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VICTORY OVER HIS PROGENY.
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IN HIS NAME WE UNLEASH
TORMENT ETERNAL,
AND BY HIS POWER
DEATH IS DENIED.

–LICH LORD TERMINUS

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CRYX

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THE DRAGONFATHER CALLS

FACTION BACKGROUND

The armies of Cryx spread like a cancer across the nations of western Immoren. Every battle serves only to swell their ranks as necrosurgeons pick the charnel fields clean and imbue the corpses with fell magic, mechanika, and a lust for destruction. The most harrowing necrotech creations stand above the legions of implacable undead: shadow-forged bonejacks and helljacks laden with gruesome weaponry and fueled by death itself.

Led by powerful and unholy lords of death, Cryx is a nightmare empire of the restless dead bound to the service of the Dragon Lord Toruk. These abominations work tirelessly to spread their necromantic dominion across the Iron Kingdoms. Enemies of the undying can never be lax in their vigilance, for Cryxian raiders arrive without warning. They burrow up from underground lairs or land ashore from the dreaded blackships that sail the coastlines of the Iron Kingdoms powered by ghostly winds.

Human nations toil for next season's crop, and elves fight tooth and nail for the future of their race, but the lich lords of Cryx have nothing but time. These deathwrought immortals weave plans across generations, and machinations long forgotten are even now unraveling western Immoren.

PLAYING CRYX

As is fitting for the faction that works behind the scenes to infiltrate, undermine, and conquer, Cryx's greatest strength lies in a command of darkness, corruption, and death. Their dark magic, auras of necromantic energy, and claws of shadow strip away enemies' defense and armor to allow swarms of undead to make quick work of any who stand in their way. This same energy allows the soldiers and warjacks of Cryx to slip past enemy defenses or move through walls of solid stone.

The second great strength of Cryx is their power of reanimation. Animating corpses is not merely a background story for the Nightmare Kingdom but a key element of game play as well. Revenant pirates, necromechanikal zombies, and shadow knights rise from the ranks of the fallen to reinforce the lines of the undead army and crush the opposition. Even the burning wreckage of warjacks can be turned into new advantages for the Cryxian legions. So embrace the shadows, raise the dead, and . . .

Let the Iron Kingdoms fall by your hand!

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CAUGHT BETWEEN IMMORTALS
THORNWOOD, 608 AR

WEAVING A TANGLED WEB

NORTH OF THE DRAGON'S TONGUE RIVER, IN THE SOUTHERN THORNWOOD

There were times amid the thick of battle when Deneghra lost herself in the slaughter, her perspective narrowed to the killing at hand. She savored plunging into the mind of Nightmare, the Slayer she had imbued with special potency, as it took delight in slashing through a company of Khadoran Winter Guard with its claws. It moved so swiftly from kill to kill that their wild blunderbuss and rifle fire never hit the mark.

One of her battered Nightwretches had been almost crushed earlier by a Juggernaut, but its arc node remained intact. By Deneghra's will, it crawled just in range of a cluster of guardsmen whose squad had already been decimated. Deneghra invoked her sorcerous power to conjure an acidic poison that sprayed forth to consume them. Their tortured screams dissolved as their organs failed them and they melted into a slurry of once-complex tissue.

She drew herself back from the immediate battle to take stock of the wider situation, her body turning insubstantial as she passed through several thick trees to arrive atop a nearby hill. From there she could look down on the battlefield. Although the Khadorans had outnumbered them, she had orchestrated their perfect slaughter; the entire battalion that had been on orders to reinforce an assault force mustering near the Dragon's Tongue River was nullified.

Assured this battle was ended, Deneghra saw her eager necrotechs and necrosurgeons were at work, harvesting both the dead and any salvageable machinery. She moved toward the far end of the battlefield, where a similar but different industry was underway. Cephalyx had taken control of this area. The bodies they gathered were not yet dead but were captives, chained and gagged and slated for further cruelties at the hands of their captors. Among them were many who moments before had been at the brink of death but who had been snatched back by swift battlefield surgery. These ministrations were far from kindly, yet the cephalyx were experts in sealing wounds and preventing further blood loss. They handled their captives like livestock, even feeding them a greasy thickened gruel.

Deneghra approached her liaison among the cephalyx leaders, an overlord who like the others floated just above the ground by some unseen power or mechanism. The helmet that enclosed his inscrutable head was more bulbous, with five softly glowing lenses set into the brass plate that served as his face. Deneghra had never seen one unmasked and thus did not know what sort of countenance lay behind this guise. The overlord's faceplate added to the markedly arachnid look of the cephalyx, whose articulated metal appendages extended from their backs. Others in the group looked similar, but Deneghra could recognize this one by using her witch sight, which made plain certain subtleties in his soul aura that marked him as an individual. This sort of identification was familiar to Deneghra, as she sometimes resorted to this sight to identify specific skarlocks or bane lieutenants. "Are you satisfied with your quota, Overlord Hiraximor?"

Deneghra had been honed from childhood to master reading the subtle emotional cues of the living so she could manipulate and control them, but cephalyx were another matter. Accustomed to conversing with their peers telepathically, overlords gave no physical cues of their mental state. The sound that emerged from this one when it spoke sounded machine-generated. "Satisfied. Yes. Not quite the three hundred promised. But enough. Renegotiate soon." The overlord continued at his task with no further acknowledgement of her presence.

A glimmer from the corner of her eye distracted Deneghra and she turned toward it, feeling a strange and vaguely familiar sensation in the back of her mind. A warcaster? A shadowed figure seemed to beckon to her from the trees ahead. She thought it might be Deryliss, Mortenebra's skarlock. The master necrotech had not been part of this battle, so her presence here was unexpected. Deneghra summoned Nightmare to her side and walked into the trees.

As she walked into a clearing, she stayed on her guard. She felt certain the figure she had seen was Cryxian, but an ally one day could be an enemy the next. A shadow near a tree on the opposite side resolved itself into a peculiar figure. Nightmare stepped forward to interpose, but the bestial thoughts from its cortex were confused. What she had mistaken for Deryliss was larger and more ominous, the dark form of an unusual-looking iron lich. He was tall—almost ten feet in height—but slender. The layers of black cloth wrapping him were set with metal plates that looked more decorative than the armor preferred by Asphyxious, and several soul cages hung from chains at his waist. Several odd lumps shifted and moved beneath that cloth, like beetles crawling beneath skin. The necrotite exhaust pipes on his back were long and looked almost fragile. Metal claws with long bladed fingers and precisely machined joints emerged from his sleeves.

What immediately drew Deneghra's eyes was the creature's metallic face. His head was partially obscured by a black hood, but the face she saw was a continually shifting mosaic as metal plates adjusted and sometimes withdrew into the hood or were replaced from its depths. As she watched, the

smiling face of a serene child shifted in layers to reveal a glaring mask leering with a demonic grimace. This in turn changed to something resembling a scowling ogrun, before plates from within the hood snapped back into place to once again present a smooth face of childlike innocence trapped in chromed steel. He spoke, "Wraith Witch Deneghra, vassal of Lord Asphyxious. I greet you."

She had never met this entity before, but Asphyxious had taught her how to recognize his peers. "Lord Malathrax?" She offered a slight bow, her mind racing. There was no evidence of warjacks nearby, but she knew someone of such standing could conceal them from her senses as easily as the lich lord had hidden his own presence. Malathrax's purview in Cryx was over gathering intelligence through his web of spies. He was a very subtle creature, said to possess a singularly ingenious mind. He rarely left the main island of Cryx, and yet here he was, inexplicably. "Do you wish me to relate a message to Lord Asphyxious?"

"No, I am here to speak with you, Deneghra." She sensed tremendous power bleeding around the edges of his obfuscation, like the sun's fire trickling around the periphery of an eclipse. Asphyxious had prepared her for these sorts of encounters, allowing her to resist the compulsion to obey that the sentient dead felt when confronted by a lich lord.

The meeting of any number of lich lords was steeped in ancient etiquette and mutual suspicion. Because they met in the heart of Lich Lord Asphyxious' territory, he stood in the dominant position at the rear center of the chamber, where the floor was elevated. Terminus was standing nearby, at a slightly lower elevation as a guest, but his tremendous height made any such differences irrelevant. A slender hollow column sat at the center of the chamber and contained dozens of glowing soul cages, each gripped by a metal clamp and bathed in thick, white fog. Asphyxious touched one of the cages and pulled a soul free as he waited. He savored its flavor as he let its energies flow into his arcane turbines, momentarily quenching the howling hunger within. Although this craving for souls was ever-present for him, it was dissimilar from the baser impulses felt by living things. On the battlefield such souls afforded tremendous power, but here he partook in this infusion of soul energy simply to sharpen his thoughts. A small luxury he allowed himself.

Lich Lord Venethrax entered without fanfare. While less massive than Terminus, he was nonetheless physically imposing, with a body built of heavyset armor containing a powerful necrotite-fueled furnace. He carried the massive sword Wyrmbane easily. He gave Asphyxious the slightest nod of recognition. His voice was deep, with a metallic rasp. "Lord Asphyxious, I present myself." He turned to Terminus with a noticeably deeper nod. "Lord Terminus, may your blade and mine taste the blood of the true foe."

Asphyxious replied, "I offer welcome, Lord Venethrax. Mine host is made available to you. Use them as required to fulfill the orders of our god and master."

Never before had any three of these puissant lords assembled on the mainland. For most of history they had left the exploration of the interior to lesser creatures or to chosen generals such as Asphyxious had been before his elevation to his current station. There was no clearer proof than this that they had entered a new phase of Toruk's ancient war with his progeny. Venethrax was the herald of the dragon war.

Terminus abruptly broke the silence in a grating voice. "Where is Lord Morbus?" While he did not look at Asphyxious, the question was clearly directed at him.

Venethrax seemed discomfited by this question and shifted where he stood. "Lord Morbus' arrival was to precede mine; is he not arrived? Our missions overlap. He is to ensure my requirements are met."

Asphyxious spoke calmly. "Morbus did arrive, and presented himself three weeks ago. He then went into the Thornwood, there to pursue an errand whose nature he did not divulge to me. This forest is rife with ruins, and it is known he takes some enjoyment in dredging the past from its burial sites. I have been weighing the merits of dispatching a minion to ascertain his status."

"Do not feign concern, Asphyxious." Terminus' deep voice was laced with derision. "Morbus is no ally of yours. The timing of his absence is suspicious."

Venethrax turned toward Terminus. "Do you suspect treachery? This is no small matter."

Terminus replied, "Morbus informed us of his intent. His orders threatened to disrupt operations already underway, led both by Asphyxious and by myself. There was argument. I intended to resolve that today. It seems someone had other plans." He looked pointedly to Asphyxious. "Should anything occur to Morbus while within your territory, I hold you responsible."

Deneghra's mind churned over the implications of this lich lord seeking her out personally. Malathrax had never been a part of her or Asphyxious' plans. There was a part of her that thrilled at the notion of engaging such a creature in a battle of wits, but she knew she must be careful.

Malathrax extended a clawed hand. He asked, "Have you seen my little pets?" From within his sleeves one of the moving lumps came forward onto his palm. It was the size of a head, and was in fact crafted from a skull. Hints of polished bone gleamed within an array of interlocking metal plates, and its eye sockets glowed green. Smoky darkness flowed from the stub of its severed spine. When he dropped it, six rods of jointed metal extended from beneath its missing lower jaw and it stood upon them, staring up at her like a corpse beetle.

Nightmare took one look at the spiderlike creature and its engine rumbled to express its dislike, and Deneghra had to restrain it from crushing the thing. "No, I have not seen such a thing before."

"It is a versatile and useful creature. Fragile, but swift and capable of executing complex tasks. Inspired by machines salvaged from the gear-worshipers." The thing scurried into the shadows moved rapidly away to the northwest. It turned entirely spectral to pass through several intervening trees. Malathrax watched it go and then turned back to her. "My minions say the lich lords gather even now. Asphyxious and Terminus formally greet Venethrax. Morbus was supposed to be there as well, but he is not. Most curious." The metal leaves of his masked face clicked and withdrew to transform the child's face back to that of the howling monster.

"You are not attending, Lord Malathrax?" She asked casually. The manner in which he referred to Morbus unsettled her.

"No, no. They are not aware of my presence. It is better that I send my pet to them. Someone must inform them Morbus will be delayed indefinitely. We are patient creatures, you see, and they might otherwise wait forever." He said this last in a raised tone, as if in jest. The clicking leaves of his face ticked again, withdrawing into his hood to reveal the scowling ogrun. "I know your secret, Deneghra."

She suspected lying to him would be worse than saying nothing, but she was not about to admit to anything. "What do you mean?"

"Do not play the witless child," he snapped. "I know all about Morbus. I wish I had the luxury to deliver the tale of what befell him to Terminus and Venethrax personally. My messenger will suffice."

"What tale would that be, my lord?"

He drew himself up. "Before leaving Cryx, Morbus was vocal about his displeasure with affairs here on the mainland. His recent arrival threatened your master's authority. He intended to halt all battlefield excursions until he stockpiled greater resources: more killing machines, thralls to fill every tunnel beneath the forest. I can hear him with his dusty voice insisting Asphyxious wait. Two decades? Three? So little time, and yet so disruptive to your master's plans." His voice had an almost hypnotic effect. "This did not please him, our spoiled lich . . ."

She protested, "Such speculations are above my station, my lord."

He continued, "You and I both know that Lord Morbus is destroyed. And that you and Asphyxious are the cause." His metal mask clicked back into guise of the child.

Had she been alive she knew her mouth would be dry. Her head felt thick. He was exerting some type of subtle influence on her, and she was having difficulty warding against it.

"I cannot credit Asphyxious with this plan. The notion of enticing Cygnar to destroy Morbus must have come from you, Deneghra. I am impressed. To manipulate your sister by giving her Morbus' location was brilliant. Whichever was victorious, you would profit. Sadly, Morbus was never as mindful of his safety as he should have been."

"You credit me with too much cunning, my lord." Her voice was not convincing.

"In the wake of Morbus' destruction, Asphyxious might inherit oversight of all war industries, both in Cryx and here on the mainland. Quite a coup. Thinking toward Morbus' eventual replacement, he could suggest a viable candidate more loyal to him. Mortenebra? You?" He paused. "We will never know. When my messenger arrives, Asphyxious will be no more."

Deneghra felt a rising anger and abandoned any pretense of civility. "Do not try to threaten us! You are in Asphyxious' territory, unless you have forgotten. He is more powerful than you by far. This ploy will accomplish nothing." Nightmare's engine grumbled more loudly as the helljack glared malevolently at Malathrax. It crouched slightly with its clawed hands open, prepared to spring.

"Such loyalty." His face reverted to the monstrous mask. "Touching. Satisfy my curiosity. How did you intend to assure Morbus' destruction? A lich is not so easily eliminated. Are you certain his soul periapt will not ensure that he arise again to extract vengeance?" He indicated his own body with a claw. "If you struck me down today, I would return."

Deneghra glowered at him but saw no benefit in further denial. "Morbus is fully destroyed. He had his periapt on his person, having had no time to secure it elsewhere. I intended to search the site for it after the battle, but there was no need. The Cygnaran warcasters obliterated it before I arrived. I know not how."

"Fascinating." The childlike countenance appeared again. "Yet irrelevant. Daeamortus' destruction we forgave as the inevitable clash of a new lord rising to power. It is expressly forbidden to murder our anointed peers so casually. I will not require proof to persuade the others; your master has made few friends."

Despite her earlier defiance, Deneghra knew Malathrax was right. Terminus in particular was eager for any excuse to destroy Asphyxious. Frustrated, she demanded, "Did you come here simply to taunt me?"

"It was not clear my conjecture regarding your role in the matter was accurate. I thank you for improving my understanding of events." His face folded back to show the leering demon. "I came to you with an offer. I admire your execution of this scheme. Your sister could be useful to me, if you can manipulate her again. You have one chance to join me. Forsake Asphyxious, and I will shield you."

"I will never join you. Those who defy Asphyxious will be destroyed." Deneghra's anger urged her to invoke her power and lash out, but she sensed he was expecting that. Maybe he even wanted her to attack. Her instincts told her he was prepared to deal with her. Her mind raced as she considered the messenger sent just minutes before.

In a moment of clarity, Deneghra knew that even if she stayed to fight Malathrax, a difficult if not impossible challenge, his spiderlike courier would still seal Asphyxious' doom. Why send a message unless Malathrax could not attend the meeting himself? Stopping the messenger might buy her time. She only needed to get close enough to warn Asphyxious. He could then withdraw from the others on any excuse, and they could gather their forces. Right now he was vulnerable.

"YOU AND I BOTH KNOW THAT LORD MORBUS IS DESTROYED. AND THAT YOU AND ASPHYXIOUS ARE THE CAUSE."

A dark aura gathered around Malathrax as he began to summon his power, and she saw the movement of hulking forms in the shadows between the trees behind him. Deneghra bolted in the other direction, Nightmare running at her side. She summoned her remaining bonejacks, lending them power to race as swiftly as possible. She had hardly taken a dozen strides into the trees before she felt the necromantic accumulation behind her unleashed into a massive torrent of black power that exploded nearby, narrowly missing her. With a sound like the howling of a tornado, an entire section of wood and foliage was swept into a spherical region of darkness and vanished as if it had never existed.

Deneghra directed several helljacks to converge on Malathrax's position and sent a terse description of the situation to her skarlock, Jorkartex, who had remained behind to supervise the gathering of corpses. "Delay him as long as possible!" she ordered.

"What do you expect me to do with a creature of such power?" Jorkartex asked with a hint of desperation, even as he immediately moved to obey her imperative. Skarlocks were intelligent enough to desire their self-preservation but could not refuse those to whom they were bound.

"Just keep him busy for a few minutes." She spared him no more thought as she focused on making speed through the underbrush.

Nightmare's black steel turned translucent as its form became like shadow to pass through the looming trees. With Deneghra's witch sight she was able to see the barest wisps of necromantic energy left in the wake of Malathrax's messenger, and she hastened to follow the trail.

Asphyxious glared at Terminus following his implied accusation but turned to speak to Venethrax. "Let us allow Morbus sufficient time. Perhaps he is simply delayed." He was silent for a moment as he sent mental instructions to his senior skarlock, Caligari, who was waiting just outside the chamber. "There. I have dispatched others to look on him. In the meanwhile, please, partake of the feast I have gathered." Asphyxious waved toward the glowing column at the center of the room. "I offer a hand-picked selection for your enjoyment."

Venethrax obliged with a slight inclination of his head, pulling forth a struggling wisp of soulstuff from the repository. It shrieked with instinctive terror and tried in vain to wriggle away. Briefly a tormented-looking face manifested amid the vapors. After sampling its flavor, Venethrax consigned the soul to one of the cages at his waist, preserving it for later use. He mused aloud, "A soldier from the Rebellion, five centuries dead. An interesting repast." Asphyxious inclined his head toward his guest.

Terminus scoffed, "I have no need of your offerings. All the souls I require come to me on the battlefield."

"Very well. Remain hungry as we await Morbus." Asphyxious folded his metal claws together as if entirely comfortable to pause as long as required for their missing guest to arrive. He gave no sign of an awareness that this would never happen and ignored the growing impatience of the other two. The evidence they would eventually unearth would implicate Cygnar, but it was best not to reveal that prematurely. His hands must stay clean. After a suitable delay he could reveal what his minions had "discovered" at the battle site, and the whole matter could be put to rest.

Any hope she would immediately catch the elusive messenger faded as Deneghra plunged deeper into the forest. Its small size, maneuverability and periodic incorporeality were the equal of her own efforts. As the hunt wore on, she was thankful she was no longer limited by human endurance. Her apprehension increased as the darting path of her quarry veered straight toward the sounds of gun and cannon fire. She saw the Khadoran anvil symbol over several long tents in an improvised clearing ahead: a major Khadoran encampment, one of several serving in the place of barracks still under construction elsewhere. This area had clearly been targeted for harassment by Cryxian elements, as she passed several groups of thralls that ignored her and her battlegroup as they rushed past. They wore the sigils of Asphyxious, likely one of several batches of thralls sent as fodder to keep ancillary Khadoran reserves occupied and unable to respond to pleas for help elsewhere.

A line of Man-O-War soldiers marched shield-to-shield to confront the mechanithralls, and Deneghra cursed under her breath as she saw the elusive spider-skull whisk straight at them. It skittered past them and around a massive old Juggernaut that was responding to the shouted commands of a ranking Man-O-War kovnik. The shock troopers noticed the swift spectral creature but were distracted by the more imminent threat of steam-powered thralls rushing toward them. Deneghra went incorporeal herself and darted past the Juggernaut as it swiped ineffectually with its axe. She slipped behind it and spun with a slash of her weapon to carve a gleaming rent in the back of its leg armor.

The damage was inconsequential, but the shadow-warping power of the weapon sent the 'jack flickering away to reappear a dozen yards into the trees on her right, making space for Nightmare to charge through. She kept her attention focused on the pesky messenger, which was even now startling a group of Winter Guard into firing their rifles ineffectually at it.

A cry went up from those soldiers nearby as they saw a spectral warcaster and 'jacks rushing through their outer line. Deneghra might have enjoyed their alarm if she'd had the luxury. The Juggernaut spun back around and had just regained its orientation when Deneghra impelled one of her Deathrippers to smash skull-first into its legs. The enormous Khadoran heavy toppled back through the nearest trees and hit the ground with a thud. Her Nightwretches hurried past behind it, one taking a brief moment to spit a glob of explosive shot and alchemical waste at the flanking shock trooper. The man's steam armor was torn to bloody shreds along his left side as he screamed in pain, and his attempt to retaliate with his shield cannon shot wide.

Deneghra kept her eyes on the messenger, but her vision was also spread among all her bonejacks and Nightmare, giving

her a broad and pervasive view of the chaotic battle lines. She noted the Winter Guard straight in front of her with callous disregard. She left the spectral world briefly to invoke a spray of ichor through the center of them and then allowed her nearest Ripjaw to tear into several guardsmen to her left as she continued past. One of the soldiers to her right tried to catch her with a wild swing of his short-hafted axe, but she turned slightly and intercepted the hacking blade with the witch barbs extending from her back. The man had to check himself in mid-swing lest his wrist be severed. Nightmare shimmered into existence directly in front of him and let out a loud steam-vent shriek before raking its claws through him and several others to Deneghra's right.

They were rapidly closing on the messenger. It spun to the left in a desperate maneuver to avoid confronting several Greylords, who hastily hurled cold magic to stop its advance. A nearby tree froze as the messenger passed beneath the icy torrent. Deneghra hung back just long enough to impel a Defiler toward them. From the nozzle between its jaws it unleashed an acidic sludge that washed across two of the Greylords and began to melt their flesh as they screamed in pain.

Deneghra felt in top form, guiding the bonejacks with small nudges of will, and yet again she almost missed the small shiver of warning in the back of her mind. Another warcaster? Here? It was gone the moment she focused on it, but she knew she had not imagined it. She'd received no reports of Khadoran warcasters in this area, but the situation was fluid.

She got close enough to the messenger with her forward Deathripper to target it directly with her sorcery. She latched onto its small form with a shadowy leash of vampiric energy that provided a burst of speed to Deneghra and her machines proportionate with its own frantic flight. She felt a moment of triumph as this took hold, knowing no enemy could outpace her with this mystical leash in place. She willingly left her swiftly running bonejacks and surged forward. Deneghra saw a strange, black void beyond the

messenger, a peculiar vortex it seemed bent on fleeing toward. Some sort of portal? The blackened disc warped the air and shimmered like a desert mirage. She unleashed her full power as a web of shadow, sending strands of dark energy to lash and constrict everything in a wide radius around her.

The messenger was snared just before reaching the void and she raised Eclipse to strike it down. With a yell she plunged its blade into the center of the metal skull. The blade sliced through the bone-and-metal contraption with an ease Deneghra savored until the tip of her weapon impacted something beyond.

WITH A YELL SHE PLUNGED ITS BLADE INTO THE CENTER OF THE METAL SKULL.

The black void disappeared as if dispelled by the touch of her weapon. As the cloven pieces of Malathrax's contraption fell to the ground, Deneghra blinked in surprise to see that her weapon had struck someone concealed beyond it. There was an inhuman shriek, with more rage than pain. Eclipse had penetrated the side of a familiar and ominous figure. A stooped old woman stood before her, wrapped in layers of stitched rags. Beaten and weathered pipes pouring smoke extended from her back, and her hands were steel claws, the left one gripping a gnarled staff from which dangled several skulls. Deneghra recognized Zevanna Agha staring at her with eyes full of hateful malice.

Reflexively Deneghra used Eclipse's power to send the Old Witch away from her several yards and past a squat tree to her left just before the iron claws raked toward her face. She did not understand how or why, but clearly the darkness she had seen was no portal at all but an illusion. Deneghra felt a paranoid certainty that Malathrax was behind this, but now was not the time to ponder this development.

Agha did not look seriously injured, but blood dripped onto the strips of cloth wrapped around the crone's forearms and hands. Looking down to the forest floor, Deneghra saw that where the blood had spilled the leaves had frozen and a ring of ice was spreading along the ground.

The Old Witch was already speaking curses hoarsely as gleaming runes manifested around her hands. Deneghra felt something like rope clench around her neck and yank her forward, as if she had been seized and pulled toward the crone. Nightmare howled steam and rushed forward, leaning down with its tusks as it came to strike. In an explosion of black feathers, crows scattered from where Agha had been standing, but she was gone. Deneghra spun around in time to see Scrapjack bearing down on her with its stilted legs. She dove out of its way, but a Marauder was also rushing to engage. Deneghra mentally called to her bonejacks, several of which had been scattered and distracted fighting targets of opportunity among the Khadorans they had passed.

Their clash had taken them near the edge of a slope that descended sharply to a shallow stream. The Old Witch had vanished for a moment amid the trees away from the slope, but Deneghra spotted a blur and managed to get one of her Nightwretches close enough to distinguish her swiftly moving form. She reached through the Nightwretch's arc node to invoke her arcane powers and strip away crone's concealing magics to sap her limbs and make her vulnerable to counterattack. Before she could coordinate this, however, she was distracted by oncoming Khadoran warjacks.

Near her, Nightmare turned to face Scrapjack, preparing to tear it in half. Before Nightmare could attack, the Old Witch reached through Scrapjack's arc node with another runic noose of magic to shove the helljack to the side and straight into the path of the oncoming Marauder. The Marauder's double ram pistons fired and impacted the Slayer's chassis with tremendous force, sending it flying through the air and down the slope toward the stream below. Deneghra saw it tumble with a real sense of alarm, knowing her bonejacks would not suffice to stand against the Old Witch, particularly if there were other Khadoran heavies within range of her beckoning.

Deneghra let her physical body release to enter the incorporeal world of ghosts. She intended to withdraw toward Nightmare while her bonejacks ran interference. Something caught her attention in the corner of her eye and gave her a moment's pause. She thought she saw a nearly translucent figure near where she had first intercepted the Old Witch. Something or someone had bent down over the leaves where the crone's blood had fallen.

This slight distraction was enough for the Old Witch, who unleashed her own ensnaring power, an ensorcellment similar to Deneghra's web of shadows. Iron talons erupted from the earth across the entire clearing. Several of the largest sprang into being around Deneghra, poking straight into her incorporeal flesh. Despite the spectral nature of her essence, these unnatural talons could reach her, and she could not move without risking tremendous injury. Simultaneously Scrapjack leapt at her like a predatory bird, smashing down toward her with one of its sharp-edged feet.

Scrapjack did not complete its attack but instead froze mid-motion. Zevanna Agha stepped from the shadows, looking down with a fixated expression at something in her free hand. The item glinted in the diffused light of the forest,

and Deneghra realized it was one of the metal-covered skull fragments from the wrecked messenger. The Old Witch spoke distantly, as if more to herself than to Deneghra. "Malathrax's toy. He and I have crossed paths before. Many times."

Deneghra made no attempt to flee, knowing she was well and truly trapped. "You know Malathrax?" She asked, as her mind churned. "He must have sent me here as a diversion. He wanted us to fight. I did not seek you out."

Looking into the crone's eyes Deneghra felt a shiver of real fear—a sensation she had not felt since her rise from death. Those eyes were alive but not human, and they suggested something impossibly ancient. Deneghra was accustomed to using her sensitive witch sight to gain insight into those she faced, yet here she confronted something her mind could not comprehend. Her sorcerous vision blurred, and she had to drop it lest something akin to insanity seize hold of her. Seeing Zevanna Agha that way was like falling into an endless well.

Deneghra sensed Nightmare had not fallen into the stream below but was damaged severely from the Marauder's rams and would not easily return. Several of her bonejacks were nearby, surrounding the Old Witch at a cautious distance. Scrapjack and the Marauder loomed closer. The sounds of fighting continued in the distance as the Khadorans dealt with the remaining thralls.

Agha spoke. "Malathrax made you his puppet, yes? Yes." She tossed aside the piece of necrotech and wiped her clawed hands on her robes. "Did you see it? The lurker, stealing my blood?" She waved back toward where they had first clashed. "It has been long since anyone made me bleed. It was that blood Malathrax sought. Also your death by my hands. That may still come to pass."

"Why would he want your blood?" Deneghra was thinking furiously, trying to see how to turn this situation around. She knew she must encourage the crone to talk as long as she could.

"Silence!" In an instant the Old Witch had crossed the ground and her clawed hand was at Deneghra's throat, its needle points pressing deep. "You live not, but still I can strip your soul and send it screaming into Urcaen, yes? You continue to exist here only because I vill it. Do not test me."

Even had Nightmare been at her side, Deneghra had a feeling the helljack could not have saved her from the power of this creature. She did not have to force the defiance from her voice. "I meant no disrespect."

The crone released her and faced away for a moment, her head cocked to the side as if lost in thought. Deneghra felt her body instinctively brace for a fight she did not know if she could win. The crone's eyes closed, and she made a hissing noise through her teeth. Something stirred in the bag at her waist, and for a moment Deneghra thought she saw a very small hand trying to push open the flap. The Old Witch continued nodding and murmuring under her breath in some ancient, long-forgotten tongue. It sounded like a curse, or a name, or both. "I vas blind not to see it. He knows vhere it is hidden. How?"

With a shock, Deneghra realized the crone was not summoning power to destroy her but was distracted by some other thought, perhaps related to Malathrax's involvement in arranging their paths to cross.

Agha suddenly turned back toward the wraith witch as if just remembering her. "Malathrax plays his own game. A long game. He has unearthed information of a great prize he vas not meant to possess. A thing that vyrm you call a god desires above all else. I hid it avay long ago and sealed its resting place with my blood."

Deneghra's eyes widened. "An athanc?" While she had never been privy to discussions among the lich lords regarding dragons, she knew the importance of such a discovery.

The Old Witch nodded with a cruel smile and began to pace around her captive with disturbingly measured steps. "Yes. A great dragon, now forgotten. A champion of the vyrms. Had it rallied the others against Toruk, perhaps Toruk vould have lost. It met its undoing centuries before the others learned courage. They thought their creator invincible."

She paused out of Deneghra's sight, clicking her vicious claws as though to sharpen them. The wraith witch bit her tongue to keep herself from speaking. After a moment, Agha continued pacing. "This champion confronted its maker to prove the maker could be harmed. In this, the champion succeeded. By claw and fang it injured its creator in a battle that shook the northern ice and made lakes of mountains. But then it fell. Smelling Toruk's blood, the others rushed from their hiding places. Too late they arrived. Toruk had fled, injured as he vas. He had not lingered even to dig his prize from the champion's corpse. This still plagued him vhen Blighterghast's alliance drove him from Immoren. None found the champion's athanc." Deneghra's head swiveled slightly to follow her captor, but the crone seemed to fade from her sight like smoke.

Suddenly the ancient being was directly in front of her, speaking with a harsh intensity born from madness or deep purpose. "*Because I took it.*"

"And now Malathrax seeks it . . ." Deneghra whispered as she twisted the puzzle pieces in her mind. There could only be one reason for him to try to claim this prize in secret from the other lich lords. "But not for Toruk?"

"I see the future lines of fate." Agha's enigmatic wave took in both the ground and the sky, but Deneghra saw nothing but clouds beyond the treetops. "I protected this heart-stone with secrecy. I knew it vould someday find its vay back to Toruk. I delayed that as long as possible. I have foreseen a doom on all, living and dead, should Malathrax seize it. He hopes to keep it, to use it for bargaining in the var of the vorld eaters. If he does this, it vill go to Everblight, soon or late. I have seen it! Better that Toruk regain this piece of himself."

It was a compelling tale, but Deneghra listened with tremendous wariness. The crone still seemed likely to kill her at the slightest whim. She spoke cautiously. "Your purposes and mine might not be at odds on this matter."

Asphyxious had begun to tire of Terminus' dogged recalcitrance. "We have argued this matter time and again. The attacks you will lead in Llael shall serve us both. Those outer villages are all but undefended. They will bring a great harvest of death. Further, unprotected burial sites lie ripe in the region, some containing relics of interest. It would be fool's play to put these plans aside now, at this late hour!"

Terminus insisted, "Until we resolve this disagreement with Morbus, those plans will not proceed."

This ultimately futile discussion was interrupted as Asphyxious received a mental communication from his skarlock Caligari. "My lord, I apologize profusely for contacting you unbidden, but Lich Lord Malathrax is here and demands entrance at once."

"Malathrax? Here?" Asphyxious was surprised. He had an apprehension of unpleasantness but knew there was no point in attempting to have a skarlock stand in the way of a lich lord. "Allow him entry."

This silent exchange with his skarlock had taken only a moment, but the experienced eyes of his peers were upon him. Asphyxious said to them, "Lords, we have the pleasure of an additional visitor." The great door to the chamber swung open on its oiled hinges and revealed the tall, slender form of Lich Lord Malathrax.

Asphyxious observed with interest that both Terminus and Venethrax seemed surprised at this arrival. He had thought one of them must have arranged it. Malathrax swept gracefully toward them and spoke in smooth tones, wearing the mask of the innocent child that he preferred to display most often. "My fellow lords, I ask patience for this unannounced intrusion on your gathering, and on your territory, Lord Asphyxious. I would not have come if I did not possess information vital to our shared endeavors."

Asphyxious bowed slightly. "Welcome, Lord Malathrax. Your arrival is fortuitous and saves me from protracted discomfort." He directed a pointed look at Terminus, who was impassive.

"I wish that were true, Lord Asphyxious. This matter has direct bearing on you, and I am glad there are witnesses here of sufficient stature to adjudicate." His method of delivery was decidedly ominous, belied by the childlike face he wore.

Caligari spoke again in Asphyxious' mind, "My lord—"

"What is it? I will have thy flesh stripped and boiled for all these vexatious interruptions!"

"Lord, Wraith Witch Deneghra has entered the outer halls! She sent word that she must to see you on some emergency. Reports indicate she rushed here straight from battle."

Malathrax was continuing to speak. "I am aware that our colleague Lord Morbus was to be here with you today. Some of the news I bring relates to his absence."

Caligari's voice came to Asphyxious again. "Deneghra advises you not let Malathrax speak until she arrives!"

Asphyxious did not take time to consider this warning but at once raised his voice to interject, "Hold a moment! Must I now endure the same scrutiny from you, Lord Malathrax, as I have suffered by Terminus, here in my own territory—"

"Let him speak!" Terminus' voice boomed out.

Malathrax hastened to start again, rushing his words more than was his habit. "I have, in fact, found Morbus! Or rather, what remains of him. Yes, I am sorry to say that he has been destroyed. I am here to confirm his destruction."

The pressing need for Asphyxious to interrupt him again was forestalled by angry exclamations from both Terminus and Venethrax, who demanded additional details. Asphyxious sensed a dangerous atmosphere in the room, particularly from Terminus. Asphyxious could readily imagine the vassals of the other lords mustering in the corridors, preparing to attack his servants.

The doors opened again to reveal the lithe form of Deneghra, who strode quickly within and bowed to them. She looked small and frail compared to the four lich lords. She did not appear injured, but the evidence of recent battle showed on her armor. Malathrax seemed shocked by her arrival, going so far as to step back. She took advantage of the short lull in conversation prompted by her arrival and smiled at him as she said, "Lord Malathrax, I am relieved to see you here in time. I hastened to deliver the news personally, thinking you might be delayed."

"I was just announcing that Lich Lord Morbus has been destroyed." Malathrax pushed on, trying to regain control of the situation.

Turning toward the others, she added, "Yes, on Lord Asphyxious' orders we investigated and discovered the site where Lord Morbus had been slain by a small Cygnaran force led by at least two of their veteran warcasters."

"Deneghra and I were not working together on this!" Malathrax protested. "Included among the Cygnaran warcasters was the one called Major Victoria Haley, whom my lords will be aware is the living sister of this very same wraith witch." He pointed a clawed hand toward Deneghra.

Deneghra nodded and replied smoothly, "She is a pernicious enemy indeed, the one who was responsible for my own death two years ago. Victoria Haley's power should not be underestimated. But as you know, my lord, there is a more important matter."

Terminus' voice was dangerous as he asked, "What could be more important than the destruction of a lich lord?"

Deneghra said to the most recently arrived lich lord, "Lord Malathrax, I am surprised you have not yet announced news of the unclaimed athanc so recently discovered."

The lich lord responsible for Cryxian intelligence was caught so off his guard that the multi-tiered mask he wore folded away entirely. His childish face vanished, followed in sequence by a half-dozen others to reveal the cold skull beneath, its eye sockets gleaming with a yellowish light that dimmed even as Asphyxious watched. Despite numerous interactions with Malathrax, he had never before seen such a reaction. The others were similarly stunned into absolute silence.

Deneghra continued smoothly, facing Terminus now. "Thanks to Lord Malathrax, we have come upon information regarding a long-hidden athanc from one of our Lord Toruk's progeny that has been missing since before the founding of Cryx itself." Deneghra turned to him and smiled almost sweetly as she asked, "Lord Malathrax, perhaps you can expand upon these facts."

Venethrax seized his blade and stepped toward Malathrax with such urgency Asphyxious wondered if he would go so far as to strike the other lord. His eyes gleamed with bright intensity as he demanded, "Speak! Tell me of this athanc!"

The metal mask Malathrax wore quickly slid back into place, although it seemed to require some effort on his part. His apparent distress gave Asphyxious a sensation of exquisite delight. Malathrax spoke as if the words were dragged from him unwillingly. "Yes . . . There has been a breakthrough in our efforts. I have discovered the athanc of one of Toruk's most powerful progeny, a creature we had mistakenly thought destroyed and consumed by our master nineteen centuries ago. The matter predates Cryx itself, so our lack of information is understandable. I came here in part to request an adequate force be assembled to seize it from its hiding place deep below the Khadoran city of Hellspass. I decided to take care of this matter personally."

Deneghra spoke up, "My lord, do you still have the key by which we can break the seals surrounding this athanc?"

"What key?" Venethrax demanded. "Do not withhold secrets, shadow-whisperer!" His growl and posture suggested some past grudge with Cryx's keeper of information, a fact that did not surprise Asphyxious, given both of their personalities.

Malathrax's metal hands slowly pulled forth a small box that was chained by slender links to his waist. "The key is the blood of an ancient crone, whose hand was instrumental in hiding it. I warn that it must be applied by a most exacting ritual—"

"Give that to me!" Venethrax stepped forward and seized the box, pulling it so hard the chain links broke apart. He opened it and peered within. Asphyxious could not clearly see its contents but sensed some lingering power there, something very familiar. Venethrax announced, "I am taking charge of this matter in the name of our god and master Lord Toruk. Does anyone challenge this?" He glared around the chamber, looking from Asphyxious to Terminus and back to Malathrax. Malathrax raised a hand slightly as if he wished to protest, but he said nothing.

Asphyxious spread his hands. "Of course not, Lord Venethrax. By all means, this clearly falls in your dominion."

Terminus also assented, "This task is rightfully yours."

Asphyxious quickly continued, "We will loan all of our powers to the recovery of this athanc. The plans I have already outlined with Terminus should smoothly align with this. We can assemble a force to accompany you north; its movements will be obscured by our operations in Llael. When you reach the northern mountains of that despoiled kingdom, you can continue onward with whatever forces you require."

