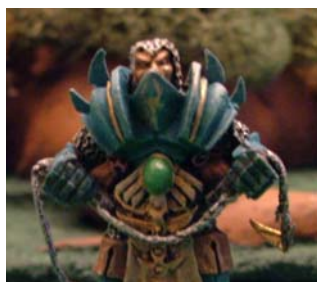


The Elven House of the Topaz Scorpion

History

Topaz Scorpion has a long history of deceit and cunning, fortunately for you I will not utter it here. Instead I will provide you with the relevant information to allow you to see how deep their treachery goes.

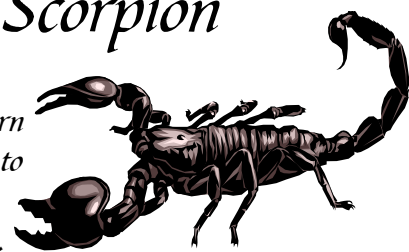


In ages past when the Elven houses were under one main house, the Duke of the Topaz Scorpion house, Duke Venalack, was jealous of the power the House lord had. So

he made a pact with the Dark Lord in an effort to secure his place as the ruler of all Elves. He swore that if the Dark Lord would make him the most powerful Elf ever he would give the Dark lord his soul and magic. The Dark Lord agreed and gave Venalack power over the undead, and so the first Necromancer was born. However the Dark Lord tricked Venalack, for he was the most powerful Elf he just was ripped from his throne and made to serve the Dark Lord forever, training younger Necromancers.

And so Topaz Scorpion, leaderless fell from power and thought. As rumors of Devout legions started to spread, whispers of Venalacks return to power of the Topaz Scorpion spread like wildfire amongst the Elven houses. The Elven Dukes from the Houses in power would not allow such corruption to reenter their houses, thankfully Venalack did not return, but his son, Jo'Voc did. He claimed his fathers throne at the head of the house just as the Fourth Age of Chronopia began, and then he waited. As the armies of the world warred, Topaz Scorpion gathered power. Now is the time, the Dark Lord is calling us out, Topaz

Scorpion will return and bring an end to the wretched world of the Elves.

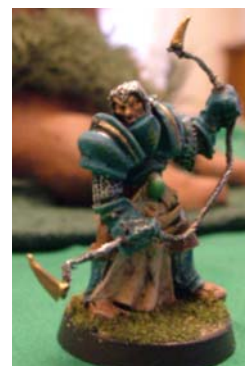


Cities

Thiran-kan is the only city which remains in possession of the Topaz Scorpion, but others may yet fall into their hands. The city is mostly ruins, but there is still enough livable space for what is left of the house to stay and grow in. Topaz has constructed many Temples to the Dark Lord. As well as portals to the Dusk Realm and other demon realms.

Military

Topaz Scorpions army is strong, stronger than most would suspect, they have Devout allies fighting with them, as well as their own units, a giant scorpion, chain fighter and others. They tend to strike out quick and hard, trying to inflict heavy casualties, they then use their Topaz Lotus Eater's to raise their fallen enemies to their own ranks. After they have laid heavy casualties they pull back and raise their own dead and reorganize their forces, each time trying to learn how to strengthen their own weaknesses, they are slow and methodical thinkers, feeling they have all the time in the world, which they have more than the other houses do to the fact they do not rely solely on Lotus anymore.



Sorcery

The Dark Lord has granted all Lotus Eaters of the Topaz House with a special corrupted Lotus Plant, this special breed of lotus grants them the ability to cast low level Necromancy

spells and some special spells of their own.

Topaz Scorpion Army List

Topaz Scorpion may purchase common troops for the Elven houses as seen starting on page 229 of the Chronopia 2nd Edition rule book. In addition their army may use any of the units which follow and may also have 1/3 of their army made up of Devout units. If you want to stick with their story they will mostly have undead, which will mostly be Risen of their own.

Topaz Scorpion Close Combat Warbands

Desert Scorpions

Desert Scorpions are Topaz Scorpion Houses elite warriors, they wield deadly chains with spikes attached to the ends, which are coated with a nasty poison before each battle, which makes wounds bleed more and kill larger creatures more efficiently. They know no remorse or pity, and know that when they die they will become one step closer to their god of darkness.

Desert Scorpion

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	CT
13	8	-	11	2	1	4	4	18	-3	2	36

Desert Scorpion Leader

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	CT
14	8	-	12	2	1	4	4	18	-4	2	39

Special: Steadfast, Desert Warrior, Ferocity, Leader has Secondary Attack, May not use secondary attack with reach, as the reach requires the length of the chain.

Equipment:

Chained Sickle Str+4 (DAM 8) Residual Damage, Reach 1"

Topaz Scorpion Individuals

Topaz Lotus Eater

The Topaz Lotus Eater partakes in a vile form of Lotus only available to them, this grants them abilities very similar to that of the Necromancers and a limited variety of other spells for which to serve the Dark Lord. They are hated by all other Lotus Eater's for their corruption, even Black Lotus Eaters despise them.

Topaz Lotus Eater

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	CT
8	8	15	15	3	2	4	3	15	+1	2	60

Special:

Steadfast, Immune to all harmful Necromancer and Topaz Lotus Magic, Commanding Presence, May Purchase Spells form the Topaz Lotus Spell List and any Necromancer spell of 3rd level or less, You may only Purchase one Lotus Eater per 1000 pts of your army.

