



FORCES OF

HORDES



LEGION OF EVERBLIGHT



WHATEVER MY BLIGHT TOUCHES,

I CONTROL.

THERE ARE NO LIMITS TO WHAT I CAN DO

AND NO END TO THE GROWTH

OF MY LEGION'S POWER.

I HUNGER FIRST TO FEAST ON GOD FLESH,

ON THE ESSENCE OF MY FATHER,

AND THEN TO SWALLOW THE WORLD.

—EVERBLIGHT

FORCES OF

HORDES



LEGION OF
EVERBLIGHT



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EMBRACE THE POWER OF A DRAGON!

FACTION BACKGROUND

The Legion of Everblight has become a dire threat to all of western Immoren in just a handful of years. This lethal army is the ultimate weapon of the dragon Everblight, an ancient creature born from the heartstone of Lord Toruk, the Dragonfather. Everblight long remained apart from his siblings, plotting in secret and spurning their millennia-old alliance against Toruk.

Centuries ago Everblight's physical body was destroyed, but his indestructible heartstone, or athanc, survived. After luring the ogrun Thagrosh to free him from an icy tomb, Everblight turned his attention to the corruption and domination of the Nyss, the winter elves inhabiting the northern lands. These skilled bladesmen and hunters are ideal foot soldiers for Everblight's legion. Ogrun from the nearby mountains were also horrendously blighted and added to the fighting force, bringing their brawn and ferocity to Everblight's cause.

Everblight has implanted shards of his athanc into his chosen generals, creating warlocks who lead the Legion in the dragon's name. Their army includes an ever-growing assortment of warbeasts spawned from the blighted blood of Everblight's warlocks. Each warlock shares thoughts directly with Everblight, giving the army a terrifying singularity of purpose.

PLAYING LEGION

The primary strength of the Legion of Everblight can be summarized in one word: dragonspawn. The terrifying warbeasts that writhe into being from the dragon's blood are some of the most feared warbeasts in HORDES for good reason. They are exceptionally agile, brutal in combat, gifted with unique senses to hunt their prey, capable of traversing the most difficult terrain, and deceptively survivable. Dragonspawn range from swarms of Shredders and Stingers to implacable Carniveans and Scythians.

If the spawn are not enough to put the fear of Everblight into an opponent, the Legion's warbeast support tips the scale. Shepherds and Forsaken grant the faction plentiful fury management tools, allowing players to run far more beasts than other armies. Nyss Sorceresses guide the charge of the winged dragonspawn to increase fury efficiency even further, and Spawning Vessels can create new dragonspawn to meet the needs of the battle at hand. Alongside the sleek Blighted Nyss and hulking Blighted Ogrun, Everblight's hungry children will . . .

**Consume the Iron Kingdoms for the
Glory of Everblight!**

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NATURE OF THE BEAST

608 AR, NEAR THE BLACK RIVER, SOMEWHERE SOUTH OF CORVIS

Submerging her consciousness deep into her connection with Belpagor had become second nature to Bethayne, Voice of Everblight. It was not necessary to surrender her mind when they joined, but there was always the temptation to flow entirely into the beast's simpler mind and become a creature of pure instinct. In this animalistic state all sensations became pure, divorced from reflection. It was an empowering bliss.

She preferred to indulge in this addictive freedom from thought only briefly, as there were dangers in abandoning control. On every previous occasion, it had been easy for her to gather her scattered thoughts, but at this moment she felt intense resistance. Memories were fragmented, making it difficult to recall when she had surrendered her consciousness. It had clearly been too long. At her mental urging Belpagor immediately pulled back the umbilical cords connecting its organs to hers. Its muscular tail came down to support its weight as the amplified strength in her legs faded, and the interlocking appendages along its central torso opened to let her pull free. Disengaging in the middle of battle was dangerous, but it was necessary to clear her mind. She crouched for a moment as Belpagor towered protectively over her, ready to lash out at any enemy that came too near.

Around her the whirlwind of battle created a familiar commotion: the rumbling of powerful engines, the defiant shriek of a nephilim followed by the clash of metal biting metal, the heavy footfalls of charging soldiers. Her warbeasts fought around her, extensions of herself, all engaged in a struggle for survival. Several were injured to various degrees, although their draconic state allowed them to ignore discomfort; to dragonspawn, pain existed only to provide awareness of injury.

The enemy was close around her, making it difficult to prioritize targets, but Bethayne sent Belpagor to add its strength to the battle. Her mind raced with the thrill of the lethal fray. Some part of her exulted in the tumult and the way the chaos stripped away the complexity of decisions. She sent her will into Belpagor and urged it to scythe through two of the smaller creatures rushing toward her, which she recognized as mechanithralls from their oversized, steam-powered gauntlets. Belpagor cut through their masses of piping and dead flesh, then clawed through two more while Bethayne summoned blighted power from her arcane reserves. Even as Belpagor completed its attacks she hurled a sphere of violently transformative energies to explode into another mechanithrall in the midst of several others. Razor-sharp spines of bone shot forth to impale all those nearby. The effort of invoking this magic helped clear the lingering fog from her mind, and she began to apprehend just how

numerous the enemies were. She knew she faced the army of the Dragonfather, Everblight's most dangerous adversary.

Near Belpagor, a hulking nephilim protector wrenched the heavy blade of its halberd free from the chassis of a compact blackened metal construct on insect-like legs that was covered in plates of curved black steel. The nephilim bled from a serious gash from the machine's initial strike, which had delivered one of its tusks deep up under the dragonspawn's sternum.

Additional mechanithralls poured through the gaps between the trees. At her mental urging, her carnivore opened its fanged jaws to unleash a sizzling spray of ash, annihilating half a dozen. There were many more, and they closed on the draconic beast to hammer at its scaled hide.

Dark green-black helljacks came into view behind them, one resembling an enormous crustacean with a cannon in place of its front left arm. It fired several long, brass spikes into Bethayne's dragonspawn before advancing to crush the life from one of her hex hunters with its left pincer. *Leviathan*. The knowledge bubbled up from deep within her mind with the familiar sensation of lore reaching her through her athanc shard from Everblight or one of her warlock peers.

The dragonspawn she had with her were fearless, strong, and eager to spill blood. Her hex hunters entered the fray with similar enthusiasm, wielding their runic swords and alternating with invoked sorcerous magic in streaks of blighted lightning delivered through the blades. Still, they were badly outnumbered. Helljacks and bonejacks surged forward with a hungry swiftness that made them seem alive. The enemy spread out in a widening circle, clearly seeking to surround Bethayne and those with her.

A more delicate but stately arachnid creature stood at the center of the Cryxian host. Its steel upper torso resembled a female human's, with a strange, green glow oozing through her ribcage and an iron mask covering her upper face. Soul cages hung from her waist, and she was clearly directing the machines with her will. *Iron lich, among the ruling tier of the Cryxian hierarchy*. Bethayne needed no further information to understand the threat posed by such a being. She was preoccupied directing her forces, shouting orders to the hex blades and maneuvering all her dragonspawn to intercept the threats facing them while trying not to allow any of them to be overwhelmed.

Myriad other machines surged forward to attack. A Deathripper latched onto the carnivore's forward supporting leg and chewed through with razor-sharp teeth. Before the dragonspawn could deal with this, a Slayer leapt against it, slashing tremendous metal claws.

Despite nimble attempts to evade, her shredders quickly fell under an onslaught of heavy mechanithrall fists. A helljack she knew to be called a Corruptor latched another pincer-like appendage onto one of her raeks, and she saw greenish fluid from glass vials pour into its flesh to melt it from the inside. The raek lashed back with its razored tail, slicing through connecting tubing but doing too little damage to prevent its expiration.

Belphagor served again as a channel for the blighted power of one of her explosive spells before slithering forward on its tail to finish off the Corruptor with its claws. No longer blocked by her beast, the Leviathan turned toward her and fired its cannon. She used the last shredder's tenacity to strengthen her flesh and leapt to the side, but the Leviathan tracked her movement with uncanny precision.

She felt the tremendous impact as its metal projectiles pierced clear through her shoulder and left a gaping, bleeding hole. She instantly drew upon her blood connection to the nephilim protector and sent the wound to tear through its flesh instead. Engineered to accept the injuries of the warlock who spawned it, the beast took the transference with an eager hiss. Even as her wound vanished, the nephilim was crippled as the same gory hole opened in its chest.

The pain of this was fresh on her mind as Bethayne recalled Belphagor to her side. She was too vulnerable and knew she had to return to its protective embrace. They moved with perfect coordination as Belphagor swept in behind her on its tail and its lower appendages clicked open to reveal the awaiting cavity in the center of its torso.

It enfolded her so swiftly and completely that an onlooker might believe she had been swallowed whole. She felt comforted and protected while surrounded by the thick armor and draconic bones of its body. She welcomed the brief pain as bone-like needles extending from a variety of umbilical cords pierced her neck and abdomen and integrated their circulatory systems. Her head rested within the beast's sternum, surrounded by a webbing of nerve



tissue, through which she saw the world using Belphagor's superior senses.

She perceived even the slightest motion effortlessly with blighted sight able to pierce through smoke, fog, and underbrush. A surge of powerful energies swept through her as her strength and stamina were tremendously augmented. She felt invincible but held strong within the heady rush, knowing her situation remained precarious.

Just as she completed the melding, she heard a deep thump and something large arced toward her and exploded, splashing vile acidic fluids across Belphagor, three hex hunters, and another nephilim. Belphagor's scaled hide was impervious to the caustic fluid, which dripped with a hiss into the undergrowth below. The nephilim's thick skin partially protected it from the blast as well, but the hex hunters screamed as their flesh melted apart in bleeding chunks to reveal quickly unraveling organs beneath.

Bethayne gritted her teeth against this grim toll but had no time to absorb the weight of the casualties.

She looked for the source and saw an enormously fat undead creature, its skin stretched and stitched together, beyond the helljacks. It carried a wide-mouthed, underslung cannon that dripped greenish fluid from the barrel. *Bloat thrall*. With a surge of retaliatory anger she sent one of her raecks to destroy it, and the sleek leonine dragonspawn blended with the shadows to slip directly past two of the intervening helljacks. It pounced on the bloat thrall, tearing it apart with a toothy maw and lashing it with its tail. The creature ruptured in a blast of torn organs and disgusting fluids that melted the raeck's scaled flesh, leaving the spawn maimed as helljacks closed upon it.

THOSE TOUCHED BY THE MENTAL INFERNO OF EVERBLIGHT'S WILL HAD NEVER FELT HIM MAKE SUCH A POWERFUL COMMAND.

They could not sustain the rate her beasts were suffering crippling injuries. Realizing this, she hesitated only a moment. She could stand and destroy a good many Cryxians, but it would avail Everblight nothing. She knew her role and the place of those who fought with her. She was a chosen of the dragon, keeper of a sliver of his immortal essence. Ultimately no one else mattered, whatever her own feelings.

She turned the leader of her hex hunters, a skilled and devoted sorcerer named Aervass. Her voice rasped through Belphagor's throat as a harsh growl. "Delay them as long as possible."

He whistled to the others without hesitation and directed their efforts with a few sharp gestures. Bethayne guided her warbeasts to where they could best intercept and delay the foe.

This accomplished, she fled into the thorny underbrush and through slender, twisted trees. She leapt and ran swiftly down a narrow ravine toward a stream, moving their melded body with tireless swiftness on her own legs. Conjoined, she and Belphagor became an entirely different entity. Their internal organs shared function, giving her not only the armored protection within its scaled torso but also augmented physical abilities. Their blending was so complete that her life was linked to the beast's; the toxins flooding her body to bolster her strength and stamina required his organs to filter her blood or she would quickly succumb to the poisons.

After she splashed through the deep and wide river and continued up the opposite bank, Bethayne realized she had only a vague notion of her general location. Filtered

information through her athanc that must originate from the warlock Lylyth suggested the waterway was one of the Black River's eastern tributaries. She guessed she was immediately adjacent to the sprawling desolation of the Bloodstone Marches. It was far south of her last remembered location among Rhul's southern mountains.

It had been in Rhul, some indeterminate number of days ago, that Thagrosh had looked up to the clear skies above the southern mountains to see two dragons passing high overhead. Immediately a command blazed across all their athancs like liquid fire. Their master sent most of his chosen hastening away in various directions, accompanied by small numbers of spawn and Legion soldiers. Vayl and Absylonia stayed behind with Thagrosh as the army braced for possible attack, but the others left to ensure the survival of as many of his athanc shards as possible.

Those touched by the mental inferno of Everblight's will had never felt him make such a powerful and immediate command. Bethayne had instinctively retreated into Belphagor and entered an almost mindless trance as her limbs obeyed Everblight. Her beasts and her most loyal hex blades had unhesitatingly followed her through the wilderness, accepting her silence. She had traveled in a haze until set upon by Cryx.

Bethayne found it difficult to communicate with her peers while merged with Belphagor. She struggled to reach Thagrosh, hoping to learn what had transpired. She felt him there, but his mind was closed to her, and she sensed he was in deep communion with Everblight. She next directed her will toward Vayl, who often served as intermediary for the dragon; reaching her, she shared images of the ambush.

She received in return a welcome confirmation that the dragons had not attacked Thagrosh as Everblight had dreaded. Those formidable entities had flown past without showing any sign of having witnessed the gathered Legion below them. Despite this apparent false alarm, Everblight would not yet give his leave for his warlocks to return. As a chosen of Everblight, Bethayne would have to cope as best she could.



An instinct from Belphagor prompted her to halt momentarily within a sparse cluster of trees. She felt eyes upon her. At the splashing of large creatures or machines crossing the river, she listened closer and heard grunted breaths and bestial snorts rather than the rumble of Cryxian machines.

She kept still, hoping the creature or creatures would have no interest in her. Shortly she heard a human voice speaking the Cygnaran tongue in a low but commanding

tone. Through Everblight she had perfect apprehension of the otherwise unfamiliar language. "Move to the left and spread out! Flush the quarry into the open!" There was the sound of more movement to her right, immediately eclipsed by the deeper boom of a cannon firing.

She leapt backward even as a shell whistled down and exploded not far from her, detonating one of the nearest trees. Through the cloud of debris she saw a dozen or more armed farrow approaching up the bank, crude rifles in hand. She had seen such creatures before, employed as fodder in other battles. Several larger, unfamiliar pig-like beasts stood closer to the river in front of a bald, slender human wearing goggles and equipped with an unfamiliar weapon. Upon his back and at his side were several peculiar contraptions filled with glowing green fluid.

Her eyes were drawn to the beasts in front of him. These bipedal boars carried odd, boxy cannons strapped to their backs by heavy harnesses. A thin line of smoke streamed from the mouth of the nearest one. Even as she watched, another adjusted its stance, snorted, and braced itself before yanking on a heavy lanyard attached to the weapon. It bucked as it fired.

She turned and leapt away, her reaction time and movements augmented by Belphagor. The blast exploded just behind her. Her beast's armored torso protected her, but the farrow had seen her and fired in a crackling chorus that sent deadly metal projectiles whizzing past. One hit the back of her left leg and another grazed Belphagor's back, but they were only glancing wounds. Gritting her teeth in frustration, Bethayne surrounded herself with a cloud of ash as she ran, making it difficult for her pursuers to see her precisely. She had, she presumed, blundered into the territory of the farrow and their human master, and she was keenly aware of her peril without warbeasts at her side to feed her power or accept her injuries.

They came up behind her quickly, and the cannons fired. Two shots exploded nearby to rain rocks and debris down upon her, but the third hit her squarely in the upper back. The shell pierced Belphagor's armor to rip through its muscles. She had endured worse, but it did not bode well. She ran forward down a narrow trail and between several large rocks. Additional rifle-wielding farrow came at her from the opposite direction; they had driven her this way deliberately.

Her growl of frustration became an enraged roar through Belphagor's fanged mouth. She drew upon additional energies from her athanc to empower her claws with a potent blighted enchantment that heightened her predatory instincts and empowered her claws to siphon living energies. She charged forward to the nearest farrow, and as her swipes opened gashes across the creature's chest she felt its vitality flow to her and partially close the wound

on her back. When she tore the head off the next farrow, the injury closed completely, and she saw fear in the eyes of the remaining creatures. Several others pulled out clubs and attempted to batter at her, but she ignored their feeble blows and retaliated with killing swipes before rushing past, leaving a sea of farrow blood behind her.

The cannon-toting pig-beasts closed upon her and fired yet again, their blasts striking with increasing accuracy despite the ash swirling around her. She sensed their efforts being guided by a will and realized the human advancing with them must be a warlock; these creatures were somehow tied to him.

Two more shells struck, tearing out additional hunks of her flesh. Slicing through another pair of farrow with her blight-augmented claws let her partially mend these injuries, but additional farrow approached with loaded rifles. She had to close with the cannon-decked beasts—and she doubted she could kill them quickly enough—or find another escape. She looked down the sloping path to her left, a steep descent along a brush-covered hillside. It was too steep for the pig creatures to negotiate easily.

The choice was made for her. She felt a slight itch at her back warning her of approach even as heavy footsteps thudded across the ground. She turned in time to see an enormous, oversized abomination of metal and pig flesh before it smashed into her with enough force to send even Belphagor's mass flying. She soared down the sloped incline to crash into the stout and wide trunk of a massive tree. The wood cracked and groaned but remained intact, bringing her to an abrupt, bone-shattering halt.

She fell heavily to the ground with spots before her eyes. She felt dazed despite the augmented adrenal fluids pumping through her body from Belphagor. She staggered back to her feet in time to see the enormous pig-beast rushing headlong down the slope, wielding a tremendous axe in each of its metal hands. Smoke poured from stacks in its back, and she could hear the sound of a steam engine. She managed to duck under the first wild swing, but the second sank into her side, penetrating armored scales and almost reaching her own flesh. It lowered its head and followed with a brutal upward jerk of its chin that drove its tusks into Belphagor's chest.

Her dual hearts were pounding, her own twice as rapidly as Belphagor's, and both sets of lungs labored to draw breath. Though her link to her dragonspawn numbed her to physical agony, she could tell she was near death. The attacker pulled back its left arm to deliver what would surely be a lethal blow. She heard the voice of the human shouting angrily, "Stop! I need it alive! Alive!"

The human stepped into view. In his hand was a strange pistol-like weapon with a long, sharp needle in place of

a barrel. He plunged the needle deep into Belphagor's chest and injected a thick fluid into the spawn's body with a hissing sound. It took effect with remarkable rapidity, numbing her to all sensation.



Doctor Arkadius called ahead to the hunchbacked farrow who assisted him in the laboratory. "We have quite the find here. You won't want to miss this. Open the doors! Hurry!" He pointed emphatically at the wide doors into the main chamber. It was not clear how much the crippled farrow comprehended of his words, but he responded to the gesture and did as bid, pushing the heavy doors open on creaking hinges. The enormous war hog with Arkadius passed through carrying the specimen.

Arkadius followed, keeping a tight mental leash on the steam-powered half-pig, half-machine beast to be sure it did not wreck the fragile apparatus scattered around the perimeter of the laboratory. He cleared several beakers from the large dissection table at the center of the chamber and directed the war hog, "There! Put it down, gently."

The war hog dropped the limp body heavily onto the metal surface, and Arkadius winced. Inspecting his prize showed it had suffered no additional harm from this rough treatment. He directed the steam-powered hog to move to a wall alcove deliberately built large enough to contain it.

Arkadius could barely repress his excitement over the prospect of discovering the internal mechanisms of the captured beast. Even as he began to prepare for the procedure he cautioned himself not to be too exuberant. The creature was clearly close to death, and given it was an entirely unfamiliar and exotic species, he should not have high expectations regarding its physical condition.

"Look here, Targ," he said to his assistant as if addressing a student. "You can see this creature is massively blighted. Note the pattern of the scales, the general unnatural skin tone. Still, it has very few blemishes or irregularities and remarkable symmetry. Note the armor adorning the upper torso. Expertly crafted, very beautiful patterns in the metal, graceful curves. This creature was valued."

Targ eyed him dubiously and blinked but showed no other reaction. Arkadius considered his assistant an excellent listener as well as an additional pair of hands in the laboratory. The farrow was trained in the use of the various surgical tools and sutures. The offsetting malformation of the creature's leg and twisted spine limited mobility, but those disabilities were trivial weighed against his unusual manual dexterity.

Looking outside the room, he saw several farrow brigands lounging at the bottom of the wide staircase that led from

above into the bowels of the facility. The farrow had a tendency to be lazy unless prodded. He addressed them sharply, "You lads here to attend the dissection?" The brigands were awed and fearful of Arkadius and did not seek out his company as a general rule. As expected, this group offered the equivalent of a polite negation and huffed something about Lord Carver, then began to climb the stairs. He shouted after, "Find something useful to do, like patrolling the perimeter!"

He shook his head sadly. Farrow lacked initiative and curiosity. Attempting to lift them from their primitive state was a constant ordeal. His tests had revealed their intelligence to be not at all dissimilar to humanity's. Despite their potential, though, he had found they were usually best employed for fighting or lifting heavy objects.

Doctor Arkadius turned back to his specimen, and he took a few deep breaths to center himself. Dealing with an unfamiliar organism was inherently dangerous; his various drugs might not have the expected effects, and he could not know what he might find within the creature. Allowing it to perish before he could pluck its marvelous secrets was unacceptable. He pierced the thick flesh of the creature at several key areas with long, hollow needles, each attached to a length of flexible piping extending to beakers and flasks of gleaming greenish fluids. Some hung freely, while others were set over low flames. He adjusted these apparatus and watched the creature with a brooding frown.

It remained unconscious, which was good, and it did not enter into immediate seizures, which was also good. Biting his lip, he placed a listening cone on its chest and listened for its heart. He was surprised to discover an erratic sound. It was almost like two hearts rather than one, with one set of beats slow and loud, the other more muffled and rapid.

He had already mastered human and porcine physiology—the farrow anatomy had kept few mysteries from his piercing mind—but this creature was something foreign. It had been a singular stroke of luck that events had transpired as they had. The matter had entirely derailed his other plans, but a man of science had to seize opportunities for discovery.

He had been journeying north for a clandestine meeting with an unreliable colleague from Corvis, accompanied by an armed escort in case of trouble. The sounds of battle near the river had confirmed the wisdom of his precautions. His apprehension had grown on discovering Cryxians, who rarely came into this region. The sight of dragonspawn alongside lean soldiers armed with peculiar blades fighting against them had piqued his interest. He had heard the rumors of a blighted army that had struck the Castle of the Keys some months earlier, as had everyone who dwelled near the Bloodstone Marches, but this was the first time he had witnessed dragonspawn firsthand.

He had immediately noticed something unusual about a creature that fled the fight while the others remained. Something in its posture suggested intelligence. Capturing it had not been easy, but he had used his knowledge of the terrain to his advantage.

Now that he had the specimen, he was almost overwhelmed with the possibilities of the tests and experiments he could run. Would it be possible to develop the means to detect and quantify blight as a tangible substance or energy? Could he sustain living skin samples removed from the body?

Arkadius took a more complete survey of the creature, paying particular attention to its legs and its two pairs of entirely different arms. "Note, Targ, its lower arms are almost of human proportions. But what's this?" He squinted at the blade-like claws and realized the lower set were made of metal, set within what might have been armored gauntlets that extended up past the elbow. With a bit of struggle he pulled the armor and gloved weapon loose, almost cutting himself even through the thick gloves he always wore. This revealed a slender forearm and a fine-boned and long-fingered hand with sharp, hardened barbs along the knuckles. The delicacy of the hand unsettled him more than its monstrous elements.

The creature's legs were humanoid and oddly slender for the size of its body. What he had taken for scaled plates were actually armored greaves and boots. Decorative flourishes on the leg armor and the clawed weapons matched the thicker armor affixed to the creature's torso. "Could such a creature have been natural once? Can dragon blight have such a dramatic impact on an entire organism?" Targ had no answers, but Arkadius did not seem to notice. His rapturous smile was enough to make the farrow eye him nervously.

He could tell no scalpel would suffice on what looked to be tough scaly skin. "Targ, the heavy saw, if you please." His assistant obediently found a freshly sharpened, hefty instrument among those dangling against the nearby wall. He was curious to see where the smoother flesh ended and the more draconic flesh began. There were aspects of the abdomen that were intriguing. A number of smaller appendages were folded over themselves in an interlocking pattern just above the creature's slender hips. "This is peculiar. Reminds me of a prawn, *macrobrachium acherontium*, but not quite. What use are these appendages?"

He decided it would be best to remove at least one of these smaller appendages but realized he might need to cut through several to get to the skin beneath. It seemed likely there would be softer flesh there, perhaps an easier place to begin his exploratory surgery. As soon as he began sawing the largest set of these overlapping appendages the creature twitched and jerked. He increased the anesthetic drips feeding into its body and began again. He was able

to work his way through the limbs and separate them. The thick blood released in the process was polluted with black streaks and had an acrid smell that stung his nose.

He was almost too busy with the messy mechanics of this operation to realize what was beneath the dislocated limbs. He stepped back a moment and tilted his head, puzzled. Beneath the spilled blood was a female humanoid torso, *inside* the monstrous one. It was partially covered by an armored cuirass, with a girdle of woven black leather below. Numerous semi-translucent fleshy tubes connected to the arms, hips, and sides, blood pumping between them with the rhythm of two hearts.

A sudden movement made him startle. An autonomic process pushed the shapely female torso down and partially out of the creature's chest cavity. This revealed a head, which had previously been lodged below its sternum. The inner creature was elven, with long, pointed ears poking through a tight-fitting skullcap that covered most of her upper head. Her features were extremely angular, particularly her chin and nose, but had a certain exotic appeal.

"Marvelous!" he crowed. "Not one blighted creature, but two, perhaps living in perfect symbiosis? The find of a lifetime!" For a time he was utterly captivated with the sight of her within the cavity that fit her like a glove, as if grown to accept her. "We must get a sample of this fluid exchange," he noted. He took hold of one of the umbilical cords and directed Targ to hand him a scalpel. It was at this moment she opened her eyes.



Bethayne emerged to consciousness with rising panic. She realized this sensation came from Belpagor, which could only mean an immediate threat to her. She felt air upon her skin and realized she was partially detached from Belpagor, something that should happen only by her command. She sent a mental impulse for the spawn to withdraw the connecting tubes that intersected her flesh, but there was no reaction. Their minds and senses were no longer blended, but she was physically connected, which was extremely dangerous. If Belpagor perished in this state, so would she.

Realizing her head was no longer comfortably secured within Belpagor's upper womb, she opened her eyes. Adrenaline surged in her veins as she recognized the face of the human in front of her: the same one who had directed the pig creatures.

Her arms and legs were immobile, and one of her clawed gauntlets was removed. Her mind was relatively clear, but whatever had forced Belpagor into unconsciousness had paralyzed her limbs. Her eyes went to the human's right

hand, where he held a keen bladed instrument against one of the primary tubes connecting her circulatory system to Belphagor's.

"Stop!" She instinctively used the language she had heard him speak during their chase. Fluency came effortlessly through her athanc. "Do *not* cut those cords." She utilized the same commanding tone she ordinarily employed on Nyss and ogrun soldiers. He froze, looking at her with surprise and curiosity.

Her mind raced. The desperate reality of her situation was clear. Her eyes softened and her tone became richer, warmer. "Please. I will die if you sever those."

He withdrew the sharp knife from the cords, eyeing them with a frown. When he next spoke he did not address her but rather the misshapen farrow next to him. "Note that while the external creature seems torpid and properly anesthetized, the inner creature is alert enough to speak and seems fluent in Cygnaran. Most curious." His eyes darted to the beakers of fluids connected to hoses and needles piercing Belphagor. "Should I increase the dosage?" He frowned, weighing the option, then stood and put the cutting implement down, to Bethayne's initial relief. Then panic returned as he fiddled with the valves regulating the mysterious fluids. Belphagor's heart slowed alarmingly.

"I suggest you leave that be." She said the words carefully, calmly, as if speaking to a child. He frowned, vexed.

As Bethayne absorbed details of her surroundings, she made a number of rapid assessments. Within Everblight's mind came identification, even empathy. This was a laboratory, superficially dissimilar to the research abattoir Everblight had employed beneath the Fane of Ayisla, but its purpose seemed similar.

More than the scientific apparatus or the peculiar liquids, the key was in the diagrams upon the walls. She saw numerous anatomical charts of dissected farrow and other pig-like creatures, all extremely detailed and drawn with a skilled hand. On the far wall was a shelved case containing sealed glass containers of organs preserved in yellowish fluid. She realized the axe-wielding and cannon-mounted boars must be the creation of this man: he was a shaper of flesh and machines. His efforts were crude compared to Everblight's mastery yet impressive for an ordinary mortal.

She knew at once he had brought her here to dissect and study her, much as Everblight had done to Iosans below Issyrah. In her most persuasive tone she said, "You will learn far more from me as an awake and willing participant."

His eyes widened, and he looked at her with his full attention. She could easily read his expression of amazement

and interest when his eyes traced across Belphagor, and his reaction surprised her. Most humans would have reacted with horror. She saw him begin to view her as a thinking being rather than an inert experiment. She smiled slightly. "I am Bethayne, also called the Voice of Everblight. Give me your name that I might address you properly."

He regarded her with the same look of fascination. She had never been so close to a human without killing him. It was interesting to observe how easily his expressions conveyed his thoughts, with none of the disciplined self-control her own people had possessed even before they joined Everblight. They stared at one another, then he spoke to her directly for the first time. "Why are you not frightened or terrified? You awake in a strange place, helpless, yet you greet me politely?"

Her answer was forestalled by harsh pounding on the closed door to the laboratory. He cursed, "Kerwin's beard! Damn it all!" He was clearly agitated at this untimely interruption. In truth, Bethayne also found it inconvenient. First conversations between strangers established an important foundation, and turning this circumstance around would require delicacy. He yanked the door open. "What is it?" The farrow outside the door said something either in a language Everblight did not know or using an incomprehensible dialect. It was the first time she could remember Everblight being ignorant of a tongue.

