

Dark Dwarf

Overview:

A Dwarf that has rarely seen the light of day. Born in the deeps of the Kuttar Depths, this vile beast skulks in the Dragon City looking for treasure and meat. A master digger, but without any real language skills. Reverses Draconum as if they were gods.

Dark Archer

Overview:

A Dwarf that has rarely seen the light of day. Born in the Kuttar Depths, not strong enough to mine ore, this Dwarf searches the Dragon City looking for food for its tribe. Part of a larger tribe of Dark Dwarves. Reverses Draconum as if they were gods.

Whelp Skeleton

Overview:

Created as any other Skeletal, these Whelps have prowled the home of their fallen ancestors for centuries.

Whelp Zombie

Overview:

A Zombie Whelp in the last stages of rotting decay. Armed with a magical wand that blasts enemies with waves of fire, this menace defends the tombs of his fallen ancestors with a vengeance.

Poisonous Salamander

Overview:

Poisonous Lizard Men that have moved into the Dragon City sometime during the last few centuries, and bred quickly amongst the buildings and caverns.

Orc Builder

Overview:

Orc-like pets that run on all fours, throwbacks to a time when the Draconum used these beasts as servants and pets. Not a true Orc, but the genetic result of centuries of uncontrolled breeding within the Kuttar Depths.

Vengeful Ghost

Overview:

A Vengeful Ghost is the spirit of a long-dead Drakona, animated by its hatred for the living. While they rarely leave the vicinity of the Dragon city, these evil spirits can be found throughout the lush tropical valley, along the shores of the steaming caldera lake, or haunting the crumbling halls and temples littering the island at the lake's heart. Needing to feed upon the life energy of the living to survive, Vengeful Ghosts have long stalked the Mage Spawn living within the Dragon city. But with the recent invasion by Heroes intent on plunder, these Drakona ghosts suddenly have a banquet of life force upon which to feed.

Play Tips:

The Vengeful Ghost is affordable firepower, and if opposing figures don't have "magic" showing on their dials, can be particularly nasty. Magic Confusion can split up the enemy, setting up vicious close combat attacks. Even better, when the Ghost is knocked down a few notches, its

Vampirism kicks in, bringing it back into the Magic Confusion sweet spot. Include a spellcaster in your force in case a Ghost pops up next to you – a good magic blast can leapfrog the pesky Vampirism levels, and the Ghost's Cursed status means that it is particularly vulnerable to magic attacks.

Design Notes:

What we were looking for here was an aggressive damage-dealer that fell between the Spectre and the Wraith in power. The Cursed special ability reduces the overall cost, and when it loses that, its Vampirism usually allows it to regain lost damage through close combat. The final sculpt, a looming, ghost-white Draconum spirit, is particularly nice.

Scalesworn Specter

Overview:

Defenders of the city in life as well as in death, these humans defend the Dragon City with their unives. They have no minds save for combat, duty and annihilation.

Feasting Raptor

Overview:

Oversized jebta Cave Lizards, but without Cave Orcs controlling them. These run wild in the Dragon City, hunting their prey in quick-moving packs.

Magestone Guardian

Overview:

A construct of blocks of Magestone, this impressive guardian continues to defend the tombs of its masters against all comers.

Sand Minion

Overview:

A cloud of sand particles that takes humanoid form and sandblasts the life out of its opponent.

Horned Stalker

Overview:

A bestial Minotaur that runs on four feet, without intelligence or use of weapons.

Carapace Creature

Overview:

A creature drawn from the bowels of the deepest caves of the Kuttar Depths by the sound of ringing steel swords or picks.

Scale Servant

Overview:

A Lizard Man made immortal by Drakona magics. The sworn guardian of the hidden Drakona crypts.

Scale Magus

Overview:

A Scale Magus is a kind of Lizard Man made immortal by Drakona magic. Created centuries ago by the Drakona to stand as guardians over their cold barrows, the Scale Magi have used their powerful spells to destroy the few interlopers who found their way into the hidden mountain valley. Now that the Drakona are awakening, and Heroes are more frequently finding their way into Dragon's Gate, the Scale Magi must use all of their abilities to protect their ancient masters from harm.

