

Drone Golem

Galeshi Sorcerer

Thunder Drummer

High Elven Knight

Chitterling

Wylden Host-Leader

Chroma

Renowned amongst Draconum as numbering amongst the greatest Solonavi hunters in the Land, Chroma and her lifemate, Denkai, spent years of their lives tracking down and ridding the Land of the Solonavi and their pawns wherever they found them. But after being ambushed by the Solonavi in a remote mountain village, Chroma was nearly killed, and her love Denkai, was possessed by the wicked Solonavi, Vextha. When Chroma recovered from the battle, unaware that her love had become a tool of the Solonavi, Chroma vowed to hunt down the creature that slaughtered her love. After months of searching, Chroma's quest led to her own life-mate, Denkai, possessed by Vextha and being used as a puppet for evil. Her heart broken, Chroma fought Vextha with all her might, but in the end was defeated by her enemy and thrown down a deep waterfall into the heart of a mountain. When Chroma awakened, she found herself within a Magestone cave, washed up on the shores of a thundering gorge. While she was rescued by a blind High Elven monk and nursed back to health, she left his service as soon as she could in order to try to hunt down and either rescue, or provide merciful death to her love, no matter what it takes.

Vextha

As one of the most renowned war-leaders of the Solonavi, Vextha led a brilliant campaign of terror and deal-making throughout the diverse villages and cities of the northern mountain ranges. As the time when the Solonavi were on the verge of making their presence known in Rokos, Vextha was working hard to ensure that the northern mountains were filled with as many Solonavi spies and agents as possible. Between the Crusaders, Amazons, Dwarves, Draconum, Drakona, and human settlements scattered throughout the peaks and vales, the Solonavi masters in Rokos deemed it of the highest importance to disrupt the area as much as possible, so no one group would gain the upper hand. Vextha would have achieved this goal completely save for the work of two rival Draconum, Chroma and Denkai. While Vextha managed to possess Denkai for a time, and was able to defeat Chroma using her lover's body, he was forced to release Denkai, but wasn't strong enough to defeat him. Using his wits, Vextha left the Draconum warrior trapped within the confines of a deep, underground Dungeon, and now openly continues his mission to conquer the northlands - by any means necessary.

Magus Tivon

Born in the heights of the floating city of Atlantis, Tivon grew up during one of the brightest ages in Atlantean history. For years he trained in the arts of Technomancy, flew sky-machines around the glittering sky-towers, and worked through Tezla's schools for the magical arts. But when Prophet-Magus Karrudan was assassinated by a Black Powder assassin, Tivon's entire world changed in the space of a day. Asking to resign from his classes, Tivon joined up with first

the Guild, and more recently with the Imperial Legion as a battle commander. Over the last fourteen years, Tivon has seen the Land from one end to the other, and fought against Revolutionaries, Orcs, and Crusader threats to Atlantean security. As result of his fiery attitude and his reluctance to surrender or retreat, Magus Tivon is one of the few officers in the entire Empire recognized jointly by both Emperor Nujarek and Prophet-Magus Osiras for his trustworthiness as an officer.

Herald Calianthia

As a Herald of Rivvenheim and a top-rate commander within the Temple Masters, Calianthia schooled with some of the greatest military minds in the modern generation of High Elven warriors. As she was not of noble birth and not yet of a high enough status within the Temple Masters, Calianthia was not allowed to participate in the doomed assault on Khamsin. After the betrayal by the Atlanteans and the resulting slaughter, Calianthia found herself within a sudden rise of low-level officers being promoted within the ranks of the Temple Master armies. Since then, Calianthia has the opportunity to prove herself in ways that few non-nobles ever are able to within High Elven society, and has wasted little time achieving mastery over her battle skills, practicing her native ability to cast illusions and shadows, and to continue to solidify her complete devotion to the cause of High Elven law over the sea of chaos flowing in the Land.

Scorch

A dangerous rarity amongst his people, Scorch is a Half-Troll Wizard born with a gift for fire and destruction that few other mages are ever capable of matching. While Half-Trolls are looked down upon as being mere thuggish warriors by many Orcs and Humans alike, Half-Trolls are capable of being born with red skin - the mark of a Troll mage - just as much as a Forest or Mountain Troll of the far Wylden are within their own forest homes. Having destroyed an entire village after being taunted by a pair of doomed Orc bullies, Scorch has a temper problem that is very useful in combat - provided he isn't angry at the warlord that brought him to the battle in the first place. Ever since Scorch was old enough to understand the spoken tongue and the beat of the church drum, he has wanted to confront and destroy one rival sorcerer - the Troll wizard Maren'kar - and consume his heart as a way to bolster his own power.