Malathrax's long-fingered hands fluttered slightly, and there was a trace of desperation to his voice as he spoke. "I will, of course, join Lord Venethrax on the mission. I know many details regarding the athanc's resting place."

Deneghra had moved to stand at Asphyxious' side, where she spoke again. "Forgive my temerity, Lord Malathrax, but you are far too important to risk on this endeavor. Perhaps you should stay here with my Lord Asphyxious and provide us more of the invaluable intelligence you have

gathered regarding this region and our operations. There is also a matter of a risk to your person that has come to my attention, and which we can discuss after this is settled." Her eyes bored into him.

Asphyxious agreed, "Yes, Malathrax. I offer hospitality and protection. With this destruction of Morbus, security must be our first priority. I will have no further harm come to guests in my territory."

Venethrax seized Malathrax's shoulder armor and clenched it. "First you will answer all my questions. *Everything* you know of this site, you will divulge to me." Cryx's master of draconic lore all but manhandled Malathrax out of the chamber.

Terminus hesitated only long enough to give Asphyxious a baleful look. Then he departed as well, ducking beneath the mantle that was just a few feet too short for his height. Asphyxious drifted alongside Deneghra and gently placed a single clawed hand on her shoulder. "Masterfully done. Thou hast proven the capacity to surprise me still. I must know everything."

"And you shall." Deneghra looked quite smug as she placed one of her hands over his. "However, I am afraid there is a bit of unfinished business I will have to attend to as a result of this."

"I presume it relates to howsoever thou didst arrive at this remarkable discovery?"

"Yes. There will be a price to pay—but I think it is one we can manage. We must be confident of our privacy before speaking of it further."

"Of course," Asphyxious assented. "Now, let us ensure Malathrax exhibits his best behavior." They moved to catch up with the others.

BENEATH ASHES AND BONES

HELLSPASS, EASTERN KHADOR ON THE BORDER WITH RHUL

By the time they encountered organized Khadoran resistance, Lich Lord Venethrax was eager for battle. His forces had been near the heart of one of the largest contingents of Terminus' force as they swept through Llael like a killing plague, and what few battles had transpired had only whetted his appetites. They had heard reports of several bitter skirmishes closer to the larger cities but had deliberately avoided those. This was expedient but unsatisfying.

A slightly larger and more gratifying conflict erupted when Khadoran patrols spotted them near Laedry, and Venethrax gladly joined that battle. A stalwart force of Iron Fang Uhlans charged toward his forces but then faltered as his helljacks tore through the flesh of man and horse with equal enthusiasm. Venethrax stepped to the fore like an unholy paragon of terror, massive blade in hand. Terminus had loaned him the service of the necromancer-general Darragh Wrathe, who led his soulhunters against the Khadoran lancers, slaughtering them as they tried to withdraw. The rest of the Laedry garrison wisely stayed put, particularly after they determined Venethrax and his van were not on a direct approach toward the city. The Cryxians marched past them and entered the mountains instead.

North of Laedry, Venethrax proceeded apart from the rest of the Cryxian army, taking a specially selected force designed to breach the anticipated defenses of Hellspass. He had brought a relatively strong warjack complement, relying primarily on Harrowers, Corruptors, and Defilers. Those were efficient enough at burning necrotite that they had only needed to bring a small supply. Alongside Wrathe and the soulhunters he had also brought a few dozen disposable bile thralls, some necrotechs to support his machinery, and miscellaneous forces that included several pistol wraiths for forward scouts. It was barely adequate to his needs, but he had felt the need to secure the site as soon as possible. Asphyxious and Terminus had vowed to send additional reinforcements once they had eyes on the site and determined what was required for transport. Terminus had also promised General Gerlak Slaughterborn to him for his indefinite use, but it would be some time before the blighted trollkin and his Bloodgorgers would arrive, as they were presently in Skarre's company terrorizing the western coasts. The Coven had cryptically suggested Goreshade might also soon join him, although whether this was a prophetic vision or based on actual intelligence was uncertain. Venethrax had little patience for soothsayers, regardless of Terminus' assessment of their capabilities.

The long hike along the edge of the frozen and wind-swept hills and mountains grew increasingly arduous as they went further north, but it was sped by their lack of living retainers. Wrathe was the only of their number actually alive, and his needs were few thanks to his considerable augmentations. They evaded several patrols, both Rhulic and Khadoran, and annihilated the one Khadoran border patrol they could not avoid. After erasing all signs of the battle, they proceeded swiftly to the remote mountain town of Hellspass. There, Venethrax paused only long enough for his scouts to appraise the situation. For two days and nights they watched from a distance, carefully tracking every movement. On the third night, beneath the cover of darkness, they made their move.

"This city is eminently defensible, but it matters not." Wrathe noted in his labored speech that filtered through the hoses and masks of his breathing apparatus. "They have been lazy. Hardly anyone at watch posts. Inadequate

garrison. We should be able to evade the Khadorans entirely on approach to the fortress." His hand indicated the ancient stone fortress that stood apart from the main city, higher up in the mountains.

Venethrax confirmed the summation. "This city has not seen warfare in many centuries. Their defenses have atrophied."

Had the Khadorans manned this place properly, they could hold off an army almost indefinitely in the pass. Venethrax knew it had once been a fortress town, built by the Rhulfolk. Not long after the founding of Cryx, the Khardic Empire had waged a series of massive battles here, failing for years before finally seizing the ground from Rhulic and ogrun defenders. Yet Wrathe was correct. The fortress could be approached without even confronting the town's main garrisons—if "fortress" it could still be considered. The place was now more a cathedral and crypt. Over the centuries, access to the fortress road had if anything been made easier, as it had become the preferred burial site for ogrun in the north. Although the town harbored almost three thousand ogrun, observation suggested very few dwelled within the sacred fortress, which was now hallowed ground. Even the Khards who had seized the city from Rhul almost two thousand years ago had not violated the sanctity of the catacombs beneath the fortress.

"Lord Venethrax, has there ever been reports of blight in this region?" Wrathe asked.

Venethrax curtly shook his head. "No. Not one hint, or rumor, or a single stray dragonspawn. Never. Even when Scaefang preyed on the dwarves, he never bothered to raze this region." During the trek Venethrax had wracked his brain for any corroborating evidence from the vast accumulated lore he had gathered regarding the movements of the dragons on the mainland, and yet nothing whatsoever led to this place. "This was the perfect place to bury something desired to be forgotten." Venethrax had lingering questions regarding how Malathrax had unearthed this place, but on that single matter the lich lord had kept silent.

The night they made their move, the howling wind and an unrelenting heavy snowfall that had begun earlier in the day obscured their actions, and they skirted the Khadoran garrison without incident. Venethrax directed the bulk of the soulhunters and bile thralls to stay back and watch for approach from that quarter. Should word of their arrival prompt an alarm, the biles had orders to disgorge on any approaching patrol and purge if presented with a significant force. Venethrax hoped they could move quickly enough to prevent word of their presence from reaching the town at all. The human civilians mattered not, but thousands of ogrun could become a significant obstacle if roused.

Flanked by a Corruptor and a Harrower, Venethrax approached the main fortress gate as his pistol wraiths went ahead of him unseen and passed through the thickset walls of the ancient Rhulic building. The lich lord moved swiftly, knowing any sight of him and his helljacks, even obscured by the falling snow, would register immediately as a threat

to those watching the road. The sound of pistol wraith shots rang from within as his helljacks surged forward to batter the stone. The double doors that served as the gate held but bulged inward. Through the crack between them, Venethrax saw a large beam set in place to secure it. He raised a hand, and glowing green runes that manifested as fire erupted along the securing beam's length, blazing with unholy power and reducing it to cinders and ash. When the Harrower crashed its frame into the gateway once more, the doors burst open.

THEIR BODIES DISSOLVED INTO A MEATY SLUSH THAT SPREAD ACROSS THE CAREFULLY INLAID STONE TILES OF THE HALLWAY.

Several halberd-wielding ogrun waiting just within gave a spirited yell and charged forward. The Corruptor fired on the one farthest to the left. The blast sent alchemical poison coursing through the ogrun's system, causing his body to lurch and twitch violently as it became a living conduit for Venethrax's magic. Channeling his power through the ogrun's convulsing form, the lich lord invoked another destructive wave of power that caused the air around the remaining ogrun to erupt in a spray of acidic death, killing them all. Venethrax, Wrathe, his warjacks, and the bile thralls he had brought crossed through the gates and closed them.

"Easy enough," Venethrax murmured to Wrathe in a satisfied tone. He saw the bodies of other ogrun that had fallen to his pistol wraiths, including one that had been standing near a large gong that likely served as an alarm. The fortress halls, lit by occasional torch sconces, were sized to allow the passage of ogrun and thus easily accommodated Venethrax and those marching alongside him.

Soon they met an imposing line of battle-ready ogrun, backed by several with crossbows enormous enough to be small ballistae. Several heavily armored champions, each of tremendous bulk and height even for this formidable species, stood to the fore with huge axes. At the center stood an aged ogrun whose bald head and arms were lined with tattoos. Stone runes hung from his necklace and his belt, and he carried a stone maul heavy enough to cause his considerable muscles to bulge as he lifted it. Venethrax smelled the stink of holiness on him. This one challenged them bravely. "Halt! You trespass on holy ground of Dhunia! Begone, nightmares!" His voice held the strong certainty of a priest or shaman.

Venethrax's Corruptor raised its weapon, but the warcaster bade it wait and walked forward himself with Wyrmbane in hand. His armored form was bathed in green flames as he called on the power of Lord Toruk, a blighted energy that filled his dead limbs with strength and warded him from blows.

"Halt!" One of the forward champions shouted, but Venethrax continued. The crossbows lurched as their bolts were launched, but the Cryxian twisted to evade them. A bolt hammered into the frame of his Harrower, denting its metal but not otherwise damaging it. Two of the champions wielding axes moved forward to engage him.

Venethrax gave an inhuman howl and slashed so quickly it could barely be seen, first downward to the left, then downward to the right, creating a vivid, streaking X in green fire in the air where his blade had passed. The two bodyguards fell slain to the floor, their chests torn open. The Dhunian priest raised his voice in a defiant prayer, but Venethrax sent a wave of corruptive power that halted all lesser magic in his vicinity. The priest's eyes showed fear as his efforts failed. He gave his own cry and rushed forward with his maul, moving with a speed that belied his size and the bulk of his weapon. Venethrax felt the weight of its impact as he blocked it with his blade. His clawed feet were pushed back several inches on the stone floor. He offered the Dhunian priest the slightest nod and then slashed sideways to batter the maul aside, following with a downward swipe that carved deep through the ogrun's shoulder and down into the center of his chest.

The room became a chaotic melee. Venethrax stepped back while parrying the blows of war cleavers and axes, meanwhile sending his warjacks forward to intercept. Wrathe invoked his magic and joined in with his scythe, while Venethrax's Defilers sprayed the area with their corrosive liquid. The Harrower launched a soul-powered shell into the back rows to obliterate those wielding the ballistae. In just a few moments the ogrun blocking the hall were dead, their bodies dissolving into a meaty slush that spread across the carefully inlaid stone tiles of the hallway.

The group encountered several other armed individuals as they descended to the extensive catacombs, but each was swiftly dispatched. The ogrun priest and his supporters turned out to be the largest source of resistance.

Wrathe observed, "That was not as difficult as I expected."

"Getting inside I knew would be simple," Venethrax replied. "It is the extraction that will be the trial."

The intelligence that had been given him by Malathrax proved invaluable as they entered the lower catacombs, a seemingly endless sequence of chambers lined with the ogrun dead of many centuries. The entire place stank of holy energies. They had to leave the thralls

behind, as the hallowed chambers would have unraveled their construction. Venethrax focused on the almost-imperceptible runic markings on the ceiling of certain hallways that Malathrax said would lead them to the true treasure of this ancient crypt.

The necrotechs were chattering excitedly among themselves, and even Wrathe seemed distracted by the necromantic possibilities of these corpses, but Venethrax ignored them. He cared little what bodies or other ancient relics they discovered. There would be time later for plunder. He preferred to leave such scavenging to Asphyxious. Before these bodies would be useful, they would need to perform a variety of convoluted desecrations. Goreshade was the expert in such matters. Venethrax's entire mind was filled with the athanc awaiting him and the glory that would be his when he delivered it to Lord Toruk.

The essential passage into the hidden depths would have been very easily overlooked if not for the runic indicators Malathrax had described. To access the final door they had to haul aside a large, decrepit bier with a corpse so ancient even the bones had begun to disintegrate to dust. They did not bother to spend time attempting to unravel whatever secret sequence of pressure plates was intended to unlock the hidden vault but instead simply applied brute force: Helldivers helped batter the wall down. Although cunningly concealed, it was not impervious. As soon as the wall was breached, a strange light glimmered from beyond. The already chill air temperature dropped noticeably—not that any of the dead cared.

Venethrax pushed his way inside and hurried through a long, tall tunnel with stones perfectly aligned to make its walls exceptionally smooth. The workmanship of this region was different, yet still clearly of expert Rhulic tradition. No ceremonial affectations appeared here, no runic script naming those who had labored upon it. Venethrax no longer breathed air and so did not sense its peculiarly empty stagnation, utterly dry and bereft of scent. The unwavering dim light seemed to be coming from a line of strange stones along the ceiling, remnants of some ancient enchantment that was slowly waning. The hall twisted down to end at a solid wall of thick steel that exuded a mystical charm so powerful it was palpable. Wrathe reached to push against the wall, but some unseen force stopped his hand inches from its surface. He stepped back as Venethrax approached, opening the box Malathrax had carried.

Venethrax withdrew the magically frozen leaf upon which rested the blood of Zevanna Agha, still bright red as if freshly spilled. He extended it toward the steel wall, speaking a sequence of words as instructed by Malathrax. As soon as the blood touched the invisible shield, the warding charm snapped and broke. A door silently swung out from the wall of its own accord, and the almost-deafening thrum of machinery exploded from beyond. On the other side of the portal, the hallway opened into a vast and crowded chamber.

Even a creature as ancient and world-weary as Venethrax was forced to stop in amazement as he beheld the great chamber within. The towering walls were lined with a plethora of massive and slowly cranking steam engines, all of an unfamiliar and antiquated design. Venethrax knew at a glance that these machines predated his own existence. A dizzying array of greased gears, rods, and pipes extended from each of them and created a maze of moving parts that extended across the chamber.

His eye was drawn to the center of the room, where these elements converged on several interlocking thinly hammered bronze and steel hoops, each spinning at regular intervals in a quasi-spherical arrangement that resembled a gyroscope. Energy fields surrounded these moving hoops in an array of white and blue light, and there was a crackling sound in the air barely audible over the din of the engines. In the center of this arrangement was an enormous metal cube whose surface was difficult to discern. It was perhaps six feet long on a side and looked to be suspended by nothing. It was rotating with a slight spin. Venethrax had neither heard of nor seen anything like this in all the years of his existence, and he had no awareness of any mechanikal technique or construction that matched such an effort. Yet the fields pushed against him; he could feel them resisting the blighted energy that made up his power.

Many questions arose in Venethrax's mind as he watched this spectacle, not least the wonder that such complex machinery could exist for almost two thousand years unaided. He saw no immediate sign of attendants, but they must exist. The question of fuel was answered when he observed a belt-fed conveyance running along the periphery lurch into motion. Soon it delivered a supply of coal chunks that were shunted into feeding hoppers leading into each of the furnaces. The coal must originate from some vast deposit being continuously excavated expressly for this purpose. The scope of this project was beyond fathoming.

Above all else Venethrax faced one simple and inescapable fact. He said it aloud now to Wrathe, who stood similarly transfixed: "This may prove more complicated than anticipated."

For centuries outsiders have had little awareness of the true power of the Nightmare Empire. To the nations of the mainland, Cryx was little more than a mysterious source of unease. The dragon god Toruk created this empire to serve his needs and spent over a millennium shaping it into a weapon that could extend his reach across the continent. Mainlanders knew horrors lurked on these islands and therefore avoided them, but they had little contact with Cryxians beyond brutal clashes with inhuman pirates and the reaving dead. Survivors spoke of dread vessels that blazed with an unholy and unquenchable fire and of strange soul-burning machines that emerged from the waves to slaughter before disappearing back into the mists.

As terrifying as the attacks were, they occurred rarely enough that afterward the people of the Iron Kingdoms reacted as they might to a bad dream dispelled by the coming of dawn. The next day there was nothing to be done except rebuild and start fresh while nervously watching the ever-changing sea. The apparent randomness of the attacks amplified the terror they inspired, but over generations it also disguised the scope of Cryxian machination. Isolated coastal villages and ships at sea might suffer atrocities, but most inhabitants of the mainland dismissed this as a distant danger. What their limited perspectives could not perceive was that a great plan lay behind these movements, and even the smallest coastal raid was carefully orchestrated by the tireless lich lords, undead rulers chosen directly by Lord Toruk to supervise his empire and control his armies.

Possessing vast intelligence and patience beyond that of any living thing, even today the lords of Cryx have no interest in traditional conquest. Lord Toruk's only desire is the destruction of his progeny. Coastal raids are but deceptions to mask greater troop movements and incursions by which the Dragonfather's minions are planted deep within the mainland. In time, his armies will arise and lay waste to the petty kingdoms of humanity, enslaving them in death and preparing the army of his final victory. Once the nations of men have fallen, Toruk will drag his progeny from their hiding places and devour them once and for all.

HISTORY OF THE ARMY OF THE DEAD

Toruk's empire and armies have evolved over time, even as his ultimate goal has remained unchanged. When he first seized control of the lands that would be Cryx, Toruk commanded the first lich lords to subjugate the city-states and scattered villages of the Scharde Islands. The few that resisted were annihilated, and within days, the island population bowed before Toruk's majesty. The lich lords immediately began laying the foundation of an undying nation devoted utterly to the Dragonfather's designs.

Toruk granted the lich lords the secrets of thrall runes so that they could spawn undying legions in their own image. Ceremonially inscribing these runes into corpses allowed them to create servants of varying potency, with more intricate and powerful inscriptions yielding more powerful thralls. In many respects the nature of the body itself also limited the power it could achieve—not every corpse was suitable to contain the more powerful inscriptions.

Even as mighty as the lich lords were, their once-mortal minds could not fully comprehend the Dragon Lord's necromantic power or the scope of his immortal lore. It was left to them as the masters of this new realm to derive occult methods better suited for those like themselves and other animated dead they would subsequently create. Before long they were able to harvest the weak flesh of the islands to create a great horde of thrall slaves and a smaller number of more cunning lieutenants. These simple undead were directed to construct the great city of Skell and the black palace where Toruk chose to dwell and receive the worship of his fearful populace.

In a short time the eyes and ears of the lich lords spread even to the mainland. Their agents among humanity watched as the Thousand Cities fought and feuded, noting every innovation in the arts of murder and warfare. Rather than reverse engineer the inventions of mortal hands, Cryxian agents pillaged the graves of humanity's greatest thinkers and stripped the secrets from their bones through forensic necromancy. These necromancers excelled at uncovering lore and applying the research to their own nightmarish creations. The Cryxians were willing to pursue any possible weapon for Lord Toruk's final war.

The great army Cryx had created remained on the islands and unknown to the people of the mainland, who saw only the occasional coastal raids. The revenant fleet of the *Atramentous* and the few reavers that made their port in Blackwater or Dreggsmouth patrolled the waters of the Broken Coast but preferred to strike isolated coastal towns or treasure ships. Years passed while Toruk's armies grew and his generals developed increasingly fiendish tactics.

The arrival of the Orgoth on their terrifying blackships was among the few mortal affairs ever to capture Toruk's interest and forestalled the long-planned Cryxian invasion of the mainland. The Orgoth possessed a unique necromantic tradition as well as a vast wealth of powerful relics and unfamiliar lore, and they went about subduing the mainland population with inhuman savagery. Although

CRYXIAN MILITARY STRUCTURE

LORD TORUK
Dragonfather, God of Caen,
Master of the Nightmare Empire

Each of the 12 lich lords are equal in rank and oversee different elements of the empire.

MILITARY

FOREIGN AFFAIRS
Lich Lord Thalassina

OCCULT RESEARCH

ARCHIVE OF SKELL
Lich Lord Corripio

EMPIRE INFRASTRUCTURE

INTELLIGENCE
Lich Lord Malathrax

NECROMANTIC RESEARCH
Lich Lord Fulmenus

ESOTERIC RESEARCH
Lich Lord Tenebrus

DRACONIC LORE
Lich Lord Venethrax

WAR INDUSTRY
~~Lich Lord Morbus~~
(Destroyed 608 AR)

CHURCH OF TORUK
Lich Lord Divinitus

TREASURY
Lich Lord Angorus

TERMINUS INCURSION
Conquest
Soldiers: Unknown
Lich Lord Terminus

ASPHYXIOUS INCURSION
Conquest/Mainland War Industry
Soldiers: Unknown
Lich Lord Asphyxious

VENETHRAX INCURSION
Securing Athancs for Toruk
Soldiers: Unknown
Lich Lord Venethrax

CRYXIAN RESERVES
Reserves/Defense
Soldiers: Unknown
Lich Lord Scopulous

Cryxian troop strength fluctuates widly due to the variance of unliving assets.

CRYXIAN FLEETS
Ships: Unknown
Skarre Ravenmane

MAINLAND ARMIES
Soldiers: Unknown
Lich Lord Terminus
Lich Lord Asphyxious
Lich Lord Venethrax

BLACK FLEET
Ships: Unknown
Skarre Ravenmane

SLAUGHTER FLEET
Ships: 25+
General Gerlak Slaughterborn

PIRATE FLEET
Ships: 550+
Admiral Axiara Wraithblade

GHOST FLEET
Ships: Unknown (16+)
Captain Rengrave

These are the cinder ships most commonly with the *Atramentous*. Their number fluctuates as new ships are stolen and others are sunk in battle.

ATRAMENTOUS
Ancient Dirgenmast
Revenants: 650

FLAGSHIP FLEET
Ships: 16
Skarre Ravenmane

REMAINING BLACK FLEET
Ships: Unknown

AXIARA'S RAIDERS
Ships: 25+
Admiral Axiara Wraithblade

PIRATES AND SMUGGLERS
Ships: 525+
Includes hundreds of small vessels

DIRGE
Fast Frigate
Revenants, Black Ogrun, Thralls: 350
Prize Captain Magrott

DEATH KNELL
Fast Frigate
Revenants, Black Ogrun, Thralls: 330
Prize Captain Farwain

FLAGSHIPS
Ships: 6
Soldiers: Varies (3,200+)

ESCORT WING
Ships: 5
Soldiers: Varies
Fleet Captain Kelvexis Darkreef

RAIDER TRANSPORT
Ships: 5
Soldiers: Varies
Fleet Captain Selvixen

WIDOWER
Flag Blackship
Satyxis, Thralls, Wraiths: 600
Skarre Ravenmane

ILL TIDINGS
Blackship
Satyxis: 500
Captain Velmexria Dawnblood

BLOOD TEMPEST
Blackship
Satyxis: 500
Captain Sarlixa Redtide

MALEDICTOR
Blackship
Black Ogrun/ Loaned Revenant Crew: 500
Captain Jorvak Earcutter

BRANDING IRON
Blackship
Warjacks, Necrotechs: 200
Captain Vemolluc

EXHUMATION
Blackship
Necrosurgeons, Thralls: 900+
Captain Anathius (skarlock)

PLUNDER
Frigate
Revenants: 300
Prize Captain Galloway

BLOATED BLIGE
Treasure Galleon
Revenants: 420
Prize Captain Wineblood

STRIKE RAIDERS
Satyxis, Skarlock, Harrower, Seether
Raiders: 225

SWEEP RAIDERS
Satyxis, Soul Hunters, Leviathan
Raiders: 175

SHIP'S WATCH
Satyxis, Thralls
Watch: 75

SHIP'S CREW
Satyxis
Crew: 125

WARJACK SUPPORT
Necrotechs, Machine Wraiths, Bonejacks, Helljacks

Toruk himself laid waste to their fleets when they foolishly approached Cryx's main island, the Dragonfather allowed them to claim the island of Garlghast, where his agents could easily observe them.

The Orgoth ground the people of western Immoren beneath their tyranny over the next several centuries, but eventually the oppressed rose up against them. A turning point came when the goddess Thamar granted humanity the gift of magic; soon they were able to merge their arcane skills with technology to create the first mechanikal devices. The Cryxians were immediately fascinated by these machines and envisioned necromantic equivalents. They plundered the bones of countless arcanists and set about incorporating mainland mechanikal knowledge in their own morbid industries, crafting a new and unique necrotechnological tradition. Soon they mastered techniques enabling them to augment their thralls with crude steam engines, and a new era was born.

The discovery of necrotite as a source of fuel provided an important breakthrough for Cryx. The lich lords had long experimented with methods to manipulate the energy of souls to replace or supplement coal as fuel, but those were a limited resource that was impractical for widespread use. Necrotite, a noxious combination of coal and the residue accumulated beneath battlefields and other places of suffering and slaughter, could be used to fuel mechanikal apparatuses and sustains intense heat far longer than regular coal. The substance is toxic to the living over extended exposure, but Cryxians do not suffer such effects. In time they learned to refine and concentrate necrotite and developed methods for extracting it even from new battlefields, giving them a source for the powerful fuel as unending as suffering itself.

Cryx took note of every weapon the Immorese and the Orgoth employed in their struggles for dominance. When the Iron Alliance constructed the first colossals during the Rebellion, Cryx wasted no time in stealing the secrets of the cerebral matrix, the massive arcane devices that served as the cortex of the titanic constructs.

THEFT OF LORE AND POWER

Eventually the Orgoth were overthrown on the mainland and fell back to their last and greatest city, Drer Drakkerung, on the island of Garlghast. Toruk sent forth his armies en masse to wrest their remaining secrets from them. After

sustaining enormous losses in the siege, the Orgoth chose self-annihilation over surrender. The resulting conflagration claimed the vast majority of the Cryxian army, destroying three of the five lich lords leading the armies and inflicting losses that would have been staggering to any other nation. Toruk thought nothing of these losses and was satisfied with the outcome. The Orgoth could not keep their secrets from him in death, and in time his legions would grow ever more powerful. Certain occult traditions from the Orgoth now survive only among Cryx, such as the powerful warwitches, which have become a vital Cryxian occult tradition.

The mainland nations expanded and improved on mechanika as they warred among themselves over several centuries of recovery from the Orgoth. Cryx observed the rise of warjacks; the smaller, more easily manufactured and controlled mechanikal constructs rendered the costly colossals all but obsolete. Necrotechs worked to bend the purely technological cortex to their will for the first helljacks. Their designs were influenced during this time by sightings of the mysterious Deathjack, the apparent creation of some half-mad mainland necromancer. All attempts to root out the origins of the fell machine or the nature of its construction techniques failed. Still, the shape and lines of this singular machine inspired the constructs that would eventually become Slayers, Reapers, and other helljacks.

As Toruk inexorably prepares for the next stage of his war against his treacherous offspring, the armies of Cryx spread across the mainland marshaled by several lich lords specifically tasked as generals, a recent development. Numerous Cryxian spies seeded throughout the mainland provide key information and help coordinate surprise attacks. The lich lords remaining in Cryx support the undead armies with continuous industry and research. Even those liches involved in more esoteric occult research occasionally unearth innovations from which new weapons can be created.

If the mortals of the mainland had any idea of the complex unholy machinations being unleashed against them, they would immediately set aside their differences and unite to defy Cryx. Thanks to the tendrils growing from many long-buried seeds, Lord Toruk and his lich lords have carefully orchestrated their plans to ensure that the squabbling nations remain locked in strife and therefore cannot interfere with their deeper purposes.

THE TWELVE LICH LORDS

The armies of Cryx are led by a dozen powerful and virtually immortal undead generals capable of long-term planning of a scope impossible for mortal minds to comprehend. These liches were created to do the bidding of Lord Toruk, the Dragonfather, though at times their own goals distract them from his purpose. Nonetheless, Toruk personally selected each of these lich lords to command his armies and govern his empire. Each has held substantial dominion for centuries, some for more than a millennium. The first lich lords were born of the twelve pirate kings of the old Scharde Islands who bowed to Lord Toruk after he revealed his full power to them at the fortress now known as Dragon's Roost. Two of the original fourteen kings dared defiance: King Threnodax, whom Captain Rengrave of the *Atramentous* served as vassal in life, and King Moorcraig, who fled to his castle thinking he could defend himself from the Dragonfather. Both were annihilated and their souls bound to endless torment, while the twelve who bowed were rewarded with immortality to serve as the overlords of Toruk's new empire.

THE CHURCH OF TORUK

The Dragonfather dwells in a great citadel ornamented with metal spires resembling grasping claws. Beneath lies the Black Temple, the center of Toruk's worship, where his undead clergy gather at the direction of Lich Lord Divinitus to chant obeisance to the self-appointed "God of Caen." Mainland faiths do not accept Toruk's claim of divinity, but it is an unquestioned fact in the island empire, and to suggest otherwise is to invite the retaliation of the merciless blighted priests of the Church of Toruk.

The greatest of Toruk's clerics are undead, but those who still live are horribly rotted from their nearness to the Dragonfather. Rumor suggests they may even receive a special communion, a solution containing Toruk's own blood. They consider their blighted affliction a blessing and savor the revulsion it evokes in those dragged before them. The aura of their blight is strong enough to kill mortals on extended exposure, so the priests endure the company of other living creatures only for short periods of time. All living priests consider their exalted waning a necessary step before the immortal undeath they seek as reward for faithful service. Shortly before death they are taught the sacred language of Lord Toruk, a tongue almost unknown outside the dragons.

The liches and other sentient dead who rule the church spend their existences praising Toruk and ensuring others do the same. They share his vision of a lifeless world populated only by those who have transcended death and who are utterly bound to their master's will. They mutter prayers to his majesty and tend to their diseased flocks, sacrificing souls to their master in holy adulation. Most priests dwell within the Cryxian empire, but some choose to establish small, covert cults on the mainland to spread the word of the Dragonfather. Lich Lord Divinitus considers the few cults of Toruk among the Iron Kingdoms an interesting experiment: they might help prepare the way for the acceptance of Toruk's inevitable victory over all life, but even if not, they are a convenient source of cadavers and spiritual energy.

The domains of the lich lords have evolved and changed over time in keeping with the needs of the empire. Even as Toruk spread his blight across the islands, his new generals and acolytes set about transforming this scattered land of fourteen petty fiefdoms into a single kingdom sworn to their dragon god. The last sixteen centuries have taken a toll upon the lich lords, and fewer than half the original twelve remain. Some have fallen to outside forces; others have succumbed to scheming peers, their mantles taken up by those who engineered their downfall. Such calculating betrayal is routine in Cryx, where only those brilliant and strong enough to retain their positions do so. Toruk's commandments forbid the lich lords from openly warring with one another, however, as direct strife would interfere with the great work of finding and delivering his progeny.

Within the last thirty years, the Dragonfather's schemes reached a critical point, and now Cryxian forces are active across the mainland in unprecedented concentration. These armies, called incursions, were once the responsibility of Lich Lords Daeamortus and Terminus, who orchestrated their efforts from a distance and remained amid the fleets. What mainlanders refer to as the "Scharde Invasions" was planned by these two lich lords as a series of attacks on enemy shores and coastal towns to disguise the movement of incursions into the interior. Daeamortus relied heavily upon powerful vassals like the Iron Lich, Asphyxious, to direct these more enduring operations deeper inside the continent. Even before destroying his master, Asphyxious was considered by many in Cryx to be all but an unrecognized thirteenth lich lord. After triumphing over Daeamortus, Asphyxious replaced his old master and is now the equal of Lich Lord Terminus. Both are now permanently stationed alongside their incursions deep inland to advance Cryxian interests. Lich Lord Venethrax, charged with acquiring draconic lore, is the authority on Toruk's children and draconic blight. He is the most recently dispatched lich lord to arrive on the mainland, there to initiate the operations directly related to finding and securing other dragons for Toruk. His arrival is a response to a perceived change in the stalemate among dragons. These three lich lords are presently the commanding generals of the Dragon Lord's armies on the continent.

Lich Lord Scopulous is technically a fourth military leader, as he commands the Cryxian army kept in reserve. He supports the incursions on the mainland with his sizable stockpile of thralls, weapons, and necrotite. Scopulous also commands the Nightmare Empire's garrisons and fortresses and ensures their readiness against direct counterattack. This lich lord coordinates his efforts with those of Terminus' fleets to ensure that a steady stream of reinforcements reaches the mainland. Asphyxious has mitigated the urgency of this resupply with his recent efforts to create an autonomous war industry beneath the Thornwood.

When the armies of Cryx last marched to war at full strength, it was against the Orgoth in their final bastion of Drer Drakkerung. At the height of the conflict, Orgoth warwitches obliterated the city. The conflagration destroyed three of the lich lords and reduced two others, Tenebrus and Fulmenus, to spectral shadows. Though their physical potency was diminished, their new state heightened their ability to perceive and manipulate necromancy, and they are now the Dragonfather's reigning experts on occult lore and esoteric experiments.

As Orgoth secrets became part of Cryxian occult knowledge, Toruk elevated new lich lords to replace the fallen: Terminus, Thalassina, and Angorus. Thalassina was chosen to steer the affairs of the human kingdoms, a task complementing Malathrax's intelligence-gathering. Few mortals could ever hope to understand Thalassina's near-prescient and subtle scheming, and she has quietly become one of the most influential beings in western Immoren. Toruk's draconic mind has difficulty distinguishing the petty lives of mortal rulers, given they die and are replaced so frequently, and he relies heavily upon Thalassina's subtle manipulations and the agents who report to her of those courts.

Of the lich lords dwelling in Skell, Angorus and Divinitus oversee the treasury and Toruk's cult, respectively, and rarely leave the city. Angorus' agents collect tithes taken from the pirate fleet and the mortal inhabitants of Cryx, and he oversees the tabulation of other significant resources, such as accumulated necrotite. Divinitus perhaps spends more time in Toruk's presence than any other lord, directing the Dragonfather's enigmatic priesthood. Lich Lord Corripio controls the Archive of Skell, a library of inestimable worth that includes a trove of stolen and accumulated lore, with many tomes thought on the mainland to have been lost forever. What it contains on the Orgoth, in particular, is beyond compare. The other lich lords must stay in Corripio's good graces if they desire access to this information.

Until recently Cryxian military production was overseen by one of the original lich lords, Morbus. He ventured to the mainland in 608 AR to inspect and take control of the vast necrofactoriums established by Asphyxious and to ensure that Venethrax received what he needed for his vital mission and was destroyed in an ambush under what many lich lords consider suspicious circumstances. Investigation into this matter is underway, and the position remains vacant. It will likely be some time before Toruk decides upon a proper replacement, and this position will inevitably be subject to political lobbying by the various lich lords and their subordinates. In the meantime, Asphyxious has more or less assumed control of Morbus' domain, albeit focused on his own local industry. The balance of Morbus' responsibilities in Cryx are being handled by subordinates trained by Master Necrotech Mortenebra, and she has

THE DEATH BELOW
THE THORNWOOD CENTRAL NECROFACTORIUM

LEADERSHIP

- **Lich Lord Asphyxious**
- **Wraith Witch Deneghra**
- **Master Necrotech Mortenebra**
- **The Withershadow Combine**
- **Skarlock Caligari**
- **Skarlock Deryliss**
- **Cephalyx Overlord Liason Hiraximor**

ASSETS

- **Thousands of mechanithralls (number varies)**
- **200+ stitch thralls**
- **60 necrosurgeons and necrotechs**
- **200 helljacks (all chassis)**
- **350 bonejacks (all chassis)**
- **Cephalyx and drudge slaves (unknown)**
- **Material for thousands of bonejacks, helljacks, thralls, and other constructs**

Asphyxious has been overseeing the construction of numerous production hubs beneath the Thornwood to expand Cryx's wartime production on the mainland. The first and largest of these necrofactoriums he controls directly, and it also serves as his base of operations. This facility is a truly enormous collection of hewn and natural caverns connected by an ever-expanding series of tunnels. It is here, far from prying human eyes, that the heart of Cryx's new army beats its relentless pulse. With each passing day, great numbers of thralls, helljacks, and even more terrible weapons are constructed and readied for war.

Asphyxious is content to leave daily oversight of the industrial facilities to his skarlocks and Master Necrotech Mortenebra, who supervises the senior necrotechs. The lich lord regularly inspects the underground compound but increasingly relies on his subordinates while he marshals the armies of the Dragonfather and furthers his complex schemes. Mortenebra endlessly haunts the vast factories and workshops, inspecting and modifying assembly lines and helljacks. She has delegated responsibilities to a number of her favored necrotechs, each of whom is responsible for specific portions of the facilities. Integral to Mortenebra's work is overseeing the ongoing expansion of factory elements and creating adequate defenses for them. Duties of senior necrotechs range from managing the vast pits filled with corpses and other raw materials to producing the most delicate mechanikal components.

Expansion of these facilities has been aided tremendously by a large number of cephalyx and the surgically altered slaves the strange creatures rely upon for their labor. Several of the sinister cephalyx overlords have established laboratories and surgical rooms, sometimes in conjunction with necrotechs.

Asphyxious demands that each of these necrofactoriums be as self-sufficient as possible. This is supported by a considerable army attached to the central facility, allowing it both to defend itself without relying on committed incursion forces and to acquire necessary outside materials. Mortenebra is loath to leave her endless work, but her projects sometimes require specific components or body parts that are not predictably available. In such cases she launches precision attacks against carefully chosen targets, drawing from her hordes of mechanithralls, necrosurgeons, and helljacks to complete the gruesome task at hand.

reached out from the mainland to provide them guidance. Some of these subordinates have been co-opted by Lich Lord Scopulous, who may make a bid to broaden his purview to better consolidate the strength of his reserve army.

THE HIERARCHY OF THE DEAD

The hierarchy of Cryx is a simple pyramid with Lord Toruk at its apex, so far beyond others in power and authority that he is more god than sovereign. Below Toruk are the lich lords, each a relative monarch with near-absolute authority over his or her respective domain. Serving the lich lords in vital capacities are individuals of singular power, field commanders and overseers as varied as they are resourceful: iron liches, necromancers, potent sentient dead, and other, stranger, vassals. The individuals at this level are afforded tremendous latitude in how they serve Toruk, and many of them put into motion complicated schemes to advance their own ambitions. The most effective and ruthless of those have sometimes risen to become lich lords themselves, a common goal for many of Cryx's subordinate leaders. Lich lords are ever-watchful of their vassals, knowing inattention can all too quickly lead to their own displacement.

Warcasters of Cryx, both living and dead, invariably rise to special prominence by virtue of their invaluable talents as battlefield leaders. They transcend the ordinary limits of station to command forces as large as their strength and cunning can demand. Their stature can sometimes make them willful and difficult to predict; however, this spark is vital to their battlefield success and so is rarely quashed entirely.

The most powerful remaining vassals are those warlords who have risen through the ranks by their wits, prowess, and personal power. Some, like Gerlak Slaughterborn and Darragh Wrathe, are living champions who have proven themselves in countless conflicts. Others, like Bane Lord Tartarus and Captain Rengrave, are particularly powerful souls bound into eternal service who use their unique abilities to command specific undead forces.

Although the vast majority of Cryxian forces are thralls and necromechanical horrors, the nation also fields a host of fearsome living soldiers. Only two groups of mortals are accorded any real respect by their undead masters: the Satyxis and the warwitches. The cruel women from the island of Satyx were blighted a millennium ago by the blood of the dying dragon Shazkz that rained down while Lord Toruk consumed its athanc. The people of Satyx were already immersed in a culture of sacrifice and blood ritual when the blight fell upon them. The men withered away and the women were transformed, their minds embracing an even greater cruelty. When the Dragonfather appeared

to the survivors, their queen immediately prostrated herself before their new god. The Satyxis have since served Toruk as consummate reaver witches and raiders.

The Orgoth annihilated themselves when Toruk's armies marched upon the city of Drer Drakkerung, but not as completely as they had hoped: a handful of warwitches survived and were captured. Given the choice of cooperating or having their secrets necromantically ripped from their bones, the survivors shared their occult tradition with Cryx. Within a few centuries what little remained of Orgoth culture had been subsumed by Cryx, and this new warwitch tradition has produced some of the most powerful mortals ever to serve the Nightmare Empire.

