

Boomstone

Boomstone is a Thunder Golem redesigned around one of the new red magestone golem-brains. The addition created a Thunder Golem who is sentient--or at least very nearly so. Boomstone has of course heard of Redgear Bowlblade and his Steelhands, but he is quite happy blasting things to bits for his Atlantean friends, and sees no reason to stop doing so.

Brass Assassin

The Brass Assassin is a variation on the Impaling Golem designed for stealthy elimination of key targets. Select implantation of red magestone has increased the initiative shown by the construct, but has left it still far short of sentience.

Charis

Charis returned to the fold when the Apocalypse Dragon began its rampage, returning to Atlantis in an attempt to save the Empire he realized he still loved.

Coral

Although her father Dagon succumbed to the lure of the Apocalypse Cult, Coral has remained true to the Atlantean Empire. She is sometimes viewed with suspicion due to her father's frenzied loyalty to the forces of the Apocalypse, but her continued success as a treasure hunter and relic-finder keeps her in favor.

General Russo

Now that Rayden Marz has taken Prieska, General Russo has been called back to serve as General Volkare's second-in-command in the Imperial Legion. Russo sees the transfer as a demotion, but remains loyal to Jeet Nujarek's regime, determined to excel in his new position and demonstrate his worthiness for promotion once again.

Inquisitor

In order to ensure the continued loyalty of the Imperial Legion, Emperor Nujarek has embedded picked Inquisitors into each cohort of the Legion. These fanatics watch the Legionnaires for any sign of weakness or disloyalty, and are quick to purge any malingerers with the array of technomantic weapons at their disposal.

Kore Gunner

The Kore Gunners wield one of the newest weapons created by the Golemcore, a heavy gun which fires brass spheres with magestone cores that can be launched over the heads of a Golem spearhead and into the enemy ranks, where they explode with lethal effect.

Maelstrom Golem

When the Solonavi spell increased the magic level across the Land, many of the giant Maelstrom Golems began to act strangely. They exhibited greater intelligence and independence than before, but were also much more aggressive. Until recently, the Golemcore had been holding these Maelstrom Golems back from battle in order to study them, but with the Apocalypse Dragon unleashed, and the power of the Black Powder Revolution on the wax, the heads of the

Golemcore have decided that the time has come to unleash the strange new Maelstrom Golems on the battlefield.

Magestone Lord

As chaos spreads across the Land, and more and more magestone mines are cut off from their supply lines, the Magestone Lords who command most of the smaller mines are becoming more and more important.

Magus Anendu

When the alliance with the Elven Lords disintegrated and the siege of Khamsin failed, Magus Anendu was recalled to Atlantis in disgrace. Magus Alament Lan approached Anendu, and soon embroiled him in the Delphana plot to seize power within the Empire once more.

Submersible Golem

Designed by Jolum the Fish in 433 Tz to work alongside Iron Lung troopers, the Xandressans have recently begun to purchase large numbers of the Golems from the Atlantean Empire for use guarding their ships. With Xandressan Sailors to protect them, and Captains to guide them, the out-dated Golems become a potent defensive weapon.

Syndak

With the defeat of the combined Draconum/Drakona army in the Battle of the Egg, many Draconum have once more left the northern mountains, seeking to improve themselves elsewhere in the Land. Syndak returned to Atlantis, where he was able to make a deal with the Imperial Legion, trading his service for the promise of enough magestone to complete his next Chrysalis.

Xandressan Captain

Xandressan Captains lead by example, inspiring great trust in the other members of their family-crew. Lately, many Captains have been adding Submersible Golems to the defense forces of their ships in acknowledgement of the increasing danger of doing business. The fact that the addition of these Golems makes the crew of their ship that much more effective as a raiding force is not, of course, overlooked by intelligent Captains.

Xandressan Sailor

Xandressan Sailors are not warriors by nature, but they are extremely skilled at defending themselves and those around them, as their allies are usually their family-crew.

Arowyne Painbringer

The Lady Arowyne revealed her true allegiance to the Apocalypse with a blast of magical energy that nearly killed fellow Rivvenrose Hero Lady Skeri. Now Arowyne Painbringer stands at the side of Preceptor Nala, using her considerably magical talent to lay waste to the foes of the Apocalypse.

Contri Oathbreaker

During one of his expeditions for the Solonavi, Seeker Contri came into contact with an Apocalypse-tainted artifact of immense power. With the aid of the artifact, he was able to break his Oaths to the Solonavi and join the Apocalypse as Contri Oathbreaker.

Dagon

While some Xandressans, such as Captain Onishta, work with the Apocalypse cult to accomplish their own goals, some, such as the former Hero Dagon, have thrown their lot completely behind the way of the Apocalypse.

Dark Berserker

It is not only humans and elves who join the cult of the Apocalypse; some forest trolls have seen the devastation caused by humans and elves throughout the Land and have taken up with the Apocalypse Cult, having decided that it is the existence of humans and elves that threatens the Land, and if the Apocalypse succeeds, the Land will be safe from the tyranny of man and elf. These trolls are amongst the most dangerous of the minions of the Apocalypse, as they are willing to give their lives for the Apocalypse and the Land without a second thought.