Arkadius turned to the hunchbacked farrow and ordered, "Maintain the drips, and get me if there are any problems. He faced the war hog in its alcove. "If she tries to move from that table, render her unconscious. But *only* unconscious." Given his ability to control the beast with his mind, the words were for her benefit. This amused her.

She felt grateful that his departure gave her a chance to test the limits of her circumstances. Belphagor's body remained crippled, and the human's drugs were not helping. Ordinarily she would have tried to rile the warbeast so she could use that energy to knit its wounds, but that was impossible. Nor could she muster much of her own blighted sorcery. Even were she able to manifest her power, killing the human warlock with the war hog nearby was unlikely.

She summoned her will and reached for Everblight's mind to convey the urgency of her situation. "I am in grave peril." The confession was difficult.

The athanc in her chest lit afire as his presence came upon her with such swiftness that she gasped and trembled. He roared into her mind, and she could feel his irritation. This was not the fluid, almost ecstatic blending she felt when Everblight occupied her body for his own use. His voice boomed painfully inside her skull. "I HAVE NO TIME TO SPARE FOR YOUR PLIGHT. I LEAVE IT TO YOU TO BEND

THE MORTAL TO YOUR WILL." He was gone again, sweeping from her mind like a tornado.

A far gentler presence followed. Bethayne felt as if a cold, soothing hand were touching her cheek. "Where are you?" Vayl asked. The barrier caused by her joining with Belphagor made Vayl's mental voice sound distant and muffled.

Bethayne admitted, "Somewhere south; beyond that I do not know."

"We will try to find you, but for now you are on your own. Endure." With that simple command, the sense of Vayl evaporated, leaving only a lingering coolness.



The powerful chemicals injected into Belphagor overcame its ability to filter them for her, and Bethayne lost consciousness for some time. She struggled up through the blackness like a swimmer trapped in a frozen river seeking a hole for air. She knew many hours had passed, as she felt very thirsty and hungry, but such physical sensations were insignificant.

The human, assisted as always by Targ, was at work again. He had removed Belphagor's upper armor and was slowly cutting through a section of its upper left chest. She sensed numerous exploratory incisions along the beast's flesh that compounded the weakness caused by the drugs. She saw no sign his dissection tools had been applied to her own flesh, a sign her words had reached him.

She said, "Inflicting further injury will not serve your purposes."

He met her eyes almost sheepishly, then drew himself up. "My studies require samples. I will not remove anything vital."

Bethayne elaborated, "When this creature dies, not only will I perish, but its body will quickly decompose. You will learn nothing of its internal structure before it becomes a useless pool of fluids."

He was silent as he considered this, and when he spoke it was on another matter. "To answer your previous question, my name is Doctor Arkadius." Giving his name to her had been a type of submission. For the moment she was in charge of the conversation; she could see he desired to speak with her further.

Her eyes went to the war hog with its machined arms, the pipes that went through its flesh, the extensive scars showing where it had been sliced apart and reassembled. "Your work is impressive, Arkadius. I have never seen a steam engine integrated into a living organism."

Though sometimes blunt, flattery could be an effective tool if applied properly. His posture relaxed, and his shoulders straightened a bit. "Organic forms have many advantages over machines," he answered, his face becoming more animated as he spoke. "But flesh has limits. A proper integration of the two allows the whole to exceed the sum of the parts. There are of course many technical difficulties." He suddenly frowned as if remembering to whom he was speaking. "I wouldn't expect you to understand."

She smiled slightly. "You might be surprised."

"You were clearly Nyss, once. When and where did you learn Cygnaran? Before or after you were exposed to blight? What *are* you?" His hunger for knowledge was clear. He reminded her of a freshly spawned carnivore seeking after meat with single-minded determination.

"I am one of the chosen generals of the dragon Everblight." She saw his mouth drop slightly open at this. Fascination more than fear defined his expression. She continued, "What if I told you I created this creature? I shaped it into being, spawned it of my blood, my dreams, and my nightmares. It is as unique as I am."

SHE STRUGGLED UP THROUGH THE BLACKNESS LIKE A SWIMMER TRAPPED IN A FROZEN RIVER SEEKING A HOLE FOR AIR.

He placed a hand on Belphagor. "You created this?" His voice conveyed his amazement. "How? I cannot even begin to fathom a method for such a thing."

"My blood is protean, ever-malleable, potent with the seeds of genesis." She saw him respond to the hypnotic rhythm of her words. "I can create more than this, a dizzying assortment of living forms. I can show you many things, wondrous things." She poured into her voice the compelling timbres she had learned as a priestess of Nyssor, her tone rich and latent with subtle power. Seeing his gloved hand twitch, she wondered if any of Belphagor's blood had touched him. Blight would open his mind to her.

He shook his head and stepped back. "You have no reason to share such knowledge with me." A slight quaver in his voice betrayed a longing to hear more.

She lowered her eyes. Despite his resistance she could tell she was reaching him. "Reduce the dosage of whatever you are applying. Allow me to extract from Belphagor. Yes, that is its name. Once our connection severs, you can experiment at will. A fair exchange for my freedom."

He said nothing but stared at her and chewed on his lower lip.

She spoke again, softly. "We are alike you and I. Both of us shape flesh. You by tool and blade, I by . . . other means. I do not object to your learning about me. My master seeks all to understand his beauty, his supremacy. By revealing myself fully to you, I accomplish his aims." Her voice was seductive. By his flushed skin, the way his breath quickened, he was responding even if against his inner judgment.

Targ made what might have been an alarmed snort, but Arkadius ignored it. He glanced to his nearby war hog, clearly weighing the risks. He was reaching for one of the valves to the drug drips when the laboratory door swung open and a farrow pushed through. Even Bethayne could tell the farrow who entered was no simple brigand. Older and graying, he wore more elaborate attire, with bits of bone dangling from tasseled cords and clinking as he moved. He leaned on a gnarled staff and walked with a slight limp. He offered the doctor a respectful bow. "Arkadius, Cryx comes." His voice was gruff, but the Cygnaran words were comprehensible. "Must have followed *her* here." He jerked his tusks toward the dissection table.

Arkadius folded his arms. "What happened?" Watching them closely, Bethayne decided the human was in charge, though clearly this farrow occupied some position of authority, likely that of an advisor.

"Bonejack rooting around. Destroyed now. Sentries saw more. They will find this place, maybe soon." He sniffed meaningfully toward Bethayne.

From the nearest bench Arkadius picked up his needle-barreled weapon. "Very well. Please gather the grunts and make ready for an armed engagement." He turned to the hunchbacked assistant, "Targ, see to the gun boars and fire up another war hog."

Arkadius looked about to march from the room, but the older farrow stopped him with a long-nailed and furred hand on his arm. "Wait," the farrow spoke in conspiratorial tones, "they come for her." His eyes as he met Bethayne's contained a spark of cunning. "Offer her. They may leave."

Arkadius hesitated and looked at her. Bethayne could see fear in his eyes, conflicting with his scientific curiosity. The desire for survival slowly prevailed, and his eyes went cold. "Perhaps you are correct. This may have been a foolish endeavor."

"You don't want to turn me over to them, Arkadius." Her use of his name made his eyes widen.

"No, I do not," he begrudgingly admitted. "But between your survival and mine, there is no choice." He shook his head sadly. "There will be other opportunities, other

interesting creatures, I am sure." He frowned but stalked over to the beakers of dripping fluids and started to open the valves with sharp, decisive twists. It was as if he did not trust himself to carry through unless he acted quickly.

Bethayne felt her heartbeat accelerate even as Belpagor's slowed down. "What will this buy you? Cryx does not care about the details of your involvement. They will destroy you regardless. Arkadius, I know you are not stupid. Listen to me." Her tone was sharp, and she saw she had struck a chord by insulting his intelligence.

"There is a chance they will be satisfied with you. If not," he shrugged, "we will fight them. We have a formidable arsenal and are prepared for war, should it come." He might have believed what he said, but she could tell he was not as confident as he wanted to appear.

"Free me." She put all of her emphasis into the words. "Stop the drugs. I will fight at your side. We will fight them together. You have yet to see my full power."

"So you can turn on me when you get the chance? I think not. You will want vengeance for your capture. I would, were I you." Agony strained his voice. He looked between her and Belpagor, his eyes filled with a mix of emotions, as if he were convincing himself.

"I do not hold my capture against you, now that we know one another. I have seen your capabilities. Think to the future! There is much to be gained by working together." He shook his head but frowned as though deliberating. She continued, "Allies of mine converge on this place. If you have given me over, they will seek your destruction even should you survive Cryx. I do not want that."

"You lie. How could allies find you?"

"We are connected. All of us. By the dragon we serve." She could see his interest and persisted, "Trust me this once. I vow there will be no treachery. On my life, on Belpagor's." Even as she made this promise she could feel her consciousness begin to fade. Her body went numb, and her eyes began to roll back.

"Do not believe her, Doctor," the elder farrow warned.

Despite this his hands were suddenly on the valves, cranking them entirely the other way to seal them. He then pulled loose the needed hoses piercing Belpagor.

It did not take long. No ordinary living thing, Belpagor had already begun to develop a resistance to the soporific drug. In time it would have become able to neutralize it completely, as it had with fire, acid, and lightning.

After waiting until it filtered the toxins from her blood, she sent the mental impulse for it to withdraw the hollow bone shunts and umbilical cords connecting them. She stood

gracefully from the table, several inches taller than Arkadius. His needled weapon was in hand, and he eyed her nervously. She smiled sweetly as she recovered her clawed gauntlet and slipped her hand back into place.

She rested this hand on Belphagor's chest and closed her eyes as she reached across their bond to pass her blighted power through its tissues. She drew upon its inner vitality and cycled it through the wellspring of the athanc shard in her heart, then let it flow back into its tissues, closing its wounds, correcting broken bones, and repairing internal organs. Speaking over her shoulder, she said, "See to your people. We will join you soon."

Arkadius stared at her a moment but then moved toward the door, gathering the farrow and massive war hog as he went. They left Bethayne and Belphagor alone in the laboratory. Her lips curled in a small smile.



Bethayne sent to Vayl as she climbed the stairs. The Vassal of Everblight snapped, "What happened? I could not reach you." She did not wait for an answer. "I think I have found where you are. We dispatched our swiftest hunters. Look for Annyssa Ryvaal." Hand-picked by Lylyth, Annyssa was the leader of the Legion's raptors, as ruthless as she was capable. Bethayne felt a surge of appreciation.

Belphagor moved sinuously ahead of Bethayne. They entered a dusty compound outside the squat edifice atop the entrance to the underground laboratory. The air was hot and uncomfortably dry. The compound occupied a low plateau surrounded by rocky crags in what she guessed was one of the western hill ranges of the Bloodstone Marches, given the reddish hue of the earth. The sparse, thorny vegetation was cleared for several farrow-built structures. These seemed reasonably sound, but the arrangement had a hastily constructed, impermanent look that reminded Bethayne



of Legion encampments, with the exception of the solid, squat building atop the entrance to Arkadius' laboratory. Its reeking outer wings were clearly home to his stock of beasts and a large number of enormous, unaltered pigs and boars.

The farrow troops had gathered and looked ready to move, with an impressive array of brigands alongside others armed with hefty cleavers. Targ had brought a pair of powerfully built war hogs and a trio of gun boars. Her arrival into their midst caused a considerable stir, but she ignored their noises and looks. She sidled near Dr. Arkadius as he pulled a pair of hefty goggles over his eyes. She asked, "What do your scouts report?"

He hesitated only slightly before answering, "Several groups of Cryx have been seen around the perimeter and outer paths. I believe the main body is north of here. We are well fortified; we should dig in and wait."

Bethayne shook her head. "It would be a mistake to let them box us in here. Better to stay on the move and crush what pockets we can find before they gather." She had her own motivation for this suggestion, given Annyssa was searching for her. "We can retreat here if the fight goes poorly."

Arkadius nodded at the suggestion as if it had been his plan all along. He spoke orders to get his farrow underway, dispatching them in large groups. Bethayne felt a vague urgency, perhaps rooted in having been incapacitated too long.

They quickly found a small band of Cryxians. The gun boars fired shells into ranks of mechanithralls while Bethayne sent Belpagor forward to intercept their accompanying bile thralls. She hurled her magic into the enemy with savage enthusiasm, delivering blighted power through her dragonspawn. Showing their lack of discipline, a number of brigands were led astray by a flanking bonejack until their leaders bullied them back into position. To the north, Bethayne saw something past the next hill, possibly kicked up sand and dust. She pointed it out to Arkadius and then rushed in that direction, forcing the human and his beasts to hasten after.

Cresting the hill were the swift-moving forms of what had to be blighted raptors racing forward alongside fleet archers, all firing at targets behind them as they rushed south. The advancing Cryxian force was extremely familiar to Bethayne, the same as she had encountered just days before.

The raptors and striders sent punishing volleys of arrows into the mechanithralls at the fore, buying time for the heavier elements of their force to keep on the move. Those included four thick-bodied nephilim—two soldiers and two bolt throwers. The nephilim soldiers had their short wings extended to glide over short distances, evading boulders and clusters of thorny shrub that would otherwise have impeded them. The bolt throwers occasionally turned to fire their ballistae back toward the enemy.

The nephilim were first to see her. She rushed forward, gaining on Belpagor, who slithered across the dry sands just ahead of her. The nephilim raised their heads and gave a shrieking cry of greeting in one voice. Belpagor answered them with a roar that seemed an echo of Everblight as it resounded off the nearest hills. The sound would have put terror into the living but had no impact on the dead. Helljacks and bonejacks were driving toward them now, ignoring the arrows sent their way.

Bethayne stopped as the four nephilim reached her. They gathered around her reverently and kneeled, their eyeless heads bowed. With a razored claw she made a small cut along her thigh, just above her armored greaves, letting her blood coat the blade. She quickly nicked the skin of each hardy nephilim at the softer portion of their necks. As their

blood mingled she felt her bond to them strengthen until they could clearly hear her thoughts and obey her will.

Arkadius and his farrow had caught up with her, but she ignored their stares and murmuring. The Cryxians were almost upon them. One of the nephilim soldiers hissed and raised its sword, moving toward the forward war hog, but Bethayne directed it toward the Cryxians instead. The others followed suit, the soldiers advancing toward the unliving foe as the bolt throwers reloaded their powerful weapons. Arkadius shouted orders to his farrow, who turned their pig iron rifles to fire on the advancing horde of mechanithralls and bile thralls ahead of the helljacks.

With the striders occupying the enemy, the raptors raced toward Bethayne. A tall, proud woman led them from atop an ulk decked in elaborate barding, including an enclosed helmet with thin slits for its eyes. Sharpened steel blades shone on its sweeping horns, and the bow the woman wielded was particularly elaborate. She had an arrow nocked and pointed at Arkadius, prompting several of the nearest farrow and one of the gun boars to squeal and aim their weapons toward her in return. Bethayne addressed her. "Annyssa Ryvaal, I greet you. These are our allies this day." She indicated Arkadius, his beasts, and the farrow with a sweep of her claw.

"As you command, Voice of Everblight." The Talon of Everblight pointed her bow the other direction and sent its arrow instead into a Deathripper that was closing on them. Her raptors sent other arrows toward the swiftly running machine, and two wedged into the piston mechanisms driving its legs. Bethayne raised a clawed hand as Belpagor moved protectively in front of her and sent her power through him once more, creating a tendril of raw force she used to seize the Deathripper and yank it violently, shattering its fragile arc node and nearly ripping off its head.

The raptors wheeled their nimble ulks around and charged while drawing their swords. Arkadius' war hogs rushed forward as well, bellowing as they raised 'jack-like hands with readied axes. Arkadius summoned his will to create a chaotic array of orange runes around him. The light lit his lean features ominously from below. His power felt alien to Bethayne, but she could sense the unleashing of violent mystical impulses that goaded the war hogs and gun boars into a rage. Their eyes gleamed with aggression, and they ignored the Leviathan bolts and the arcing fire of another bloat thrall that landed among them as they closed the gap with their Cryxian adversaries. Another set of runes flickered into existence around the forward war hog as it crashed into the approaching Slayer.

Another surge of huge-fisted mechanithralls closed on Belpagor. Bethayne reached into its essence and summoned an explosion of choking blighted ash that flickered with

orange and black flames. As they entered this noxious cloud, the thralls crumbled before landing a single blow.

Her will also directed the nephilim soldiers at the forward edge of the fray. They set upon the black-shelled Corruptor with enormous swords, delivering crushing blows that shattered the mechanisms of both its necrojector and its sludge cannon.

The chaos increased as the gun boars and bolt throwers continued to fire on the enemy while the helljacks closed to melee. The iron lich commanding the machines controlled them like a master puppeteer, using her mobile bonejacks to extend the reach of her sickly green runic magic with devastating impact. Farrow fell before her 'jacks in droves, while bile thralls exploded to annihilate striders who could not destroy them fast enough. Crab-legged necrotechs lurked behind the main line to repair injured machines.

The Leviathan endured several axe blows but managed to seize the first of the war hogs in its pincer. It hurled the heavy pig through the air toward Arkadius, who narrowly escaped being crushed. Several scrap thralls lumbered toward him, dead bodies transformed into walking bombs.

Bethayne saw panic on Arkadius' face. By the time he got to his feet the shambling automatons would be upon him. Even as he stood he looked back to her with an expression of dread, clearly expecting she would betray him. The draconic joy of battle had seized her, filling her with bloodthirsty delight. She could not help but laugh, and the blood left Arkadius' face.

Belphagor slithered swiftly toward him. She raised a clawed hand and sent a surge of blighted power through her dragonspawn to burst the nearest scrap thrall in an eruption of spiny bone growths that shredded through the others staggering toward him. They exploded even in death, leaving craters in the ground where they had been. Arkadius had hunkered and covered his head, and his thick leather coat had protected him from the worst of the blasts.

She prompted Belphagor to lift him to his feet. The dragonspawn was none too gentle, and its claw left a puckered, bleeding hole in his chest that made him groan in pain. Bethayne considered this a small and deserved payment. He glared at her through his goggles, but she just smiled and returned her attention to the battle. Arkadius' scowl became a look of utter fascination and interest as it dawned on him that not only had she honored her vow, she had saved his life.

The Cryxian warcaster was masterful, but she was experienced enough to see when her force was at a disadvantage. After her primary helljacks collapsed, she began her withdrawal, making use of her remaining

bonejacks as well as powerful spells to discourage pursuit. Bethayne's raptors and striders chased the retreating army as far as the grove of trees nearer the river, but she felt no desire to go beyond that. Bethayne knew the iron lich had divided her forces while searching for them; those enemies could now be consolidating. Nonetheless, whatever the Cryxian had left would be a fraction of what she had commanded when she began. Not enough to challenge them or hinder their return north.

Once they were certain Cryx was gone, Arkadius and his farrow herded together, weapons in hand, and warily eyed the blighted Nyss and Bethayne. One of the war hogs was down, and two of the gun boars were badly injured. Arkadius was already drawing on his power and using his tools to heal and repair them. He moved with a haste certainly driven by concerns regarding their safety. Bethayne's nephilim had weathered the fight intact, aside from superficial wounds, and her force looked the stronger of the two. Arkadius stopped fiddling with the nearest gun boar as Bethayne stepped closer. His eyes were inscrutable behind his goggles.

She offered a small nod and said, "My promise to you holds. By my accounting, you owe me at least *two* favors: one for forgiving you for capturing me, and another for saving your life." Her eyes were mischievous, but he had no doubt of her sincerity.

Arkadius made a slight bow. "Fulfilling the terms of that debt will be my pleasure. I look forward to our next meeting and hope for a lengthy exchange of information."

She laughed and turned away to rejoin the other Nyss. "I will come for you." Belphagor moved behind her and turned back once at Arkadius as they departed, uttering a warning hiss. With that they marched away, the Nyss eager to return from these arid and hot lands to their more comfortable ice-covered mountains.

THE LEGION OF EVERBLIGHT

SHAPE OF THE DRAGON

The armies that fight in the name of Everblight are a terrifying force without precedent. His warriors have been blessed with his perfecting blight and are accompanied by blood-spawned creations conceived in his alien and nightmarish mind. The dragon's legion serves him with a devotion any god would envy, his followers seeking only to live and die in his name.

Toruk's other progeny have used their blighted essence to create loyal slaves, but only Everblight has perfected the application of blight into an art. With it he can enhance, corrupt, and reshape life in his own image. Freed from the constraints of a physical form, he has in a handful of years raised an army to challenge the empire of walking death his father built over millennia. Everblight's forces have been consciously honed, each soldier and beast an instrument of his will. He has studied their physical bodies as well as their spiritual essences and found them suitable vessels for his ultimate purpose.

He and his army measure victory only in the advancement of one cause: the destruction and consumption of his siblings and, eventually, Toruk. Since being freed from his icy prison, Everblight has initiated a plan of conquest that has unfolded at a desperate and preternatural pace. Though the dragon has capitalized on his bodiless existence, this state has left his legion vulnerable. Without the terrifying form of a dragon to support them, his forces must rely on speed and numbers to survive until his greater ambitions can be achieved. To compensate, his plans must move apace, requiring actions bold and rash by the timeless standards of other dragons.

AN EVOLVING LEGION

Everblight's present legion is not his first. Long ago, when he still walked the continent clad in nearly imperishable flesh, the dragon dwelled beneath the dread kingdom of Morrdh. He bound many of its people to his will and bred the first of his deliberately crafted dragonspawn. The Lords of Morrdh did the dragon's bidding but avoided submitting entirely to his commands, insisting on retaining their free will. Everblight employed his array of spawn to fulfill the bargains he made with the short-lived tyrants of this empire.

This era was a fertile period of experimentation and genesis of the first generation of Everblight's dragonspawn, all born directly from his blood. The wars of Morrdh proved an exceptional testing ground to evaluate the creatures' combat effectiveness, and any that displeased him he modified to serve better or simply destroyed. In time, Everblight created a host of spawn, each of them a distant echo of his own glory. In these he accomplished something never done by

the other dragons, whose spawn were random creatures that could not be created in number. Despite the clear supremacy of his methods, Everblight remained unsatisfied. Although they were deadly, his spawn required proximity to their creator to carry out any but the simplest commands. The dragon realized there was a price for absolute loyalty, and he desired minions of greater self-will and autonomy.

Before Everblight could move to the next stage of his experiments, Toruk, the Dragonfather, discovered his location and descended upon him. Though Everblight escaped by cunningly leading his father to the hiding place of one of his siblings, he realized he had to proceed carefully or risk being discovered anew; the dragonspawn that were his glory also evidenced his proximity. After centuries spent recovering from his wounds, Everblight hid himself within the Skybridge Mountains near Ios and from there watched the slow decline of its people. In the elves Everblight saw great opportunity. Severed from their gods, they were consumed by a spiritual void he knew could be filled with his undying blight. After witnessing the psychic cataclysm known as the Rivening shatter the minds of their priests, Everblight took advantage of the chaos to burrow into forgotten tunnels deep beneath the city of Issyrah.

Everblight used his formidable powers of mental influence to send a subtle summons into the Iosan cities, beckoning to those bereft of hope and yearning for a spiritual connection. Those few Iosans who felt compelled to make pilgrimages to Ayisla's cursed fane found Everblight waiting for them. With these unwitting volunteers, the dragon began a process of slow experimentation, corrupting and shaping their bodies and minds. In time he hoped to control them entirely and forge them into a tool for his particular purposes.

For centuries Everblight chose individuals from among the Iosan people for his deliberate study. Their kinsmen never knew what became of them. By exposing them to carefully controlled degrees of blight, he was able to maintain an insidious and terrible influence over his followers. Everblight gained near-total mastery over their flesh and learned to apply his blight to refine their bodies into lethal weapons.

Before he could fully capitalize on plans centuries in the making, the Iosans became aware of the threat in their midst and moved against him. Roused to terrible anger, Everblight unleashed his full strength on Issyrah and reduced the city to ruin. In his rage he misjudged the power of his adversaries, however, and he was eventually overwhelmed and taken down. His flesh was destroyed, his athanc torn loose, and his mind sealed away and imprisoned in a remote mountain. This defeat, prompted in



MILITARY OF THE LEGION OF EVERBLIGHT

EVERBLIGHT

THAGROSH
The Messiah
Prophet of Everblight

TYPHON

While answerable to Vayl,
Saeryn and Ryas keep their own counsel

VAYL
Disciple of Everblight
(Arcane Research,
Warlock Seneschal)

LYLYTH
Herald and Shadow of Everblight
(Master of Scouts,
Strike Force Leader)

ABSYLONIA
Terror of Everblight
(Spawning Master,
Strike Force Leader)

BETHAYNE
Voice of Everblight
(Strike Force Leader)

SAERYN
Omen of Everblight
(Strike Force Leader)

RHYAS
Sigil of Everblight
(Strike Force Leader, Assassin)

Thagros's Direct Dominion

Lylyth's Direct Dominion

GROTESQUES

OGRUN WAR CHIEFS

**FARILOR, BLADEGUARD
OF THE PROPHET**
LEGIONNAIRES

ANNYSSA RYVAAL
Talon of Everblight

VARIOUS DEATHSTALKERS

**WARSPERS &
WARMONGERS**

RAPTORS

Vayl's Direct Dominion

STRIDERS

No Specific Dominion

SORCERERS
Led by various senior sorcerers

SHEPHERDS
No specific leadership hierarchy

**BAYAL, HOUND
OF EVERBLIGHT**
HEX HUNTERS

ARCHERS

SWORDSMEN

**SPAWNING VESSEL
FABRICATION**

BLIGHTED ARCANE SUPPORT
Includes spell martyrs, forsaken,
incubation of incubi

STRIKE FORCE HIERARCHY

WARLOCK

Chosen generals of Everblight, obeyed as
physical embodiments of the dragon's will

Some senior Nyss are given authority
over other Legion elements

NYSS SHARDS

Led by priors
May include mixed fighting elements

**LARGE NYSS
HUNTING PACKS**
Led by deacons
Packs include cohesive
fighting elements

ANCILLARY SPECIALTIES
Including sorcerers,
shepherds, spawning vessels

OGRUN TRIBES
Led by war chiefs

OGRUN WAR GROUPS
Led by deacons

NYSS HUNTING GROUPS
Led by vassals
Groups include cohesive
fighting elements

GROTESQUES
The most intelligent grotesques
gain natural dominance

OGRUN WARBANDS
Led by vassals
Comprise either warspears
or warmongers

**BLIGHTED
ARCANE SUPPORT**
Spell Martyrs,
Forsaken, Incubi

BLIGHT AND THE NYSS

Beyond those refugees who fled the north, the majority of the surviving Nyss are tainted with the dragon's blight. Though their god, Nyssor, was among them at the time of Everblight's appearance, he was too deep in slumber to steel most of his people against the dragon's influence. The blight washed over them like a cleansing tide, marking them indelibly in body and mind. Everblight had mastered his manipulation of elven flesh during his centuries beneath Issyrah, and the changes he wrought among the Nyss were profound.

His greatest achievement is also his most insidious: every Nyss afflicted by his blight becomes instinctually loyal to the dragon. Though not slavishly bound to his will, the blighted Nyss are predisposed to basking in his glory. This loyalty cannot be broken, for it is woven into the very being of each Nyss. To unravel it would be to unravel that individual's mind and body. The Nyss manifest the effects of the blight in a variety of other physical, mental, and cultural ways as well. In almost all instances they have become more prone to cruelty, their ethics and morality eroded by their devotion to Everblight.

The dragon has carefully manipulated the qualities he finds most useful in his vassals. Those affected by his blight have become more draconic in their forms and more instinctive and animalistic in their thinking. Patches of scales erupt across flesh distorted by boney ridges and protrusions, giving the beings an unquestionably reptilian cast. The blight has changed some so significantly they scarcely resemble the elves they once were, and their basest primitive instincts are now unconstrained and enhanced. The most skilled Nyss hunters became like the cruel birds of prey they had long revered. Others developed in ways just as startling, transforming into the perfect blighted weapons their master required.

More disturbingly, Everblight's influence has wrought a change in the reproductive cycle of the Nyss. Their birthrates have increased to a clearly unnatural level, and those born since the gift of the blight mature at an accelerated pace. It seems likely their life spans will be dramatically abbreviated as well, but not enough time has passed since the absorption of the Nyss for the full impact of these alterations to be felt. Everblight cares only that his legion can rapidly replenish its losses. If he manages to establish strongholds where his army can propagate, it is possible that one day their numbers may eclipse that of their Iosan cousins, who suffer from steeply rising infertility. Everblight considers this change to be only one of many signs his modified creations are superior to their original forms.

part by giving in to his internal rage rather than following his reason, forever changed how Everblight viewed the limits of his power and the necessity of creating an army.

For years during this imprisonment, Everblight knew only mindless rage and despair, but eventually rationality returned. Slowly he grew aware of the proximity of the Nyss who made their homes not far from his prison. Occupied with hunting and survival amid the harsh, frozen mountains and offering worship to their god of winter, Nyssor, these rustic people lived simpler lives than the Iosans. Their bodies and souls were similar to those he had studied for so long, and he saw a chance to salvage his plans. When the weak-minded ogrun Thagrosh came within range of the dragon's silent whispers, he was compelled to retrieve Everblight's imprisoned athanc and plunge it into his own chest. With the dragon's essence guiding his steps, the ogrun walked down into the valleys of the Nyss to begin a war of subjugation.

As the dragon spread his blight among the Nyss, their society was torn apart. Betrayed from the inside by their own sorceress Vayl Hallyr, the Nyss shards fell one by one to Everblight's corruption. The one-time tyrant of her own tribe knew a great deal about the fighting strength and armament of the various Nyss shards. At her direction Everblight co-opted the strongest and set them to destroy those she selected as too troublesome to be worth conversion. When it became clear resistance brought only death, the survivors, including most of the priests of the Fane of Nyssor, fled to the south. Within weeks the dragon possessed the core of a new legion, one that had already begun to transform into something new and unprecedented. Whatever aspects of their Nyss culture his new adherents retained, they shaped for a new purpose; those elements deemed unimportant remnants of their past existence, they culled.

