

Lord Katalkus

Lord Katalkus has claimed to be the first sect elf. It may be true. He once studied with the Atlantean sorcerers, but became dissatisfied with them due to their aversion to necromantic magic. Eventually, he rebelled against the Atlantean mages and left with a group of death magic sorcerers who gathered to form the Dark Crusade.



These sorcerers became the vampires that run the city-state of Necropolis and Katalkus was supreme among them. But for reasons unknown, Katalkus began to distance himself from the others, pursuing studies of ancient origin, immersing himself in prophecies and tales of forgotten millennia. One day, he simply abdicated his throne and disappeared from the Necropolis with no explanation.

For years, there was no word of Katalkus and most finally decided he had attempted a sorcery too great for even him and had been destroyed in the process.

But then, rumors of a mysterious cult began to surface. This cult dedicated itself to nothing less than the destruction of the world as we know it and its disparate members began gathering information, books and scrolls from the most obscure places in order to study ancient lore known as the “Landshatter Prophecies”.

Very few took the cult seriously, but when it was found that a self-styled “Lord” Katalkus was leading the group, the kingdoms of the Land trembled, for when Katalkus decides to do something, he invariably accomplishes it. No one knows why Katalkus would want to destroy the Land and everything within it, but if his eyes are set on that goal, then it is up to the rest of the Land to find out how to stop it.

Or we shall surely ALL die.



Tal Windstrider (Tal D'reen as Clix-Figure)

While Tal is still considered young (only 312 years of age), his birth into a noble family has made him useful to the Relishan Council, the ruling body of the High Elven people.

Trained in the ways of the Paladin, raised to be a great defender of his people, Tal Windstrider is now being used as a pawn in the great game of politics.

The High Elves are powerful. Each of them has practiced the games of politics and war far beyond the skills of the shorter-lived races, but the Solonavi have been more than a match to the Relishan Council.

So the Council has offered the services of the young noble, Tal Windstrider, to the Solonavi. Tal is to help them in any way possible, up to and including the risk of his own life. In return, the Solonavi treat Tal as a sort of diplomatic envoy to the Council, which suits the needs of both sides.

Tal understands the position into which he's been placed. He knows his real goal is to learn as much about the Solonavi as possible, while simultaneously working to further their ends so the Solonavi learn to trust Tal (and by extension, the High Elves themselves), hopefully revealing still more information in the process.

When the time comes, Tal will return home to his people, with invaluable intelligence for the Council.

Skill Trees

Melee: These skills focus on channeling holy power into the art of close-up combat. With abilities to bless weapons and armor for himself and allies, as well as formidable abilities like Hammer of the Gods and Holy Shockwave, this elf is a powerful force on the battlefield.

Protection: The magics in this area all focus on supporting and protecting himself and his allies. From healing to resurrection, consecration to prayer, these abilities make entire groups stronger.

Ranged: Focusing holy magics on archery allows the calling of lightnings from the sky, the creation of divine moments of focus, and is the only expertise that allows the use of crossbows.

Huntress Chela

Like most Amazons of the Hundred Villages, the Huntress Chela has been well-trained in the fighting arts, and has fought alongside her sisters in dozens of battles across the Land.

As an Amazonian Huntress, Chela has spiritual ties to dozens of totemic gods and their animal representatives. While most Amazons worship only one totem animal, Chela believes that the totem gods are a collective pantheon, and that all of the totemic spirits are worthy of respect and reverence.

The Huntress Chela is the only one of the Oathsworn to have approached the Solonavi on her own. She came to them seeking knowledge about how to fight the forces of chaos in the world. When the Solonavi offered her the Oath, she swore it without hesitation, knowing she was much more likely to fight the enemies of the Land as an agent of the half-spirits than as a normal Amazonian warrior.

Skill Trees

Bear Stance: The Way of the Bear is the way of strength and power. The Amazon embraces the power in that stance to become a bastion of power in melee combat, tearing asunder all those that oppose her.

Jaguar Stance: The Path of the Jaguar is one of speed and skill. This Amazon predicts where the opponent's blade will be, and then moves to another location, letting their enemy's efforts be wasted, while they then counterattack with lethal grace.

Eagle Stance: The Flight of the Eagle is the way of the bow. Specializing in ranged death, this Amazon carries her bow with her at all times, aware of all movement around her, and ready to let loose with a flight of arrows at a moment's notice.





Kithana of Uhlrik

This undead Necropolis Sect warrior was born an Elf in the remote mountain village of Ashton over two centuries ago. Her family was of noble lineage in the Order of Uhlrik, a time-honored clan of Nightblades loyal to the Necropolis. In other words, the family business was assassination and Kithana was a quick study.

Rapidly learning the family ways, Kithana was hungry to know more, eventually seducing a prominent Necromancer into teaching her those dark ways. Again, she absorbed knowledge quickly, soaking up

the fundamentals of raising the dead and learning how she could wield terrible power in the future.

Meanwhile, the Vampiric Civil War was about to erupt, pitting the various Orders against one another with the savagery that only the undead can achieve. In the opening days of the wars, a rival house to Uhlrik, the Order of Vladd, moved swiftly against Kithana's family, in an obviously pre-orchestrated move. The surprise attack was well executed and most of the Order of Uhlrik was destroyed or driven into hiding.

