart. Worse still, roiling storms of psychic energy boil through the void, joining with the empyrric dissonance of several other cataclysmic events to form a large section of the Great Rift. Biel-Tan is saved, but the galaxy itself has paid the price.

THE JUSTICE OF SEERS

The seers of Ulthwé open a portal from their Dome of Crystal Seers to its equivalent upon Biel-Tan, destroying the precious and irreplaceable souls of several deceased Farseers to do so. It is deemed necessary to ensure the Ynnari are rescued from becalmed Biel-Tan before the strife they have sown sees the craftworld consumed in the fires of civil war. They are called to account by Ulthwé's seer council, as is Eldrad Ulthran, for his arrogance in co-opting the psyches of generations of dead Aeldari is beyond countenance. Emissaries from Craftworld Altansar speak in their defence, revealing that Ynnead's nascent consciousness had a hand in allowing them to survive their craftworld's millennia-long ordeal in the Eye of Terror. The trial becomes ever more heated as courtly negotiations turn to veiled threats, then to open hostility and even psychic attack. Only the intervention of no less a seer than Kysaduras the Anchorite, unseen for generations, prevents the council from kinstrife of the worst kind. The Ynnari and their Ulthwéan allies, accompanied by the Altansari, are allowed to leave on the proviso that they venture into the Eye of Terror, never to return.

EXILE WITHIN THE EYE

Following a rumour regarding the last Croneswords, the Ynnari take their crusade through the perils of the Eye of Terror to the crone world of Belial IV. Its once-luxurious cities have been long toppled by the powers of Chaos, for the world was at the heart of the Aeldari empire at the time of its great Fall. To venture there is to risk the worst doom of all under the claws of Slaanesh, but Yvraine believes it is worth the cost – legend states that should all five Croneswords be united, Ynnead's power will be bolstered beyond measure. Though many of Yvraine's Reborn are slain en route to the planet, and then, after planetfall, still more at the hands of the Daemons that prowl that ruined hellscape, it is the covenite forces of the Haemonculi that see her quest grind to a halt. Sent by Vect and his allies to eke out a terrible revenge upon Yvraine, they use all manner of vile technologies to attack the Ynnari. The carnage draws a Slaaneshi Soul Hunt to their location. A three-way battle breaks out in which Yvraine and her faithful throng are trapped and suffering – but the key to their victory is close at hand, for one of the fabled Croneswords is buried nearby. When the Yncarne manifests from the deathly energies of the battle, it rises from the tortured ground holding that deadly blade and turns the tide.

RESCUED FROM THE BRINK

A Wraithknight-led delegation from Craftworld Iyanden reinforces the Ynnari before the Slaaneshi horde can close the noose. They had read the runes of fate, divining that a critical moment of history would occur upon Belial IV. Well versed in the hidden ways of the crone world from their spirit stone harvests, they lead the Ynnari through a hidden portal to the battle-scarred world-ship of Iyanden.

THE FLAME OF ASURYAN

The forces of Chaos are attacking from the Great Rift all across the galaxy, and Craftworld Iyanden is no exception. Even as Yvraine is held as an 'honoured guest' – in effect a prisoner – by the rightfully cautious leaders of Iyanden, the craftworld is assailed by a Nurgle fleet. From her sumptuous cell, Yvraine sends a psychic summons to a nearby corsair fleet, and within a matter of days it joins the battle. Together with the Royal Armada of Iyanden under Prince Yriel, the fleet prevents the Nurgle ships from reaching the craftworld. The famous Autarch leads a boarding action into the depths of the Nurgle flagship, a Daemon Engine of colossal size known to the Aeldari as the *Spawn of Oghanothir*. He plunged the Spear of Twilight into the heart of that rotting hulk, killing the Daemon creature within it, but paid for it with his life, smashed to ruin by a blow from the Daemon Prince Gara'gugul'gor.

DEATH AND RESURRECTION

Prince Yriel's body is recovered and brought back to Iyanden, there to be lain in state. However, the corpse is infested with a virulent disease that could potentially lie low the craftworld entire. Fortunately, the spiritseer Iyanna Arienal allows Yvraine into Yriel's mausoleum. There, she burns out the plague with the energies of death before claiming Yriel's spear – the fourth of the Croneswords she seeks – and resurrecting the prince with the power of rebirth. Iyanden's course through history is altered forever by that fell time. Its Farseers cast their runes, but now the dwindling threads of potential that had seemed to throttle their future unravel into a dozen different futures and more.

THE FATED MOON

A council of elders gathers in the aftermath of Yriel's resurrection. Together they discuss the new doom that faces the galaxy. After long debate they come to the conclusion that only by giving the teeming masses of Humanity a fighting chance to hurl back the forces of the Ruinous Powers can they avert a doom that would see their race suffer and die. The Ynnari, now bolstered by a large contingent from Iyanden, brave the shattered spars of the webway once more. After a fraught journey where they are forced to face the legendary Azhek Ahriman and his Thousand Sons automata in battle, they reach the ice moon of Klaisus, that frozen orb which has appeared large in the divinations of their seers. There they rendezvous with the Imperial agents under Inquisitor Greyfax and Archmagos Dominus Belisarius Cawl. A pact is struck, and together the allies head for Macragge, there to resurrect a demigod that can lead Humanity in its darkest hour.

THE HEART OF A RIVAL EMPIRE

In the Fortress of Hera upon Macragge, Yvraine kills the Primarch Roboute Guilliman. In doing so, she finally dispels the shadow of his brother Fulgrim's poisonous betrayal, only to then resurrect him by channelling Ynnead's power into his fallen form. Though she has failed to unite the Aeldari race as she had hoped, with the resurrection of Guilliman, she binds the race of Mankind together at a critical moment that gives hope to the galaxy at large.

INDEX: YNNARI

Index: Ynnari **contains the rules required to play games with your Ynnari army. The rules presented here replace all the rules for the Ynnari presented in *Index: Xenos 1*. Amongst these are updated datasheets and points values for Yvraine, the Visarch and the Yncarne, as well as updated rules detailing how you can field an Army of the Reborn. In this section you will also find rules for Ynnari Detachments, including Stratagems, Relics, psychic powers and Warlord Traits. These rules have been designed to be used in all types of games, including matched play games.**

USING AN YNNARI ARMY IN WARHAMMER 40,000

The rules presented in this section are intended to be used in addition to those presented in *Codex: Craftworlds*, *Codex: Drukhari* and *Codex: Harlequins*.

If your army is Battle-forged you can include Yvraine (pg 38), the Visarch (pg 40) or the Yncarne (pg 41) in any **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment (as defined in their respective codexes), provided that the Detachment does not include any of the following units: any **AELDARI** named character (other than Yvraine, the Visarch or the Yncarne), any Mandrakes, the Avatar of Khaine, Solitaires or any **<HAEMONCULUS COVEN>** units.

If Yvraine, the Visarch or the Yncarne is included in a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, you can choose for that Detachment to remain a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, or for that Detachment to become an **YNNARI** Detachment.

If you choose for the Detachment to remain as a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, then Yvraine, the Visarch or the Yncarne can be included in that Detachment without preventing other units from gaining the following Detachment abilities: The Path of War, Craftworld Attributes, Vanguard of the Dark City, Raiding Force, Drukhari Obsessions, Defenders of the Black Library, Masque Forms. Note that Yvraine, the Visarch or the Yncarne do not benefit from any of these abilities themselves.

If you choose for the Detachment to become an **YNNARI** Detachment, then all units in that Detachment gain the **YNNARI** keyword (note that this is not a Faction keyword). The Detachment is no longer considered to be a **CRAFTWORLDS**, **HARLEQUINS** or **DRUKHARI** Detachment, and so cannot use Craftworlds, Harlequins or Drukhari Detachment abilities, Stratagems, Warlord Traits, Relics, psychic powers or Tactical Objectives respectively. Also note that you cannot use Craftworlds, Harlequins or Drukhari Stratagems or psychic powers, to affect **YNNARI** units from your army, even though they may have the appropriate keyword (e.g. you cannot use a Craftworlds Stratagem to affect an **ASURYANI** unit from your army that has the **YNNARI** keyword, you cannot use a psychic power to affect a friendly **ASURYANI** unit that has the **YNNARI** keyword, etc.). In addition, all **YNNARI** units replace every instance of **<CRAFTWORLD>**, **<KABAL>**, **<WYCH CULT>** or **<MASQUE>** on their datasheet with the appropriate keyword from the table below.