Soon thereafter, the Legion gathered ancillary forces from the regions neighboring the Shard Spires of the Nyss. Everblight had chosen Thagrosh as a matter of necessity but appreciated the power and fortitude of ogrun flesh, and his army quickly descended upon a number of outlying mountain villages of this species. Ogrun do not react as predictably to the blight as Nyss do, as Everblight has not spent time studying their essence, but these warriors added much-needed brawn to the swift and subtle forces arisen of the Nyss hunting and fighting traditions. These people would soon become the vital core from which the rest of his army would be expanded and evolved.

THE DRAGON'S CHOSEN

During the centuries the dragon spent imprisoned and disembodied, he thought and planned. Everblight delved into the study of the limitations and structure of his athanc for decades, learning more of its secrets than the rest of his siblings combined. Even the Dragonfather had never been forced into the necessity of such focused self-examination. Everblight arrived at a method whereby he could divide his essence and implant portions into worthy vessels while retaining his own consciousness. He had the perfect tool for this procedure in one of the weapons he had forged in the time of Morrdh, originally intended to be wielded against the other dragons. Once Thagrosh recovered that weapon, he was ready to begin.

Everblight's decision to remain formless and execute his plans through proxy hosts was not born solely out of fear of Toruk and the other dragons, although he was keenly aware of the dangers that would face him if he regained his draconic body too soon. Because his very essence resides in each of his warlocks, no distance can separate them from the commands of their master. Each of his hosts can instantly be made aware of his will. As an unanticipated benefit, the warlocks can also communicate with one another. Through this network of minds Everblight is able to coordinate his legion over vast distances, while keeping his consciousness safe. Even were another dragon to kill a number of his warlocks and absorb their shards, it would require the consumption of *all* of them for Everblight to be truly destroyed.

In addition, each of his chosen generals can command a whole host of dragonspawn, manipulating nearby warbeasts as instruments of their will just as Everblight himself once did. This significantly amplifies the killing force of their armies, and their ability to share the sensory



input of their beasts grants them considerable situational awareness on the battlefield.

Everblight's chosen instruments are not mindless pawns, however. He selected each one to fill a unique role in acknowledgment of their supreme competence and significant skill. Though he is able to peer through their eyes at any time, Everblight grants them great autonomy, interfering only when necessary. He is shaping each warlock in a different direction, though all must sometimes overcome setbacks or failure in order to become greater than the base flesh into which they were born. In return, the warlocks know they can never fully fathom the mind of their master and that his favor must be earned by acts of distinction.

Equally important to Everblight is the ability of his warlocks to create the creatures his legion requires: though the advantages of his disembodied state are many, in this form he cannot directly generate spawn. Fortunately his mastery over his blighted essence has enabled him to bestow the secret of the beasts' creation upon his warlocks. The connection between his athanc shard and the warlocks' living hearts imbues each warlock with the ability to generate Everblight's blood within her veins, where it mingles with their lesser essence. With adequate preparation time and a sufficient quantity of this blood, any of Everblight's spawn can be created. The generation of the least spawn requires little blood and recovery time, but creating the greatest beasts exhausts and virtually exsanguinates a warlock. Efforts are underway to overcome this limitation by crafting spawning vessels able to transmute baser organic materials into draconic flesh.

A warlock can create dragonspawn anywhere, but bases of operation for such undertakings are sometimes necessary. Semi-permanent facilities are required to produce vital weaponry, including weapons, armor, and spawning vessels. Remote locations serve best for these carefully guarded outposts to avoid drawing the attention of rival dragons or enemy armies.

HEARING THE DRAGON'S VOICE

Those individuals graced with a shard from Everblight's athanc can hear his thoughts with total clarity. The dragon's voice comes unbidden and wordless to each warlock with a resonance that touches the very fiber of the soul. His warlocks instantly understand any truth he reveals to them, seeing his memories as their own. Through this connection Everblight can grant his warlocks access to chosen portions of his vast knowledge and experience, including mastery of myriad languages, such as the secret tongue of the dragons, Tkra.

While Everblight can see through every warlock's eyes and speak to them with distinct conversations simultaneously, his attention is usually more narrowly focused. At times the dragon seals his thoughts from his warlocks entirely, forcing them to rely on their own counsel. Everblight may speak to them unbidden at any time, but his attention must be solicited, and any warlock who puts forth idle requests or seeks aid when her own powers will suffice risks provoking his wrath. A natural hierarchy of access to the dragon has formed over time, with most of the warlocks preferring to speak to Everblight through Thagrosh as his chosen prophet and messiah.

THE NEW ORDER

Though only a few exceptional Nyss have been found worthy of hosting a fragment of Everblight's athanc, there is no question this race is favored above all others in his glory. Having cast off the yoke of servitude to their frozen god, the Nyss came to accept their destiny at the vanguard of the rising dragon's army. Those so transformed are still in the process of determining what their new society will be; the pressures of survival and functioning as an army have taken priority over any longer-term considerations.

It has been only a few short years since Thagrosh brought the Nyss the blighted message of their new master, yet Everblight's circumstances required these new converts to function as an effective army immediately. The primary architect of this legion was the ice witch Vayl, first of the Dragon's willing disciples. Vayl rose to unify and lead the blighted Nyss in Everblight's name, given permission by Thagrosh to oversee the details of this complex endeavor.

The dragon's blight made the Nyss more cruel and predatory as they cast aside countless generations of tradition in a brief period of upheaval and slaughter. The atrocities committed during those first days were of concern to Everblight only in that he wished his army to be as large as possible. Vayl brutally quelled this violence, ensuring the core of the Nyss survived this transformative period. Once order was restored, Vayl applied her unconditional authority toward a fundamental reorganization of the dragon's new army.

Although many elements of Nyss culture were abandoned as unnecessary remnants of an extinct society, some traditions were easier to adapt, and several groups remained mostly intact. The raptors, for example—hunters and warriors practiced in riding the swift ulk—embodied the strengths Everblight sought. Similarly, the rangers were reshaped into the striders. A group of sacred warriors once called the *ryssovass* became the Legionnaires, sworn to protect Thagrosh as his inner guard with their traditional weapons, armor, and fighting techniques.

Most Nyss continued to identify strongly with the tribes into which they were born as well as their extended hunting groups, or shards. Vayl set these ties to a new purpose by establishing the shards as the basic divisions of the legion, each made up of fifty to eighty warriors.

Each shard is led by a prior, a captain of the Legion who formally carries the title of *aransor* once reserved to elders of the Fane of Nyssor. Deacons in charge of large hunting packs within the shards serve as the priors' chosen lieutenants, while smaller hunting groups are supervised by ruthless sergeants called vassals. Some fighting traditions also use titles and ranks specific to their training and needs.

EYES OF THE DRAGON

FIRST SCOUT SHARD OF THE SHADOW OF EVERBLIGHT



LEADERSHIP

Lylyth Voassy, Herald and Shadow of Everblight

Annyssa Ryvaal, Talon of Everblight

Deathstalkers Fysel, Kaevan, Shaness, and Treyfal

CORE ASSETS

20 Warbeasts (especially Raeks, Seraphs, and lesser warbeasts)

30 Striders

60+ Archers

20 Raptors

Tasked with gathering intelligence for the Legion, Lylyth Voassy is the most prominent forward commander in Everblight's army. Her wide-ranging reconnaissance not only covers the mountains of Rhul and the far north but also extends farther south into the forests and mountains of western Immoren's heartland. The unforgiving pace she sets requires her forces to be made up of the swiftest and hardest Nyss, the only ones who can hope to keep up with her and her favored dragonspawn. Those chosen to accompany Lylyth must be prepared to live for months at a time without even the meager comforts of the Legion's basic camps.

Each strider is expected to maintain a grueling pace while avoiding observation by any potential enemies. The feeding of her spawn is one of the primary tasks assigned to her striders. Each of them knows they will eat only after the spawn have had their fill; if there is insufficient game to be found, they will starve while the beasts eat.

Although her primary charge is reconnaissance, Lylyth does not shy from battle when given the opportunity to thwart any of her master's numerous enemies. Outlying forts, Rhulic patrols, and trollblood warbands that might interfere with the greater workings of the Legion are all potential targets. Those that cross her path invariably vanish, leaving only a few red stains in the snow to mark the place they were ambushed.

Above all others and speaking with the authority of the dragon are the warlocks. With boundless dominion they command the dragon's unnatural armies, drawing their forces from the ranks as required. Some, like Vayl and Lylyth, oversee a larger aspect of the Legion of Everblight, but the majority act as strike force commanders who go where and when he wills.

Blighted Nyss sorcerers aid and advise the warlocks and stand just below them in authority. Sorcery has always been a part of Nyss life, but the dragon's touch has transformed and, in some cases, augmented powers once linked to the Fane of Nyssor. In addition to being able to invoke traditional Nyss magics of wind and cold, many Legion sorcerers exhibit control over the blighted energy that seeps into the fiber of their beings. These sorcerers retain

mastery of the written Aeric language and so are involved in the fabrication of important weapons and tools. They are generally more intelligent and possess greater initiative than most of the dragon's warriors.

Even before their blighting, the Nyss had developed abilities that would serve them well in facing the challenges Everblight's legion would encounter. They were a hardy, nomadic people, seasoned hunters and killers accustomed to moving rapidly across vast distances with great self-sufficiency and discipline. They endured a constant fight for survival against the elements, beasts of the wild, and those who trespassed against them. Through periodic clashes with trollkin, humans, and occasional Rhulic patrols, they had honed their fighting skill to a formidable edge.



Everblight abandoned his designs on the more settled Iosans and modified those plans to use the Nyss, whose nature even better suited his needs during these crucial early days of his protean army. His soldiers would live off the land, foraging and seizing all they required. They would be constantly on the move, halting their progress only to generate new spawn to replace those lost in battle. Surprise and mobility would be Everblight's greatest weapons.

The blighted Nyss quickly moved outside their original territory. Initially they fell upon remote human and trollkin villages, where fresh meat and blood were plentiful and which would become the staging grounds on which hundreds of warbeasts would be birthed. They saw in each a reflection of their lord and master. It was with even more fear and wonder that they gazed upon the nephilim—dragonspawn birthed of Nyss mothers.

ADOPTED SONS OF THE DRAGON

While Nyss make up the majority of Everblight's Legion, there are substantial auxiliary elements, in particular the blighted ogrun. Though each has a role to play in the fights ahead, the Nyss and ogrun do not coexist comfortably. These groups remain segregated in daily life, only mixing as necessary for specific strike forces. In daily life the Nyss see ogrun as brutish and indiscriminately violent, an opinion only reinforced by the inevitable Nyss casualties from berserk ogrun.

The blight turned ogrun into brutal creatures more akin to the ravening hordes of Caen's primordial past than to the noble people unblighted ogrun have proven to be elsewhere, such as in Rhul. While they retained their fierce loyalty and some tribal traditions, the blight infected them with unbridled savagery and an unquenchable thirst for blood. Abandoning their ancient ways, they venerated Everblight with blood sacrifice and named his prophet Thagrosh their unquestioned *korune*.

The command structure of these ogrun is similarly basic, rooted in their feudal traditions. Individual ogrun serve those better and stronger than themselves, who take the title of vassal just as their Nyss counterparts do. Those ogrun strong enough to earn the respect of several vassals take on the role of deacons, who serve as lieutenants to the war chiefs. The size of the warbands under the control of each war chief varies considerably, but some have gathered hundreds of proven warspears and warmongers.

War chiefs have nearly absolute authority over their sizable tribes but are united in their reverence of Thagrosh and consider themselves sworn to him. Thagrosh rarely delivers orders to them directly, but his aloof bearing does not diminish their fierce loyalty. Regardless of their rank, ogrun have no authority over the Nyss, and occasionally the ogrun

are directed to heed the orders of senior Nyss, reinforcing their lower stature. The ogrun do not seem to resent this, for they believe they have a special connection to Thagrosh.

THE RISE TO SUPREMACY

Almost immediately after the creation of the new legion, Everblight's armies fought numerous skirmishes and small battles against the other inhabitants of the northern regions. Though some of these conflicts were extremely bloody, they were but preparation for the furtherance of Everblight's true imperative: to strengthen himself against the inevitable conflicts with other dragons. These remote Khadoran communities had long been out of touch with larger armed garrisons, so retaliations from Khador were slow and disorganized at first, but they gained in strength as the Legion made itself known.

A shift in plans was prompted by intelligence provided by one of Cryx's warcasters, an eldritch called Goreshade. This unlikely emissary brought to Everblight's attention the location of a weakened sibling dragon named Pyromalfic. He offered this vital information as part of a bargain for future access to the god Nyssor, should Everblight be in a position to have access to that divine entity. Nyssor had already escaped with the unblighted Nyss refugees and Everblight did not yet have possession of the god, but the dragon saw no reason not to agree to the bargain.

Everblight dispatched Lylyth to confirm the veracity of the information; when she did, he wasted no time in committing the majority of his armies to an unprecedented and rapid advance on Pyromalfic's lair in the Castle of the Keys. This advance was a remarkable achievement that required the Legion to cross hundreds of miles, including the territory of several enemy hosts. The haste with which they moved drew unwelcome attention, particular that of the Circle Orboros.

Despite being hounded by the Circle and having to fight through the soldiers of the Skorne Empire that held the Castle of the Keys, the Legion ultimately defeated Pyromalfic's body and seized the athanc within. This victory came at a great price, bringing great casualties to Thagrosh's host. Very few dragonspawn created for the assault survived, but the losses were nothing to Everblight compared to the recovery of Pyromalfic's athanc.

Thagrosh consumed their prize even before pulling his army from the battle site, to allow the stone to fuse to Everblight's athanc and thereby tremendously amplify his master's collective power. The full absorption of this rival dragon proved to be slower and more arduous than Everblight had expected; his own nature was divided among his warlocks, and Pyromalfic's essence fought for mental supremacy during the long weeks of their flight from the

THE NEPHILIM

The nephilim occupy a unique place in the emerging society of the Legion. The ultimate expression of their master's sadistic genius, these unnatural creatures owe their genesis to a fusion of elven flesh and blighted essence. Belying their monstrous forms, each nephilim possesses a sentient soul inherited from its Nyss parentage. This soul bestows upon them considerable free will and a degree of independent intelligence lacking in other spawn.

The nephilim are a wholly new species utterly unlike the race from which they were derived. Isolated from the clannish Nyss society, the creatures naturally gravitate toward warlocks, whom they revere as the only individuals as close to their dragon father as they are themselves. In years to come they may develop the rudiments of their own culture, but for now they seem willing to devote their lives to loyal service.

Castle of the Keys. Evading the pursuing Circle forced the Legion to divide. Most of the dragon's soldiers continued moving overland to keep the attention of their foes and fight as necessary. Thagrosh, Vayl, and Saeryn undertook a hazardous journey in barely passable subterranean tunnels known only to Everblight, travelling beneath Ios toward a safer haven in southern Rhul.

The Prophet of Everblight was barely conscious during most of the journey, and only the cunning and battle prowess of Everblight's chosen warlocks made the survival of the Legion possible. The blight wracking the ogrun's body required the sorcerous assistance of both Vayl and Saeryn to regulate and contain so that Thagrosh could complete his transformation into the Messiah. The benefits of the metamorphosis were vast. All of Everblight's warlocks were strengthened, and the Messiah was later able to generate the terrible beast Typhon, greatest of the dragonspawn. As great as these gains were, they were ultimately mere side effects compared to the tremendous amplification of Everblight's personal potency.

Thagrosh summoned his far-flung warlocks to his side, and they worked to restore the army's strength. Key to this was a reunion with Absylonia, who had been left in the north to create dragonspawn to replace those that would inevitably fall in the battle for Pyromalfic's athanc. These much-needed spawn were soon joined by others newly made at an impromptu base created from an isolated Rhulic mining village the Legion discovered and seized. Thanks to the tactics employed at the Castle of the Keys, most of the Nyss soldiers had survived both that battle and the subsequent

AERIC RUNES

Before the coming of Everblight, only priests and sorcerers were literate in Aeric, the language of the Nyss. This language shares origins with Shyr, the language of Ios, but over centuries the Aeric runes developed into a distinct alphabet. With most of the Nyss population illiterate, the written form of the language became increasingly venerated. These writings were inextricably linked to the Fane of Nyssor and the lore of the God of Winter.

When the Legion expunged all worship of Nyssor and the priests of the frozen god fled, the blighted sorcerers seized control over the written language. By their efforts the Legion's Nyss still view the written sigils with reverence but now associate them with the worship of Everblight and the ritualized control of the dragon's blight. Nyss sorcerers have fused the lore of Aeric runes with both draconic occult secrets passed to them by Everblight's chosen warlocks and their own power over the blight in an effort to expand the Legion's arsenal. Their greatest success has been the creation of spawning vessels, developed under Vayl's guidance.

Everblight and his warlocks see tremendous potential for future discoveries by tapping into the power of these runes. They continue to encourage the sorcerers to conduct ongoing research into further adaptations of the Nyss' sacred language into an even more complex and useful arcane tool.



chase. In addition, their accelerated birth and maturity cycles replaced those lost at a rate that would have been impossible for any other unmodified species.

For Everblight this was not enough, and in his impatience he began to further modify several select groups of Nyss to become new weapons in his arsenal. Several new Nyss and draconic hybrids arose of these desperate efforts, the most immediately successful being the grotesques. These creatures can be birthed and grow to fighting maturity in months rather than years, though their undeveloped minds comprehend only the necessities of fighting and survival. While such warriors could never rise to the leadership echelons of the Legion, Everblight knew they would serve as useful fodder in his wars, where their abbreviated life spans would not be a liability.

Throughout his frenzied recovery period, Everblight knew well the dangers of keeping his warlocks in one place. Though the Legion was strongest when gathered, this also endangered them in the case of a massive attack by their myriad enemies, particularly the great rival dragons. The likelihood of a threat from this quarter increased after Everblight sensed a communication between the dragons, a message and summons sent directly across their athancs by Blighterghast. The attack on Pyromalfic had not gone unnoticed, as he had been part of an alliance against Lord Toruk that Everblight had never joined.

With such enemies scheming against him, Everblight prepared to scatter his might for the next phase of his operations. By keeping on the move and spreading his forces across a wide region, he can ensure their long-term survival as they plan their next strike. The dragon's plans beyond this are uncertain. Some of the warlocks expect orders to retaliate against the Circle Orboros for their persistence in seeking the Legion's destruction. It may be they will be sent against other targets of opportunity instead or even be enlisted as part of some plan to make further gains against the dragon alliance.

His warlocks have faith in Everblight's infinite adaptability, creativity, and will to survive. There is no question that in the end Everblight will defeat the other dragons and alone stand against Toruk. He will consume the Dragonfather and take his rightful place as last and greatest of all the dragons.

LEGION THEME FORCES



ABSYLONIA, TERROR OF EVERBLIGHT WINDS OF CHANGE

WARBEASTS

Non-character Legion warbeasts, Typhon

UNITS

Spawning Vessel

SOLOS

Blighted Nyss Shepherds, The Forsaken

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Increase the FA of Forsaken solos by +1 for each heavy warbeast in the army.

TIER 2

Requirements: Absylonia's battlegroup includes three or more lesser warbeasts.

Benefit: Lesser warbeasts in Absylonia's battlegroup gain Advance Deployment 🌀.

TIER 3

Requirements: The army includes two or more Forsaken solos.

Benefit: For each Forsaken solo in the army, one heavy warbeast in Absylonia's battlegroup gains Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 4

Requirements: Absylonia's battlegroup includes two or more heavy warbeasts.

Benefit: Reduce the point cost of heavy warbeasts by 1.



BETHAYNE, VOICE OF EVERBLIGHT BLACK MAGIC

WARBEASTS

Non-character Legion warbeasts

UNITS

Spawning Vessel, Legion units with Magic Ability

SOLOS

The Forsaken, Incubi, Spell Martyrs, Legion solos with Magic Ability

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Increase the FA of Blighted Nyss Sorceress & Hellion solos by +1 for each unit in the army. Additionally, reduce the point cost of Blighted Nyss Sorceress & Hellion solos by 1.

TIER 2

Requirements: The army includes two or more Blighted Nyss Sorceress & Hellion solos.

Benefit: For each Blighted Nyss Sorceress & Hellion solo in the army, you can redeploy one model/unit after both players have deployed but before the first player's first

turn. The redeployed models must be placed on the table in a location they could have been deployed initially.

TIER 3

Requirements: The army includes two or more units with Magic Ability.

Benefit: Increase the COST of spells and animi cast by enemy models by +1 during the first round of the game.

TIER 4

Requirements: Bethayne's battlegroup includes two or more heavy warbeasts.

Benefit: Warbeasts in Bethayne's battlegroup gain +2 SPD during your first turn of the game.



LYLYTH, HERALD OF EVERBLIGHT HUNTER KILLERS

WARBEASTS

Non-character Legion warbeasts

UNITS

Blighted Nyss Archers,
Blighted Nyss Raptors, Legion
units with Stealth (☹)

SOLOS

Incubi, Legion solos with
Stealth (☹)

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Blighted Nyss Raptor units in this army become FA 2. Additionally, you gain +1 on your starting roll for the game.

TIER 2

Requirements: The army includes two Blighted Nyss Archer units.

Benefit: Add an attachment to one Blighted Nyss Archer unit free of cost. This attachment does not count toward FA restrictions.

TIER 3

Requirements: The army includes Annyssa Ryvaal.

Benefit: Place Annyssa Ryvaal and Blighted Nyss Raptor units after normal deployment. These models are placed at the same time as you models with Advance Deployment (☹) (if any). These models must be placed within your normal deployment zone.

TIER 4

Requirements: Lylyth's battlegroup includes two or more Raek warbeasts.

Benefit: Lesser warbeasts and Raeks in Lylyth's battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)



LYLYTH, SHADOW OF EVERBLIGHT RAVENS OF WAR

WARBEASTS

Non-character Legion warbeasts with ranged weapons

UNITS

Blighted Nyss Raptors,
Blighted Nyss Striders

SOLOS

Strider solos, Annyssa Ryvaal

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Blighted Nyss Strider units become FA U. Additionally, increase the FA of Strider Deathstalker solos by +1 for every unit in the army.

TIER 2

Requirements: The army includes two Blighted Nyss Strider units.

Benefit: Add an attachment to one Blighted Nyss Strider unit free of cost. This attachment does not count toward FA restrictions.

TIER 3

Requirements: The army includes two or more Strider Deathstalker solos.

Benefit: For every two Strider Deathstalker solos in the army, place one 4" AOE forest template anywhere completely within 20" of the back edge of Lylyth's deployment zone after terrain has been placed but before either player deploys his army. Forest templates cannot be placed within 3" of another terrain feature, including other forest templates.

TIER 4

Requirements: Lylyth's battlegroup includes three or more warbeasts.

Benefit: Warbeasts in Lylyth's battlegroup gain +2 SPD during your first turn of the game.



RHYAS, SIGIL OF EVERBLIGHT

ALPHA STRIKE

WARBEASTS

Non-character Legion warbeasts

UNITS

Blighted Nyss Hex Hunters, Blighted Nyss Swordsmen, Blackfrost Shard

SOLOS

Blighted Nyss Shepherds, Incubi

TIER 1

Requirements: The army can include only the models listed above.

Benefit: You gain +1 on your starting roll for the game. Additionally, Blighted Nyss Swordsman units and Blighted Nyss Swordsman unit attachments become FA U.

TIER 2

Requirements: The army includes two or more Blighted Nyss Swordsman units.

Benefit: Blighted Nyss Swordsman units gain +2 SPD during your first turn of the game.

TIER 3

Requirements: The army includes the Blackfrost Shard unit.

Benefit: Models/units in your army gain Pathfinder 🗡️ during your first turn of the game.

TIER 4

Requirements: Rhyas' battlegroup includes two or more Angelius warbeasts.

Benefit: Reduce the point cost of Angelius warbeasts in Rhyas' battlegroup by 1.



SAERYN, OMEN OF EVERBLIGHT

FALLEN ANGELS

WARBEASTS

Non-character Legion warbeasts with Flight, Nephilim warbeasts

UNITS

Legion units with Flight

SOLOS

Blighted Nyss Shepherd, Blighted Nyss Sorceress & Hellion, Spell Martyrs

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Spell Martyr solos gain Advance Deployment 🏃.

TIER 2

Requirements: The army includes one or more Blighted Nyss Sorceress & Hellion solos.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: Saeryn's battlegroup includes two or more heavy warbeasts with Flight.

Benefit: Your deployment zone is extended 2" forward.

TIER 4

Requirements: Saeryn's battlegroup includes three or more Nephilim warbeasts.

Benefit: Add one non-character Nephilim warbeast to the army free of cost.



THAGROSH, PROPHET OF EVERBLIGHT

ARMY OF ANNIHILATION

WARBEASTS

Non-character Legion warbeasts

UNITS

Spawning Vessels, Blighted Ogrun units

SOLOS

The Forsaken, Blighted Ogrun solos

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Blighted Ogrun units become FA U. Additionally, Spawning Vessels become FA 2.

TIER 2

Requirements: The army includes two or more Blighted Ogrun units.

Benefit: Add a War Monger War Chief solo free of cost. This solo ignores FA restrictions.

TIER 3

Requirements: The army includes one or more Spawning Vessel units.

Benefit: Lesser warbeasts in Thagros's battlegroup gain Advance Deployment (▶).

TIER 4

Requirements: Thagros's battlegroup includes two or more heavy warbeasts.

Benefit: Your deployment zone is extended 2" forward.



THAGROSH, THE MESSIAH

DRAGON'S HOST

WARBEASTS

Non-character Legion warbeasts, Typhon

UNITS

Blighted Nyss Legionnaires, Legion units with Flight

SOLOS

Blighted Nyss Shepherds, Incubi, Spell Martyrs, The Forsaken, Legion solos with Flight

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Blighted Nyss Legionnaires become FA U. Additionally, units and solos with Flight gain Advance Deployment (▶).

TIER 2

Requirements: The army includes one or more Blighted Nyss Sorceress & Hellion solos.

Benefit: You gain +1 on your starting roll for the game.

TIER 3

Requirements: The army includes two or more Blighted Nyss Legionnaire units.

Benefit: Blighted Nyss Legionnaire units gain +2 SPD during your first turn of the game.

TIER 4

Requirements: The army includes two or more heavy warbeasts.

Benefit: For every two heavy warbeasts in the army, add a Blighted Nyss Shepherd solo to the army free of cost. These solos ignore FA restrictions.



VAYL, DISCIPLE OF EVERBLIGHT

WINTER STORM

WARBEASTS

Non-character Legion warbeasts

UNITS

Spawning Vessel, Blighted Nyss units

SOLOS

Blighted Nyss Shepherds, Incubi, Spell Martyrs, Legion solos with Magic Ability

TIER 1

Requirements: The army can include only the models listed above.

Benefit: Blighted Nyss Hex Hunter units become FA U.

TIER 2

Requirements: The army includes two Blighted Nyss Hex Hunter units.

Benefit: Add Bayal, Hound of Everblight to one Blighted Nyss Hex Hunter unit free of cost.


TIER 3

Requirements: The army includes the Spawning Vessel unit.

Benefit: Warbeasts in Vayl's battlegroup gain +2 SPD during your first turn of the game.

TIER 4

Requirements: Vayl's battlegroup includes five or more warbeasts.

Benefit: The LOS of models without Eyeless Sight  is reduced to 8" during the first round of the game.





WARLOCKS OF THE LEGION

The warlocks who serve Everblight are specifically chosen by the dragon to be instruments for his blighted power. Within the heart of each of them resides a fragment of his athanc, the crystalline essence of the dragon himself. These athanc shards create a deep connection between the warlocks and their master as well as between those in the dragon's service and the myriad monstrosities birthed from his blighted blood.

Though Everblight's warlocks are great leaders and warriors with ambitions and motivations of their own, the dragon's voice is ever with them, and in times of need they act as living manifestations of his will. The unique link between the warlocks and the dragon allows the Legion to act in perfect and instantaneous coordination, exploiting a unity its enemies cannot hope to replicate.

Additionally, the dragon's athanc provides Legion warlocks with a number of subtler advantages. Everblight's constant presence in the minds of his warlocks grants them access to his immense knowledge, a trove of memories and experiences beyond the ken of mortals with their limited life spans. Since implanting pieces of his athanc within his chosen, Everblight remembers their varied experiences as if they were his own memories. Through him, other warlocks gain filtered access to the information as they need it. This enables them to learn from circumstances far outside their own limited perspectives: they may recollect details about enemies they have not fought or perfectly traverse hostile landscapes they have never seen with their own eyes. Exploiting the advantages of both this deep communion and their seamless coordination of scattered Legion assets, Everblight's warlocks can fight on equal or better terms against even more numerous enemy forces.

With the exception of the mighty ogrun Thagrosh, all Legion warlocks to date have been drawn from the ranks of the Nyss, a race of elves long isolated from their Iosan cousins. Everblight has an intimate history with the elves, having spent many centuries observing them, delving into the secrets of their spiritual essence, and experimenting to discover ways his blight might take hold within their bodies. His plans for Ios and its inhabitants were indefinitely forestalled when his corporeal form was destroyed, preventing the dragon from capitalizing on his labors as he had expected. Nevertheless, the knowledge Everblight gained by studying the Iosans has borne fruit with the Nyss, the majority of whom now serve the dragon and bear his blight.

Though several Legion warlocks had some degree of sorcerous ability before Everblight chose them to be vessels for his power, the pure draconic potency of his athanc has further magnified their existing magical aptitude. As exemplified by Thagrosh, the first of Everblight's living avatars, the power of the athanc is great enough to grant terrifying arcane capability to a species entirely lacking the native capacity to manipulate such forces. It has been an altogether simpler matter to unlock the greater inherent arcane potential of the Nyss.