Kithana fought bravely, but was ordered to escape and survive as an heir to the Order of Uhlrik. And so, following orders, she fled the conflict and watched as her beloved Order was destroyed. Adapting quickly and becoming a rogue agent hiring out to anyone that could pay, she used her skills to stay one step ahead of the perpetual Vladd assassins that trailed her.

When the mysterious race known as the Solonavi contacted her, Kithana was certain she was to be destroyed, but the Solonavi knew of her abilities, and offered her a role as Oathsworn instead. The Solonavi have extensive

resources and a vast information network, and now bereft of the support of her family or Order, Kithana saw the Solonavi offer as a way to not only help her survive, but also to help her exact revenge on her enemies. So she joined the Solonavi cause, but only because she has no one else to turn to, and only as long as the Solonavi remain useful to her. Should situations change, so might her actions.

Skill Trees

Necromantic: The Necromantic vampires study the division between life and death. They are the summoners of the undead, creating zombies and golems to do their bidding, as well as wielding powers revolving around resurrection and plague.

Physical: Using the speed and grace of her Elvish heritage combined with the strength and deviousness of the Vampire, following the Physical path hones her ability to hit opponents in critical weak spots, resist pain and damage, and become a veritable demon of steel in melee combat.

Vampiric: Embracing the bloodlust allows you access to some of the more traditional vampiric powers, such as renewing your health with the blood of others, charming with a gaze, assuming the form of a bat, and seeing into the nether world, among other things.



Janos Freeborn

Before he was born, Janos' family suffered five generations of imprisonment at the hands of Atlantean slavers. But after the liberation of the Dwarven people by the Black Powder Revolutionaries, Freeborn was

the first child in his family born into freedom rather

than chains. Changing his family name from Stonemason to Freeborn, Janos joined in the cause to establish a new Dwarven homeland and became widely known for his tenacity in the face of death, the very embodiment of the determination and will of any five of his forefathers combined.

Believing in the cause of freedom, and declaring himself a champion against oppression, Freeborn has become one of the fiercest warriors in the Black Powder Revolutionaries, doing whatever it takes to get the job done. Believing less in words, and more in deeds and honor, Freeborn has earned friends and allies throughout the Land, becoming fiercely loyal to anyone who first earns his trust and respect.

When the Solonavi approached Janos and warned him about the dire threats that face not only the new dwarven capitol of Silverholt, but also the entire Land, he knew he had no choice. If someone was going to save the world, then it had better be someone competent. To Janos, that meant Janos had to do it himself. He swore his Oath to the Solonavi immediately and hasn't looked back.

Skill Trees

Physical: The traditional path of most Dwarven warriors, this martial training focuses on axes and smashing weapons (like maces and shields), as well as teaching the warrior to focus the natural resistance to magic inherent in all Dwarves, making him much more resistant to the magics of the world.

Guns: After the Revolution, it's a rare dwarf that doesn't know how to use a simple rifle. But the warriors that specialize in Guns are formidable indeed. Able to use almost any weapon that utilizes black powder, they are not only amazing marksmen, but also can alter the rounds used by the gun to create blinding flashes, intentional ricochets, and explosions at range.

Explosives: When there weren't enough guns to go around during the Revolution, the Dwarves got creative instead, and a new group of black powder experts arose. Not just masters of the booby trap, but also able to imbue grenades with magic elements gained from magestones, these "mad bomber" dwarves become more useful by the day.

Sarus (Vharigar as Clix-Figure)

Sarus was hatched in the dark of the moon, the only survivor of a clutch of six thin-shelled eggs. By tradition, the lack of moon and the one-in-six survival mark the coming of a Watcher, a person fated to be present at pivotal events in history, but typically powerless to change them.

As word spread that Sarus was a Watcher, people began to naturally shun him, for those "pivotal events in history" generally create turbulence and death to anyone nearby. Those that fear change become increasingly uncomfortable the longer Sarus stays nearby.



No master would teach him long enough for him to learn a trade, so Sarus began wandering from place to place, and books became his companions. His brush with death at birth had left his wings thin and useless for flying. Many marked the passing of Sarus during his visits since he was a Draconum alone and on-foot, a most unusual sight.

But his disabilities made him a quick thinker. His outcast status made him self-reliant. To fill his time and give himself focus, he began to master arts of the magical persuasion, a skill that most Draconum shun in favor of more martial skills.

When he began to find his power, the Solonavi found him. Alone and without allies, Sarus was a natural agent for their purposes. They recruited him with threads of old knowledge as bait and payment. This is to Sarus' liking since the Solonavi have access to stores of knowledge that would advance his skills greatly. And for once, Sarus has patrons that don't fear being near a Watcher. The Solonavi want to be part of any pivotal events.

Skill Trees

Earth: Earth magic concentrates on physical strength, magical armor, and the ability to manipulate the ground itself. Ultimately, this area also allows transformation into the powerful Black Dragonform.

Fire: Fire magic focuses on ranged attacks using flame and heat. This can be used to create flame shields, but is usually used for walls of fire, meteor storms, and point blank explosions. Eventually, the fire mage can transform into the Great Fire Dragonform.

Storm: The storm mage controls both wind and water casting a wide variety of spells from ice bolts to hurricanes and chain lightning. The powerful Polar Ice Dragonform is the alter ego of a veteran Storm mage.