Desert Bladestalker

In their looting of the tombs of the Blasted Lands, many of the Desert Bladestalkers have unfortunately come into contact with artifacts of the Apocalypse and have joined Preceptor Nala's cult as assassins and scouts.

Draconum Mummy

Corrupted by the taint of the Apocalypse, this former guardian of the Black Pyramid has emerged into the world with the sole purpose of destroying the life denied to it.

Flayed Lord

The taint of Apocalyptic artifacts buried beneath the tombs guarded by some Flayed Lords have not only freed the undead monstrosities from their bonds, but also twisted their commands to defend against intruders into a wish to destroy all who oppose the Apocalypse Cult.

Guardian Sphinx

Like many creatures of the Blasted Lands, the Guardian Sphinxes have been twisted by the influence of the Apocalypse spreading from the Black Pyramid. Despite the efforts of the Elemental Freeholders in keeping actual creatures of the Apocalypse from leaving the Black Pyramid, the taint still seeps across the Blasted Lands, corrupting those it encounters.

Hawk Guardian

Created to destroy intruders into the Black Pyramid, the Hawk Guardian has recently been released from its bonds in order to walk the Land, destroying those who oppose the Apocalypse Cult. Only a few have thus far eluded the army of Elemental Freeholders who stand guard over the Black Pyramid, but even those few are dangerous enough to give worries to any who cross the path of the Apocalypse Cult.

Jackal Guardian

Originally created to test those who found their way into the Black Pyramid and see if they were worthy of the treasures within, the Jackal Guardian has been twisted by the Apocalypse so that it now seeks to test anyone it comes across to see if they are worthy of living.

Khoura

Like Contri Oathbreaker, Khoura found a tainted artifact deep within one of the Dungeons she raided with Amir and Hazna Bez after the disappearance of fellow Galeshi seer En-Zar. This artifact began to exert control over her slowly at first, but in time, she came fully under its sway, and now seeks nothing more than to further the goals of the Apocalypse Cult.

Mummy

Mighty warriors and pious priests of ancient cultures were often laid to their final rest with wondrous artifacts. With the resurgence of magic throughout the Land, many of these artifacts have been revealed as corrupting Apocalypse relics. The power of these artifacts has returned many of the dead to the land of the living, where they serve the will of the Apocalypse without sustenance, rest, or question.

Possessed Draconum

During the Battle of the Egg, several Draconum were captured by the forces of the Apocalypse. Through abominable rituals, the dragon-men were turned into hosts for spirits of the Apocalypse. Now they have been let loose on the world, their powerful Draconum bodies filled with the fury of the Apocalypse.

Rurik the Cursed

Rurik never found what he was looking for in the dungeons of the Land, and emerged a broken elf. Whatever faith he had in the Elven Lords shattered, Rurik turned his back on the Heiramman gods and took up worship of the Apocalypse. In turn, his magical abilities have been amplified, although the increase in his power has affected his memory and personality. On the battlefield, he rarely remembers the spells of healing which used to be his forte, using his power to blast apart his enemies instead.

Cindrata

Cindrata is another of the Draconum who left the encampment of the Draconum and Drakona after the Battle of the Egg. Although she has returned to the slopes of Nepharus Mons and her former sister Amazons, it is still unclear whether she will side with Queen Corella's wolf clan or against it.

Amazon Huntress

There are Amazon Huntresses on both sides of the Amazon Civil War, and their skill with black powder weapons is equally feared by commanders on both sides.

Amir

When Darq the Corrupt set himself up as Prince of the Moonborn and destroyed the Galeshi way

of life, Amir decided that gold and fame was not enough when you did not have a home to return to. Now he struggles against the corruptors alongside the Sunborn and their Black Powder Revolution allies.

Baran Skullcracker

Baran is still as crazed as ever, but the Scythrian has thrown his lot in with the Black Powder Revolutionaries after meeting Rachel os Torgard, the Red Duchess of Khamsin. The Red Duchess made such an impression on the barbarian Hero that he promptly swore his allegiance to her, and has served her ever since.

Dwarven Axe-Knight

These brave warriors of Marway, dwarven goddess of Tinkers, continue to guard their people among the northern mountains. Many, however, have been drawn to the newly re-opened holts in Scythria, and have taken the long and dangerous journey from their northland homes to the southern mountains.

Dwarven Hammerskald

Hammerskalds often lead groups of Dwarven Axe-Knights and Thunder Gunners in their search for new holts, or serve as unit commanders during battle. These dwarven heroes not only lead their fellows on the field of battle, but also command respect in council.

Dwarven Stomper

As the abilities of the Dwarven Tinkers increase, they are able to create more efficient golems and upgrade older ones. Some tinkers have experimented with using red magestone to boil water and power their Golems, and have been able to increase the power of older designs. Additionally, they have been able to design more efficient cogwheel circuits to control the golems and so increase their independence. The success of the Dwarven Stomper design led to a number of them being the first to be upgraded in this way.