KEYWORD	REPLACE WITH:
<CRAFTWORLD>	REBORN ASURYANI
<KABAL>	REBORN DRUKHARI
<WYCH CULT>	REBORN DRUKHARI
<MASQUE>	REBORN HARLEQUIN

ABILITIES

If your army is Battle-forged, all Troops units in **YNNARI** Detachments (excluding Super-heavy Auxiliary Detachments) gain the Reclaim the Galaxy ability. In addition, if your army is Battle-forged, all **YNNARI** units in **YNNARI** Detachments (excluding Super-heavy Auxiliary Detachments) gain the Strength From Death ability.

Allies of the Reborn

BEAST, **INCUBI** and **SCOURGE** units can be included in an **YNNARI** Detachment without preventing other units in that Detachment from gaining the Strength From Death ability. Note, however, that these units never themselves gain the Strength from Death ability.

RECLAIM THE GALAXY

The Ynnari seek out places or relics of great power in the galaxy as a means of restoring the power of the Aeldari, zealously driving off any who would seek to claim these in their place.

A unit with this ability that is within range of an objective marker controls it even if there are more enemy models within range of it. If an enemy unit within range of the objective marker has a similar ability, then it is controlled by the player who has the most models within range as normal.

Strength From Death

As soon as any unit is destroyed, all units from your army with this ability benefit from Soulburst actions until the end of the turn. Whilst a unit is benefiting from Soulburst actions, it always fights first in the Fight phase, even if it didn't charge. If a model that is benefiting from Soulburst actions made a charge move this turn, or already has an ability that allows it to always fight first in the Fight phase, then whilst it is benefiting from Soulburst actions you also add 1 to hit rolls for attacks made with melee weapons by that model. If the enemy has units that made a charge move this turn, or that have abilities that allow them to always fight first in the Fight phase, then alternate choosing units to fight with, starting with the player whose turn is taking place.

YVRAINE

7 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Yvraine	8"	2+	2+	3	3	5	4	9	6+

Yvraine is a single model equipped with: Kha-vir, the Sword of Sorrows. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kha-vir, the Sword of Sorrows	Melee	Melee	+1	-2	D3	-

ABILITIES

Strength from Death (pg 39)

Runesuit: Yvraine has a 4+ invulnerable save.

Gyrinx Familiar: Add 1 to Psychic tests and Deny the Witch tests made for this model.

Herald of Ynnead: Each time another **AELDARI** model is slain within 6" of Yvraine, roll one D6. On a 4+, Yvraine regains one lost wound. If the model was a **PSYKER**, you can generate one additional psychic power for Yvraine from the Revenant discipline (pg 45).

Revered Figurehead: This model can embark onto any **AELDARI TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so.

PSYKER

Yvraine can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. She knows the *Smite* power and two psychic powers from the Revenant discipline (pg 45).

FACTION KEYWORDS: AELDARI, YNNARI

KEYWORDS: CHARACTER, INFANTRY, PSYKER, YVRAINE

THE VISARCH

6 POWER

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Visarch	8"	2+	2+	3	3	5	5	9	3+

The Visarch is a single model equipped with: Asu-var, the Sword of Silent Screams. It has a forceshield. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Asu-var, the Sword of Silent Screams	Melee	Melee	+2	-3	D3	Enemy units that suffer any casualties as the result of attacks made with this weapon subtract 1 from their Leadership characteristic until the end of the turn.

ABILITIES

Strength from Death (pg 39)

Champion of Ynnead: Each time another **AELDARI** model is slain within 6" of the Visarch, roll one D6. On a 4+, the Visarch regains one lost wound. If that model was a **CHARACTER**, add 1 to the Visarch's Attacks characteristic for the rest of the battle.

Way of the Blade: Re-roll hit rolls of 1 for attacks made with melee weapons by friendly **YNNARI** models whilst their unit is within 6" of this model.

Warden of Yvraine: Each time Yvraine loses a wound whilst the Visarch is within 3", you can choose for the Visarch to shield Yvraine. If you do, roll one D6; on a 2+ Yvraine does not lose the wound, but the Visarch suffers a mortal wound.

Forceshield: The Visarch has a 4+ invulnerable save.

Revered Figurehead: This model can embark onto any **AELDARI TRANSPORT**, even though the transport in question might normally only permit models with other Faction keywords to do so.

FACTION KEYWORDS: AELDARI, YNNARI

KEYWORDS: CHARACTER, INFANTRY, THE VISARCH

17 POWER

The Yncarne

NAME	M	WS	BS	S	T	W	A	Ld	Sv
The Yncarne	8"	2+	2+	6	6	9	6	9	3+

The Yncarne is a single model equipped with: Vilith-zhar, the Sword of Souls. Only one of this model may be included in your army.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Vilith-zhar, the Sword of Souls	Melee	Melee	User	-4	D6	You can re-roll wound rolls for attacks made with this weapon.

ABILITIES

Strength from Death (pg 39)

Daemonic Avatar: The Yncarne has a 4+ invulnerable save.

Inevitable Death: When you set up the Yncarne, it can be set up in waiting rather than on the battlefield. If it is, then each time a unit (friend or foe) is completely destroyed, you can choose to set up the Yncarne as close as possible to the position of that unit, more than 1" from all enemy models. The Yncarne may not charge in the turn it is set up in this manner.

Summoned by Death: Each time a unit is destroyed, you can immediately remove the Yncarne from the battlefield and set it up again as close as possible to the position of that unit, more than 1" from all enemy models. The Yncarne may not charge in the turn it is set up in this manner.

Ynnead Stirs: Friendly **Ynnari** units automatically pass Morale tests whilst they are within 6" of this model. In addition, whenever a friendly **Ynnari** unit within 6" of the Yncarne loses a wound, roll one D6; on a 6 that wound is not lost.

Avatar of Ynnead: Each time another **Aeldari** model is slain within 6" of the Yncarne, roll one D6. On a 4+, the Yncarne regains one lost wound.

PSYKER

The Yncarne can attempt to manifest two psychic powers in each friendly Psychic phase, and attempt to deny one psychic power in each enemy Psychic phase. It knows the *Smite* power and two psychic powers from the Revenant discipline (pg 45).

FACTION KEYWORDS

Aeldari, Ynnari

KEYWORDS

Character, Monster, Daemon, Fly, Psyker, The Yncarne

POINTS & WARGEAR

If you are playing a matched play game, or a game that uses a points limit, you can use the following list to determine the total points cost of your army. Simply add together the points of all your models to determine your army's total points value.

UNITS

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Yvraine	1	132
The Visarch	1	120
The Yncarne	1	337

YNNARI STRATAGEMS

If your army is Battle-forged and includes any YNNARI Detachments (excluding Auxiliary Support Detachments), you have access to the Stratagems shown here, meaning you can spend Command Points to activate them. These help to reflect the unique strategies used by the Reborn on the battlefield. If a Stratagem is used before the battle to upgrade a unit (e.g. Exalted of Ynnead) and you have an army roster, you must note on it which Stratagems are used to upgrade which units.

ARTEFACTS OF DEATH

1/3CP

Ynnari Stratagem

When the Ynnari gather in a great host, the presence of so many relics of great power means victory is assured.

Use this Stratagem before the battle. Your army can have one extra Relic of Ynnead for 1 Command Point, or two extra Relics of Ynnead for 3 Command Points. All of the Relics of Ynnead that you include must be different and be given to different **YNNARI CHARACTERS**. You can only use this Stratagem once per battle.

WHISPERING SPIRITS

2CP

Ynnari Stratagem

The Ynnari are surrounded by the souls of the dead, their voices distracting and disturbing nearby foes.

Use this Stratagem when an enemy unit takes a Morale test whilst it is within 1" of any **YNNARI** units from your army, but before the test is taken. Subtract 2 from that enemy's Leadership characteristic until the end of the phase.