Play Tips:

Ally the Scale Magus with a bunch of cheapies – skeletons and other low-cost chaff is fine. Throw your chaff in front to slow down the opponents, then shockwave the lot of them, probably wiping out your chaff in the process. That's okay – once the Magus itself takes a few hits, you can bring back the chaff like new. Another neat trick with this figure is to knock it down to Summon, then use it to suck up all the cheap figures from the Mage Spawn pool, removing some of the threat of monster-summoning chests. Of course, you don't want to be near this milling collection of Mage Spawn on the board!

Design Notes:

The Scale Magi are to Lizardmen as Drakona are to Draconum – twisted, evil, and much, much nastier. The Scale Magus defines the idea of uncaring, reptilian predator – it really doesn't care who gets in its way, and is willing to hurt friend in order to wound foe. Only once it gets into the thick of things does it realize that it needs its allies, and that's when its Summon ability comes into play.

Vurgoyle

Overview:

A massive Gargoyle that can tear apart Heroes with its bare hands. With its strong, stonelike skin, it is very hard to kill.

Slag Troll

Overview:

A four-armed Troll race of Neanderthall throwbacks that stalks the halls of the Dragon City.

Primal Shifter

Overview:

A creature that morphs and changes from one body type to another almost faster than the human eye can see. A shapeshifter and cunning predator, with the ability to mimic almost any living being it sees, the Primal Shifter is a nasty thing to face.

Lightning Minion

Overview:

A creature formed of raw, seething electrical energy. Attracted to warriors wearing a great deal of metal, or wielding oversized metal weapons.

Shadow Servant

Overview:

A Shadow Servant is a Hero possessed by an evil spirit, driven by the sheer force of the spirit's will to perform dark acts. Transformed physically and magically by the inhabiting spirit, the Hero

becomes little more than a thrall in the service of its new master, slaughtering anyone that gets in its way. While the physical manifestation of rope-like tentacles marks the final stage of possession, for some Heroes the transformation takes weeks or months to achieve, during which time their personality becomes altered and corrupted by the power of the spirit within.

Play Tips:

The Weak version of Shadow Servant is a nasty treasure chest surprise for the more rewarding treasure chests, slipping in at just a hair under 50 points, but the more expensive versions help define the idea of "scary monster." This is definitely one figure that you want to spring on your opponent – its Terrify works to keep foes at a distance, where its Magic Blast can pick them apart. If a Shadow Servant joins the party, make sure you're packing enough ranged weapons to bump it out of its sweet spot fast, and fire at it at a distance to avoid its Vampirism.

Design Notes:

Swiss army knife of Mage Spawn! The Shadow Servant's Terrify keeps enemies at a distance, which is just where you want them. Magic Blast allows you to tear apart those frightened foes in quick order. With Nimble, movement isn't a problem, so popping out and blasting away is particularly nice. And should the Shadow be damaged out of its initial clicks, its Magic Confusion will allow you to manipulate your enemies closer to you, and its Vampirism keeps it alive while your opponent's Heroes wear thin.

Possessed Draconum

Overview:

A Draconum from the modern era possessed by spirits controlled by the Solonavi. The Draconum has been sent, against its will, to Dragon's Gate to investigate what lies within. He's armed with a Solonavi weapon, and will destroy anything that gets in his way, whether friend or foe.

Pit King

Overview:

The Pit King, much like the rest of the Dark Dwarves, was born in the Kuttar Depths, in the lightless caverns far below even the deepest surface mines. With the recent awakening of the Drakona from their magical slumber, the Dark Dwarves – once among the chosen servants of the dragon-men – now follow their Pit Kings to the Dragon city to retake their vaunted position as servants and warriors of the Drakona. With them, the Pit Kings bring chests of gold and Dwarven-forged weapons to honor their god-like masters, and take up the defense of the city as if it were their own.