Bearing a piece of Everblight's athanc allows each Legion warlock to manifest and shape the dragon's blighted essence. This terrible energy is difficult to master, however, and no mortal creature can contain even a fraction of it without undergoing physiological changes. As a result, all Legion warlocks exhibit draconic attributes, such as horns, protruding spikes, or wings. The degree to which these physical qualities manifest depends on a combination of factors, including the warlock's natural resistance to blighted energy and the size of the athanc fragment she bears. Despite these variances, the changes wrought by Everblight's power are not random mutations but part of an ongoing evolutionary sequence intended to perfect each warlock according to her nature as well as her place as a leader within the Legion.

Without doubt, the most potent ability granted to Everblight's warlocks is the power to create dragonspawn from their own blood, just as the dragon himself can do. A blighted warlock need only spill a sufficient amount of blood in order to spawn almost any warbeast in the Legion's arsenal. Creating the largest spawn in this way is an exhausting undertaking that leaves a warlock temporarily vulnerable, however, so a warlock will attempt to do so in the field only under the most dire circumstances.



SAERYN & RHYAS

ABSYLONIA, TERROR OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

If Everblight's blessing puts shape to the killer within us, what is at the heart of Absylonia?

—Saeryn, the Omen of Everblight

ABSYLONIA							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	7	7	6	16	14	8	



BLIGHT CLAW	
POW	P+S
6	13

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: PANACEA

The imperishable flesh of a dragon is able to mend with an alacrity that mocks lesser creatures. By sending forth an invigorating feast of blighted power, Absylonia erases her own injuries and devours the wounds of the dragonspawn near her. Each arises in perfect wholeness as Absylonia accepts trivial reminders of each wound on her own skin.

Remove all damage from

Absylonia. She can then suffer 1 or more damage points. For each damage point she suffers, remove all damage from one warbeast in her battlegroup in her control area.

ABSYLONIA

Abomination

Resourceful – This model can upkeep spells on models in its battlegroup without spending fury.

Spontaneous Mutation – This model can spend fury points during its activation to spontaneously mutate. For each fury point spent it gains one of the following abilities for one turn.

- **Barbed Hooks** – This model's melee weapons gain Reach .
- **Flight** – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.
- **Warp Strength** – This model gains +2 STR.

BLIGHT CLAW

Magical Weapon

Critical Grievous Wounds – On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Spirit Eater – This model can reave fury points from enemy warbeasts destroyed by this weapon. Other models cannot reave fury points from enemy warbeasts destroyed by this weapon.

The gift of a fragment of Everblight's athanc generally weaves subtle changes within the Nyss, whose essence the dragon has studied exhaustively. Absylonia's blighted transformation continues to reshape her flesh, however, and there is no sign she will ever settle into a stable form. She is a unique embodiment of Everblight, a creature who can adapt her flesh and bones to suit her needs. Her mind and body bear little resemblance to what she was. The blood flowing through her veins surges in sympathetic harmony with the spawn she crafts for battle. Most would call Absylonia a horror, but among the Legion she represents singular draconic perfection.

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLIGHT FIELD	2	CTRL	4	-	NO	NO
Place the 4" AOE anywhere completely in this model's control area. While in the AOE, enemy models cannot be used to channel spells, be forced, or be allocated focus. The AOE remains in play for one round. Blight Field can be cast once per round.						
CARNIVORE	2	6	-	-	YES	NO
Target friendly model/unit gains +2 to melee attack rolls against living models. When an affected model boxes a living model with a melee attack, the boxed model is removed from play and this model heals d3 damage points.						
FORCED EVOLUTION	2	6	-	-	YES	NO
Target friendly living Faction warbeast gains +2 STR and DEF.						
PLAYING GOD	2	6	-	-	YES	NO
Target warbeast in this model's battlegroup can make power attacks without being forced and gains Terror . Its melee weapons gain Open Fist and Reach .						

TACTICAL TIPS

CARNIVORE – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. This model, not the target model, is healed when the target model boxes another model.

For most of Everblight's chosen the real change happens deep within. They must open their minds to control blighted energies and assume a leadership role in the Legion while offering absolute obedience to the dragon. Each must adapt to the watchful presence and guiding voice of Everblight. Absylonia's twisted form might have resulted from an initial resistance to this change. She has little memory of those early days except as a hazy recollection of pain and confusion and remembers even less of her former life as a Nyss. This almost blank mental slate is pleasing to Everblight, who finds her consciousness easy to inhabit and influence, with none of the confusion of residual memories. In many ways Everblight treats Absylonia with particular patience, as if she were a favored child. He spends considerable time retraining her animalistic instincts and preparing her for the work ahead.

Within days of her transformation Absylonia proved to be entirely devoted to the dragon's will. Though lacking both memories of her former existence and, initially, the language of her former people, she demonstrated an inhuman cunning backed by the powers imbued in her during her transformation. She possesses intuitive control over the spawn around her, and those generated from her blood grow with surprising alacrity—an ability transcending the other warlocks to rival Thagros himself. She can restore her own body or even the most mutilated spawn to wholeness with a single outpouring of blighted power.

When he took the bulk of his army to confront Pyromalfic at the Castle of the Keys, Everblight chose to leave Absylonia behind, thus safeguarding some portion of his essence from the battle with the ailing dragon. As the rest of the Legion moved south for its confrontation with destiny, Absylonia continued to create fresh spawn in their absence. She brought these reserves to rejoin the Legion at Everblight's call, enabling him to replace nearly half the spawn lost in Pyromalfic's destruction.

Even at her most human Absylonia is more abomination than Nyss. She glides swiftly across the battlefield on sleek, fresh-grown membranes that extend from between her fingers and arms. Her appendages can lengthen in moments, the bones thickening and stretching with a sickening sound. Chitinous barbs and spikes extrude through her flesh and shift unpredictably in battle, leaving gruesome wounds where she strikes. Her mutable form and the resilience of her spawn terrify all who oppose her.



BETHAYNE, VOICE OF EVERBLIGHT & BELPHAGOR

LEGION BLIGHTED NYSS WARLOCK & CHARACTER LIGHT WARBEAST

The glory of Everblight shall encompass this world, his song filling all ears, his words consuming all minds.

—Bethayne, Voice of Everblight

BETHAYNE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	6	4	16	12	9	

TALONS OF EVERBLIGHT	
POW	P+S
5	10

FURY	7
DAMAGE	14
FIELD ALLOWANCE	C
WARBEAST POINTS	+3
SMALL BASE	

FEAT: LITANY OF EVERBLIGHT

Bethayne has a unique insight for gathering and amplifying draconic energies. With a litany of praise to Everblight she invokes a wave of focused blight to sweep across the battlefield and transform her followers into batteries of extraordinary sorcerous potential.

While in this model's control area, friendly Faction models gain


boosted magic attack rolls and magic attack damage rolls, and friendly Faction warbeasts can use their animi without being forced. Litany of Everblight lasts for one turn.

BETHAYNE


Flesh Meld – This model can use Flesh Meld at any time during its activation while B2B with Belpagor. Remove this model from the table. Belpagor becomes a warlock warrior model and loses Blood Creation and Soulless. Belpagor cannot activate after this model uses Flesh Meld during the turn it used Flesh Meld. While melded, Belpagor takes control of this model's battlegroup, its base CMD becomes 9, and its base FURY becomes 7. Any effects on this model when it melds are applied to Belpagor. Remove the fury points currently on Belpagor. If there are any fury points on this model when it melds, place them on Belpagor. While melded, Belpagor can cast this model's spells and use its feat, is not considered to be a warbeast, and loses its animus. While melded, Belpagor can make slam, throw, two-handed throw, headlock/weapon lock, and push power attacks without being forced. While melded, Belpagor suffers damage like a warbeast but does not suffer the effects of crippled aspects. Effects modifying the amount of damage to or the manner in which damage is applied to a warbeast also apply to Belpagor. This model can separate from Belpagor during your Maintenance Phase. If it does, place it B2B with Belpagor. If Belpagor is destroyed or removed from play while this model is melded with it, this model is destroyed. When Bethayne leaves the table, upkeep spells she cast do not immediately expire and warbeasts in her battlegroup do not go wild. While melded, Belpagor can upkeep spells cast by Bethayne. When Bethayne returns to play, she retains any damage she had suffered before leaving the table. Bethayne can upkeep spells cast by Belpagor.

TALONS OF EVERBLIGHT

 **Continuous Effect: Corrosion**

 **Magical Weapon**

The Nyss were once devoted to the god of winter, Nyssor, but the blight ended that for the ones who joined the Legion. Those of Nyssor's clergy who survived the first days of Everblight's arrival fled, bearing with them their frozen god. The resulting spiritual void among the blighted Nyss was filled by the words of Bethayne, who taught them devotion to a draconic god whose tangible blight had blessed them with transformation.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ASHEN VEIL	2	6	-	-	YES	NO
Target friendly model/unit gains concealment. Living enemy models suffer -2 to attack rolls while within 2" of an affected model.						
BLOOD THORN	2	6	-	-	YES	NO
Target friendly model/unit's ranged and melee weapons gain the Corrosion continuous effect  .						
CARNIVORE	2	6	-	-	YES	NO
Target friendly model/unit gains +2 to melee attack rolls against living models. When an affected model boxes a living model with a melee attack, the boxed model is removed from play and this model heals d3 damage points.						
ERUPTION OF SPINES	3	10	-	10	NO	YES
If target model is hit, d6 nearest models within 5" of it suffer a POW 10 damage roll.						
GALLOWS	3	10	-	13	NO	YES
When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.						

TACTICAL TIPS

FLESH MELD – Belpagor can transfer damage while Bethayne is flesh melded with it.

CARNIVORE – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. This model, not the target model, is healed when the target model boxes another model.

GALLOWS – This means the model is moved before it suffers damage.

In battle she fulfills her role by fusing with her dragonspawn Belpagor to become a perfect killing force without sacrificing her own intelligence and arcane skill. This fusion is symbolic of the irreversible bond between the blighted Nyss and Everblight.

Before accepting a fragment of Everblight's athanc, Bethayne was a priestess of Nyssor from a very young age. She demonstrated an unusual sensitivity to spiritual doctrine as well as a keen artistic talent that manifested through her carvings in wood and bone. Her versatile and enthusiastic mind allowed her to excel as she matured, easily mastering the disciplines required of a priestess and showing a particular talent for oration. From childhood she had possessed the gift of persuasion and could stir listeners' emotions with her words. Upon reaching adulthood, Bethayne was honored to dwell at the central Fane of Nyssor, where the god's frozen form was protected.

Bethayne might have lived out her life in service to her god had it not been for Vayl Hallyr. In the guise of a devout sorceress, this blasphemer against Nyssor arranged to meet with the young priestess away from fane grounds. Vayl quickly earned Bethayne's confidence as they conversed at length on a dizzying array of topics, from the fundamental nature of magic to the obscure origins of Nyss traditions. Bethayne had never felt her mind engaged so deeply, and





ANIMUS	COST	RNG	AOE	POW	UP	OFF
DESPOILER	2	SELF	-	-	NO	NO

Center a 5" AOE cloud effect on this model. The AOE remains centered on the model. Enemy models entering or ending their activations in the AOE suffer 1 damage point. Despoiler lasts for one round.

her friendship with the older, intelligent woman grew. When Vayl professed growing doubts about her faith and the stewardship of Nyssor, she planted subversive seeds in the priestess that would grow in time.

Bethayne did not see Vayl again until three years later, in the midst of the cataclysmic coming of Thagrosh to the Nyss. As fire and destruction consumed the villages and Nyssor was carried south to safety, Bethayne stood among those left to defend the fane grounds. She was prepared to give her life in defense of her people and her faith but was shocked into numbness to see her friend amid the despoilers. Vayl spoke of the draconic god who made his followers strong in his own image—one not impotent like the ailing god of winter. As proof she indicated the destruction around them; no miracles had come to save the Nyss. Vayl offered Bethayne a place among the inheritors of their people's legacy, serving as a leader of the dragon's emerging army.

Blight emanated from Vayl, and Bethayne felt the allure of that power, the awakening of her doubts. Against this pressed the need to be true to her oaths, and her mind splintered. She raised her blade, hoping to find release from self-loathing in death. Vayl instantly froze her in place, wielding the icy power of winter that should have shielded a priestess of Nyssor rather than entrapping her. Bethayne's mind raved at her helplessness until Thagrosh arrived to offer respite from her inner demons; Vayl had petitioned that Bethayne be initiated as a warlock, speaking of Bethayne with pride and praising her untapped potential.

The ice shattered and Thagrosh asked her to choose: forsake her vows or die. Part of Bethayne's mind and soul welcomed the thought of death, but in a moment of weakness she accepted Everblight as her master. When she received her athanc shard all doubts vanished. Her previous calling seemed empty compared to the glorious unity she felt when her mind joined with the dragon's. What she could not know was this bliss only concealed the deeper emptiness within her left by the shattering of her faith.

Everblight's essence flowed into the bottomless void in her soul. Even the dragon's mind could not fill the space; something had changed inside her during her time of indecision. In the days ahead, Bethayne demonstrated her zeal as she followed Vayl in converting or killing the last of the resisting Nyss. Bethayne was instrumental in convincing several shards to give up their arms.

BELPHAGOR

- Immunity: Cold
- Immunity: Corrosion
- Immunity: Electricity
- Immunity: Fire
- Eyeless Sight

Companion [Bethayne, Voice of Everblight] – This model is included in any army that includes Bethayne, Voice of Everblight. If Bethayne is destroyed or removed from play, remove this model from play. This model is part of Bethayne's battlegroup.

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Channeler [Bethayne] – While this model is not engaged and is in Bethayne's control area, she can channel spells through it.

Soulless – This model does not generate a soul token when it is destroyed.

CLAW

- Open Fist

BELPHAGOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	6	4	12	19	6

CLAW	
POW	P+S
4	13

CLAW	
POW	P+S
4	13

FURY	3
THRESHOLD	9
FIELD ALLOWANCE	C
MEDIUM BASE	

Bethayne willingly led the dragon's hosts, each battle an opportunity to demonstrate her gifts, each death by her powerful blighted magic became a paean to the god she had embraced. Yet the portion of her mind that had been shattered before her acceptance of Everblight yearned for creative expression to shape lesser materials into something sublime once again. In response she began to experiment with Everblight's spawn. In a moment of perfect adulation she was able to sculpt a new creature, one that embodied her love and fear of Everblight but that also gave expression to the missing piece of her soul. Belpagor is a creature unique to her, a masterpiece of flesh and bone that Everblight had not dreamt.

Bethayne is a confident, audacious priestess and general with a razor-sharp mind and the words to reach the hearts and minds of those around her. Once set upon a course she has no patience for indecision or doubt. When she merges with Belpagor, primal instincts call to her and she can lose herself in the exultation of slaughter. Because the beast is born from her own essence, Bethayne can easily spawn it anew when it is destroyed. With it her flesh is made whole and she experiences true communion with her god.

LYLYTH, HERALD OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

By Everblight's blessing, I no longer require eyes to see. The world is colorless, and the living shadows bow before his majesty.

—Lylyth, Herald of Everblight

LYLYTH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	5	7	16	14	8



HELLSINGER			
RNG	ROF	AOE	POW
12	2	—	12



BOW BLADE	
POW	P+S
3	7

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: FIELD OF SLAUGHTER

The dragon's blight has bestowed upon Lylyth an almost omniscient awareness of battle's chaos—she controls her minions as extensions of her will to finish off her enemies. When she evokes this gift of Everblight, her skill imbues all who serve her, providing unerring accuracy and transforming each attack into a killing strike.

While in Lylyth's control area, friendly Faction models roll an additional die on attack rolls this turn.

LYLYTH

👁️ Eyeless Sight

🗺️ Pathfinder

Bushwhack – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

HELLSINGER

🗡️ Magical Weapon

Blood Lure – Warbeasts in this model's battlegroup can charge enemy models hit by this weapon this turn without being forced.

Witch Mark – If this attack hits an enemy model during this model's activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model's activation.

The Voassyr tribe always boasted aggressive and far-ranging hunters, and each of its shards took part in long sojourns defending the people from intruders. Lylyth was born to a stern and uncompromising father who instilled in her the cold discipline of blade and bow. A noted champion of a leading shard, he had high expectations for his daughter. She honed her abilities night and day, and sometimes she would forego sleep while on the hunt as she learned the subtlest arts of tracking and stalking prey.

Things changed dramatically for Lylyth's shard after the killing of a local human trapper aroused a mountain township to violence. A mob of the Khadoran woodsmen ambushed a pair of Voassyr hunters and hacked their bodies into unrecognizable gore. One of their victims was Lylyth's father.

It was Lylyth who discovered the carnage, and something snapped in her mind. She stalked the woodsmen in a week of bloodletting and then turned on their township, killing

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
BAD BLOOD	2	10	—	—	YES	YES

A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.

PARASITE	3	8	—	—	YES	YES
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Target model/unit suffers -3 ARM and this model gains +1 ARM.

ERUPTION OF SPINES	3	10	—	10	NO	YES
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If target model is hit, d6 nearest models within 5" of it suffer a POW 10 damage roll.

anyone who ventured from their homes. Lylyth returned to her shard to speak passionately about her father and arouse in her people a similar desire for vengeance.

Calling on old unwritten codes, the shard declared a blood hunt and vowed to march across the northern territory slaying any humans they encountered. Though they did not interfere, the rest of the tribe distanced themselves from Lylyth's shard and offered no support or succor as the clan recklessly attacked village after isolated village in the cold and wild north.

Thagros, Prophet of Everblight, encountered Lylyth shortly after his own transformation. He saw her shard pit itself against a large band of savage humans called the Vindol, slaughtering each other down to the last. Lylyth was mortally wounded and losing consciousness when Thagros stepped forward and offered to save her life and give her power beyond any she could imagine. Weakened and bereft of reason, she agreed. Thagros lifted her above the snow and thrust a shard of Everblight's athanc into her breast.

The transformation was excruciating, yet the unbearable pain gave way to acceptance. Her blackened heart pumped powerful blight through her veins and sent tainted power into every tissue and bone. Clutching her hands to her eyes, she realized she did not need them to see. The blighted radiance seeping from the athanc shard shone from her skin, and no flesh was a barrier to its dark energies. Lylyth has now masked her eyes to avoid the mundane light of the world; seeing the world through living eyes feels imperfect, an aberration.

She has since learned what it means to be the Herald of Everblight, the stalking death of the Blighted Legion. Lylyth moves as the forward talon of the dragon and strikes deep into enemy territory. Wherever she strides, the arrow-ridden bodies of her enemies fall, and the blight walks in her footsteps.



LYLYTH, SHADOW OF EVERBLIGHT

LEGION EPIC BLIGHTED NYSS WARLOCK

Where she strides, his shadow falls.

—Vayl, Disciple of Everblight

LYLYTH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	5	8	16	14	8



WHISPER			
RNG	ROF	AOE	POW
12	2	—	12

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: DECIMATION

Lylyth can invoke Everblight's blessing to convey her own perfect awareness of the battlefield to her followers, allowing them to experience how it feels to be the perfect hunter. Fired from countless bows, arrows rise to eclipse the sun before falling in a piercing rain to leave nothing but the sounds of the dead and dying.

While in Lylyth's control area, friendly Faction

models' ranged weapons gain Snipe. While in Lylyth's control area, models in her battlegroup can make one additional ranged attack during their activations. Attacks gained from Decimation do not count against a weapon's ROF. Decimation lasts for one turn. (Ranged weapons with Snipe gain +4 RNG).

LYLYTH

👁️ Eyeless Sight

🗺️ Pathfinder

Evasive – This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

Range Amplifier – When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.

Snap Fire – When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Swift Hunter – When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

WHISPER

🔮 Magical Weapon

Lylyth has been born anew in the dragon's radiance. She is the Shadow of Everblight, and where his Legion marches she moves like death itself. While Thagros rebuilds his shattered army, Lylyth and her minions fall upon the enemies of the dragon, their arrows obliterating entire towns and villages. Her memories are drenched in blood, but each murder eases the ghosts of her past.

The Castle of the Keys held an even more harrowing trial for the young warlock. Sent there alone to gather confirmation of the dragon Pyromalfic's presence, Lylyth drew the attention of his guardians and suffered grave injuries before she could escape. With her death seemingly certain, Everblight simply dispatched others to recover his athanc shard from her body. Grief overwhelmed the

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
PIN CUSHION	2	10	—	—	YES	YES
Friendly Faction models gain an additional die on ranged attack and ranged attack damage rolls against target enemy model/unit. Discard the lowest die in each roll.						
PURSUIT	2	8	—	—	YES	YES
If target enemy model/unit advances during its activation, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.						
SHADOW PACK	3	SELF	CTRL	—	YES	NO
Models in this model's battlegroup gain Stealth (👁️) while in its control area.						

TACTICAL TIPS

PURSUIT – If an affected model made a full advance, ran, or charged during its activation, a model in this model's battlegroup gets to make a full advance.

distracted Lylyth at this abandonment, and she pried out the athanc herself in an attempt to escape the pain. In an unexpected flood of clarity she saw her recent life through a more mortal perspective and found herself consumed with horror and shame at what she had done to her people. When Saeryn and Rhyas arrived even as she bled out nearly to the last among old memories, she offered the athanc to them, but they had come to return her to the Legion. Her reunion with her dragon master, intensified by the later destruction of Pyromalfic, served as a dark rebirth that renewed her resolve.

Though Lylyth has tried to put this experience aside, it has left its mark. With the dragon's mind tightly bound to her own once more, she has mostly been able to forget the faces of kinsmen she killed and the guilt that haunted her during her forced isolation, but her awareness of her insignificance lingers. She hurls herself tirelessly into battle after battle to prove her worth to Everblight. Deep within, she has realized she is important to the dragon only as a receptacle for one shard of his athanc and he is quite willing to discard her useless flesh. Only so long as she proves peerless in the art of delivering death will there be a place for her.

Since Pyromalfic's destruction, Lylyth's senses and reflexes have sharpened beyond human reckoning. Her arrows fall like black rain and strike with inhuman accuracy. At times her lethal senses are infectious, elevating those who follow her to echoes of her murderous intuition.

Her amplified senses and renewed awareness come at a cost. Lylyth now finds it difficult to endure crowded places and is inclined to shun the presence of even her own kind.

She prefers to keep on the move, avoiding all but the smallest Legion camps except when duty requires her

presence. Her kinship is reserved only for the striders and archers who are the hunters of Everblight's army. Lylyth's hatred of humanity in particular has only grown.

Lylyth leads her followers in a relentless war against the enemies of Everblight. That she has done so without requests for support or supplies impresses even the dragon. She carefully selects targets large enough to demoralize yet small enough to fall quickly beneath the arrows of

her hand-selected force. Her striders perform meticulous reconnaissance before she gives the command to attack, coordinating her underlings with an attention to detail enhanced by draconic awareness.



RHYAS, SIGIL OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

She is the sigil of Everblight, a symbol written in the blood of our enemies.

—Saeryn, Omen of Everblight

RHYAS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	8	6	16	14	8	



ANTIPHON	
POW	P+S
7	12

FURY	5
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: TIDE OF BLOOD

Rhyas has honed her fighting prowess to its keenest edge, gaining preternatural grace and an endless killing thirst. In the heat of battle she can unleash a blighted tide of infectious frenzy that inspires her followers to strike and kill as swiftly and elegantly as Rhyas herself. Riding a tide of blood, the Legion sweeps across the battlefield pressing from every direction at once.

Rhyas and friendly Legion models activating in her control area gain one additional melee attack during their activations. The first time a friendly Legion model damages an enemy model with a melee attack during its activation while in Rhyas' control area, immediately place the attacking model anywhere B2B with the damaged model. Tide of Blood lasts for one turn.

RHYAS

Acrobatics – This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be targeted by free strikes. This model ignores intervening models when declaring its charge target.

Perfect Balance – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Channeler [Saeryn] – While this model is not engaged and is in Saeryn's control area, Saeryn can channel spells through it.

Riposte – When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.

Sprint – At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

ANTIPHON

Magical Weapon

Weapon Master

Critical Decapitation – On a critical hit, double the damage exceeding the ARM of the model hit. A model disabled by this attack cannot make a Tough roll.

Spirit Eater – This model can reave fury points from enemy warbeasts destroyed by this weapon. Other models cannot reave fury points from enemy warbeasts destroyed by this weapon.

In the dark hours during the subjugation of the Shard Spires, Thagrosh chose lieutenants from among the conquered Nyss. Through Vayl, the Disciple of Everblight, Thagrosh learned of a pair of deadly twins in the remote Shyvess

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
DASH	2	SELF	CTRL	-	NO	NO
While in this model's control area, friendly Faction warrior models cannot be targeted by free strikes. Rhyas and friendly Legion warrior models activating in her control area gain +1 SPD. Dash lasts for one turn.						
OCCULTATION	2	6	-	-	YES	NO
Target friendly model/unit gains Stealth						
RAPPORT	2	6	-	-	YES	NO
Target warbeast in this model's battlegroup can use this model's current MAT and RAT in place of its own. This model can transfer damage to the warbeast even if it is not in this model's control area. This model can transfer damage to the warbeast once per turn without spending fury.						

TACTICAL TIPS

PERFECT BALANCE – If the model forfeits both its movement and action for other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

shard who possessed extraordinary powers and sorcerous sensitivity. Rhyas was the more bold and brutal, as swift and deadly with a blade as her sister was with her mind.

Thagrosh went alone to observe these twins with his own eyes. In the lands of the Shyvess he found only death. Every man, woman, and child in the entire shard had been slaughtered; fresh blood dripped within every wooden hall. The killing had clearly just occurred, yet its purpose baffled him. At that moment the twins sprang from the shadows to attack.

Rhyas and her sister had determined their people were better off dead than enslaved and corrupted as the other Nyss were. With the cold dispatch of an executioner, Rhyas had nimbly evaded arrows and deflected blades as she cut down those who had raised her. She deliberately froze her heart against their pleas, assured by the mental bond she shared with her sister that this killing was necessary. The twins finished their grim business and lay in wait for the approach of the ogrun abomination Saeryn had foreseen.

Rhyas' speed and skill took Thagrosh entirely by surprise, as did the easy manner in which the twins wordlessly coordinated their movements. Just as Rhyas' blade was about to decapitate him, an unexpected impulse stayed her hand. After letting Thagrosh know how close he had come to death, Saeryn offered up both herself and Rhyas to the Prophet. She said she had foreseen the coming of Everblight and knew her own crucial role in the events to come.

Despite the ease with which they shared one another's thoughts, Rhyas did not perceive her sister's plans. Her absolute trust and faith in Saeryn led her to accept

Everblight's athanc fragment alongside her sister—an event that shattered and reformed her world. She harbors no doubts or guilt over what she has done, though she does sometimes wonder at the fact that her sister was able to withhold some small part of her mind. Rhyas does not dwell upon this fact, but now she knows Saeryn can keep secrets from her. The glory of battle helps her forget this troubling detail; indeed, Rhyas delights in the simplicity of bloodshed and the pure art of slaughter.

Rhyas and her sister stand among the upper tier of Everblight's chosen, and they have sworn to obey the dictates of his Prophet. It was Rhyas who dealt the killing blow to the dragon Pyromalfic so that his athanc might be added to her master's glory. As the Sigil, Rhyas is Everblight's deadly will given form. She sees the massacre of her own shard a necessary baptism toward this greater purpose. Rhyas' blade has become the brush by which the dragon writes bloody runes upon the flesh of his enemies.



SAERYN, OMEN OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

There are depths to her even Everblight cannot fathom. Sinking into her mind is like dropping a stone into a lake of infinite dark water.

—Rhyas, Sigil of Everblight

SAERYN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	5	6	7	16	14	8	



THROWN DEATHSPUR			
RNG	ROF	AOE	POW
7	3	—	3



DEATHSPUR	
POW	P+S
3	8

FURY	7
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: FOREBODING

Saeryn can manifest her terrible will as an aura of palpable dread. Seeing a being cloaked in this shroud provokes a terror so deep it borders on insanity. It is impossible to bring weapons to bear against those protected by this shroud, as both body and mind refuse to obey any impulse to strike.

While within her control area, small-, medium-, and large-based models in Saeryn's battlegroup cannot be targeted by melee attacks for one round.

SAERYN

Force Barrier – This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.

Channeler [Rhyas] – While this model is not engaged and is in Rhyas's control area, Rhyas can channel spells through it.

THROWN DEATHSPUR

☞ **Magical Weapon**

Grievous Wounds – When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

Thrown – Add this model's STR to the POW of this ranged attack.

DEATHSPUR

☞ **Magical Weapon**

Grievous Wounds – See above.

Saeryn is the more detached and introspective of the two otherwise identical twins serving Everblight. Though both possessed sorcerous power from birth, Rhyas has sought only to master certain martial tricks and sleights while pursuing her love of the blade. Saeryn plunged into the heart of her power, exploring its every potential. Her more cerebral approach prompted her to examine the indivisible link she shares with her sister, and she now knows the two possess a single, inseparably bonded soul. Though all twins boast a certain affinity, Saeryn and Rhyas' connection is something greater. Their bond amplifies their power and sharpens their shared awareness—which ultimately drew the attention of a dragon.