YNNEAD'S NET

2CP

Ynnari Stratagem

As the warhost closes upon the foe, jetbike-mounted riders swoop to trap the enemy.

Use this Stratagem at the start of the Charge phase. Select one **YNNARI BIKER** unit from your army. That unit can charge, even if it Advanced this turn.

UNITED IN DEATH

1CP

Ynnari Stratagem

When the Ynnari act as one, their blows fall like rain, the storm of blades in the name of the God of the Dead.

Use this Stratagem at the start of the Fight phase. Select one **REBORN ASURYANI**, one **REBORN HARLEQUIN** and one **REBORN DRUKHARI** unit from your army. Until the end of the phase, add 1 to the Attacks characteristic of each of these units whilst they are benefiting from Soulburst actions.

INEVITABLE FATE

2CP

Ynnari Stratagem

The Ynnari know that all life must end in order to be reborn, and hasten to bring their enemy closer to that demise as quickly as possible.

Use this Stratagem at the start of the Fight phase. Select one enemy unit. Re-roll wound rolls for attacks made with melee weapons by **YNNARI** units that target that unit until the end of the phase.

ACOLYTE OF YNNEAD

1CP

Ynnari Stratagem

Psykers among the Ynnari hosts can use the souls of the recently dead to focus their powers.

Use this Stratagem before an **YNNARI PSYKER** from your army attempts to manifest a psychic power from the Revenant discipline. Add 3 to the Psychic test if any enemy units were destroyed this phase.

REBORN TOGETHER

1CP

Ynnari Stratagem

The goal of the Ynnari is to save the Aeldari race, whatever their previous allegiance.

Use this Stratagem at the start of the Morale phase. Until the end of the phase, add 2 to the Leadership characteristic of all **YNNARI** units from your army that are within 6" of any other friendly **YNNARI** units.

SHRINE OF THE WHISPERING GOD

2CP

Ynnari Stratagem

Though rare, it is not completely unheard of for Incubi to become true devotees of Ynnead. Most famous are the Incubi of the Coiled Blade, who have fought beside the Visarch on countless battlefields.

Use this Stratagem before the battle. Select up to three units of **YNNARI INCUBI** from your army. Each of these units gains the Strength From Death ability (even though **INCUBI** units cannot normally have this ability).

A TASTE FOR DEATH

1CP

Ynnari Stratagem

When one of the Reborn sees the soul-stuff of the foe leaving its body, they feel a renewed purpose.

Use this Stratagem when an enemy unit is destroyed as the result of an attack made with a ranged weapon by an **YNNARI** unit from your army. Add 1 to hit rolls for attacks made with melee weapons by that unit until the end of the turn.

THE GREAT ENEMY

1CP

Ynnari Stratagem

The Chaos God Slaanesh is reviled by the Aeldari, who hate and despise his followers with a ferocious loathing.

Use this Stratagem when an **YNNARI** unit from your army is chosen to fight in the Fight phase. Until the end of the phase, re-roll failed wound rolls for attacks made by models in that unit that target **SLAANESH** units.

WEBWAY AMBUSH

1/3CP

Ynnari Stratagem

The Reborn navigate the webway with ease.

Use this Stratagem during deployment. If you spend 1 CP, you can set up one **YNNARI INFANTRY** or one **YNNARI BIKER** or **YNNARI BEAST** unit from your army in the webway instead of placing it on the battlefield. If you spend 3 CPs, you can set up two such units in the webway instead. A unit in the webway can emerge at the end of any of your Movement phases – set it up anywhere on the battlefield that is more than 9" from any enemy units. This Stratagem can only be used once per battle.

FIRE AND FADE

1CP

Ynnari Stratagem

The Aeldari are masters at using hit-and-run tactics, striking a killing blow before withdrawing from reprisal.

You can use this Stratagem after an **YNNARI** unit from your army shoots in your Shooting phase. If you do so, the unit can immediately move up to 7" as if it were the Movement phase (it cannot Advance as part of this move). This unit cannot charge until the end of the turn.

DEADLY MISDIRECTION

2CP

Ynnari Stratagem

With the Aeldari, nothing is what it seems. What appears to be a victory can soon transform into a defeat.

Use this Stratagem when an **YNNARI** unit from your army Falls Back. That unit can still shoot and charge this turn.

EXALTED OF YNNEAD

1CP

Ynnari Stratagem

The hope presented by the Reborn draws in even the mightiest heroes of the Aeldari.

Use this Stratagem before the battle. Select one **YNNARI CHARACTER** from your army that is not your Warlord and is not a named character. Generate one Warlord Trait from the Ynnari Warlord Traits table (pg 44) for them (this model is only regarded as your Warlord for the purposes of this Warlord Trait). All Warlord Traits in your army must be different (if randomly generated, re-roll duplicates). You can only use this Stratagem once.

SOULS OF THE STRONGEST

1CP

Ynnari Stratagem

Those with a strong will provide a wealth of sustenance for those who channel the powers of the dead.

Use this Stratagem when the enemy's Warlord is destroyed. Units from your army with the Strength From Death ability benefit from Soulburst actions for the remainder of the battle, even if no unit has been destroyed during subsequent turns.

BACK FROM THE BRINK

2CP

Ynnari Stratagem

Those infused with death are not easy to slay.

Use this Stratagem when an **YNNARI INFANTRY** or **YNNARI BIKER CHARACTER** from your army is destroyed. Roll one D6; on a 4+ set that character back up again, as close as possible to their previous position, and more than 1" from any enemy models, with D3 wounds remaining. This Stratagem cannot be used on the same character more than once per battle.

LIGHTNING-FAST REACTIONS

2CP

Ynnari Stratagem

The Aeldari are possessed of preternatural reflexes..

Use this Stratagem when an **YNNARI INFANTRY** unit from your army, or an **YNNARI** unit from your army that can **FLY**, is chosen as the target of an enemy attack in the Shooting or Fight phase. Subtract 1 from hit rolls for attacks that target that unit until the end of the phase.

WARLORD TRAITS

Among the Reborn are found Aeldari from every part of their scattered race. The mightiest of these warriors inevitably rise to command great hosts of the Reborn.

If an **YNNARI CHARACTER** is your Warlord, they can generate a Warlord Trait from the following table instead of one from the *Warhammer 40,000* rulebook. You can either roll on the table to randomly generate a Warlord Trait, or you can select the one that best suits their temperament and preferred style of waging war.

Named Characters and Warlord Traits

If Yvraine is your Warlord, she must be given the Favoured of Ynnead Warlord Trait. If the Visarch is your Warlord, he must be given the Master of Death Warlord Trait. If the Yncarne is your Warlord, it must be given the Warden of Souls Warlord Trait.

D6 WARLORD TRAIT

1 LORD OF REBIRTH

The cycle of life and death is a continuum in some Ynnari.

This Warlord regains one lost wound at the start of each battle round. In addition, each time this Warlord would lose a wound, roll one D6; on a 5+ that wound is not lost.

2 WARDEN OF SOULS

This Warlord is the keeper of many souls; their mastery over the energies of death is unparalleled.

Whilst this Warlord is benefiting from Soulburst actions, add 1 to its Attacks and Strength characteristics.

3 WALKER OF MANY PATHS

The Warlord's hard-earned skills have been honed by walking the many paths of the Aeldari.

You can re-roll one hit roll or wound roll made for this Warlord each turn. In addition, if your army is Battle-forged, whilst this Warlord is on the battlefield, roll one D6 each time you spend a Command Point (CP) to use a Stratagem; on a 5+ that CP is immediately refunded.

4 FEAR OF THE GRAVE

Ynnead knows neither mercy nor fear – the same cannot be said of the god's foes.

Enemy units must subtract 1 from their Leadership characteristic whilst they are within 6" of this Warlord (they must subtract 2 instead during any turn in which an enemy unit was destroyed by an attack made by this Warlord).

5 FAVOURED OF YNNEAD

The energies of the dead seek the Warlord out, swirling around them like a gale, and carrying them into the foe.

Each time this Warlord piles in or consolidates, they can move up to 6" instead of up to 3".

6 MASTER OF DEATH

The Warlord has great expertise in severing of the cord that binds the body to the soul.