THE INCURSION ARMIES

Over the last twenty years, Cryxian incursion forces have successfully penetrated the mainland and established secret bases in a number of remote wilderness locations, most significantly Cygnar's Wyrmwall Mountains and Khador's Thornwood Forest. Underground tunnels, whether naturally occurring or manually excavated, are the favored sites for these bases. With these, Cryx has begun to establish the infrastructure for unlimited necrotechnological fabrication—an essential part of their insidious campaign of conquest.

Cryx has located most such facilities near places of slaughter, where necrotite can be mined to fuel their war industry, and hidden mining rigs often accompany the necrofactoriums. The majority of materials used to craft thralls are stolen from forgotten graves and fresh battlefields. The ancient dead are used to produce banes or skarlocks, while fresher corpses are reanimated as bile thralls or mechanithralls.

Few major engagements between the Iron Kingdoms go unnoticed by Cryxian agents. They descend upon battlefields like carrion birds, stripping the carnage of corpses, mechanika, and any other potentially useful salvage. Though relatively small, Cryx's spy network includes contacts among the governments of all the mainland nations. Many of these informants do not understand the end result of their efforts, willfully ignorant of their patrons and focused only on the wealth they earn by providing seemingly trivial information. In the aggregate, this data allows Cryx to follow troop movements and subtly influence battles to occur in places convenient to the Nightmare Empire. Other undead minions scour the continent for lost artifacts and lore—or Toruk's hated spawn. In some cases these creatures are left unsupervised for years, to be collected later when they uncover some obscure object or useful intelligence. All these assets work to extend Cryx's hold on the mainland, often with no awareness of the larger picture.

Several sizable necrofactoriums beneath the Thornwood comprise the production center for the mainland war effort. Combined, this hub is second in size only to the great black-iron factories of Skell. Far beneath the earth a thousand necrotite furnaces burn, though only trickles of smoke escape between the trees. The Khadorans, who falsely believe they control this region, fear to venture into the heart of the Thornwood, where whole patrols have been known to vanish in the night.

Asphyxious created and controls this network, but Master Necrotech Mortenebra oversees its operational details. Her flawless machine logic has already exponentially increased production of these facilities, which are equal part factory and surgical theater. Vast numbers of specially crafted thralls endlessly assemble thralls and helljacks as the roar of unwholesome machinery eclipses the screams of living victims. Mortals dragged into this abyss for vivisection spend their last moments breathing a nauseating miasma of smoke, poison, and vaporized blood, all the while lit by the green flames of necrotite-powered forges.

In shockingly few years, Cryx has insinuated a horrific new tendril of their empire into the heart of western Immoren. While the mortal nations are preoccupied with their borders and petty wars, Cryx quietly spreads like a cancer just beneath the surface.

THE FLEETS

The fleets of the Cryxian navy have served as the face of the Nightmare Empire for hundreds of years. With an extensive

THE CEPHALYX

It is not known whether Lich Lord Asphyxious found the cephalyx as he established his operation below the Thornwood or if their presence drew him there in the first place. Certainly the Iron Lich was the first of Toruk's servants to contact the enigmatic race. That Asphyxious was able to strike a deal with the cephalyx is significant in itself, as they have never before deigned to communicate with other species. The creatures are emotionless even by the empty standards of the undead, and exactly what Asphyxious promised them in return for their aid remains a mystery. Perhaps part of the bargain was mortals for their own use; sometimes cephalyx accompany Cryxian forces into battle, after which the strange beings claim a portion of enemy survivors.

Cryx's shadowy alliance with the cephalyx has given them access to massive underground caverns and a network of tunnels perfectly suited to their needs. The huge warren connects caves excavated by the cephalyx with ancient burial sites and even the sunken portions of the lost empire of Morrdh. In addition, the two groups have crafted shared facilities for their depraved use.

but disparate armada arising from several distinct Scharde Island pirate forces, Cryx is now one of the premier naval powers of western Immoren.

For centuries, Lich Lord Terminus had oversight of the Cryxian fleets. Since taking charge of the armies of incursion, however, he has granted full command to Skarre Ravenmane, recognizing her fearsome skill and unwavering loyalty to the Dragonfather. That decision unleashed the full fury of Cryx's naval power upon the western seaboard, whose ports are now battered with a punishing frequency not seen since the "Scharde Invasions" of Vinter Raelthorne's rule. These attacks have ranged as far north as Khador's farthest frozen ports and intruded across the heavily patrolled Gulf of Cygnar even unto the shores of the Protectorate of Menoth.

The dark iron heart of the Cryxian navy is the dreadful Black Fleet. The mere sight of one of these blackships is regarded as a sign of imminent and certain doom. They literally bring their own weather, with unearthly winds to fill their sails and chilling fogs to conceal their approach. Derived from closely guarded secrets stolen from the Orgoth, these ships are more than the equal of the most powerful vessels of the mortal navies, among which only modern ironhulls are able to stand against them. They are constructed in Dreggsmouth under the supervision of Master Shipwright Kress Soratt, who answers to Lord Captain Derevnia Vrace, master of Dreggsmouth and former vassal of Lich Lord Morbus, who inherited this responsibility from Lich Lord Terminus, who laid the foundation for the original fleet. Skarre leads this fleet directly, alongside the notable captains of the other flagships that are her immediate escort. Satyxis make up a larger proportion of blackship crews, officers, and captains than in the other fleets.

In addition to being among the most formidable warships ever created, blackships have the capacity to carry large numbers of soldiers, helljacks, and other supplies to invasion forces. The Black Fleet has rarely been released in full force, and mainland admirals often underestimate its size. They view Cryx's nautical strength through the skewed lens of encounters with the chaotic mortal pirate fleet.

The Ghost Fleet is the smallest of the Cryxian fleets, its numbers fluctuating with the vagaries of war. Though not quite as fast or deadly as blackships, the spectral flotilla's frigates and few larger ships have their own advantages: they are pushed by unseen winds, regenerate from damage sustained with unnatural alacrity, and are crewed by seemingly indestructible sentient spirits rather than living men. All but the most powerful mortal fleets turn sail at the first sighting of one of these ghastly vessels looming ahead, green flames eternally flickering along its decks, rigging, and crew. Those crew are beholden to Captain Rengrave, who has the distinction of being Toruk's first vassal and Cryx's first citizen. His funereal flagship *Atramentous*, an enormous blackened dirgenmast, is the most ancient ship sailing the Meredius. To be boarded by her revenants is to face eternal torment, and many sailors choose to end their lives rather than endure that terrible fate.

A diverse group mostly made up of sailing vessels liberated from other nations, the pirate fleet is the largest but most loosely ordered of Cryx's fleets. Indeed, it operates more as a collection of fleets than as a single cohesive group. These vessels include the largest number of living crewmen, primarily human Scharde Islanders, but they also employ trollkin, ogrun, and Satyxis. The largest number of Satyxis are found on the elite vessels called Axiara's Raiders, led by Axiara Wraithblade, who has been delegated oversight of the entire pirate fleet. Axiara has the direct ear of Skarre Ravenmane, and the other commanders obey her accordingly, if not always swiftly or predictably.

In addition to being used to mount chaotic attacks on mainland shipping for plunder, these ships have long been involved in the smuggling trade—the only true commerce between Cryx and the mainland. Their ability to find even marginal welcome at smugglers' ports and seedy pirate dens has made them a valued asset of Cryxian intelligence. Though used primarily for support and diversion, this fleet is battle-tested and ready to answer the call to action.

Because its numerous vessels are crewed by willful and bloodthirsty scoundrels of volatile temperament, the pirate fleet has historically been difficult to control and coordinate. Recent efforts by Axiara, on Skarre's orders, have helped to bring these captains more in line and ensure their obedience. The blood witches have learned that they may do as they please—until Axiara or Skarre calls upon them. Cryx otherwise deploys these ships to distract naval forces while the Black Fleet or Ghost Fleet engages higher-priority targets.

Though the various Cryxian fleets are made up of disparate and sometimes mutually hostile crews, they come together for raids against key targets. The terrifying entities that crew these vessels are accompanied by amphibious helljacks like the Leviathan and Harrower, which can be dropped into the water before the ships land, to rise from the depths and terrorize coastal defenders. Raiding tactics usually involve routing panicked enemies through sheer press of numbers. It may not be not subtle, but this technique is undeniably effective.

THE BLACK FLEET

RAIDERS OF THE BLACK FLEET LED BY THE QUEEN OF THE BROKEN COAST

By the dead sea, a bloody dawn and a watery grave.

LEADERSHIP (FLAGSHIPS)

- **Warcaster Skarre Ravenmane**
- **Flagship Captains Anathius, Dawnblood, Earcutter, Redtide, and Vemolluc**

ASSETS

- **6,000 Satyxis**
- **20,000+ thralls**
- **1,800 black ogrun pirates**
- **1,000+ revenants**
- **100+ other (necrotechs, skarlocks, and wraiths)**
- **150 Helljacks: Harrowers, Leviathans, Reapers, and Seethers**
- **Bonejacks: All chassis (hundreds)**

Skarre Ravenmane has opened up a war front 2,000 miles wide along the western coast as she conducts unrelenting raids and strikes. From her flagship, the *Widower*, she coordinates the whole of the Cryxian navy as well as directly commanding the dreaded Black Fleet. The decks of these terrifying blackships are crammed with raiding parties eager to plunder mainland villages and shipping. Even a single blackship is enough to send groups of lesser vessels fleeing at full sail toward the nearest fortress. Seeing a line of them coming over the horizon can drive hardened naval officers to madness.

The *Widower* is directly accompanied by the blackships *Ill Tidings*, *Blood Tempest*, *Maledictor*, *Branding Iron*, and *Exhumation*. The first three of these are commanded by Skarre's favored Satyxis captains. Satyxis raiders and blood witches generally form the core of Skarre's raiding forces, and each is handpicked and loyal to the Pirate Queen.

The *Maledictor* boasts a large force of savage black ogrun who rejoice in the capture of ships and the slaughter of their defenders. Their captain is Jorvak Earcutter, a slave-runner whose name brings dread even in ports where the flesh trade is tacitly condoned, such as the Wake Isles of Five Fingers. He and his ogrun are not always on friendly terms with the scornful Satyxis, but they have come to an equitable arrangement. The *Branding Iron* is specially outfitted to serve as a mobile helljack and bonejack armory complete with necrotechs and ample supplies of necrotite. The soldiers and warjacks from this ship are frequently deployed in major coastal attacks. The *Exhumation* is a charnel slaughterhouse ship filled with corpses, thralls, and reanimation tools.

Skarre attained her preeminence among the Black Fleet by first demonstrating her sovereignty over the Satyxis. Dozens of rivals died at her hands before the Satyxis recognized her as their queen and master. It was then simple enough to quell any rivals among the unsavory human, trollkin, and ogrun of the pirate fleet. Since then she has led countless raids, including the one that utterly destroyed the Cygnaran coastal town of Ingrane. The specific reasons behind the Black Fleet's attacks are diverse, as every raid is part of a greater plan. The black pirates plunder not for personal gain, but rather to garner assets for the war. These vary from supplies of blasting powder otherwise unavailable to Cryx to captives of interest—either as needed by Cryx's necromancers or for inculcation into occult training and conditioning.

Skarre was personally involved in one of the largest sea battles against the Cygnaran Navy, in the Windwatcher's Passage in 588 AR, where she dealt a grievous defeat to forces sent from Westwatch. This opening allowed the *Widower* and other ships to raid a number of villages throughout the Gulf of Middlebank. The slaughter and pillaging were so brutal that none dare settle in the area today. More recently, in late 606 AR, she led an overwhelming attack on Port Vladovar, home of the Khadoran Navy. Her fleet crippled or captured many of that northern nation's finest warships, dealt a staggering blow to its naval strength, and inflicted considerable casualties and damage to the city. The strike on Port Vladovar coincided with other Cryxian movement further inland, sowing terror and uncertainty across Khador as word of their fleet's defeat spread.

IRON LICH ASPHYXIOUS
SCAVENGERS OF THE LINE

WARJACKS
Cryx non-character warjacks, Cankerworm

UNITS
Bane Thralls, Bile Thralls, Mechanithralls, Necrosurgeon & Stitch Thralls

SOLOS
Bloat Thralls, Machine Wraiths, Necrotechs, Scrap Thralls, Skarlock Thrall

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Mechanithrall units in this army gain Advance Deployment ⓓ.

TIER 2
Requirements: This army includes three Necrotech solos.

Benefit: Reduce the point cost of Slayer and Corruptor helljacks in this army by 1.

TIER 3
Requirements: Asphyxious' battlegroup includes Cankerworm.

Benefit: For each warjack in Asphyxious' battlegroup, place one wreck marker of the corresponding size anywhere within 20″ of the back edge of Asphyxious' deployment zone after terrain has been placed but before either player deploys his army. Wreck markers cannot be placed within 3″ of a terrain feature or another wreck marker.

TIER 4
Requirements: Asphyxious' battlegroup includes three or more helljacks.

Benefit: Warjacks in the army gain +2 SPD during your first turn of the game.

LICH LORD ASPHYXIOUS
DARK ALLIANCE

WARJACKS
Cryx non-character warjacks, Cankerworm, Deathjack

UNITS
Bane units, Cephalyx units, Withershadow Combine

SOLOS
Necrotechs, Scrap Thralls, Skarlock Thrall, Bane solos, Cephalyx solos, Bane Lord Tartarus

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Cephalyx units gain Advance Deployment ⓓ.

TIER 2
Requirements: The army includes The Withershadow Combine.

Benefit: 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 Cephalyx Mind Slaver & Drudge units.

Benefit: Add a Cephalyx Overlords unit free of cost. This unit ignores FA restrictions.

TIER 4
Requirements: Asphyxious' battlegroup includes Deathjack.

Benefit: Each warjack in Asphyxious' battlegroup is automatically allocated 1 focus point at the start of your first Control Phase. This focus is in addition to any points Asphyxious allocates.

WARWITCH DENEGHRA
WITCHING HOUR

WARJACKS
Cryx non-character warjacks

UNITS
Bile Thralls, Mechanithralls

SOLOS
Necrotechs, Scrap Thralls, Pistol Wraiths, Skarlock Thrall, Warwitch solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: The FA of Warwitch Siren solos increases by +1 for every helljack included. Additionally, Warwitch Sirens gain Advance Deployment.

TIER 2
Requirements: The army includes four or more solos.

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

TIER 3
Requirements: Deneghra's battlegroup includes four or more bonejacks.

Benefit: Add one bonejack to the army free of cost.

TIER 4
Requirements: Deneghra's battlegroup includes two or more helljacks.

Benefit: Up to one helljack gains Advance Move for each Warwitch Siren solo in the army. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

WRAITH WITCH DENEGHRA
SHADOW PLAY

WARJACKS
Cryx non-character warjacks, Nightmare

UNITS
Bane Knights, Cryx units with Incorporeal

SOLOS
Skarlock Thrall, Cryx solos with Incorporeal, Warwitch solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Solos with Incorporeal gain +2 SPD during your first turn of the game.

TIER 2
Requirements: The army includes two or more units.

Benefit: Add a Machine Wraith solo free of cost for each unit in the army after the second. These solos ignore FA restrictions.

TIER 3
Requirements: Deneghra's battlegroup includes Nightmare.

Benefit: Models in Deneghra's battlegroup gain Ghostly during your first turn of the game. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)

TIER 4
Requirements: Deneghra's battlegroup includes three or more warjacks.

Benefit: Your deployment zone is extended 2″ forward.

GORESHADE THE BASTARD
SEEKERS IN DARKNESS

WARJACKS
Cryx non-character warjacks with Pathfinder

UNITS
Bane Thralls, Cylena Raefyll & Nyss Hunters

SOLOS
Cryx solos with Incorporeal, Bane Lord Tartarus

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Stalker bonejacks gain Advance Deployment.

TIER 2
Requirements: The army includes two or more Bane Thrall units.

Benefit: Bane Thrall units and Bane Lord Tartarus 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.)

TIER 3
Requirements: The army includes Cylena Raefyll & Nyss Hunters.

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

TIER 4
Requirements: Goreshade's battlegroup includes three or more Stalker bonejacks.

Benefit: Add one Stalker bonejack to the army free of cost.

GORESHADE THE CURSED
HERESY OF SHADOWS

WARJACKS
Cryx non-character warjacks

UNITS
Bane units, The Withershadow Combine

SOLOS
Necrotechs, Scrap Thralls, Pistol Wraiths, Skarlock Thrall, Bane solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Bane Thrall units become FA U.

TIER 2
Requirements: The army includes two or more Bane Thrall units.

Benefit: Add a unit attachment to one Bane Thrall unit free of cost. This unit attachment ignores FA restrictions.

TIER 3
Requirements: The army includes The Withershadow Combine.

Benefit: You can redeploy models in Goreshade's battlegroup 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 4
Requirements: Goreshade's battlegroup includes three or more bonejacks with Arc Node.

Benefit: Friendly models/units can begin the game affected by Goreshade's upkeep spells. These spells and their targets must be declared before either player sets up models. Goreshade does not pay focus to upkeep these spells during your first turn.

PIRATE QUEEN SKARRE
SHORE LEAVE

WARJACKS
Cryx non-character bonejacks, Cryx helljacks with Amphibious

UNITS
Black Ogrun Boarding Parties, Bloodgorgers, Revenant units, Satyxis units

SOLOS
Necrotechs, Scrap Thralls, Skarlock Thrall, Satyxis solos, Capt. Rengrave, Gen. Gerlak Slaughterborn

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Helljacks with Amphibious gain Advance Deployment.

TIER 2
Requirements: The army includes two or more Satyxis units.

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

TIER 3
Requirements: Skarre's battlegroup includes two or more helljacks.

Benefit: For each helljack in Skarre's battlegroup, place one 4″ AOE anywhere completely within 20″ of the back edge of Skarre's deployment zone after terrain has been placed but before either player deploys his army. The AOE is shallow water terrain. These AOEs cannot be placed within 3″ of another terrain feature.

TIER 4
Requirements: The army includes two or more medium-based units.

Benefit: General Gerlak Slaughterborn and medium-based units 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.)

SKARRE, QUEEN OF THE BROKEN COAST
MERCHANTS OF DEATH

WARJACKS
Cryx non-character warjacks

UNITS
Satyxis units

SOLOS
Satyxis solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Satyxis Raider units become FA U. Additionally, the FA of Satyxis Raider Captain solos increases by +1 for every Satyxis Raider unit included.

TIER 2
Requirements: The army includes two or more Satyxis Raider units.

Benefit: Add an attachment to one Satyxis Raider unit free of cost. This attachment does not count toward FA restrictions.

TIER 3
Requirements: The army includes a Satyxis Blood Hag unit attachment.

Benefit: Satyxis models/units gain Stealth during the first round of the game.

TIER 4
Requirements: Skarre's battlegroup includes two or more helljacks.

Benefit: Your deployment zone is extended 2″ forward.

MASTER NECROTECH MORTENEBRA
INFERNAL MACHINES

WARJACKS
Cryx non-character warjacks, Deathjack

UNITS
Bile Thralls, Mechanithralls, Necrosurgeon & Stitch Thralls, Soulhunters

SOLOS
Bloat Thralls, Necrotechs, Scrap Thralls, Warwitch Sirens

TIER 1
Requirements: The army can include only the models listed above.

Benefit: The FA of Necrotech solos increases by +1 for every helljack included. Additionally, Scrap Thrall solos gain Advance Deployment.

TIER 2
Requirements: The army includes two Warwitch Siren solos.

Benefit: Helljacks gain Stealth during the first round of the game.

TIER 3
Requirements: The army does not include units.

Benefit: Reduce the point cost of helljacks by 1.

TIER 4
Requirements: Mortenebra's battlegroup includes four or more helljacks.

Benefit: Your deployment zone is extended 2″ forward.

LICH LORD TERMINUS
THE GHOST FLEET

WARJACKS
Cryx non-character warjacks, Deathjack

UNITS
Bloodgorgers, Soulhunters, Revenant units

SOLOS
Necrotechs, Scrap Thralls, Skarlock Thrall, Revenant solos, Darragh Wrathe, Gen. Gerlak Slaughterborn

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of each Revenant Crew of the *Atramentous* unit by 1.

TIER 2
Requirements: The army includes Captain Rengrave.

Benefit: Captain Rengrave and Revenant units gain +2 SPD during your first turn of the game.

TIER 3
Requirements: The army includes Blackbane's Ghost Raiders.

Benefit: Revenant models/units gain Incorporeal during your first turn of the game.

TIER 4
Requirements: Terminus' battlegroup includes two or more helljacks with Amphibious.

Benefit: Helljacks in Terminus' battlegroup with Amphibious gain Advance Deployment.

LICH LORD VENETHRAX
THE DRAGON SLAYERS

WARJACKS
Cryx non-character warjacks

UNITS
Black Ogrun Boarding Parties, Bloodgorgers, Mechanithralls, Necrosurgeon & Stitch Thralls

SOLOS
Pistol Wraiths, Skarlock Thrall, General Gerlak Slaughterborn

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of Seether helljacks by 1.

TIER 2
Requirements: The army includes two or more units.

Benefit: For each unit included in the army, place up to one 3″ AOE cloud effect in play after terrain has been placed but before either player deploys his army. These AOEs must be placed within 20″ of the back edge of Venethrax's deployment zone and remain in play for one round. Cloud effects cannot be placed within 3″ of a terrain feature. Models with Eyeless Sight do not ignore these cloud effects. These cloud effects leave play after the first round of the game.

TIER 3
Requirements: The army includes General Gerlak Slaughterborn.

Benefit: Slaughterborn and Bloodgorgers units gain Advance Deployment.

TIER 4
Requirements: Venethrax's battlegroup includes two or more Seether helljacks.

Benefit: Seether helljacks in Venethrax'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.)

WITCH COVEN OF GARLGHAST
AUGURIES OF WAR

WARJACKS
Cryx non-character warjacks, Deathjack

UNITS
Bane Knights, Satyxis Blood Witches, Soulhunters, The Withershadow Combine

SOLOS
Necrotechs, Scrap Thralls, Pistol Wraiths, Skarlock Thrall, Warwitch solos, Darragh Wrathe

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Soulhunter units become FA 2. Additionally, the FA of Warwitch Siren solos increases by +1 for every helljack included.

TIER 2
Requirements: The army includes Darragh Wrathe.

Benefit: Soulhunter models each begin with one soul token.

TIER 3
Requirements: The army includes The Withershadow Combine.

Benefit: 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 4
Requirements: The Coven's battlegroup includes three or more helljacks.

Benefit: Up to one helljack gains Advance Deployment for each Warwitch Siren solo in the army.

WARCASTERS OF CRYX

As important as warcasters are to other armies of the Iron Kingdoms, these individuals are doubly vital to Cryx given the majority of its hordes of unliving and unthinking thralls require powerful leaders to direct them. Accordingly, Cryx has plumbed the fundamental nature of this talent to a depth far exceeding those of its enemies and has even developed ancillary ways to emulate such abilities through necromantic technology. They are assisted in this endeavor both by the endless diligence of their necrotechs and by a complete freedom from morality that allows them to conduct all manner of ghastly experimentation. Perhaps most importantly, the destruction of Drer Drakkerung provided Cryx with Orgoth soul magic lore—including the soul cages that considerably amplify the arcane might of Cryxian warcasters.

Many Cryxian warcasters are sorcerers in the same vein as their mainland counterparts, possessing innate arcane talents from birth. Once discovered, whether by chance or through potent oracular surveillance, these individuals are trained in whichever manner best suits their natural aptitudes or the whims of their new masters. Female warcasters are often initiated into warwitch covens to learn Orgoth secrets as well as Cryxian necromantic principles. These depraved teachings inevitably fracture the minds of the witches in precisely the ways their masters desire. Other living warcasters are trained in the traditions of whichever culture spawned them. Skarre Ravenmane is an example of the latter, as evinced by her mastery of Satyxian blood rites.

It is not only control over warjacks that makes warcaster talent valuable, but also the arcane potential it unlocks. Though the undead have many advantages over mortals, the living learn and adapt much more quickly than their unnatural counterparts. Cryx has learned the value of keeping those with arcane power alive as long as possible before granting them the blessing of undeath. The living have a stronger innate ability to perform auguries, for example, and their prophetic visions are an important strategic asset. Despite this advantage, living warcasters are a minority in Cryx; the lich lords seldom hesitate to sacrifice such individuals as required to further their plans, fully aware that useful servants can be restored to a semblance of life. Wraith Witch Deneghra is an example of a warcaster who served first as a living warwitch but whose service entered a different phase after her death and reanimation.

CRYXIAN GLYPHS OF AUTHORITY

Glyphs seen on thralls can be of two varieties: those used in the actual necromantic animation process and others created for purposes of identification. Lich lords and other leaders of the Cryxian empire often mark their thralls, helljacks, ships, and correspondence with these glyphs. This branding enables their subordinates, who might otherwise have difficulty telling one thrall from another, to identify legions belonging to different necromancers.

SKARRE RAVENMANE

ASPHYXIOUS

TERMINUS

VENETHRAX

IRON LICH ASPHYXIOUS

The upper echelons of Cryxian hierarchy are populated primarily by powerful undead necromancers skilled in the use of necromechanika. The cortexes and arc nodes of bonejacks and helljacks have been designed to answer the mental commands of the undead as they would living warcasters. There is no inherent difference between the methods used by a naturally born warcaster and a lich lord for controlling warjacks on the battlefield. Because of this, Cryx has access to more individuals with the equivalent of warcaster talent than several other nations combined.

IRON LICH ASPHYXIOUS

CRYX WARCASTER

I grant you new flesh, a form worthy to serve a god.

—Attributed to Lord Toruk

ASPHYXIOUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	3	15	16	7

SOULSPLITTER	
POW	P+S
8	15

FOCUS	7
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

FEAT: CONSUMING BLIGHT

Constant death follows in the wake of the iron lich as flotsam behind a raging leviathan, and it is on this death that Asphyxious feeds. In a horrific demonstration of necromancy, this terrible undead warcaster may leech the life from the earth itself as well as all those upon it.

Living enemy models currently in Asphyxious' control area suffer an unboostable POW 5 damage roll. Asphyxious gains up to 7 focus points. He cannot have more focus points than his current FOCUS as a result of Consuming Blight.

ASPHYXIOUS

Terror

Undead

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

SOULSPLITTER

Magical Weapon

Reach

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BREATH OF CORRUPTION	3	8	3	12	NO	YES
Models hit suffer a POW 12 corrosion damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer 1 point of corrosion damage.						
HELLFIRE	3	10	–	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
PARASITE	3	8	–	–	YES	YES
Target model/unit suffers –3 ARM and this model gains +1 ARM.						
SCYTHING TOUCH	2	6	–	–	YES	NO
Target friendly model/unit gains +2 to melee attack damage rolls. Affected models gain Critical Corrosion on their normal melee attacks.						
TELEPORT	2	SELF	–	–	NO	NO
Place this model anywhere completely within 8″ of its current location, then its activation ends.						

TACTICAL TIPS

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Breath of Corruption – Affected models do not also suffer blast damage.

Teleport – This model cannot be placed in an obstruction or in impassable terrain as a result of this spell.

Asphyxious has become the Dragonfather's chosen instrument on the mainland and the unholy general of the rapacious unliving army of Cryx. His campaigns have carved out a bastion for Cryxian forces in the depths of the Thornwood, where he excavates pits of evil and despair in old, deserted battlefields in order to spawn countless horrors.

The iron lich has almost forgotten the time he was alive; it was the blink of an eye compared to the sixteen centuries he has spent in his greater form. Yet once he was a powerful member of the enigmatic Circle Orboros, tasked to watch over the Scharde Islands. When he saw Lord Toruk flying across the ocean to seize the islands for himself, Asphyxious realized the true shape of ultimate power.

The mortal druid spent his days witnessing the seminal acts by which the Cryxian Empire was born. He saw the dread ship *Atramentous* sail into Darkmoor Harbor to greet the gathered pirate kings, exulted in the following slaughter, and watched with jealous hunger as the Dragon obliterated the twelve pirate kings and remade them into undying lich lords.

Renouncing his ancient vows, Asphyxious went to Lord Toruk at the site that would become known as Dragon's Roost, in the shadow of a great volcano. The druid prostrated himself and offered his service in exchange for even a fraction of the Dragon's power. Toruk made no promises but challenged the mortal to prove his willingness to sacrifice everything.

Asphyxious did not flinch. He climbed atop the lip of the volcano and jumped into its depths. His horrific screams were swallowed by the magma as it stripped his flesh. Toruk scooped his bones from the caldera with one massive talon and blew a spark of unlife into them. The druid's dark soul lingered, agitated from torment, and was placed into a metal vessel of power so as to evade the greedy clutches of Urcaen. On that day, Asphyxious entered the Dragon's employ.

After the forges of Skell were completed and the industry of Toruk's new empire began to belch smoke and assemble the first weapons for his new army, the Dragon called forth the liches. To Asphyxious and the lich lords he gave the gift of steel, as brittle bones were wrapped in frames of dark metal and imbued with the strength and durability of alloyed iron. Among the first of these iron liches, Asphyxious was sent forth to do Toruk's bidding and to master the great powers of necromancy.

For sixteen centuries he has gathered lore, mastered war and the arcane arts, and become as formidable a creature as has ever walked the face of Caen. He looks to orchestrate the will of Toruk, see the Dragon's empire encompass the mainland, drown its cities in blood, and release a never-ending tide of souls from which he can drink and draw power. Asphyxious leaves behind ashen fields of lifeless grasses and withered trees. Blackened corpses and bubbling pools of gore are all that remain of his victims. The demands of his iron body create a ravenous thirst for fresh souls. The powerful iron carapace grants great physical strength, and his iron talons wield the ensorcelled Soulsplitter—a twin-pronged spear bathed in raw entropy.

Asphyxious is a terrible foe crafty beyond measure and capable of any act in Toruk's name. A prime source of the cancer feeding upon western Immoren, he gleefully spreads the shadow of the Dragonlord's wings. It is a shadow that will one day, by his efforts, extend across all Caen.

LICH LORD ASPHYXIOUS

CRYX EPIC WARCASTER

His schemes encompass generations, his grasp measured in centuries.

—Hieronymous Essel, the Scholar of Dragon's Roost

ASPHYXIOUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	3	15	16	8

DAEAMORTUS	
POW	P+S
8	15

FOCUS	7
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

FEAT: SPECTRAL LEGION

Reaching into the afterworld, Lich Lord Asphyxious beckons forth his former servants for one last sally against his enemies. A ghostly horde of tireless spirits carry out the lich lord's nefarious will.

Return up to ten friendly destroyed non-warcaster small- or medium-based Faction grunts to play, placing them within 3″ of Asphyxious. Returned models gain Undead and Ghostly, become solos, and cannot be attacked or damaged for one turn. Returned models must charge during their activations and leave play at the end of this turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly cannot be targeted by free strikes.)

ASPHYXIOUS

Terror

Undead

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

DAEAMORTUS

Magical Weapon

Reach

Soul Reaper (★Action) – Place a 5″ AOE anywhere completely in this model's control area. The AOE remains in play for one round. When a living enemy model is destroyed in the AOE, this model gains one soul token. While the AOE is in play, this model cannot attack with Daeamortus and has no melee range.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CAUSTIC MIST	2	CTRL	3	–	NO	NO
Place a 3″ AOE cloud effect completely in this model's control area. A model entering or ending its activation in the AOE suffers 1 point of corrosion damage. Caustic Mist lasts for one round.						
DEATH KNELL	4	8	4	10	NO	YES
Before dealing damage, count the number of models in the AOE. Add the result to each Death Knell damage roll.						
EXCARNATE	3	10	–	13	NO	YES
When a living enemy warrior model is boxed by Excarnate, remove it from play. You can then add one Grunt to a friendly Faction small-based undead unit in this model's control area. The Grunt must be placed in formation and within 3″ of this model.						
HELLBOUND	3	SELF	*	–	YES	NO
This model cannot be targeted by charges. While within 5″ of this model, enemy models treat open ground as rough terrain.						
PARASITE	3	8	–	–	YES	YES
Target model/unit suffers –3 ARM and this model gains +1 ARM.						
TELEPORT	2	SELF	–	–	NO	NO
Place this model anywhere completely within 8″ of its current location, then its activation ends.						

TACTICAL TIPS

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Soul Reaper – This does not deal any damage; it is just a way to collect souls from a distance. Cull Soul converts soul tokens gained from Soul Reaper into focus points. Asphyxious still needs to be the closest soul-gathering model in order to gather the souls.

Excarnate – The boxed model does not provide a soul or corpse token. The new Grunt can activate the turn it is put into play.

Hellbound – Remember, since this model cannot be charged it also cannot be slammed.

Teleport – This model cannot be placed in an obstruction or in impassable terrain as a result of this spell.

For millennia Asphyxious has schemed, taking calculated action and instigating intricate plans no mortal mind could hope to unravel. His cold genius has spawned unspeakable treachery, created holds in Cryx where none existed, and carved a private undead empire from nothing. Asphyxious draws all he touches into webs of intrigue that blind even vision and prophecy. Many have been sacrificed or reborn to further his schemes, and not even the other masters of Cryx have escaped his manipulations.

One of the latest to succumb to his machinations was the ancient and powerful Lich Lord Daeamortus, whose undying soul and pieces of his undead remains were bound to Asphyxious' new-forged weapon. That Toruk did not interfere with or seek punishment for the destruction of his general is a testament to Asphyxious' political acumen; the Dragonfather merely elevated Asphyxious to his destroyed rival's station.

Once in the inner circle of the lich lords, Asphyxious initiated the next stage of his inexorable plan. Under the pretense of establishing a great necrofactorium beneath the Thornwood, the iron lich activated the malefic energies of the Temple of Garrodh, an Orgoth artifact through which he intended to achieve godhood. Thousands fought and died at his behest to provide the souls necessary to power the device. Though Asphyxious' plans were eventually thwarted, partially by Lich Lord Terminus, the very attempt showed the scope of his inhuman genius. Toruk himself ultimately interceded to end the conflict between Asphyxious and Terminus before it could undermine Cryx's ongoing invasion of the mainland.

Shrugging off this temporary setback, Asphyxious immediately initiated his next ambitious plan by negotiating the secret pact with the cephalyx, enigmatic creatures that

lurk in caverns far beneath the Thornwood. Without the aid of these alien beings, it would have taken generations to establish the vast necrofactoriums on the mainland. Even now Asphyxious works tirelessly to expand Cryx's hold on the Thornwood, paving the way for the Dragon Lord to hold dominion over all of Caen. He has not entirely surrendered his own aspirations for godlike power, but he bides his time while expanding his army and cementing his political power.

Asphyxious is aided in all his endeavors by his faithful protégé, Deneghra, whom he reshaped after her death to better suit his plans. The Wraith Witch is his right hand and closest confidant and can often be found at the eye of his ever-growing storm. The lich lord himself stalks the battlefields of western Immoren with growing frequency, his long shadow a plague of undead legions and promises of destruction.

WARWITCH DENEGHRA

CRYX WARCASTER

She is proof of the malleability of young flesh and minds, as well as its infinite potential. Asphyxious shaped what was once frail and gentle into a cruelly sublime weapon.

—Skarre Ravenmane

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

SLIVER	
POW	P+S
7	12

FOCUS	7
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: THE WITHERING

Darkness and death obey the beck and call of the warwitch. With mere spoken words and an arcane gesture, Deneghra blankets an area with a web of debilitating despair.

Enemy models currently in Deneghra's control area suffer –2 to their SPD, STR, MAT, RAT, DEF, ARM, and FOCUS and cannot run or make special attacks. The Withering lasts for one round.

DENEGHRA

Stealth

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Parry – This model cannot be targeted by free strikes.

SLIVER

Magical Weapon

Reach

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.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CRIPPLING GRASP	3	8	–	–	YES	YES
Target model/unit suffers –2 SPD, STR, DEF, and ARM and cannot run or make special attacks.						
GHOST WALK	3	6	–	–	NO	NO
Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
PARASITE	3	8	–	–	YES	YES
Target model/unit suffers –3 ARM and this model gains +1 ARM.						
SCOURGE	4	8	3	13	NO	YES
Models hit by Scourge are knocked down.						
VENOM	2	SP 8	–	10	NO	YES
Venom causes corrosion damage. Models hit suffer the Corrosion continuous effect.						

TACTICAL TIPS

The Withering – Because The Withering affects SPD, affected models cannot charge. Power attacks are special attacks.

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Crippling Grasp – Because Crippling Grasp affects SPD, affected models cannot charge. Power attacks are special attacks.

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

Wherever she travels, Deneghra leaves a scorched path of devastation. On the battlefield she is a beautiful terror single-mindedly stalking each victim. Perversely angelic in her wicked beauty, Deneghra drifts like a phantom through trees and walls whenever she wills it. She need but whisper and men claw at their skulls in vain attempts to silence the voice inside their minds. Those wretches who fall to her spell would slit a familiar throat—comrade, brother, or beloved wife—at her command.

The few who succeed in staving off her seductions become her reluctant prey. She twirls, leaps, and laughs while enemy soldiers weep and blades slash air or strike harmlessly off her bladed armor. Then she ends the game with a single sweep of her mechanikal spear Sliver. In Deneghra's hand the weapon turns her foe's shadow against him by entwining him in a writhing mass of umbral coils. Rather than being a release, death traps her victim's soul in the cages dangling at her side.

The Cryxian warwitches are cruel beyond comparison and willing to commit any act, no matter how depraved, in their lord's name. Adept at necromancy and blade, they are cunning, adaptable, and unpredictable. The witches have been so warped by Toruk's influence that some suspect they have been drained of all humanity.

None who knew Deneghra as a youth could have anticipated she would become a merciless killer. She and her twin began life in a fishing village on the western coast of Cygnar. Occult portents unveiled by Skarre Ravenmane indicated a mortal birth of a sorceress with unbridled potential. After informing her master Asphyxious of this presaged birth, the pirate queen was dispatched to ensure the procurement of this precious asset personally. Skarre returned with her captive, believing herself successful. The auguries had been vague, however, and she was unaware the power foretold was manifest in a pair of twins, not in a single birth. Asphyxious discovered the nature of these misread signs later, too late to rectify the situation easily.

Deneghra proved an apt pupil. Asphyxious took her personally under his wing and twisted the young woman into a phantasmal temptress—body, mind, and soul. She excelled at the arcane arts, and even the terrifying

helljacks bowed to her will. When the iron lich judged her ready, he unveiled the darkest secret: she had a twin sister who possessed the other half of her soul. Asphyxious spoke of a Cygnaran sorceress who had stolen her essence while sharing a womb, preventing her from reaching her potential. In a murderous rage Deneghra petitioned to join the incursion of the mainland in order to find this twin and reclaim the stolen power. Pleased with his machinations, the iron lich sent forth his protégé as a lieutenant in his army.

Some scream in horror at her approach and others beg her for salvation, but Deneghra yearns for one sound alone—the throttled gurgle of her sister's death rattle. That alone would be the sweet music of victory to her black soul.

WRAITH WITCH DENEGHRA

CRYX EPIC WARCASTER

All her lessons have been learned at the feet of a god denied. Will it be any wonder if her own endeavors succeed where his fail?

—Morgaen of the Coven of Garlghast

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

ECLIPSE	
POW	P+S
7	12

FOCUS	7
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: WEB OF SHADOW

Deneghra's tenebrous powers reached their apex upon her death. Now the Wraith Witch can call upon the power of darkness itself to bind her enemies and leave them helpless to her less-than-tender mercies.

Enemy models currently in Deneghra's control area suffer Shadow Bind for one round. (A model affected by Shadow Bind suffers –3 DEF and for one round when it advances it cannot move except to change facing.)

DENEGHRA

Undead

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Parry – This model cannot be targeted by free strikes.

Seduction (★Action) – Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.

Wraith Walker – At the end of your Control Phase, this model can gain Incorporeal for one round unless it gained Incorporeal during the last round.

ECLIPSE

Magical Weapon

Reach

Dark Banishment – When this model damages an enemy model with this weapon during its activation, after the attack is resolved you can place the enemy model anywhere completely within d6″ of its current location, plus 1″ for each focus point on this model.

