

Backstory: Nemesis Claw Kill Team

Formation of the Nemesis Claw

The Nemesis Claw Kill Team was formed in the aftermath of one of the Band of the Crow's most brutal campaigns. Recognizing the need for a specialized unit capable of executing the most covert and highrisk missions, the CrowLord Kael Arikos handpicked the most ruthless and cunning warriors from his warband. These individuals were not only adept at instilling fear but also possessed unparalleled skills in assassination, sabotage, and psychological manipulation.

The Shadows of Nostramo

The members of the Nemesis Claw were all born on the cursed world of Nostramo, the Night Lords' home planet. Their childhoods were marked by violence and fear, shaping them into the perfect instruments of terror. Each member underwent rigorous training under the watchful eye of Kael Arikos and The Crow. They were taught the ancient arts of stealth, subterfuge, and psychological warfare, honing their abilities to strike unseen and sow chaos behind enemy lines.

The Five Members

1. **Varkus Thorne, the Silent Blade (Visonary):** A master of infiltration and silent kills, Varkus is known for his ability to blend into any environment. His preferred weapon is a pair of power daggers, which he uses with lethal precision. Varkus's presence is often felt only in the last moments of his victims' lives, as he moves like a ghost through the shadows.
2. **Aleron Draven, the Harbinger(Fearmonger):** Aleron is the psychological warfare specialist of the team. He employs a range of fearinducing tactics, from voxhacking to spread false information, to using holoprojectors to create terrifying illusions. His primary goal is to break the enemy's morale before the kill team even strikes.
3. **Moros Vex, the Phantom (Gunner):** Moros is an expert marksman and sniper, capable of taking out key targets from extreme distances. His customized Plasma Rifle, Shadowstrike, is equipped with advanced targeting systems and silenced munitions. Moros often takes the high ground, picking off leaders and sowing confusion among the ranks.
4. **Nyx Aranor, the Executioner (Skin Thief):** Nyx is the closequarters combat specialist, wielding a massive chain Glaive named Gloomreaver. His brute strength and terrifying presence make him the perfect shock trooper, capable of tearing through enemy lines and causing widespread panic.
5. **Caius Variel, the Wraith(Heavy Gunner):** Caius is the techsavvy saboteur and demolition expert. His knowledge of enemy technologies and infrastructures allows him to cripple defenses and create opportunities for his team. Caius is also adept at hacking enemy systems, turning their own machines against them.
6. **Thalric Vos, the Stormclaw:** Thalric is a fearsome warrior who wields lightning claws, known as the "Rending Talons." His expertise in close combat is unmatched, and he

moves with a speed and grace that belie his hulking frame. Thalric's lightning claws crackle with lethal energy, allowing him to shred through armor and flesh with ease. He is often deployed in situations where raw, brutal force is required, and his mere presence on the battlefield can turn the tide of combat through sheer terror.

7. **Malikar Voss, the Puppeteer:** Malikar is a sinister figure, bearing the body of a deceased Space Marine he uses as a macabre icon. Through dark psychic whispers, Malikar can puppeteer others, manipulating their minds and actions from the shadows. His psychic abilities allow him to sow discord and confusion among enemy ranks, turning allies against each other and causing widespread chaos. Malikar's influence is subtle yet profoundly disturbing, making him one of the most feared members of the Nemesis Claw.

Notable Missions

The Nemesis Claw has carried out numerous highprofile missions, each one leaving a trail of chaos and fear in its wake. One of their most infamous operations was the infiltration of the fortified world of Illara Prime. The kill team dismantled the planetary defenses, assassinated key leaders, and spread disinformation that led to a fullscale rebellion, all without being detected.

Another notable mission involved the assassination of an Imperial Inquisitor known for hunting down Chaos warbands. The Nemesis Claw infiltrated his stronghold, systematically eliminated his guards, and finally delivered the Inquisitor's severed head to the CrowLord as a trophy.

Legacy of Terror

The Nemesis Claw Kill Team has become a legend within the Band of the Crow, their exploits serving as a grim reminder of the warband's capabilities. They are the embodiment of the Night Lords' legacy of fear, darkness, and death. To face the Nemesis Claw is to face the very essence of terror, and their name alone is enough to send shivers down the spines of even the most hardened warriors.

Their legacy continues to grow as they carry out the will of the CrowLord, ensuring that the galaxy never forgets the true meaning of fear.

Battle week one

[Scene opens in the shattered remains of a cathedral. The camera pans over broken statues and shattered stained glass windows. In the shadows, the Nemesis Claw Kill Team prepares for battle.]