Each unmodified hit roll of 6 made for an attack with a melee weapon by this Warlord scores 2 hits instead of 1.

REVENANT DISCIPLINE

Among the Reborn, even those psykers who have honed their powers for centuries will find their abilities augmented by the god of death.

YNNARI PSYKERS must generate powers from the Revenant discipline instead of from the Runes of Battle, Runes of Fate or Phantasmancy disciplines. You can either roll one D6 to generate their powers randomly (re-roll any duplicate results), or you can select the psychic powers you wish the psyker to have.

D6 PSYCHIC POWER

1 GAZE OF YNNEAD

The psyker's eyes blaze with fire as they channel the power of Ynnead.

Gaze of Ynnead has a warp charge value of 6. If manifested, select one enemy unit that is within 18" of and visible to the psyker and roll one D6. On a 1, that unit suffers 1 mortal wound. On a 2-5, that unit suffers D3 mortal wounds. On a 6, that unit suffers D6 mortal wounds.

2 STORM OF WHISPERS

The psyker's whisper is joined by the voices of their ancestors, driving mortal minds to insanity.

Storm of Whispers has a warp charge value of 6. If manifested, roll 3D6 for each enemy unit within 6" of the psyker. For each result of 6, the unit being rolled for suffers 1 mortal wound.

3 WORD OF THE PHOENIX

The psyker calls upon the power of the mythical phoenix, who eternally dies in flame.

Word of the Phoenix has a warp charge value of 5. If manifested, select one friendly **YNNARI INFANTRY** or **YNNARI BIKER** unit within 18" of the psyker. One model in that unit regains D3 lost wounds. If no models in that unit have lost any wounds, but that unit has suffered one or more casualties, then 1 model is returned to that unit, in unit coherency, with 1 wound remaining.

4 UNBIND SOULS

The psyker reaches into their foes' minds, weakening the bond between soul and body and leaving them vulnerable.

Unbind Souls has a warp charge value of 6. If manifested, select one enemy unit within 18" of the psyker. Until the start of your next Psychic phase, you can re-roll wound rolls for attacks made with melee weapons by **YNNARI** models from your army that target that enemy unit.

5 SHIELD OF YNNEAD

Those favoured by Ynnead are bestowed with his protection, which manifests as a shield of spiritual energy capable of turning aside even the strongest of attacks.

Shield of Ynnead has a warp charge value of 7. If manifested, until your next Psychic phase, friendly **YNNARI** units have a 5+ invulnerable save whilst they are within 6" of the psyker.

6 ANCESTOR'S GRACE

Drawing forth the greatness that is the genetic legacy of all Aeldari, the psyker bolsters their fellows' bodies and souls until they achieve the apex of their potential.

Ancestor's Grace has a warp charge value of 5. If manifested, select one friendly **YNNARI** unit within 18" of the psyker. Until the start of your next Psychic phase, re-roll hit rolls of 1 for attacks made by that unit.

RELICS OF YNNEAD

As befits the followers of the god of death, the Reborn bring to battle mighty relics from across the scattered Aeldari race. From ancient treasures to items crafted to manipulate the energies of death, all of these artefacts are potent tools for furthering the will of Ynnead.

If your army is led by an **YNNARI** Warlord, then before the battle you can give one of the following Relics of Ynnead to one **YNNARI CHARACTER** in your army. Yvraine, the Visarch and the Yncarne already have one or more relics and cannot be given any of the following relics.

Note that some relics replace one of the character's existing weapons. Where this is the case, if you are playing a matched play game or are otherwise using points values, you must still pay the cost of the weapon that is being replaced. Write down any Relics of Ynnead your characters have on your army roster.

HUNGERING BLADE

Within the Hungering Blade is a terrible appetite, a longing to turn all living Aeldari to inert corpses in order to see the supremacy of Ynnead hastened and the Great Enemy defeated. Great care must be taken by the wielder, for the slightest scratch upon the flesh from this glistening blade can result in a deadly necrosis that turns the body to dust in the space of a few seconds. Its effects upon non-Aeldari life forms are just as profound.

Model with power sword, star glaive or husk blade only. The Hungering Blade replaces the model's power sword, star glaive or husk blade and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Hungering Blade	Melee	Melee	+3	-3	2

Abilities: Each unmodified wound roll of 6 made for an attack with this weapon inflicts 1 mortal wound on the target in addition to the normal damage.

SONG OF YNNEAD

The hiss of the monomolecular discs that shoot from this pistol rises to a deafening roar of triumph when it claims a life. Those nearby are assailed by terrible hallucinations, as vengeful spirits clamour within their minds.

Model with shuriken pistol only. Song of Ynnead replaces the model's shuriken pistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Song of Ynnead	18"	Pistol 3	5	-1	1

Abilities: Each time you make a wound roll of 6+ for this weapon, that attack is resolved with an AP of -3. Each time an attack made with this weapon slays an enemy model, the target unit subtracts 1 from its Leadership characteristic until the end of the turn.

MIRRORGAZE

This helm is covered in mosaic shards from the famed Crystal Mirror. Its facets can channel the blinding light of battle to rob the sight of those who look upon it, giving the wearer a moment of advantage that may be the difference between life and death.

Subtract 1 from hit rolls for attacks that target the bearer.

SOULSNARE

This rune-inscribed orb is filled with the psychic gossamer of Ynnead's all-constraining net. When hurled at the ground, it bursts open in a cloud of glittering thread. The shining filaments cut through animating spirit, and those standing nearby collapse in crumpled heaps, their bodies no more than lifeless clay as their spirits howl in anguish.

Once per game, instead of firing a ranged weapon in the shooting phase, the bearer can throw the Soulsnare. If they do so, select one enemy unit within 6" of and visible to the bearer, and roll one D6. On a 1, nothing happens. On a 2-5, that enemy unit suffers D3 mortal wounds and the bearer regains the same number of lost wounds. On a 6, that enemy unit suffers D6 mortal wounds and the bearer regains all of their lost wounds.

THE LOST SHROUD

This cloak was woven from the ectoplasmic by-product that wisped from Craftworld Biel-Tan's ravaged infinity circuit after the great daemonic intrusion that took it to the brink of catastrophe. The seers of the Aeldari consider it dangerous in the extreme, for it may still harbour a link to the daemonic; however, within its shimmering weave, the deathless blessing of Ynnead is exceedingly powerful.

All damage suffered by the bearer is halved (rounding up). In addition, roll one D6 each time this model loses a wound; on a 5+ that wound is not lost.

CORAG HAI'S LOCKET

The ancient priestess Corag Hai died spectacularly when Ynnead chose his emissary to the living Aeldari world. Only this soulsteel trinket was left amongst the dust of her discorporation. The bearer can channel the energies of rebirth whenever they are near the fires of a slain victim.

Each time an enemy unit is destroyed by an attack made by the bearer, add 1 to the bearer's Move and Attacks characteristics for the remainder of the battle.

TACTICAL OBJECTIVES

The Ynnari use all the powers at their disposal to hasten the death of their foe and bring about the salvation of their race. For them, there are no barriers on the road to victory.

If your army is led by an **YNNARI** Warlord, these Tactical Objectives replace the Capture and Control Tactical Objectives (numbers 11-16) in the *Warhammer 40,000* rulebook. If a mission uses Tactical Objectives, players use the normal rules for using Tactical Objectives with the following exception: when an Ynnari player generates a Capture and Control objective (numbers 11-16), they instead generate the corresponding Ynnari Tactical Objective, as shown below. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	TACTICAL OBJECTIVE
11	Spirit Sanctuary
12	Harness the Spirits
13	For Ynnead's Glory
14	Surety of Purpose
15	Death's Every Visage
16	Soulsurge

11 SPIRIT SANCTUARY

Some mystical locales provide a rich source of life force, havens for lost souls and reservoirs of power for the Reborn.

When this Tactical Objective is generated, roll one D6. Score 1 victory point if no enemy units are controlling the objective marker corresponding to the result rolled at the end of this turn.

Ynnari

14 SURETY OF PURPOSE

There is no Aeldari soul that does not draw strength from a bold strategy well executed. Let the lesser races look on in awe!

Score D3 victory points if you have achieved at least two other Tactical Objectives this turn.