Another of Asphyxious' plans advanced when Deneghra fell beneath her twin sister's blade. While he would have waited until a later death, the lich lord had long planned to exalt her stature in unlife. After her body was returned to him by one of her faithful Slayers, Asphyxious brought the corpse to the necrofactorium beneath the Thornwood, where he instructed a team of necrosurgeons to return her to a refined and immortal reflection of her past self. The results of their meticulous attentions evince the finest flesh-craft any could possibly hope to attain.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CURSE OF SHADOWS	3	8	–	–	YES	YES
Target model/unit suffers –2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.						
GHOST WALK	3	6	–	–	NO	NO
Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
HELLMOUTH	4	8	*	12	NO	YES
If this attack misses, nothing happens. If it hits, before making the damage roll, push models within 3″ of the model hit 3″ directly toward it in the order you choose. Then center a 3″ AOE on the model hit. Models hit suffer a POW 12 damage roll. Models boxed by Hellmouth are removed from play.						
MARKED FOR DEATH	2	8	–	–	YES	YES
Target enemy model/unit suffers –2 DEF and loses Incorporeal and Stealth and cannot gain those abilities while affected by Marked for Death. Friendly Faction models can target an affected model regardless of LOS.						
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.						
VENOM	2	SP 8	–	10	NO	YES
Venom causes corrosion damage. Models hit suffer the Corrosion continuous effect.						

TACTICAL TIPS

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Wraith Walker – This model loses Incorporeal when it makes a melee or ranged attack.

Dark Banishment – You choose the model's new location and facing.

Hellmouth – Boxed models do not provide soul or corpse tokens.

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.

Deneghra rose from her blasphemous restoration not quite whole. The connection between her flesh and spirit had been weakened by the soul cairn at Garrodh, and these corruptive energies warped and twisted her tangible flesh. Deneghra found herself torn between the physical and spectral worlds. With fresh insight into the realms beyond death, she found her connection to shadow increased a thousand fold. Another would have been annihilated by fear or madness, but Deneghra drew strength from her ordeal, which opened her undying eyes to the entropic mysteries of the void between death and life.

Darkness itself now heeds the Wraith Witch's command, entangling her foes in choking shadows that writhe hungrily even in the light of day. She can channel the energy of death itself to reduce both friend and foe to mere phantasms. Her

amplified connection to shadow has taken her beyond the scope of warwitch sorcery to become the umbral master of an even greater craft.

Deneghra wields the hell-wrought weapon Eclipse, a vicious iron glaive once held by the vanquished Lich Lord Daeamortus. It was with spiteful pride that Asphyxious granted the weapon of his hated foe to his prodigy. With the bestowal, he celebrated his betrayal and defeat of his former superior while also acknowledging the power he had cultivated in his favored witch.

In life, Deneghra was content merely to carry out the designs of her master. But death has removed a certain haze from her mind even as it has sharpened her occult awareness. Her brief time among the dead has increased her ambition and the scope of her understanding of Cryx's unforgiving hierarchy. She now moves to claim her place as one of the greatest commanders of Cryx. Her plots grow ever more far-reaching and dire, but her loyalty to Asphyxious has never wavered. Her forces are without number. And both are matched only by her capacity for wickedness.

GORESHADE THE BASTARD & DEATHWALKER

CRYX WARCASTER & CHARACTER SOLO

That our recent history gave birth to such an abomination is a cruel testament to our decline. I would damn his name, but he has already damned himself.

—Adeptis Rahn Shyeel

GORESHADE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	15	16	7

BLOODCLEAVER	
POW	P+S
7	14

FOCUS	7
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

FEAT: DARK SUMMONS

Reaching into the frozen void between the realms of the living and the dead, the eldritch Goreshade calls upon his mastery of dark lore to summon a lethal group of bane thralls bound to him and obligated to fight at his bidding.

Goreshade summons a unit of Bane Thralls. Place one Leader and five Grunts within 3" of Goreshade.

GORESHADE

Terror

Undead

BLOODCLEAVER

Magical Weapon

Reach

Deathwalk – When this model boxes a living enemy warrior model with an attack with this weapon and the Deathwalker is not in play, remove the boxed model from play and replace it with the Deathwalker.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLEED	2	8	–	10	NO	YES
When Bleed destroys a living enemy model, this model heals d3 damage points.						
HEX BLAST	3	10	3	13	NO	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.						
MAGE BLIGHT	5	SELF	CTRL	–	NO	NO
While in this model's control area, living enemy models cannot cast spells or use feats. Mage Blight lasts for one round.						
SHADOWMANCER	3	SELF	CTRL	–	NO	NO
Models in this model's battlegroup gain Dark Shroud and Stealth while in its control area. Shadowmancer lasts for one round. (While in the melee range of a model with Dark Shroud, enemy models suffer –2 ARM.)						
SOUL GATE	3	CTRL	–	–	NO	NO
Remove a friendly trooper model in this model's control area from play and replace it with target warjack in this model's battlegroup that is in its control area. LOS to that target is not required. The warjack cannot activate this turn after being placed by Soul Gate.						

TACTICAL TIPS

Dark Summons – The Bane Thralls can activate normally this turn.

Deathwalk – The boxed model does not provide corpse or soul tokens.

Hex Blast – Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

The abomination called Goreshade the Bastard was once known by a different name. Only decades ago, Ghyrrshyld ruled one of the most powerful houses of Ios and accumulated a devoted following. He was obsessed with the decline of his race. Since the great cataclysm that had trapped the elven gods on Caen and led to the steady decline of their population, the Iosan nation had experienced millennia of disaster. Once blessed with longevity and perfect health, they were now suffering and dying earlier each generation. Following the rise of magic among humankind, the priests of Ios found themselves severed from their gods, who were thought perished. Only one was confirmed to still live: the goddess of spring, Scyrah. As a further curse, the elves suffered widespread infertility, dooming them to slow extinction. In time, some among the few children they bore manifested a horrifying condition; they were born without souls. The rest despaired that only oblivion would await them in the afterlife.

The scale of these catastrophes could only be measured over centuries. The people of Ios had no notion how to remedy these ills, and faced with a seemingly irreversible decline many resigned themselves to their inevitable extinction. This apathy offended Lord Ghyrrshyld, and he decided to take on the difficult responsibility of forcing the Iosans to confront their doom rather than to hide from it. It was the only way to drive them to act.

Already a powerful and charismatic politician among the *hallytyr*, Ios' ruling high houses, Ghyrrshyld was respected even by his enemies. When he began to speak of a new future for the Iosan people many listened. He spent years accumulating power and allies for House Vyre, and it seemed obvious to all he was destined for greatness.

House Vyre had long possessed a pervasive mastery of occult secrets, including those deemed dangerous or profane by more conservative houses. Ghyrrshyld took this one step further as he immersed himself in such lore in an effort to arrive at the root of the ills of his people and their gods. He sought out the blasphemous secrets of the cult of Nyrro as well as tablets and transcriptions from the lost nation of Morrdh. Not even the libraries of Cryx were beyond the reach of his agents. Driven by desperation and consumed with finding the key to salvation, he went without sleep to spend his hours expanding his power base within the house and studying the dark lore that obsessed him. At times he became so transfixed by his research that days would pass without food.

A possible solution slowly became clear to him. It might in time result in the restoration of his people and the power

of their fading gods, but it would require tremendous sacrifice and bloodshed. Central to his growing conviction was the idea that humanity as a species was responsible for this state of affairs and that they must be expunged to restore the cosmological balance.

To have any chance of controlling its future, Ghyrrshyld needed absolute control of his house, so he subjugated his few rivals and declared himself narcissar and high consul of House Vyre. He was careful not to elucidate the full measure of his theories to his peers, yet among his speeches he swayed his followers that Ios must make itself ready for war. At first, few outside House Vyre were convinced, but Ghyrrshyld was a brilliant speaker of infectious zeal. Even those who did not understand the roots of his beliefs found hope in the promise of action. Shortly House Vyre and a number of allies began to arm themselves. Although House Vyre had traditionally favored the study of arcane and historical lore over the art and science of battle, soon they boasted myrmidons and soldiers that were nearly a match for those of the Great Military Houses.

Disturbing rumors darkened Ghyrrshyld's reputation as he led his forces in expeditions against trollkin communities near the southern border of Ios. In every instance, the high consul himself displayed a savagery that frightened his soldiers. Ghyrrshyld waded into the enemy, laying about with his sword until his gleaming armor seemed painted with blood. Still, his bravery was undeniable, and it was clear he had the mettle to lead Ios to battle.

Even as Ghyrrshyld prepared his house for the coming extermination he delved deeper into the mysteries of the shattered Iosan cosmology. He learned of a dark and terrible void, a place of sinister mystery between Caen and the Veld. He began to suspect this great abyss was the place to which the elven dead were condemned and perhaps what deprived some unborn Iosan children of their immortal souls. While he was immersed in this research, his cousin's wife Lysevyn gave birth to a soulless child. Upon hearing the news, Ghyrrshyld rushed to the birthing chamber and tore the eerily silent child from its mother's arms. Lysevyn wept and cursed him as he stormed from the room with the infant.

The narcissar marched directly to the meeting chamber of the High Consulate Court, interrupting a partial assembly discussing matters of law. Before their appalled eyes Ghyrrshyld held the soulless infant aloft and declaimed them as cowards, too weak to save their people. Without warning he dashed the skull of the child on the stone floor. His raving intensifying, he demanded the hallytyr immediately mobilize for war against humanity to avenge their dying goddess before all was lost. The horrified members of the court were frozen, speechless as Ghyrrshyld was pulled from the chamber by his own retinue, who feared the narcissar might grow violently unhinged.

Ghyrrshyld's actions succeeded in seizing the attention of his peers, who grew outraged. In the following days, the other consuls issued a warrant for his arrest and dispatched agents to take him into custody. When they arrived at the demesne of House Vyre, the agents were warned they had but one chance to depart. Instead they repeated their demand, and the Vyre houseguard opened fire, casting the nation into civil war.

Less than two years later, members of House Shyeel made alarming discoveries about the scope of Ghyrrshyld's research into the nature of the soulless. Over the course of the war the narcissar had acquired hundreds of soulless infants and subjected them to monstrous experiments. Still more terrible, in his single-minded obsession Ghyrrshyld had conducted similar experimentation on a number of perfectly normal children. The scope of this atrocity horrified those who opposed House Vyre and spurred them to action. With the greatest urgency, they brought their forces to bear in a final assault on those loyal to Ghyrrshyld.

Ghyrrshyld was mortally wounded in the final battle and only narrowly escaped. He crept into the depths of the forbidden ruins of the lost city of Eversael and, on the brink of death, completed the process that transformed himself into an *eldritch*, a monstrous mimicry of the elves' lost immortality. It is believed Ghyrrshyld learned of this dark rite of transformation during his research into the arcane practices of the forsaken Cult of Nyrro. Knowing he would be hunted, he fled Ios.

In the years that followed, the creature eventually called Goreshade made his way to the shores of Cryx. Upon his arrival he made obeisance before Iron Lich Asphyxious, pledging himself to the will of Cryx. These new oaths meant little to Goreshade, who sought only a further opportunity to study the dark abyss to which elven souls seemed doomed. He availed himself of the necromantic lore of Cryx, and soon his arcane prowess became impressive even among the masters of the dead. Asphyxious provided him access to an army stronger and more formidable than he had ever possessed alive, and he has grown accustomed to leading Cryxian forces at war. With every life he takes, a cursed and whispering spirit is dragged from the abyss to steal the breath of his enemies and grant him an unnatural vitality. Such is his mastery of the dark spirits of the void that he can raise armies of them almost at will.

During the rare moments Goreshade is not in study or slaughter he stares into the empty night remembering a time when he was positioned to seize control of an entire nation and not just another general in the legions of the Dragonfather.

DEATHWALKER

Undead

Breath Taker – Living enemy models suffer –2 STR and DEF while within 5″ of this model.

DEATHWALKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	4	3	13	12	6

FIELD ALLOWANCE C

SMALL BASE

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

Dark Restoration [Goreshade the Bastard] – If Goreshade the Bastard is disabled while within 3″ of this model, this model is destroyed and Goreshade heals 1 damage point.

Tether [Goreshade the Bastard] – If this model ends its activation outside Goreshade's command range, it is destroyed.

GORESHADE THE CURSED
CRYX EPIC WARCASTER

You are anathema beyond redemption. Your words will be unheard and your legacy ash and ruin.

—Nyssor, Scyir of Winter, invoking his curse on Goreshade

GORESHADE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	15	16	8

VOASS	
POW	P+S
8	15

FOCUS	7
DAMAGE	17
FIELD ALLOWANCE	C
WARJACK POINTS	+5
MEDIUM BASE	

FEAT: REANIMATOR

Goreshade bolsters his mastery of death magic with profane lore otherwise forgotten. As part of a dark accounting he balances the scales of death by snuffing the animating force from one soldier to grant its spark to another.

Remove one or more friendly Faction warrior models currently in Goreshade's control area from play. For each model removed, return one destroyed non-character friendly Faction warrior model to play completely within Goreshade's control area. Place returned trooper models in formation with their original units. Returned models forfeit their actions the turn they return to play.

GORESHADE

Terror

Undead

Arcane Consumption – When an enemy model casts a spell or uses an animus while in this model's control area, after the spell is cast or animus is used the enemy model suffers 1 damage point and this model heals 1 damage point.

Elite Cadre [Bane Thralls] – When a friendly Bane Thrall model in this model's control area destroys a living enemy warrior model, you can add one Grunt to the Bane Thrall's unit. The Grunt must be placed completely within Goreshade's control area and in formation. Bane Thralls put into play by this ability cannot activate the turn they are put in play.

VOASS

Magical Weapon

Reach

Freeze – A model hit by this weapon becomes stationary for one round unless it has Immunity: Cold.

By becoming an eldritch, the Iosan who is now Goreshade gained insight into the origins of the void from which banes spring and which he believes may be attracting the souls of dead Iosans. Mastery of this lore irrevocably altered his perception of reality. Over time and with the additional necromantic knowledge of Cryx he has come to believe the ailing Iosan gods must be removed from Caen, even if that means their destruction. None of his own people could ever face the possibility that their salvation requires their living gods to die, but Goreshade is determined to see this great and terrible work completed. He uses the armies of Cryx for his own ends, thereby playing a dangerous game with the immortal powers of the Nightmare Empire.

SPELLS	COST	RNG	AOE	POW	UP	OFF
CURSE OF SHADOWS	3	8	–	–	YES	YES
Target model/unit suffers –2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.						
HEX BLAST	3	10	3	13	NO	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.						
OCCULTATION	2	6	–	–	YES	NO
Target friendly model/unit gains Stealth.						
PHANTOM HUNTER	2	6	–	–	YES	NO
Target model in this model's battlegroup ignores LOS when making charges, slams, and attacks. That model ignores concealment and cover when resolving attacks.						
SUDDEN DEATH	2	6	–	–	YES	NO
When an enemy model advances and ends its movement within 6″ of target friendly Faction non-warcaster warrior model and the affected model is not engaged, the affected model can immediately charge the enemy model, then Sudden Death expires. A trooper model that charges as a result of Sudden Death ignores unit formation while resolving the charge. If the trooper model is out of formation after the charge attack is resolved, it is destroyed before Sudden Death expires.						

TACTICAL TIPS

Reanimator – You cannot return models to a unit that has been completely destroyed. Remove all damage from returned models. They can activate normally this activation.

Hex Blast – Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

Phantom Hunter – Keep in mind that Phantom Hunter does not ignore Stealth.

Although some of Goreshade's actions have placed him perilously close to defying the lich lords of Cryx, he has convinced his superiors he remains faithful to Lord Toruk. Several of the eldritch's recent actions would put his standing in jeopardy were they known, in particular his having entered into a temporary alliance with the forces of the dragon Ethrunbal, to whom he revealed the hiding place of the dragon Pyromalfic. Such information should have been given to Lich Lord Venethrax instead. Goreshade has no qualms about these schemes, as he believes this act was necessary to gain information regarding the location of one of the last surviving Iosan gods, Nyssor, Scyir of Winter. The chance to confront this divinity was worth any risk.

Below the catacombs of the great Morrowan cathedral in Korsk, Goreshade stood before the god and prepared to extinguish the immortal flame within. This act of deicide proved more difficult than expected, and humans drove him from the cathedral before he could succeed. As he fled he pulled the god-blade Voass from Nyssor's frozen fingers,

and the god invoked a curse that marked the eldritch as the most terrible sort of blasphemer and heretic. Goreshade accepts this curse as his burden and believes the stolen weapon will allow him a better outcome when next he faces either Scyrah or Nyssor. Once those two gods are gone, he can begin the process of salvation for the elves—or their souls, should they perish in the meantime.

Goreshade's eyes burn with a fire all the more terrifying for his unshakable conviction. Even if his people refuse his notion of salvation, he will bring it to them by force. He stands ready to unmake Caen if he must. He sees no contradiction in destroying the world to save countless immortal souls.

MASTER NECROTECH MORTENEBRA & DERYLISS

CRYX WARCASTER & SKARLOCK THRALL CHARACTER SOLO

Life's births are accidents of flesh. My designs are perfection made manifest in cold steel.

—Master Necrotech Mortenebra

MORTENEBRA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	15	16	8

SCAVENGER	
POW	P+S
5	12

FOCUS	7
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+4
MEDIUM BASE	

FEAT: RECALIBRATION

Master Necrotech Mortenebra is a virtuoso of the twisted occult science that gave rise to the war machines of Cryx. By extending her power she can impart mechanical perfection to her entire army to maximize their killing efficiency. Though some would protest the walking dead need no encouragement for slaughter, Mortenebra contends there is always room for improvement.

While in Mortenebra's control area, friendly Faction models can reroll attack and damage rolls this turn. Each roll can be rerolled only once as a result of Recalibration.

MORTENEBRA

Pathfinder

Terror

Undead

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Interface – While B2B with this model, a warjack in its battlegroup can spend focus points on this model.

Repair [10] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Steady – This model cannot be knocked down.

SCAVENGER

Magical Weapon

Reach

SPELLS	COST	RNG	AOE	POW	UP	OFF
DOOM SPIRAL	2	8	–	12	NO	YES

When Doom Spiral damages a warjack that is part of a battlegroup, its controller suffers d3 damage points.

JUMP START	1	SELF	CTRL	–	NO	NO

Models in this model's battlegroup that are currently in its control area stand up and are no longer stationary. Affected models can turn to face any direction. Models that were knocked down this turn are not affected by Jump Start.

OVERRUN	2	6	–	–	NO	NO

When target model in this model's battlegroup destroys one or more enemy models with an attack, immediately after the attack is resolved one model in this model's battlegroup that is in its control area can make a full advance, then Overrun expires. Overrun can be cast only once per turn and lasts for one turn.

SPECTRAL STEEL	3	6	–	–	YES	NO

Target warjack in this model's battlegroup gains +2 ARM and Ghostly. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)

TERMINAL VELOCITY	3	SELF	CTRL	–	NO	NO

Warjacks in this model's battlegroup that are currently in its control area can charge or make power attacks without spending focus and gain boosted melee attack rolls against living models. When an affected model targets a living model with a charge or slam power attack, it gains +2″ movement. Terminal Velocity lasts for one turn.

VOID GATE	4	10	4	13	YES	YES

While in the AOE, enemy models cannot channel spells, be allocated focus, or be forced. The AOE remains in play as long as its upkeep is paid.

TACTICAL TIPS

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Repair – A wreck marker cannot be repaired.

Terminal Velocity – Apply movement bonuses only during a model's activation.

Master Necrotech Mortenebra has emerged from the smoke-belching factories of Skell to lead her constructs to war. The living rarely marvel long at her horrible appearance before her helljacks descend to slaughter. She stands out among the evils of Cryx as singularly cold and untouched by human desire. Her alien tone of voice and the perfectly calculated cadence of her words are conspicuous even among the undead.

Cryxian necrotechs look upon Mortenebra with almost religious adoration as a paragon of their craft. They know her by many names: the Fleshless Maiden, the Mistress of Precision, the Cruel Shaper. These titles amuse her as mocking echoes of the names given to the goddess she once served: Cyriss, the Maiden of Gears. Mortenebra walks with insectile articulation and inhuman grace on metal legs that click like so many teeth. A queen with her own dominion, she will destroy any necrotech impertinent enough to present her with flawed engineering.

In life Mortenebra was among those drawn to the enigmas of the Cult of Cyriss, a goddess of machines and mathematics. She joined this new cult over three hundred years ago, shortly after its founding, and contributed to some of its fundamental breakthroughs. Included among those was the transfer of a sentient consciousness into a clockwork shell. She became increasingly dissatisfied with the organization's progress, however, as they slowly sought to perfect the process. Perhaps in the grasp of some manic perfectionism, she became convinced of innate problems within the leadership of the cult. She saw flaws where others

saw beauty, and she proclaimed the process unready as others clamored to begin—creating a growing rift between herself and the cult.

Mortenebra finally identified the flaw that so troubled her: the creations did not possess true free will. Some external force exercised a subtle but undeniable control over the translated consciousness. Her peers accused her of paranoia when she presented her findings, and they dismissed her conclusions as nothing less than the palpable guiding hand of Cyriss.

Undeterred by their platitudes, Mortenebra decided to take a more radical approach even though it would forever alienate her from the Cult of Cyriss. She decided she would seek answers by experimenting on the undead necrotech-augmented lords of Cryx, which to her analytical mind were the closest parallel to their own work. She chose her prey carefully and recruited those loyal to her among the cult to create a precisely crafted trap. Rumors of a buried Orgoth library succeeded in gaining the attention of an ancient iron lich of Skell named Lorvetus who obligingly took the bait. Despite her preparations, the lich proved a difficult subject and murdered a dozen lesser members of the cult before Mortenebra could secure him for closer scrutiny.

Fascinated by the creature's necrotechnology, Mortenebra slowly dissected it in her laboratory, taking it apart piece by piece until she was able to isolate, extract, and examine its animating spirit. She took her findings to the cult along with the lich's remains and a detailed analysis of its operation. Her peers blanched in horror as she suggested incorporating necromantic elements into their

machinery.

The cult ultimately denounced Mortenebra and cast her out. Unbeknownst to them, she retained loyal minions within the organization, and these agents conspired against their superiors. When the cult finally succeeded in transferring a priest's consciousness into a clockwork body, Mortenebra returned in force. She deactivated the guardians, slew all who opposed her, seized the clockwork priest as her captive, and fled to Cryx.

Exploiting information gleaned from her examination and interrogation of Lorvetus, Mortenebra offered everything she knew to the lords of Blackwater in exchange for asylum. The clockwork priest screamed curses at her as necrotechs laid bare its inner mechanisms. She listened to its abuse with clinical disdain, recalling how her own servitors had once dismantled Lorvetus. In time she began to apply her theories to her own form and began the slow process of transformation into an iron lich.

Mortenebra manages to serve all the lich lords without calling any master. Although Lich Lord Morbus, held accountable for the war industry of the Nightmare Empire, has directed most of her efforts, her vast factories have fueled the war efforts of Terminus and Asphyxious as they did for Daeamortus before his destruction. Her decision to step onto the mainland marks a turning point for Cryx as its war production has shifted closer to the front lines of the wars on the continent.

The master necrotech's skarlock Deryliss is an ever-lurking presence, ever ready to lend its considerable skills to its master wherever she travels. Mortenebra crafted Deryliss soon after she arrived in Cryx, and over the centuries she has refined it into an intelligent aide. In addition to arcane power, Mortenebra has given Deryliss some measure of her authority, and the creature often speaks in her stead.

Mortenebra maintains a vast network of agents on the mainland that keeps her well informed of events. For decades, Mortenebra has used Deryliss and her minions to collect a variety of Orgoth relics. Through her intermediaries she has plundered treasures from the ruins at Nine Stones, Henge Hold, and even the mining complex below Khardov.

Her past nearly forgotten, Mortenebra is now entirely a creature of Cryx. She views her new form as vastly superior to any vessel constructed by the cult of the machine goddess, and she has fully embraced the worship of Lord Toruk. Adapting the precepts of her former cult to the principles of necrotechnology, she has implemented their secretive cell structure within her Scharde Isles cabal. Her specialized knowledge and singular machine empathy give her unique insight into Cryxian necro-horrors. Mortenebra can synchronize her will with the helljacks at her command, creating a terrifying army that moves as a literal extension of her unfathomably complex mind.

DERYLISS

Commander

Undead

DERYLISS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	3	14	14	8

MECHANO-CLAWS	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	C
SMALL BASE	

Arcane Extension [Master Necrotech Mortenebra] – During your Control Phase, while this model is in Master Necrotech Mortenebra's control area, Mortenebra can allocate focus to warjacks in her battlegroup that are in this model's command range.

Attached to [Master Necrotech Mortenebra] – This model is attached to Master Necrotech Mortenebra for the rest of the game. Each warcaster can have only one model attached to it.

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

Soul Taker – This model gains one soul token when a living enemy model is destroyed within 2″ of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spell Slave (★Action) – This model must be in its warcaster's control area to make the Spell Slave special action. When it does, it casts one of its warcaster's spells with a COST of 3 or less. The warcaster is considered to have cast that spell but this model is its point of origin. When making a magic attack roll, this model uses its warcaster's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

TACTICAL TIPS

Spell Slave – This model cannot cast spells if its warcaster is destroyed or removed from play. Deryliss cannot channel spells because it does not control warjacks.

PIRATE QUEEN SKARRE

CRYX SATYXIS WARCASTER

She's the drowning tide, the black wave that sends all hands to the deep.

—*Satyxis raider on the* Widower

SKARRE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	4	16	15	9

TAKKARYX	
POW	P+S
7	13

BLOODWYRM	
POW	P+S
3	9

GREAT RACK	
POW	P+S
4	10

FOCUS	6
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: BLOOD MAGIC

As the dark queen of the Broken Coast, Skarre Ravenmane wields her natural powers of the ancient, island-born black magic with ease. She hesitates at nothing, even sacrificing her own blood to imbue her followers with dark power to enhance their abilities.

Skarre suffers up to 5 damage points. While in her control area, friendly Faction models gain +1 STR and ARM for each damage point she suffers as a result of Blood Magic. Blood Magic lasts for one round.

SKARRE

Sacrificial Strike (★Action) – RNG CMD. Target a model in this model's LOS. If that model is in range, remove one friendly Faction trooper model within 1" of this model from play. The target model suffers a magical damage roll with POW equal to the base ARM of the removed model.

TAKKARYX

Magical Weapon

Life Trader – When an attack with this weapon hits, this model can suffer 1 damage point to gain an additional die on the damage roll against the model hit. Life Trader can be used once per attack.

BLOODWYRM

Magical Weapon

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

GREAT RACK

Knockdown – When a model is hit by an attack with this weapon, it is knocked down.

Skarre Ravenmane, called the Pirate Queen, is the bloodthirsty ruler of the Satyxis, the warrior women of the island of Satyx blighted by ancient dragon blood to become something more than human. Her ship, the *Widower*, strikes along the western coast frequently and without apparent rhyme or reason. Following the guidance of mystical omens revealed to her through rites of slaughter and bloodletting, she braves the storm and lands ashore to deliver panic and grief. For decades anxious mainland admirals and captains entrusted to guard the coastline have tried and failed to predict her movements. Any foolish enough to confront her directly have been destroyed to fuel her legend.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BACKLASH	3	8	–	–	YES	YES
When target enemy warjack that is part of a battlegroup is damaged, its controller suffers 1 damage point.						
BLOOD RAIN	3	8	3	12	NO	YES
Blood Rain causes corrosion damage. Models hit suffer the Corrosion continuous effect.						
DARK GUIDANCE	4	SELF	CTRL	–	NO	NO
While in this model's control area, friendly Faction models gain an additional die on their melee attack rolls this turn.						
HELLFIRE	3	10	–	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
RITUAL SACRIFICE	2	6	–	–	NO	NO
Remove target friendly warrior model from play. Skarre gains d6 additional focus points during your next Control Phase. Ritual Sacrifice can be cast only once per turn.						

TACTICAL TIPS

Sacrificial Strike – This special action is not an attack. The damage roll is boostable.

Without warning she disgorges undead forces and helljacks from the black hull of her vessel to obliterate any resistance. She withdraws with equal speed and leaves ruin and chaos as her legacy. Even the Orgoth feared the Satyxis reaver witches. Few know better than she the power of shed blood, for she is able to invoke acidic rains and project gouts of hellfire from her fingertips.

Sacrifice is vital to Skarre's dark magic. She carries with her a millennia-old ritual dagger she uses to drain the energies binding her comrades together—living or dead, willing or captive—to fuel its enchantments. Alive with stolen essence, the blade can unleash a powerful curse upon Skarre's foes. She is swift to employ her dagger to wrack her victims with gut-wrenching pain that leaves behind twisted, broken corpses.

Skarre seized dominion over the Satyxis through strength and cunning. Her bloodline is famed among them, as her mother ruled before her, but for the Satyxis the right to lead is proven in battle and not inherited. Even as a youth she took to the waves and dominated her kind through the power of her magic and the strength of her will. She has the power to see patterns in the spray of freshly spilled blood, visions granted by sacrifice and pain.

She has made a point of destroying any who would dare plot against her. Cryxian intrigues have occasionally caught her in the subtle and dangerous games of the lich lords, who view her as an effective weapon and a living pawn. Her true loyalty has always been to the Dragonfather, not to any single lich lord.

Skarre reads portents and auguries in every kill and claims Lord Toruk speaks to her through the entrails of her victims. Through these signs she steers the Widower to private ports of call to trade blood, steal coin, and sell depravity. Children cling tightly to their mothers when the fog thickens along the Broken Coast, for the dreaded pirate queen may be hiding within.

SKARRE, QUEEN OF THE BROKEN COAST

CRYX EPIC SATYXIS WARCASTER

The time has come to taint Meredius with the blood of our enemies. The Black Fleet is yours to command. Let the waters run red.

—Lich Lord Terminus

SKARRE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	5	16	15	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	—	12

TAKKARYX	
POW	P+S
7	13

GREAT RACK	
POW	P+S
4	10

GUN BLADE	
POW	P+S
3	9

FOCUS	7
DAMAGE	16
FIELD ALLOWANCE	C
WARJACK POINTS	+6
SMALL BASE	

FEAT: FATE WEAVER

The Queen of the Broken Coast knows the deepest secrets of blood magic, sacrifice, dark rites, and blasphemous rituals that can twist and pull the very strands of fate. She has learned to pluck those strands binding souls to their destinies to shield her allies from harm or render those who oppose her ineffectual.

Skarre suffers up to 5 damage points. For each damage point she suffers, one large-based or smaller model currently in her control area can be affected by Fate Weaver. An affected friendly model cannot be charged or targeted by enemy attacks for one round. An affected enemy model cannot make attacks for one round.

SKARRE

Blood Trade – This model can upkeep spells by suffering 1 damage point per spell instead of spending focus.

Inspiration [Satyxis] – Friendly Satyxis models/units in this model's command range never flee and immediately rally.

Seas of Fate – Models in this model's battlegroup that are in its control area can boost attack and damage rolls after seeing the result of the roll.

TAKKARYX

Magical Weapon

Life Trader – When an attack with this weapon hits, this model can suffer 1 damage point to gain an additional die on the damage roll against the model hit. Life Trader can be used once per attack.

GREAT RACK

Ram – When an enemy model is hit by this weapon, it is knocked down and can be pushed 1″ directly away from this model. If it is pushed, this model can immediately advance directly toward the pushed model up to the distance that model was moved.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ADMONITION	2	6	–	–	YES	NO

When an enemy model advances and ends its movement within 6″ of target model in this model's battlegroup, the affected model can immediately advance up to 3″, then Admonition expires. The affected model cannot be targeted by free strikes during this movement.

BACKLASH	3	8	–	–	YES	YES

When target enemy warjack that is part of a battlegroup is damaged, its controller suffers 1 damage point.

BLACK SPOT	2	8	–	–	YES	YES

Target enemy warrior model/unit suffers –2 DEF. When a friendly Faction model destroys one or more affected models with a melee or ranged attack during its activation, immediately after the attack is resolved it can make one additional melee or ranged attack regardless of ROF. Attacks gained from Black Spot cannot generate additional attacks from Black Spot.

BLOOD RAIN	3	8	3	12	NO	YES

Blood Rain causes corrosion damage. Models hit suffer the Corrosion continuous effect.

DEATH WARD	2	6	–	–	YES	NO

Target friendly Faction model/unit gains +2 ARM. If an affected warjack is damaged, you choose which column suffers the damage.

PERDITION	2	10	–	10	NO	YES

When an enemy model is damaged by Perdition, immediately after the attack is resolved one warjack in this model's battlegroup that is currently in this model's control area can make a full advance toward the nearest enemy model. A model can advance as a result of Perdition only once per turn.

Not long ago, Skarre was only an instrument of fate carried in the currents of destiny, but the momentous events that have caught her up have given her unparalleled perspective into the occult webs that entangle every soul. Her abilities have placed the Queen of the Broken Coast at the fore of Cryx's ongoing wars as she sows destruction along the shores of Immoren.

Skarre was at the center of the tumultuous battles between lich lords that began with the destruction of Lich Lord Daeamortus, resulted in the ascension of Asphyxious to that rank, and concluded with the titanic clash between Lich Lords Asphyxious and Terminus. When Asphyxious worked to elevate his own power at the expense of Cryx and Lord Toruk, Skarre was the only one who realized the true objective of his plans and acted to intercede. She succeeded in warning Lich Lord Daeamortus of the threat, but he proved too weak to thwart Asphyxious and was destroyed. Skarre joined Terminus when he marched on the Temple Garrodh in the Thornwood to put an end to Asphyxious' grandiose ambitions. Although this battle was ultimately a success, it was won at great cost: in defeat Asphyxious invoked a spiteful revenge that banished Terminus from Caen even as the temple began to collapse.

Tremendous energies exploded from the crumbling temple, and Skarre found herself enraptured by the inner mysteries of the artifact's central soul repository. Surrounded by destruction and in a place where the walls between life and death were stretched to their thinnest, Skarre's vision awakened in a rush of insight and power. She could trace the individual strands of destiny connecting the souls of the living and the dead in an ever-changing tapestry, and she saw the means to restore Terminus and to repair the plans of the Dragonfather jeopardized by the clash of lich lords. This vision further allowed her to preserve herself from

near-certain death as the structure imploded and began to collapse into the earth.

Following the defeat of Asphyxious, Skarre combined her potent sorcery with the magic of the Witch Coven of Garlghast to open a portal between worlds, restoring Terminus from his supernatural exile. Recognizing her true potential, Terminus accepted Skarre as his vassal and entrusted her with the command of the entire Cryxian fleet. She has all the resources of a lich lord at her disposal as she leads an army of Satyxis, revenants, black ogrun, thralls, and helljacks in merciless destruction. Her orders are to open a war front over two thousand miles long, one that stretches across four nations. There is no coastal city or village within Khador, Ord, Cygnar, or even the Protectorate of Menoth that is safe from her bloody gaze. She may have earned the undying enmity of Lich Lord Asphyxious, but her influence and power has placed her beyond any immediate retaliation.

Skarre Ravenmane has become the commander of her own fate and the scourge of the western seaboard. Her utter mastery of the blood-fueled witchcraft of the Satyxis allows her to stand at the center of fate's web with full awareness of the endless possible outcomes for every decision. Auguries of blood and shadow guide her hand as with singular vision and inhuman ruthlessness she commands the Black Fleet toward whichever terrible destiny will best serve herself and the Dragonfather. The Queen of the Broken Coast may be a creature of flesh and blood, but she stands equal with immortals as she manipulates the tides of war.

LICH LORD TERMINUS
CRYX WARCASTER

Our legions shall fall upon them like darkness given form, extinguishing the light of their day and bathing their lands in the blood of their children.

—Lich Lord Terminus

TERMINUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	7	5	14	18	10

DRAGON FIRE				
RNG	ROF	AOE	POW	
SP 10	1	—	14	

DOOMSAYER	
POW	P+S
7	16

SCYTHING CLAW	
POW	P+S
5	14

FOCUS	6
DAMAGE	20
FIELD ALLOWANCE	C
WARJACK POINTS	+4
LARGE BASE	

FEAT: DRAGON'S CALL

When Terminus calls upon Toruk's accursed name he unleashes a dreadful howl that bathes the battlefield in malignant energy. The cacophony of evil devours the souls of the fallen while strengthening his own undying flesh.

Terminus gains one soul token for each living enemy model destroyed in his control area. Terminus gains +1 ARM for each soul token on him. Dragon's Call lasts for one round.

TERMINUS

Abomination

Undead

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

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.

Sacrificial Pawn [Undead] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Undead model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Shadow of Death – While in this model's command range, friendly undead Faction models gain Tough.

DRAGON FIRE

Continuous Effect: Corrosion

Damage Type: Corrosion

DOOMSAYER

Magical Weapon

Reach

SCYTHING CLAW

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.

Lord Terminus is the architect of a thousand plots and hidden wars. Towering over others who serve in the Dragon Lord's shadow, this twisted abomination of blighted bone and hell-wrought iron has methodically fought in service to his master's ambitions for centuries.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ANNIHILATION	4	10	3	10	NO	YES
Models hit suffer a POW 10 damage roll. Models boxed by Annihilation are removed from play. This model gains a soul token for each living non-soulless enemy model removed from play this way.						
HELLFIRE	3	10	–	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
MALEDICTION	2	SELF	*	–	YES	NO
While within 2″ of this model, enemy models suffer –2 DEF and ARM.						
RAVAGER	2	6	–	–	NO	NO
Target model in this model's battlegroup gains Berserk for one turn. While affected by Ravager, a model cannot make Chain Attacks. (When a model with Berserk 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.)						

TACTICAL TIPS

Dragon's Call – Normal token-gathering rules, such as the nearest available model getting the token, still apply. Cull Soul converts tokens gained from Dragon's Call into focus points.

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Critical Pitch – A model cannot throw a model whose base is larger than its own.

Annihilation – Because boxed models are removed from play before they are destroyed, they do not generate corpse tokens or additional soul tokens. Cull Soul converts tokens gained from Annihilation into focus points.

Long ago, he who would come to be known as Terminus commanded the Dragonfather's legions at the fortress called Dragon's Roost, Cryx's northernmost fortress and bastion for the fleet. It was there Terminus began to internalize his master's transfiguring blight. His body slowly swelled to immense size, and wings erupted from his back, tearing and distending skin and bone. Necrosurgeons replaced the cankerous portions of his body with necrotech and iron as his flesh failed him; no semblance of his previous form remained by the time Cryx launched its assault against the remnants of the Orgoth invasion at Garlghast Island. He joined the attack as an iron lich of already fearsome reputation.

In the aftermath of the destruction of Drer Drakkerung, Terminus rose to prominence in Toruk's service. It was he who tore black secrets from captured Orgoth, living and dead, and he who applied that knowledge to rebuilding Cryx's devastated armies. He personally oversaw the construction of the first Cryxian blackships. When the Dragonfather witnessed the fruits of Terminus' many labors, he granted him the title of lich lord, elevating him to replace one of those lost in the great battle.

With legions of thralls under his command, Lich Lord Terminus devoted himself utterly to the conquest of the

mainland. His agents throughout the Iron Kingdoms gathered information and searched for Toruk's hated brood. Terminus conspired with his counterpart Daeamortus to orchestrate the Scharde Invasions of 584–588 AR. While Daeamortus established secret strongholds on the mainland, Terminus' forces tested the defenses of the Iron Kingdoms, laying the foundation of their eventual destruction. It is a testament to the ingenious malignance of the Cryx that their enemies have only now begun to piece together the true threat represented by the Cryxian Black Fleet.

Such is the strength of his dark majesty that Terminus can inspire even the dead. He leads hordes of thralls equally eager to kill or sacrifice their own existences in his accursed name. Though a meticulous strategist, Terminus transforms into a killing tempest on the battlefield. Charging ahead of his legions gripped by unmitigated bloodlust, he is an unstoppable scythe consuming the souls of all who fall by his blade.