Kael Arikos (CrowLord): (Quietly) Brothers, this raid is crucial. We need supplies, and we need to learn more about these Sisters. Move like shadows and let their screams be our signal.

Varkus Thorne (Silent Blade): (Emerging from the shadows) The Sisters rely on their faith, but faith won't save them from my blade . I'll take out their leaders and gather information on their tactics.

Moros Vex (Phantom): (Perched on a high ledge) I have their leaders in my sights. One by one, they'll fall, and we'll see how they react.

Nyx Aranor (Executioner): (Brandishing his power axe) Let them come. I'll be the storm that breaks their line and see how they handle a full assault.

Varkus: Be careful brother these humans are well-equipped and ready for us

Aleron Draven (Harbinger): (speaks in nostramen): "The early crow is first to be caught"

Nyx (spits on the ground): These humans are weak, they stand no chance.

Moros: Our forces are currently being held at bay however; I do see a weakness in their lines. We should strike there

Thalric Vos (Stormclaw): Brothers let us bathe in the blood of these saints and cover their comrades in their ashes!

Caius Variel (Wraith): Put them down move quick these pathetic creatures offend my eyes

Malikar Voss (Puppeteer): (Raises the mark of Curze High) Death the Corspe Worshipers!

Moros (sighs): yes death and all that (aims at sister superior)

After math

Aftermath of the Battle: Nemesis Claw Kill Team Victory

[Scene opens in the aftermath of the battle. The camera pans over the desolate ruins, now littered with the bodies of fallen Sisters of Battle and Night Lords alike. Smoke rises from the remains of the cathedral, and the eerie silence is punctuated only by the crackling of flames and the distant cawing of crows.]

Kael Arikos (Crow Lord): (Standing over the battlefield, surveying the carnage) The relic is ours. We've sent a clear message: no one can stand against the Band of the Crow. (He looks around, noticing the absence of Varkus) Where is Varkus?

Nyx Aranor (Executioner): (Dragging the bloodied Gloomreaver behind him) He made a charge into their back line, cut through them like a blade through flesh. But they overwhelmed him in the end.

Moros Vex (Phantom): I saw him go down, but only after he took half their squad with him. It was a glorious charge.

Aleron Draven (Harbinger): (Walking up, his holoprojectors flickering) His sacrifice broke their morale. They were already broken when we struck the final blow.

[Cut to a scene where Thalric Vos and Caius Variel are kneeling beside Varkus, who is critically injured but still alive. His armor is shattered, and blood pools beneath him. Malikar Voss stands nearby, his psychic whispers stilling the minds of any lingering enemies.]

Thalric Vos (Stormclaw): (Gently lifting Varkus) Hold on, brother. We'll get you back to the ship.

Caius Variel (Wraith): (Scanning Varkus with a handheld device) He's lost a lot of blood. We need to stabilize him, now.

Varkus Thorne (Silent Blade): (Weakly, his voice a rasp) Did... did we win?

Kael Arikos: (Kneeling beside Varkus, placing a hand on his shoulder) Yes, Varkus. We won, thanks to you. Your charge was the turning point. You fought bravely.

Varkus Thorne: (A faint smile on his lips) Good... then it was worth it. (His eyes close as he loses consciousness)

Aleron Draven: (Looking at Kael) We need to move quickly. If there are any survivors, they'll call for reinforcements.

Kael Arikos: (Nodding) Nyx, Thalric, get Varkus back to the ship. Caius, see if you can salvage any useful tech. Moros, keep watch. Aleron, help me secure the relic.

Nyx Aranor: (Lifting Varkus with Thalric) We'll get him back. He'll live to fight another day.

Caius Variel: (Already gathering tech from the battlefield) I'm on it. There's some good gear here, could be useful.

Malikar Voss: (Whispering into the void) Their minds were weak, their faith fragile. We'll use what we've learned to crush any who oppose us.

[The camera follows Kael and Aleron as they enter the ruined cathedral. The relic, an ancient, dark artifact, glows with a sinister light. They carefully secure it, ensuring it won't be damaged during transport.]

Kael Arikos: (Looking at the relic) This will give us the power we need. The galaxy will learn to fear the Band of the Crow even more.

Aleron Draven: (Smirking) And the Sisters of Battle will be just the beginning. Their faith couldn't save them, and it won't save anyone else.

[The scene shifts to the Night Lords boarding their ship, Varkus being taken to the medicae bay. The ship lifts off, leaving the ruins of Hades IX behind as the Night Lords prepare for their next campaign.]