Dwarven Thunder Gunner

The Thunder Gun is a high-speed fuser used by some Dwarves to lay down covering fire for the advance of their more melee-minded companions. It may not be the most accurate weapon in the world, but it puts a frightening amount of lead down-field.

Galeshi Sun Prophet

Many of the remaining Sunborn Prophets have trained with the Forgemasters and carry artifacts forged by the Dwarven masters that allow their magical blasts to pierce the defenses of even the most warded opponent. Unfortunately, these artifacts have a tendency to backfire when assaulted by powerful magical forces, a weakness the Forgemasters are still working to correct. The Sun Prophets view this as an acceptable risk to take in exchange for the power to blast through the defenses of even the toughest Vampires opposing them.

Red Duchess of Khamsin

Rachel os Torgard remains one of the pillars of the Black Powder Revolution. Although the Bloody Thorns have been gaining prestige due to their actions against the Atlantean Empire, the Red Duchess of Khamsin (so named for the heraldry on her armor rather than any position

within the nobility of Khamsin) has retained her position of honor thanks to her stalwart defense of the Revolution's capital city.

Sentry Golem

The enhanced gear-work brains created by the Forgemasters have allowed the Revolution to upgrade many of their Sentry Golems with better pattern-matching and movement skills. These upgrades mean that the Sentry Golems can actually be used to guard Black Powder camps, as their name suggests, and also means that they are much more dangerous in combat.

Snow

Snow is a legend in his own time. It was his bullet that killed Prophet-Magus Karrudan and ignited the Black Powder Rebellion, and he has been at the point of the sword many times since, foiling the Atlanteans at every turn. He has served Blackwyn for years, and is a trusted friend of Sarah Ythlim, but most recently he has been working with the Black Thorn to strike down Atlantean commanders along the border with the revitalized Khamsin city-state.

Soulbound

Moonborn vampires bound to the Black Powder Revolution by Galeshi spells and Forgemaster relics, the Soulbound hunt the Moonborn in their own element, striving to take back the night from their corrupted brethren.

Thorn Commando

Thorn Commandos are members of the Black Thorn's band of shock troops, the Bloody Thorns. These gunmen are willing to do anything in order to defeat the Atlantean Empire and protect the Black Powder Revolution.

Death Merchant

Death Merchants are experienced pitfighters blessed with limited Vampirism who live to see fear and pain upon the faces of their enemies. While they work themselves into a frenzy before battle, they are only human, and if they are struck often enough, they will flee the field, to fight again another day.

Deathspeaker Darq

The leader of the Deathspeakers, controller of the Blood Crusade, Prince of the Moonborn, corruptor of Kossak Mageslayer and General of the Order of Vladd, Deathspeaker Darq is one of the most powerful forces in the Dark Crusade.

Delara

Carlana's elevation to Mortifier burned Delara's pride, as it was a position Delara felt should be hers. Unlike Jadreen, Delara remained faithful to Darq through this, sure that his continued rise within the ranks of the Dark Crusade would gain her additional influence. Thus far, her dreams have been fulfilled, and Darq has tutored her in the Necromantic arts, furthering her education and increasing her power.

Galeshi Cultist

Moonborn sorcerers devoted to the Blood Cult, the Galeshi Cultists will do anything necessary to keep Deathspeaker Darq in power, as he is the key to their increasing power-base in the Galeshi Desert. So devoted are they to the Blood Cult that they will gladly give their lives to strike down Sunborn or any others who threaten the hold of the Moonborn on the Galeshi Desert.

Necropolis Judge

With the rejuvenation of the Blood Cult and the Order of Vladd's increased power within the Dark Crusade, Necropolis Judges have had a great deal of work to do. These vampiric warlords are charged with infiltrating human and elven communities and corrupting them from within. Although they prefer to strike from the shadows, when pushed, they are frightening presences in combat.

Nightfiend

Nightfiends are thralls of powerful Deathspeakers who have been given the first taste of vampirism in exchange for an oath of unquestioning obedience. Their newfound powers make them excellent assassins and bodyguards, but can drive them into a bloody frenzy if their will is too weak for the strain.

Phinidae

Armed with the knowledge she found within the Dragon's Gate, Phinidae has returned to the Dark Crusade to continue her quest for further power and understanding. Her magical abilities have been increased with the learning she gained in the ancient Drakona city, and she can now defend herself against magical attacks and strike back much more effectively. She also returned with several of the powerful dark dwarven Pit Kings in thrall, and delivered them to the Dark Crusade for service.

Pit King

Dark Dwarven Lords from beneath Dragon's Gate, the ancestors of the Pit Kings served the ancient Drakona. Several of their number were enthralled by Phinidae and brought out into the Necropolis, where they were bound with spells so that they fight for the Dark Crusade. They may have to look up to most fighters at the beginning of combat, but they soon cut their opponents down to size.

Sect Executioner

When Dark Prophet Soma was overthrown by Aeradon, nearly all of the Sect Executioners swore their allegiance over to the new Dark Prophet. Some, however, have taken the opportunity afforded by the death of the old Dark Prophet to make ties to Deathspeakers and other warlords within the Dark Crusade. When formerly the Sect Executioners were incorruptible agents of the Dark Prophet's will, now one never knows who a particular Sect Executioner is working for.