LICH LORD VENETHRAX
CRYX WARCASTER

The weakest dragon walks this world as a god clad in imperishable flesh, but all flesh burns. It is Lord Toruk's will that none be spared, and so all shall be consumed.

—Lich Lord Venethrax

VENETHRAX						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	15	16	9

WYRMBANE	
POW	P+S
7	14

FOCUS	7
DAMAGE	18
FIELD ALLOWANCE	C
WARJACK POINTS	+6
MEDIUM BASE	

FEAT: CHARNEL FLAMES

Lich Lord Venethrax has spent centuries studying the lore of dragons and their blight. By unleashing a wave of draconic radiance he can force those destroyed in his presence to explode into withering clouds of poisonous ash.

When a model is destroyed in Venethrax's control area, before removing the model from the table center a 3″ AOE cloud effect over it. The destroyed model does not provide a corpse token. Models with Eyeless Sight do not ignore these cloud effects. Models entering a Charnel Flames AOE suffer 1 point of fire damage. Charnel Flames lasts for one round.

VENETHRAX

Terror

Undead

Caustic Presence [Corrosion] – Corrosion continuous effects that affect enemy models in this model's control area cannot expire.

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Dismember – When this model hits a warbeast with a melee attack, roll an additional damage die.

WYRMBANE

Magical Weapon

Reach

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLOOD RAIN	3	8	3	12	NO	YES
Blood Rain causes corrosion damage. Models hit suffer the Corrosion continuous effect.						
DRAGON SLAYER	3	SELF	–	–	YES	NO
This model gains +2 STR and ARM. Models cannot reave fury from warbeasts destroyed by this model. When this model destroys an enemy model with fury points on it with an attack, this model gains a number of focus points equal to the fury points on the destroyed model.						
HELLFIRE	3	10	–	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
LAMENTATION	3	SELF	CTRL	–	YES	NO
Enemy models pay double the focus or fury point cost to cast or upkeep spells while in this model's control area.						
SOUL HARVESTER	2	6	–	–	YES	NO
When target friendly Faction model/unit destroys a living enemy model with a melee attack, this model gains the destroyed model's soul token regardless of the proximity of other models.						

TACTICAL TIPS

Charnel Flames – When this feat expires, all Charnel Flames AOEs also expire.

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul.

Dragon Slayer – If the destroyed model was a living model, Venethrax also gains a soul token from Cull Soul.

Soul Harvester – Cull Soul converts these soul token to focus points.

Few outside the Nightmare Empire imagine their wars mean less than nothing to the Dragonfather. They believe the armies of Cryx march out of human motivations like greed or love of bloodshed, but their conflicts are as meaningless as the warring of ant hills to Toruk and his lich lords. Ultimately only one purpose drives these immortals: the destruction of Toruk's draconic brood.

In preparation for the day when Lord Toruk and his undying horde move to strike the treacherous dragons from Caen, one of the twelve lich lords has always been charged with the collection of draconic lore pertaining to their movements and actions. Lich Lord Venethrax holds this office today, but he is not the first; his predecessor's tenure ended only two centuries after the founding of Cryx beneath the talons of the dragon Blightergast. Venethrax has proven to be a more tenacious adversary of the dragons, and for fourteen centuries he has dedicated his immortal existence to Toruk's final war. He is prepared to bathe every blighted creature in flames and blood.

Lich Lord Venethrax is supremely well suited to root out and destroy the Dragonfather's dark progeny. He is given to an obsessive, sometimes narrow focus on his duties, and his every thought is devoted to details of the draconic war. His vast web of agents has spread across the mainland, listening for whispers of the dragons and their plans. They have gathered the corrupt lore of ancient Morrdh, studied tales of the dragon Ethrunbal's defeat within Ios, and learned rumors of a new legion of blighted elves commanding dragon-spawned creatures far in the Immoren north.

Although his seat of office has long been Skell, where he could report his findings directly to the Dragonfather in person, Venethrax has conducted scores of operations on the mainland over the centuries. He has overseen the necropsy of countless blighted creatures and dispatched hundreds of loathsome spawn. Shortly before the landing of the Orgoth on Immoren, he even led a horde of thralls to root out one of Toruk's progeny after it was wounded in an earlier battle with Nyss and men. After this battle, the dragon Halfaug had fled to the Northern Wastes to nurse his wounds deep

underground. Although Venethrax was thwarted at the last by the wyrm's resilient tenacity and the destruction of the rest of his army, he nearly managed its destruction, and it has not stirred itself from hiding in the intervening centuries. No other mortal-born creature walking Caen can claim to have personally confronted a dragon and fought it to a draw.

The increased rumors of a draconic presence in the north and word that Blighterghast recently unleashed a telepathic summons across the athancs shared by all dragonkind has drawn Lord Toruk's attention. Satisfied that his great plan has entered a new phase, the dragon god dispatched Venethrax to the mainland. That the lich lord steps forth from Cryx is a dire portent, for it heralds the coming of all-out war between the dragons.

THE WITCH COVEN OF GARLGHAST & EGREGORE

CRYX WARCASTERS & CHARACTER SOLO

We have seen the day when the legions of the Dragonfather sail unbowed across the seas of fate to spread death, dissolution, and torments undreamt to all who would oppose his will.

—A prophecy of the Witch Coven of Garlghast

HELLEANA, MORGAEN, AND SELENE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	4	16	12	8

RITUAL BLADE

POW	P+S
3	7

FOCUS	*
DAMAGE	8 EA
FIELD ALLOWANCE	C
WARJACK POINTS	+5
SMALL BASE	

FEAT: NIGHTFALL

The Witches of Garlghast are mistresses of misdirection and shadow capable of calling upon a darkness so complete it obscures the sun itself. They can turn day into the blackest night to shroud their company behind an umbral veil of safety.

While in the Coven's control area, enemy models suffer –2 MAT and RAT and their LOS is reduced to 5". Nightfall lasts for one round.

HELLEANA, MORGAEN, AND SELENE

Arcane Nexus – When a Witch casts a spell, the Egregore is the spell's point of origin. The Witch must have LOS to her target, but the Egregore does not. All LOS modifiers are based on the LOS of the Witch. Witches can channel spells normally. The Coven can have up to one attached model; this model is attached to the Coven, not to an individual Witch. The Coven can have only one of each of their upkeep spells in play at a time.

Coven – The Witch Coven of Garlghast shares a single focus pool, and Witches do not receive focus individually. The Coven's base FOCUS is three times the number of Witches in play. When the Coven replenishes its focus, the Egregore receives those focus points. The Coven's control area is measured from the Egregore. Any Witch in the Coven's control area can spend focus points on the Egregore. The Egregore cannot be affected by focus-reducing or focus-removing effects. Each focus point on the Egregore gives each Witch in the Coven's control area a cumulative +1 ARM. Effects that ignore focus points overboosting the target's Power Field also ignore this bonus. The Coven can use their feat only once.

Perfect Conjunction – A Perfect Conjunction is established anytime the Egregore is completely within the triangular area between all three Witches and each Witch has LOS to each other Witch. During a Perfect Conjunction, reduce the COST of spells cast by a Witch by 1.

RITUAL BLADE

Magical Weapon

SPELLS	COST	RNG	AOE	POW	UP	OFF
CURSE OF SHADOWS	3	8	–	–	YES	YES
Target model/unit suffers –2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.						
GHOST WALK	3	6	–	–	NO	NO
Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
INFERNAL MACHINE	2	6	–	–	YES	NO
Target warjack in this model's battlegroup gains Terror and +2 MAT and SPD.						
OCCULTATION	2	6	–	–	YES	NO
Target friendly model/unit gains Stealth.						
STYGIAN ABYSS	3	10	–	12	NO	YES
On a critical hit, the model hit suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers –3 DEF, and for one round when it advances it cannot move except to change facing.)						
VEIL OF MISTS	3	CTRL	4	–	YES	NO
Place a 4" AOE cloud effect anywhere completely in this model's control area. This AOE does not block friendly Faction models' LOS. While in the AOE, friendly Faction models gain Pathfinder and can move through obstructions and other models if they have enough movement to move completely past them.						

TACTICAL TIPS

Arcane Nexus – This means the Coven can have only one Skarlock Thrall.

Coven – The Witch Coven of Garlghast is not a unit, and models in the Coven are independent models. The Egregore does not gain the cumulative ARM bonus for Coven. The Coven can allocate focus points to warjacks in its control area normally.

The Witches of Garlghast were discovered on the southern shore of that fell island in the lamentable summer of 593 AR by the Cryxian pirate vessel *Aldibraxis*. Responding to a signal fire on a desolate stretch of beach, the crew discovered three girls of no more than thirteen and a mysterious and ominous floating sphere of shadow and blackened iron. The young women gave their names as Helleana, Morgaen, and Selene, but the crew could comprehend no more of their obscure Orgoth dialect. With minds clouded by the sorcerous touch of the three strange girls, the sailors unquestioningly set course for Blackwater.

The sisters were left alone to the darkness of the quarters they had commandeered within the ship's hold throughout the voyage, for the crew feared the terrible relic traveling with them. It was not merely that the spiked sphere, the Egregore, seemed to devour light or the way shadows played across the surface of its pitted hull that so disturbed the crewmen. Rather, it was the way the sisters tenderly whispered to it. The genuine affection these girls lavished upon the dark device hinted at a consciousness within the sphere that chilled the blood of the most hardened among them.

When the *Aldibraxis* dropped anchor at its unplanned destination, the sisters disembarked without a word. They made their way from the lightless streets of Blackwater to Skell, the blighted capital of Cryx. Despite the dangers inherent in crossing the island overland, they made the journey unmolested and without delay.

Upon their arrival in the capital city, the cabal went directly to Toruk's Black Temple and brazenly demanded council

with Lich Lord Terminus. The lich lord, bemused at their audacity and intrigued at their effect on the temple guardians, agreed to see them. Upon his arrival, the sisters synchronously fell to their knees and hailed him as "Conqueror," "Ravager of Men," and "Lord of the Blighted Seas." They claimed they had come at the appointed hour to enter the Dragonfather's service to see the true destiny of Cryx realized. Impressed with their fanatical conviction, the lich lord tested the merits of their apparently prophetic visions and found they had a genuine talent for augury. He accepted their oaths and bound them to the eternal service of Lord Toruk.

Terminus is a battle leader first and foremost and would not bother with underlings who could not hold their own in warfare. He immediately sent the Coven to the battlefield, where their dark magic proved witheringly effective. Their constant companion, the mysterious rune-covered Egregore, greatly extends their magical power and allows them to pool their arcane strength and command helljacks from great distances. Guided by dark portents, the sisters are instinctive military commanders adept at obfuscation and misdirection.

The Witches of Garlghast have traveled to the mainland on numerous missions for their master to ravage settlements throughout the kingdoms of western Immoren. Small, isolated communities have not only vanished but been wiped from all existence: wells are left poisoned, buildings burned to the ground, and ashes of destruction buried. Relief forces sent on word of their attacks would find villagers impaled on stakes or strung up in trees and still moaning for the release of death. With such tactics, the witches often win battles before they even begin to fight.

Though clearly a sentient vessel for magnifying mystical energies, the Egregore that accompanies the witches is an utter mystery even to the most knowledgeable of Cryxian scholars. A shadowy device of rune-covered iron, it leaks thick tendrils of darkness that cling to the sisters like the steady hands of a familiar lover. Some sages ascribe its creation to an experiment derived from the lost secrets of Morrdh; others believe it a surviving construct crafted by Orgoth hands. Whatever the Egregore's origins, before the Coven's appearance none had ever seen such a malefic masterpiece.

Entwined by bonds infinitely stronger than the ties of blood, the sisters and the Egregore share a connection impossible for outsiders to comprehend. The thoughts of one are the thoughts of all; they share one life essence and continually whisper incomprehensibly to each other. Even the jaded inhabitants of the Scharde Islands prefer not to examine too closely the inscrutable relationship between the sinister device and the three young women.

The witches of the Coven are seldom separated, and their powers are tied to their interwoven relationship. Wrapped in darkness and strange wind, their power reaches its true apex when the sisters ritualistically encircle the Egregore and enter a perfect conjunction. Though individually each sister lacks the raw destructive power of a Cryxian warwitch, together their conjoined magic enables them to see the patterns of fate connecting the present to the future and grants them the strength to reach out and twist those patterns into new shapes conforming to their desires.

The successes and formidable power of the witches have ensured that despite the enigma surrounding the Egregore and their origin, none dare question them. That they are loyal and provide victories to the Dragonfather is enough. Over the years, the witches' wise counsel has served Lich Lord Terminus on numerous occasions, and he owes a number of successes to their prognostications. With the completion of centuries of planning, Terminus now leads his forces personally to the conquest of western Immoren and has called for his coven to join him on the mainland. The lich lord believes the sisters will be of great use in overcoming threats represented by the mortal armies of western Immoren as well Toruk's brood.

The Witches of Garlghast are frightening manipulators both on the battlefield and behind the scenes. They control their forces at a distance and unleash torrents of murderous arcane power to devastate those before them. Pulling the strings of possibility, these distant controllers move the world toward a shadowy future only they fully perceive. Their dark vision is a new plague on western Immoren. In the days to come this blight shall spread to become a darkness no light will break.

EGREGORE

Construct

Pathfinder

Stealth

EGREGORE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	1	1	1	13	17	—

FIELD ALLOWANCE C

MEDIUM BASE

Black Mantle – While B2B with this model, friendly Faction models gain Stealth.

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

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

Steady – This model cannot be knocked down.

Sympathetic Link – When this model would suffer damage, you must assign that damage to one or more Witches instead, divided as you choose. A Witch cannot be assigned more damage points than she has unmarked damage boxes. This model does not suffer the damage assigned to a Witch.

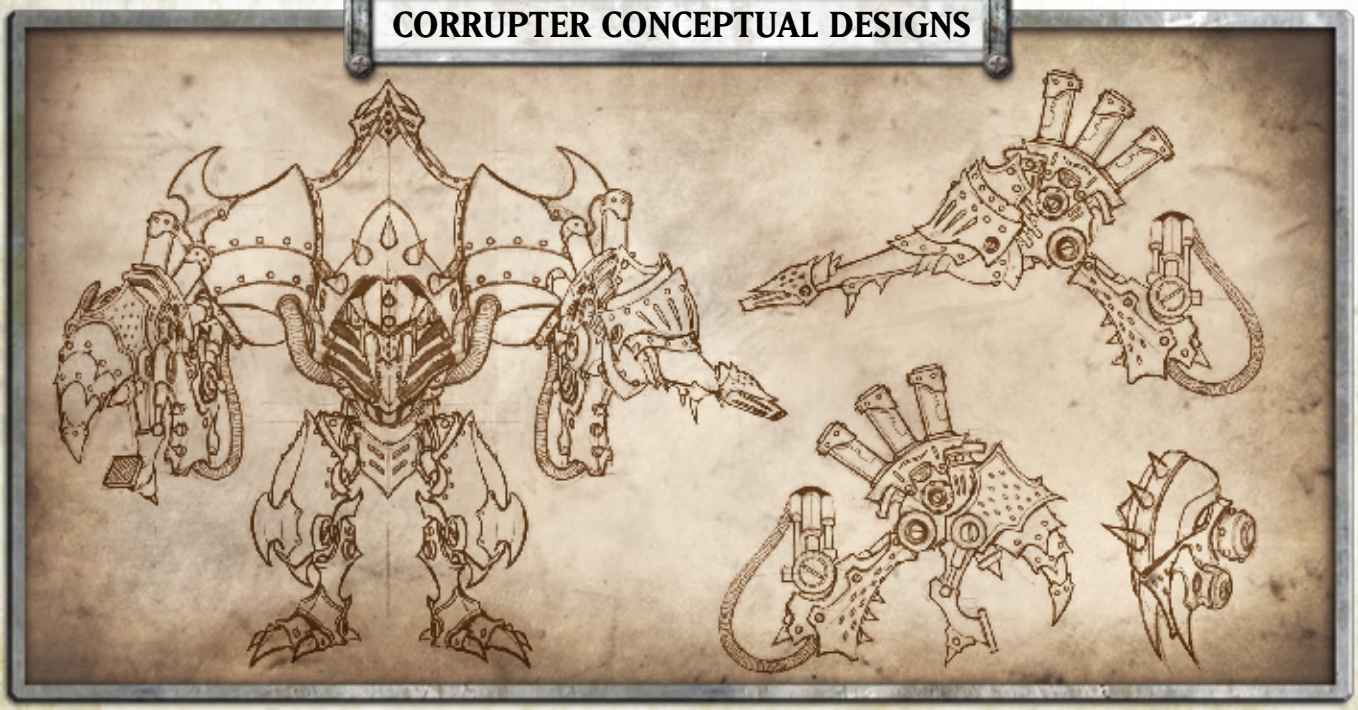
WARJACKS OF CRYX

Cryx's tireless necrotechs are able to create their killing machines at a prodigious rate, aided by untraditional techniques and materials. Living mechaniks must eat and sleep and invariably grow old, but the undead can work day and night for decades at a time. Almost every machine they build is a unique construct. The twisted and insane necrotechs are jealous of their designs and do not share the details of their schematics, so a 'jack built in a necrofactorium beneath Dreggsmouth might be quite different in materials and method of construction compared to its counterpart manufactured inland from the Blackwater docks. Each of these blight-born machines, however, is perfectly suited to the dire task for which it was intended.

Helljacks serve much the same role for Cryx as heavy warjacks do for mainland nations, but the smaller, more nimble bonejacks are built in greater numbers than light warjacks of other nations and are employed differently. The fast-moving bonejacks are custom-built to carry specific armaments and serve as mobile platforms for any number of terrible devices, foremost among them the arc node. Originally stolen from Cygnar, the secret of the arc node is among the most valuable innovations plucked from enemy minds through forensic necromancy and has become a hallmark of Cryxian bonejack design. These devices enable warcasters to extend the reach of their already formidable powers, and no other nation has embraced this battlefield tactic as enthusiastically as Cryx. Other specialized bonejacks are utilized to target enemy warcasters while evading intervening bodyguards, or to burrow underground and spring forth to catch the enemy unaware. While individually fragile the ease of construction of these machines encourages Cryxian warcasters to use them as an expendable commodity, overwhelming the enemy with a plethora of dangerous incoming threats.

The necromantic energies that lend a spark of reasoning to Cryxian cortexes also give the machines an appetite for slaughter. Their unique necromechanikal minds possess a savage and predatory cunning that is amplified by the dark energies lingering in the suffering-laced necrotite burned in their engines. Bonejacks and helljacks revel in death and carnage. Some of these aggressive traits are also remnants of the deranged minds of their masters and creators, instilled through the runes inscribed into their components.

CORRUPTER CONCEPTUAL DESIGNS



CRYXIAN WARJACK ADORNMENT

No two Cryxian warjacks are exactly alike. In addition to the differences in their material compositions, it is common for a necrotech to apply specific maker's marks to his creations. These might include runes etched into the hulls or black-iron ornamentation such as vicious spikes or other additions. In some cases these adornments go beyond mere embellishment and imbue the 'jack with specific necromantic power.

DEATHRIPPER
CRYX BONEJACK

Something primal in us fears the skulls and jaws of untamed beasts. It is singularly frightening to be confronted by a fiend with bones stripped of flesh, fangs bared, and empty eye sockets staring into your soul.

—Professor Viktor Pendrake, Corvis University

DEATHRIPPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

MANDIBLE	
POW	P+S
6	13

DAMAGE					
1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

DEATHRIPPER
Arc Node

MANDIBLE
Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Height/Weight:	6´4˝ / 2.5 tons
Armament:	Mandible (head), Arc Node
Fuel Load/Burn Usage:	44 lbs necrotite, 88 lbs coal / 18 hrs general, 3 hrs combat
Initial Service Date:	UNKNOWN, first reported in 502 AR
Cortex Manufacturer:	UNKNOWN
Orig. Chassis Design:	UNKNOWN

The Deathripper, the quintessential Cryxian bonejack, is a terrifying weapon of surprising speed and bestial ferocity that charges forward to tear apart its enemies while serving as a magical conduit for the horrifying spells of its master. These 'jacks skitter across the battlefield pouring forth poisonous smoke and steam from wickedly efficient, necrotite-fueled engines. The high-pitched keen of the Deathripper venting steam has been written about for decades in fevered war journals. It is a sound rarely forgotten.

The Deathripper is built of blackened iron and steel fused with the skulls and fangs of fearsome, blighted beasts. Powered by steam engines driven by necrotite—coal laced with death energy—a Deathripper's jaws leverage enough power to sever limbs and shear through armored plates. In a blur of billowing smoke, wailing metal, and bleeding hydraulics, just a few Deathrippers can strip a light warjack down to its components within minutes.

Arc node technology was the pride of Cygnar when initially developed, but before long Cryx had unraveled the puzzle in their particular, twisted way: defiling the tombs of innovative engineers and pulling forth their secrets through necromantic rituals, necrotechs soon learned how to create arc nodes of their own. They improved upon the foreign process by using profane materials and unholy techniques to cheapen and accelerate manufacturing. Now Cryxian warcasters enter the field with a small swarm of arc node–equipped bonejacks, each a conduit for the devastating arcane power wielded by its controlling warcaster.

DEFILER
CRYX BONEJACK

'Tis a shame they are so effective. They leave so little for us to salvage.
—Warwitch Deneghra

Height/Weight: 6′4″ / 2.6 tons
Armament: Sludge Cannon (head), Arc Node
Fuel Load/Burn Usage: 44 lbs necrotite, 88 lbs coal / 17 hrs general, 2.75 hrs combat
Initial Service Date: UNKNOWN, first reported in 512 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

No two bonejacks are exactly the same, with variations in form and weaponry commonly noted. Mainlanders often wonder how the Nightmare Empire can produce such a swarming profusion of fast and deadly constructs. Whereas other nations allocate each precious warjack cortex carefully, fabrication in Cryx proceeds unhindered by any limits. The chief architects of the Cryxian engines of war are necrotechs—mad, unliving geniuses capable of seemingly endless innovation even as they hoard secrets and compete with one another for the favor of their unforgiving masters. Running day and night, their factories produce a near-endless supply of nightmarish fabrications.

DEFILER
Arc Node

SLUDGE CANNON
Continuous Effect: Corrosion
Damage Type: Corrosion

The Defiler has proved its worth as a light assault bonejack. Fast and mobile, it can lope across the battlefield in a few long strides and fix an enemy warcaster in its sights before the fight has scarcely begun. Its arc node remains ever ready to deliver arcane death.

Unlike the Deathripper, the Defiler avoids close combat. Instead it fires on the enemy from a distance with its sludge cannon, which spews a concentrated, caustic poison that consumes metal and stone more easily than flame eats wood. Faced with the potential of its arc node and the horrendous wounds caused by its sludge cannon, enemies often desperately try to close and deal with this bonejack before their allies are torn apart.

DEFILER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

SLUDGE CANNON			
RNG	ROF	AOE	POW
SP 8	1	—	12

BASH	
POW	P+S
0	7

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

HELLDIVER
CRYX BONEJACK

Their trenches are naught but open graves. We shall rise from beneath and consume them whole.

—Lich Lord Asphyxious

HELLDIVER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	5	14	15	—

JAWS	
POW	P+S
5	13

H

DAMAGE

1	2	3	4	5	6
H	C	C	C	C	M
H	H	H	M	M	M

FIELD ALLOWANCE	U
POINT COST	3
MEDIUM BASE	

HELLDIVER

Burrow (★Action) – Place the burrow marker in base contact with this model anywhere in its front arc, then remove this model from the table. Effects on this model expire. This model cannot burrow into solid rock or man-made constructions and cannot burrow while its Movement system is crippled. Return this model to the table during your next Control Phase after models replenish their focus but before focus is allocated. When it returns, place it anywhere within 3″ of the burrow marker. If there is no room to place this model, remove the burrow marker from the table and remove this model from play.

Height/Weight: 8′ / 2.1 tons

Armament: Jaws (head)

Fuel Load/Burn Usage: 33 lbs necrotite, 66 lbs coal / 16 hrs general, 2 hrs combat

Initial Service Date: UNKNOWN

Cortex Manufacturer: UNKNOWN

Orig. Chassis Design: UNKNOWN

TACTICAL TIPS

Burrow – This model cannot be targeted by free strikes when it is removed from the table. Do not remove damage from the Helldiver when you return it to play.

A Helldiver can burrow through the soil at a startling pace before surfacing to ambush unwary prey. It is a patient and methodical killer; once positioned below ground it can wait endlessly, motionless and impossible to detect. Cryx has seeded many potential battlefields across the region with these black iron monstrosities to prepare for the promised slaughter ahead.

Both the undead and the mechanikal legions of the Nightmare Empire have proven to be insidious, adaptable, and unpredictable. Even as the mortal armies labor to expand their sprawling fortifications, Cryx strikes at them with impunity. When Toruk's enemies cannot be surmounted over land, the Helldiver moves beneath and erupts from trench floors to sow death and chaos among soldiers supposedly safe behind earthen defenses. Many patrol squads have returned from no man's land to find only an ominous pit strewn with the blood-soaked remains of their eviscerated comrades.

The Helldiver drags itself through the earth using its powerful front claws. Though incredibly strong, these appendages are used only for movement, not attacks. The machine's primary weapon is its mighty jaws, which it uses to seize and sunder its hapless victims. Few sights are more terrible than one of these metallic menaces erupting unexpectedly from the earth and shredding every living body within reach.

NIGHTWRETCH
CRYX BONEJACK

I wish I could say I'm happy to see them using something that doesn't burn us, dissolve us, or chew us to bits—but I'm not.
—Captain Aleksandr Radu, Skrovenberg militia

Height/Weight: 6′4″ / 2.75 tons
Armament: Doomspitter (head), Arc Node
Fuel Load/Burn Usage: 44 lbs necrotite, 88 lbs coal / 17 hrs general, 2.5 hrs combat
Initial Service Date: UNKNOWN, first reported in 590 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

For centuries Cygnar has had the dubious privilege of being the testing ground for Cryxian innovation. The Third Army out of Highgate and Westwatch has had to face the unveiling of weapons too dreadful to be imagined. None who serve along this stretch of open coastline consider the undead lacking in cunning. They have witnessed an endless variety of nightmares, of which the Nightwretch is one example.

When a dispatch arrived from New Larkholm saying that a Cryxian landing party had been sighted two leagues south of the city, the nearby coastal fort of Westwatch immediately sent out a company of long gunners, each eager to put a few bullets in Cryxian raiders. Unaware that they faced a new weapon, they stood shoulder to shoulder as they had been trained. Their disciplined shots dropped several of the incoming bonejacks—but not enough.

These men had only a moment to consider the unfamiliar look of the new Nightwretch bonejacks before small cannons set into the head of each fired in their direction. Carrying a particularly volatile mixture of lead shot and alchemical waste by-products, the projectiles exploded with a concussive blast that could be heard for miles. No one escaped to tell of the Cygnaran failure: in seconds the entire company was reduced to a smoldering heap of flesh flayed from bone. The 'jacks turned and followed their master back to the landing skiff on the rocky beach, their testing mission a success. Necrotechs soon began mass production.

NIGHTWRETCH
Arc Node

DOOMSPITTER
Blaster – When this model makes an attack with this weapon, before the attack roll it can spend 1 focus point to give the attack a 3″ AOE.

NIGHTWRETCH	SPD	STR	MAT	RAT	DEF	ARM	CMD
	7	7	6	5	15	14	—

DOOMSPITTER	RNG	ROF	AOE	POW
H	6	1	—	14

BASH	POW	P+S
—	0	7

DAMAGE	1	2	3	4	5	6
	H	H	C	A	A	M
	H	C	C	M	M	M

FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

RIPJAW
CRYX BONEJACK

We require four hundred pounds of flesh and six tons of tempered steel from the battlefield. The Ripjaws will suffice for its acquisition.

—Master Necrotech Mortenebra

RIPJAW						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

BONE SAW	
POW	P+S
3	10

H

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

FIELD ALLOWANCE U
POINT COST 5
MEDIUM BASE

RIPJAW
Arc Node

BONE SAW
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.

Vice Lock (★Attack) – This attack causes no damage. The model hit suffers –2 DEF and for one round cannot advance while within this model's melee range.

Height/Weight: 6´4˝ / 2.6 tons
Armament: Bone Saw (head), Necrotech Arc Node
Fuel Load/Burn Usage: 44 lbs necrotite, 88 lbs coal / 17 hrs general, 2.75 hrs combat
Initial Service Date: UNKNOWN, first reported in 586 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

Many Cryxian weapons are known to the armies of the Iron Kingdoms, some if only by the terrible wounds found on the corpses of their enemies. Though the Ripjaw's existence was not confirmed until the Scharde Invasions, Cygnaran medics and chaplains had for decades noted horrific lacerations inflicted on both living and mechanikal foes. Many of these enemies had been brutally dismembered, with severed joints torn apart by some kind of weapon that did not match any previously associated with Cryx. Retreating Cygnarans near Highgate produced the first reliable report of the Ripjaw in 586 AR, describing a pack of the bonejacks converging on an Ironclad and shredding it within seconds using their mandibles and the whirling saws beneath.

As terrifying as it might have been to see these creatures tear apart a larger warjack, seeing them attack living targets is far worse. The Ripjaw demonstrates an almost bestial cunning in battle as it moves alongside others of similar construction, circling its prey and marking out the weak. It prefers to hamstring its victims and then set upon them after they fall, holding them in place with its pincer-like jaws while its bone saw cuts them into mangled bits. Ripjaws have been observed seeking after joints with particular enthusiasm, chopping through knees and elbows of enemies whether the victims are dead or still screaming and struggling. If left to their own devices they will sometimes dwell on corpses, cutting them into increasingly smaller parts until called to task by the nearest necrotech. This habit has its uses, as necrotechs sometimes appreciate that the pieces it leaves behind are more easily incorporated into their gory fabrications.

STALKER
CRYX BONEJACK

Such murderous abominations only strengthen our resolve to carry Menoth's fire into the darkness.
—Grand Exemplar Kreoss

HEIGHT/WEIGHT: 8´10˝ / 2.2 TONS
ARMAMENT: TWIN EVISCERATORS (LEFT AND RIGHT ARMS)
FUEL LOAD/BURN USAGE: 33 LBS NECROTITE, 66 LBS COAL / 16 HRS GENERAL, 2 HRS COMBAT
INITIAL SERVICE DATE: UNKNOWN
CORTEX MANUFACTURER: UNKNOWN
ORIG. CHASSIS DESIGN: UNKNOWN

The field of battle breeds superstition. Some soldiers believe the souls of the fallen remain behind to watch over their comrades until the battle's end. Others believe fighting on ground bloodied by past war is to tempt ruin. Some speak of unseen horrors skulking along the battlefield, reaping all manner of misfortune upon the living. Those warcasters who have fallen prey to the Stalker's scything blades learned too late that at the heart of every tale is a spark—or more—of truth.

The Stalker is a nightmarish fusion of darkness and steel designed for a single purpose: to butcher those who oppose the will of the Dragonfather. With a shadowy hull that seemingly writhes and ripples in the light, this insidious creature is nearly indiscernible from a distance.

STALKER
Pathfinder

Stealth

Arcane Assassin – When making attacks, ignore focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.

Extended Control Range – When checking to see if this model is in its controller's control area, double the area.

EVISCERATOR
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.

STALKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	16	13	–

EVISCERATOR	
POW	P+S
5	12

EVISCERATOR	
POW	P+S
5	12

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

Moving swiftly forward on its slender but powerful spiny legs like a great, iron insect, a Stalker springs effortlessly over any obstacle in its path. Once within reach of its prey, it lashes out savagely with its threshing blades for a quick, decisive kill. Those struck by these malefic weapons find both flesh and arcane defenses rent, as Stalker blades are coated with a necrotic agent that saturates wounds and weakens even the hardiest victims.

For the better part of a century, Stalkers have unfailingly served the dark designs of Cryx by brutally murdering victims despite the apparent protection of armed escorts. Its ability to pursue its target relentlessly while evading all other adversaries makes it a doubly maddening apparition. A Stalker cannot be seen, studied, or predicted—thus, it remains a killing machine of timeless perfection.

CANKERWORM

CRYX CHARACTER BONEJACK

It made unholy congress with a Defender and then started firing shells at us from clear across the river!

—Field Mechanik Haron

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

BITE		
H	POW	P+S
	3	11

REPLICATOR		
—	POW	P+S
	5	13

DAMAGE						
1	2	3	4	5	6	
H	C	C	C	C	M	
H	H	H	M	M	M	

FIELD ALLOWANCE	C
POINT COST	5
MEDIUM BASE	

CANKERWORM

Advance Deployment

Pathfinder

Stealth

Affinity [Asphyxious] – When Cankerworm ends its activation in Asphyxious' control area, it can make a full advance.

Imprint: Salvage – At anytime during its activation, if it is in base contact with a wreck marker this model can spend 1 focus point to use Salvage. Remove the wreck marker from play, then remove d6 damage points from this model. If it was a heavy or colossal wreck marker, remove +3 damage boxes.

Parry – This model cannot be targeted by free strikes.

BITE

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.

REPLICATOR

Adapt – When Cankerworm uses Salvage, you can adapt the Replicator. The Replicator gains the special rules and weapon qualities of one of the destroyed warjack's weapons. The Replicator becomes the type of weapon adapted (melee or ranged) and uses that weapon's RNG, ROF, AOE, and POW. This effect lasts until Cankerworm uses Adapt again.

Cankerworm slithers through battlefields on hooked claws while its armored scales rasp along its serpentine length. A scavenger that feasts on the carrion of dead machines, Cankerworm picks their rusted carcasses clean of parts to integrate into its own mass. Its capacity to regenerate itself has allowed it to emerge from the wreckage of battle countless times and return to Asphyxious despite its near destruction.

It tears into pieces those who impede it or seek to thwart its purposes, but it has no lasting interest in flesh. Its rear terminus houses a strange device that grafts itself to weapons salvaged from the battlefield. This pincer-like apparatus is well-suited to holding wrecked warjacks in place while its mandibles gnaw at it to separate the chosen component.

Height/Weight:	15´ (long) / 3.25 tons
Armament:	Bite, Replicator
Fuel Load/Burn Usage:	UNKNOWN
Initial Service Date:	UNKNOWN
Cortex Manufacturer:	UNKNOWN
Orig. Chassis Design:	UNKNOWN

Only Asphyxious knows the origins of this hellacious mechanikal beast, which may well be the result of his own tinkering amid the mechanisms of countless war-torn fields of slaughter. It is certainly true that Cankerworm has followed in the lich lord's shadow for centuries. A creature that seems more self-created than engineered, the bonejack embodies acquisitive principles of baffling complexity and takes to the extreme the Cryxian philosophy of rising to consume one's enemies whole.

Cankerworm attacks with a breed of cunning and sense of self-preservation that makes mockery of life. Skulking across the blasted battlefield, Cankerworm waits for the mightiest of warjacks to suffer crippling damage and springs to attack the vulnerable machine. As it delivers the killing strike, it harvests weapons and other useful machinery from the fallen construct. The monstrous construct uses its vicious mandibles to tear other warjacks apart before ripping into their exposed mechanical guts. Once it locates a weapon of potency within the wreckage of the other 'jack, it flawlessly integrates the weapon into its own systems. This unprecedented ability to manipulate even the most sophisticated and complex mechanikal devices makes Cankerworm a particularly versatile tool in the iron lich's arsenal.

The existence of this machine has only added to the terrifying legacy of Asphyxious. Even the lich lord's servants find the machine disquieting, particularly as it has on occasion lashed out against those who displease its master. Master necrotechs cast envious and fearful glances at Cankerworm, both apprehensive of and fascinated with the unprecedented alien intellect it seems to display.

No Cryxian interferes with Cankerworm as it scours the battlefields like an enormous, malignant iron insect. Its behavior is often as inexplicable as it is abhorrent. Necrotechs have observed Cankerworm pile the dead after a battle and bury itself in their midst. It has dissected machinery and corpses with equal dispassion and sometimes recovers a skull or a piece of mechanika if it feels them worthy of its master's further scrutiny. How it chooses its trophies remains a mystery no one has dared to investigate closely.

CORRUPTOR
CRYX HELLJACK

To kill is simple, but to turn the enemy's flesh against him is divine.

—Necrosurgeon Fylis

CORRUPTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

NECROSLUDGE CANNON (L)			
RNG	ROF	AOE	POW
12	1	—	14

NECROJECTOR (R)	
POW	P+S
5	15

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

CORRUPTOR

Immunity: Corrosion

Attack Type – Each time this model makes a normal melee or ranged attack, choose one of the following abilities:

- **Burster –** When this attack boxes a living model, center a 3″ AOE on that model, then remove the model from play. Models in the AOE are hit and suffer an unboostable POW 10 corrosion damage roll.
- **Distillation –** When a living enemy model is destroyed by this attack while this model is in its warcaster's control area, immediately after the attack is resolved the warcaster heals d3 damage points.
- **Psycho Venom –** When a living enemy model is boxed by this attack, it heals 1 damage point. For the rest of the turn, this model's controlling warcaster can channel spells through the enemy model as if it were a model in his battlegroup with the Arc Node ability. At the end of the turn, the enemy model is destroyed.

NECROJECTOR

Open Fist

Height/Weight: 12′ / 6.7 tons
Armament: Necrosludge Cannon (left arm), Necrojector (right arm)
Fuel Load/Burn Usage: 91 lbs necrotite, 203 lbs coal / 9.8 hrs general, 1.2 hrs combat
Initial Service Date: UNKNOWN, first reported in 606 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

Longstanding pioneers in the development of caustic compounds and necrotic poisons, enterprising necrotechs have reaped a great harvest of alchemical knowledge from the escalating warfare on the mainland. The Corruptor is the culmination of this dark knowledge, a helljack armed with venomous weapons designed to consume both body and soul.

The fiendish warjack was created specifically to deliver these venomous distillates. Both its necrosludge cannon and insidious necrojector drip with toxic alchemical sludge. These horrific poisons can cause the human body to explode in a torrent of acidic filth and strip a victim's soul, restoring vitality to the Corruptor's warcaster or increasing the bond through which his dark powers can manifest.

TACTICAL TIPS

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

HARROWER
CRYX HELLJACK

The tremendous agony suffered during death throes exponentially amplifies the power we can harness from an extracted soul.
—Lich Lord Daeamortus

Height/Weight: 10′5″ / 7.6 tons
Armament: Mortifier (left arm), Perisher (right arm)
Fuel Load/Burn Usage: 96 lbs necrotite, 260 lbs coal / 12 hrs general, 2 hrs combat
Initial Service Date: UNKNOWN, first reported in 599 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

TACTICAL TIPS

Amphibious – This model can attack other models that are in deep water.

Thresher – The melee attacks are all simultaneous.

Announcing its presence with the ear-splitting shriek of its Mortifier cannon, the Harrower emerges from Cryx like a beast hungry for souls. There is no clean death in its wake; those cut down by its scything Perisher claw endure an unthinkable fate as their immortal souls are spun loose and harvested to fuel the Cryxian machine of war.

This amphibious helljack exploits a simple necromantic principle: the power derived from a captive soul is proportional to the torment its host suffered in death. Harrowers burst from the ocean depths to raid coastal towns and fill their soul cages. These compact cages, etched with golden runes and lined with necrotite, also serve to provide ammunition for the 'jack's ghastly Mortifier.

HARROWER
Pathfinder

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Soul Taker – This model gains one soul token when a living enemy model is destroyed within 2″ of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Steady – This model cannot be knocked down.

HARROWER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	5	12	18	—

MORTIFIER			
RNG	ROF	AOE	POW
10	1	3	14

PERISHER	
POW	P+S
4	16

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

MORTIFIER
Ghost Shot – This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

PERISHER
Reach

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Infused with soul energy, a Mortifier's shell exists partially within the spirit realm and appears to mortal eyes only as a sickly blur as it passes through solid obstacles. It becomes tangible again on impact with its intended target, shredding armor and flesh in a necromantic conflagration. In the rare cases a victim does not die outright, the wounds left by these weapons heal slowly if at all and are prone to tainted infection, a chilling remnant of the vile process by which imprisoned souls are obliterated.

LEVIATHAN
CRYX HELLJACK

Their first warning of our arrival will be our Leviathans rising from the water and falling upon them like a killing tide.