Play Tips:

Blood! Blood and souls for the Pit King! This lord of the depths is an unrivaled close combatant for its point cost. A wide and devastating front arc (270 degrees), Weapon Master, and a high attack value of 12 comprise an offensive package capable of crippling even the most powerful Heroes. Dwarven Magic Immunity coupled with a 17 defense give him protection from weaker Heroes in the Dungeon. Though its Command special ability makes it a useful support piece, don't hold it in reserve – attack!

Design Notes:

The Pit King is a figure that makes Frenzy work to its advantage – you have to give it actions, but you want to give it actions and get it into the fray. It has depth, click upon click of Weapon Master and Magic Immunity (dwarven heritage, there), and at the end, Sweep and Berserk! The downside in the dungeon is that Mage Spawn with Command provide an opportunity for both sides to get more actions per turn. So watch for opportunities to move a bunch of Spawn – and to have them moved against you as well.

Dragonslayer

Overview:

A large half-troll of unknown descent. His original name remains unknown the only communication he will have with others concerns his overwhelming desire to destroy any dragon, or dragon-like being he can find. Obsessive and perpetually enraged, he is normally given a wide berth.

Drakona Myrmidon

Overview:

A powerful Drakona warrior that wants to exterminate every Elf he can catch.

Drakona Priestess

Overview:

As one of the recently awakened Drakona, shocked out of her enchanted sleep by treasure-seeking Heroes, the Priestess has quickly taken a position of leadership among the subraces that serve the Drakona. As she was once a healer and a battle physician among her kin, she has taken it upon herself to lead armies of Dark Dwarves, Scale Warriors, and undead Whelps against the Hero invaders, and will not stop until her city is cleansed of treasure-seeking vermin.

Play Tips:

Dark and terrible, the Drakona Priestess reserves her fickle mercy for only her own slavish minions. A powerful healer and combatant, the Priestess makes a dangerous Master Adversary, revitalizing a Mage Spawn assault while dealing heavy damage at a respectable 10-square range. Keep her in reserve to enhance and support your dungeon defense. If you're fighting her, you want to try to engage her in close combat to keep her ranged attacks at bay, but her Terrify ability makes that easier said than done.

Design Notes:

The Drakona Priestess is a Master Adversary – she's not going to show up as your typical yellow or blue wandering monster. Yet what an Adversary – she packs healing power early and often in the dial, giving her minions an extended lifespan in combat, and Magic Enhancement to help out her posse. She does play well with others, and makes for a particular nasty mastermind. Even on her own, with a high damage value and good range, she is a force to contend with.

Drakona Majoris

Overview:

A warrior Draconum awakened from the long sleep. While crippled physically, this Drakona is capable of using great magical powers that can quickly destroy a party of unwary Heroes

Thiefbane

Overview:

A monster mimicking a treasure chest, Thiefbane snaps, bites, and imprisons any thief who dares get too close.

Magebane

Overview:

A monster mimicking a treasure chest, Magebane blasts any wizard foolish enough to get too close.

Draconum Praetor

Overview:

A judgmental Draconum who believes that the Dragon City should remain untouched and preserved for all time to come. Antagonistic to everyone, and therefore treated as a Mage Spawn rather than a Draconum.

Grappler

Overview:

An insectile creature that haunts the tunnels beneath the Dragon City.

Darkling Symbiote

Overview:

A Elemental Priest who used a Drakona ritual to combine himself with a Elemental construct. In exchange for permanently bonding himself to the Symbiote and losing every bit of his sanity, the Elf gains great strength and magical power.

Minotrorc

Overview:

An Orc who has trained a hideous Mage Spawn to act as his mount and his bodyguard.

Keela Wolfslayer

Overview:

A female Amazon warrior armed with two staves embedded with wolf's teeth.

Thiana Farseeker

Overview:

A female Amazon warrior who uses a crystal ball to predict the future.