Kael Arikos (Voiceover): We have won today, but the war is far from over. We will strike again, and again, until the galaxy trembles at the name of the Band of the Crow. Fear is our weapon, and we wield it with mastery. For we are the Night Lords, and we are unstoppable.

[The camera zooms out, showing the ship disappearing into the void, leaving behind a world marked by terror and bloodshed.]

Detailed Descriptions of the Night Lords

Varkus Thorne (Silent Blade)

Appearance: Varkus is lean and agile, his armor a mix of pieces from various Space Marine chapters, customized for stealth and silent movement. The dark blue and black hues of the Night Lords cover the mismatched plates, blending seamlessly into the shadows. His face is rarely seen, as he often keeps his helmet on, the visor emitting a faint, eerie glow.

Personality: Varkus is the epitome of precision and stealth. He speaks little, preferring to let his actions speak for him. His hatred for those who rely on faith over skill runs deep, driving him to prove the superiority of his methods. He is meticulous and methodical, always striking at the perfect moment.

Aleron Draven (Harbinger)

Appearance: Aleron's armor is a grim collection of pieces scavenged from the dead, festooned with devices designed to project terrifying illusions and broadcast fear-inducing vox messages. His helmet has a skeletal visage, adding to his eerie presence. Dark robes and tattered cloaks, also taken from his victims, further his ghastly appearance.

Personality: Aleron delights in psychological manipulation. He has a sadistic pleasure in breaking his enemies' minds, often playing with his prey before delivering the final blow. His calm and eerie demeanor hides the malevolent joy he takes in watching his foes crumble.

Appearance: Moros's armor is an amalgamation of various Space Marine components, chosen for their functionality and repainted in the midnight clad of the Night Lords. His helmet has an integrated scope, and his armor is painted in nonreflective azure, making him nearly invisible in the dark. His relic plasma rifle, Shadowstrike, is his weapon of choice.

Personality: Detached and unerringly focused, Moros views his targets as mere obstacles to be removed. His patience is unmatched, and he takes pride in his precision. He remains emotionally distant from the chaos around him, focusing solely on the cold efficiency of his task.

Nyx Aranor (Executioner)

Appearance: Nyx is a hulking figure, his power armor heavily reinforced with parts taken from numerous foes. The armor bears the scars of countless battles, each plate a testament to his brutal encounters. His power axe, Gloomreaver, is almost as large as he is, and his helmet is adorned with a grim, snarling visage.

Personality: Nyx revels in the raw brutality of combat. He is a force of nature on the battlefield, unleashing his ferocity upon his enemies with savage joy. Despite his otherwise stoic nature, he finds a primal thrill in the heat of battle, making him a terrifying opponent.

Caius Variel (Wraith)

Appearance: Caius's armor is a hodgepodge of scavenged components, festooned with gadgets, tools, and explosives. His helmet features multiple lenses and sensors, giving him a buglike appearance. His armor is constantly whirring and clicking as he modifies and repairs his equipment, all repainted in the signature midnight clad.

Personality: Pragmatic and inventive, Caius is always tinkering and planning. He views warfare through the lens of technology, believing that machines can be as terrifying as any weapon. His approach to combat is driven by a desire to outthink and outmaneuver his opponents through technical superiority.

Thalric Vos (Stormclaw)

Appearance: Thalric's armor is an intimidating collection of pieces taken from fallen Space Marines, each one repurposed and repainted in the dark colors of the Night Lords. His lightning claws crackle with lethal energy, and his helmet features a predatory, birdlike design. His movements are swift and precise, reflecting his predatory nature.

Personality: Thalric embodies the hunt, reveling in the thrill of the chase and the kill. He is a predatory figure, always seeking out the next challenge. His love for the hunt is evident in his grace and lethal efficiency, making him a relentless and terrifying adversary.

Malikar Voss (Puppeteer)

Appearance: Malikar is a haunting figure, his armor adorned with the body parts of deceased Space Marines, used as macabre decorations. His helmet is designed to look like a death mask, and his armor is inscribed with dark runes. The whispers of his psychic power seem to echo around him, the entire ensemble repainted in the midnight clad of the Night Lords.

Personality: Malikar is the dark mystic of the group, his psychic abilities allowing him to manipulate and control others. He takes a perverse pleasure in twisting the minds of his enemies, turning their faith into madness. His fascination with the minds of others borders on obsessive, making him a deeply unsettling presence.