Morathai

A champion of the Revolution, Morathai has fought for over a decade against the Atlanteans, whether at the city of Wolfsgate, defending the eastern borders of the Northlands, or at the climactic battle of Khamsin. Born of hardy Prieskan stock, Morathai takes his heritage very seriously, and has been known to both start - and finish fights with any Atlantean or Revolutionary that badmouths his people within ear's reach. While he will admit to the historical fact that the Prieskans have been dominated by the Atlanteans for centuries, Morathai will also state that the fact that his people survived so long under oppression shows their true caliber and strength, and that anyone that even hints that Prieskans are weak will soon find themselves with a mouthful of broken teeth.

Valkyrie Tazia

Having grown up in the arenas and blood pits of the Necropolis, Tazia is no stranger to bloodshed. From a young age this headstrong warrior wrestled feral dogs and small throttle worms for a share of the take, and as she grew, she specialized in slaughtering monsters and other non-humanoid beasts. Known throughout the Crusader kingdoms as "The Valkyrie", when she was offered the chance to have her own specially altered Necromantic mount, and to ride into combat against some of the most dangerous opponents in the Land, she begged for the chance to prove herself. While her first days with her winged mount were a trying time, dangerous to both herself and the others in working with her in the tether-ring, in time she managed to train her new friend to become the perfect aerial mount. Having already been responsible for the slaying of one of the nobles of Rangraz with a spear through the heart -

thrown from bareback through a fifth story window - Tazia is looking forward to earning both notoriety and reputation on her upcoming "Circuit of War".

Prince Warden

Born in the northern city of Rangraz within the ranks of a lesser but influential noble house, Warden fought with the fledgling Rebellion for all of his adult life against the tyranny of the Atlantean magocracy. Now, with the stunning victory at Khamsin and the rise of the Revolution, this warrior-prince finds himself in a very unusual place. While Rangraz had been freed from Atlantean control by such heroes as Blackwyn and Sarah Ythlim, and Warden benefited greatly from their efforts both politically and financially - the opportunities for personal advancement in the new Revolution quickly evaporated. Faced with a choice between two lives, that of a standard military officer or returning home to marry and take his place within the predictable path of his noble duty, Prince Warden desperately was looking for a third choice, when the choice found him - the beautiful Nadia os Darras, otherwise known as 'Black Thorn', hunted Warden out and made him one of her key officers in the ongoing "secret war" to keep Khamsin free from Atlantean saboteurs and spies. He gladly jumped at the chance, moved to Khamsin, and embraced the role of as one of the Black Thorn's key lieutenants, even though it meant turning his back on Blackwyn, the Northlands, and his own noble heritage.

Lady Ciara

First a musician, and a warrior second, Ciara is one of the few elves allowed to be born within the haunted vale of the Emerald Glade. Imbued with the power of the Wyld, Ciara is capable of using her power to shape not just wind and weather, but the hearts and emotions of the young dragons kept and trained within the Glade. Gifted with one of the great beasts for her own use, she soon learned the power of the dragon's might in combat, as well as saw firsthand the bleeding Magestone sores scattered throughout the Land. Dismayed by the tides of war and the destruction they cause, Ciara tends to choose her battles very carefully, and is keen to strike abruptly at an enemy general or king rather than starting campaigns that will lead to days or weeks of ecological destruction. While Prophet-Priest Tremelen finds her strategy sometimes foolhardy, it doesn't keep Ciara from continuing her work as the "Dragon Assassin", and doing her part of ridding the Land of those that seek to damage, poison or corrupt its vital essence.

Ironwolf

A barbarian amongst barbarians, Ironwolf is known throughout the western half of the Land as a warrior beyond compare. While the treason trial for the renegade warlord Raydan Marz caused many Prieskan warriors to resign their posts in protest, Ironwolf stayed on with the military, determined to show the true heart of a Prieskan on whatever battlefield his commanders chose to place him. While Prieskans are typically not given sizable command roles in the military, as their wild nature tends to make them rash, Ironwolf has ascended far above the Magestone ceiling imposed by the mages of the Guild. His effectiveness in the Battle of Rokos against the hordes of Orcs attacking the city - as well as thinking up the plan of crashing a damaged sky-citadel to repair a breach in the walls - has earned the respect of many of the generals of the Empire and the Imperial Legion. As result, Ironwolf has been allowed to pick and choose his own command, and he acquired a dozen of the fiercest Prieskans he could lay his hands on. With this fine men and women at his side - and his back - Ironwolf will continue his quest to prove to the Atlanteans that the Prieskans are the finest warriors in the Land, without question.

Battle Horse

Born from a long lineage of horses trained for war, these fearless beasts are the mount of choice amongst nobles and warlords throughout the Land for over a century. Before the human farmers pushed the Centaurs east across the Roa Galtor, driving them out of their ancestral homelands, these horses used to run free amongst the miles of open country north of the Bay of Darthion. Now, bred and trained for war, the horses symbolize fearlessness amongst many

noble houses, and are respected and coveted by riders from all the factions of the Land, including the Broken Tusk, the Dark Crusaders, and the brave soldiers of the Free Armies.