—Skarre Ravenmane

LEVIATHAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	5	12	18	—

SPIKER			
RNG	ROF	AOE	POW
13	3	—	13

CRUSHING CLAW	
POW	P+S
5	17

DAMAGE

1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

LEVIATHAN
Pathfinder

Amphibious – This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Steady – This model cannot be knocked down.

SPIKER
Burst Fire – Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large or huge bases.

CRUSHING CLAW
Open Fist

Height/Weight: 10′5″ / 7 tons

Armament: Spiker Cannon (left arm), Crushing Claw (right arm)

Fuel Load/Burn Usage: 99 lbs necrotite, 265 lbs coal / 12 hrs general, 2 hrs combat

Initial Service Date: UNKNOWN, first reported in 586 AR

Cortex Manufacturer: UNKNOWN

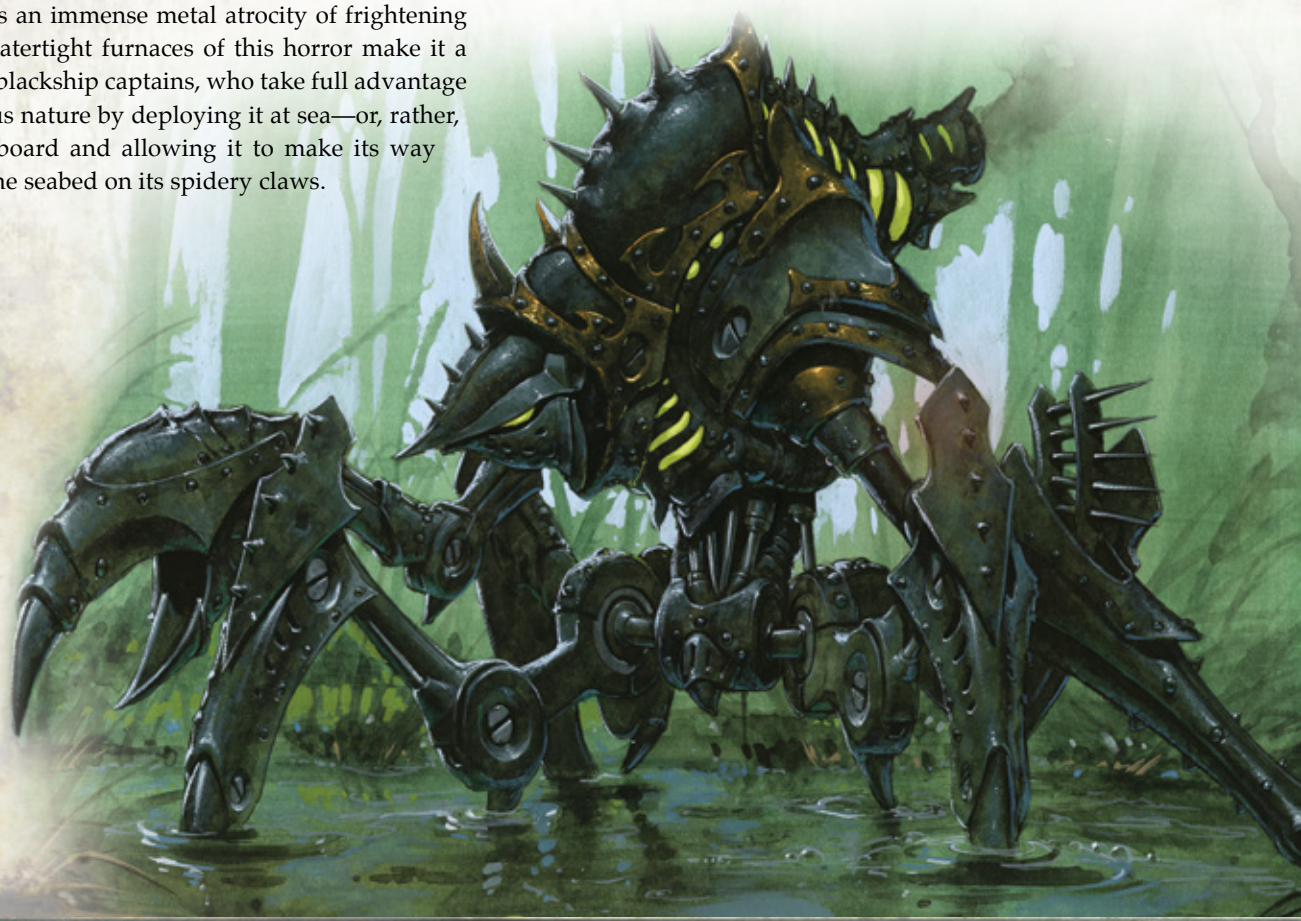
Orig. Chassis Design: Necrotechs of Cryx

TACTICAL TIPS

Amphibious – This model can attack other models that are in deep water.

When it senses prey, a Leviathan rises from the tide like a primordial nightmare to bring its murderous weapons to bear. The claw on its right arm is powerful enough to tear limbs from enemy warjacks and crush smaller enemies outright. Even more terrifying is the rapid-fire cannon on its left arm. Fueled by excess steam built up in the necrotite furnace of the helljack and fed crude but effective spikes from its reloading hopper, this repeating cannon unleashes a tidal wave of metallic death when fired. Smaller quarry such as infantry are merely cut down by the spikes, but warjacks and other large targets are annihilated in the staccato burst, their armor and systems mangled by the wailing projectiles.

The Leviathan is an immense metal atrocity of frightening mobility. The watertight furnaces of this horror make it a favorite among blackship captains, who take full advantage of its amphibious nature by deploying it at sea—or, rather, shoving it overboard and allowing it to make its way silently across the seabed on its spidery claws.



REAPER
CRYX HELLJACK

When that thing reeled in a six-ton Ironclad like a dragonfish on a line, all bets were off.
—Commander Coleman Stryker

Height/Weight: 11´10˝ / 6.5 tons
Armament: Harpoon (left arm), Helldriver (right arm), Tusks (head)
Fuel Load/Burn Usage: 88 lbs necrotite, 196 lbs coal / 10 hrs general, 1.5 hrs. combat
Initial Service Date: UNKNOWN, first reported in 557 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

TACTICAL TIPS

Drag – "Any distance" means "as much as necessary," not "any distance the player chooses."

Cryxian helljacks are disturbingly similar to living creatures, perverse amalgams of enormous insects fused with the implements of industrialized slaughter. A hulking creature of bone and steel with blackened armor plating that houses a cortex thirsting for death, the Reaper helljack is one of the most terrible inventions to emerge from the necrofactoriums of Cryx.

HARPOON

Drag – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attack during its combat action.

HELLDRIVER

Reach

Sustained Attack – During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

REAPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

HARPOON (L)			
RNG	ROF	AOE	POW
8	1	—	12

HELLDRIVER (R)	
POW	P+S
6	16

TUSKS (—)	
POW	P+S
2	12

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

The Reaper stalks the battlefield with the single-minded determination of a vicious hunter. With a thunderous report and the grinding peel of rapidly uncoiling chain, the horrific 'jack fires its harpoon to sink deep into flesh or steel. With frightening speed, it reels its victim to within striking range of its helldriver—a vicious mechanikal spike of tempered steel driven by a wickedly powerful piston. Capable of punching through iron plate, the helldriver generates enough force to pierce boiler casings, rend gears, and reduce enemy warjacks to scrap.

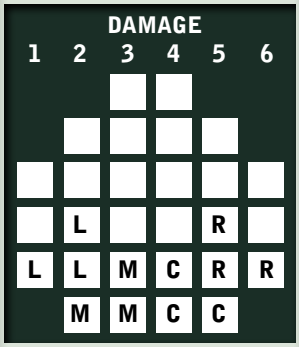
SEETHER
CRYX HELLJACK

Kurr possessed a singularly diseased mind. If only we had a thousand more like him.

—Lich Lord Terminus

SEETHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	5	13	17	—

	POW	P+S
DEATH CLAW (L)	6	16
DEATH CLAW (R)	6	16
TUSKS (—)	2	12



FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

SEETHER
Terror

Aggressive – This model can run or charge without spending focus or being forced.

Soul Drive – This model is allocated 1 additional focus point during your Control Phase.

DEATH CLAW
Open Fist

Chain Attack: Grab & Smash – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

Height/Weight: 12′ / 6.5 tons

Armament: Twin Death Claws (left and right arms), Tusks (head)

Fuel Load/Burn Usage: 99 lbs necrotite, 265 lbs coal / 12 hrs general, 2 hrs combat

Initial Service Date: UNKNOWN

Cortex Manufacturer: Master Necrotech Verrik Kurr

Orig. Chassis Design: UNKNOWN

TACTICAL TIPS

Aggressive – Yes, this rule is HORDES friendly.

Soul Drive – A warjack cannot exceed normal focus allocation limits as a result of Soul Drive.

Chain Attack: Grab & Smash – Remember, a model with a crippled weapon system cannot use that system to make chain attacks or special attacks, including power attacks.

Skell necrotechs immediately recognized the Seethers as valuable weapons and set some aside for reverse engineering, but all such attempts have failed. The rest were gifted to prestigious Cryxian commanders on the mainland, where the terrible machines could wreak the bloody slaughter for which they were crafted.

Master Necrotech Verrik Kurr was a lunatic even by the deranged standards of Cryx. He sought insight into the creation of the charnel mineral necrotite by systematically torturing victims and distilling their life force. Obsessed by formulae just out of his grasp, Kurr became convinced the accursed *Librum Mekanecrus* contained the answers he needed and began an exhaustive search for the tome. When the necromancer disappeared, an eventual search of his laboratory revealed only the massacred bodies of his assistants along with a small number of inert Seethers.

Seethers follow basic Slayer design with some rather extreme modifications, most notably the soul drives grafted to their cortexes. These baneful devices contain malevolent spirits that provide the helljacks with a bottomless font of unmitigated rage. The efficiency by which they thrive on this energy has yet to be replicated.

SLAYER
CRYX HELLJACK

I do not credit that thing is a machine. It was as if I stared into the face of death itself.
—Unnamed survivor of an attack on Southshield

Height/Weight: 11´10˝ / 6.25 tons
Armament: Twin Death Claws (right and left arms), Tusks (head)
Fuel Load/Burn Usage: 100 lbs necrotite, 200 lbs coal / 12 hrs general, 2 hrs combat
Initial Service Date: UNKNOWN, first reported in 531 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

The Slayer is a swift, hulking beast of bone and black iron that seeks to murder anything in its path. Its soulfire furnace blazes with a savage intensity that pushes the helljack to ever-greater feats of destruction. The Slayer exists to sow destruction, cleave through bodies with its great claws, and soak the earth with the spent vitality of its broken victims.

An eerie green glow pulsates from the Slayer's furnace, a frightful light illuminating even its eye sockets, suggesting some greater intelligence. After decades of Cryxian terror along the coasts, any greenish lights—like those found floating in the bogs and fens of Immoren—are often called "Cryxlight" by superstitious travelers.

DEATH CLAW
Open Fist

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 Slayer's tempered metal claws are powerful enough to rend metal and powder bone on impact. It is further armed with cruelly curved tusks amputated from great beasts and bolted crudely onto its armored skull for use in vicious charges. The helljack's furnace is powered by the remnants of life trapped within its necrotite fuel. Those who tend to these murderous machines insist they run best on necrotite scavenged directly from the field of slaughter.

SLAYER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

DEATH CLAW	
POW	P+S
6	16

DEATH CLAW	
POW	P+S
6	16

TUSKS	
POW	P+S
2	12

DAMAGE					
1	2	3	4	5	6
	L			R	
L	L	M	C	R	R
	M	M	C	C	

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

TACTICAL TIPS

Combo Strike – This ability cannot be used while either of this model's arm systems is locked. A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

DEATHJACK

CRYX CHARACTER HELLJACK

Fifteen feet of kettle-black, greasy iron and a gut full of soul-burning mechanika, the Deathjack is a steamjack sprung from the nightmares of a madman.

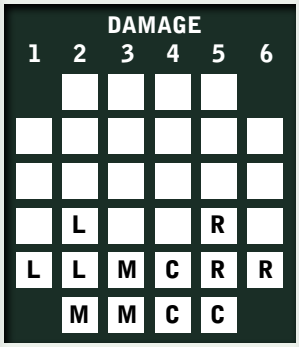
—Professor Viktor Pendrake, Monsternomicon, *604 AR*

DEATHJACK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	8	4	13	19	—

NECROCLAW	
POW	P+S
6	18

NECROCLAW	
POW	P+S
6	18

HORNS	
POW	P+S
3	15



FIELD ALLOWANCE	C
POINT COST	12
LARGE BASE	

DEATHJACK

Abomination

Advance Deployment

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2″ of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Necromancy – While this model is in its controller's control area, it can spend focus points to cast its controller's spells. When this model casts its controller's spells, the controller is considered to have cast them but this model is their point of origin. When making a magic attack roll, this model uses its controller's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

Rendering – When this model gains a soul token, it can immediately spend that token to remove d6 damage points.

Skulls of Hate – During your Control Phase, after focus allocation this model gains 1 focus point for each of its arm systems that is currently not crippled. While this model has one or more non-crippled arm systems, its front arc extends to 360°.

NECROCLAWS

Open Fist

Height/Weight: 15′ / UNKNOWN

Armament: Twin Necroclaws (left and right arms), Horns (head)

Fuel Load/Burn Usage: UNKNOWN

Initial Service Date: UNKNOWN; first reported in 350 AR; in service to Cryx 605 AR

Cortex Manufacturer: UNKNOWN

Orig. Chassis Design: UNKNOWN

For more than two hundred years the necromechanikal horror called the Deathjack has haunted the wilds of western Immoren. Striking without warning, this infernal machine voraciously devours souls and leaves nothing but death and destruction in its tracks. The greasy smoke from its furnace bears the acrid odors of burnt hair and flesh. Countless individuals—indeed, entire villages of men, women, and children—have been consumed in its insatiable flames.

TACTICAL TIPS

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul. Yes, the Deathjack gets soul tokens for models it tramples.

Skulls of Hate – The gained focus points are in addition to any that are allocated. That means Deathjack generally can be allocated up to 3 focus points and then gain up to 2 more from Skulls of Hate. Deathjack receives this focus even if suffering Disruption.

Long ago, tales of this mechanikal doom reached the Scharde Islands and stirred the interest of the lich lords, who vowed to capture the machine and bend it to the Dragonfather's will. Since the Deathjack's first sighting in 350 AR, agents of Cryx have tirelessly hunted any scrap of lore concerning the enigmatic self-willed construct.

It is a constant source of humiliation to necrotechs that this embodiment of carnage caged within a mechanikal frame was not the product of their maligned genius. The nightmare machine's origins are unknown, as is the identity of its creator, though the secrets of its construction are rumored to be buried within the cryptic pages of the *Librum Mekanecrus*. This loathsome tome, coveted by Thamarite cults as well as the agents of the Dragonfather, supposedly details the melding of mechanika with ancient Orgoth rites. Though long lost to the necrotechs of Cryx, the *Librum* has inspired their deranged designs as they endlessly aspire to the demonic perfection represented by the Deathjack.

The Deathjack's considerable array of necromantic and mechanikal abilities makes it a potent addition to the armies of Cryx. A savage intellect resides in its Skulls of Hate, the infernal lanterns mounted on its shoulders that continuously utter dire admonitions and cast necromantic spells. Numerous legends assert that this monstrosity has been demolished before, at great cost of life and suffering, and yet the Skulls of Hate have assembled it anew from the wreckage of other machines. The Deathjack is a seemingly immortal machine that exists for no purpose other than slaughter.

While its outer frame bears resemblance to the Cryxian machines designed to mimic its hellish perfection, the Deathjack's furnace is unique. Whereas the engines of lesser Cryxian warjacks extract energy from necrotite, this singular 'jack fuels itself directly from the souls of its victims. Driven by a murderous appetite, the Deathjack eagerly carries out the imperatives of the Dragon Lord.

It took countless attempts and untold resources to press the Deathjack into Cryxian service. Even then, the iron will of the Skulls of Hate proved impervious to necromantic

ward and ritual. What could not be broken could only be bound. Some believe the final cost of subjugating such an inscrutable abomination has not been paid and at some future date it will slip its master's leash and turn against the Nightmare Empire. Even with such apocalyptic revelations surrounding the lich lords of Cryx like oily smoke, Toruk's living servants remain ever-vigilant against this most unnatural and exquisite of horrors.

NIGHTMARE
CRYX CHARACTER HELLJACK

Bound in iron and death, annihilation, I give you form.

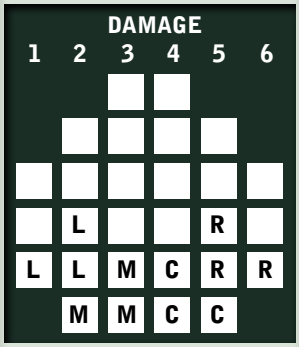
—Wraith Witch Deneghra

NIGHTMARE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	5	13	18	—

WICKED CLAW	
POW	P+S
6	16

WICKED CLAW	
POW	P+S
6	16

TUSKS	
POW	P+S
2	12



FIELD ALLOWANCE	C
POINT COST	10
LARGE BASE	

NIGHTMARE

Affinity [Deneghra] – While Nightmare is in Deneghra's control area, it gains Stealth.

Imprint: Ghostly – During its activation, this model can spend 1 focus point to gain Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. A model with Ghostly 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.

WICKED CLAW

Open Fist

Reach

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.

Height/Weight: 11´10˝ / 7 tons

Armament: Twin Wicked Claws (left and right arms)

Fuel Load/Burn Usage: 100 lbs necrotite, 200 lbs coal / 12 hrs general, 2 hrs combat

Initial Service Date: UNKNOWN; Current chassis 606 AR

Cortex Manufacturer: UNKNOWN

Orig. Chassis Design: UNKNOWN

TACTICAL TIPS

Combo Strike – This ability cannot be used while either of this model's arm systems is locked. A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

Prey - Modifiers to movement apply only to a model's normal movement.

If the Slayer is a perfect killing machine, Nightmare is darkness and mortality incarnate. The cold shell of this helljack gives form to a bestial predatory instinct. It can become a ghostly specter and move through the rock and steel of any barrier before coalescing into terrifying reality. Striding forward alongside Wraith Witch Deneghra, Nightmare's blackened metal chassis melts into the greater darkness—until it reaches out to rend its luckless victims limb from limb.

Deneghra chose this machine as her vessel of vengeance the day its claws held her in place for her sister's violent killing stroke. It was the same Slayer that later carried Deneghra's body from the field, obedient to her even beyond death. After Asphyxious returned her soul to awaken her reconstructed flesh, the thought of her own blood on its claws fueled Deneghra's obsession. Her training as a warwitch had taught her to appreciate and crave the great power in blood rituals and black deeds done with passions roused. Her own murder had left an indelible imprint on the machine.

Deneghra conducted careful preparations to bind the helljack to her will permanently. She ordered her mechaniks to modify it extensively to create the perfect instrument for her vengeance and oversaw every detail and specification of the work herself. When the machine seemed all in readiness, Deneghra inscribed a complex pattern of runes empowered by sacral blood upon its surfaces. With the completion of the final rune, cold fire erupted along the helljack where her life's blood had spilled. Deneghra's mind burned trails through Nightmare's cortex, creating an imperishable bond between them. Through this link the helljack became the ultimate hunter, a tireless horror that would follow its quarry with infinite patience and tenacity. It became the demon Deneghra would unleash upon her enemies to know that destruction would inevitably find them.

Deneghra's mastery over death itself and her transcendent embrace of that state is echoed in her terrible mechanikal creation. As Deneghra seizes power independent of the fulfillment of Asphyxious' will, Nightmare has increasingly become the instrument by which she carries out her plans. Deneghra's complex schemes require more deaths than she has time to deal personally, and so she sends Nightmare in her stead. Its malevolent eyes glint with a flare of necrotite when she caresses it and speaks the name of its prey and the manner of their death. Once loosed, Nightmare stalks its prey like a ghastly hound, unfettered by the obstacles of

the physical world. It moves relentlessly through forest or street with equal ease in pursuit of its named quarry.

All hope vanishes from those who witness Nightmare materialize from the shadows to do slaughter. The machine stares out at the world with singular unholy malice, the fires of its eyes gleaming with the menacing cold that lurks in the night's outer darkness. Those who flee from Nightmare soon despair as all efforts of evasion prove fruitless and the machine closes on them with the terrible certainty of death.

SOLDIERS OF CRYX

No other nation on Caen can boast armies as vast and varied as those of the Dragonfather, for its soldiers serve in death as well as life. Even the enemy dead are potential soldiers for Lord Toruk's forces, requiring only the release of death in order to be brought under his command. As Cryx replenishes its own losses with fallen foes, it inexorably grinds its enemies to dust.

The great mass of Cryxian troops comprises a variety of thralls, reanimated corpses typically augmented with necromechanikal prosthetics and weapons. The secrets of necromancy were some of the first that Toruk imparted to the lich lords, and they have further developed the art over a millennium. The earliest thralls were little more than shambling corpses, dangerous but predictable. Since that time, Cryx has benefited from centuries of necromechanikal research that has spawned generations of increasingly sophisticated and terrifying thralls.

Mechanithralls make up the majority of Cryx's thrall soldiers. Inscribed with the simplest of animating runes, each mechanithrall is enhanced with a necrotite-fueled steam engine and equipped with crude but powerful mechanikal fists. These thralls constitute the island nation's most expendable shock troops. Enormous waves of mechanithralls pour from the blackships during every major Cryxian offensive. Over the years the necrotechs have produced ever larger and more powerful thralls, leading to the creation of the huge brute thralls capable of delivering devastatingly powerful blows. Nearly as numerous and simple to construct as the mechanithralls are the bile thralls. More a mobile housing for their horrific weaponry than true unliving warriors, these acid-spewing thralls are a terror to the soldiers of the mainland.

REVENANT CREWMEN

The malevolent bane spirits representing the thrall warrior elite provide stark contrast to the unthinking mechanithralls. Unlike common thralls created by reanimating dead flesh, banes are created by imprisoning the spirits of unholy warriors within human remains. Cryxian agents scour ancient battlefields and forgotten tombs to find appropriate vessels; only the flesh of those who were strong in life are capable of permanently anchoring a bane spirit. The resulting creatures are naturally more intelligent than other thralls, with a consciousness devoted entirely to destruction.

The greatest drawback to the use of thralls is their extremely limited intelligence and inability to take initiative. The creation of

autonomous and intelligent thralls is possible but extremely time-consuming and requires careful selection of corpses, so the process is typically used only for skarlocks and other adjutants. Cryx therefore relies on its necromancers and warcasters to lead huge numbers of thralls into battle. The mastery of necromancy is one of the few skilled tasks that can allow a living vassal to rise to a position of authority in Cryx, although most of these individuals aspire to join the ranks of the sentient dead. The most esteemed of these masters of death is Darragh Wrathe, who is in the midst of transforming his living flesh into a necrotechnological construct akin to the iron liches that he serves.

The revenants that crew the Ghost Fleet also stand separate from Cryx's legions of thralls. These are not corpses reanimated by thrall runes but instead are the continuance of a supernatural contract first forged between Toruk and Captain Rengrave of the dirgenmast *Atramentous*. With Toruk's curse, that great ship sails eternally to bring destruction to the enemies of Cryx.

The Dragonfather's legions make extensive use of living troops, which are valued for their unique benefits. The Satyxis bring unrivaled savagery and unique blood-borne sorceries to Toruk's armies; the most powerful among them can read the skeins of fate in the entrails of enemies that die on their ritual blades. The supreme sailors and officers of the Black Fleet, the Satyxis treat the scum that make up the ranks of their human subordinates with the same callous disregard that the necromantic generals of the mainland treat their thrall hordes. They often employ black ogrun and blighted ogrun and trollkin, as these brutish and malevolent creatures fight with little regard for their own lives. Leadership of the largest collection of these brutal living soldiers has been left to General Gerlak Slaugtherborn, the chieftain of the barbarous Bloodgorger trollkin. Nevertheless, the masters of Cryx view even their greatest living warriors as commodities and rarely exhibit any more concern for their well-being and safety than they do for their thralls.

It is precisely this disregard that causes so few mercenaries to consider employment by Cryxian forces. Compounded by the fact that Cryx mints no coin and pays in barter or stolen money, it is rare for sellswords to look favorably on the undead as clients. Certain large and morally flexible companies such as the Steelheads have agreed to long-standing contracts with Cryx, for which they are paid in plunder through the trading port of Blackwater. Even so, only the most grizzled and disreputable Steelhead branches are willing to accept these contracts. Other mercenaries willing to consider Cryxian employment are typically desperate, mad, or both.

THRALL RUNES

The necromancers and sorcerers who make up the elite of the Cryxian army are typically masters of thrall runes. These dark symbols are the key to the process of reanimating the dead, and a basic knowledge of them is necessary to control the typically mindless dead as well as the warjacks of Cryx. Those who excel in the art can create thralls advanced enough to display a malevolent awareness. Banes evince only a glimmer of intelligence, but the intricately crafted skarlock thralls are fully self-aware and possess powerful necromantic abilities.

AUTHORITY RANKS

THRALL WARRIOR

THRALL LIEUTENANT

THRALL CAPTAIN

MARK OF ASPHYXIOUS

ANIMATION GLYPHS

BASIC ANIMATION

AGGRESSION

STRENGTH

PROTECTION

INTELLECT

STEALTH

ARCANE POWER

BANE KNIGHTS
CRYX UNIT

We had taken up firing positions in a burned-out farmhouse when those things came right through the wall. Half my men were dead before we even knew those monsters were there.

—Arcane Tempest Captain Gideon Sinclair

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	16	8

BANE LANCE	
POW	P+S
4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	6
LEADER & 9 GRUNTS	10
SMALL BASE	

LEADER & GRUNTS

Undead

Ghostly – This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by free strikes.

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.

BANE LANCE

Reach

Weapon Master

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."

For a soldier, jumping at shadows is at best laughable and at worst cowardice, but there are things in the world truly dark enough to be feared. Fell creations of blasphemous runes and animated bones, bane knights are unhallowed vessels of darkness summoned from the void. The same accursed process that creates these fearsome creatures also binds to them a cold fury. They focus this hatred on all mortal creatures; fueled by chthonian magic, bane knights are anathema to the living.

These unnatural warriors draw strength as a collective from those who strike at them, brutally punishing their foes while advancing relentlessly across the battlefield. Many a soldier has destroyed one bane knight only to be struck down as the shadows coalesced into another.

Accompanied by an icy wind and a charnel smell, bane knights glide across the battlefield sowing blood and death. These fiends wield their shadow-forged lances with inhuman precision, cutting down any obstacle in their path. Adding to their implacable advance, bane knights can become fully spectral for short periods of time, allowing them to pass through any barrier to reach their victims. Terrifying tales tell of exhausted soldiers returning to the relative safety of their trenches only to be slain without warning by bane knights emerging from the walls around them.

BILE THRALLS
CRYX UNIT

Dead flesh is more versatile than machinery alone. With the proper application of our art, even the wreckage of battle can rise to serve us once more.
—Master Necrotech Mortenebra

Disgorged from the hellish workshops of Cryx, bile thralls are noted for their bloated and distended bodies and the gurgling noises heard as pumps and siphons perform unspeakable mockeries of biological processes within them. Bile thralls store volumes of corrosive digestive and decomposition agents, with hoses and tubes leading from their distended mouths and fabricated orifices to crude firing mechanisms. With a lurching spasm, each bile thrall can force a startling volume of caustic fluid out of the nozzle over a wide area to dissolve flesh and devour tempered metal.

In the midst of enemy troops, a bile thrall can force itself to perform a particularly powerful explosive discharge. It compresses its overpressurized intestines in a massive purge that creates a grisly shower of fluid, flesh, and metal. Anything caught in the foul blast quickly corrodes beneath the potent dissolving agents. Metal melts into slag while skin and organs painfully liquefy into a bloody, unrecognizable mess.

LEADER & GRUNTS
Undead

BILE CANNON
Continuous Effect: Corrosion

Damage Type: Corrosion

Purge (★Attack) – Each model within 6″ of this model that is in its front arc is automatically hit unless this model's LOS to it is blocked by terrain. Models hit suffer a POW 12 corrosion damage roll and the Corrosion continuous effect. After this attack is resolved, remove this model from play. Purge is a ranged attack.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	2	3	10	13	7

BILE CANNON			
RNG	ROF	AOE	POW
SP 8	1	—	12

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Cryxian commanders unleash dozens of bile thralls at a time. Powered by their sloshing and throbbing internal mechanisms, they waddle sluggishly across the battlefield until just the right moment to disgorge their innards. Bile thralls serve as much to obliterate an enemy's morale as to destroy its soldiers. Those who have seen the creatures in action have been known to go days without eating, and most who have risked going toe-to-toe with them cannot forget the putrid stench.

BANE THRALLS
CRYX UNIT

Our scout's torch and lantern went black, and we heard him scream. A moment later a horrible chill washed over us. We could feel them before we could see them.

—Swift Sergeant Tyrell Forlaine, Cygnaran Reconnaissance Service

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8

WAR AXE	
POW	P+S
4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Stealth

Undead

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

WAR AXE

Weapon Master

Bane thralls, cunning undead warriors inscribed with countless runes and sigils of their dark rebirth, are versatile and deadly soldiers among more mindless undead. Wickedly proficient at killing, they host a darkness that both permeates their being and seeps into the world of the living. Few know the means by which these potent creatures are created, and only the most depraved masters of necromancy can begin to understand the nature of the malignant power from whence they arise.

Bane thralls are enshrouded in a cold, preternatural darkness that siphons the very light from the air and is utterly inimical to living flesh. It obscures their forms even in bright daylight and makes fighting them difficult, as tendrils of this darkness reach out hungrily to choke the living. In addition to this gloom, bane thralls display a malevolent glimmer in their eyes that reveals a hateful intelligence. The foul creatures delight in slaughter and seek any opportunity to charge into battle and sow death. Sometimes they can even be heard whispering to each other in ancient tongues, as if coordinating a plan of attack. They march into battle with the discipline and inexorable confidence that only soldiers with no fear of death can possess.

Bane thralls are a profane clue that Cryxian necromancers have unlocked dimly understood horrors, as if connected to some force beyond Caen that thrives on extermination. Some darkness never goes away, no matter what the stories might say, and the bane thrall is a testament to ancient blasphemies.

BANE THRALL OFFICER & STANDARD

CRYX UNIT ATTACHMENT

Death can be thought of as the perfect process of distillation. Tempered in the fathomless void between Caen and Urcaen, all that remains of a bane is the single-minded determination to sow destruction among the living.

—Goreshade the Cursed

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.

There is order even among the ranks of the dead. Rune-bound captains lead blasphemous bane thralls onto the battlefield to slaughter for their own heinous pleasure. Only the most hateful and malevolent spirits are chosen to command the banes in battle. Pulled from eternal torment in the abyss between Caen and Urcaen, these officers remember little of their former lives, but what remains fills them with a consuming hatred for all life. The night-shrouded legions follow their officers in ghastly silence, obscured by the darkness that clings to them. From this nightmarish procession rise ancient standards, mockeries of the kingdoms and causes the dead once fought for as mortal men.

Attachment [Bane Thrall] – This attachment can be added to a Bane Thrall unit.

OFFICER

Officer

Stealth

Undead

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Granted: Dead Rise – While this model is in play, after resolving continuous effects during your Maintenance Phase, knocked down models in its unit stand up and stationary models in its unit are no longer stationary.

STANDARD BEARER

Standard Bearer

Stealth

Undead

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Granted: Tough – While this model is in play, models in its unit gain Tough.

WAR AXE

Weapon Master

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	4	12	15	9

WAR AXE	
POW	P+S
4	11

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8

WAR AXE	
POW	P+S
4	11

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	3
SMALL BASE	

Death favors the dread officers, surrounding them and those who follow them in a miasma of unnatural strength. Emblazoned with profane words in dead languages, their tattered standards flap above them, empowering the bane thralls to shrug off wounds that would otherwise send them howling back to the abyss from which they came. The living look upon such sorties and despair, knowing that any victory they might claim against the darkness is only temporary at best.

BLACK OGRUN BOARDING PARTY

CRYX UNIT

They be naturals to the life, 'tis certain true. Their cruel appetites be satisfied only in blood and gold.

—Captain Rengrave

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	7	5	12	15	9

HARPOON				
RNG	ROF	AOE	POW	
8	1	—	12	

HAND WEAPON	
POW	P+S
4	13

DAMAGE	8 EA
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	4
LEADER & 4 GRUNTS	6
MEDIUM BASE	

LEADER & GRUNTS

Combined Ranged Attack

Terror

HARPOON

Drag – If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

Of all the pirates preying on the Broken Coast, none are more savage than the black ogrun of Cryx. Once a prize is within reach, these soot-black mountains of corded muscle leap from their vessels and fall upon their victims with a sanity-staggering howl, leaving gory seas and unidentifiable corpses in their wake. Those unlucky enough to survive a black ogrun assault are rounded up like cattle and forced into ship holds bound for the Nightmare Empire, to be slaves in the foundries of Cryx.

These ogrun pirates are experts in conducting brutally efficient boarding actions. Each is armed with a stout cannon capable of launching a wicked, tempered-steel harpoon and nearly fifty feet of chain. This cruel device is invaluable in securing vessels for boarding. Once joined in the slaughter, black ogrun use these harpoons to pick off victims on deck before wading in and running riot in the bedlam.

The bloodthirsty black ogrun are judged barbaric even by the degenerate standards of the Scharde Isle crews forced to ferry them into battle. Indeed, they are chosen for their murderous tendencies as much as for their seamanship. Each of their small boarding parties is commanded by a bosun charged with both leading the pirates into battle and managing the notoriously foul ogrun tempers. Often, the black ogrun are left to their own devices until they are unleashed upon an ill-fated target.

TACTICAL TIPS

Drag – "Any distance" means "as much as necessary," not "any distance the player chooses."

BLOODGORGERS
CRYX BLIGHTED TROLLKIN UNIT

No man shall drink the blood of another. The taste brings madness.
—Attributed to Priest-King Golivant

The murderous Bloodgorgers hail from the blighted trollkin kriels of the Scharde Islands. Corrupted and black-hearted, they find no greater joy in life than charging into battle to maim their enemies before devouring them while fresh blood steams in the air. Toruk's blight has blessed these trollkin with pronounced spurs and curving horns, enhancing their already-formidable ability to commit atrocity. They lead charges to spark terror and chaos amid the carnage of war. Embracing this role with wild enthusiasm, they spend their short, brutal lives bathed in gore.

Feeding their sickening appetites does more than terrify; by this Bloodgorgers evoke the power of blood sacrifice as learned from Satyxis and Tharn occult practices. These ends meet in gruesome delight, as when a Bloodgorger slowly consumes a living victim's fingers and hands while they watch. Moving fiendishly from one butchered victim to the next, Bloodgorgers become more invincible with each abominable rite. Perhaps the only mercy is that they rarely leave survivors to suffer the memories of their wanton cruelty and endless hunger for flesh.

LEADER & GRUNTS

Fearless

Terror

Tough

Blood Thirst – When it charges a living model, this model gains +2″ movement.

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.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8

HAND WEAPON	
POW	P+S
4	11

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
MEDIUM BASE	

TACTICAL TIPS

Blood Thirst – Apply movement bonuses only during a model's activation.

CEPHALYX MIND SLAVER & DRUDGES

CRYX ALLY UNIT

They can sense your thoughts and twist your will. The best way to parley with these abominations is with a pistol.

—Professor Viktor Pendrake

MIND SLAVER	SPD	STR	MAT	RAT	DEF	ARM	CMD
	5	6	6	4	14	13	9

PROSTHETIC BLADES	POW	P+S
	5	11

DRUDGE GRUNT	SPD	STR	MAT	RAT	DEF	ARM	CMD
	5	8	5	2	11	15	4

DRUDGE WEAPONS	POW	P+S
	5	13

MIND SLAVER'S DAMAGE	5
FIELD ALLOWANCE	2
SLAVER & 5 DRUDGE GRUNTS	4
SLAVER & 9 DRUDGE GRUNTS	6
SMALL BASE	

Selective – This unit can be included only in mercenary contract armies that list Cephalyx as possible members.

MIND SLAVER

Fearless

Officer

Pathfinder

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Granted: Combined Melee Attack – While this model is in play, models in its unit gain Combined Melee Attack.

Reanimation – When this model boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3″ of this model. The Grunt cannot activate this turn.

Sacrificial Pawn [Drudge Grunt] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Drudge Grunt model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

DRUDGE GRUNT

Eyeless Sight

Fearless

Tough

TACTICAL TIPS

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

Officer – Because this model is an Officer, when it is destroyed it does not replace another model in its unit. Instead a Grunt becomes the new unit commander.

Dread creatures beyond mankind's understanding lurk in the caverns below Immoren. These terrifying cephalyx conduct twisted experiments based on a unique science called cephalomek, which blends artifice, surgery, and enslavement. Entirely removed from the surface world and detached from the weakness of compassion, cephalyx float above the ground by inscrutable means and command a host of powerfully muscled and mechanically enhanced warrior-slaves called drudges.

Subjecting their captive victims to painful surgery, cephalyx saw open the skull to insert cruel devices designed to sever specific portions of the mind and render the subject pliable. The result is an imposing but mindless drudge that obeys every telepathic impulse it receives from its masters.

The alliance between the cephalyx and Cryx is a recent development. Lich Lord Asphyxious negotiated with the cephalyx to greatly expand the scope and speed of building his vast necrofactoriums under the Thornwood. Accessing an extensive underground tunnel network, Cryx has secretly extended its reach beneath the mainland to threaten surface dwellers who think themselves safe in areas far from the war-torn borders.

CEPHALYX OVERLORDS
CRYX ALLY UNIT

When beset by other horrors, a man can take small comfort knowing his mind is inviolate. The cephalyx strip even this away.
—Enumerator Hyle Bryant of the Cult of Cyriss

As little as surface dwellers know of the cephalyx, they know even less about the subterranean race's cruel overlords. These dark beings project an alien menace as they hover in the shadows and mentally direct lesser cephalyx in enigmatic errands. That overlords control cephalyx society seems clear, though the details of their hierarchy remain as mysterious as their telepathic communication. With their bulbous and distended heads protected behind smooth shells of leather and brass with multiple glowing eyes, overlords appear even more inhuman than their slaver counterparts.

Accentuating this difference is the overlord's frightening ability to send a powerful and painful sensation into the minds of humans. This sensation builds to a horrific shriek inside the head, though an observer would hear nothing to explain the victim's writhing. Any time the person tries to concentrate, the shriek increases, setting his teeth on edge and triggering barbs of agony. As this unbearable invasion reaches its peak, the victim's consciousness is displaced from control of the body, which becomes dominated by the mind of the overseer. Those who have survived this manipulation describe the sensation as like spiders crawling beneath their skin while a sharpened wire penetrates the brain.

Selective – This unit can be included only in mercenary contract armies that list Cephalyx as possible members.

LEADER & GRUNTS

Fearless

Pathfinder

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	14	13	9

PROSTHETIC BLADES	
POW	P+S
5	11

DAMAGE	5 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	4
SMALL BASE	

Death Toll [Cephalyx Mind Slaver & Drudges] – When this model destroys a living enemy model with a melee attack, after the attack is resolved you can add one Grunt to a friendly Cephalyx Mind Slaver & Drudges unit in this model's command range. The Grunt must be placed in formation and within 3″ of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Magic Ability [7]

- **Influence (★Attack) –** Influence is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior model hit. The model immediately makes one normal melee attack, then Influence expires.
- **Psychic Assault (★Attack) –** Psychic Assault is a RNG SP 8 magic attack. This attack ignores LOS. Models hit suffer a POW 12 damage roll.

Sacrificial Pawn [Drudge Grunt] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Drudge Grunt model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

TACTICAL TIPS

Death Toll – The added Grunt can activate normally this turn.

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

MECHANITHRALLS
CRYX UNIT

The Dragon feeds on our wars. Every dead soldier is another weapon in the hands of our enemy. While we weaken, Cryx grows stronger.