Sect Hunter

Sect Hunters work closely with Blood Demons to track down those who have displeased the Deathspeakers. Since Darq's elimination overthrow of the former Deathspeakers, some of the

Sect Hunters have gone rogue, but most happily do the bidding of Darq and his cronies.

Spiritcatcher

Working as closely as the Spiritcatchers do with ghosts, wraiths, specters, and other dark spirits is wearing on both soul and body. Experienced Spiritcatchers have begun to depart the land of the living, fading into an incorporeal form as they consort for greater periods of time with the various dark spirits of the land.

Kroxysmatus

Kroxysmatus had sworn his service to Deathspeaker Aeradon and when even the rest of the Vampiric Draconum returned to the Valley of the Egg, Kroxysmatus remained behind. Now that Aeradon has attained the position of Dark Prophet, the Vampiric Draconum has gained even more power, as he is one of the few within the hierarchy of the Dark Crusade that Aeradon knows will not betray him if given the chance. This measure of trust is given because Kroxysmatus has been driven mad by his vampirism, and wishes nothing more than to see the whole world a land of Necromancers and undead.

Vladd Crusader

Among the most loyal warriors of the Order of Vladd, Darq has made the Vladd Crusaders his battle lieutenants. Although they are sent across the land to further the cause of the Dark Crusade as a whole, they remain loyal to Darq alone, and are prepared for the day when the Deathspeaker will make his move to remove Aeradon and become the supreme leader of Necropolis.

Zombie Baron

Although the rise of the Blood Cult and the Order of Vladd has unbalanced the ratio of Vampires and mortals to necromancers and undead within the Dark Crusade, the Crusade still depends on a mass of undead bodies, and the Zombie Barons and other Necromancers are needed to keep them in line.

Bladesmith Draconum

The Bladesmith Draconum, as his name suggests, forges weapons for other Draconum to use. Now that the Solonavi spell has increased the level of magic in the Land, some Bladesmiths can even forge relics in conjunction with magic-wielding Draconum. In addition to creating weapons for other Draconum, Bladesmiths practice with the ones they forge, and are formidable opponents on the battlefield.

Demiphant

After the Battle of the Egg, these priests of the Dragon Gods became distrustful of their Drakona cousins, blaming the loss partially upon the alliance the Drakona forged with the Draconum. Believing that the true path to magical enlightenment lies in mastering the simpler forms of ley energy, they rely more on their innate magic than in the "artificial" spells concocted by others, though when the need arises they can cast spells with deadly efficiency.

Drakona Majoris

After the loss at the Battle of the Egg, these elders of the Drakona felt the defeat came because

their Draconum cousins had strayed too far from their ancestral roots. As such, the Drakona Majorii remained with the Draconum to teach them spells and mystic secrets to bring them closer to the Drakona ideal.

Drakona Myrmidon

When the Majoris elders and the Priestesses remained with the Draconum, the fiercely loyal Myrmidon warriors remained to guard them, as well as to provide their exceptional martial expertise to Draconum desiring to further hone their fighting skills.

Drakona Priestess

Unhappy with the loss of the Apocalypse Dragon's Egg, the Drakona Priestesses agreed with the Majoris elders in blaming the loss on their wayward Draconum cousins. The Priestesses remained in the Valley of the Egg to join with the Dragon Mystics and teach them even greater skills of harnessing the awesome magical forces in the Land. Their devotion to their cause and their stunning knowledge of arcane spells has earned them the respect of even the revered Pathis Arcana.

Eldritch Draconum

Continually seeking more portent sorceries and magics, these potent Draconum magic-users can master even the most intricate and difficult spells. Their confidence and power on the battlefield can give even the weakest of their allies strength and boost their morale.

Fanged Whelp

As more and more magic begins to seep into the Land, some Draconum Whelps have begun to grow wings before they even reach their first chrysalis, although the appendages remain useless until they whelps truly become Draconum. When in combat, the fury of these tortured whelps is terrifying to behold, causing even the most hardened of warriors to shy away from the wild beasts.

Jarl Stonehill

Jarl Stonehill is old now, but he is glad for the chance to repay the Draconum who gave him the opportunity to rediscover several ancient holts among the northern mountains of the Land.

Morvana Stormbringer

An encounter with Ryjalon in a dungeon deep below the Land left Morvana Stormbringer with incredible respect for the Draconum. When the Elven Lords failed to hold the wall before the Kuttar Depths, and left the war against the Shyft and Apocalypse to the Draconum, Morvana Stormbringer left Freyhaven, seeking out a Dragon Mystic and offering her services that she might help them defend the Land.

Pearl

Dagon's older daughter took her father's defection to the Apocalypse Cult hard. Upon learning of his new allegiance, Pearl swore to stand against him however she could, and headed north to join the Draconum holding the Valley of the Egg against the Shyft and Apocalypse forces. She survived the battle there, and has been working with Vithzerai to unlock her latent magical

ability to aid her in her battle against the darkness of the Apocalypse.