Raised among the Shyvess shard away from other Nyss, Saeryn had little formal guidance for her burgeoning talents. A local Fane of Nyssor priest taught her the sacred Aeric runes but nothing more. The Shyvess followed their own customs and kept to themselves so stringently that other Nyss perceived them as peculiar and insular—even

SPELLS

	COST	RNG	AOE	POW	UP	OFF
BANISHING WARD	2	6	—	—	YES	NO
Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.						
BLIGHT BRINGER	4	10	5	12	NO	NO
Center a 5" AOE on target friendly Faction warbeast. Enemy models in the AOE when it is put in play are hit and suffer a POW 12 corrosion damage roll ☹️. An enemy model or friendly non-Faction model entering or ending its activation in the AOE suffers 1 point of corrosion damage ☹️. Blight Bringer lasts for one round.						
BREATH STEALER	2	10	—	—	NO	YES
Target model/unit suffers -2 SPD and DEF for one round. Breath Stealer can be cast only once per turn.						
HELLFIRE	3	10	—	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
RESPAWN	3	6	—	—	YES	NO
When target warbeast in this model's battlegroup is disabled by an enemy attack anytime except while it is advancing, place it anywhere within 3" of its current location. It heals 1 damage point in each aspect, then Respawn expires.						

for members of a race that commonly demonstrated such traits. For this reason, the twins shied away from Vayl Hallyr when she attempted to recruit them as pupils. They sensed something amiss in the sorceress' overtures even before she earned her title as the Betrayer.

Unlike Vayl, Saeryn had never possessed the gift of prophecy or divination. She cannot explain the vision that gripped her one year later, but she connects this revelation to her brief contact with Vayl. This vision let her foresee the coming of Thagrosh and the imminent blighting of her shard. The vision gave Saeryn complete and utter clarity; in a moment of total freedom from her sister she saw her destiny laid out before her. She knew then what she must do: lead the unknowing Rhyas, whose mind was not yet trained and hardened against severe necessities, down a dark path that would ultimately bring about their greatest glory.

First came the destruction of the Shyvess—not out of mercy, as Rhyas believed, but to harden and shape her into an unbridled weapon. Saeryn directed the killings with cold resolve. She kept her sister safe but left to Rhyas the majority of the carnage. When Thagrosh arrived, the two defeated the Prophet. Saeryn fought not to kill him, however, but only to test his limits and learn from the battle all the sisters must know of their future master. Saeryn stayed Rhyas' hand with a thought and made Thagrosh aware of his mortality before submitting to the athanc. That they willingly accepted the shard greatly impressed Everblight. This was Saeryn's awakening as the Omen.

Saeryn has since heralded the dawn of a new age, the eventual rebirth of Everblight in all his glory. She knows she and her sister will stand at the vanguard of this new order and achieve stature beyond the dreams of other Nyss

and regards her fellow warlocks with a mixture of respect and reserve. She resents that both the dragon and Thagrosh hold Vayl the Ice Witch in particularly high esteem for orchestrating the swift subjugation of the Nyss. There is a mutual wariness between Saeryn and Vayl, a complex relationship where a polite veneer masks considerable underlying tension.

There is no question Rhyas and Saeryn are more powerful together than apart, and Saeryn is convinced they have only begun to test their limits. The blighted transformation is a seed that has not yet fully germinated, and she eagerly does whatever is required to quicken the full awakening. Her mind is a labyrinth of depths hidden even from her draconic master. The Omen believes absolutely in the twins' invincibility, and no enemy has yet proved her wrong.



THAGROSH, PROPHET OF EVERBLIGHT

LEGION BLIGHTED OGRUN WARLOCK

Our doom has come. Should Nyssor fall, the whole world will succumb to endless winter.

—Vaeril the Wise, Qyr-Aransor of the Fane of Nyssor

THAGROSH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	9	7	5	14	16	9	



BLIGHTED BREATH			
RNG	ROF	AOE	POW
SP 8	1	—	12



RAPTURE	
POW	P+S
7	16



CLAW	
POW	P+S
3	12

FURY	7
DAMAGE	18
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: DARK REVIVAL

The Prophet of Everblight safeguards the largest portion of his master's athanc, and from its dark energies potent malignancy pumps through his veins—true draconic blood. As the singular blight of this blood, Thagrosh can pour new life into the spawn that have fallen in battle, letting them taste the dragon's blessing to cheat death. Revitalized, they rejoin the battle as if freshly born. It is a sight that can make even the bravest enemy weep with despair.

Return one destroyed warbeast that was part of Thagrosh's battlegroup to

play. Place it anywhere within 3" of him. The warbeast forfeits its action this turn.

THAGROSH

Terror

Death Shroud – While within this model's command range, enemy models suffer –2 STR.

Athanc – Immediately after leaching, this model gains 1 fury point if it has fewer fury points than its FURY.

Attuned Spirit [Legion] – Once per activation, this model can cast the animus of a Legion warbeast in its battlegroup as a spell without spending fury.

BLIGHTED BREATH

Damage Type: Fire

RAPTURE

Magical Weapon

Reach

Eruption of Ash – If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll . Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll . Eruption of Ash damage rolls cannot be boosted.

History will remember Thagrosh Hellborne as the abomination who unleashed the Legion of Everblight onto the world. This blight nearly annihilated the Nyss and spread down from the icy north into the heart of the lands of man. Thagrosh strides at its vanguard like death made flesh.

Even before his transformation, Thagrosh endured a harder life than most ogrun. Khadoran brigands ransacked the

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
BAD BLOOD	2	10	–	–	YES	YES
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.						
DRACONIC BLESSING	2	6	–	–	YES	NO
Target friendly Faction model/unit gains +2 STR and Terror .						
FOG OF WAR	3	SELF	CTRL	–	YES	NO
Models gain concealment while in this model's control area.						
MUTAGENESIS	3	8	–	12	NO	YES
Target model boxed by Mutagenesis is removed from play. When Mutagenesis boxes an enemy model and this model was the spell's point of origin, this model can replace the boxed model when it is removed from play. This model cannot advance this activation after replacing another model as a result of Mutagenesis. Mutagenesis can be cast only once per activation.						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						

TACTICAL TIPS

ERUPTION OF ASH – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

MUTAGENESIS – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. Although replacing the boxed model is optional, removing it from play is not. If this spell was channeled, this model cannot replace the boxed model.

village where he was born and enslaved its population. He spent his formative years under the lash, toiling at backbreaking labor in darkness and watching others die around him. His burning rage eventually compelled him to choke a careless keeper with his chains and escape to wander the northern wilderness.

Some time later, fevered whispers and nightmarish visions led him to the tallest mountain in the north. Exhausted and barely conscious of what he was doing, Thagrosh climbed that imposing peak, pulling himself up the ice face with bleeding fingers and shattered nails. Finally, he discovered the sealed repository of the athanc of Everblight.

In an unimaginable test of resolve, Thagrosh mutilated himself to accept the dragon's blessing. He cut open his chest with a skinning knife and tore apart his own ribcage in order to drive the athanc into his heart. Its dark power transformed his body into a blighted vessel for an immortal presence. He was no longer ogrun, but the Abomination—flesh and bone forever twisted, blood turned into dragon's ichor. His mind has expanded far beyond his old reckoning, and it has become difficult to divorce his perspective from that of his dragon-god. The athanc has awakened in him a powerful sorcery born of Everblight—his patron, advisor, and object of worship. Thagrosh the Prophet speaks with the dragon's voice and embodies his will.

The Prophet has begun enacting the dragon's schemes, descending upon the Nyss to shatter their old life and awaken their destiny as Everblight's chosen. He has created new servants for his master by embedding shards of Everblight's athanc within warlocks who extend the dragon's will into the world. Able to wield the greatest blighted magic, Thagrosh is a terror unequalled on Caen who leaves behind only the choking ash of corruption.



THAGROSH, THE MESSIAH

LEGION EPIC BLIGHTED OGRUN WARLOCK

Even this most lowly vessel is made godlike in my image.

—Everblight, speaking through Thagrosh

THAGROSH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	11	7	5	13	17	10	



BLIGHT FIRE			
RNG	ROF	AOE	POW
SP 10	1	—	12



RAPTURE	
POW	P+S
7	18



CLAW	
POW	P+S
3	14

FURY	7
DAMAGE	20
FIELD ALLOWANCE	C
WARBEAST POINTS	+3
LARGE BASE	

FEAT: DRAGON STORM

Mortal flesh should not bear the weight of a hidden god. With an ear-rending howl Thagrosh expels a fraction of that power to ignite the blood of all draconic horrors blessed of Everblight. Boiling over with fury and strength, they surge forward to annihilate anything in their paths.

After all friendly models have completed their activations this turn, each warbeast in Thagrosh's battlegroup that is in his control area can make a full advance followed by one normal melee attack. Completely resolve each model's movement and attack before moving on to the next model.

THAGROSH

Abomination

Athanc – Immediately after leaching, this model gains 1 fury point if it has fewer fury points than its FURY.

Blood Spawn – Once per game, when this model suffers 5 or more damage points from an enemy attack that are not transferred, after the attack is resolved you can place a non-character Faction lesser warbeast in play anywhere completely within 3" of this model. The warbeast is part of this model's battlegroup. The warbeast cannot activate this turn.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

BLIGHT FIRE

Continuous Effect: Fire

Damage Type: Cold

Damage Type: Fire

Critical Freeze – On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold .

RAPTURE

Magical Weapon

Reach

Eruption of Ash – If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll . Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll . Eruption of Ash damage rolls cannot be boosted.

SPELLS

	COST	RNG	AOE	POW	UP	OFF
DRAGON'S BLOOD	2	6	—	—	YES	NO
Target friendly non-warlock Faction model/unit gains +2 ARM. When an affected model is disabled by a melee attack, roll a d6. On a roll of 5 or 6, the attacker suffers 1 damage point.						
FLESH EATER	3	10	—	13	NO	YES
When a living enemy model is boxed by Flesh Eater, it is removed from play and this model or a living warbeast in its battlegroup in its control area heals d3 damage points.						
MANIFEST DESTINY	3	SELF	CTRL	—	NO	NO
While in this model's control area, models in its battlegroup gain an additional die on melee attack and melee damage rolls this turn. Discard the lowest die of each roll.						
SCOURGE	4	8	3	13	NO	YES
Models hit by Scourge are knocked down.						
UNNATURAL AGGRESSION	2	6	—	—	YES	NO
If target friendly non-trooper Faction model suffered damage during your opponent's last turn, during your next Maintenance Phase it can make a full advance. During this movement, it must move toward the nearest enemy model.						

TACTICAL TIPS

ERUPTION OF ASH – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

FLESH EATER – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

SCOURGE – This means every model in the AOE is knocked down, friendly and enemy alike.

Everblight did not warn Thagrosh of the painful transmutation that would follow his consumption of Pyromalfic's athanc. From the first moments after the triumph at the Castle of the Keys, Thagrosh experienced a blend of agony and ecstasy as blighted energies suffused his being. The process of sublimating Pyromalfic's essence into Everblight's consciousness brought a host of confusing memories, sensations, and physiological changes. No longer ogrun, Thagrosh has become something the world has never seen, his form closer to and yet distinct from the dragons themselves. He has become Everblight's true avatar.

Thagrosh still does not feel comfortable in his new flesh. His skin, bones, and sinew continue to shift as if struggling to contain the power within him. This discomfort vanishes in battle, where he revels in his new strength and the effortless evocation of blighted power. Some part of him understands his mortal flesh will ultimately fail to contain the might of dragons, but when combat is upon him he relishes the godlike sensations. Doubts for his future creep into the corners of his mind only in those still moments when he stands vigil over his protean army, watching it gather its strength for the next engagement.

His metamorphosis came when Thagrosh had just begun to separate his identity from Everblight's. The ogrun had reached an unspoken accord with his master and begun to put forth a distinct voice as leader of the Legion. Since he consumed Pyromalfic's athanc, however, Everblight's presence is stronger than ever, a raging tornado of intelligence and hubris. It is as though Everblight is stirring just below the top layer of his thoughts, a vast alien presence impatiently looking through his eyes and sometimes speaking with his tongue. Thagrosh loses himself for long hours, subsumed by the mind of the

dragon. Every time he rises from its depths he feels its gravitational pull more strongly.

Draconic temper increasingly dominates Thagrosh's mood. As the dragon spreads his mind and grows in power, Thagrosh finds it increasingly difficult to restrain the impulse to let loose his full strength. He feels this fury like the touch of searing iron that ignites the pure dragon blood pumping through his veins. It is not enough to be victorious—he must annihilate each foe utterly.



VAYL, DISCIPLE OF EVERBLIGHT

LEGION BLIGHTED NYSS WARLOCK

Remember the name of Vayl the Ice Witch. She is the traitor who invited the destruction of our race.

—Cylena Raefyll

VAYL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	3	6	15	13	9



ORACULUS			
RNG	ROF	AOE	POW
8	1	—	8

FURY	8
DAMAGE	14
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: CAT & MOUSE

Through the Oraculus, Vayl gains a unique perspective on the future flow of battle. She can then channel the dragon's predatory instincts to move her minions like pieces on a board, letting them react to her enemy's every movement as part of her unfolding strategy.

At the end of this turn after all friendly models have ended their activations, one friendly Faction model

in Vayl's control area can make a full advance for each enemy model in her control area at that time. During this movement, the affected model cannot be targeted by free strikes. A model can advance only once per turn as a result of Cat & Mouse.

VAYL

Immunity: Cold

Dark Sentinel – Once per turn, when an enemy model ends its normal movement within 5" of this model, a friendly Faction warbeast within 5" of this model can immediately make a full advance followed by a normal melee or ranged attack targeting the enemy model. The warbeast gains boosted attack and damage rolls against the enemy model.

Snow-Wreathed – This model always has concealment.

Talion – Once per turn when this model suffers damage from an enemy attack, it can spend 1 fury point to transfer half the damage to an enemy warbeast in its control area but must suffer the rest of the damage itself.

ORACULUS

Magical Weapon

Guided – Attacks made with this weapon automatically hit.

Spellbound – This model can channel spells through a model hit by an attack made with this weapon. Spellbound lasts for one turn.

Nyss refugees will forever condemn the perfidious Vayl Hallyr as the agent who paved the way for Thagros's blighted dominion. This sorceress provided the Prophet with the start of his army by corrupting thousands of her people into the Legion's terrible fold. Unlike most, her body has changed little in the shadow of Everblight—some would say because she was a monster long before receiving a shard of the dragon's athanc.

Vayl first demonstrated her lack of conscience by coldly manipulating the Fane of Nyssor. Only Nyss priests and sorcerers are literate in the sacred language of Aeris, but Vayl feigned piety to gain access to every scroll and tome she could find until she exhausted their library. Her mentors believed her religious zeal so completely they offered her

SPELLS

SPELLS	COST	RNG	AOE	POW	UP	OFF
CHILLER	2	6	—	—	YES	NO
While within 2" of target friendly Faction model/unit, enemy models suffer -2 DEF unless they have Immunity: Cold .						
HOARFROST	3	8	3	14	NO	YES
Hoarfrost causes cold damage . On a critical hit, models in the AOE become stationary for one round unless they have Immunity: Cold .						
INCITE	3	SELF	—	—	NO	NO
Models in this model's battlegroup gain +2 to attack and damage rolls against enemy models while the enemy models are in this model's command range. Incite lasts for one turn.						
LEASH	2	6	—	—	YES	NO
Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3" toward it.						
MALICE	2	10	—	10	NO	YES
Add +1 to the damage roll for each fury point on the target model.						
RAMPAGER	3	10	—	—	NO	YES
Take control of target enemy non-character warbeast. You can make one full advance with the warbeast and can then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and you cannot use its animus. Rampager can be cast only once per turn.						

TACTICAL TIPS

RAMPAGER – You cannot free strike a model you control.

membership in the clergy, but Vayl laughed at them and spoke blasphemies in front of them. She was banned from ever again stepping foot on holy ground.

Later Vayl organized the Hallyr tribe into an army to carve out territory for herself. Any who spoke against her vanished without a trace. Her attacks on nearby shards and Nyss shrines prompted the Fane to declare her tribe outlaw, though any attempts to unseat her met with fatal failure. Even her followers began to think she had breached all sane bounds, but the few who whispered too loudly were cruelly punished for their foolish resistance.

Vayl enhanced her already potent gift of divination by crafting an arcane sphere of milky crystal spiked with razor-sharp blades and able to leech heat from the air. Peering into the crystal, she foresaw the rise of Everblight. She could have warned her people, but her hunger for power drove her to join him instead. Thus, Vayl became the first Nyss to embrace the transformation with full, willful awareness. Her betrayal allowed Thagros to assimilate the Nyss with exquisite speed and precision after she helped taint the Nyss water supply. By the time Thagros arrived, Vayl had prepared the patterns of blighted energies keyed to react to the Prophet's words.

When the Nyss defenders finally realized the threat, Vayl turned her sorcery against her former kin and the clergy

of Nyssor. Despite her best efforts, the greatest priests and the god Nyssor escaped her treachery. Vayl continues to be secretly haunted by this failure, as Nyssor himself sometimes appears in her dreams to condemn her. She has increasingly become obsessed with destroying the god, hoping to escape the last glimmer of guilt that lurks in some forgotten part of her frozen heart.



WARBEASTS OF THE LEGION

The monstrosities birthed from the blood of Everblight's warlocks come in many forms. Each is a product of the dragon's fearsome biological engineering, an unnatural weapon of war born and bred to enact his will. Many Legion warbeast forms are ancient, designed by the dragon to guard his ancient lairs in Morrdrh and beneath the city of Issyrah, while others are derived from his more recent imaginings.

Most Legion warbeasts arise from the blood of a warlock, who spills it specifically for this purpose and who chooses the beast's form at the time of its creation. Although still only half-formed, at birth dragonspawn already possess the formidable natural weaponry, near-insatiable hunger, and instinct to kill and feed that is characteristic of their kind. Freshly spawned beasts are usually taken on immediate hunts to slake their hunger and add the necessary bulk to reach full size. If given access to an adequate supply of ready flesh and blood to consume, generally from victims of recent battle, theoretically even the largest warbeasts can attain full size in a matter of hours. This unnatural maturation cycle makes it possible for a lone warlock with a spawning vessel to greatly augment her fighting force by creating warbeasts in the field. Whether due to the particular potency of their blood or to an innate ability of

the blighted form given them by Everblight, some warlocks, such as Thagrosh and Absylonia, can spawn hardier beasts that mature even more rapidly than those of the dragon's other vassals.

Each warbeast is designed for a specific purpose, its form perfectly suited to a single task. Heavily armed and armored warbeasts like the carnivaean tear through enemy ranks, while stalking horrors like the raek prowl enemy lines before striking hard and fast. Other warbeasts, like the angelius and seraph, attack from the skies or provide aerial reconnaissance.

Though they are alive in the most basic sense of the word, Everblight's warbeasts are not natural animals but rather organic constructs, biological machines created to serve their masters. They need food to fuel their powerful bodies, but they do not require sleep or other aspects of the normal animal activity cycles. They simply wait inert but aware, conserving energy until they are needed for a specific task or prompted into action by the appearance of enemies. The creatures are far from mindless—they possess sophisticated instincts that help them excel at the tasks for which they are designed—but their true potential is reached only when directly controlled by a warlock's will. A Legion warlock

SPAWNING VESSELS

Creating warbeasts from the blood and will of Legion warlocks is a taxing process that saps precious vitality from Everblight's most powerful instruments and removes them from the field for a time. Spawning vessels instead transmute lesser flesh provided from the slain into small beasts like the diminutive harriers and shredders, allowing Legion warlocks to save their energy for the creation of more potent warbeasts.

The fabrication of spawning vessels is a difficult and time-consuming task requiring specific arcane rituals by Nyss sorcerers in conjunction with a warlock of Everblight. The vessels are inscribed with Aeric runes to channel the powerful blighted energies they will draw upon to complete the transformation of bodies placed within. The warlock contributes a small quantity of draconic blood both to empower these runes and to serve as a transformative base lining the bottom of the vessel. Vessel attendants subsequently can reactivate the patterned energies to transform ordinary blood and flesh into the simplest dragonspawn without the need for additional athanc-empowered blood. Only the least of Everblight's spawn have yet been created in this manner, but work continues to create larger, more powerful vessels that can give birth to more potent spawn.





CARNIVEAN

can transform a warbeast into an extension of her own physical body and senses, effortlessly directing its actions and viewing the world through its eyeless scrutiny.

Frequently warlocks send their warbeasts alongside Legion soldiers as guardians, but the creatures have little ability to make decisions or act outside the warlocks' specific orders. Shepherds help extend the range at which a warlock can directly contact the minds of their beasts, but even this method has limits. The humanoid nephilim stand apart in

this respect. Born of blighted Nyss women and possessed of both a soul and a keen animalistic mind, the nephilim display a degree of autonomy and intelligence unmatched by other Legion warbeasts and are naturally adept at employing weapons and other tools. In some ways similar to particularly strong and resilient soldiers, the nephilim can undertake more complex tasks without a warlock's direct supervision, making them an even more useful and versatile weapon in Everblight's growing blighted arsenal.

HARRIER

LEGION LESSER WARBEAST

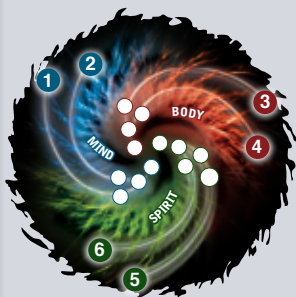
They are a plague made flesh striking indiscriminately from the skies.

—Lord Tyrant Hexeris

HARRIER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	3	14	12	7



TALONS	
POW	P+S
4	10



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

HARRIER

☉ Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Lesser Warbeast – This model cannot make power attacks.

Soulless – This model does not generate a soul token when it is destroyed.

Sprint – At the end of this

ANIMUS COST RNG AOE POW UP OFF

TRUE STRIKE 1 SELF - - NO NO

The next melee attack roll made by this model this activation hits automatically, then True Strike expires. A model can be affected by True Strike only once per turn.

Like all dragonspawn, harriers have no true soul despite their bestial intelligence. These unnatural creatures only mimic life and lack their own internal motivation; their sole purpose is to serve at the whim of Everblight's warlocks. They are endlessly patient and dedicated beyond any natural living thing, able to sustain themselves for protracted periods in the air without fatigue if need be.

Harriers can strike with tremendous accuracy despite their lack of sight. Their senses are keener than even those of the shredders; they can home in on the living from great distances as though guided by some dark, unseen hand. In ancient times Everblight used them to scout distant positions and to find sites suitable for his lairs; now they are simply another potent weapon in the Legion's arsenal. The sight of their sickly, wet flesh gleaming in the waning moonlight is often a harbinger of death for any who behold them.

A horror from earlier eras, the harrier has been called from the depths of the dragon's blood to serve the Legion of Everblight. Though they bear a passing resemblance to the endlessly ravenous shredders, harriers are not afflicted with overpowering hunger after they grow to full size. Ranging far ahead of the dragon-god's blighted army, they terrorize the skies and fall upon their victims with the swift pain of terror given form. Their speed and maneuverability are prized attributes, giving the harriers the ability to probe enemy defenses before tearing through their flanks.



SHREDDER

LEGION LESSER WARBEAST

There is no end to these tainted horrors. For every one we destroy, they spawn three more to take its place!

—Kaya the Wildborne

ANIMUS **COST** 1 **RNG** 6 **AOE** - **POW** - **UP** NO **OFF** NO

TENACITY
Target friendly model gains +1 DEF and ARM. Tenacity lasts for one round.

TACTICAL TIPS

SNACKING – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

The creatures now called shredders were known as the *akriel* by Everblight in ancient times. These are the smallest and simplest of the spawn that arise from the blood of those chosen to bear the dragon's divided athanc. Compelled by ravenous hunger and murderous instinct, shredders are fearsomely effective at latching onto and devouring any foe unfortunate enough to confront them.

Shredders grow to full size with unnatural speed, and their escalating appetites drive them to add to their mass using whatever flesh they can consume. Their metabolism goes into frenzied overdrive upon maturity: the more they eat, the more frenetic they become, and still their appetite pushes them to gorge. Shredders are naturally prone to cannibalism and in moments of frenzy might attempt to consume others of their ilk. This impulse can usually be controlled with some success, however, and shredders fight well in packs that swarm their hapless victims and tear them apart.



SHREDDER

👁️ **Eyeless Sight**

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Lesser Warbeast – This model cannot make power attacks.

Rabid – This model can be forced during its activation to gain +2 SPD, Pathfinder 🏃, and boosted attack and damage rolls for one turn.

Snacking – When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

Soulless – This model does not generate a soul token when it is destroyed.

SHREDDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	3	13	12	7



BITE	
POW	P+S
4	10



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

As with all dragonspawn, shredders are blind. Their heads are taken up almost entirely with toothy, unhinged maws capable of tearing large chunks of flesh from their enemies. Shredders make up for their lack of eyes with other hyperaware senses, including a preternaturally sensitive nose and skin able to register subtle changes in air pressure from sound and movement. These simple spawn recognize blighted energies and feel instinctive awe of their master's athanc. This loyalty means they will never turn on any of Everblight's chosen warlocks, regardless of hunger or frenzied rage.

STINGER

LEGION LESSER WARBEAST

Among our most perfect creations, it lives only to kill. Once it has performed its task it has no further need of life.

—Thagrosh the Messiah

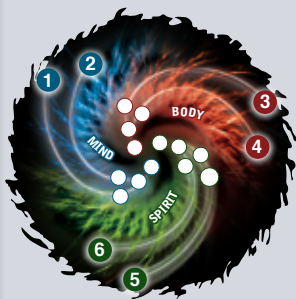
STINGER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	12	7



FLAME SPITTER			
RNG	ROF	AOE	POW
SP 6	1	—	10



BARBED STINGER	
POW	P+S
6	12



FURY	2
THRESHOLD	7
FIELD ALLOWANCE	U
POINT COST	2
SMALL BASE	

Poison – Gain an additional die on this weapon's damage rolls against living models.

Suicidal Attack – If this weapon damages a model, immediately after the attack is resolved, mark all the damage circles in this warbeast's body aspect.

Though the simplest and smallest of dragonspawn may lack the brutal power of Everblight's greater creations, they are an integral part of the dragon's legion. Because smaller spawn are far less taxing on the warlocks who must create them than their larger brethren are, Everblight readily experiments with their forms.

The stinger, once formally known as Acrar, is an unnatural weapon bred to fight and die in the service of its draconic master. Though living, it seldom stirs unless called to action. Then the vicious spawn skitters forward to prepare for battle with its tail flicking, blighted venom churning within its gullet.

Stingers use their powerful claws to dig into the ground, where they lurk until their victims come within range. When they sense the approach of prey, the creatures erupt from the ground spewing noxious, corrosive venom. The spawn then fall back to strike again should their prey somehow survive the first volley of blighted toxin. In just a matter of seconds

STINGER

☞ Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Lesser Warbeast – This model cannot make power attacks.

Soulless – This model does not generate a soul token when it is destroyed.

FLAME SPITTER

☞ Damage Type: Fire

BARBED STINGER

☞ Reach

ANIMUS COST RNG AOE POW UP OFF

LURKER 1 6 - - NO NO

Target friendly model gains Bushwhack. Lurker lasts for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

a pack of stingers working in concert can reduce even a phalanx of armored warriors to a steaming mound of organic detritus. As a final resort, each stinger also bears a massive barbed tail capable of injecting a victim with its poisonous blood. Striking with this terrible weapon can be done only once, as unleashing the stinger tears loose vital organs within the spawn, leaving it vulnerable until it has time to recover. Stingers have no sense of self-preservation, so they have no fear of unleashing this ultimate killing strike.



NEPHILIM BOLT THROWER

LEGION LIGHT WARBEAST

There is no refuge for its prey. No distance will keep it from striking down our enemies.
 —Vayl Hallyr, Disciple of Everblight

ANIMUS	COST	RNG	AOE	POW	UP	OFF
GLIDER	1	SELF	-	-	NO	NO

This model gains Flight. Glider lasts for one turn. (A model with Flight can advance through terrain and obstacles without penalty, can advance through obstructions and other models if it has enough movement to move completely past them, and ignores intervening models when declaring its charge target.)

Among the most horrific of Everblight's creations, the nephilim combine the strength and killing instincts of dragonspawn with a capacity for independent thought. The bolt throwers are also extremely mobile living siege engines. Armed with powerful ballistae, they stalk the battlefield guided by their unnatural senses to unleash a lethal barrage of crushing projectiles. They are normally flightless creatures, but a nephilim's warlock can manipulate

BOLT THROWER

⑥ Eyeless Sight

BALLISTA

Thunderbolt – Enemy models hit are pushed d3" directly away from the attacking model. On a critical hit, the enemy model is knocked down after being pushed.

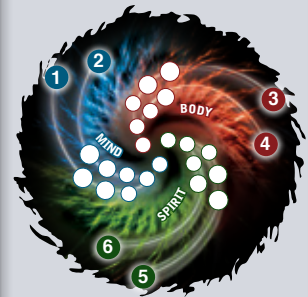
BOLT THROWER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	5	5	13	16	8



BALLISTA				
RNG	ROF	AOE	POW	
12	1	-	14	



BOW BLADE	
POW	P+S
3	12



FURY	3
THRESHOLD	10
FIELD ALLOWANCE	U
POINT COST	6
MEDIUM BASE	

its draconic blood to cause it to immediately sprout wings from its atrophied stumps, allowing the beast to take the fight to the air—at least for the short time before its flesh returns to its normal form.

Any target unfortunate enough to be hit with one of a bolt thrower's oversized bolts is hurled backward by the

tremendous force. Those who take the full brunt of the weapon's impact are knocked to the ground, easy prey for the nephilim to kill and feast upon. A nephilim warrior can also fight at close range with the wicked blade mounted at the fore of its bow, savagely hacking apart anything that was not immediately felled by its ballista.



NEPHILIM PROTECTOR

LEGION LIGHT WARBEAST

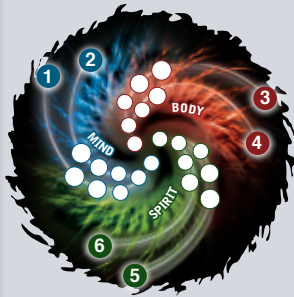
They are the product of our spilled blood; now let them shed blood in our stead.

—Vayl, Disciple of Everblight

PROTECTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	3	12	18	8



HALBERD	
POW	P+S
4	12



FURY	3
THRESHOLD	10
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

PROTECTOR

☉ Eyeless Sight

Empathic Transference – A friendly Faction warlock can transfer damage to this model even if this model has a number of fury points equal to its current FURY.

