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Lylyth, Herald of Everblight
Legion Warlock Character — 5 FURY

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

HELLSINGER			
RNG	ROF	AOE	POW
12	2	—	12

BOW BLADE		
SPECIAL	POW	P+S
—	3	7

Lylyth's Damage

Lylyth
- Bullseye
- Bushwhack
- Pathfinder

Hellsinger
- Arcing Fire
- Blood Lure
- Witch Mark

Feat: Field of Slaughter

FIELD ALLOWANCE C — POINT COST 62
VICTORY POINTS 5

Lylyth, Herald of Everblight

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Bad Blood	2	10	-	-		X

A warlock leaching target warbeast suffers one damage point per fury point leached. The target warbeast cannot have damage transferred to it. Bad Blood last for one round. Bad Blood may be cast once per turn.

Eruption of Spines	3	10	*	10		X

If target model is hit, d6 nearest models within 5" suffer a POW 10 damage roll.

Taint	2	8	-	-	X	X

Target model gains the Abomination ability. Models/units—friendly or enemy—within 3" of an Abomination must pass a command check or flee. Additionally, when an enemy warbeast frenzies and target model is within its LOS, the warbeast immediately activates and attempts to attack the tainted model. The warbeast will charge the tainted model if possible. Otherwise it will attempt to advance into melee range with the tainted model and attack it. If Taint has been cast on two or more models, the enemy warbeast must attempt to attack the nearest tainted model.

Carnivean
Legion Heavy Warbeast — 10 THR, 4 FURY

CARNIVEAN				CMD 7	
SPD	STR	MAT	RAT	DEF	ARM
6	12	5	4	11	18

	DRAGON BREATH			
	RNG	ROF	AOE	POW
HD	SP	1	—	14

	TOOTHY MAW		
	SPECIAL	POW	P+S
HD	Lock Jaw	6	18

	TALON		
	SPECIAL	POW	P+S
LFT	—	4	16

	TALON		
	SPECIAL	POW	P+S
RT	—	4	16

Body 1 2 3 4 5 6 Mind Spirit

Carnivean
- All Terrain
- Assault
- Blood Creation
- Eyeless Sight
- Soulless

Dragon Breath
- Horrific Attack

Toothy Maw
- Lock Jaw

FIELD ALLOWANCE U — POINT COST 124
VICTORY POINTS 3

Shredder
Legion Lesser Warbeast — 9 THR, 2 FURY

SHREDDER				CMD 7	
SPD	STR	MAT	RAT	DEF	ARM
6	6	5	3	14	13

	TOOTHY MAW		
	SPECIAL	POW	P+S
HD	—	4	10

Body 1 2 3 4 5 6 Mind Spirit

Shredder
- Adelphophagy
- Blood Creation
- Eyeless Sight
- Lesser Dragonspawn
- Pack Mentality
- Rabid
- Soulless

FIELD ALLOWANCE U — POINT COST 23
VICTORY POINTS 1

Lylyth, Herald of Everblight

Lylyth

Bullseye - When damaging a warbeast with a ranged attack, choose which branch takes the damage.

Bushwhack - Lylyth may make ranged attacks before moving. After attacking, Lylyth may advance normally but cannot perform an action afterwards.

Pathfinder - Lylyth ignores movement penalties from rough terrain and obstacles. Lylyth may charge across rough terrain.

Hellsinger

Arcing Fire - When attacking with Hellsinger, Lylyth may ignore intervening models except those that would normally screen the target.

Blood Lure - Friendly Legion warbeasts may charge a model hit by a Hellsinger ranged attack this turn without being forced.

Witch Mark - After hitting a model with a Hellsinger ranged attack, Lylyth may target and automatically hit the model with a magic attack regardless of range or LOS this activation.

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Lylyth, Herald of Everblight

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

Feat: Field of Slaughter

Friendly Legion models currently in Lylyth's control area gain an additional die on all attack rolls this turn.

Bonded Warbeasts	Type of Bond

Carnivean Heavy Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Spiny Growth	2	6	-	-		

Target model gains +2 ARM. A warbeast hitting target model with a melee attack suffers d3 damage points after the attack is resolved. Spiny Growth lasts for one round.

Carnivean

All Terrain - The Carnivean ignores movement penalties from rough terrain and obstacles. The Carnivean may charge or slam across rough terrain.

Assault - As part of a charge, after moving but before performing its combat action, the Carnivean may make a single ranged attack targeting the model charged. The Carnivean is not considered to be in melee when making the Assault ranged attack, nor is the target considered to be in melee with it. If the target is not in melee range after moving, the Assault ranged attack may still be made before the Carnivean's activation ends. The Carnivean cannot target a model with which it was in melee at the start of its activation with an Assault ranged attack.

Blood Creation - The Carnivean never attacks friendly Legion warlocks. When the Carnivean frenzies, it will not select a friendly Legion warlock to attack.

Eyeless Sight - The Carnivean ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges, slams, or making attacks.

Soulless - A destroyed Carnivean never generates a soul token.

Dragon Breath

Horrific Attack - Models/units hit by Dragon Breath must pass a command check or flee.

Toothy Maw

Lock Jaw - The Carnivean can only make one Toothy Maw attack per activation. The Carnivean cannot make a Toothy Maw attack if it makes an Assault ranged attack this activation.

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Shredder Lesser Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Tenacity	1	6	-	-		

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

Shredder

Adelphophagy - When the Shredder frenzies, it immediately charges the nearest Shredder within LOS, friendly or enemy. If the frenzied Shredder cannot charge the nearest Shredder, it frenzies normally.

Blood Creation - The Shredder never attacks friendly Legion warlocks. When the Shredder frenzies, it never selects a friendly Legion warlock to attack.

Eyeless Sight - The Shredder ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges or making attacks.

Lesser Dragonspawn - The Shredder cannot make power attacks.

Pack Mentality - The Shredder gains a +1 cumulative bonus on melee damage rolls for each other friendly Shredder that has made a successful melee attack against the same enemy model this turn.

Rabid - The Shredder may be forced to go Rabid for one turn. While Rabid, the Shredder gains +2" of movement, ignores movement penalties from rough terrain and obstacles, may charge across rough terrain, and gains boosted attack and damage rolls this turn.

Soulless - A destroyed Shredder never generates a soul token.

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