

THE EIGHTPINTS





Welcome to The Eightpints

Right then. So, you got your hands on one of my fighters. Feels good, doesn't it? Full of potential. Or maybe it's just another piece of cannon fodder about to end up as a story and a stain on the tavern floor. The odds aren't in your favour, and I love witnessing the action. This model you're about to print? That's your first bet in the only game that matters: Good times with good mates.

Don't get the wrong idea. This isn't some grand crusade of good versus evil. That's a sucker's bet. This world is a four-way brawl, a cosmic betting board I call the Quadrant of Belief. Every crew, every fighter, is driven by a simple question: Is your truth given to you by a god or a dusty rulebook, or did you forge it yourself in the mud and the blood? And how do you enforce that truth? With the raw, chaotic filth of the magic we call Juice, or with the cold, hard logic of a Cogwork machine? Every skirmish is a philosophical argument, and the winning side is the one with the bigger axe.

Now... you may have heard that this whole bloody mess started because some MF went and lost his dog. And you've heard right, I'm not kidding. That one ridiculous, personal quest broke a millenia of cosmic balance. Now the old gods - the Perpetuals - are awake, and they are furious at being upstaged by a yappy mutt. They're here to remind the world what a real boss battle looks like, and you're caught in the middle. The only thing that matters now is the story you leave behind, the one they'll tell about you back at The Eightpints Pub.

That model in your hand is your entry fee. Your job now is to read the lore that came with it. Figure out who they are. Figure out what they're willing to die for. When you're ready to see the full roster of contenders, has-beens, and glorious long-shots, you know where to find me.

The house is now open at www.TheEightpints.com. Try not to lose everything on your first night.

Welcome to The Eightpints.



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The Hollowed Host

When the Hollowed Host comes in, a different kind of quiet falls over the pub. It's not the tense silence of an impending brawl, but a deep, sorrowful chill that seems to suck the warmth right out of the hearth. They move with an elegant, mournful grace, their silver-inlaid armor making no sound. They don't order drinks; they'll just stand by a window, staring out at the rain, and you get the feeling they're not really seeing the world outside, but a memory of a kingdom that's long since turned to dust.

The story you hear whispered is a sad one. They say they're the last remnants of a beautiful, ancient city called Silverwood, a place that was wiped from the face of the earth in a single, terrible night. They're not truly alive, but they're not truly dead, either. Their bodies are just vessels, walking archives for the souls of their entire fallen kingdom. Their goal isn't land or gold; it's a sorrowful, endless quest to find and preserve the lost echoes of their people, a grim and lonely vigil in a world that has forgotten them.

In a fight, they are a strange and unpredictable thing to behold. A single knight might start the battle as a stoic, unbreachable wall of steel, and then, in the blink of an eye, they'll be fighting with the furious, bestial rage of a long-dead barbarian or casting spells with the wisdom of a forgotten court sage. They call it "Channeling Echoes," a constant, shifting communion with the dead souls they carry within them. You're never fighting one warrior; you're fighting a whole kingdom's worth of ghosts.

Their leader is a woman named Lady Eleonara, the Archivist of Sorrows, and they say she carries the spirits of the entire royal line within her. I've heard whispers that her Host has been seen on the fringes of the Ancient Battlefield. They're not there for the loot. They're there for the souls. A place so rich in powerful, forgotten warriors is, for them, not a graveyard, but a library, and they are the most patient and sorrowful of librarians.





Eleonara's Mourning Guard

[1000 Points]



Warband Mechanic: Channel Echo

There's a cold that follows the Host, a quiet that ain't peaceful. When you fight them, you learn why. You're not fighting one warrior; you're fighting a whole damned committee of ghosts wearing one suit of armour. They call it 'Channel Echo'. One moment, you're trying to break your axe on a knight who's become an unbreakable 'Shield-Wall', tougher than the pub's foundations. You blink, and that same knight is gone. In his place is a 'Vindicator', a whirlwind of pure, sorrowful fury fighting with the skill of a long-dead champion. Every warrior they have is a library of dead soldiers, and they can change the book they're reading from one heartbeat to the next. It's a terrifying thing to face, trying to win a fight when your opponent can change the rules on you whenever they please.

At the start of its activation, a fighter with this rule may choose to **Channel** one of the **Echoes** listed on its profile. The effects of the chosen Echo last until the start of that fighter's next activation. A fighter is always channeling one Echo.





Lady Eleonara, the Archivist of Sorrows

Leader - 340 Points

Lady Eleonara is not a queen in the traditional sense; she is a living library, the final, sorrowful archive of a dead kingdom. As the last of Silverwood's royal line, her own identity has become a whisper beneath the collective chorus of a thousand lost souls she is sworn to preserve. Her power is not her own, but is a direct and potent communion with the heroes of her past. In battle, she is a vessel for their skill, her every action a perfect, tragic echo of a history that only she can now remember.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
4	4	4	5	26	4	5

- **Weapon:**
 - **Greatsword of the Silverwood Kings** (Melee): Range 1, Impact 3/6
- **Echoes (Starts in Echo of the General):**
 - **Echo of the Monarch (Double):** Choose one of the other Echoes on this fighter's card ("General" or "Archmage"). Until the start of your next activation, all other friendly fighters on the battlefield count as channeling that chosen Echo, and Lady Eleonara does not count as channeling that Echo..
 - **Echo of the General:** Friendly fighters within 6" of this fighter gain +2 to their **Clout**. A fighter does not benefit from this Echo themselves, unless within 6" of another friendly fighter that is itself channeling this Echo.
 - **Echo of the Archmage:** This fighter gains the ability "**Soul-fire**" (4+): Pick an enemy fighter within 9". That fighter suffers D6 damage.
- **[COMMANDMENT] "We Are Legion" (Triple):** Lady Eleonara and all other friendly fighters may immediately **Channel** a new Echo.