Shield Guard – Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and effects. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

HALBERD

☉ Reach

Set Defense – A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

ANIMUS COST RNG AOE POW UP OFF

SAFEGUARD 2 6 - - NO NO

Target friendly model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3. Safeguard lasts for one round.

Protectors unerringly follow an instinctive imperative to guard Everblight's generals and will dive into harm's way without hesitation or concern for their individual lives. They are also ideal vessels for any grave wounds their warlocks receive and shunt to them, bred as they are to accept and endure these injuries even when other spawn can sustain no more. Requiring no rest and incapable of mental fatigue, protectors stay constantly alert for danger, ever wary of their surroundings in the interest of their charges.

Nephilim continue to evolve under Everblight's watchful eye, proving themselves an efficient breed. Their ability to wield arms while retaining the assets of draconic blood makes them ideal soldiers. Everblight has refined the process of their creation and is now able to sustain Nyss incubators through several births. While the dragon's forces developed spawning vats to gestate nephilim in even greater numbers, he continued to expand the creatures' function and exploit their adaptability. Enter the nephilim protectors, shaped from birth to guard Everblight's warlocks from harm.

Since the battle at the Castle of the Keys, the priority of spawning this expression of nephilim has only increased. Though the gains were clearly worth the risk, exposing so many of his warlocks to potential destruction has troubled Everblight. Dividing his athanc among multiple generals enhances his own chances of survival only so long as those hosts endure. The dragon developed the protectors to help ensure their safety.



NEPHILIM SOLDIER

LEGION LIGHT WARBEAST

Massacre followed as the horrors glided behind our lines and slaughtered kriel elders. We were helpless to prevent it.
 —Haggran Bilebreath of the Scarsfell kriels

ANIMUS COST RNG AOE POW UP OFF

MASSACRE 2 6 - - NO NO

Target friendly model can charge without being forced. When the affected model destroys an enemy model with a charge attack, after the attack is resolved it can advance up to 1" and make an additional melee attack. Massacre lasts for one turn.

Everblight's long study of the elves has borne horrific fruit in the nephilim. The dragon's fascination with living organisms informs the creation of his dragonspawn and allows for great improvement upon nature's crude vagaries. The process of life goes on among the blighted Nyss, who continue to bear young. Indeed, since the dragon tampered with their essences, Nyss mothers bring their offspring to term with shocking speed. What once occurred over months now takes only weeks. Everblight selects certain pregnant Nyss to receive a special draught of his warlocks' blood. This blighted essence courses through their bodies, transforming the life growing within them into spawn. All Nyss born with the taint of Everblight's gifts mature rapidly, but these near-perfect soldiers grow to maturity in just a few days.

Everblight sees the nephilim as a marvelous improvement over the fragile elven form. Nephilim wield weapons and armor yet boast the powers, fearless tenacity, and inexhaustible stamina of dragonspawn.

They display greater independence than the more bestial spawn, though, as well as a distinct glimmer of self-will—possibly due to their unforeseen endowment of souls. This greater self-determination sets them apart from their more tractable brethren and gives them unique advantages, such as the ability to interpret their master's orders, act with some measure of forethought, and adapt to evolving situations. Their cunning comes at a price, however, as they do not fear the athanc shard and can turn on warlocks in the heat of frenzy. Though outsiders see the nephilim as warped horrors, the Legion views them as perfectly sublime creatures and a testament to the dragon's genitive blight.

SOLDIER

⑥ Eyeless Sight

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

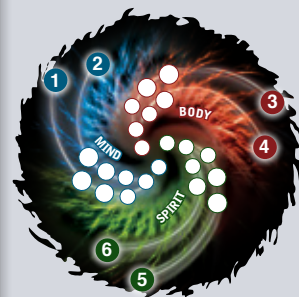
TWO-HANDED SWORD

② Reach

SOLDIER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	3	13	16	8



TWO-HANDED SWORD	
POW	P+S
5	14



FURY	3
THRESHOLD	10
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	



RAEK

LEGION LIGHT WARBEAST

They prowl outside the light of our torches. We cannot see them, but we know they are there. Every day we wake to find more dead.

—Part of the Lay of Sygos from the time of Morrdh

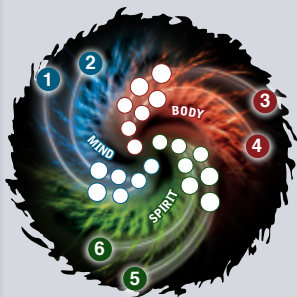
RAEK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	8	6	3	15	14	6



BITE		
POW	P+S	
3	11	



TAIL STRIKE		
POW	P+S	
4	12	



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

RAEK

👁️ Eyeless Sight

🗺️ Pathfinder

👤 Stealth

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Bounding Leap – Once per activation, after making a full advance but before performing an action, this model can be forced to be placed completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.

Soulless – This model does not generate a soul token when it is destroyed.

TAIL STRIKE

👉 Reach

ANIMUS COST RNG AOE POW UP OFF

SHADOW SHIFT 2 SELF - - NO NO

This model gains Parry. Shadow Shift lasts for one turn. (A model with Parry cannot be targeted by free strikes.)

Working from the scattered records of ancient folk tales, only the most penetrating and insightful scholars could have any hint of the terrors Everblight unleashed while he laired beneath Morrdh. Among these thankfully forgotten beasts stalked a predator called the ræk, an archaic monster that has again come to hunt mankind. The dark masters of Morrdh once dispatched these terrors when they deemed death alone too simple a fate. Spawned by Everblight, ræks were living warnings that no betrayer of that accursed kingdom would find safety. Flight or evasion did nothing but delay the inevitable, for the ræk would stalk undeterred across untold distances before closing for the kill. With a single great leap it locked its fang-filled jaws to hold its prey fast while repeated strikes from its wickedly sharp tail ripped apart its victim.

The creation of the Legion has prompted Everblight to bring the ræk back into the world and send it forth to hunt. No matter how fast its quarry, the ræk moves faster, never losing the trail. Sleek, powerful, and graceful, the ræk hunts inexorably and is able to circumvent any barrier that might shelter its victim. This single-minded and patient killer ignores all outside distractions and possesses no instinct for self-preservation that might hinder a natural predator. It is a shining example of Everblight's genius at improving upon nature.



TERAPH

LEGION LIGHT WARBEAST

That abomination sprung from nowhere to attack our caravan. I could hear the screams as I ran. Morrow help me, but I do not regret fleeing.
—Hulgish Erdonovach

ANIMUS	COST	RNG	AOE	POW	UP	OFF
COUNTERBLAST	2	SELF	-	-	NO	NO

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

While Everblight laired below Morrth, the teraphim—the most patient and silent of his creations—guarded his lair. They burrowed into the earth, where they waited to attack any intruders who did not bear the blighted essence of their creator. The dragon used them in his ancient alliance with the men of Morrth by sending them to slay those who had been marked for death.

A teraph is a serpentine, six-limbed spawn boasting a poisonous barbed tail. While lurking in the ground the creature accumulates a churning mass of sulfurous and acidic fluids in its gullet that erupts in a geyser of black fire and blighted ash upon exposure to air. Its incredibly keen sense of smell allows it to locate any living creature within a hundred yards. Even underground it can find enemies by following the vibrations of their footsteps then explode from the earth with astonishing speed to

TERAPH

👁️ Advance Deployment

👁️ Eyeless Sight

👁️ Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT BLAST

🔥 Damage Type: Fire

TAIL STRIKE

👉 Reach

TERAPH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	6	13	16	7

BLIGHT BLAST			
RNG	ROF	AOE	POW
10	1	3	13

TAIL STRIKE	
POW	P+S
4	12

FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

ambush them. Everblight's warlocks can channel this same blinding quickness to launch attacks at foes that draw too near.

Teraphim are an essential element of the Legion's defensive formations. They are strategically placed like living mines along known troop routes, where they wait to sow terror and confusion with their earthen eruptions and terrible incendiary streams.



ANGELIUS

LEGION HEAVY WARBEAST

Its coming foretells my true awakening. The wind of its wings presages a dread transformation, an ascension to supremacy by which the world will be torn asunder and reshaped.

—The words of Ethrunbal echoed through Thagrosh, the Prophet

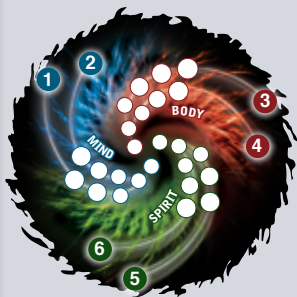
ANGELIUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	10	6	5	14	17	7



FLAME JET			
RNG	ROF	AOE	POW
12	1	—	12



TAIL STRIKE	
POW	P+S
4	14



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

ANGELIUS

☉ Eyeless Sight

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1”.

Serpentine – This model cannot make slam or trample power attacks and cannot be knocked down.

Soulless – This model does not generate a soul token when it is destroyed.

FLAME JET

🔥 Critical Fire

🔥 Damage Type: Fire

TAIL STRIKE

👉 Reach

Armor Piercing (★ Attack) – When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

The sinuous form of the angelius represents the renewed confidence and arrogance of Everblight. That the dragon has dared unleash this spawn is a sign of his awakened might writ large for other dragons to see. The great six-winged angelius is a beast crafted to stand above the ranks of the seraphim and lead the flying hosts of Everblight to victory. While other spawn descend upon the masses to shred the rank and file, the aloof angelius glides serenely above the tumult and selects victims at its master's behest.

Everblight created the angelius to fall upon his enemies like a sword from the sky and obliterate them utterly. Its razor-barbed tail strikes with blinding speed, impaling its

ANIMUS COST RNG AOE POW UP OFF

REPULSION 2 SELF - - NO NO

Enemy models currently within 2” of this model are immediately pushed 3” directly away from it in the order you choose.

victims with a ferocity belying its serpentine grace. Then it rises from its slain foe with a single great sweep of its triple wings. The angelius is in constant motion, flying over the battlefield and killing with impunity while evading enemies beneath its notice.

More than two thousand years have passed since Everblight first unleashed his favored creation. The angelius last arose near the end of the dragon's meddling with the kingdom of Morrdrh. Grown powerful, confident, and too comfortable in his influence over the lords of that dark kingdom, Everblight created the angelius as both a gift to the dragon's most favored vassals and a reminder of his watchful eye. The angelius served well to placate the loyal and terrify the more recalcitrant lords.

In delivering one of its master's lessons, the angelius descended upon a marching army to slay several lords who had openly defied the dragon. In this Everblight made a grave mistake, for agents of the Dragonfather spotted the serpentine spawn. Lord Toruk recognized the mark of its creator and immediately discerned the progeny responsible. Because of Everblight's display of arrogance, the Dragonfather eventually unearthed his hiding place and nearly brought about his extinction.

After taking shelter in Blindwater Lake, Everblight realized he could not spawn the angelius again until the benefits outweighed the risk of drawing attention. That time came as he prepared to battle Pyromalfic, the dragon hiding at the Castle of the Keys, as he knew angelii would be necessary to assist his warlocks in striking down that rival. After two weeks of specific preparation, Thagrosh summoned a seraph and spilled its willing blood upon the soil. He then cut his own veins and nearly exsanguinated himself to mingle the seraph's essence with the purer heart-blood of the dragon. With his loyal disciples gathered in awed vigil, the first angelius of the new age ripped into the sky with a rending cry and joined Thagrosh as he marched toward his destiny. On the advance south it would have its chance to glut itself on slaughter.

Strengthened by the prize awaiting him in the ruins of Everblight's rival, Thagrosh will bring even more of these flying terrors to life. The time for secrecy has ended. Under the shadow of the wings of the angelii, the world will come to know its new master.



CARNIVEAN

LEGION HEAVY WARBEAST

The carnivanean is Everblight's will given flesh and form: each claw and tooth a miracle, its breath a hymn to our master.

—Vayl Hallyr

CARNIVEAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	6	4	11	18	7



DRAGON BREATH			
RNG	ROF	AOE	POW
SP 10	1	—	14



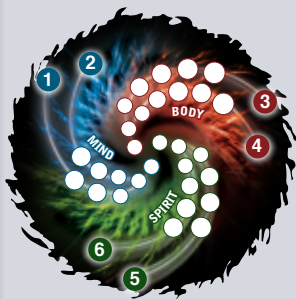
BITE	
POW	P+S
6	18



TALON	
POW	P+S
4	16



TALON	
POW	P+S
4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	11
LARGE BASE	

CARNIVEAN

☞ Eyeless Sight

☞ Pathfinder

Assault – As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

DRAGON BREATH

🔥 Damage Type: Fire

TALON

☞ Open Fist

ANIMUS COST RNG AOE POW UP OFF

SPINY GROWTH 2 6 - - NO NO

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack. Spiny Growth lasts for one round.

its master's athanc, a carnivanean can undergo a terrible mutagenesis that causes tremendous spines to erupt from its body to deflect attacks and impale foes at close range.

A carnivanean can also vomit a scorching but quickly consumed naphtha that melts flesh and ignites nerves with blighted agony. The sight of this dragonfire incinerating their comrades has caused entire armies to flee in terror.

Carniveans are monstrosities designed to destroy and slaughter. Everblight rarely called upon them in ancient days; even the black kingdom of Morrdh was rarely granted command of these terrifying killing machines.

The rearmost four limbs of the carnivanean allow for a steady stance and a rapid gait; the huge creature is able to make shocking haste across even the most daunting obstacles. The considerably longer and more powerfully muscled two upper limbs end in massive claws and are ridged with numerous flesh-tearing spines. Bony protrusions cover every inch of a carnivanean, and its thick scales provide more protection than any natural hide. If urged by



RAVAGORE

LEGION HEAVY WARBEAST

Upon the bones and ashes of the world, we shall build his empire eternal.

—Bethayne, Voice of Everblight

ANIMUS	COST	RNG	AOE	POW	UP	OFF
DRAGON'S FIRE	1	6	-	-	NO	NO

Target friendly Faction warbeast's ranged weapons gain Continuous Effect: Fire 🔥. Dragon's Fire lasts for one turn.

As a living vehicle for the delivery of Everblight's fiery breath, the ravagore is one of the dragon's favored creations. Though the cost in blood is high for the warlocks who must spawn the huge creatures, the price is well spent. A single ravagore is capable of inflicting terrible destruction upon any enemy who would stand in the way of the Legion.

A cold, blue glow produced by the blight-fueled heat within the creatures' bellies emanates from their maws. When a ravagore fills its lungs, a distinctive hiss warns any who can hear it to flee before it breathes out its terrible flame. Those killed outright are fortunate; the less lucky may linger on, caught in a blaze almost impossible to extinguish and crying out for the mercy of oblivion as they are reduced to ash and bone. So powerful is the inner fire of the ravagore that warlocks can easily draw upon these blighted energies to stir similar infernos in other spawn around it. The fires thus unleashed upon the Legion's enemies are both awesome and terrible to behold.

RAVAGORE

👁️ Eyeless Sight

🗺️ Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT BLAST

🧪 Damage Type: Corrosion

🔥 Damage Type: Fire

Scatter – This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 point of corrosion damage 🧪.

TALON

👊 Open Fist

RAVAGORE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	5	5	11	18	7



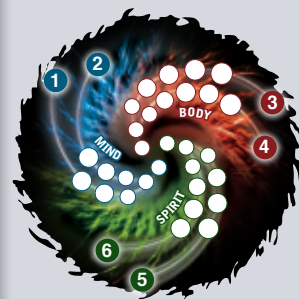
BLIGHT BLAST			
RNG	ROF	AOE	POW
14	1	3	15



TALON	
POW	P+S
4	16



TALON	
POW	P+S
4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	



SCYTHEAN

LEGION HEAVY WARBEAST

It matters little how much blood and suffering is required to craft such a beautiful killer. Its first feast upon the heart of an enemy army will repay us.

—Vayl Hallyr

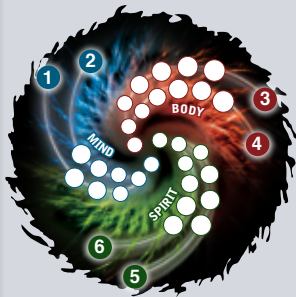
SCYTHEAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	6	4	11	18	7



SCYTHE	
POW	P+S
5	17



SCYTHE	
POW	P+S
5	17



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

SCYTHEAN

☞ Eyeless Sight

☞ Pathfinder

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless – This model does not generate a soul token when it is destroyed.

SCYTHE

☞ Reach

Chain Attack: Bloodbath – If this model hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one melee attack with this weapon against each model in its LOS that is in this weapon's melee range.

Everblight takes tremendous pride in his

ability to craft fiendish abominations that are more than a match for any creature born of nature. The scythean is the most brutal and simplistic of the dragon's malefic beasts, long favored as Everblight's guardians and executioners. Purely dedicated to destroying any who oppose their master's will, scytheans fall upon their prey with enough fury to tear apart even the most resilient foes in a savage orgy of bloodshed.

ANIMUS

COST RNG AOE POW UP OFF

SLAUGHTERHOUSE 1 SELF - - NO NO

This model gains Take Down. Slaughterhouse lasts for one turn. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)

TACTICAL TIPS

SLAUGHTERHOUSE – Because a boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Before the present age, scytheans last roamed the labyrinthine tunnels beneath the now-blasted Iosan city of Issyrah. When the Iosans finally became aware of the danger in their midst and marched to confront it, it was the scytheans that first blocked their way. These terrible draconic monsters were supremely deadly in the narrow tunnels leading to their master, as none of them required light to massacre their enemies. Indeed, the creatures seem to take a vicious joy in slaughter, a quality that brings grim pleasure to the degenerate Nyss serving in the dragon's host.



SERAPH

LEGION HEAVY WARBEAST

It descended from darkness and lit the night as it passed. Nothing but ash remained of my kinsmen.

—Kreundar of Nord Kith

ANIMUS COST RNG AOE POW UP OFF

SLIPSTREAM 1 SELF - - NO NO

When this model ends its normal movement, one friendly Faction model this model moved within 2" of is placed completely within 2" of the friendly Faction model's current location, then Slipstream expires. A model can be placed by Slipstream only once per turn. Slipstream lasts for one turn.

TACTICAL TIPS

STRAFE – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

The seraphim are Everblight's messengers of death. These agile flying spawn embody the dragon's own sublime elegance, and it has been long ages since Everblight could create them with abandon.

The seraph possesses a deceptively slender frame that slices through the air on powerful wings. Blighted energy streams from its wings and leaves a strange, distorted contrail in its wake. The seraph uses this energy to warp distances around itself and can manipulate the movement of those caught in



SERAPH

👁️ **Eyeless Sight**

Blood Creation – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Serpentine – This model cannot make slam or trample power attacks and cannot be knocked down.

Soulless – This model does not generate a soul token when it is destroyed.

BLIGHT STRIKE

🔥 **Damage Type: Fire**

Strafe [d3+1] (★Attack) – Make d3+1 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

STINGER

Critical Poison – On a critical hit, gain an additional die on this weapon's damage rolls against living models.

its slipstream. Its long tail ends in wickedly barbed blades capable of piercing plated steel and dripping with a poisonous ichor.

Seraphim sense the landscape with perfect clarity; even the slightest motion registers to their predatory acuity. They rarely engage in melee, preferring to annihilate adversaries from a distance using incinerating miasmas of blighted ash. The ash quickly sears and melts flesh before disintegrating it into a filthy, sulfurous powder. Seraphim can strafe and obliterate an entire enemy formation using this caustic breath.

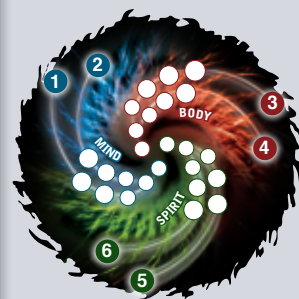
SERAPH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	6	5	14	16	7



BLIGHT STRIKE			
RNG	ROF	AOE	POW
10	1	–	12



STINGER	
POW	P+S
4	14



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

TYPHON

LEGION CHARACTER HEAVY WARBEAST

Men die. Empires crumble. Only the power of dragons is eternal.

—Everblight to Thagrosh

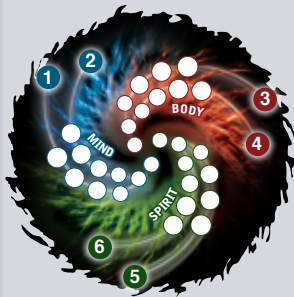
TYPHON						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	11	7	5	13	17	7



BLIGHT BREATH			
RNG	ROF	AOE	POW
SP 8	1	—	14



BITE	
POW	P+S
6	17



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	C
POINT COST	12
LARGE BASE	

TYPHON

👁️ Eyeless Sight

🔫 Gunfighter

Affinity [Thagrosh] – When Typhon is forced to use Regenerate in Thagrosh’s control area, instead of rolling to determine how many damage points Typhon heals, Typhon and Thagrosh each heal up to 3 damage points.

Circular Vision – This model’s front arc extends to 360°.

Multiple Heads – This model can make three initial attacks each combat action, using any combination of Blight Breath and Bite attacks. This model loses one initial attack for each aspect it has lost. This model cannot be forced to make additional Blight Breath attacks.

Regeneration [d3] – This model can be forced to heal

d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

BLIGHT BREATH

🔥 **Damage Type:** Fire

BITE

Critical Pitch – On a critical hit, instead of rolling damage normally you can choose to have this model throw the model hit. Treat the throw as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model’s STR plus the POW of this weapon. The POW of collateral damage is equal to this model’s STR.

Even those accustomed to horrors and numb to violence find the sight of Typhon terrifying. This truly monstrous creature bears little resemblance to any beast in nature. It is the organic consequence of a malevolent intelligence bent on creating weapons spawned of its own blood, flesh, and bone. Its three heads shriek dissonant cries as they seek victims to rip apart with their powerful jaws or spew concentrated gouts of superheated ash to melt metal and flesh. Even more formidable is the creature’s resilience: Typhon’s wounds seem to close as quickly as they appear.

Unlike Everblight’s ancient spawn, Typhon is a new triumph, created in the aftermath of the battle at the Castle of the Keys. Its origins go back considerably further, however, to the esoteric

ANIMUS COST RNG AOE POW UP OFF

EXCESSIVE HEALING 2 SELF - - NO NO

When this model is damaged by an enemy attack, immediately after resolving the attack this model heals d3 damage points. Excessive Healing lasts for one round.

TACTICAL TIPS

CRITICAL PITCH – A model cannot throw a model whose base is larger than its own.

theories derived by the dragon during his disembodied exile. Everblight sees himself as a creator foremost, though many find his “art” incomprehensible. He takes pride in his studies into form and function, his keen understanding of draconic forms, and his deliberate application of blighted energies. Never satisfied, Everblight is driven to improve upon what has come before. Typhon is the culmination of centuries of careful planning and scheming—the first of a terrible new breed containing true draconic essence.

Everblight had long sought to consume the athanc of another dragon, for when one dragon devours the heart of another, the two athancs fuse and the victor gains the vitality of the vanquished. All athancs feel the undeniable urge to reunite in wholeness, but a period of struggle and adjustment occurs before the complete synthesis of two athancs. It was in this vital time Everblight saw a unique possibility to create something new. After Pyromalfic’s destruction, Everblight set this experiment into motion.

He compelled Thagrosh to use Rapture to carve the smallest possible piece from his part of the athanc even as it was fusing with Pyromalfic’s. Thagrosh dropped this shard into a sizable quantity of his own spilled blood. The timing was tricky: Everblight knew he could not risk weakening Thagrosh further through exsanguination. But Thagrosh succeeded, and Typhon was born. Though the creature is a part of Everblight and feels compelled by harmonic pressure to obey the dragon, it is not a part of Everblight’s divided consciousness.

Typhon is a purely draconic creature possessing a fragmentary soul of its own. Its athanc shard ties it intimately to Thagrosh, but it can generate its own blighted blood and think and act with more independence than the regular spawn. From this small shard Typhon gained a sense of self, crude and bestial though its mind might be.

Possessed of a dragon’s immortality, Typhon can regenerate from almost nothing so long as its dissociated athanc fragment endures. Everblight has at last succeeded in creating a spawn as invulnerable as the dragons themselves, capable of rising from its own ashes to become whole.



TROOPS OF THE LEGION

The ranks of Everblight's Legion are unlike any other fighting force in western Immoren. The dragon's troops serve their master with a loyalty and singularity of purpose of which other military commanders can only dream, performing each given task with a terrifying speed and proficiency as if their every fiber were devoted to serving their master at war. Existing alongside this ruthless efficiency is a cold emptiness and a changed essence that goes beyond the physical manifestations of the dragon's blight. To outsiders, the plight of Nyss soldiers must seem one worse than death—power in exchange for absolute, unflinching loyalty and an eternity of thankless devotion.

Though other creatures, such as the ogrun, also serve Everblight, the ranks of blighted Nyss are his most numerous and important servants. They are present at all levels of Legion hierarchy, from the warlocks who lead the dragon's forces to the lowliest foot soldiers who carry out their orders. The dragon's blight enhances their physical strength and agility but accentuates certain dark traits inherent in all Nyss. Their magnified cruelty and rapacity have turned the Nyss into killers as stoically merciless as any predatory beast.

The Nyss have managed to retain much of their cultural and racial identity even as other aspects of their once-proud society have been subsumed or reinterpreted for a life of endless war. Many Nyss warrior traditions have survived the race's assimilation into the Legion; some

they observe with far more rigorous attention than before the blight, as if they feel compelled to preserve specific elements of their existence before the dragon's influence. Once peerless hunters of the frozen north, the Nyss now turn their fearsome capabilities against the enemies of Everblight, descending upon them with murderous fury.

Whether Nyss or ogrun, all Legion troops share one commonality: they bear the dragon's blight within their flesh. The manner in which the blight takes hold, however, largely depends upon an individual troop's natural predilections, for the process enhances characteristics already present in the subject. At the most basic level, the blight bestows greater physical prowess, an unshakable sense of loyalty to Everblight, and minor physical changes like small horns, scales, or body spikes. In addition, weak character traits like compassion and fear are stripped away in favor of heightened cruelty and instinctual cunning.

The blight wholly alters the bodies of other soldiers in order to better suit their roles and performance on the battlefield. Some of these transformations are decidedly animalistic, such as in the case of striders, who in addition to a markedly enhanced predatory disposition gain a length and modified form to their legs that increase their speed and agility. The changes wrought upon Nyss swordsmen are less evident but no less dramatic, as their minds are stripped of all except a singular devotion to their deadly craft. This change is useful to their function as

NYSS BLADES AND CLAYMORES

The Nyss have long been renowned for their elegant and unusual curved blades. The most prominent among these weapons is the Nyss claymore, a graceful implement of death more than five feet long designed to deliver a devastating killing blow. Nyss blades are commonly adorned with Aeric runes and are never allowed to dull or suffer the ravages of time.

Before the coming of Everblight, Nyss bladesmiths learned their craft from a young age and honed it throughout their lives. Those who

survived the blighting now reside within the Legion's few near-permanent camps, where they labor alongside the acolyths who manufacture fresh horrors in the gory soup of spawning vessels.

The blighted Nyss still treat their blades with a reverence that borders on religious devotion, going to great lengths to recover the weapons of those who fall on the battlefield. This veneration is a holdover from ancient warrior traditions and is one of the strongest vestiges of Nyss culture still found among the blighted.





BLIGHTED NYSS STRIDERS

skilled killers, but it does render the swordsmen less able to make considered judgments and perform other tasks required of commanding officers.

Everblight's power wreaks even more frightful and unpredictable changes upon blighted ogrun warmongers. Like most of the dragon's Legion, they have become more savage and brutal than ever before, but in them the blight has gone further, stripping them of all sanity and bathing their minds in crazed hallucinations that drive them to a madness only battle and bloodshed can relieve.

In others, the blight takes a far more drastic course, twisting and distorting their bodies beyond recognition. Degenerate and brutish yet possessing an undeniable blight-born cunning, these bestial grotesques scarcely resemble the Nyss stock from which they are spawned. Others, like the Forsaken, are so infused with blighted energy they lose themselves entirely to the dragon's warping influence. Unlike the perfecting blight that evolves the bodies of most of Everblight's soldiers, within them the transformation is random and spontaneous, characterized by shocking aberration rather than natural augmentation.

The blight can also amplify the sorcerous potential of those it affects, both magnifying the existing capabilities of individuals who had previously shown arcane gifts and unlocking arcane potential in individuals who had not previously exhibited it. Certainly arcane aptitude is on the rise among the blighted Nyss—one of the many gifts the dragon has bestowed upon his chosen people.

BLIGHTED NYSS ARCHERS

LEGION UNIT

Let your arrows rain down on them until nothing moves in this village except the blood seeping from their lifeless bodies.

—Lylyth Voassyr, Herald of Everblight

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8



NYSS LONGBOW

RNG	ROF	AOE	POW
12	1	—	10



SWORD

POW	P+S
3	7

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

LEADER & GRUNTS

☑ Combined Ranged Attack

Suppressing Fire (Order) –

This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 12" of all participants, with its center point in LOS of all

participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3". If there are 5–7, the AOE is 4". If there are 8 or more, the AOE is 5". When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

TACTICAL TIPS

SUPPRESSING FIRE (ORDER) – Place the template after movement.

Though they are blighted shells of what they once were, the Nyss have retained pride in their archery and craftsmanship; each of their recurved composite bows is still customized exactly to the strength and height of the archer. They are made from carved bone or polished wood laminated over bone using animal-hide glues. The tendon bowstrings they use allow for a tremendously strong pull.

Everblight's corruption has spread with little resistance among the Nyss, shaping and refining their anatomies to bring forth a twisted reflection of their inner darkness. With their purpose given over to the dragon's will, they have become eager accomplices in Everblight's murderous schemes. The most formidable of these, taken from the Voassyr and Raefyll hunting tribes, have been transformed into blighted archers.