Niasamond

Niasamond is a king among kings. He is one of the most powerful of the Regal Draconum, and a leader among those Draconum who have remained in the Valley of the Egg after the Apocalypse assault. He is staunchly opposed to the steadily increasing influence of the Drakona amongst those dragon-men and -women who have stayed in the Valley, and works closely with Tyrsis to maintain Draconum values in the face of the more aggressive and self-centered outlook of the Drakona.

Ryjalon

This young Draconum has learned much since his forays into the depths of the Dragon's Gate. He has fought against and alongside Drakona, and his magical arts have increased two-fold. Recently, he accompanied Drakor and a strong force of other Draconum, Drakona, and Scalesworn into Prieska following a prophecy.

Tyrsis

Although he has always remained loyal to his friend and companion Nadia os Darras, the Black Thorn, Tyrsis returned to the Valley of the Egg when his fellow Draconum needed him, and has remained there since. Although he knows that Nadia is in danger without him by her side, Tyrsis is unwilling to leave the Draconum who remained in the Valley of the Egg after the battle in the hands of the Drakona who also stayed behind.

Whelp Trainer

It started with Drakor's victory in the all-out battle that took place in Prieska, but since then, Trolls have continued to slip into the Valley of the Egg to help train the Whelps to hold in the rage brought on by the painful surge of magic in the Land.

Amethyst Knight

When the Dark Crusade invaded the Wylden, these potent warriors initially retreated to their sanctuary at Roanne Valle to ensure it did not fall to the necromantic forces. Now, with the Wylden Host and Storm Druids focusing their energy in driving out the Crusade, the Amethyst Knights again march forth to destroy those who desecrate the precious elements of nature.

Centaur Champion

Though many centaurs were killed during the invasion of the Dark Crusade into the Wylden, others were able to escape into the deeper parts of the forest. Calling upon their woodland gods to give them strength, Champions among these survivors have regrouped and again march against those who would defile the sanctity of life. Armored in ironwood and armed with lances made of the same exceptional material, these ferocious fighters hit and run through the glades and copses of the Wylden.

Centaur Medic

Having seen the destruction of many of their fellow centaurs, and appalled when the Crusade callously made their corpses into mindless undead, the centaur healers knew that their skills must be refined. Training themselves to be effective in combat as well as skilled healers, the

Centaur Medics know the best natural remedies to heal even the most grievous wounds.

Darkling Symbiote

By channeling some of the magic coursing through him into the bond between himself and the construct he has merged with, the elven priest who became the Symbiote was able to regain his sanity. Now others have undertaken the same Drakona ritual, able to keep control of themselves thanks to the tutelage of the first Darkling Symbiote.

Emerald Warder

Sworn to protect the Dragon Grove and the stronghold of Roanne Valle, the Emerald Warders rely on their intimate knowledge of the Wylden Forest to take their enemies by surprise.

Medicine Troll

Healers without equal, the Medicine Trolls mix magical spells of healing with herbalism and more mundane methods of salving wounds. Their wisdom is well-received by many Troll war-leaders and chieftains.

Queen of the Faerie

The Queen of the Faerie was one of only two survivors of the Dark Crusader attack on the Elemental Council of Nine, but she still holds her place on the newly revamped Council of Five. Her people revere her as they have no other leader of the Faerie-folk in remembered history, and her devotion to them and to the cause of the Elemental Freeholds is without question.

River Bandit

As chaos grips the lands, some Xandressans have left the Atlantean Empire and joined forces with those seeking to protect the Land from those who would despoil it. They use their unparalleled knowledge of the rivers of the Land to set up ambushes for river traders and despoilers of the Wylden.

Steppe Dragoon

When the Elemental Freeholds and the Elven Lords combined forces to assault the Necropolis and free the Vurgra Divide, they found many of the residents willing to don their ancient armor and join the elven alliance in battle against their former overlords of the Dark Crusade.

Thrush

Thrush's quest to destroy the undead and those who create them brought her to the Wylden, where she found kindred spirits in the Elemental Freeholders. She joined their cause without hesitation, seeing an opportunity to increase her skills and destroy more foul creations of the Necromantic arts.

Troll Knight

Equipped with powerful Elemental weapons and armor, the champion Troll Knights have been a key factor in the purging of the Dark Crusaders from the Wylden. Determined to win their battles at any cost, the Knights have little fear of death, so long as they are able to take down

their necromantic foes.

Troll Stalker

Though large in stature, these mighty Troll warriors have been trained as snipers and assassins. They are powerful hand-to-hand fighters, but the Troll Stalkers are most comfortable with their enormous crossbows. They are often sent ahead of the main Elemental battalions in an attempt to eliminate the leaders of the opposing forces with their fencepost-sized crossbow bolts.

Wild Draconum

Some Draconum have always had a closer connection to nature than others. The torment that the Tu'raj, Dark Crusaders, Atlanteans, and others have put the Land through has driven some of these Draconum to leave the Valley of the Egg and join with the Elemental Freeholders. Although the martial fury of the Draconum still flows through their veins, many of these Draconum have been learning from the Centaur and Troll Healers to salve the wounds of those who fight alongside them.

