

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.



on.





Wytch Coven

The Faction

When a Wytch Coven enters the pub, a strange, analytical silence falls over their chosen corner. They don't drink; they *observe*. You'll see them watching a loud brawl not with disapproval, but with an intense, anatomical curiosity, their heads cocked as if listening to the sound a bone makes when it snaps. They are unnerving, not because they are menacing, but because you get the distinct feeling you are a fascinating specimen in their ongoing study of life's messy, fleshy imperfections.

The stories say they're the chosen handmaidens of Arkhotek, the Silent Architect, a grim god of undeath. They don't have a kingdom or a territory; their domain is the final, infinitesimal moment between one breath and the next. Their goal isn't to conquer the world, but to perfect it. They see us, all of us, as crude, unfinished art projects trapped in messy, fleshy prisons. Their grand design is to liberate every living soul, to strip away the imperfections of blood and skin and reveal the clean, geometric, and silent elegance of the skeleton beneath.

In a fight, they are terrifyingly precise. They don't brawl; they dissect. Their scythes and blades are like a surgeon's tools, used to weaken and immobilize their target. Their true work begins when a foe falls. They call it the "Great Unmaking," a horrific ritual where they use their dark magic to strip the flesh from the bone in a whirlwind of spectral energy. The battlefield in their wake is not a scene of bloody carnage, but a silent, ordered gallery of perfectly articulated skeletons, standing at attention, awaiting their next command.

Their high-priestess, Matron Vexia, is a true terror, a being of profound, chilling purpose. The last I heard, her Coven had taken a keen interest in the Ancient Battlefield. They're not there for the loot or the glory. They're there to study the "art," to collect the bones of the greatest warriors who ever lived, and, I suspect, to find the perfect raw materials for their most ambitious and horrifying masterpiece yet.





Coven of the Final Threshold

[980 Points]



Warband Mechanic: The Great Unmaking

To the Wytch Coven, a living being is a flawed, chaotic sculpture trapped in the messy prison of flesh. Their sacred work, The Great Unmaking, is not an act of murder, but of divine artistry. Through their grim necromantic power, they can strip the flesh from a foe, revealing the perfect, clean, and elegant skeleton beneath. This is not the end for the victim, but a rebirth. The Coven can then bind the newly perfected skeleton to their will, raising it as **Skeleton Animate**. A Wytch Coven warband grows in number as the battle progresses, replacing the chaotic living with the silent, ordered dead, a perfect reflection of their god Arkhotek's grand design.

The Wytch Coven's ultimate goal is to "perfect" their enemies by reducing them to their essential, skeletal forms.

The Unmaking Ritual: Certain powerful abilities allow the Wytch Coven to target a living, non-undead enemy. If this ability takes the target out of action, the Wytch Coven player may immediately place a friendly **Skeleton Animate** fighter within 1" of the fallen enemy's last position.

Skeleton Animate: This is a special fighter that can only be brought into the game through Unmaking Ritual.





Matron Vexia, the Soul Scourge

Leader - 320 Points

Vexia does not see a battlefield; she sees a quarry, rich with the raw materials for her art. As the high-priestess of the final moment, her eyes burn with a cold, fanatical light, viewing her living opponents with the detached, critical gaze of a master sculptor. She moves with a terrifying serenity, her ritual scythe not a weapon of rage but a divine scalpel, used to make the first, perfect cut. Her authority is absolute, her purpose singular: to witness, judge, and ultimately, to perfect all life by bringing it to its beautiful, skeletal conclusion.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	4	3	5	22	5	3

- **Weapon:**
 - **Ritual Scythe** (Melee): Range 2, Impact 2/4
- **Abilities:**
 - **"Strip the Flesh" (Double):** Pick an enemy fighter within 9". That fighter suffers D3 damage and -1 Grit until the end of the battle round.
 - **"Lesser Unmaking" (Double):** Pick an enemy fighter within 1". That fighter suffers D6 damage. If this damage takes the fighter out of action, you may perform the **Unmaking Ritual**. That fighter may not perform a Last Stand.
 - **[COMMANDMENT] "The Great Unmaking" (Triple):** Pick an enemy fighter within 6". That fighter suffers 5 damage. If this damage takes the fighter out of action, you may perform the **Unmaking Ritual**. That fighter may not perform a Last Stand.





Harvester of the Threshold

220 Points

The Harvesters are the zealous acolytes who carry out the Coven's most sacred and hands-on work. Where the Matron is the serene artist, the Harvester is the grim artisan, caked in the gore of her craft. Her sacred duty is to prepare the living for their final perfection. She fights with a pair of cruel, hook-like flensing blades, her style a whirlwind of precise cuts designed to weaken the body and terrorize the soul. She is the first to engage and the last to leave the side of a fallen foe, her fanatical devotion driving her to prepare the way for the Matron's final, glorious ritual.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
4	4	3	5	16	3	2

- **Weapon:**
 - **Paired Flensing Blades** (Melee): Range 1, Impact 2/3
- **Abilities:**
 - **"The First Cut" (4+):** The next melee attack action this fighter makes this activation gains the **Pulverize** keyword.
 - **"Lesser Unmaking" (Double):** Pick an enemy fighter within 1". That fighter suffers D6 damage. If this damage takes the fighter out of action, you may perform the **Unmaking Ritual**. That fighter may not perform a Last Stand.





Coven Initiate

110 Points x 4 Members

The Initiates are the swift and silent followers of the Coven, their purpose twofold. In battle, they are the hands of the Matron, their ceremonial daggers used not for killing, but for binding and holding enemies in place for the ritual. They are a living cage, their movements a fluid dance designed to surround and immobilize a target. Their second purpose is to shepherd the flock of newly created Animate Skeletons, their will a conduit for the Matron's commands, directing the silent, bony tide to overwhelm the remaining, flawed pockets of life on the battlefield.