Ynnari

12 HARNESS THE SPIRITS

Use the energies of the dead to channel your will, and the spirits will gladly lend their ethereal powers to your cause.

Score 1 victory point if an **YNNARI PSYKER** from your army successfully manifested a psychic power from the Revenant discipline during this turn.

Ynnari

15 DEATH'S EVERY VISAGE

The Whispering God has a million faces – show the enemy your mastery over each and every form of death.

Score 1 victory point if at least one enemy unit was destroyed in either the Psychic, Shooting or Fight phase of this turn as the result of a psychic power or attack manifested/made by an **YNNARI** model from your army (score D3 victory points instead if at least one enemy unit was destroyed in all 3 of these phases).

Ynnari

13 FOR YNNEAD'S GLORY

Bringing death to the denizens of the living realm increases the glory and power of Ynnead – ensure his ascension is keenly felt.

Score 1 victory point if three or more units were destroyed during this turn as the result of attacks made by **YNNARI** units from your army.

Ynnari

16 SOULSURGE

For the Ynnari, every slaughter is a wellspring of potential waiting to be harnessed. Let the shadow of death empower you!

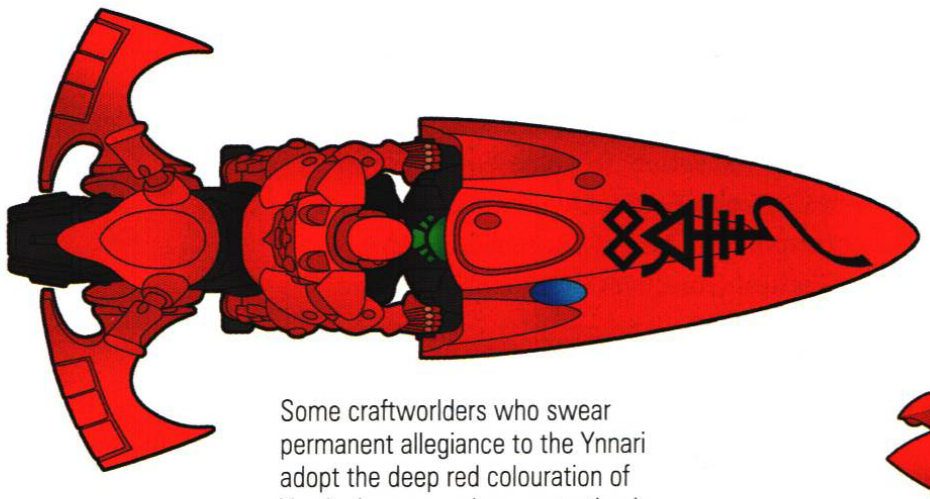
Score 1 victory point if three or more units were destroyed during this turn as the result of attacks made by **YNNARI** units from your army whilst they were benefiting from Soulburst actions.

Ynnari

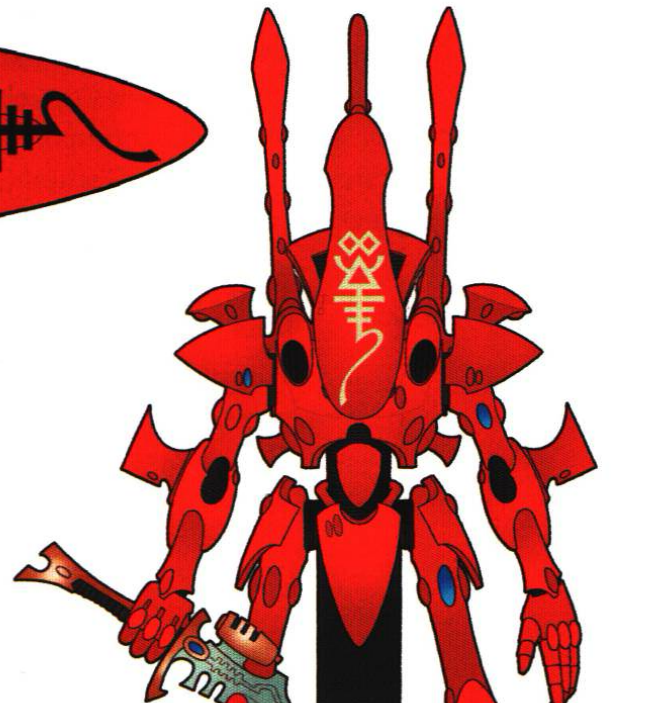
FOLLOWERS OF YNNEAD

The Whispering God has found many willing disciples amongst the Aeldari, even beyond those who flocked to the banners of his prophet Yvraine. Those who declare themselves Reborn show their allegiance in a number of ways.

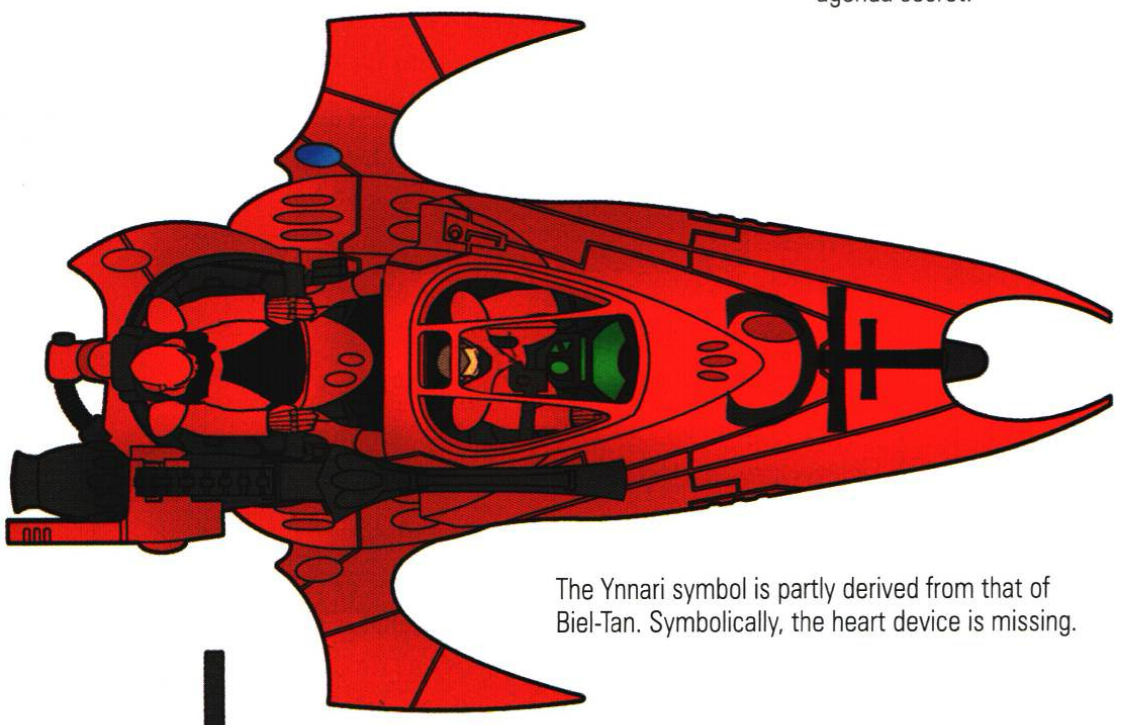
After the fracture of Biel-Tan and the opening of the Great Rift, Aeldari from all walks of life flocked to Yvraine's banner. Craftworlders stood shoulder to shoulder with Commorrites, Corsairs, and Harlequins for the first time in aeons, and many adopted the colours of Yvraine's crusade. Here you can see a few examples of colour schemes and runes worn by the Aeldari who fight for the Ynnari faction.