Equipment:

Staff of Channeling and Longsword Str+3 (DAM 7)

Giant Scorpion

The giant scorpion that the Topaz Scorpion has learned to control is a terrifying foe indeed. Capable of tearing through most any opposition and feasting on their corpses in battle it provides a great strength to the army. The scorpion is bred to have a special venom which slows it's attackers if they are stabbed by the stinger. At all times the scorpion is kept under control by two keepers, while only one is needed two is better in combat so if one dies the scorpion does not attack allies. The Scorpion keepers are just better trained militia, Topaz Scorpion realized that committing better troops to the task became to much a liability if something went wrong.

Giant Scorpion (1)

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	CT
12	8	-	8	2	3	6	6	16	-4	4	65

Special Ability:

Wild Beast (See below), Desert Warrior, Cause Fear, Cold-Blooded, Feast, Hunter, Secondary Attack, Cannot Run, Poison: any creature wounded by the sting attack has his actions reduced by 1 for 2 turns do to a nearutoxin which makes the scorpions prey easier to feed on.

Equipment: The scorpion has 3 natural attacks, two claws and a Poisonous sting. 2x Claws (12), Sting (15) Does not cause damage instead see the Special Poison.

Giant Scorpion Keepers (2)

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	CT
9	8	-	12	2	1	3	4	15	0	2	14

Special Abilities: Beastmaster (Giant Scorpion)

Equipment: Giant Scorpion Keepers are armed with Halberds STR+6 (DAM 9)

The Scorpion and two keepers are considered an Individual. They do not make Morale Checks when reduced to half strength, for purposes of Command the keepers are both considered to be Leaders so whoever moves first is the Leader that turn. If the Scorpion is killed they become a small unit still treated as an individual.

New Special Ability

Wild Beast - This Creature requires some sort of trainer or keeper that is capable of controlling it. Controlling units will have the Beastmaster special ability. If the creature does not have one than it acts randomly, it usually has an idea what it is trying to accomplish but it's mind is easily clouded by other effects. It suffers from Blood Frenzy when out of control. This blood frenzy assumes everyone is an enemy though. If not suffering from Blood Frenzy directly then roll on the following chart.

1-5 --- Move Randomly (Roll as Deviation)

6-8 --- Does Nothing (Goes on Wait)

8-14 --- Attacks Nearest Enemy

15-17 --- Attacks Nearest Unit (Friend or Foe)

18-20 --- Attacks Nearest Friendly Unit

Topaz Scorpion Spells

Tending Hand

Cost: 15

Range: LOS + 12" (Special, see below)

Level: 3

Actions: 1

Save: NA

Effect: This spell may be cast on any wild beast that is not under control, it becomes under control for as long as the Lotus Eater continues to expend one Action maintaining control over it. If the creature moves out of LOS and 12" the Lotus Eater immediately loses control of it. If cast on the Giant Scorpion the Range is doubled and LOS is not needed.

Dark Armor

Cost: 12

Range: LOS

Level: 4

Actions: 2

Save: NA

Effect: The Lotus Eater may target a unit and increase their AR by 6, this effect lasts until the end of their next activation

Venlocks Fury

Cost: 30

Range: Entire Battlefield

Level: 5

Actions: 3

Save: Yes

Effect: This spell affects every creature on the battlefield, friendly and enemy. Every units gets to make a Save, and if they fail they lose 1 action next time they activate, to minimum of 0 actions.

Building Your Topaz Scorpion Army

Well if you like what you see then you will want to build an army worthy of the Dark Lord . To do this you will need an Elven army, duh, and at least some Devout. I like Risen Elves, you can special order them directly from Excelsior, they cost just as much as buying the regular Blister. If you want the Custom Units described within these pages though, that requires a little more work.

Desert Scorpions: To build a unit of Desert Scorpions that look like those pictured you will need the following figures. 1 Axemaster, 2 Axemen Standards, and 2 Axemen with their fist and Axe over their head. You will also need a sharp Xacto Knife, Super Glue, White Glue, String, and a really small drill, also called a Pin vice (optional).

Step 1—Carefully remove the axes from the figures using your Xacto knife (or Jewelers saw if you have one), clean up the cuts and drill holes with the Pin Vice, this is not absolutely needed, but will make stronger joints.

Step 2—Cut the spikes off of 5 of the axes. You should have two axes left for your bits box. At this time take your string and play with it, measure how long you want your chains, what position and cut the string, each figure will require three pieces, unless you drilled through their hands, then just one.

Step 3—Take and water down some white glue in a cup, dip your string into it, lay your string out in whatever shape suits you, it will still be flexible when you are done.

Step 4—After the string is dry glue the spikes onto it, this is a prick just be patient, I actually glued my string and spikes to a piece of paper to make it easier, then just tore and cleaned off the paper when I was done. Fill in the holes on the backs of the standards with whatever means you wish, I just used a bit of glue. If you drilled the hands then do this after step 5.

Step 5—Super Glue the string into their hands, try and get strong bonds, if you have drilled the hands then string it through, then add dabs of glue at each of the holes and go back to Step 4.

Step 6—Now be very careful when doing this, flex your string into place and then coat it in super glue, not super heavily, if you have the Super Glue with the brush this is much easier, this will firm your string a lot more. If you don't want to risk gluing your guy to your hand and your hand to the table, use a couple layers of watered down White glue, to achieve a similar effect. They should now be finished and ready to go. Paint when Dry.

Giant Scorpion: I bought a Reaper Giant Scorpion for this purpose, if you want to use only Excelsior sculpts than try converting a Swamp Stalker and let me know how it came out. For the keepers, use militia.

Topaz Lotus Eater: I used a regular Lotus Eater with the following changes, instead of the standard piece behind his head I used an extra standard, see previous mod. Then I cut the Flower from the top of the extra unused piece that goes behind his head, and used it for the staff tip.

This concludes the House of the Topaz Scorpion, any suggestions feel free to get me on the forums. Your favorite Lotus Eater.