Blighted archers unleash a hail of deadly arrows to wither the enemy's front ranks before other forces sweep through the demoralized foes. The sheer number of arrows they can release is beyond belief. Long a staple among the Nyss elves of the frozen north, archery was vital not only for use in warfare but also in the gathering of food; survival hinged on the constant efforts of these rugged hunters. Those who were once providers for their people are now relentless assassins able to murder with chilling precision. Most elements of their culture and psyche have been stripped away, leaving only the most brutal and merciless Nyss qualities. Delighting in slaughter, the archers enjoy nothing more than ending lives with deadly arrow fire.



BLIGHTED NYSS ARCHER OFFICER & AMMO PORTER

LEGION UNIT ATTACHMENT

Our enemies have no words for the slaughter that will befall them. They shall remember their dead collectively, for the numbers will be beyond reckoning.

—Deacon Shyvel Kylvis

TACTICAL TIPS

READY AMMO – This is how the model gets to take the second shot allowed by the ROF 2 of its weapon.

TAKE UP – Effects include spells and animi.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander. The Officer can issue the Suppressing Fire order.

The Legion's inexorable advance has relied heavily upon hundreds of blighted archers delivering death to the enemy from afar before the decisive clash of melee. The deacons commanding these insatiable killers once led entire shards. Now their archers aim for the most vulnerable targets and cripple or maim what they cannot slay outright.

When brought to battle in large numbers, the archers stand in long lines, lean back, and pull their bowstrings taut in perfect unison. At the call of their leader, or deacon, the archers release their arrows with a distinct sound the Legion's enemies have come to dread. Arrows soar unerringly through the air in a cloud, find any gap in

Attachment [Blighted Nyss Archers] – This attachment can be added to a Blighted Nyss Archers unit.

OFFICER

☉ **Combined Ranged Attack**

☉ **Officer**

Granted: Combined

Arms – While this model is in play, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms).

Tactics: Pathfinder – Models in this unit gain Pathfinder ☉.

AMMO PORTER

Ready Ammo – While this model is in formation, models in its unit gain Dual Shot and their ranged weapons become ROF 2. (When a model with Dual Shot forfeits its movement to gain the aiming bonus it can also make one additional ranged attack that activation.)

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	6	6	13	11	9



NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10



SWORD	
POW	P+S
3	7

AMMO PORTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8

OFFICER'S DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 2

SMALL BASE



armor or thickened hide, and induce screams of pain and the choking gurgles of men drowning in their own blood.

Young arrow porters race along the line burdened with as many quivers as they can carry and planting arrows before the archers are ready to reach for them. In perfect concert, the teams create such harmony of motion that an archer's eyes never waver from his target as each arrow leaps effortlessly to his fingers. Deacons impress a severe discipline upon their archers, who can maintain their astounding accuracy even as they march through the most forbidding terrain.

BLIGHTED NYSS GROTESQUES

LEGION UNIT

They are wretched, degenerate creatures driven only by instinct and hunger. Still, their effectiveness is unquestionable, their ravenous appetites a blessing of his will.

—Vayl, Disciple of Everblight

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	4	13	13	6



CLAWS

POW	P+S
3	10

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 4

LEADER & 9 GRUNTS 6

SMALL BASE

LEADER & GRUNTS

Fearless

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Gang – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

The blighted Nyss grotesques are winged horrors so twisted by Everblight's power they hardly resemble the coldly beautiful race from which they are descended. Driven by only the basest instincts of hunger and a desire to spill blood for Everblight, these marauders strike swiftly from the sky, converging on their prey in a cloud of leathery wings and slashing talons.

Not satisfied with the subtle manipulations he worked upon the flesh of the Nyss, Everblight set about generating even more drastic and terrible transformations. In the grotesques he created a new species utterly unlike the race from which they were drawn and no longer dependent upon them for future creation. Though initially born of blighted Nyss parents, the brutish grotesques now dwell apart from the Nyss and breed only among themselves, generating spawn that incubate and mature at a frightful pace.

The grotesques live almost as flocks of nightmarish ravens. When called upon to carry out Everblight's will they descend from the sky en masse, tearing their prey apart with the great claws that mark each one as more beast than Nyss.



BLIGHTED NYSS LEGIONNAIRES

LEGION UNIT

Where once you stood idle protecting those weaker than yourselves, now you march to battle as Everblight's scales and claws.

—Thagrosh, the Messiah

TACTICAL TIPS

VENGEANCE – Models move after continuous effects have been resolved during the step of the Maintenance Phase that says “Resolve all other effects that occur during the Maintenance Phase.”

Remember, these models can use Combined Melee Attack only during their activations, not while benefitting from Vengeance.

LEADER & GRUNTS

☑ Combined Melee Attack

☒ Fearless

Defensive Line – While this model is B2B with one or more models in its unit, it gains +2 ARM.

Vengeance – During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

GREAT SWORD

☞ Reach

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	14	9



GREAT SWORD

POW	P+S
4	10

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 4

LEADER & 9 GRUNTS 6

SMALL BASE

The legionnaires effortlessly cut through flesh and bone with perfectly executed strikes honed by countless hours of practice. These blighted warriors have corrupted an ancient tradition of elite Nyss warriors once called the *ryssovass*. This small group of highly disciplined soldiers defended the narrow, winding passes leading to the heart of Nyss territory, a guardianship that took them away from their homes, shards, and tribes. Entrusted with ornate armor of overlapping steel, these sentries stood against superior numbers and tirelessly carved through enemy forces funneled into the passes.

It once took years to train a warrior in the complex *ryssovass* fighting style, which taught each legionnaire to act as an extension of his brother. The precious steel employed for their armor was in limited supply, drawn from metal ordinarily reserved for the forging of swords. Under the dragon's corruption, however, it has proven much easier to expand the legionnaires' numbers. Whereas at one time proud Nyss self-determination made embracing the discipline required to master such tactics difficult, training now comes effortlessly to them. Metal seized in raids and plunder has made it easier to outfit these blighted warriors and make them ready for battle.

The legionnaires wield the great blades of the *ryssovass* and serve as Thagrosh's personal guard. Standing side-by-side they strike with fluid grace, blades rising and falling to cut down any who would harm their brethren. As one of their number falls, another steps forward to avenge him. A line of legionnaires carves through enemies like a living thresher, a wave of flashing blades that dismembers any defender foolish enough to hold his ground.



BLIGHTED NYSS HEX HUNTERS

LEGION UNIT

They strike from darkness, manifesting his will in blood.

—Saeryn, Omen of Everblight

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	4	14	12	8



HEX RAZOR

POW	P+S
4	10

FIELD ALLOWANCE 2

LEADER & 5 GRUNTS 5

LEADER & 9 GRUNTS 8

SMALL BASE

LEADER & GRUNTS

Pathfinder

Stealth

Battle Wizard – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

HEX BOLT – Remember that power attacks are special attacks.

Once released upon the battlefield hex hunters move with frightening speed, easily leaping across obstacles or difficult ground in their eagerness to kill for Everblight, their revered master. When they close with their victims they lash out with their vicious razors and hex-borne blight magic, each death fueling a frenzy of murder.

Magic Ability [6]

- **Hex Bolt (★Attack)** – Hex Bolt is a RNG 6, POW 13 magic attack. Models hit cannot make special actions or special attacks for one round.

HEX RAZOR

Magical Weapon

Long a people known for their proud tradition of sorcery, the Nyss have manifested the arcane spark in increasing numbers since the coming of the dragon. The sorcerers of this race once prided themselves on their knowledge of the Aeric script and reverent service to their frozen god, but they have now turned to the black secrets of ancient Morrdh, commingling their most sacred traditions with blasphemous lore and the power of the blight. Instead of protecting and guiding their shards to safety, many among this new breed of Nyss sorcerers devote themselves to nothing less than slaughter in the name of their master. From this terrifying blend of ancient lore and blight rise the hex hunters, sadistic masters of the arts of death and fell magic.

The hex hunters are arcane assassins, living weapons who have forsaken the greater mysteries of the arcane to focus solely on destruction of the flesh. Armed with hex razors, weapons recovered from the dark and dangerous pits of the buried ruins of Morrdh, the hunters channel the deaths of their victims into frightening occult energies. To be struck by such a blade is to feel one's life unraveled by the blighted touch of death itself.



BAYAL, HOUND OF EVERBLIGHT

LEGION CHARACTER UNIT ATTACHMENT

A relentless and efficient killer, Bayal lives only for the hunt. Let our enemies fear his name as they fear death itself.

—Vayl, Disciple of Everblight

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

HEX BOLT – Remember that power attacks are special attacks.

Bayal is first among the Hex Hunters, having been instrumental in shaping their shadowed sorceries. Before the arrival of Thagros, Bayal was already a ruthless and accomplished sorcerer, a scion of a line of Nyss renowned for their arcane talents. His gifts granted him command of the biting northern winds, which he used to great effect as a hunter and killer.

Long an admirer of the ice witch Vayl, Bayal willingly followed her into the Legion, where he took command of the sorcerous martial order that would become the Hex Hunters. When the Legion hastened toward the Castle of the Keys to confront Pyromalfic, they descended into forgotten tunnels beneath the Thornwood to evade armies clashing there. Bayal and his followers remained behind to plunder unspoiled Morrdhic ruins while the rest of the Legion marched

Attachment [Hex Hunters] – This attachment can be added to a Hex Hunters unit.

BAYAL

☞ Officer

☾ Pathfinder

👁 Stealth

Battle Wizard – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

Granted: Hunter – While this model is in play, models in this unit gain Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

Magic Ability [7]

- **Frostbite (★Attack)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄.
- **Hex Bolt (★Attack)** – Hex Bolt is a RNG 6, POW 13 magic attack. Models hit cannot make special actions or special attacks for one round.

Tactics: Advance Deployment – Models in this unit gain Advance Deployment 🏃.

HEX RAZOR

🌀 Magical Weapon

👁 Weapon Master

Shadow Bind – A model hit by this weapon suffers –3 DEF and when it advances it cannot move except to change facing. Shadow Bind expires after one round.

on. There they unearthed the secrets of crafting the barbarous hex razors, adding dark lore of this ancient kingdom to Everblight's arsenal. Bayal returned to the Legion with his face concealed behind a mask of ancient Morrdhic design and is now a near-perfect weapon. The hex hunters follow him with slavish devotion, and together they combine blighted loyalty with potent human lore that was once withheld from the dragon by the more recalcitrant Lords of Morrdh.

BAYAL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	8	4	14	12	9



HEX RAZOR

POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	3
SMALL BASE	



BLIGHTED NYSS RAPTORS

LEGION LIGHT CAVALRY UNIT

No arrow nocked, no blade unsheathed, that does not bring a kill.

—Motto of the Raptors

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	6	6	7	14	15	8



NYSS LONGBOW

RNG	ROF	AOE	POW
12	1	—	10



NYSS CLAYMORE

POW	P+S
4	10



MOUNT

POW
12

DAMAGE 5

FIELD ALLOWANCE 1

LEADER & 2 GRUNTS 6

LEADER & 4 GRUNTS 10

LARGE BASE

LEADER & GRUNTS

☉ Pathfinder

NYSS LONGBOW

Poison – Gain an additional die on this weapon's damage rolls against living models.

NYSS CLAYMORE

☞ Weapon Master

The raptors' traditional ulk, a hardy breed of particularly large deer, instinctively shun the blighted Nyss, but striders tracked several herds to exhaustion and captured them. Subjected to the blight, the animals became as aggressive as the warriors they carry and enthusiastically slash and impale with massive antlers once reserved for self-defense and displays of dominance.

Long before the rise of Everblight and the Legion, Nyss raptors descended upon the Khardic tribes of the frozen north. Mounted atop swift and sure-footed ulk, these outriders rode through winter storms to fall upon the villages of men in a tempest of death and ruin. Their victims could only flee in every direction in the hope that some few might escape the raptors' pounding hooves, deadly arrows, and merciless blades.

Each raptor earned the right to join the brotherhood in a tradition as old as the Nyss themselves. Hopefuls went naked into the frozen wilderness to find and tame an ulk stag as their mount. They either returned astride their bonded beast or died alone.

The raptor tradition has continued among the Nyss of the Legion. They ride ahead to harass enemy flanks and formations with their arrows before the bulk of Legion forces join the battle. Only skilled warriors who prove themselves master of both blade and bow can join the ranks of these daunting riders.



BLIGHTED NYSS SCATHER CREW

LEGION WEAPON CREW UNIT

It exploded in our midst like the judgment of terrible gods, spraying vile droplets that withered all life and made the very soil hiss in pain.


—Kommander Guriv Irestovich

The scather is a light catapult designed to deliver the blight itself as a concentrated liquid poisonous to flesh. This substance can dissolve metal, putrefy wood, or crumble stone as easily as it disintegrates flesh or bone. Even a few drops will inflict searing agony on a man before granting the sweet release of death. The blighted liquid inside the scather's ammunition spreads across a wide area, sizzling as it sends up a cloud of deadly vapor. That cloud will disperse after a short while, but nothing will ever grow again on the poisoned earth, and only dragonspawn can draw sustenance from the flesh of those killed by such vapors.

The nomadic Nyss were once content to rely on the accuracy of their bows, particularly when wielding them from atop the backs of sure-footed ulks. In clashes with the regimented armies of their rivals, however, the Legion realized it required additional firepower. Everblight provided the insight to construct machines devised by the warlords of ancient Morrth, and Legion craftsmen immediately began constructing these expedient and easily fabricated weapons.

This lightweight but formidable catapult transports easily from one battlefield to another. Its elegant design relies on the strength of its hinged wooden arms drawn back by rope. The light and almost delicate projectile would puzzle any human siege engineer until he realized the perforated and spiked globe contained a fragile bladder of blighted essence.

SCATHER CATAPULT

 **Damage Type: Corrosion**


Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [6] –

Attacks made with this weapon cannot target any model within 6" of it.

Range Finder – While B2B with one or more Grunts in this unit, this model gains +2 to attack rolls with this weapon.

Scather – This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 point of corrosion damage .

LEADER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	11	8



SCATHER CATAPULT			
RNG	ROF	AOE	POW
15	1	3	14



SWORD	
POW	P+S
3	7

GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	11	8



SWORD	
POW	P+S
3	7

FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	3
LEADER LARGE BASE	
GRUNT SMALL BASE	



BLIGHTED NYSS STRIDERS

LEGION UNIT

Our enemy moves invisibly, leaving no trace of their passage save the arrow-strewn corpses of the dead.

—Krueger the Stormwrath

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	6	5	6	15	11	8	



NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10



SWORD	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

- Advance Deployment
- 🔗 Combined Ranged Attack
- 👁 Pathfinder
- 👤 Stealth

Striders are blighted Nyss scouts sent ahead of the Legion to spy on troop movements and assassinate sentries and other targets of opportunity deep within

hostile lands. Their transformation has reduced them to bitter vassals, enhanced their killer instinct, and honed their talent for slaying the living. Striders sadistically and gladly kill the lowest animals or murder any unarmed innocent crossing their path. They savor the grim satisfaction gained from each death because it is one of the few emotions they are still able to feel. Striders have fallen upon defenseless villages in northern Khador in the dead of night, barging into houses to satisfy their implacable need to slay every last man, woman, and child they meet.

The blight brought a special gift to these rangers who once patrolled the wilds. As it consumed them, their legs deformed and lengthened. Their bones stretched as if pulled on a torturer's rack while their calves snapped in half to be reshaped into new leg joints. The bones of their feet fused and reformed, and their nails hardened into claws able to grip the earth. These alterations turned them into swift hunters able to run at full speed across solid ice, hurdle logs, weave through underbrush, and easily leap across small streams.

Keeping to the shadows and trees, striders instinctively approach from downwind and strike from blind spots. Enemies fleeing the Legion are quickly overtaken by these fleet-footed assassins, who cruelly toy with their prey before granting the mercy of death. Despite being transformed into ruthless killing machines, striders still maintain one vestige of their former lives: After each slaughter they perform a ritual in which they dip a single raven's feather in the blood of every kill. They wear ever-growing cloaks of these feathers to remind them of their role in the many deaths left by the Legion's passing.



BLIGHTED NYSS STRIDER OFFICER & MUSICIAN

LEGION UNIT ATTACHMENT

The striders are both hunter and hound. The horn calls them to chase and sets their prey to flight.
—Kaya the Moonhunter

TACTICAL TIPS

TAKE UP – Effects include spells and animi. Remember that if this model remains in play as a result of Take Up it is the same model.

Striders are tremendously efficient hunters and killers. Their skill with the bow derives from a unique mix of inherent Nyss ability and their own bodies' blight-based enhancement. Possessed of keen instincts and endless stamina, in motion they seem more similar to animals than to the race that spawned them.

Their leaders are entrusted to operate autonomously, scouting each new region ahead of Everblight's quickly moving legion. Their prominence among the newly established blighted Nyss society is a reflection of their shrewd anticipation of the needs of this growing army. The striders are artisans of the ambush, always prepared to harass and bloody the enemy and allowing no reprieve from their unerring assaults.

Striders rely on the call of the horn to communicate their will across the most desolate landscapes. By this sound they are called to gather and are unleashed upon the enemies of Everblight. The Nyss have used such horns since ancient times to convey information rapidly across great distances, particularly in times of strife. The sudden sounding of these horns followed by a hail of deadly arrows has long terrified

Attachment [Blighted Nyss Striders] – This attachment can be added to a Blighted Nyss Striders unit.

OFFICER

- **Advance Deployment**
- ⚔ **Combined Ranged Attack**
- ⚔ **Officer**
- 🗺 **Pathfinder**
- 👁 **Stealth**

Granted: Reform – While this model is in play, after all models in its unit have completed their actions, each can advance up to 3".





Tactics: Hunter – Models in this unit gain Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

MUSICIAN

- **Advance Deployment**
- ⚔ **Combined Ranged Attack**
- 🗺 **Pathfinder**
- 👁 **Stealth**

In Step – While this model is within 3" of it, the unit commander gains +3" to its command range.

Take Up – If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	7	15	11	9
 NYSS LONGBOW						
RNG		ROF		AOE		POW
12		1		-		10
 SWORD						
POW		P+S				
3		9				
MUSICIAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	15	11	8
 NYSS LONGBOW						
RNG		ROF		AOE		POW
12		1		-		10
 SWORD						
POW		P+S				
3		9				
OFFICER'S DAMAGE 5						
FIELD ALLOWANCE						1
POINT COST						3
SMALL BASE						

the humans of northern mountain towns. Nyss musicians can convey a wealth of information in subtle shifts of tone and length of note. In battle they can also unleash a mournful wail that drowns out all other sound and sends an instinctive chill straight to the bones of their enemies.



BLIGHTED NYSS SWORDSMEN

LEGION UNIT

The stillness within stillness is false; true stillness is found in motion.

—Nyss blademaster teaching

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	14	13	8



NYSS CLAYMORE

POW	P+S
4	11

FIELD ALLOWANCE

2

LEADER & 5 GRUNTS

5

LEADER & 9 GRUNTS

8

SMALL BASE

LEADER & GRUNTS

☠ Fearless

NYSS CLAYMORE

⚔ Weapon Master

For many unsuspecting Nyss, the first hint of approaching doom was a long line of their own people striding toward them holding long

claymores pulled from their sheaths. As the villagers witnessed this unsettling group drawing closer, their sense of dread only increased, fed by a growing certainty that something terrible and inherently wrong approached.

It was not simply the strangely lean forms of the advancing troops, as if all fat had been trimmed from them, nor even the barbs poking from their flesh that was most disturbing. It was their dead eyes, terrible and empty. The warriors did not respond to queries or pleas, and as village defenders realized their peril and drew their own weapons, it was too late. The blighted swordsmen swept through them like threshers at harvest. Their keen blades severed heads and sheared off limbs with brutal and emotionless precision. For them this act was not one of warfare or the slaughter of their own people—it was elegant and precisely executed butchery. The blighted Nyss swordsmen now turn this skill upon Everblight's enemies, be they Khadorans, the hardy trollkin of the northwest, or survivors of their own Nyss bloodlines.

Blighted swordsmen retain a close connection to their swords—the traditionally sacred weapons of the Nyss. This attachment could well be the only remnant of ordinary emotions they retain. In battle they achieve perfect union

with these claymores and fight with absolutely no fear of death. They even disdain armor, preferring to enter battle bare-chested. Their black eyes show no sign of rage or cruelty as they conduct their atrocities, only an emptiness more akin to serene calm.

The swordsmen revere their blades more than they could any single life, fastidiously accounting for the weapons of their fallen compatriots after battle is done. They consider their treasured claymores to be the very embodiment of their essence, utterly refusing to abandon these keen reminders of their past. The only satisfaction they might derive from life, in fact, is knowing their swords will outlast them. Between battles blighted swordsmen can often be found staring at their weapons, as if almost recapturing a faint memory of their former lives.



BLIGHTED NYSS SWORDSMAN ABBOT & CHAMPION

LEGION UNIT ATTACHEMENT

Behind the blade you might hear its shimmering wail. That is the song of a weapon that thirsts for the taste of flesh.

—Abbot Syryth Laryssar

TACTICAL TIPS

OFFICER - Because this model is an Officer, when it is destroyed it does not replace a grunt in its unit. Instead the unit leader becomes the unit commander.

Among the Nyss corrupted by the dragon's blight, the swordsmen were the first to answer Everblight's call. Many lost their sense of self, unable to comprehend what compelled them to hack apart their kin. Their hollowness aligned naturally with the meditative discipline of sword mastery, allowing them to evade the horror of their actions by concentrating solely on their skill. They turned emptiness itself into a form of spirituality, embracing an emotional void to achieve absolute perfection with the blade.

Those who fully embraced this murderous meditation have since become the greatest blade masters of their race. These are the abbots, both feared and respected within the Legion for the absolute calm with which they skillfully execute a variety of atrocities.

The abbots have achieved something akin to a state of enlightenment, gaining a recognized ability to fight with utter dispassion and grace. The monks of the blade have

Attachment [Blighted Nyss Swordsmen] - This attachment can be added to a Blighted Nyss Swordsmen unit.

ABBOT

☒ Fearless

☞ Officer

Granted: Cleave - While this model is in play, models in its unit gain Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation.)

Tactics: Overtake - Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".)

NYSS CLAYMORE

☞ Weapon Master

CHAMPION

☒ Fearless

Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

NYSS CLAYMORE (CHAMPION ONLY)

☞ Weapon Master

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

ABBOT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	14	13	9



NYSS CLAYMORE

POW	P+S
4	11

CHAMPION						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	14	13	8



NYSS CLAYMORE

POW	P+S
4	11

ABBOT'S DAMAGE 5

CHAMPION'S DAMAGE 5

FIELD ALLOWANCE 1

POINT COST 3

SMALL BASE



attracted devotees from among the most skilled and disciplined swordsmen. Abbots and their students are devoted not to a god but to the abstraction of the blight and the refinement it brings to their flesh. The best students are called champions, some of whom have learned to immerse themselves so utterly in their art that they can perform the astonishing task of fighting with two claymores in tandem.

BLIGHTED OGRUN WARMONGERS

LEGION UNIT

They are crude and imperfect but effective. Send them against the enemy first to sow terror and rend all hope, then follow to slaughter those who flee.

—Vayl, Disciple of Everblight

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	3	12	16	8



WAR CLEAVER	
POW	P+S
5	14

DAMAGE	8 EA
FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	5
LEADER & 4 GRUNTS	8
MEDIUM BASE	

LEADER & GRUNTS

Fearless

Terror

Berserk – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

WAR CLEAVER

Reach

The blight has brutalized the ogrun, ravaging their bodies by deforming and augmenting them at the same time. Warmongers are blight-bred for slaughter. Their mad eyes constantly reflect the twisted hallucinations they endure night and day. Completely incapable of sleeping, warmongers often chant to themselves in low tones and stare obsessively at some vision unseen by others, their faces twisted with anger and seething menace. Only battle brings them true release. Divorced from any sense of self-preservation, they can withstand brutal punishment without feeling any pain. They constantly emit a putrid odor, as if the lingering stench of death has seeped into their very being.

After conquering the Nyss, Everblight turned his attention to enslaving and converting the outlying tribes of wild ogrun dwelling in the northern mountains. Having been born among them, Thagrosk knew the locations of their enclaves and the numbers of their race. The Prophet is so removed from his former nature that he feels neither mercy nor malice for those he once claimed as kin, and he willingly offered his knowledge to his dragon master. Despite Thagrosk's cold treachery, the warmongers both fear and revere him; their leaders have gone so far as to name themselves his apostles.

The Nyss are markedly cool toward the warmongers. They barely tolerate the brutes and keep themselves carefully segregated, for the ogrun have a nasty habit of murdering anything in their path, whether friend or foe. More than one Nyss has lingered too close to these horrible creatures in combat only to be brutally hacked to pieces by a berserking warmonger's cleaver.



BLIGHTED OGRUN WARSPEARS

LEGION UNIT

Which is more horrible: the broken remains of their victims or their joyous howls upon each kill?

—Garkarsh Martovin, Wolf of Orboros huntsman

TACTICAL TIPS

ASSAULT (ORDER) – The assaulting model ignores the target in melee penalty even if is not in melee range of its charge target after moving.

Only in comparison to the deranged warmongers would the warspears be described as anything except violent savages. The blight has twisted their minds as well as their flesh, addicting them to the joy of bloodlust. The force with which they deliver their massive spears is enough to pierce iron and impale a man at thirty paces.

Out of some twisted sense of sport, ogrun warspears enjoy the opportunity to test their might against more formidable adversaries. Though killing humans provides minor

LEADER & GRUNTS

☒ Fearless

☒ Terror

Assault (Order) – Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation.

When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

THROWN SPEAR

Thrown – Add this model's STR to the POW of this ranged attack.

WAR SPEAR

☒ Reach

Set Defense – A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	5	12	16	8



THROWN SPEAR

RNG	ROF	AOE	POW
8	1	–	4



WAR SPEAR

POW	P+S
4	13

DAMAGE	8 EACH
FIELD ALLOWANCE	3
LEADER & 2 GRUNTS	5
LEADER & 4 GRUNTS	8
MEDIUM BASE	

amusement, it is no challenge; they prefer to do battle with the likes of trolls, warpwolves, cyclopes, and warjacks. These brutal warriors preface frenzied rushes with the deadly arcs of their spears. Enemies not killed outright by this initial onslaught are typically stunned long enough for the blighted ogrun to close and finish the job.

BLACKFROST SHARD

LEGION BLIGHTED NYSS CHARACTER UNIT

Blade and blight are our weapons. Should one fail the other will prevail.

—Sevryn Blackfrost

SEVRYN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	7	4	14	12	9	



NYSS CLAYMORE	
POW	P+S
4	9

RHYLYSS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	7	4	14	12	9	



NYSS CLAYMORE	
POW	P+S
4	9

VYSARR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	7	4	14	12	9	



NYSS CLAYMORE	
POW	P+S
4	9

DAMAGE	5
FIELD ALLOWANCE	C
SEVRYN, RHYLYSS & VYSARR	5
SMALL BASE	

a model without Immunity: Cold is hit with three or more Ice Cage attacks the same turn, it becomes stationary for one round.

RHYLYSS

Pathfinder

Immunity: Cold

Magic Ability [7]

- **Ice Bolt (★Attack)** – See above.
- **Ice Cage (★Attack)** – See above.
- **Kiss of Lyliss (★Attack)** – Kiss of Lyliss is a RNG 10 magic attack. For one round, when a model/unit hit by Kiss of Lyliss suffers a damage roll add +2 to the roll.

VYSARR

Pathfinder

Immunity: Cold

Magic Ability [7]

- **Ice Bolt (★Attack)** – See above.
- **Ice Cage (★Attack)** – See above.
- **Cloak of Mist (★Action)** – While in formation models in this unit gain Stealth . Cloak of Mist lasts for one round.

NYSS CLAYMORE

Magical Weapon

Weapon Master

SEVRYN

Pathfinder

Immunity: Cold

Officer

Magic Ability [7]

- **Disbinding (★Action)** – Enemy upkeep spells on this model and/or its unit immediately expire.
- **Ice Bolt (★Attack)** – Ice Bolt is a RNG 10 magic attack. A model hit suffers a POW 12 cold damage roll . On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold .
- **Ice Cage (★Attack)** – Ice Cage is a RNG 10 magic attack. A model hit suffers a cumulative –2 DEF for one turn unless it has Immunity: Cold . When

When the blighted Nyss speak of “the Blackfrost Shard,” they refer to the three most ruthless scions of the shard: the warrior-sorcerers Sevryn, Rhylyss, and Vysarr. Though the clan has long been known for its arcane potential, the shard has risen in prominence considerably since the arrival of the dragon. The three brothers who now lead its numbers have gained reputations for lethality and viciousness remarkable even among the ruthless blighted Nyss.

The trio were once considered rebellious malcontents by their kinsmen but have risen to lead those who scorned them. The sorcerer Sevryn heads this inner cabal. A severe and practical Nyss, Sevryn possesses extraordinary insight into the interactions of blight and sorcerous energies. He is able to unravel the enchantments of his enemies while summoning powerful evocations to strike them down with chilling ruthlessness. It is he who maintains order with the shard, enforcing discipline throughout its ranks.

His younger brothers Rhylyss and Vysarr invariably accompany Sevryn in all actions. Potent sorcerers in their own right, they nevertheless follow their elder brother unquestioningly. Even before the blight touched them, the three shared an intuitive bond, each of them complementing the movements of the others as they fought with spell and blade. Rhylyss learned to work bloody curses upon their enemies, and Vysarr developed means of hiding them from detection. Working in conjunction, the three can ensnare even the most powerful prey in bonds of ice, leaving their victims’ fates to the whims of their blighted masters.

With the dragon’s blighted touch deepening the darkest aspects of their personalities, Rhylyss’ predilection toward cruelty finds outlet in part of his every action, and Vysarr’s reclusive mind has made him as quietly focused as a hawk fixed upon its prey. Sevryn appears to have changed the least of the three, but what was once a brooding rebelliousness toward the traditions of the Nyss has become something else. He is an ambitious and keenly intelligent leader, one who secretly hopes to cement a permanent leadership role in the evolving society of the blighted Nyss. He aspires someday to be granted one of Everblight’s athanc shards. He will do anything and sacrifice anyone—even his brothers—to see this ambition fulfilled.