—King Leto Raelthorne

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	12	12	6

STEAMFIST	
POW	P+S
4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	3
LEADER & 9 GRUNTS	5
SMALL BASE	

LEADER & GRUNTS

Undead

STEAMFIST

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.

Favored tools of dark warcasters only too eager to set packs of the creatures upon their foes, mechanithralls were among the first horrors Cryx unleashed on the mainland. Their powerful fists crush the skulls of coastal defenders and innocent villagers with equal disregard, and there is no end to their reserves. The Nightmare Empire rebuilds their ranks from the corpses of the slain—soldiers who survive an engagement may well experience the horror of seeing their fallen friends among the next wave of attackers. The lifeless eyes of their former companions stare from behind rotting flesh, while steam-powered pistons promise an impending and brutal death.

Necrotechs and stitch thralls pick through ravaged battlefields even as battle rages, scavenging for friendly and enemy corpses alike as well as for salvageable pipes and steam engines to integrate into them. Inscribed with basic runes and animated by dark energies, the remade bodies become fresh reinforcements for the Cryxian army. Mechanithralls are further augmented with two heavy gauntlets powered by dark energies and steam pressure coursing through the conduits and pipes that weave throughout their cadaverous bodies. These gauntlets greatly enhance their unliving strength; indeed, a mechanithrall's strike is nearly as powerful as the impact from a steamjack.

Mechanithralls charge heedlessly into destruction, climbing over bodies with as little concern as over any other terrain to strike at the enemy. They follow orders blindly and have been seen using cover and lying in ambush—perhaps tactical habits from their former lives reappearing in endless echoes, much like the vile creatures themselves.

BRUTE THRALL

CRYX MECHANITHRALL WEAPON ATTACHMENT

That thing barreled out of the fog and straight into an Ironclad. I'll never forget the sound of its fists biting into the hull before the rest of the thralls tore that 'jack to scrap.

—Dunley Boggs, Field Mechanik

The latest development in mechanithrall research, the brute thrall is a natural evolution for the proud meatsmiths of Cryx, who have long enjoyed integrating local creatures into their malignant creations. These hulking monstrosities are cobbled together from the carcasses of Scharde trollkin and black ogrun, with masses of conduit, steel plate, and nameless mechanika powered by a necrotite furnace. Though the result lacks both subtlety and cognitive capacity, it is unquestionably well suited to its role on the battlefield: crushing any obstacle in its way.

Literally fearless and all but mindless, brute thralls march ahead of scores of mechanithralls as they wade into combat. Soft targets they encounter are quickly pummeled into unidentifiable, blood-soaked heaps beneath the sheer power of the brute thralls' steam-driven fury. Mixing several brute thralls in amid their smaller counterparts serves to create a threat against which there is no easy solution for enemy commanders. They cannot risk letting the brutes survive to reach their lines, yet each of these masses of animated flesh and muscle can endure tremendous punishment before collapsing, all the while diverting fire from the rest of the thrall horde.

When a brute thrall brings the full force of both its massive, piston-driven fists to bear, it can easily smash the thickest plate. Warjacks are battered apart and meatier victims burst in a shower of gore. The result is a wide field of scattered metal, mangled body parts, and assorted unidentifiable debris—a truly gruesome sight even to those nearly numb to ordinary atrocity.

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

BRUTE THRALL

Undead

HEAVY STEAMFIST

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.

BRUTE THRALL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	4	12	14	5

HEAVY STEAMFIST	
POW	P+S
5	14

DAMAGE	8
FIELD ALLOWANCE	3
1 BRUTE THRALL	1
UP TO 2 ADD'L BRUTE THRALLS	1 EA
MEDIUM BASE	

NECROSURGEON & STITCH THRALLS

CRYX UNIT

Take my advice, Private. If you're lying wounded on the battlefield and see one of those things coming toward you, end it all. At least then you won't have to watch what comes next.

—Trencher Sergeant Hal Berrinridge

NECROSURGEON						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	14	12	8

GUT SPLITTER	
POW	P+S
5	11

STITCH THRALL GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	3	4	14	12	6

NECROSURGEON'S DAMAGE	5
FIELD ALLOWANCE	2
NECROSURGEON & 3 GRUNTS	2
SMALL BASE	

NECROSURGEON

Officer

Undead

Body Snatcher – This model gains one corpse token each time a Mechanithrall or living model is destroyed within 5″ of it or a Grunt in its unit.

Necrosurgery (★Action) – Remove up to three corpse tokens from this model to add one Grunt to a friendly Mechanithrall unit in this model's command range per token removed. The Grunt must be placed in formation and within 3″ of this model.

Sacrificial Pawn [Stitch Thrall Grunt or Mechanithrall] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Stitch Thrall Grunt or Mechanithrall model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Surgery (★Action) – Choose a friendly Faction warrior model B2B with this model. That model heals d6 damage points.

STITCH THRALL GRUNT

Undead

TACTICAL TIPS

Body Snatcher – Remember that if more than one model is eligible to collect a corpse token, the closest model collects the token.

Officer – Because this model is an Officer, when it is destroyed it does not replace another model in its unit. Instead a Grunt becomes the new unit commander.

The ongoing wars of western Immoren have left behind bloody trails of human debris. After every battle, heaps of the dead and dying are attended by carrion scavengers of the grisliest kind. Stitch thralls move slowly through this charnel realm of flies and moans, crunching their way over ribcages and out-flung hands and carefully taking in every detail. Like patrons at a fruit stall, they pause amid the fallen to search out the best bits—arms, legs, torsos, and heads. These the stitch thralls gather and deliver to their ghoulish masters, the necrosurgeons. Often the necrosurgeons prefer to take their chosen components from still-living victims, leaving them to die screaming.

Such a necrosurgeon accompanies each band of mechanikally enhanced necromantic soldiers that march from one killing field to the next; this specialist among necrotechs was created to maintain thralls and craft replacements as they are destroyed in battle. The necrosurgeon calls for a halt between encounters to evaluate the troops and perform surgery as required on thralls in varying states of disarray. Bent over carcasses and attended by stitch thralls bearing fresh parts, the necrosurgeon drills, digs, and sews enthusiastically. It quickly opens each body, living or dead, to add steamwork tubes and pumps, then stitches together limbs of flesh and steel before finally bolting a grease-stained furnace into place. Once the lump of necrotite therein is ignited, the conglomeration abruptly rises in undeath as an awkward and menacing mechanithrall—a flesh and metal soldier of the Nightmare Empire of Cryx. Each newly crafted or repaired mechanithrall is promptly led to formation, ready to march for war.

Like other necrotechs, necrosurgeons are fiendish geniuses; as much a product of necrotechnology as their creations, they revel in their necromantically augmented bodies. As they sift through the piles of human debris their stitch thralls bring them, they often keep the choicest parts for personal augmentation. In particular their work is often aided by the adoption of an extra arm and hand cunningly linked to their body to speed their industrious work.

They take a more casual approach to the improvement of their favored stitch thralls. Some necrosurgeons seem to treat their assistants like favored pets or children, whispering to them the twisted secrets of their creation as they work, but this appearance is deceiving. Showing the same disregard it does for the living, the necrotech will not hesitate to tear apart its thralls in an effort to improve their functionality, and it thinks nothing of destroying the creations to make better use of their parts in another construct.

The necromechanikal workshops on Cryx are more abattoir than laboratory. There, in the heart of the Empire, the necrotechs are free to gather their gruesome resources openly. The meat markets of Blackwater and Dreggsmouth provide them ample parts, and the slave markets that rise up in every city of the Nightmare Empire are great emporiums of flesh and steel alike. Commonly, body parts in varying stages of decomposition hang from the walls and ceiling alongside the salvaged chassis and components of warjacks and other mechanika. Stitch thralls scurry about the workshops as the necrosurgeons proceed with their work, each thrall carving up body parts or detaching steel weapons to its master's specifications.

While nightmarish facilities like these have traditionally been the site where Toruk's legions have been crafted for deployment, increasingly the necrosurgeons have been ordered to leave them behind and move to the war front. There these industrious fabricators work directly on the field of battle or below in the extensive tunnel warrens connecting freshly built factoriums. Great harvests of bodies are brought to them from the battlefields above, claimed by Cryx either as fresh kills or those scavenged from battles days old. With each wagonload, the Cryxian army grows even as its enemies' forces diminish.

REVENANT CREW OF THE ATRAMENTOUS

CRYX UNIT

Give us storms and rocks, give us mutiny and plague, but save us from the **Atramentous.**

—Ordic seaman's prayer

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	12	7

PISTOL			
RNG	ROF	AOE	POW
8	1	—	10

CUTLASS	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
LEADER & 9 GRUNTS	9
SMALL BASE	

LEADER & GRUNTS

Undead

Deathbound – Grunts in this unit that are destroyed while in formation return to play at the beginning of your next Maintenance Phase. Place the returned Grunts within 3″ of the unit commander. If the unit commander leaves play, remove from play all destroyed Grunts not yet returned to play and then choose a new unit commander.

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.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

TACTICAL TIPS

Deathbound – Models are returned after continuous effects have been resolved during the "Resolve all other effects that occur during the Maintenance Phase." step of the Maintenance Phase.

Of all the dangers to be found upon the seas of the Meredius, few fill sailors with horror like the revenants of Cryx do. The ruthless pirates of the dread ship *Atramentous* were among the first of Toruk's servants, cursed with living death by the very flames of the Dragonfather's breath that baptized them. An instrument of Toruk's will, the cinder ship and its twice-damned crew demonstrate the Dragonfather's power over death itself: crew and ship alike were metamorphosed into something undying even as the flames obliterated their mortal forms. Centuries later, green flames still dance endlessly across the great dirgenmast ship, filling its sails with unnatural wind and repairing even the most grievous of damage. Where the *Atramentous* sails no one survives, and only the waters boiling in its wake are left to mark its passage.

The crew themselves are now deathless servants of Toruk. Where once they plundered and looted for their own greed, they now serve the Dragonfather as instruments of his wrath on the Meredius. Each revenant is inextricably tied to Captain Rengrave, master of the *Atramentous*. So long as Rengrave walks Caen, none of his crew can truly die. The blighted fire that empowers the *Atramentous* resurrects them over and over again, and it is said that Rengrave himself cannot be destroyed so long as the *Atramentous* sails. In the millennia since Rengrave was first blessed with Toruk's favor, he has spread the revenant curse to many ships, creating the revenant Ghost Fleet. Filled with an insatiable hatred, the revenants seize the ships of the living, killing most but selecting some unfortunate few to join them in their eternal service aboard the Ghost Fleet that follows Captain Rengrave.

REVENANT CANNON CREW

CRYX WEAPON CREW UNIT

Not fortress walls, nor armored hull, nor smoke, nor rain, nor speed bestowed by the wind—
not even Morrow's own hand shields us from those ghostly guns.
—Captain Phinneus Shae

The *Atramentous* and the lesser ships of the Ghost Fleet carry potent supernatural weapons seized from well-armed naval vessels and merchant ships boarded at sea. These captured guns are foully transformed into the Ghost Fleet's unearthly ordnance. Surrounded by choking ash, revenant weaponsmiths melt and reforge these guns while chanting praises to the Dragonfather in time to their hammer blows as the dark metal bathes in the ship's flames. The hissing heat leaves its indelible mark upon these weapons, bonding them forever to the vessel and its crew.

With balefire dancing just below the surface of the transfigured metal, these cannons are hot to the touch, burning revenant flesh as they load and fire the weapons. The cannons discharge terrifying spectral shot that screams through the air like a banshee to explode into a howling eruption upon contact. Sailors greatly fear these weapons, which pass unhindered through ship hulls to wreak havoc within.

Captain Rengrave holds claim to the souls and smoking flesh of those killed by the cannons' shrieking blasts, cursing these victims to join his gun crews. Ghost ships have chased many terrified vessels despite darkness of night or the obscuring veil of storm simply by following the trail of lingering ghost-light from the cannons' fire.

LEADER & GRUNTS

Undead

GHOST CANNON

Magical Weapon

Damnation – When an attack made by this weapon boxes a living enemy warrior model, remove that model from play. Add one Grunt to this unit for each model removed from play this way. Place the Grunt in formation. This unit cannot have more Grunts as a result of Damnation than it had at the beginning of the game.

Ghost Shot – This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

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.

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

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

GHOST CANNON	RNG	ROF	AOE	POW
	14	1	3	14

CUTLASS	POW	P+S
	3	9

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

PISTOL	RNG	ROF	AOE	POW
	8	1	–	10

CUTLASS	POW	P+S
	3	9

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

SATYXIS BLOOD WITCHES
CRYX UNIT

Through the blood flows life. Master it and you hold dominion over death.

—Satyxis teaching

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	13	13	8

BLOOD RAZOR	
POW	P+S
5	10

HORNS	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

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.

BLOOD RAZOR

Magical Weapon

Bloodletting – When this model makes an attack with this weapon during its activation, choose one of the following abilities:

- **Blood Mist –** If this attack boxes a living model, center a 3″ AOE cloud effect on the boxed model and remove it from play. The cloud effect remains in play for one round.
- **Death Strike –** If this attack destroys a living model, after resolving the attack choose a model within 4″ of this model. The chosen model suffers a damage roll with a POW equal to the STR of the model destroyed by the attack.

TACTICAL TIPS

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

Blood witches work their dark magic with blighted ritual blades called blood razors. Satyxis weaponsmiths are expert creators of sacrificial bloodletting tools, and the elongated blood razors represent the zenith of their craft. Although the vicious edge of a blood razor easily opens the veins of its wielder's enemies, that is far from its only purpose. The weapon also serves as a focus for the witch's powerful and vile magic, which can turn her victims' blood against their own allies. Those who fall beneath a blood witch's knife might either burst into a lingering crimson mist or have their vitality turned against their fellows in a lash of psychic death energy.

Satyxis sadism is legendary among those who sail the waters of the Broken Coast. Even among this depraved race, however, are those whose appetite for atrocity is greater than their sisters'. These few learn to master a corrupted, primal magic fueled by blood and slaughter. Emerging from the dark of night, these blood witches set upon inhabitants of isolated villages and seashore communities. The next morning reveals such ill-fortuned towns transformed into abattoirs, their citizens butchered and blood used to paint glyphs on the walls of their homes.

SATYXIS BLOOD HAG
CRYX BLOOD WITCH UNIT ATTACHMENT

After they butchered the rest of the crew, the crone turned to me. Twenty feet away I could sense the chill from her even in the warmth of day. She was like death itself. That's when I threw myself over the side.

—Loreo Masi, sole survivor of the Ordic privateer Bountiful

TACTICAL TIPS

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

Dispel – Because they expire immediately, upkeep spells that had an effect when the model was hit or damaged will have no effect.

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.

Time does not touch the women of Satyx like it does others. The blight that rained down on them two millennia ago granted them unnaturally long lives. Few Satyxis, however, live to enjoy the great age available to them, preferring to die in battle or in the process of fueling their bloody sorceries. The crones who survive past their first century are formidable and vicious. They become central figures among Satyxis covens and sisterhoods.

Attachment [Satyxis Blood Witches] – This attachment can be added to a Satyxis Blood Witches unit.

BLOOD HAG						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	7	4	13	13	9

BLOOD RAZOR	
POW	P+S
5	10

HORNS	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

BLOOD HAG

Officer

Stealth

Blood Shadow – Once per game during its unit's activation, this model can use Blood Shadow. At the end of this activation, models in this unit gain Incorporeal for one round.

Entropic Force – While in this model's command range, enemy models lose Tough and cannot heal or be healed.

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.

BLOOD RAZOR

Magical Weapon

Bloodletting – When this model makes an attack with this weapon during its activation, choose one of the following abilities:

- **Blood Mist –** If this attack boxes a living model, center a 3″ AOE cloud effect on the boxed model and remove it from play. The cloud effect remains in play for one round.
- **Death Strike –** If this attack destroys a living model, after resolving the attack choose a model within 4″ of this model. The chosen model suffers a damage roll with a POW equal to the STR of the model destroyed by the attack.
- **Dispel –** When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

These experienced hags lead the culture's most hallowed rites: sacrificing newborn males, initiating young girls into the cruel ways of the Satyxis, and conducting the auguries by which they steer the fate of their people. Decades of practice in these corrupt traditions grant the hags unparalleled skill in their art. Leading blood witch covens, they bestow their dark favors upon their sisters. Their very presence in battle leeches vitality from their enemies, and their most potent invocations can temporarily transform them and their sisters into blood-hued wraiths able to laugh off the suddenly impotent weapons of their enemies.

SATYXIS RAIDERS
CRYX UNIT

Like the poisonous Morovan tiger vine, Satyxis look fair from a distance but bring nothing but agony and swift death. Steer well clear, lads.

—*Captain Halford Bray of the* Palaxis

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	6	4	14	12	8

LACERATOR	
POW	P+S
4	9

HORNS	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Advance Deployment

Combined Melee Attack

LACERATOR

Reach

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

Critical Knockdown – On a critical hit, the model hit is knocked down.

Feedback – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

TACTICAL TIPS

Feedback – Combined attacks cause only 1 point of feedback damage.

Foremost among these soldiers are the raiders born to ride the waves, versed in barbed whips and other weapons crafted to elicit pain and flay flesh from bone. Mainlanders have come to know the Satyxis by the acts of these raiders and to dread the terrible sound of their war horns as they land ashore to deliver Toruk's wrath.

The waters of the Meredius can be terrifying, with names reflecting a legacy of shattered hulls and sunken vessels. The Sea of a Thousand Souls, the Windless Waste, the Wailing Sea, the Dying Strands, Sailor's Lament—these are the waters sailed with impunity by the Satyxis raiders. Even in a region known for its terrifying pirates, the Satyxis stand above the rest. Belonging to an ancient tradition in which sailing is as natural as breathing, these fierce warrior women believe nothing in life to be sweeter than plunder and slaughter.

Even in the days they were still human, by mainlander standards the Satyxis were always brutal, known for blood magic and the inventive cruelty of their wickedly barbed weapons. In 1640 BR, the Satyxis were changed forever when the white dragon Shazkz clashed with Toruk in the skies above their island, spilling blighted blood like rain. That blight withered their men into husks but transformed the women into something other than human as horns grew from their skulls and their cruelty magnified. Over the next 600 years, the island slipped into mainland legend. When Toruk arrived to claim the island as part of his empire, the Satyxis queen bowed to the Dragonfather, having foreseen his coming. She offered a regular tithe in soldiers to serve at the whims of the lich lords who rule in his name.

SATYXIS RAIDER SEA WITCH

CRYX UNIT ATTACHMENT

Even after she wrenched out Gifford's heart and bit into it,
I would've licked the blood from her lips like wine.
—Sergeant Jezzen Cree, 568th Long Gunners

The Satyxis are the source of many mariner tales, and as any salty dog will tell you, the enchanting beauty and menacing cruelty of the warrior maidens of Satyx are no legend. Bold, relentless, wicked, and seductive, the sea witches use their call to seize men with a mixture of lust and fear and then slake their dark thirst with the lives of their captives. These hellish witches spread fear along the Broken Coast as they ply the open sea with ancient craft and magic.

Satyxis sea witches are exalted among the warrior clans of the dark amazons. They are the right hands of their fierce captains as well as the navigators and taskmasters of their raiding ships. With their black magic, these pirate sorceresses conjure mists and numinous winds to escort their black ships in silence.

Attachment [Satyxis Raiders] – This attachment can be added to a Satyxis Raiders unit.

SEA WITCH

Advance Deployment

Combined Melee Attack

Officer

Granted: Force Barrier – While this model is in play, models in its unit gain Force Barrier. (A model with Force Barrier gains +2 DEF against ranged attack rolls and does not suffer blast damage.)

Power Swell – Once per game during its unit's activation, this model can use Power Swell. During this activation, models in this unit gain an additional die on melee damage rolls.

Tactics: Pathfinder – Models in this unit gain Pathfinder.

PIERCER

Reach

Feedback – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

SEA WITCH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	7	5	14	12	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

HORNS	
POW	P+S
3	8

PIERCER	
POW	P+S
4	9

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TACTICAL TIPS

Feedback – Combined attacks cause only 1 point of feedback damage.

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.

Wielding such power bestows great status, and each of these witches is attended by a coterie of Satyxis raiders. Cruelly serving as her enforcers and regulators among the sordid crew, these Satyxis are only too eager to reward even the slightest infraction with deadly reprisal.

During battle a sea witch uses her arcane talents to whip her warrior sisters into a frenzy of bloodlust. She can summon the tidal elements to shield them from harm or call upon the fathomless depths to bolster their lithe, muscular forms with uncanny strength.

SOULHUNTERS
CRYX LIGHT CAVALRY UNIT

With a hunger insatiable my riders shall pick the battlefield clean.

—Darragh Wrathe

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8	7	6	4	14	15	8

SCYTHE	
POW	P+S
6	13

SICKLE	
POW	P+S
4	11

MOUNT
POW
10

DAMAGE	5 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
LARGE BASE	

LEADER & GRUNTS

Undead

Body Count – This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

SCYTHE

Reach

SICKLE

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

The lethal wake of a soulhunter's mechanikal scythe is painted in a spray of blood and entrails as it shreds through flesh and bone like summer chaff. Following the plunge of its scythe is the hungry swipe of its black sickle, which almost seems to sigh as it siphons the vitality of the slain. Filthy emulsions distribute this stolen essence through the soulhunter to enliven its undead flesh until the creature releases it in a burst of killing power. Eager to claim the vitality of the living, these fetid abominations scour the battlefield for any who would stand against them, breathing in the souls spilled forth from the multitude of their victims.

Silent, terrible, and unrelenting only begin to describe a soulhunter's wake of death. The bilious glow of necrotite burning deep within them lights their oily, undead flesh and mottled iron plates. Fearless in undeath, they comb the darkness seeking souls.

Among the most powerful thralls ever created, a soulhunter is an unholy vision of terror incarnate. Its menacing mass of plating, piping, gears, furnace, and flesh is an amalgamation designed for swift ferocity. It boasts slick skin cured by dark alchemy and inscribed with runes of thrall magic as well as a riveted carapace handcrafted by necrotechs. Its steam-enhanced flesh and musculature is fused with the powerful body of a Scharde-bred charger. The hungry necrotite furnace within its equine ribcage burns with a baleful corpse-fire, venting choking black smoke from the ominous flues running along its reinforced spine.

BLOAT THRALL
CRYX SOLO

The survivors' wounds are too horrific. We can but offer them a prayer and a quick death.
—Kommandant Irusk

Rife with livid, weeping seams and oozing sores, bloat thralls are unliving reservoirs of caustic alchemical sludge treated carefully by attackers and defenders alike. They shamble into battle by propelling themselves forward on various clattering claws. With their turgid forms bulging with acidic ooze nearly to the point of bursting, they resemble huge, lurching ticks.

When an enemy comes within range, the bloat thrall quivers as if in seizure as it expels its contents at the target through a brass cannon that is alchemically treated to withstand corrosion. Upon impact, the viscous fluid quickly devours both flesh and metal, and those who are struck endure screaming, bubbling deaths as the flesh sloughs from their bones. If a bloat thrall is ruptured, it explodes and showers the surrounding area in corrosive foulness. The ultimate irony in battlefield design, this type of thrall is as dangerous to destroy as it is to leave whole.

The bloat thrall is crudely assembled from the bodies of half a dozen men with no regard for anatomy, only usefulness. Necrotechs then select as many as a dozen humans and animals to be skinned alive in order to provide the epidermis necessary to cover these monstrosities. The flesh, left uncured, is stretched over the thrall's mechanikal skeletal armature. Finally, the disgusting necromantic construct is fitted with a thick iron valve mounted directly into its bowels. Before each battle, massive storage tanks are latched to the valve and their bodies are pumped full of caustic sludge. The bloat thrall is an abomination in both form and function, and the armies of the living are wise to fear it.

BLOAT THRALL
Undead

Death Blast – When this model is disabled, center a 5″ AOE on it, then remove this model from play. Models in the AOE suffer a POW 14 blast damage roll.

Steady – This model cannot be knocked down.

DESPOILER
Damage Type: Corrosion

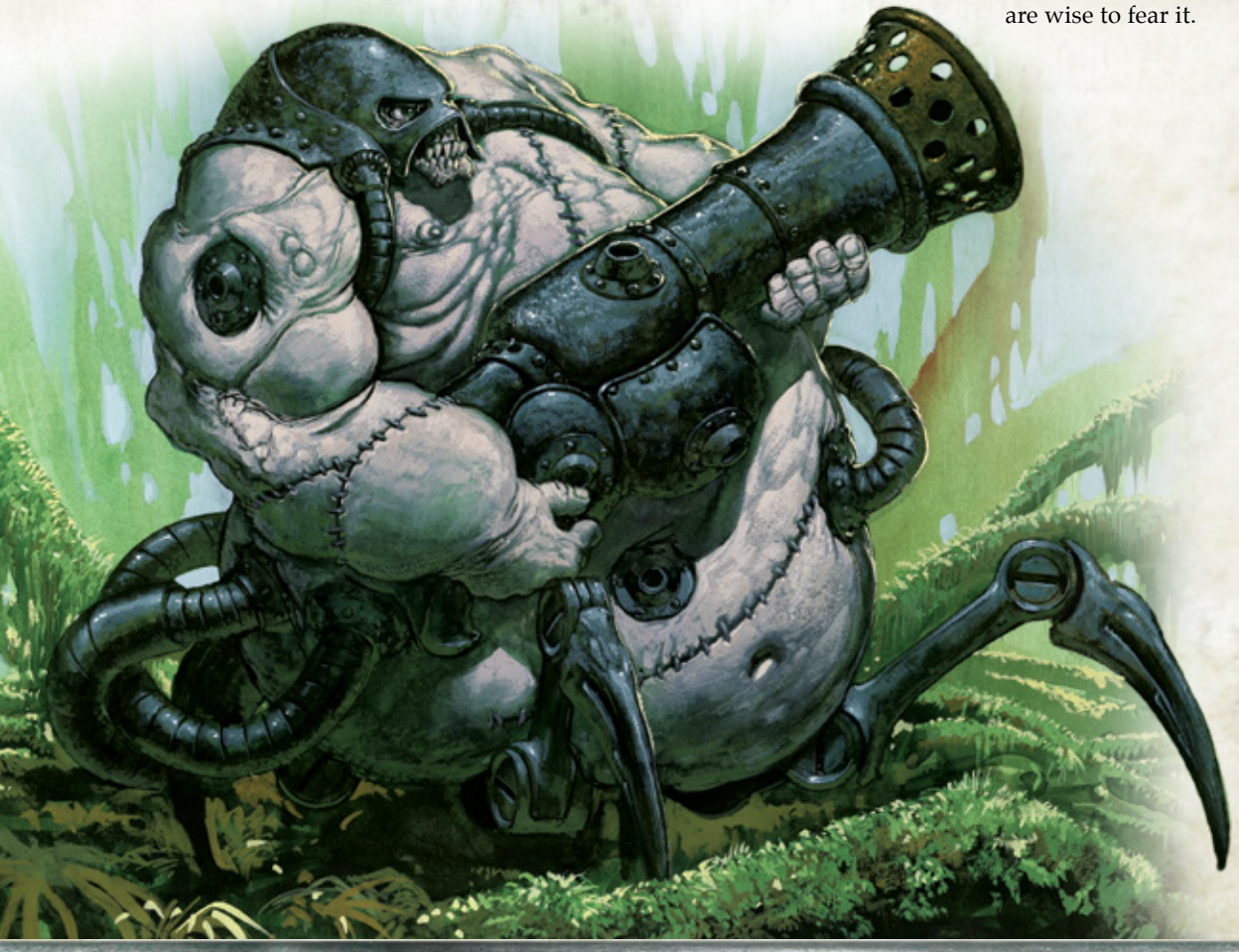
Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1″ of the target.

BLOAT THRALL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	5	4	10	14	5

DESPOILER			
RNG	ROF	AOE	POW
12	1	5	14

BLUDGEON	
POW	P+S
3	10

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	2
MEDIUM BASE	



THE WITHERSHADOW COMBINE
CRYX CHARACTER UNIT

By their patient machinations these abominations tarnish our victories and magnify our defeats a hundredfold.

—Battle Chaplain Renus Oliveway

MAELOVUS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	7	4	14	16	9

LICH CLAWS	POW	P+S
	6	13

ADMONIA	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	6	4	14	16	9

LICH CLAWS	POW	P+S
	6	13

TREMULUS	SPD	STR	MAT	RAT	DEF	ARM	CMD
	6	7	6	4	14	16	9

LICH CLAWS	POW	P+S
	6	13

DAMAGE	5 EA
FIELD ALLOWANCE	C
MAELOVUS, ADMONIA, & TREMULUS	5
SMALL BASE	

MAELOVUS

Officer

Terror

Undead

Dismantle – When this model hits a warjack with a melee attack, roll an additional damage die.

Granted: Dark Industries – While this model is in play, when a model in its unit wrecks an enemy warjack with an attack while the warjack is in melee range of all three models in this unit, instead of replacing the warjack with a wreck marker you can replace it with a friendly autonomous Cryx warjack. Remove the enemy warjack from play. If it was a light warjack, you can replace it with a non-character bonejack. If it was a heavy warjack, you can replace it with a non-character helljack.

Granted: Stealth – While this model is in play, models in its unit gain Stealth.

Magic Ability [7]

- **Dark Fire (★Attack) –** Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

Soul Taker – This model gains one soul token when a living enemy model is destroyed within 2″ of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

ADMONIA

Terror

Undead

Black Arts – A friendly Faction warcaster with this model in its control area can upkeep one spell without spending focus.

Dismantle – See above.

Magic Ability [7]

- **Dark Fire (★Attack) –** See above.
- **Unbinding (★Action) –** Enemy upkeep spells on models/units within 5″ of this model expire. Models suffer d3 damage points for each of those spells they controlled.

Soul Taker – See above.

TREMULUS

Terror

Undead

Dismantle – See above.

Magic Ability [7]

- **Dark Fire (★Attack) –** See above.
- **Puppet Master (★Action or Attack) –** Puppet Master is a RNG 10 spell. When it targets an enemy model/unit, it is a magic attack. You can have one affected model reroll one or more dice of your choice rolled for a command check, attack, or damage roll, then Puppet Master expires. Puppet Master lasts for one round.

Soul Taker – See above.

TACTICAL TIPS

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

Officer – Because Maelovus is an Officer, when he is destroyed he does not replace Admonia or Tremulus. Instead Admonia or Tremulus becomes the unit commander.

The Withershadow Combine has been one of the more subtle tools in Cryx's arsenal for five centuries. This trio of liches embodies the vast intelligence and premeditated malignance of Cryx. By combing through ruins and manipulating agents to penetrate mainland cabals, they have gathered a massive collection of arcane lore, including many Orgoth secrets and other forgotten powers they alone possess. The Combine has served various lich lords over the last few centuries, though their origins and ultimate agenda are unknown. They offer no threats or demands, only respectful obedience and service.

Recorded sightings of Admonia, the eldest, date back to the early rebellion against the Orgoth, which she apparently spent much time observing. She is particularly fascinated with the origins of arcane magic on the mainland and has allegedly plundered the ruins of notable arcane repositories from both sides. Passages in apocryphal journals suggest these include the excavation of the Arcanist's Academy, the lost ruins of the tower left by Scion Nivara, and the hidden grave of Scion Stacia. These tales must have some truth, as the Thamarite cabal the Shroud seeks her destruction in the hope of recovering lost relics. She remains the true master of occult secrets, with the ability to unravel the arcane with but a sibilant word and a wave of her iron-clawed hand.

Maelovus has access to lore never transcribed in book or scroll. The first recorded sighting of him was on the Sand Narrows during an outbreak of Brackriver plague. Locals witnessed him reaping souls along this length of shore so

often they began to make offerings to him as an incarnation of death. One desperate village sacrificed an entire generation of their children in his name. Crude statues bearing his likeness still rest in recessed crevices of this region's dark cliffs.

Tremulus joined these two antediluvian horrors seven decades later, after a long tenure overseeing Cryx's charnel pits. Fascinated with manipulating mortal minds, he infiltrated the sanctums of several Iron Kingdoms arcane organizations to pry loose their secrets. By his labors in later centuries, the Combine gained a vast understanding of mainland warjacks that the liches exploited to singular effect. He is completely insane by mortal reckoning. The twitching of his macabre marionette prompts enemies to respond spastically in kind, a reflection of what some might mistake for a sense of humor.

Together these liches transcend their individual strengths. Their combined power allows them to tear armored plating and shiver bolts loose from warjacks with the slightest touch of their clawed hands as they seek to corrupt the cortex within. By coordinated incantations, the three harness a battered cortex's mechanisms and energies to contort the walls of reality. Through this yawning portal they can bring helljacks and bonejacks forth from the bowels of Cryx to rage against the enemies of the Dragonfather. Future efforts in the war abroad may reveal as yet untapped powers from this trio as mainlanders come to fear their horrific arcane ingenuity.

BLACKBANE'S GHOST RAIDERS
CRYX REVENANT CHARACTER UNIT

Beware corpse light on the high seas. It is by such omens that the Ghost Fleet sets its course.

—Fiona the Black

BLACKBANE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	4	13	12	8

CUTLASS	
POW	P+S
4	10

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

CUTLASS	
POW	P+S
4	10

BLACKBANE'S DAMAGE	5
FIELD ALLOWANCE	C
BLACKBANE & 5 GRUNTS	6
BLACKBANE & 9 GRUNTS	9
SMALL BASE	

BLACKBANE

Incorporeal

Officer

Undead

Granted: Reanimation – While this model is in play, models in its unit gain Reanimation. (When a model with Reanimation boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3" of this model. The Grunt cannot activate this turn.)

GRUNT

Incorporeal

Undead

CUTLASS

Continuous Effect: Fire

Magical Weapon

TACTICAL TIPS

Granted: Reanimation – The model removed from play does not provide a corpse or soul token.

Officer – Because this model is an Officer, when it is destroyed it does not replace another model in its unit. Instead a Grunt becomes the new unit commander.

The ghost raiders walk the ashen decks of the ship *Atramentous* as blazing specters among the masses of the rotting dead. They hold themselves apart from the far more numerous carnate revenants surrounding them. The ghost raiders have added to their ranks over the years by reaping a terrible harvest of souls from the individuals they slay, but they lack the ability to restore themselves as easily as their corporeal counterparts do. If ghost raiders are obliterated in battle, their curse draws their invisible essences shrieking back to the *Atramentous* to reignite in its endless flames. By the Dragonfather's unending fire did their mortality end, and to that fire they will forever return.

When Lord Toruk fell upon the *Atramentous* sixteen centuries ago, his shadow swept across the waves as his outstretched wings eclipsed the sky. The mortal crew of the ship looked up to see a perfect and horrible creature of a scope beyond imagining closing upon them with the inevitability of death itself. They were about to pay the price for their master Pirate King Threnodax's hubris in defying the Dragon Lord.

Among those on the deck with Captain Rengrave stood his first mate Carsor Blackbane, known as the most ruthless and cruel of the Darkmoor pirates. As Lord Toruk made his offer of immortality to the captain, Blackbane stood defiantly at the prow of the vessel with his battle-ready mates—the bravest and most presumptuous of the crew of the *Atramentous*—and stared transfixed at the scaled manifestation of darkness. These men stood just yards from the great maw of Toruk when he breathed the undying flame that consumed the ship and provided its horrifying rebirth.

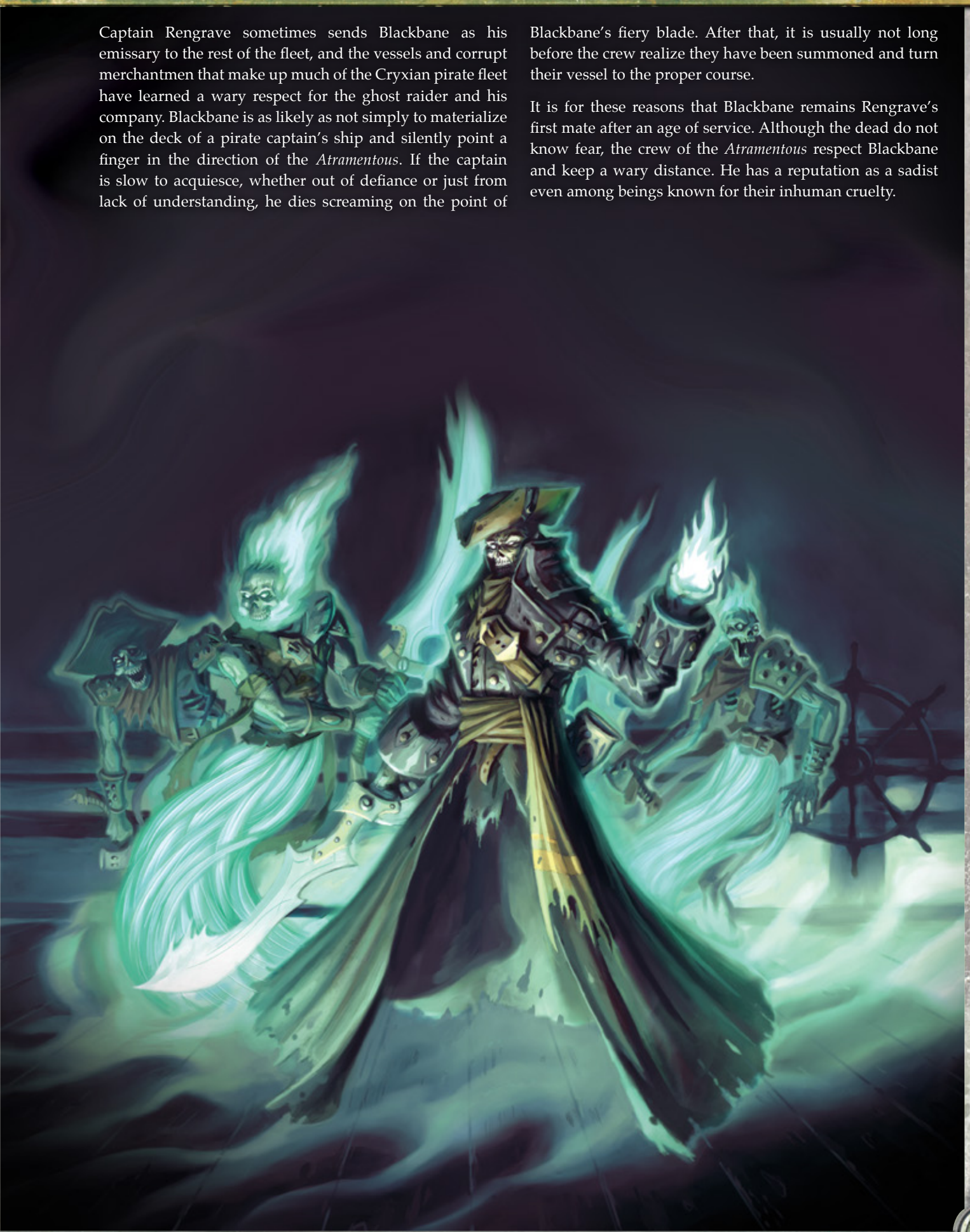
This fire burned hottest where Blackbane stood on the upper deck and completely incinerated the bodies of the first mate and his men. Reborn and bound to Captain Rengrave in his service to Lord Toruk, these raiders did not rise as revenants like the rest. Instead of walking on legs of dead flesh and bearing weapons of wood and steel, Blackbane and his men became less substantial manifestations of their blackened souls. They blaze in the darkness with Toruk's own fire, and their blades burn with unholy fire.

The ghost raiders roam far from the *Atramentous* when Blackbane wills it and scout well ahead of Rengrave's immortal fleet. They come ashore as ephemeral flickers accompanied by a sound like distant howling. In villages all along the Broken Coast, countless tales of the ghostly reavers are recounted over ale by worried fishermen or whispered among wide-eyed children. Many of these stories speak of green fire dancing across the waves, and most agree that such a sight is an ill omen if not the light of death outright; more than one lighthouse keeper or night fisherman has fallen victim to the ghost raiders as they make their way to shore.

Able to make their way across the waves or beneath them with equal ease, Blackbane's raiders are often the first wave of a revenant attack. The troops of Highgate truly dread the sight of these raiders, knowing it signals an imminent and merciless assault by the full force of the *Atramentous*. When the ghost raiders reach shore unnoticed, they seem to take a vicious delight in surprising lookouts and watchers by arising through the very floor before cutting them to ribbons. The eerie howling that accompanies them mingles with hissing laughter as the specters indulge their hatred of the living.