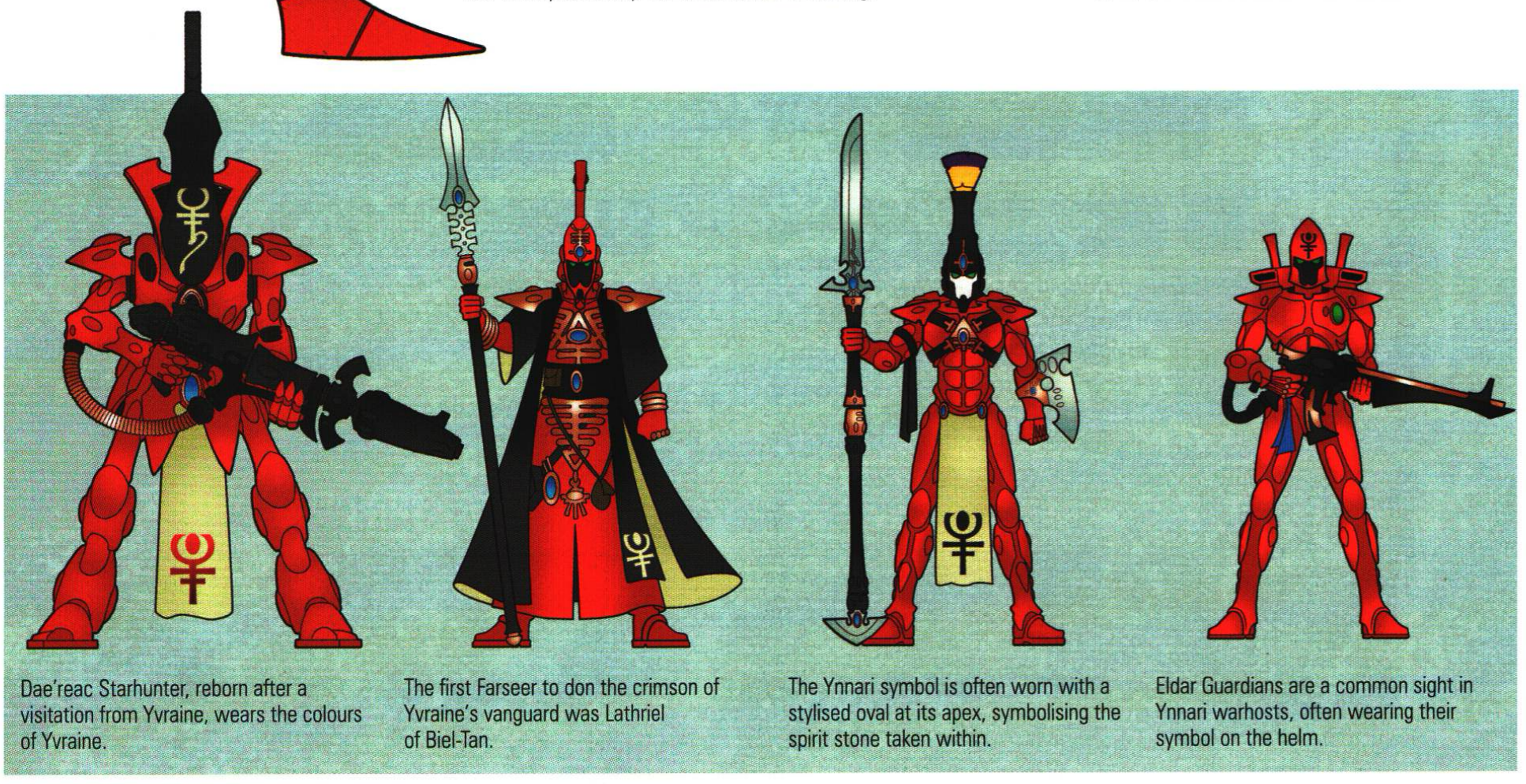
Some craftworlders who swear permanent allegiance to the Ynnari adopt the deep red colouration of Yvraine's vanguard, accentuating it with allegiance runes of black or white. Others keep their new agenda secret.



Some ghost warriors bound to Yvraine wear complex Ynnari runes on their helms.



The Ynnari symbol is partly derived from that of Biel-Tan. Symbolically, the heart device is missing.



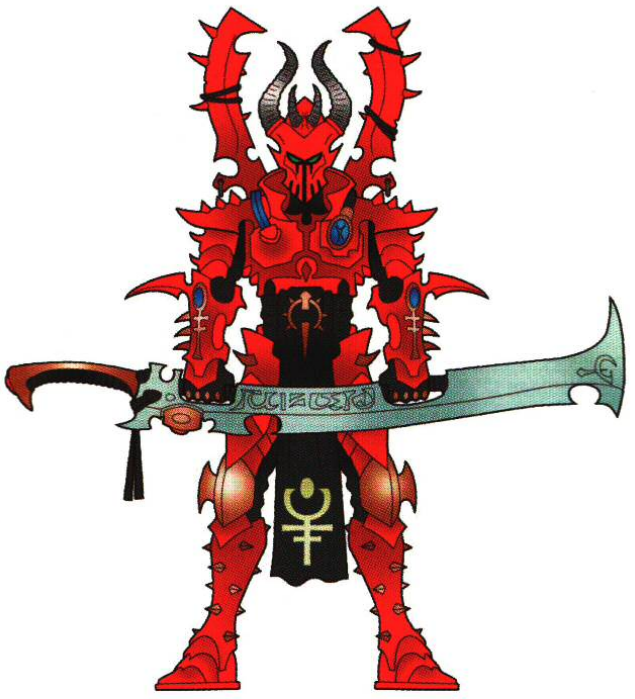
Dae'reac Starhunter, reborn after a visitation from Yvraine, wears the colours of Yvraine.

The first Farseer to don the crimson of Yvraine's vanguard was Lathriel of Biel-Tan.

The Ynnari symbol is often worn with a stylised oval at its apex, symbolising the spirit stone taken within.

Eldar Guardians are a common sight in Ynnari warhosts, often wearing their symbol on the helm.

Though the Masque of the Midnight Sorrow were first to fight alongside the Ynnari, the Penumbral Masque have become their most ardent Harlequin defenders.

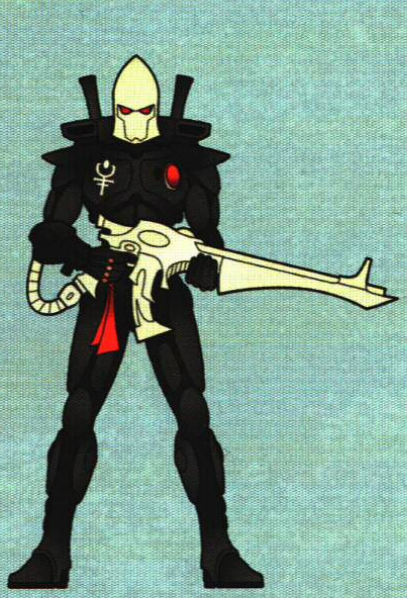


The Incubi of the Coiled Blade have long followed the Visarch's lead – some say their master was once a Dire Avenger Exarch, others that he fought as a Klaivex for many years.

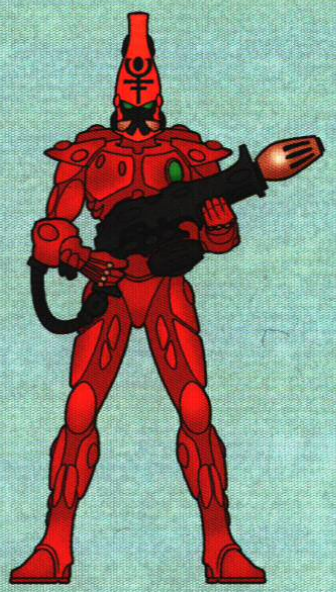
It is not unheard of for the larger vehicles used by Yvraine's Harlequin allies, such as the Voidweaver, to sport the insignia of the Ynnari alongside their own favoured markings.

Some of the Wych Cults who hear Ynnead's call tattoo Ynnari symbols onto their skin or paint the runes onto their Wychsuits.

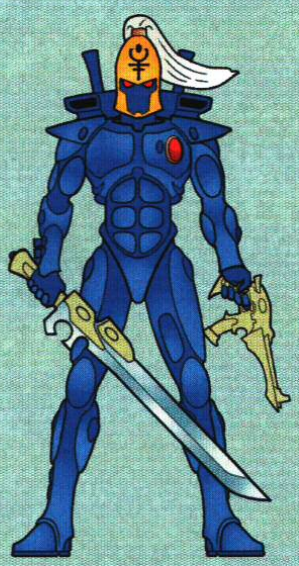
A number of Commorragh's Kabalites left the service of their dark masters to join the ranks of the Reborn. Some show their adopted allegiance with colours or icons, whilst others keep it a close secret.