Sevryn



Rhylyss

Vysarr

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.



SPAWNING VESSEL

LEGION BLIGHTED NYSS UNIT

We offer this sacrifice of flesh unto Ethrunbal. We beg the miracle of birth by your essence. Heed our call and send forth the akriel!

—Prayer of the Acolyths of Everblight

VESSEL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
—	0	0	0	5	18	—

NYSS GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	11	8



GAFF	
POW	P+S
3	9

VESSEL'S DAMAGE	10
FIELD ALLOWANCE	1
VESSEL & 4 GRUNTS	2
VESSEL & 6 GRUNTS	3
VESSEL MEDIUM BASE	
GRUNT SMALL BASE	

VESSEL

☞ Construct

Carried – This model is not a warrior model. It can advance only during its unit's normal movement. When it advances, it can move up to 1" for each Grunt in this unit within 2" of it at the beginning of this unit's activation. This model is automatically hit by melee attacks. It cannot be knocked down or made stationary.

Focal Point – This model's unit has no unit commander. Models in this unit within 8" of this

model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Last Call – If this model is disabled by an enemy attack, it can immediately make a special action.

Recycle – When a living model is destroyed within 4" of this model + 1" for each Grunt in this unit that is in formation, place one corpse token on this model. This model can have up to three corpse tokens at a time.

Spawn Horror (★Action) – Remove three corpse tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast within 3" of this model and choose a friendly Faction warlock. This warbeast becomes part of that warlock's battlegroup.

NYSS GRUNTS

Stone Heart – This model never flees and automatically passes command checks.

GAFF

☞ Reach

The cowed acolyths entrusted with spawning vessels prowl the battlefield behind the front ranks, snagging corpses with their gaff hooks and flinging them into the waiting cauldron. Bodies splash into the brackish fluids, a gruesome charnel reduction that sucks additions into its depths. There the corpses churn and simmer until a film forms. Suddenly a birthing spawn stretches and snaps the membrane on the liquid's surface as it leaps out onto the battlefield with a terrible screech, seeking to sate its ravenous hunger.

TACTICAL TIPS

SPAWN HORROR – The warbeast can activate the turn it is put into play.

FOCAL POINT – Because this unit does not have a unit commander, models in this unit cannot receive the run or charge orders.

Spawning vessels are wrought-iron cauldrons crafted by ogrun slaves and delivered to Everblight's chosen warlocks. Blighted Nyss sorcerers inscribe profane runes upon them in the language of the dragons to imbue the vessel with the essence of unchecked growth. This power is awakened by a baptism in draconic blood that allows the vessel to serve as a crucible for the creation of dragonspawn. Pure draconic essence mixes with the flesh and blood of those slaughtered by the Legion until the foul, black soup becomes gravid with corruption.

The acolyths who administer the vessel are blighted female Nyss bound by oaths to perform the rituals and sacrifices required to ensure the rapid generation of spawn. They actively embody the Legion's ghastly proliferation. Battlefields they decimate are eerie places—seeped in blood and covered in the tracks of countless claws and conflict, yet plucked clean of corpses.



BLIGHTED NYSS SHEPHERD

LEGION SOLO

I have seen the shepherds of Everblight caress the spawn entrusted to their care with an affection unknown among our people—and I have seen that affection returned in kind.

—Saeryn, Omen of Everblight

The effect of the blight is not entirely predictable. It overcomes and disfigures some individuals, while to others it brings singular purity of mind and purpose. Among those graced with nearly perfect acceptance of their new state are the shepherds, who sense echoes of Everblight's whispered thoughts in the behavior of the spawn around them.



SHEPHERD

Beast Manipulation – A warbeast can be affected by only one Beast Manipulation special action each turn.

- **Condition (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.
- **Medicate (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

Beast Master – This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

CROOKED STAFF

☞ Reach

SHEPHERD						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	14	12	8



CROOKED STAFF

POW	P+S
4	9

FIELD ALLOWANCE 2

POINT COST 1

SMALL BASE

While most of the Legion respect and fear dragonspawn as symbolic extensions of Everblight, shepherds share a particular and close relationship with the creatures. They spend nearly all their time with the spawn entrusted to their care, even preferring to sleep among them, and can become short-tempered if forced to deal with their own kind beyond the briefest of exchanges.

Other Nyss look upon the connection between shepherd and spawn with awe and sometimes envy, as only the few warlocks gifted with shards of the dragon's athanc share a closer connection to their draconic master. Shepherds are set apart and viewed as specially blessed because of their unique relationship with Everblight's dragonspawn.

BLIGHTED NYSS SORCERESS & HELLION

LEGION CAVALRY SOLO

By the grace of Everblight will we split the sky asunder and let hell rain down on those who would stand against us.

—Nyss Sorceress Nyleth

SORCERESS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	5	6	4	14	16	8



SPEAR

POW	P+S
4	9



MOUNT

POW
10

DAMAGE 10

FIELD ALLOWANCE 2

POINT COST 4

LARGE BASE

SORCERESS

Aerial Coordination –

Friendly Faction warbeasts with Flight beginning their activations in this model's command range can charge without being forced.

Flight – This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

TACTICAL TIPS

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

their full potential. Since joining the Legion these bloodlines have risen to new prominence as Everblight's energies have awakened the power even in those who had not previously manifested it.

Blighted Nyss sorceresses have carved a niche as vassals and messengers of Everblight's generals. Though the dragon and his warlocks enjoy instantaneous communication across any distance, the rest of the Nyss must rely upon more mundane means to convey orders. Sorceresses play a key role, using their swift flying mounts to great advantage. They also lend their power and knowledge of blighted runecraft to the creation of spawning vessels, ensuring their master's forces are well supplied with creatures of war.

Magic Ability [7]

- **Blight Storm (★Action)** – Place a 5" AOE anywhere completely in this model's command range. When an enemy model in the AOE is directly hit by an attack and the damage roll fails to exceed its ARM, it automatically suffers 1 damage point. Blight Storm lasts for one round.
- **Frostbite (★Attack)** – Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ❄️.
- **Wind Ravager (★Action)** – While in this model's command range, enemy models cannot make ranged attacks for one round.

SPEAR

- Magical Weapon
- Reach

Traditionally Nyss sorcerers rode into battle on the backs of ulk alongside Nyss hunters. Always looking to improve upon natural offerings, Everblight has presented his sorceresses with hellions, fell creatures that once carried the warlords of Morrdrh into battle. Sweeping out of frozen skies, hellions fall upon their earthbound enemies and deliver their mistresses into the heart of the fray. The half-mad sorceresses who ride them must be strong and agile enough to stand precariously atop their beasts without saddles or harnesses. Hellions whip over the battlefield at dizzying speeds while their riders unleash powerful magic wherever the need is most pressing. With little more than a shouted word and a pointed finger, a sorceress can summon howling winds to rip a distant victim limb from limb.

In the conquered Nyss, Everblight assimilated a rich magical tradition. Sorcery has a distinguished history among these people, initially connected to their religious practices. Certain bloodlines produced a great number of sorcerers, prompting Nyss priests to nurture and train them to unlock



THE FORSAKEN

LEGION BLIGHTED NYSS SOLO

You shall come to know my master's hand by his glorious works.
 —Thagrosh, Prophet of Eerblight

Twisted beyond recognition, the forsaken are the malignant children of the dragon's accursed touch. The very presence of these abominations is anathema to life. They feed upon the misery of the battlefield and can mimic their master's burning aura to generate a mantle of blighted essence overwhelming enough to strike down the living by mere proximity.

These harrowing creatures are as sacred to the Legion as they are terrible, and they are indeed horrific despite their alien beauty and strange majesty. Capable of momentary periods of lucidity, forsaken are nonetheless



FORSAKEN

Abomination

Fearless

Blight Shroud (★Action) – Remove all fury points from this model. Enemy models within 1" of this model for each fury point removed suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model.

Consume Fury (★Action) – RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at a time.

Ferocious – During its activation, this model can spend fury points to gain additional attacks or to boost attack or damage rolls, at 1 fury point per attack or boost.

FORSAKEN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	14	14	8



CLAW

POW

P+S

5

12

DAMAGE 5

FIELD ALLOWANCE 2

POINT COST 2

SMALL BASE

unquestionably insane. This madness might derive from an awareness of the conflict between what they are and what they once were, unprotected by the blind resolve brought to other Nyss by more subtle applications of the blight. In their more cogent moments the forsaken remember the annihilation of their race and see in themselves the pure essence of the darkness responsible.

No ordered method guides the genesis of forsaken, though they seem to be created with greater frequency within the strong aura of blight that immediately surrounds warlocks and their athancs. Each of the sinister creatures is an aberration spawned from the unique stresses of one overwhelming moment in battle, a fluke eruption of the blight that prompts an uncontrolled and unpredictable acceleration of the transmutative cycle. Even the most fanatical of Eerblight's vassals fears this fate. With bodies changed suddenly and irrevocably, forsaken often display draconic features, such as arms warped into vestigial wings, flesh covered in thick scales, serpentine tails, and spurred claws.

INCUBUS

LEGION SOLO

Though our enemy hides beneath a guise of flesh and bone, there can be no doubt that in such illimitable horror Everblight reveals its true face.

—Omnipotent Lortus

INCUBUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	3	12	15	6



CLAWS	
POW	P+S
3	11

FIELD ALLOWANCE	2
5 INCUBI	5
SMALL BASE	

INCUBUS

Fearless

Host – Incubi models do not begin the game in play. When a friendly living non-Incubus, non-warlock, small-based Faction warrior model is destroyed, you can mark its center point and remove that model from play. You can only mark up to one

point for each Incubus you have that has not been put into play or removed from play. During your next Maintenance Phase, put one Incubus model into play within 2" of each point marked. If there is not room to place an Incubus model, remove the marker from the table and remove from play one Incubi that has not been put into play.

Soulless – This model does not generate a soul token when it is destroyed.

CLAWS

Combo Strike (★Attack) – Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

The sheer inhumanity of Everblight's designs appears in the twisted manifestations of his will, and few of his creations are more insidious than the incubus. This blighted organism infects its host like a sentient disease, spreading through the flesh and awaiting the energies of death to unleash it. Those who have witnessed this defilement describe a slain Nyss transforming into a hideous draconic abomination and fighting past death. No one can detect which blighted Nyss hosts a lurking incubus. With an inhuman cry of pain from its host, the incubus organism tears through flesh and continues the attack.

Incubi originated as a by-product of the research that gave birth to the nephilim. Chosen hosts welcome this infection, considering it an honor to bear any concentration of Everblight's blood. They know that when they fall, the incubus they carry will strike down their killer. The horrible monstrosities triggered by their death throes survive no more than an hour before they dissolve into a caustic mass of blighted tissue. In their short lives these creatures can amass a dreadful body count against the Legion's enemies in addition to doing incalculable damage to the opposition's morale: often, witnesses will hesitate to strike a killing blow in later clashes for fear of spawning a devouring nightmare.



STRIDER DEATHSTALKER

LEGION BLIGHTED NYSS SOLO

Though unquestionably the pinnacle of some malign evolution, such fiends have no place in nature.

—Morvahna the Autumnblade

Though all striders are precision instruments of death, some few rise above their peers. These creatures are so far mutated from their old species they are barely even recognizable as Nyss. From the way they tilt their heads at peculiar angles to the coldness of their unblinking countenances, deathstalkers resemble ravens or falcons far more than they do those who were once their kin.

Deathstalkers find their reward in slaughter. They plan their attacks in meticulous detail and gather as much information as possible before they strike. The assault of a single deathstalker has been known to convince enemies that an entire force of bowmen had besieged them. Like predatory animals, these archers toy with their victims dispassionately, yet their games are far more intricate and deliberately cruel. After provoking the enemy to foolish action, they wait with arrows at the ready—as long as it



DEATHSTALKER

☛ Advance Deployment

☑ Pathfinder

🕵️ Stealth

Leadership [Striders] – While in this model's command range, friendly Strider models gain Swift Hunter.

Snap Fire – When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Sniper – When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

Swift Hunter – When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

DEATHSTALKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	8	15	11	9
NYSS LONGBOW						
RNG	ROF	AOE	POW			
12	1	–	10			
SWORD						
POW	P+S					
3	9					
DAMAGE						5
FIELD ALLOWANCE						2
POINT COST						2
SMALL BASE						

takes for their quarry to make a mistake. A deathstalker can blend into her surroundings and sit silently for hours to avoid giving away her position; the depth of her patience is unnerving even to other striders.

Deathstalkers enjoy a clear place of honor among the Legion, demanding obeisance from fellow Nyss by virtue of their piercing intelligence and Everblight's obvious favor. Their skill and ruthlessness justifies their arrogance, however; Legion warlocks trust them to execute long and complex missions and afford them considerable leeway in commanding other stalkers. Coordinating their brethren with the barest glances and gestures, deathstalkers move effortlessly to entrap and execute their prey.

SPELL MARTYR

LEGION SOLO

Do not weep for them, for they are blessed among us. They are truly vessels of his wrath.

—Nyss Sorceress Nyleth

SPELL MARTYR							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	5	4	1	13	12	6	
CLAWS							
POW		P+S					
3		8					
FIELD ALLOWANCE							3
POINT COST							1
SMALL BASE							

SPELL MARTYR

Fearless

Soulless – This model does not generate a soul token when it is destroyed.

Spiritual Conflagration – While this model is not in melee and is in a friendly Faction warlock's control area, the warlock can channel a spell through it. Remove this model from play after the spell is cast.

extend the lives of injured Nyss, they began to experiment with mingling Aeric runes and draconic secrets formerly known only to their master. Eventually they sought to use the Legion's intimate knowledge of the dragon's athanc to create a crude simulacrum, a crystalline talisman to bind dying Nyss to the will of their master and capable of briefly serving as a conduit for blighted energies. The simulacrum holds the mortally injured Nyss in perpetual stasis at the very threshold of death, as hollow shells awaiting the touch of the dragon's will. With a thought, Everblight's warlocks send their power through the martyrs to release them from their torpor in the radiance of sacrifice for dragon.

Floating above the earth, spell martyrs are visible reminders that every life in the Legion is bound to its draconic master. Each martyr, though scarcely alive, is a ready vessel for the tremendous arcane might of Everblight's warlocks. Channeling such energies through a martyr extends the arcane reach of the dragon's chosen even as it spontaneously consumes the martyr in a blaze of ashen fire.

Though the Nyss are Everblight's favored servants, they are relatively few in number; thus, each of them is valuable beyond estimation. Pragmatic in the extreme, the dragon sought to find ways to extend the usefulness of his most damaged followers so that they might continue to serve him even in the final moments of their lives. The martyrs, who offer their bodies up to Everblight's warlocks to use as they see fit, are one product of his exploration in this area.

The most permanent of the Legion's camps in the far north house a cabal of sorcerers devoted to the furthering the Legion's occult knowledge. It is these sorcerers who designed many of the army's deadliest weapons. When they turned their abilities toward the search for ways to



WARMONGER WAR CHIEF

LEGION BLIGHTED OGRUN SOLO

Brutal and stupid though they may be, ogrun will heed leaders strong enough to terrify even them.
 —Vayl, Disciple of Eerblight

Though all warmongers are sadistic butchers, only a few have the will and intellect required to lead the degenerate tribes as war chiefs. War chiefs look to Thagrosch as the embodiment of the dragon that has enthralled their twisted minds. When Thagrosch stands before his ogrun, they become united in purpose and stronger than any other force in the Legion.

Aware of their preeminence over their kind, war chiefs delight in pausing over their kills, devouring them in the heat of battle and challenging any to question their dominance. The very scent of blood lends the war chief strength, and drinking it fresh restores his vitality.

WAR CHIEF

☒ Fearless

☑ Terror

Berserk – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

Blood Drinker – Immediately after this model resolves a melee attack in which it destroys one or more living models, it can end its activation to heal d3 damage points.

Leadership [Blighted Ogrun] – While in this model's command range, friendly Blighted Ogrun models gain Blood Drinker.

Veteran Leader [Blighted Ogrun] – Friendly Blighted Ogrun trooper models gain +2 to attack rolls while this model is in their LOS.

WAR CLEAVER

☑ Reach

WAR CHIEF						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	8	3	12	17	9



WAR CLEAVER	
POW	P+S
5	14

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	3
MEDIUM BASE	

Even though the blight has transformed these warriors in mind as well as flesh, some essential part of their original psyche remains. Ogrun feel it is their purpose in life to follow a great leader, one worthy of being called *korune*.

This instinct is so powerful it can partially override a warmonger's berserker frenzy, inciting them to follow his bloody example in battle.



ANNYSSA RYVAAL, TALON OF EVERBLIGHT

BLIGHTED NYSS LIGHT CAVALRY CHARACTER SOLO

She strikes like a murderous wind at blinding speed, delivering death to the enemies of Everblight.

—Lylyth, Shadow of Everblight

RYVAAL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
9	6	6	7	15	15	9



NYSS LONGBOW			
RNG	ROF	AOE	POW
12	1	—	10



MOUNT	
POW	
12	

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	4
LARGE BASE	

RYVAAL

Pathfinder

Stealth

Parry – This model cannot be targeted by free strikes.

Prey – After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation.

When the prey is destroyed or removed from play, choose another model/unit to be the prey.

Snap Fire – When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Veteran Leader [Raptor] – Friendly Raptor trooper models gain +2 to attack rolls while this model is in their LOS.

NYSS LONGBOW

Poison – Gain an additional die on this weapon's damage rolls against living models.

Those Annyssa Ryvaal marks for death rarely see their killer but instead fall to poisoned arrows that emerge from the darkness of night. Ryvaal is first among the raptors of the blighted Nyss, a distinction that marks her as one of the finest trackers and hunters in all western Immoren. Her superb weapon skills have made her second only to Lylyth among the ranks of Everblight's scouts.

By the time Everblight came to dominate the Nyss, Ryvaal was already an outcast on the fringes of Nyss society. Her marauding band accepted any Nyss willing to do whatever was required to survive. They took what they needed from any who crossed their path, stealing from their fellow Nyss and murdering any humans they encountered. When she heard of the Legion's rise, Ryvaal turned on them with cunning and skill acquired from decades of life as an outlaw. She was no match for the Legion in direct confrontation, so for months she conducted a campaign of elimination and harassment at their remote encampments, hunting blighted Nyss whenever small bands separated from the main body and vanishing afterward.

TACTICAL TIPS

PREY – Modifiers to movement apply only to a model's normal movement.

Her efforts did not escape notice, and it became increasingly difficult to evade her pursuers. Annyssa sensed the approach of death and accepted its inevitability. If she must perish, she would take as many of the foe with her as possible. Her tactics grew more reckless and her victories more pyrrhic. Eventually her efforts drew attention from a hunter worthy of her: Lylyth, the Herald of Everblight.

Lylyth's forces chased the outlaw and her followers into a narrow defile. Finding herself cornered without hope of escape, Ryvaal turned her armored ulk and charged alongside her followers in a final act of defiance. Her mount leapt into the midst of the enclosing enemy archers, and she set upon them with a savage fury. She demonstrated peerless mastery of the raptor fighting arts, rapidly unleashing arrows and parrying enemy blades with her reinforced bow as her ulk impaled blighted Nyss with its horns. Shocked by Ryvaal's frenzy, her pursuers began to fall back. She might have routed them entirely had Lylyth not been present, gauging her movements and preparing a blight-empowered arrow. The Herald ended her defiance with a single perfect shot. As the dragon's forces closed around her, Ryvaal lost consciousness, sure her end was at hand.

When she awoke to the agony of her wound and the alien sensation of the blight enveloping her, Ryvaal saw only Lylyth. The warlock had spared her, recognizing in her a determination and ruthless spirit equal to her own. Accepting her fate, Ryvaal took Lylyth's hand and never looked back.

As Lylyth assumed control of the Legion's scout forces, it was Ryvaal she looked to as her lieutenant. Under Ryvaal's command her raptors range miles beyond the forces of the Legion carrying out missions and making attacks against targets of opportunity. More than one Rhulic or Winter Guard patrol has met its end on a mountain pass beneath the poisoned arrows of Ryvaal's hunters.



LEGION PAINTING GUIDE

The Legion of Everblight is a horrific alien force, and the color scheme we use on the studio army emphasizes this. Details like blood spatter, white alien eyes, and the blue glow of blighted fire appear sparingly but have great impact.

Of the paint schemes for all the WARMACHINE and HORDES armies, Legion's has the highest value contrast. Large sections of gleaming platinum and snowy white contrast with dark

browns and blacks for a striking effect. To keep the palette from being overpowering, there is no color contrast on the models; instead, complementary colors of dark blue-green, magenta, and pale purples harmonize to produce a balanced palette. This is a good approach to use in your own paint schemes, since a scheme that contrasts strongly on both the color and value scales is likely to come off as overpowering and unpleasant to the eye.



PAINTING TERMINOLOGY

BASECOAT

The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

DRYBRUSHING

The quick way to highlight a textured surface. Use a lighter color, but remove most of the paint from your brush by stroking the bristles on a paper towel until the paint is almost gone. Then carefully and quickly move the brush back and forth across the surface of the miniature.

GLAZE

A mixture of water and a small amount of ink that is applied in successive layers to subtly tint an area.

HIGHLIGHTING

A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like the shingles on a roof.

SHADING

A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH

A tinted mix liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts Mixing Medium, 1 part paint/ink, and 3 parts water.

BLIGHTED FLESH

Step 1) Mix a small dot each of Exile Blue and Skorne Red into Frostbite for the basecoat, making sure Frostbite remains the dominant color. Add a couple more dots of Exile Blue and Skorne Red to the mixture for shading.

Step 2) Mix just Skorne Red and Exile Blue for the final shading color.

Step 3) Mix some of the base color with Morrow White for the initial highlights.

Step 4) For the final highlights, add a little mixing medium to Morrow White to ease the transition of color.

Step 5) Use Thamar Black to black out the eyes and draw a thin eyebrow line.

Step 6) Fill in the eyeballs with Trollblood Highlight, leaving a thin line of black around the rim of the eyeball.

Step 7) Add tiny dots of Morrow White to give the eyes expression while maintaining a lifeless and alien look.

Step 8) Apply a thin glaze of Murderous Magenta on the lips and upper eyelids.

- | | | | |
|---|--------------|---|----------------------|
|  | Frostbite |  | Thamar Black |
|  | Exile Blue |  | Trollblood Highlight |
|  | Skorne Red |  | Murderous Magenta |
|  | Morrow White | | |



BEAST FLESH

Step 1) The blighted Nyss and their warbeasts share the same skin tone, so start by shading and highlighting your beast's flesh as described in the section on blighted flesh.

Step 2) Wash the areas with a mix of Khador Red Base, Carnal Pink, Murderous Magenta, mixing medium, and water.

Step 3) Shade with a mix of Khador Red Base and Murderous Magenta.

Step 4) Reclaim any flesh areas with Morrow White.

- Khador Red Base
- Murderous Magenta
- Carnal Pink
- Morrow White



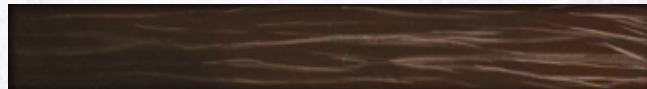
CHITIN

Step 1) Basecoat the chitin with a mix of Battlefield Brown, Umbral Umber, and Gun Corps Brown.

Step 2) Shade with a mix of Thamar Black, Brown Ink, and Red Ink.

Step 3) Highlight with a mix of Battlefield Brown and Hammerfall Khaki.

- Battlefield Brown
- Brown Ink
- Umbral Umber
- Red Ink
- Gun Corps Brown
- Hammerfall Khaki
- Thamar Black



PLATINUM ARMOR

Step 1) Basecoat the armor with a mixture of Pig Iron, Beaten Purple, and Exile Blue. Make sure the iron metallic dominates the mixture.

Step 2) For the shading, mix equal parts Coal Black, Exile Blue, and Sanguine Base, then add a couple of drops of mixing medium for translucency. Apply this mixture as a wash to define the armor's complex texture of the armor.

Step 3) Highlight the texture using multiple layers of Radiant Platinum. Blend as you go, and allow some of the color from the previous steps to show through.

Step 4) After matte-sealing the model, highlight the edges of the armor with Quick Silver.



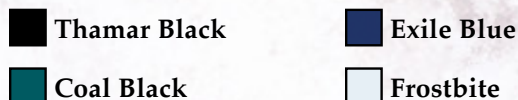
BLACK LEATHER ARMOR

Step 1) Basecoat the leather armor with Thamar Black to ensure an especially dark base.

Step 2) Mix Coal Black with Exile Blue and a drop of mixing medium and use this to apply highlights.

Step 3) Add Frostbite to the previous mixture and continue highlighting in successive layers, adding a little more Frostbite to the mixture for each layer.

Step 4) Paint the trim and rivets following steps 1, 3, and 4 in Platinum Armor (see above).



BLOOD SPLATTER TECHNIQUES



Blow 1) Mix two parts Brown Ink and one part Red Ink. Load a fine hobby brush with ink. Wipe some of it off on a paper towel, but make sure your brush retains a point. Position your brush about half an inch away from the target area.

Blow 2) Blow a very hard, short burst of air on the brush. Be sure to have a second, slightly damp brush handy to soak up any overspray. It's best to practice this on something else before committing to a miniature.

Blow 3) This technique is great for precise, focused splattering. It is easy to control and yields a random pattern. Take care not to oversaturate the area by overloading your brush or layering too many splatters on top of each other.

 Brown Ink

 Red Ink

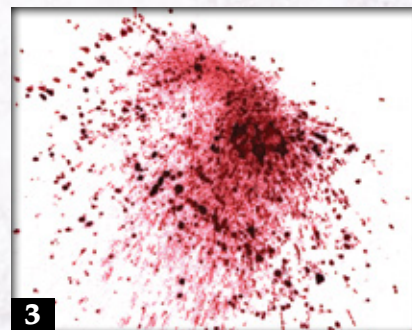
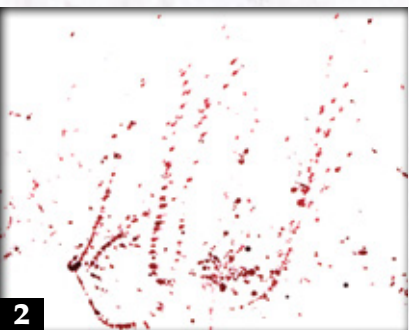
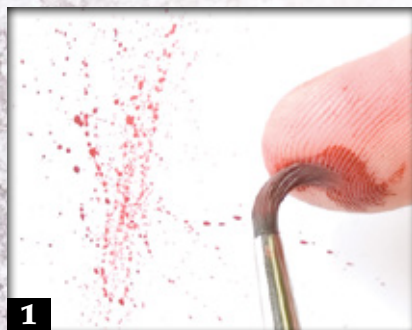


Flick 1) Load a work or base hobby brush with the ink mixture and wipe a little off, maintaining a point on the brush tip. Position the brush about half an inch away from the target area. Pull the tip of your brush back as far as it will go and let fly!

Flick 3) Be sure to use a brush that comes to a fine point and to point your brush tip between each flick to avoid making an entirely random spray pattern.

Flick 2) This technique creates swaths of splatters and can be messy, so have a second brush ready to clean up immediately after each flick.

Combined Technique: Using blowing and flicking together can create some especially nice blood-splatter effects. You can also use these techniques to paint splattered mud and create texture on stone surfaces.



LEGION GALLERY



LYLYTH, HERALD OF EVERBLIGHT
Warlock



LYLYTH, SHADOW OF EVERBLIGHT
Epic Warlock



VAYL, DISCIPLE OF EVERBLIGHT
Warlock



ABSYLONIA, TERROR OF EVERBLIGHT
Warlock



RHYAS, SIGIL OF EVERBLIGHT
Warlock



SAERYN, OMEN OF EVERBLIGHT
Warlock



THAGROSH, PROPHET OF EVERBLIGHT
Warlock



THAGROSH, THE MESSIAH
Epic Warlock





HARRIERS
Lesser Warbeasts



STINGERS
Lesser Warbeasts



CARNIVEAN
Heavy Warbeast



RAVAGORE
Heavy Warbeast



SCYTHEAN
Heavy Warbeast



BLIGHTED NYSS SWORDSMEN
Unit



BLIGHTED NYSS SWORDSMAN ABBOT & CHAMPION
Unit Attachment

BLIGHTED NYSS ARCHER OFFICER & AMMO PORTER
Unit Attachment



BLIGHTED NYSS ARCHERS
Unit



ANGELIUS
Heavy Warbeast



BLIGHTED NYSS SCATHER CREW
Weapon Crew Unit



SHREDDERS
Lesser Warbeasts



NEPHILIM PROTECTOR
Light Warbeast



NEPHILIM BOLT THROWER
Light Warbeast



NEPHILIM SOLDIER
Light Warbeast



INCUBI
Solos



BLIGHTED NYSS STRIDERS
Unit



STRIDER DEATHSTALKER
Solo



BLIGHTED NYSS STRIDER OFFICER & MUSICIAN
Unit Attachment



BLIGHTED NYSS RAPTORS
Unit



SERAPH
Heavy Warbeast



BLIGHTED NYSS SORCERESS & HELLION
Solo



BLIGHTED OGRUN WARMONGERS
Unit

WARMONGER WAR CHIEF
Solo



SPAWNING VESSEL
Unit

THE FORSAKEN
Solo



TYPHON
Heavy Warbeast



SPELL MARTYRS
Solos



BLIGHTED OGRUN WARSPERS
Unit



BLIGHTED NYSS SHEPHERD
Solo



RAEK
Light Warbeast



TERAPH
Light Warbeast



BLIGHTED NYSS LEGIONNAIRES
Unit