Thrush

Overview:

A keeper of secrets and a sworn destroyer of the undead and the Necromancers who created them.

Sky Heron

Overview:

An Amazon female in blue who specializes in throwing knives and multiple fast attacks.

Queen Aurora

Overview:

An Amazon Queen adventuring for gold and artifacts in the Dungeons of the Land.

Gervin The Loyal

Overview:

Gevrin the Loyal is a member of the Rivvenrose Heroes, sent by the High Elven Council to discover the mysterious origins of the Shyft. While their expedition to the Kuttar Depths was fraught with the usual dangers – Mage Spawn, treacherous Rebel snipers, and the occasional raid by battle-hungry Orcs – Gevrin never expected that their quest would take them to a place

as fantastic as the Dragon city. While disappointed that there is little to no sign of Shyft presence in the city, the mystery and danger lurking within the ancient barrows is enough to pique the interest of Gervin and his team of competent High Elven warriors.

Play Tips:

A pure warrior, Gervin's low cost will give players options. His prolific amount of Weapon Master gives him astounding damage potential. A high defense value coupled with Toughness and Battle Armor allows him to both dish out and take the damage. If he is hurt beyond his Weapon Master ability, the 3 damage deep into his dial makes him dangerous. Fifth-level Invulnerability is the icing on the cake.

Design Notes:

Gervin is an old-school warrior – damage and armor with Weapon Master, Invulnerability, Toughness, and Battle Armor. In addition, all the Dragon's Gate Heroes get a "last gasp" ability on their final clicks to keep them in the game until healing arrives (uh, you did bring a healer, right?). In Gervin's case, it's a dollop of Toughness, which can keep opponents at bay at the end of battle.

Lady Arowyne

Overview:

Armed with two magical wands that allow her to heal or harm at will.

Lady Skeri

Overview:

A Knights Immortal Paladin dressed in full armor.

Steel

Overview:

A Knights Immortal warrior dressed in leather armor and armed with two magically sharpened axes.

High Priestess Jaysari

Overview:

A commander of High Elven Heroes, she is on a holy quest for the Heiramman gods to recover artifacts from the First Age of the Land.

Vija of Vladd

Overview:

A warrior serving the Order of Vladd, a counselor of Deathspeaker Aeradon's.

Phinidae

Overview:

Phinidae is a Sect Elf warrior obsessed with knowledge – and a master of ancient languages. As part of the Deathblade Hero group, Phinidae and her companions don't seek gold or treasure within the Dragon city, but answers about the history of the Land, and the role of the deadly Drakona in the Land's history. From the weathered claw-carvings she has already noted on the outer pillars of the city, Phinidae believes that the answers to all of her questions lie in the barrows below, and that the Drakona must be confronted and destroyed if the truth is to be

revealed.

Play Tips:

Phinidae is a rarity among Heroes. Selfless to a fault, she'd rather you spend your experience on other members of her team. Phinidae's Stealth at second level allows her to help disarm the occasional trap. After that, she's pretty solid going to higher levels, so leveling her up should come after her team members. The one exception is if you're facing magic, in which case you should get her to her fourth level in order to gain Magic Immunity.

Design Notes:

Phinidae is a rogue Necropolis Sect warrior – she gets the Stealth and Regeneration, but she's a Hero as opposed to a minion in the Sect's Dark Crusade. She's definitely a team player, and while her Magic Freeze provides openings for her fellow warriors, she probably shouldn't be on the front line. She gets a dash of Stealth at the end of her dial so that she can clink off for some R&R.

Zektabi

Overview:

A Priest of the Blood Goddess, armed with black knowledge and powerful magic.

Brethan Kyle

Overview:

A Sect Elf thief from the Necropolis armed with twin hook blades.

Scakul

Overview:

A human heavy fighter from the Vurgra Divide.

Cedora

Overview:

An Elven archer who uses a special kind of forked arrow that whistles when fired.