Host of the Royal Guard

250 Points

The Royal Guard of Silverwood were legendary, an unbreachable wall of silver-inlaid steel and unwavering loyalty. The Host who channels their echo is the living embodiment of that singular, defensive purpose. They are not an individual warrior, but the very concept of the shield wall made manifest. Their every stance, every blow, is a perfect reflection of a forgotten martial doctrine. They are the anchor of the warband, a silent, sorrowful, and utterly unbreakable testament to a duty that did not end with death.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	4	4	4	20	2	3

- **Weapon:**
 - **Tower Shield & Longsword** (Melee): Range 1, Impact 2/4
- **Echoes (Starts in Echo of the Shield-Wall):**
 - **Echo of the Shield-Wall:** +2 Grit.
 - **Echo of the Vindicator:** +1 Flurry, +1 Heft.
- **Ability:**
 - **"Hold the Line!" (Double):** While channeling the **Echo of the Shield-Wall**, this fighter cannot be pushed, and enemies engaged with them cannot make disengage actions.





The Vengeful Echo

230 Points

This warrior is a fascinating and dangerous anomaly within the otherwise serene ranks of the Hollowed Host. They are a vessel for a sorrowful soul, but one that has chosen to accept the furious, bestial echo of a fallen Stálkarn warrior. This has created a paradoxical fusion: the cold, disciplined form of the Host, filled with the hot, chaotic rage of a primal beast. They are a volatile and unpredictable asset, a constant, internal war between sorrowful duty and borrowed, vengeful fury.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	4	3	5	18	1	2

- **Weapon:**
 - **Paired Ghost-Axes** (Melee): Range 1, Impact 2/4
- **Echoes (Starts in Echo of the Beast):**
 - **Echo of the Beast:** +1 Flurry, +1 Footwork.
 - **Echo of Sorrow:** The first time this fighter is taken down, all enemy fighters within 3" suffer D3 damage as the spirit explodes outwards.
- **Ability:**
 - **"Primal Roar" (4+):** While channeling the **Echo of the Beast**, choose an enemy fighter within 6". That fighter suffers -1 to their **Clout** until the end of the round.





Host of the Court Sage

180 Points

Where the Royal Guard represents the body of the lost kingdom, the Court Sage is its mind. This warrior is a conduit for the collective wisdom of Silverwood's scholars, healers, and loremakers. They are not a frontline combatant, but a powerful support unit whose greatest weapon is a history that their enemies have forgotten. They will mend the wounds of their allies with the knowledge of a long-dead master physician, or unmake a foe by exposing a weakness recorded in a text that has long since turned to dust.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
2	2	3	4	14	5	3

- **Weapon:**
 - **Ceremonial Staff** (Melee): Range 2, Impact 1/2
- **Echoes (Starts in Echo of the Healer):**
 - **Echo of the Healer:** This fighter gains the ability "**Mend the Soul**" (4+): Choose a friendly fighter within 6". That fighter heals D3 wounds.
 - **Echo of the Scribe:** This fighter gains the ability "**Expose Weakness**" (Double): Choose an enemy fighter within 12". That fighter suffers -1 Grit until the end of the battle round.





Warband Playstyle: The Unseen Legion

The Hollowed Host is a highly versatile and tactical "stance-dancing" warband. Your strength lies not in raw power, but in perfect adaptability. Your entire strategy revolves around the masterful use of your "**Channel Echo**" mechanic, allowing each of your fighters to shift their role on the battlefield from one turn to the next. You will spend the game reading your opponent's strategy and countering it, transforming your warband from a defensive shield wall into an aggressive hammer or a magical support unit at the perfect, decisive moment.

Tips & Tricks:

- **Know Your Echoes:** Mastering the Hollowed Host means mastering their Echoes. Knowing when your Royal Guard needs to be an unbreakable "Shield-Wall" and when he needs to be a hard-hitting "Vindicator" is the key to victory.
- **The Royal Guard is Your Anvil:** The Host of the Royal Guard, while channeling the **Echo of the Shield-Wall**, is one of the most durable fighters in the game. Use them to hold the center of the board and absorb your opponent's most powerful charges.
- **The Vengeful Echo is Your Hammer:** Your Vengeful Echo is a terrifying and unpredictable damage dealer. Use their aggressive "Echo of the Beast" to hunt down and eliminate your opponent's key fighters.
- **Eleonara is a Legion in One:** Your leader, Lady Eleonara, is the ultimate multi-tool. Use her "**We Are Legion**" Commandment for a massive, game-swinging turn, allowing your entire warband to shift their strategy at once to perfectly counter your opponent's plans.

"A bunch of miserable ghosts who can't even decide what they want to be. One minute they're a wall, the next they're hitting you with an axe. Make up your bloody minds!"





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