Cloud Griffon

While Elves throughout the Land have long raised Griffons to use as mounts, only the best and brightest are used by the battle-masters of the Temple Masters subfaction. Trained from birth to obey the psychic commands of their rider, these beasts take well to warriors blessed with the gift of empathy. While these beasts tend to slaughter lesser mounts in combat, as their talons and massive beak make it easy to tear off limbs or rip out throats, these small cousins of the larger Sky Griffons do not have the sufficient wing-strength to fly very far in the thin air of the Rivvenheims, and do their best aerial acrobatics in the dense air of the lowlands. While most Cloud Griffons are in the service of the Temple Masters, the Elemental Freeholders have liberated a number of these beasts from their High Elven cousins.

Desert Warbird

A common sight amidst the twisted crags of the Blasted Lands, these mean-spirited beasts of burden are used by trader, warrior, Orc and thief alike to transport goods and treasure from one place to another. Able to survive for weeks in the deepest parts of the desert with no food or water, these self-reliant birds have a mean, possessive streak that few warriors are able to tame. In a pinch, if survival depends on slaughtering one's own mate and chicks to have enough water to survive the season, these birds won't think twice about it, and will gobble up the sweaty innards without remorse. Commonly utilized as mounts by the Atlantean and Revolutionary factions, the Orcs especially love the Warbird out of the fact that they ride fast, they hold up well in combat, and are delicious to eat.

Horned Stag

Found roaming the deep forests of the Land, the Horned Stags are thought of as protectors of the weak, and as omens of good luck for those lucky enough to see them in the wild. While not usually kept as mounts, there are a number of warriors lucky enough to have gained the service of these noble creatures, or better yet, had access to tame and train young Stags as beasts of war. With their massive rack of antlers and a strength unmatched by any other creature of the Wylden, getting on the wrong side of this animal is one of the quickest ways to guarantee a trip to Sharise's dark realm. While the Elementals view the Stag as a symbol of the wild, and the Prieskans believe that Stags were the original mounts of the Priest-Kings, the Draconum appreciate them for their ability actually carry a heavy dragon-man into battle without complaint.

Pegasus

Found in woodland areas throughout the Land, especially in the southern coastal areas near Xandressa, Pegasi are loved by young and old alike. While the Atlantean devastation of the once primal-woodlands to the south and east of Atlantis destroyed a great deal of their natural habitat, Pegasus have been sighted as far west as Windsong Point, and as far east as the Sturnlander Cliffs rising up along the southern edge of the Wylden Plateau. While they do make excellent mounts for those capable of catching and training them, these playful beasts have a deadly rivalry with the sharp-spurred Flying Horses of the northern mountains, and will tend to destroy them and their Shyft masters on sight. While the Northlanders and the Orcs of the Broken Tusk enjoy the Pegasus' traits of loyalty and ferocity, the Crusaders managed to corrupt a number of Pegasi through a combination of alchemy and vampirism.

Salamander

While not the most comfortable mount to ride in the Land, a Salamander is a dependable beast with remarkable powers of flexibility and cunning. Blending the best aspects of a snake and a climbing gecko, these beasts can scurry along trees and rock faces just as easily as it can pad its way along the ceilings and walls of deep labyrinthine caves. With a darting tongue that can 'smell' prey with little difficulty, and a lithe, agile body that can turn to face even the fastest predator, the rider that gains the allegiance of this mount will earn the loyalty of a strange, but very determined ally. The Bloody Thorns even developed a special riding harness to allow a rider to hang on while the mount climbs vertical surfaces - ingenuity that was replicated by the Order of Vladd. The Draconum, having kept Salamanders as pets when in the Neophant stage, also appreciate the skills of these deadly creatures.

Sky Dragon

Much as the Wyverns and Drakes are lesser incarnations of the great dragons that populate the Land, Sky Dragons are believed to be in the same class of lesser dragons. Many Draconum believe these dangerous predators were altered by sorcery long ago to become a tool of war, while many Elementalists know that the Sky Dragons are to be called as defenders of the Land, much the same way that their larger counterparts can be depended on to protect the Land from destruction. Bearing a piping, high-pitched cry, these beasts can communicate with one another over great distances, and whole flocks of the beasts enjoy darting and flying amongst the river valleys near Caero. While the Elementals are the caretakers of this breed of dragon, the Draconum sometime befriend and use these beasts as scout animals and companions.

Technocat

Hastily constructed after the Solonavi's great spell doubled the amount of magic available in the Land, previous Technomantic designs thought unworkable were suddenly the vogue in the laboratories of Atlantis. The Technocat - a four footed, pouncing war golem with the capability to carry riders speedily across great distances - is now being tested in the battlefields of war-ravaged Prieska. While the Atlanteans have had great success with these mechanical Technomounts, the Orcs who have been lucky enough to capture these golems for themselves have also had a great deal of fun using Atlantis' own weapons to crush the Prieskan opposition. While the Golemcore and the Imperial Legion have first dibs on using these machines, the Shadow Khans hold these battle machines with great reverence, and steal them whenever they are able.