Coven Initiates come in four flavours and the roster can be flexed as per Leader preference.

The Ritualist

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	3	2	6	8	2	2

- **Weapon:**
 - **Ceremonial Dagger** (Melee): Range 1, Impact 1/3
- **Abilities:**
 - **"Bind for the Ritual" (4+):** Pick an enemy fighter within 1". That fighter cannot make disengage actions for the rest of the battle round.
 - **"Shepherd the Flock" (Double):** Choose a friendly **Animate Skeleton** within 6". That Skeleton may immediately make a bonus move action.

The Aggressor

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
4	3	2	6	8	2	2

- **Weapon:**
 - **Paired Ceremonial Blades** (Melee): Range 1, Impact 1/3





Abilities:

- **"Bind for the Ritual" (4+):** Pick an enemy fighter within 1". That fighter cannot make disengage actions for the rest of the battle round.
- **"Flurry of Steel" (Double):** This fighter may immediately make a bonus attack action.

The Enforcer

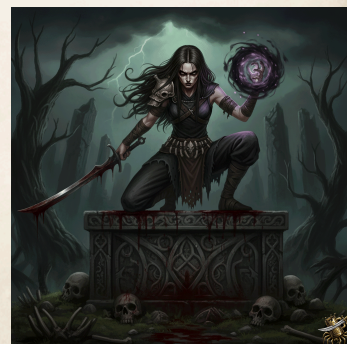
Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	4	3	4	9	2	2

- **Weapon:**
 - **Ritual Greatsword** (Melee): Range 1, Impact 2/5
- **Abilities:**
 - **"Reaping Blow" (4+):** The next melee attack action this fighter makes this activation gains +1 to its base Impact.

The Acolyte

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
2	3	2	5	8	3	2

- **Weapon:**
 - **Ritual Blade** (Melee): Range 2, Impact 1/2
- **Abilities:**
 - **"Bind for the Ritual" (4+):** Pick an enemy fighter within 1". That fighter cannot make disengage actions for the rest of the battle round.
 - **"Shepherd the Flock" (Double):** Choose a friendly **Animate Skeleton** within 6". That Skeleton may immediately make a bonus move action.
 - **Grave-Bolt (Action):** This fighter makes a ranged attack with the following profile: Range 12", Flurry 2, Heft 3, Impact 1/3.





Skeleton Animate

Points Cost N/A

This is not a resurrected corpse; it is a masterpiece. It is the final product of the Great Unmaking, a soul liberated from the chaotic, fleshy prison of life. Stripped of the messy imperfections of blood and skin, its form is now the clean, geometric elegance that Arkhotek's grand design demands. It no longer feels pain, fear, or doubt. It is a silent, beautiful, and utterly obedient instrument, its every action a testament to the Coven's grim art. It does not fight for itself; it is simply a perfect form, enacting the perfect will of its creators.



- **Points Cost:** N/A

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	2	3	4	5	N/A	N/A

- **Weapon:**
 - **Bony Claws** (Melee): Range 1, Impact 1/2
- **Special Rule - Mindless:** This fighter cannot use abilities, pick up objectives, or be given any complex commands. It exists only to move and attack.





Warband Playstyle: The Surgical Snowball

The Wytch Coven is a "Surgical Strike" warband defined by **modular precision**. While physically fragile, their true strength lies in pre-battle flexibility. Your strategy revolves around customizing your Coven Initiates to create a bespoke toolkit perfectly suited to the hunt.

In battle, your goal is to "snowball" your power. You must use your specialists - the Harvester and Matron Vexia - to surgically isolate a single, high-value enemy target. Once they secure a kill, you will use your The Great Unmaking mechanic to raise a new Skeleton Animate. This new thrall, commanded by your Initiates' Shepherd the Flock ability, becomes a disposable shield, allowing your fragile killers to move on to their next victim.

Tips & Tricks:

- **Build Your Initiates for the Hunt:** Your most important decisions happen before deployment. Analyze your opponent's roster and build your Initiates accordingly:
 - **Facing a Horde?** Take Initiates with **Paired Blades**. Their Flurry 4 and bonus attack are perfect for clearing cheap, low-Grit fighters.
 - **Facing an "Anvil"?** Take Initiates with **Ritual Greatswords**. Their Impact 2/5 and Reaping Blow ability give your warband the high-damage "can-opener" it needs to crack high-Grit targets.
 - **Facing a Ranged "Gunline"?** Take the basic **Ceremonial Dagger** Initiates. Their Footwork 6 is your best tool for closing the distance fast and tying up enemy shooters.
- **Protect Your Coven Initiate Acolyte:** The **Acolyte Initiate** is your most valuable support piece. It is the *only* unit that can perform the crucial Shepherd the Flock ability from the safety of your backline. Keep it protected and use its Grave-Bolt to add chip damage while you command your Skeletons from afar.
- **The "Anvil" Bodyguard:** The **Ritual Greatsword Initiate** is significantly more durable (Grit 3, 9 Wounds) than the rest of your warband. Use this fighter as a bodyguard for your Matron, creating a safe "operating theatre" behind them where your leader can safely conduct her Lesser Unmaking ritual.
- **Isolate and Annihilate:** Never engage on multiple fronts. Your warband will crumble. Focus all your efforts on a single, weak target to guarantee a kill and trigger your The Great Unmaking summoning mechanic.

"They're not trying to kill you. They're trying to redecorate you. And trust me, you won't like the finished product."





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