Captain Rengrave sometimes sends Blackbane as his emissary to the rest of the fleet, and the vessels and corrupt merchantmen that make up much of the Cryxian pirate fleet have learned a wary respect for the ghost raider and his company. Blackbane is as likely as not simply to materialize on the deck of a pirate captain's ship and silently point a finger in the direction of the *Atramentous*. If the captain is slow to acquiesce, whether out of defiance or just from lack of understanding, he dies screaming on the point of Blackbane's fiery blade. After that, it is usually not long before the crew realize they have been summoned and turn their vessel to the proper course.

It is for these reasons that Blackbane remains Rengrave's first mate after an age of service. Although the dead do not know fear, the crew of the *Atramentous* respect Blackbane and keep a wary distance. He has a reputation as a sadist even among beings known for their inhuman cruelty.



MACHINE WRAITH
CRYX SOLO

As the necromancer sends the dead against the living, the wraith turns the machines of the living against them. Nothing terrifies men like the thought of having their own weapons betray them.

—Warwitch Sebellia

MACHINE WRAITH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	6	0	14	12	7

MECHANO-CLAWS	
POW	P+S
4	8

FIELD ALLOWANCE	3
POINT COST	1
MEDIUM BASE	

MACHINE WRAITH

Incorporeal

Undead

Machine Meld (★Action) – RNG 1. Target enemy non-character warjack with a functional Cortex system or an inert non-character warjack with a functional Cortex system. If the warjack is in range, take control of it and remove this model from the table. Effects on this model when it is removed from the table expire. You cannot activate the warjack this turn.

If the melded warjack was part of a battlegroup, while it is in its former controller's control area during the former controller's activation the former controller can spend focus points to attempt to regain control of it at 1 focus point per attempt. If it does so, the former controller and this model each roll a d6 and add their CMD. If the former controller's total is higher, it regains control of the warjack and this model exits the warjack. If the former controller's total is not higher, you maintain control of the warjack.

After resolving an attack in which the melded warjack suffered 1 or more damage points, this model must make a command check. If it fails this check, it exits the warjack after resolving continuous effects during your next Maintenance Phase.

You can choose to have this model exit the warjack after resolving continuous effects during your Maintenance Phase.

If this model exits the warjack for any reason, control of the warjack returns its former controller. Place this model within 3″ of the warjack. If the warjack was inert when this model melded with it, the warjack becomes autonomous.

This model is destroyed if the melded warjack is destroyed before it exits the warjack.

TACTICAL TIPS

Machine Meld – While melded with the Machine Wraith, the warjack is not part of any battlegroup and cannot be allocated focus. Because the warjack is not autonomous, a 'jack marshal or warcaster cannot take control of it.

Little is known about the nightmarish apparitions called machine wraiths, though they are certainly some warped deviant of mechanikal artifice. Some speculate they are the bitter ghosts of arcane mechaniks or fallen priests of Cyriss; others maintain they are fallen warcasters. Whatever their origin, their howling, metallic call strikes a chill into the marrow of even the staunchest warrior.

Machine wraiths are both ghostly and mechanikal. They drift as specters among Cryxian armies, drawn to all powerful mechanikal items but particularly warjack cortexes. When a wraith reaches a warjack, it insinuates itself into the victim's cortex with a ghastly shriek to take control of the 'jack and wreak bloody havoc on the living. Even the most potent warcasters must struggle to regain control of a wraith-seized 'jack.

A machine wraith that is dislodged briefly becomes corporeal and vulnerable to attack, although it is dangerous even in this weakened state: more than one mechanik has found himself the victim of those wicked and surprisingly solid claws.

NECROTECH & SCRAP THRALLS

CRYX SOLOS

They are mad, secretive, and dangerous, but they are industrious. They spawn our every helljack, bonejack, and thrall, sculpting steel and bone into the death that walks.

—Lich Lord Thalassina

TACTICAL TIPS

Create Scrap Thrall [8] – The number of Scrap Thralls that can be created is not limited by FA.

Repair – A wreck marker cannot be repaired.

Death Burst (★Attack) – This model can make a Death Burst special attack even if it charges.

Part necromancer and part evil genius—spiced with a dash of deranged lunatic—Lord Toruk's necrotechs blend talent and terror. Tasked with the details of constructing the undead soldiers and machines of the Cryxian army, they deliver steady reinforcements to the lines and do not hesitate to use their own dead flesh to test ingenious attachments and necromechanikal augmentations.

When not designing the next wave of horrors, necrotechs skitter into battle with their "pretty little children." They are quickly able to repair their infernal constructs using whatever materials fate and carnage provide.

Necrotechs improvise scrap thralls from heaps of bone and metal taken from corpses and destroyed 'jacks. Once animated, these thralls shamble forth as delivery vehicles for necrotite-enhanced bombs.

NECROTECH

Undead

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

VISE CLAW	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	3
NECROTECH & 1 SCRAP THRALL	1
MEDIUM BASE	

Create Scrap Thrall [8] (★Action) – To use this special action, this model must be in base contact with a wreck marker. Make a skill check. If it passes, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy or colossal wreck marker. Remove the wreck marker from play and place the Scrap Thralls within 3″ of this model. Placed Scrap Thralls cannot activate this turn.

Repair [8] (★Action) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

Steady – This model cannot be knocked down.

VISE CLAW

Reach

SCRAP THRALL

Undead

SCRAP THRALL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	4	5	3	11	12	1

MECHANO-CLAW	
POW	P+S
4	8

FIELD ALLOWANCE	3
3 SCRAP THRALLS	1
SMALL BASE	

Thrall Bomb – When this model is disabled, center a 4″ AOE on it and then remove this model from play. Models in the AOE are hit and suffer a POW 8 blast damage roll.

MECHANO-CLAW

Death Burst (★Attack) – This model makes a melee attack. If that attack hits, instead of dealing damage normally, center a 4″ AOE on the model hit and remove this model from play. The model hit suffers a POW 16 damage roll. If the attack misses, center the AOE on this model and remove this model from play. Models in the AOE other than the model directly hit are hit and suffer a POW 8 blast damage roll. Blast damage from this attack is not considered to have been caused by a melee attack. Death Burst damage is unboostable.

Likely to explode when struck by shrapnel or a wayward bullet, each ramshackle undead seeks to grab and hold an enemy in its unrelenting clutch until the bomb detonates in a shower of metal-and-bone destruction. These hastily contrived creatures suggest the hideous potential a necrotech can unleash with enough time, the necessary materials, and a proper workshop.

PISTOL WRAITH

CRYX SOLO

If the ghost is an avatar of misery, then they are manifestations of certain death, unerring and inexhaustible.

—Vigilant Magnus Aldebrecht Hurst

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

WRAITHLOCK PISTOL			
RNG	ROF	AOE	POW
10	1	—	12

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	3
SMALL BASE	

PISTOL WRAITH

Gunfighter

Incorporeal

Undead

Body Count – This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

WRAITHLOCK PISTOLS

Magical Weapon

Chain Attack: Death Chill – If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional ranged attack against that model ignoring ROF. If the additional attack hits, it does not inflict damage but the model hit must forfeit either its movement or action on its next activation.

The duelists of the Iron Kingdoms display a passion bordering on obsession, as they know they can never master their deadly art without taking the lives of others. Those who fall to a worthy adversary generally find their way to Urcaen—but some feel cheated of their chance at the gunman's fabled immortality. Unable to find rest, these spirits walk the earth in an endless search for fresh victims. Even those gunmen who die as part of the natural order sometimes linger restlessly in their graves rather than passing on. Some cling to the memories of youth, while others are too hate-filled to rest. Some simply fear meeting their victims in the afterlife, preferring instead to hide in death.

The necromancers of Cryx have become frighteningly adept at singling out these reluctant souls. They pillage the graves of prestigious gunmen, stealing the bones of the most ruthless, and explore the sites of dangerous hauntings to enlist baneful killers. Those who join their ranks become some of the most feared agents of Cryx.

Even bound in service to the Nightmare Empire, these wraiths haunt the living to test their deadly skills against any who will take the challenge. Those who refuse are gunned down without a word. Those who accept the invitation rarely survive; the specters react with a speed the living cannot hope to match. Each killing gives the wraith a moment's pleasure and fills its being with unholy energy, but even endless deaths could never slake its thirst.

The fallen nation of Llael holds many of these ghostly gunmen, known to haunt lonely crossroads awaiting the chance to snatch life from any who carry a pistol. Their connection to the abyss is deep, and those who somehow survive the first shot from a pistol wraith find themselves slowed by the chill of the grave. Their reactions slow, and they can only watch in horror as the wraith grins and cocks the hammer back with the inevitability of death.

SATYXIS RAIDER CAPTAIN

CRYX SOLO

Low on water? We'll drink the blood of the next merchant's crew.
—Raider Captain Ellis Fallenwove

Raider captains are some of the fiercest pirates to sail the black waves of the Meredius. Each commands a crew of Satyxis and other inhuman monsters kept in line by barbaric punishments and the promise of pillage and bloodshed. The names of their infamous ships are whispered with dread in dockside taverns, and the captains themselves all carry a price on their heads—a sum of blood money in which they take a sneering pride.

A Satyxis raider's life is a constant struggle, and only the most ruthless demonstrate the unshakable will and primal bloodlust necessary to seize a captaincy and utterly dominate their Satyxis crews. The goal of any such captain is to rise above her fellows and be afforded the distinct privilege and responsibility of commanding one of Cryx's blackships. Such commands are the most esteemed posts among the Cryxian fleets and represent the pinnacle of authority for those who lead the life of a Satyxis raider. Only blackship captains may walk as peers in the company of their undisputed queen and dreaded master, Skarre Ravenmane.

Guided by their whims and murderous inclinations, these captains and their vessels are the scourge of the Broken Coast. Once the inertia of violence has taken a raider captain, she becomes caught up in the slaughter, leaping from victim to victim as the deck runs slick with blood and the air grows heavy with the screams of the dying.

RAIDER CAPTAIN

Advance Deployment

Commander

Pathfinder

Desperate Pace [Satyxis Raider] (★Action) – RNG CMD. Target Friendly Satyxis Raider unit. If the Satyxis Raider unit is in range, it gains +2″ movement during its activation this turn.

No Sleeping on the Job [Satyxis] – This model and friendly Satyxis models in its command range cannot be knocked down.

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.

RAIDER CAPTAIN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	8	6	14	12	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

LACERATOR	
POW	P+S
4	9

HORNS	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

LACERATOR

Reach

Weapon Master

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

Critical Knockdown – On a critical hit, the model hit is knocked down.

Feedback – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

SKARLOCK THRALL
CRYX SOLO

As thou art an extension of my will and power, so wilt this thrall become an extension of thine.

—Iron Lich Asphyxious instructing young Deneghra

SKARLOCK THRALL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	3	3	14	12	6

CLAW	
POW	P+S
2	6

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

SKARLOCK THRALL
Undead

Attached – Before the start of the game, attach this model to a friendly Faction warcaster for the rest of the game. Each warcaster can have only one model attached to it.

Soul Taker – This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spell Slave (★Action) – This model must be in its warcaster's control area to make the Spell Slave special action. When it does, it casts one of its warcaster's spells with a COST of 3 or less. The warcaster is considered to have cast that spell but this model is its point of origin. When making a magic attack roll, this model uses its warcaster's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

TACTICAL TIPS

Attached – This model cannot be reassigned if its warcaster is destroyed or removed from play.

Spell Slave – This model cannot cast spells if its warcaster is destroyed or removed from play. The Skarlock cannot channel spells because it does not control warjacks.

The skarlock thralls are insidious creatures of blackest sorcery. Linked to their warcasters by bonds so powerful they can act in their masters' stead, skarlocks move against enemies with confidence born of a hateful intelligence that shines from their eye sockets.

Unique beings, skarlock thralls can possess extensive personalities and agendas. More than any other constructed thrall, skarlocks retain the memories and lore they gained during life in addition to knowledge absorbed during the inscription of their animating runes. From its very fabrication, each skarlock is inextricably bound to its master and is incapable of disloyalty. A dense inlay of dark sigils blackens their bones and desiccated flesh, instilling tremendous necromantic power and sorcerous potential into their physical forms.

As part of the bonding process, skarlocks become conduits for the unique arcane abilities of their warcasters, who often send them forth to unleash this power from a distance. Lesser minions make every effort to appease the creatures, knowing that each represents the eyes and ears of a malevolent and powerful master.

WARWITCH SIREN
CRYX SOLO

Though a thousand deaths today will not satisfy the Dragonfather, I will be content with one hundred.
—Warwitch Siren Vorges

Cryxian warwitches embody some of the darkest traditions in all of Immoren. Long ago, Orgoth tyrants used warwitches as living instruments of atrocity and mass destruction. The presence of a single warwitch could inflict crippling losses in the face of defeat or even turn the tide of battle completely. When the Scharde Islanders inherited the shattered remains of the last bastion of the Orgoth Empire, a handful of witches were taken alive to fulfill the Dragonfather's wish to add their power to his legions. The witches were given a choice: trade their knowledge in exchange for their lives or perish—and give up their secrets to necromantic scrying. Before long, a new warwitch tradition was born from these slaves.

Centuries later, Cryxian warwitches are among the most dangerous of Toruk's servants. They receive no formal training, only ritual indoctrination. Those who survive the rites emerge icy killers, as cold in spirit as the shadows in which they are clad. This occult sisterhood now serves Toruk as sorcerous field commanders, subservient to the lich lords as they once were to the Orgoth tyrants.

They have refined their arcane powers over time, and the witches called sirens enjoy seducing their enemies before annihilating them. They are able to confuse their victims by occluding their minds in darkness and forcing them to forget their deeper loyalties temporarily. The blades they wield can similarly turn an enemy's own shadow against him to hold him in place while other Cryxian elements close for the kill.

SIREN
Stealth

Magic Ability [7]

- **Power Booster (★Action) –** RNG 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.
- **Seduction (★Action) –** Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.
- **Venom (★Attack) –** Venom is a RNG SP 8 magic attack. Models hit suffer a POW 10 corrosion damage roll and the Corrosion continuous effect.

Parry – This model cannot be targeted by free strikes.

SIREN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	5	4	15	13	9

SHADOW BLADE	
POW	P+S
6	11

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

SHADOW BLADE
Magical Weapon

Reach

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.

TACTICAL TIPS

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

CAPTAIN RENGRAVE

CRYX REVENANT CHARACTER SOLO

Captain Rengrave be Toruk's first vassal, and he'll likely be the last.

—Revenant Prize Captain Magrott

RENGRAVE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	14	14	9

MISERY			
RNG	ROF	AOE	POW
12	1	—	12

FATHOM	
POW	P+S
6	13

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

RENGRAVE

Commander

Terror

Undead

Death Toll [Revenant Crew of the *Atramentous*] – When this model destroys a living enemy model with a melee or ranged attack, after the attack is resolved you can add one Grunt to a friendly Revenant Crew of the *Atramentous* unit in this model's command range. The Grunt must be placed in formation and within 3″ of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Sacrificial Pawn [Revenant] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Revenant model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Veteran Leader [Revenant] – Friendly Revenant trooper models gain +2 to attack rolls while this model is in their LOS.

MISERY

Magical Weapon

Ghost Shot – This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

FATHOM

Magical Weapon

The ghost ship *Atramentous* has plagued the shores of western Immoren for sixteen centuries. Its unliving and seemingly indestructible crew is led by Captain Rengrave, the first of their brethren both cursed and blessed by Lord Toruk's fire. All the revenants of the Ghost Fleet spawned thereafter have sworn him fealty, and through him they serve Cryx.

Even in life, Captain Rengrave was a pirate of bloody reputation. Although he gave nominal allegiance to the pirate king Threnodax, Rengrave and his crew terrorized both the Scharde Islands and the mainland at will, pillaging and torching village after village, sometimes for nothing more than the joy of massacre. A notoriously irreverent man, Rengrave took a singular pleasure in murdering priests of any faith. He did not think twice when the chance presented itself to take one of the great dirgenmast funeral ships of Tordor: a great vessel loaded with the body of a beloved Moorgrave and his treasure and crewed solely by his most devoted vassal, who sailed the grim ship into the west, never to return. The *Atramentous* was said to be the grandest ever built, a tomb fit for the king. Its capture was an act of singular blasphemy.

This desecration may have invoked Rengrave's doom, for when Lord Toruk arrived upon the island of Cryx it was to the *Atramentous* he came first to offer the choice of eternal service or utter annihilation. When Rengrave accepted, Toruk's flames washed over him and his crew to consume and change them into indestructible revenants. The transformed Rengrave was sent against Threnodax and the other pirate kings to demonstrate the consequences of defying the Dragonfather.

In the centuries that followed, Rengrave became the undisputed terror of the Meredius. Wherever the *Atramentous* sailed, death followed. Even the navies of the Iron Kingdoms feared the ghost-filled ship. The *Atramentous* is most commonly sighted in the dark waters of the Broken Coast but has been seen spreading death all the way from the desert shores of Ancient Icthier to the icy Khardic Sea. Rengrave himself has cast a shadow of murder over sixteen centuries, and sailors from across Immoren mutter his name fearfully. Though proud and defiant, he serves Skarre Ravenmane as the admiral of the Ghost Fleet, faithfully sowing death and discord wherever directed.

Nothing delights Rengrave more than killing, plunder, and the terrified faces of the living as his men board a ship to plunder it and sink it to the deep. In past centuries he was told to restrain his appetites and strike only as dictated by the lich lords. Rengrave has the power to add names to his register and capture new prize ships to add to the Ghost Fleet to swell the ranks of revenants as required. He captures the living and gives them a choice: they can join his crew and be transformed, or they can die.

TACTICAL TIPS

Death Toll – The added Grunt can activate normally this turn.

BANE LORD TARTARUS

CRYX CHARACTER SOLO

Through Tartarus darkness itself marches to war.

—Lich Lord Asphyxious

TARTARUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	13	17	9

RIVENER	
POW	P+S
5	12

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	4
MEDIUM BASE	

TARTARUS

Commander

Stealth

Terror

Undead

Curse [Bane] – RNG CMD. Target enemy model/unit. If the model/unit is in range, it is cursed. A friendly Bane model charging a cursed model gains +2″ movement. Friendly Bane models gain +2 to attack rolls against cursed models. Curse can be used once per activation and lasts for one turn.

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Death Toll [Small-based Bane] – When this model destroys a living enemy model with a melee attack, after the attack is resolved you can add one Grunt to a friendly Small-based Bane unit in this model's command range. The Grunt must be placed in formation and within 3″ of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Ghostly – This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by free strikes.

RIVENER

Reach

Weapon Master

Thresher (★Attack) – This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

TACTICAL TIPS

Curse – This model also gains these benefits when charging or attacking a cursed model. Apply movement bonuses only during a model's activation.

Death Toll – The added Grunt can activate normally this turn.

Thresher – The melee attacks are all simultaneous.

Bane Lord Tartarus is both an insidious weapon and a commanding general delivered to the mainland centuries ago by the lich lords of Cryx. His essence is linked to the same great void of darkness bleeding death into Caen, inimical to all life, for which all bane thralls and bane knights serve as conduits. He cannot deny the unholy impulses of this energy and the runes binding him to unliving flesh, and he calls his host to join him in one slaughter after another. Only a few beings on Caen fully understand the nature of the force permeating Tartarus and those of his kind.

There are occasions when the souls of the dead neither linger on Caen as restless spirits nor make the passage to Urcaen. There is a crack between these realms, a fissure of timeless void, and the few wayward souls that fall into this fissure experience a singular form of endless torment. Able to peer through the murky veil separating them from the true realms of Caen and Urcaen, they seethe with hatred and jealous longing and become consumed by destructive lust.

Lich Lord Tenebrous was the first lord of Cryx to master the secrets of piercing this inexplicable realm and contact those lost to its void. Studying the ancient texts recovered from the ruins of Morrdh, he was able to bring the tormented spirits back and encase them in rune-carved bone. Some souls are particularly resonant with bane energy and retain their own identity and power, while others are driven solely by energies of annihilation. Tartarus is one singularly potent soul, recovered and reborn by artifice into something truly unholy.

Nearly three thousand years ago, a Molgur chieftain named Horfar Grimmr led a doomed attack against a great wall called the Shield of Thrace. It was one of the last great battles of the Molgur against Priest-King Golivant, and in the battle the Molgur were shattered. Grimmr was captured by the Menites and tormented for a month before being thrown on the flames in rituals conducted to purify his soul of the Devourer-taint they saw in him. As his flesh burned, Grimmr's soul raged and lashed out. It was too powerful to be contained yet permanently scarred and disfigured by Menite rites. His weighty soul fell through the rift, and due to Menite curses it did not reach Urcaen, languishing instead in the void. There it became something other. Past memories were erased in his unending suffering.

Over two thousand years the soul that was to be Tartarus writhed in this hellish state until discovered and called from the void by Tenebrous. The lich lord bound the spirit into the stitched-together remains of several unearthed and defiled warrior-kings to become a unique necromantic masterpiece. Encased in rune-inscribed armor and given the unholy axe Rivener, Bane Lord Tartarus was created to rule over and dominate all bane thralls in service of the Dragonfather.

Tartarus has wandered the shadows of western Immoren for centuries, lurking in cursed forests, the dark caverns below mountains, and swamps where the forgotten dead lie deep below the murk. He has brought forth his vassals

and pulled other potent souls from the void to give them bodies, armor, weapons, and purpose. Because his own essence provides a continuous conduit to the void, the bane lord spurns the taxing and time-consuming rites and rituals normally utilized to create these bane warriors. Whereas lesser necromancers must inscribe complex runes upon the remains of warriors to imbue them with the spirits of the void, Tartarus need only cut down the living and cast their souls into abyss for a brief moment. Almost effortlessly the hate-fuelled abomination consigns his enemies to an eternity of tormented service to himself, the void, and Cryx.

GENERAL GERLAK SLAUGHTERBORN

CRYX BLIGHTED TROLLKIN CHARACTER SOLO

In the annals of carnage, the deeds of that savage are beyond sane reckoning, his appetite the equal of the Great Beast's.

—Lord General Vincent Gollan, Earl of Shieldpoint

SLAUGHTERBORN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	4	12	17	9

GREAT AXE	
POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
MEDIUM BASE	

SLAUGHTERBORN

Commander

Fearless

Terror

Tough

Blood Thirst – When it charges a living model, this model gains +2″ movement.

Finisher – This model gains an additional die on damage rolls against damaged models.

Killing Spree – When this model destroys one or more enemy models with a melee attack during its combat action, after that attack is resolved this model can move up to 1″ and make one additional melee attack.

Leadership [Bloodgorgers] – While in this model's command range, friendly Bloodgorger models 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″.)

No Sleeping on the Job [Bloodgorgers] – This model and friendly Bloodgorger models in its command range cannot be knocked down.

GREAT AXE

Reach

Gerlak Slaughterborn is a hulking monster of battle. His infamous brutality has caused brave men to fall to their knees in terror at the mere sight of him, unable even to defend themselves. Leading his notorious Bloodgorgers, this horribly blighted trollkin has earned his reputation with a century of massacre. Bloodgorgers claim that if piled into the deep, the bodies of his slain would create a grisly bridge reaching all the way from Garlghast to the mainland. Cryx has found better use for Slaughterborn's death toll: necrotechs follow in his wake and pick among the cleft bodies like carrion crows. From his detritus rise mechanithralls, brute thralls, and endless other unliving soldiers of Cryx.

A walking nightmare even among Bloodgorgers, Slaughterborn's regenerative tissues have gradually increased his height and bulk, and he can now walk among the tallest ogrun as their equal in size and strength. He shows no sign of aging and displays renowned stamina even among a species notorious for its endurance. Only when he unleashes himself in a frenzy of battle, however, does his true strength reveal itself. Gerlak gorges on the flesh and blood of those he cuts down, and each killing blow adds to his power. He wades into the enemy as a reaper of flesh, the edge of his axe turned aside by neither armor nor bone, and his enemies fall like stalks of wheat at harvest.

TACTICAL TIPS

Blood Thirst – Apply movement bonuses only during a model's activation.

Slaughterborn earned his place as the master of the Scharde Islands' blighted trollkin by unifying their scattered and warring kriels under his banner. For countless generations, these tribes had served as fodder in the wars of the Dragonfather, yet some of the unhallowed trollkin rejected Gerlak as their leader. All who refused to follow him were brutally slain and devoured. Slaughterborn sought to elevate his station by seizing control of the Bloodgorgers, the most degenerate and bloodthirsty of his kind. With them firmly in his grip, the remaining tribes swiftly followed.

The new chieftain soon sailed for Garlghast Island to present an oath of fealty to Lich Lord Terminus, the hold of his vessel filled with the severed heads of countless victims. Terminus accepted this gift and afforded the trollkin warlord the title of general—which the lich lord did not expect him to live to enjoy. Gerlak was soon dispatched on the first of many missions in which he joyfully led his Bloodgorgers to almost-certain death. On each occasion, he has either won victory or limped back as the sole survivor of the latest bloodbath.

Slaughterborn is widely recognized as one of Cryx's most respected battle leaders, famed for his irrepressible hunger for war. He now controls all the Scharde Islands' blighted ogrun and trollkin, from which he recruits warriors easily emboldened by the taste of blood.

The general's most recent brush with death proved narrower than most. He and his blighted forces assaulted Cygnar's impregnable fortress city of Highgate to distract that nation's defenders long enough for Terminus to land an army on shores farther north. Although they inflicted far greater casualties than anyone anticipated, Gerlak's army finally fell almost to the last: the warlord was left buried within a pile of corpses, his body mutilated beyond recognition. He rested amid the carnage for two weeks, feeding on the rotting flesh of his own dead as the blackened stumps of his severed arm and leg sprouted anew. Afterward he returned to the islands only long enough to recruit a fresh force, eager for the battles ahead.

DARRAGH WRATHE

CRYX LIGHT CAVALRY DRAGOON CHARACTER SOLO

Few know the meaning of true devotion, for their allegiance ends with the grave. In a thousand years, Toruk will remain my master.

—Darragh Wrathe

WRATHE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	7	4	14	17/15	9

NECRO-SCYTHE	
POW	P+S
6	13

MOUNT
POW
12

MOUNTED DAMAGE	10
DISMOUNTED DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	4
LARGE BASE MOUNTED	
SMALL BASE DISMOUNTED	

WRATHE

Commander

Fearless

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.

Dragoon – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6 and base ARM 15.

Leadership [Soulhunters] – Friendly Soulhunter models activating while in this model's command range gain Incorporeal that activation.

Magic Ability [7]

- **Beyond Death (★Action) –** While in this model's command range, living enemy models suffer –2 to damage rolls. Beyond Death lasts for one round.
- **Death Ride (★Action) –** Friendly undead Faction models currently in this model's command range can immediately advance up to 1″.
- **Hellfire (★Attack) –** Hellfire is a RNG 10, POW 14 magic attack. A model/unit hit by Hellfire must pass a command check or flee.

NECRO-SCYTHE

Magical Weapon

Reach

TACTICAL TIPS

Leadership [Soulhunters] – A model loses Incorporeal when it makes a melee or ranged attack.

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

Darragh Wrathe is among Cryx's most fearsome leaders. He was once a cruel and sorcerous pirate in the service of Cryx, but his blight-wracked body began to fail him as he internalized the corruption of Lord Toruk. That this mockery of life survives testifies to the tenacious influence of the blight that has slowly ravaged him. Wrathe considers this wasting disease to be a blessing and proof that the Dragon Lord's energies flow through him and that it is these same energies empower his sorcery.

Eventually Wrathe retired from the sea and came to Skell as a black pilgrim seeking necrotechs who would replace his heart and lungs. He entered the service of Lich Lord Terminus and began to immerse himself in the necromantic lore permeating the city. Terminus saw Wrathe's potential and shaped him into his personal agent and vassal. Wrathe hopes in time to give up the remnants of his mortal birth and join the ageless horrors he reveres. He feels immense satisfaction every time he replaces some part of himself with more impervious mechanika.

This satisfaction is perhaps the last identifiably human emotion Wrathe still possesses. As he has transformed his body into a more fitting vessel for one of Toruk's most devoted servants, so have his mind and soul mutated. For decades Wrathe has watched as the machinations of the lich lords, and thereby the wishes of the Dragonfather, have moved inexorably forward. This inevitability left a strong impression on Wrathe as a mortal, causing him to bow to the obvious superiority of Toruk's designs for all of Caen. Since that time he has viewed the decay of his body and the subsequent necessity of foul prosthetics as marks of progress toward attaining a form worthy of the Dragonfather's favor. With each necrotite-powered augmentation he strips away the weak flesh of mortality and strengthens his connection to Toruk's death-laden powers.

Wrathe is bound in direct service to Lich Lord Terminus, whom he serves as a field commander and master necromancer. He travels across western Immoren in this capacity, often accompanied by an escort of soulhunters. Wrathe seems to feel some alien connection to the flayed horsemen he commands. He utilizes his necromantic prowess to turn the carnate horrors incorporeal long enough to ignore blade and bullet and reap a grisly harvest among the living enemies of the Dragonfather.

Over the years Wrathe has become more machine than man as he has replaced the spoiled portions of his flesh with necromechanikal substitutes. Although it is difficult to believe from his monstrous appearance, Darragh Wrathe technically still lives. His hollow chest contains a mass of foul pumps and black-iron organs that keep blood and bile flowing to what organs and flesh he retains. Armored plates grafted over his broken flesh protect this churning machinery. Wrathe replaced his lower jaw with bands of steel and speaks in a quavering buzz through a grill in his throat. The mechanikal appendage replacing his left arm ends in sharp claws. Pistons reinforce the bones of his right arm, with muscles, sinew, and skin stitched around the skeletal armature.

When astride his steed and given command of Cryx's swiftest horrors, Darragh Wrathe executes his orders with conviction, eager for any excuse to push his might to its limit. His devotion to Toruk arises not as an expedient to power but from zealous faith in the Dragon God. Wrathe relishes the warped strength of the Dragonfather.

CRYX PAINTING GUIDE

The Cryx paint scheme is mostly monochromatic and relies on differences in value to achieve contrast. Large areas of the models are painted in black and grey tones. The metallic areas hold the place of midtones, while the flesh and bone areas are by far the brightest parts of the models. These differences in light and dark serve to move the eye about the model and create points of interest. Right away the eye is drawn to the flesh or bone face of the model, since it is so much brighter than the rest. The glowing green such as appears on runes serves the same purpose, and very effectively. This green is often the only strong color on the model, there to draw attention to interesting aspects of the figure like runes or soul cages.

A model completely devoid of color is quite boring visually, so when painting a model with a neutral color scheme it is important to add a bit of color to the shading and highlights to keep things interesting. The Cryx paint scheme adds greens and purples to many of the mixes to prevent the areas from becoming bland. These greens and purples can then be used on select models and units to add variety to the army, as is the case with the Satyxis Blood Witches.

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.

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 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 combination of mixing medium, water, paint and/or ink that is 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.

CRYX BANE

Step 1) Give the area a solid basecoat of Cryx Bane Highlight.

Step 2) Apply the initial shading with Cryx Bane Base.

Step 3) Use Coal Black mixed with Umbral Umber for the second layer of shading.

Step 4) The final layer of shading is just a mixture of Umbral Umber and Thamar Black.

Step 5) Finally, return with Cryx Bane Highlight to apply some subtle highlights.

- **Cryx Bane Highlight**
- **Cryx Bane Base**
- **Coal Black**
- **Umbral Umber**
- **Thamar Black**

PALLID FLESH

Step 1) Basecoat the flesh in a mixture of Ryn Flesh, Carnal Pink, and Trollblood Highlight.

Step 2) Add Traitor Green to the basecoat color and apply shading to the flesh areas.

Step 3) Next, add Beaten Purple to the mix and use this to apply more shading.

Step 4) For the final shading, use a mixture of Beaten Purple, Traitor Green, and Midlund Flesh.

Step 5) Mix Ryn Flesh, Carnal Pink, and Menoth White Highlight together for the final highlights.

Step 6) As an optional step you may want to apply a glaze of Beaten Purple mixed with Sanguine Base, Cryx Bane Base, and Mixing Medium to simulate a more blighted appearance.

- **Ryn Flesh**
- **Carnal Pink**
- **Trollblood Highlight**
- **Traitor Green**
- **Beaten Purple**
- **Midlund Flesh**
- **Menoth White Highlight**
- **Sanguine Base**
- **Cryx Bane Base**

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DEAD FLESH

Step 1) Basecoat the area in a solid coat of Thrall Flesh.

Step 2) Mix Beaten Purple with Mixing Medium and apply this as a wash to the flesh.

Step 3) To offset the purple, apply a wash of Battledress Green mixed with Mixing Medium.

Step 4) Apply shading with a mixture of Beaten Purple and Coal Black.

Step 5) Finally, highlight the model using a mixture of Thrall Flesh and Menoth White Highlight.

- **Thrall Flesh**
- **Beaten Purple**
- **Battledress Green**
- **Coal Black**
- **Menoth White Highlight**

CRYX BLACK

Step 1) A solid black basecoat is essential when painting black. It's a good idea to basecoat the area in Thamar Black even if you are painting over black primer.

Step 2) Use a mixture of Coal Black and Umbral Umber to apply the first layer of highlights. Apply this layer only to the top half of each area, leaving the bottom half in pure black shadow.

Step 3) Add Cryx Bane Highlight to the mixture from the previous step and apply additional highlights.

Step 4) For the final highlights, add 'Jack Bone to the previous mixture and apply this to the edges and anywhere else you want extreme highlights.

- **Thamar Black**
- **Coal Black**
- **Umbral Umber**
- **Cryx Bane Highlight**
- **'Jack Bone**

BONE

Step 1) Apply a solid basecoat of 'Jack Bone to the model.

Step 2) Shade the area with a wash of Cryx Bane Highlight.

Step 3) Apply a second layer of shading with a mixture of Gun Corps Brown and Thornwood Green.

Step 4) Use a mixture of Battlefield Brown and Greatcoat Grey for the final shading.

Step 5) Apply highlights with a mixture of Menoth White Highlight and 'Jack Bone.

- **'Jack Bone**
- **Cryx Bane Highlight**
- **Gun Corps Brown**
- **Thornwood Green**
- **Battlefield Brown**
- **Greatcoat Grey**
- **Menoth White Highlight**

NECROTITE GLOW

Step 1) Water down some Menoth White Highlight and apply it to the eye sockets and glowing runes. Diluting the paint will help it flow into the crevices more easily.

Step 2) Mix Green Ink and Yellow Ink to get a necrotite green color and use this to lightly glaze the runes. Be careful not to overload your brush with ink or you'll cause it to pool in the recesses and ruin the effect.

Step 3) Return to the area with Menoth White Highlight and apply some highlights to simulate the glow.

Step 4) Add more Yellow Ink to the ink mixture used in step 2 and apply this as a second glaze to finish the effect.

- **Menoth White Highlight**
- **Green Ink**
- **Yellow Ink**

BLIGHTED STEEL

Step 1) Basecoat the area with multiple layers of Pig Iron until you achieve solid coverage.

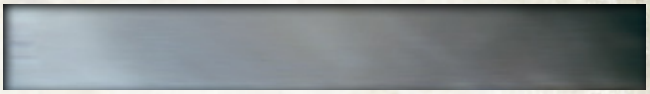
Step 2) Shade the metal using Cryx Bane Base to give it a slimy green tinge.

Step 3) Mix Brown Ink with half as much Green Ink and a small dot of Thamar Black, then use the resulting mixture to apply deep shadows to the metallic areas.

Step 4) Use Cold Steel to apply highlights to the metallic areas.

Step 5) After the rest of the model is painted and protected with matte sealant, apply some final highlights with Quick Silver. This restores some of the shine muted by the matte sealant.

- **Pig Iron**
- **Cryx Bane Highlight**
- **Brown Ink**
- **Green Ink**
- **Thamar Black**
- **Cold Steel**
- **Quick Silver**



BLIGHTED GOLD

Step 1) Basecoat the area using Blighted Gold.

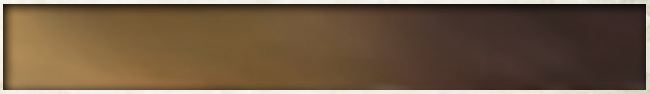
Step 2) Add shading using a mixture of Cryx Bane Base and Brown Ink.

Step 3) Mix Umbral Umber with Coal Black and use this for final shading.

Step 4) Begin highlighting using Brass Balls.

Step 5) After the rest of the model is painted and protected with matte sealant, apply some final highlights with a mix of Brass Balls and Radiant Platinum. This restores some of the shine muted by the matte sealant.

- **Blighted Gold**
- **Cryx Bane Base**
- **Brown Ink**
- **Umbral Umber**
- **Coal Black**
- **Brass Balls**
- **Radiant Platinum**



CRYX MODEL GALLERY

WARWITCH DENEGHRA
Warcaster

WARWITCH DENEGHRA VARIANT
Warcaster

WRAITH WITCH DENEGHRA
Epic Warcaster

PIRATE QUEEN SKARRE
Warcaster

SKARRE, QUEEN OF THE BROKEN COAST
Epic Warcaster

LICH LORD VENETHRAX
Warcaster

LICH LORD ASPHYXIOUS
Epic Warcaster

IRON LICH ASPHYXIOUS
Warcaster

GORESHADE THE CURSED
Epic Warcaster

WITCH COVEN OF GARLGHAST & EGREGORE
Warcasters & Solo

GORESHADE THE BASTARD & DEATHWALKER
Warcaster & Solo

MASTER NECROTECH MORTENEBRA & DERYLISS
Warcaster & Solo

LICH LORD TERMINUS
Warcaster

DEATHRIPPER
Bonejack

PISTOL WRAITH
Solo

PISTOL WRAITH VARIANT
Solo

DARRAGH WRATHE
Dragoon Solo

STALKER
Bonejack

SOULHUNTERS
Unit

MACHINE WRAITH
Solo

SKARLOCK THRALL
Solo

NIGHTMARE
Helljack

DEATHJACK
Helljack

CANKERWORM
Bonejack

RIPJAW
Bonejack

BANE KNIGHTS
Unit

HELLDIVER
Bonejack

Admonia *Maelovus* *Tremulus*

WITHERSHADOW COMBINE
Unit

BANE THRALL OFFICER & STANDARD
Unit Attachment

BANE LORD TARTARUS
Solo

BANE THRALLS
Unit

SLAYER
Helljack

CORRUPTER
Helljack

SATYXIS RAIDER SEA WITCH
Unit Attachment

NIGHTWRETCH
Bonejack

GENERAL GERLAK SLAUGHTERBORN
Solo

SATYXIS BLOOD WITCHES
Unit

SATYXIS RAIDERS
Unit

BLOODGORGERS
Unit

SEETHER
Helljack

HARROWER
Helljack

NECROTECH & SCRAP THRALLS
Solos

MECHANITHRALLS
Unit

NECROSURGEON & STITCH THRALLS
Unit

BRUTE THRALL
Weapon Attachment

BILE THRALLS
Unit

CEPHALYX MIND SLAVER & DRUDGES
Unit

BLOAT THRALL
Solo

CEPHALYX OVERLORDS
Unit

WARWITCH SIREN
Solo

BLACK OGRUN BOARDING PARTY
Unit

BLACKBANE'S GHOST RAIDERS
Unit

LEVIATHAN
Helljack

REAPER
Helljack

REVENANT CREW OF THE *ATRAMENTOUS*
Unit

REVENANT CANNON CREW
Weapon Crew Unit

CAPTAIN RENGRAVE
Solo

CLASSIC DEATHRIPPER
Bonejack

CLASSIC NIGHTWRETCH
Bonejack

CLASSIC DEFILER
Bonejack

CLASSIC IRON LICH ASPHYXIOUS
Warcaster

CLASSIC WARWITCH DENEGHRA
Warcaster

CLASSIC PIRATE QUEEN SKARRE
Warcaster

CLASSIC REAPER
Helljack

CLASSIC SLAYER
Helljack