Wylden Bandit

Clad in ironwood armor from the slopes of the Sturmounts, the Wylden Bandits are scattered throughout the remains of the Wylden, lying in wait for Dark Crusader or Apocalyptic patrols and causing them to disappear without a trace. The Dark Crusaders have sent out several reconnaissances in force to determine the fate of some of the patrols ambushed by the Wylden Bandits, but all they ever find is the trail of the patrol stopping abruptly and a pile of skulls--all that remains of the vanished patrol.

Arjen Lightbringer

After learning what he could from Ryjalon and other Draconum as a Scalesworn, Arjen Lightbringer returned to the Rivvenheims to rejoin his fellow Elven Lords. He still wears his chains as a reminder of his time spent with the Draconum, but his loyalty is fully with the Elven Council.

Council Lord Jamus

The collapse of the alliance between the Atlantean Empire and the Elven Lords caused Lord Jamus to lose some power within the Elven Council, but he has fought hard to regain it, staunchly calling for a policy of intervention in lowland affairs. Jamus believes that the lowland races cannot fend for themselves, and that the Elven Lords must demonstrate their superiority over them and take rulership of the Land in order to save it from the Apocalypse.

Miraxus

Although he left the armies of the Elven Lords to fight alongside his brethren at the Battle of the Egg, Miraxus saw that the Draconum and Drakona were not capable of maintaining the alliance after the defeat, and was quick to return to his former companions in the lower reaches of the Rivvenheims. He hopes one day to be allowed into the Elven city of Freyhaven, but given the ancient enmity between the Elven Lords and the Draconum, it seems unlikely that he will ever accomplish this goal.

Elabeth the Pure

Elabeth's rune cards foretold of the pain and suffering to come when the Apocalypse Dragon was released upon the Land, and she returned to her homeland to protect the Rivvenheims from the devastation being visited upon the lowlands.

Elven Acolyte

Normally confined to their sanctums during their training in the ways of Elven sorcery, the recent rise of the Apocalypse has given the Elven Acolytes opportunity to prove themselves in battle. Though still learning their craft, they nonetheless have shown themselves to be useful support in many Elven battalions.

Elven Vindicator

Elven Vindicators are fanatics to a cause. They believe that the Elven Lords are destined to bring order and security to the lower races, and that nothing can stand in the way of the Elven Destiny. Their fanaticism can sometimes lead them into dangerous positions, but it is certainly inspiring to those who believe as they do.

Geddion Longblade

When Gervin the Loyal returned to the Rivvenheims with news of the Shyft's transformation, Geddion Longblade knew it was time to leave the dark of the dungeons for the battlefields of the Land. He has dedicated himself to war for the entirety of his long life, and now he seeks to demonstrate the superiority of his martial skills to the ill-bred lowlanders.

Gervin the Loyal

Upon fighting his way out of the Dragon's Gate with the other Rivvenrose Heroes, Gervin the Loyal continued his search for information on the Shyft. After the defection of Lady Arowyne, Gervin discovered information on the metamorphosis taking hold of the Shyft, and returned to Freyhaven to warn the Elven Council and to take up position in the front rank of the battle against the rising hordes.

Lady Skeri

Lady Skeri departed the Dragon's Gate with her fellow Rivvenrose Heroes, but was nearly killed when Lady Arowyne attacked her shortly there-after. Gervin the Loyal and Steel helped her back to the Rivvenheims to recover. Now she has regained her former strength, and is determined to see the end of the traitorous Lady Arowyne and the Apocalypse cult she is part of.

Paladin Priest

After the defeat of the Elven armies at Khamsin, the Paladin Priests believed the loss, stemmed from a lapse of religious fervor among the warriors as much as the treachery of the Atlanteans. Honing their martial skills, the Paladin Priests have taken leave of their Temples to join the Elven forces among the lowlands as advisors and spiritual leaders. Their influence has been instrumental in preventing the chaos that has engulfed the land from taking hold of the Elven armies, keeping the warriors focused on the will of the Heiramann gods.

Rivvenguard Jaysa

Jaysa has stayed with Lord Jamus through the end of the alliance between the Elven Lords and

the Atlantean Empire, and has served him faithfully through the shame and humiliation. Now that Jamus has decided to show the lower races who's boss, Jaysa sees an opportunity for redemption, and will sacrifice anything to seize hold of it.

Steel

Long the scout (some would say "thief") for the Rivvenrose Heroes, Steel accompanied Lady Skeri and Gervin the Loyal back to the Rivvenheims after Lady Arowyne's treacherous attack. He stayed with Lady Skeri until she was ready to return to the lowlands, and has sworn to aid her in her attempts to track down and destroy the faithless Arowyne Painbringer.

Temple Lord

Loyal to the Heiramann gods, the Temple Lords are often found at the head of the Temple Lord battalions. Commanders of various martial temples, their prowess in battle, their untarnished reputations of honor, and their devotion to their brethren make these warriors among the most revered warriors among the Elven Lords.