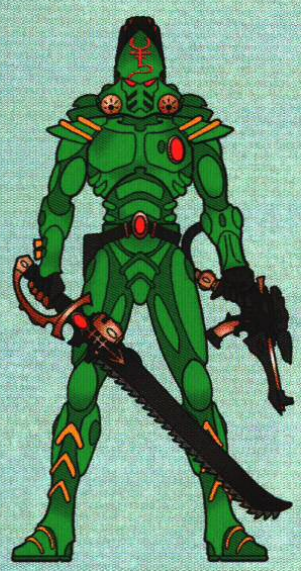
The Black Guardians of Ulthwé joined the Ynnari's cause, for they are no strangers to the esoteric.



The Fire Dragons of the Molten Spear bring death to the enemies of Yvraine.



The Storm Guardians known as the Slicing Sabres aspire to channel their slow wrath into swift victory.



Adalian of the Sable Sword wears the Ynnari rune on his forehead and helm.

YVRAINE, DAUGHTER OF SHADES, EMISSARY OF YNNEAD

THE VISARCH, SWORD OF YNNEAD

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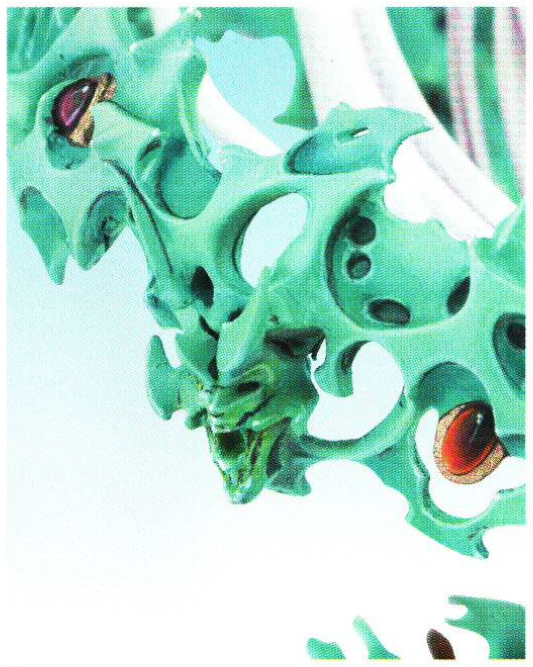
THE YNCARNE, AVATAR OF YNNEAD



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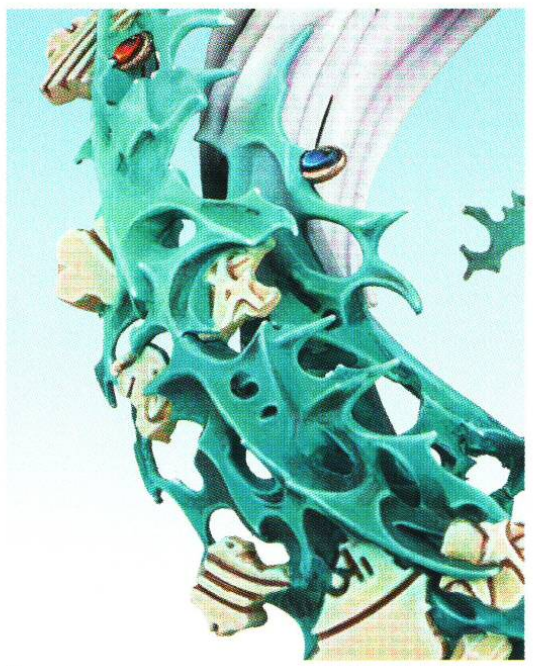


7

Yvraine is accompanied into battle by a Gyrinx – a psychic familiar **(1)**.

Every element of Yvraine's courtly attire can be used as a weapon, including her bladed fan **(2)**. Her headdress **(3)** also incorporates a sensory array, the spirit stone 'eyes' relaying information to her.

The Visarch wears ancient Aeldari armour not seen since before the Fall **(4)**. Faces of the suit's former occupants can be seen crafted into the armour plates.

Spirit stones are woven into the Visarch's cloak **(5)**, a symbol of his role as a shepherd of the dead.

The ghostly faces of tortured souls scream in the psychic maelstrom that surrounds the Yncarne **(6)** along with chunks of shattered wraithbone and lost spirit stones **(7)**.

THE VOID RIDERS OF YNNEAD

Inspired by the background and artwork in the Gathering Storm books, Chris Merrick painted this small Ynnari force dedicated to the Aeldari god of the dead.

'I painted my whole army in the crimson armour of the Reborn,' says Chris. 'I liked the idea that they had all given themselves over completely to Ynnead. After seeing the line drawings in the Gathering Storm book (also shown on page 48), I applied freehand symbols and markings of Ynnead to my models – particularly on larger models such as the Fire Prism **(1)**.'

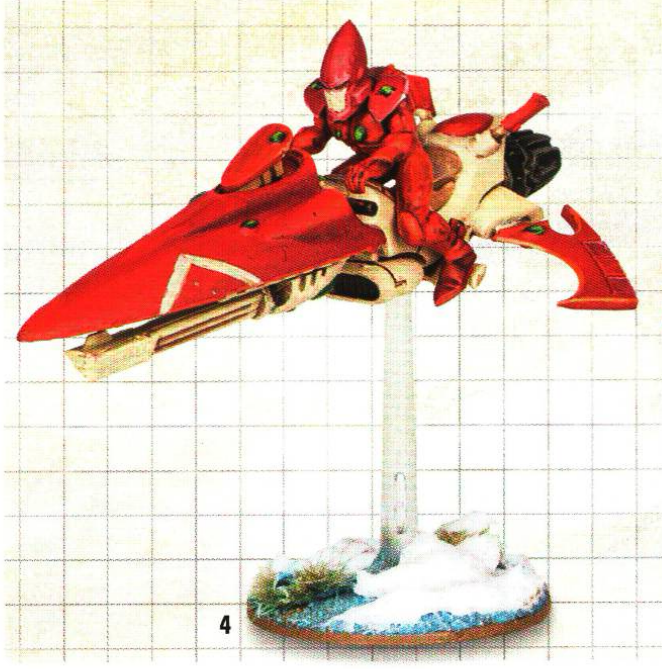
1

'I imagined most of my Aeldari were originally from Saim-Hann, which is why most of them ride jetbikes,' explains Chris. 'The Autarch **(2)** would have been the first to join Yvraine, followed by his Windriders **(4)**. They all have tribal markings on their jetbikes to link them both to the Ynnari and to their craftworld. My favourite model is my Farseer **(3)**, which I converted out of the Mistweaver Saih model.'

The Void Riders of Ynnead in all their glory **(5)**.

2

3



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THE SOULBOUND AELDARI

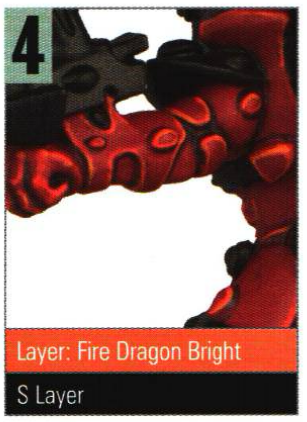
Do you hear the call of Ynnead, the Aeldari god of the dead? Then you'll probably want to repaint your Aspect armour in the crimson of mourning. If only there were a painting guide for that ... Oh, wait, there is! Plus, you'll find a painting guide for the Yncarne over the page.

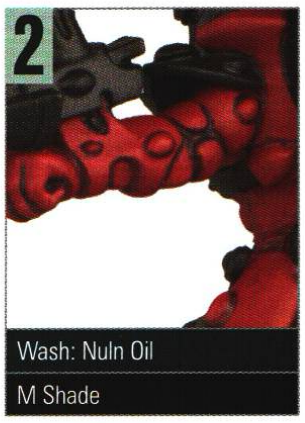
This month's Paint Splatter includes two painting guides: one for the Yncarne of Ynnead – the centrepiece model of a Ynnari army – and a second for a Dire Avenger Aspect Warrior wearing the crimson armour of Yvraine's vanguard forces. As you will already have seen in the army showcase section, Yvraine's followers come from many different backgrounds, be they Drukhari, Craftworlders, or Harlequins, and many of them repaint parts of their armour (sometimes all of it) to match the colours of Yvraine and the Visarch. As such, the stage-by-stage guide below can be used to paint any Aeldari models, from Guardians and Kabalite Warriors to Wraithknights and Void Raven Bombers.