Jarl Stonehill

Overview:

A Dwarf who gave up his family, his Faction and his Rebel ties for the chance to discover the location of ancient holts in the northern and western mountains. Will serve the Draconum willingly for the duration of his short life.

Arjen Lightbringer

Overview:

A High Elven Scalesworn warrior. Having devoted his life to honing his skills, learning the Draconum martial arts was the next logical step once he completed his training in the Rivvenheim warrior temples.

Wisp

Overview:

A quick-witted Scalesworn assassin who is sworn to the Draconum way of life and loves every minute of it.

Gora'din

Overview:

While most Dragons that serve the League serve willingly, there are a few among the esteemed number that embrace the path of destruction rather than service to the Land. Gora'din, a member of the Dragon Hunters, works with his multifactional compatriots to seek out and destroy rogue wyrms before they cause too much damage. While often accused of being a glory-seeker by his Troll comrades, Gora'din has bagged three Dragons over the course of his career, and laid waste to any other number of Mage Spawn, Shyft, and meddling Heroes that got in his way. Although capable of great destruction all by himself, Gora'din works best when spearheading an attack group of well-armed Heroes.

Play Tips:

Gora'din's advancement occurs in two big pushes. First you want to get him to Level 3, where his 4 clicks of damage truly rule. Then concentrate on the rest of your party, bringing them up to his level. Finally, make the push to Invulnerability for Gora'din. The Troll Champion is a combat animal with a deep dial, so don't be afraid of putting him in harm's way. Trust his level advancement (and if need be, Regeneration) to restore him to his nasty stats. His chief drawbacks are his lack of ranged combat ability and slow movement. For a balanced party, allies with speed and range are a good bet when running Gora'din.

Design Notes:

Mmmmm . . . Troll Champions. Gora'din brings us the crunchy goodness of Troll-ocity within the compact, experience-gaining form of a Hero. Powerful to start out with (he is, after all, a Troll), he advances nicely through the ranks, turning into a true monster at his highest levels with Invulnerability and Weapon Master. The trailing end of the dial is equally Trollish, with Regenerate capable of popping his nastiness back into the Berserk slots. As with the other *Dragon's Gate* Heroes, he gets a little bonus when demoralized – in his case a bit of Battle Armor to keep him safe(er) from ranged attackers.

Charis

Overview:

A renegade Atlantean Magus questing for knowledge and adventure.

Elabeth the Pure

Overview:

A High Elven divinomancer who uses rune cards to predict the future.

Baran Skullcracker

Overview:

A crazed Hero from Scythria looking for any chance for adventure. Barbaric by nature but dependable in battle.

Ryjalon

Overview:

A shamanic Draconum that the other members of the Dragon Hunters Hero group are both sworn and apprenticed to.

Aegis

Overview:

Seemingly immune to even boiling water, this Carapace Creature is often seen swimming in the lake surrounding the Dragon City.

Leaper

Overview:

A Scale Servant known for being the fastest runner among his peers. Often used as a courier or distance scout by the Drakona.

Sauria

Overview:

An immortal Lizard Man warrior, trained in the arts of magic by the Drakona. Like the Orc Builders, the Scale Servants work to ensure that the city is maintained.

Granite

Overview:

The strongest of his kind, this monstrous Mage Spawn lives on the highest rooftops of the Dragon City with his bloodthirsty brood.

Slobber

Overview:

Even dumber than his fellow Slag Trolls, Slobber often shrugs off injuries simply because he fails to realize they happened.

Masque

Overview:

A Doppelganger creature that can take on a variety of shapes—including the visage of any Heroes intruding into its maze-like lair.

Thunderclap

Overview:

A creature remaining from the First Age, this Minion ensures that the slumbering Drakona are protected. Its lightning blasts have the strange quality of causing metal to become highly magnetic, usually rendering most warriors helpless within the first few

Hope

Overview:

An alien invader of the Dragon City, this tentacled beast prowls the streets looking for prey and treasure. She can walk on her tentacles much as an experienced performer can walk on stilts.