War Bard

Mingling ancient magical spells into their battle songs, the War Bards provide morale and encouragement to their allies. Their storytelling and singing skills are unrivalled by any other in the Land. Some even say that the mystical tales sung by these adventurous wanderers are often seen just as clearly as they are heard, the imagery of their chants so detailed that it can distract even the most strong-minded warriors.

Circle Sage

Corrupted by the power that flows through them, Circle Sages are extremely flexible sorcerers. Their physical bodies are weak, but they are masters of many sorts of magic--ranging from destroying their enemies to healing their companions or manipulating chance itself. Once the Circle Sages were necromancers or other dabblers in dark magic, but they have since joined the Order of the Ninth Circle, assisting Molog Bloodaxe and other mercenaries for the gold their services earn them.

Grappler

When the Drakona began leaving the Dragon City, their control of the Mage Spawn there was broken, and many of these insect-like creatures left the caverns. Finding a variety of new prey to feast upon on the surface world, the Grapplers quickly spread throughout the northern portions of the Land.

Hooded Assassin

Though still a myth to many, the deadly "Snake Demons" have continued to be a deadly threat to any who travel the sands of the Galeshi Desert. With the recent resurgence of the Shyft, the Hooded Assassins have left the pyramids in greater numbers, and have become even more aggressive in finding and attacking their prey. Even the most well-guarded caravan must keep constant vigil through the desert lest they, too, fall victim to these silent killers.

Krugg Headhunter

Under the leadership of the revered Molog Bloodaxe, the Krugg Headhunters have increased their fighting prowess. Though their primary role in the Krugg society remains that of a food-provider, their bloodlust has caused many of these warriors to take temporary leave of their tribes to follow the Molog into battle. Though not formally inducted into the Order of the Ninth Circle, they nevertheless serve the Order as mercenary warriors when necessary.

Phooka

Though these pranksters make the Wylden their home, their ability to remain unseen has kept them largely unscathed from the Dark Crusader invasion. Constantly looking for ways to play tricks on other beings, they love to spring minor traps on unwitting victims. Though their magic is relatively weak, they nevertheless are a nuisance to any who are unfortunate to stumble upon them.

Pyre Spirit

Powerful spirits of flame, the true origins of the dreaded Pyre Spirits are largely unknown. However, many myths have arisen that these Mage Spawn creatures are actually the souls of an ancient race that was destroyed in a cataclysmic fire. Whatever their origins may be, it is widely understood that those unlucky enough to encounter one of these creatures will likely be consumed by their unrelenting destructive power.

Spinesucker

Often seen as a scourge to lesser equipped warriors, these insectoid Mage Spawn are continually on the prowl for food. Preferring bone marrow to sustain them, their sharp needle-like proboscis can pierce through even the toughest hides. If not defeated quickly, even the mightiest warriors can be drained of their fluids in a matter of minutes.

Warbear

When the Dark Crusade invaded the Wylden Forest, the haste of the elven flight to Roanne Valle caused many of the Warbears to be set loose in the confusion. Now these feral beasts have roamed beyond the confines of the woods and have been spotted beyond the Roa Galtor. Though very short tempered, they fortunately are not often seen in large groups, much to the relief of the more remote villagers.

Wereraven

Having evolved somewhat through some mysterious Shyft intervention, the Wereravens have mastered the ability to stay airborne. Though these Mage Spawn tend to keep to themselves, their bizarre shapeshifting abilities often take unsuspecting wayfarers by surprise, and when threatened they can fight with a ferocity few have survived.

Wild Howler

Naturally vampiric creatures that haunt the northern shores of the Black Lake, Wild Howlers have no fear of personal injury and rush into battle without a thought to their personal safety.

Cursed Hag

Some orc witches delve deep into forbidden lore, and the powerful magic that they learn twists their bodies and stains their souls. It does, however, make them incredibly powerful sorcerers, and many orc warlords are willing to put up with a Cursed Hag to have such potent magical firepower at their disposal.

Digger

The Diggers' delight in mining has made their services invaluable in many orc warbands. Using their skills to tunnel under the earth into enemy territory, the Diggers can seemingly spring from nowhere to assault and distract an opposing army long enough to allow the more conventional warriors to charge into the fray unimpeded.

Ember

Ember's magical abilities have continued to gain him repute within the ranks of the Orc Khans, despite his difficulties in controlling them. Without the full blood of an Atlantean, using his magical abilities causes the unfortunate half-orc pain, which he can only work through due to the toughness inherited from his father. Although he is usually able to master the magic raging through him, sometimes orcish fury breaks through, causing him to lash out with the heavy staff he uses to hold his lantern aloft.

Harka Prowler

The Harka tribe has long been known for its screaming charges against superior forces, but during the battles in Prieska, this tactic resulted in hundreds of Harka orcs being slaughtered by long-range firepower. Although most of the Harka tribe continues to view the mass assault as a valid tactic, there are those who have begun to take lessons from the reviled Shadow Khans and spring upon their foes with stealth and subtlety. These Prowlers make excellent scouts and skirmishers due to their ability to pop out of concealment and overwhelm their opponents before they get a chance to call out an alarm.