PAINTING YNNARI – TOP TIP I

If you're painting your Ynnari models with predominantly red armour like the Dire Avenger shown here, it's best to paint the armour first. That way, you can basecoat the whole model one colour (you can even use an airbrush for speed if

CRIMSON ARMOUR

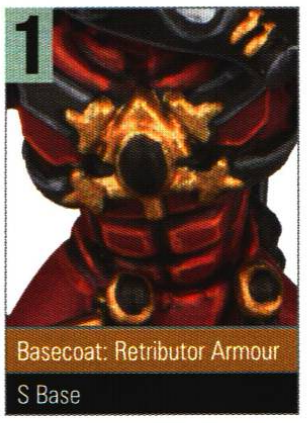




BLACK ARMOUR

WHITE BANNER

GOLD DETAILS



ON THE APP

WANTED, RED OR ALIVE ...

The followers of Yvraine often paint their armour (or parts of it) crimson to show they are part of her vanguard. We've presented one way to paint red armour to the right, but there are plenty more ways on the Citadel Paint app.

- Scarlet
- Blood Angels Armour
- Farsight Enclave Armour
- Dark Red

you have one) and then apply an all-over wash of Nuln Oil to shade it. Rather than reapply the basecoat colour after the wash, the next colours (Evil Sunz Scarlet and Fire Dragon Bright) were applied as edge highlights straight away, giving the armour a deep crimson tone. If you wish to make the armour lighter, apply the Evil Sunz Scarlet as a full layer over the red armour panels rather than just as an edge highlight.

TOP TIP II

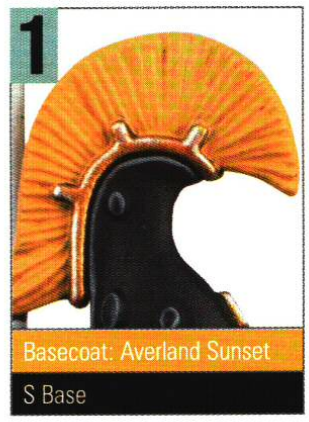
The secondary colours for the Ynnari are black, white, and bone. This model's tabard was painted bone to match the one worn by the Visarch, while its banner and the faceplate of its helm were painted white to match Yvraine's dress and hair. Blue was used as a spot colour on tassels and belts to match the royal blue cloak worn by the Visarch.

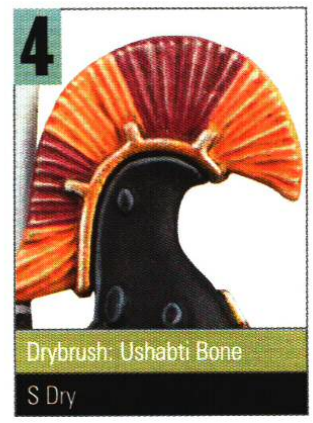
BLUE TASSLES

GHOSTLY BLADES

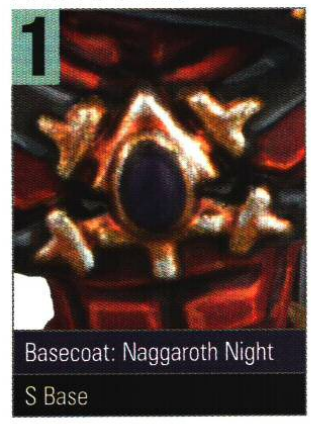
CREAM TABARD

PLUME





PURPLE GEMS



HOW TO USE THIS GUIDE

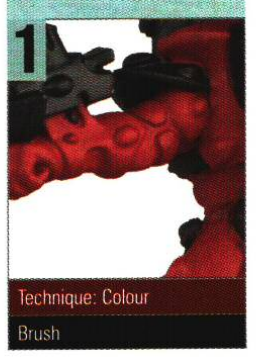
These pages offer clear stage-by-stage guides to painting your models by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each stage.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint: The coloured bar names the technique shown in the picture along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it really easy to identify the right one.



PAINTING THE YNCARNE OF YNNEAD – TOP TIP I

The Yncarne is best painted in a couple of sub-assemblies to make reaching all the details easier. We recommend building the wraithbone seal on the base, the ectoplasmic swirl, and the Yncarne's head and hair as one sub-assembly, and its body as a second. You can then glue the body into the back of the head once you're done painting both sub-assemblies.

TOP TIP II

When painting the Yncarne, it's best to use a Corax White undercoat to prime both parts of the model. This is because the model's hair and the ectoplasmic storm swirling around it are both light in colour, and it's much easier to paint a lighter basecoat over a white undercoat than it is a black one. It also means you can use vibrant colours such as Baharroth Blue as your basecoat.

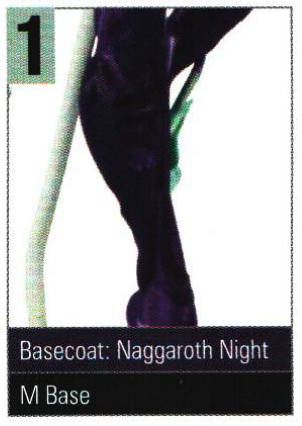
ECTOPLASMIC STORM

LONG FLOWING HAIR

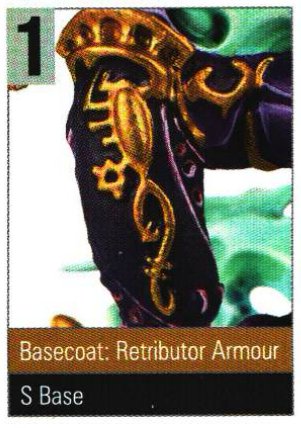
WRAITHBONE SHARDS

BODY OF THE YNCARNE

ANCIENT ARMOUR



GOLD FILIGREE



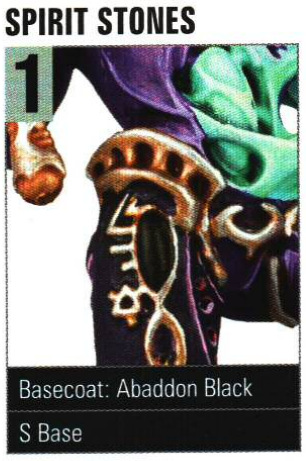
TOP TIP III

If you try to paint the ectoplasm by edge highlighting every tiny swirl, it might well drive you mad. Instead, use Nihilakh Oxide to help shade the Baharroth Blue, then pick out the recesses with light washes of Coelia Greenshade. Once these are dry, apply several very light drybrushes of Ulthuan Grey to pick out all the edges of the ectoplasm – it's quick, simple, and very effective.

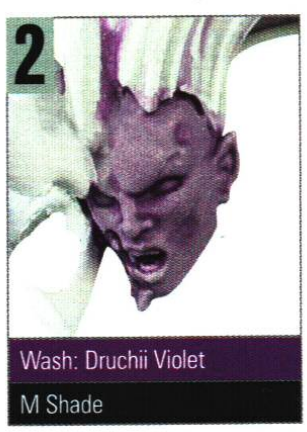
TOP TIP IV

The order in which you paint the Yncarne is very important, especially if you're drybrushing the ectoplasm. If you painted the Yncarne's purple armour first, for example, then drybrushed the ectoplasm, you'd get the drybrush paint all over the model's armour. The stages below are presented in the order the areas of the model were painted, starting on the left.

SPIRIT STONES



THE FACE OF DEATH



MORBID HORNS

VILITH-ZHAR

ON THE APP

ECTOPLASM

Not all glowing ectoplasm is ethereal green in colour – true fact! The Citadel Paint app has loads of other options you could look into, including blue, green, and even pink ectoplasm.

- Pale Pink
- Ghostly Green
- Blue Plague Smoke
- Teal