Ironclad

The Ironclad has long been a staple of Orc battle plans. Slowed by the heavy armor strapped to their lean green forms, the Ironclads lumber into battle, their movements growing faster as chunks of armor are knocked off of them. It is difficult to know whether the Ironclads are more dangerous when protected by the weighty armor plates or when they have a full range of movement.

Minotrorc

As the Minotrorc gains experience in controlling his bestial mount, he is able to spend more time blasting the enemy and less struggling with the Mage Spawn he rides.

Orc Slaver

As the Broken Tusk clans have increased their raids into the areas around the Fist, the Orc Slavers have also rejoined the raiding parties. The supply of slaves has decreased due to the treachery of the Shadow Khans, and these brutes have become ruthless in the face of any attempted escape by a prisoner, and intensely cruel to even those who don't try to flee.

Patchwork

Having been handsomely rewarded by Heddrevalis for recovering one of the shards of the Amulet of Summoning, Patchwork was quite happy to settle down in his new castle despite the death of Kzar Nabar. The destruction of that castle by the Apocalypse Dragon brought Patchwork out of his leisurely retirement. Due to his connection with Kzar Nabar, Khan Harrowblade had no wish to deal with him, but Khan Rava accepted the half-orc into his employ as an advisor.

Phreggs

Since his days in the dungeons of the Land, Phreggs has been fascinated with machinery. He has worked with Atlanteans and Black Powder Revolutionaries in his day, and has learned from them all. He now serves the shaman Bloodhawk, helping to scavenge captured golems and fit them out for battle once more.

Shaman Og

Although Og is a Harka by birth, it is with the Chaos Shaman that he has gained power. They drew him out of the dungeons and showed him how to use magestone to enter a mystic trance. In return, he has been required to inform Bloodhawk of Khan Harrowblade's plans and schemes, but Og's confidence in the strength of the Broken Tusk is so strong that he believes they will still come into their own as leaders of all tribes of orcs despite Bloodhawk's interference.

Summoner

The fanatic Summoners have always been revered for their ability to bring order to the otherwise chaotic Orcs. Studying the Shyft and their interaction with the Mage Spawn creatures of the land has inspired these Shamans to seek to mimic this power. Although they lack the empathic bond that the Shyft utilize to control their Mage Spawn, the Summoners have nevertheless mastered the ability to call Mage Spawn to fight beside them, adding even more power to the already ferocious Orc warbands.

Tribal Follower

Not all who fight in the marauding armies of the Orc Khans have green skins. Through constant raiding, many Orc communities have built up sizeable slave populations, and the offspring of their slaves look up to the big orcs who are the source of power within the tribes. Some go so far as to train for war alongside the warriors of the Fist, although they are mostly used to spy on human communities.

Trollkiller

The Half-Troll known as Trollkiller is still obsessed with the elimination of all Trolls, but he has come to realize that he must also deal with the feeble Wylden Elves and Centaurs who accompany them.

Brethan Kyle

While many Heroes have been trapped and possessed by Spirit Lords, Brethan Kyle came to the Shyft willingly. The Sect Elf felt that his skills as an assassin were not appreciated by the masters of the Dark Crusade, so he threw in his lot with the Shyft, serving as a spy and killer for the creatures he had fought so often in dungeons and caverns beneath the Land.

Fathom

Dagon's first act as a member of the Apocalypse Cult was to secure his brother Fathom for possession by a Spirit Lord. Now Fathom's body is a mere puppet for the Spirit Lord to act through, although a useful one, given the Xandressan's natural abilities in the water.

Jadreen

It was only a matter of time before Jadreen betrayed Darq the Corrupt, and when Darq favored Carlana with the title of Mortifactor, Jadreen decided that the time had come. She captured fellow "Darq's Lady" Ravenbane, and brought her along as a bargaining chip. Jadreen decided to join with the Shyft in her constant quest to gain magical items, as she reasoned that since they had inhabited the dungeons of the Land so long, they must have the choicest relics available.

Mindbonded Elf

Although some sentients possessed by a Spirit Lord have the strength of will to maintain some of their personality, many others become nothing more than hollow shells. Spirit Lords have shown a preference for possessing elves, because once they have bonded the mind of their vessel to them, they can use the elven tendency towards magical ability to their own ends.

Psychic Scounger

The Psychic Scroungers are willing human servants of the Shyft. With the aid of the Spirit Lords, their minds have been opened to the thoughts of others. Scroungers are sent ahead of Shyft armies as scouts, gathering information, distracting sentries, and generally throwing the enemy into confusion. In order to allow them to remain in the field longer, the Spirit Lords have given the Psychic Scroungers the ability to draw sustenance directly from their enemies.

Quavaran Warrior

The Quavaran Warriors are an ancient cult of warriors dedicated to the Spirit Lords. With the return of their masters, the warrior cult has once more sprung into being as if it were never gone. It is not certain whether the new Quavaran Warriors have re-created the ancient ways, or if the Quavarans have been simply lying dormant until their time was once more at hand.

Ravenbane

Captured by Jadreen shortly after Carlana's elevation to Mortifier, Ravenbane has been possessed by a Spirit Lord, providing the Shyft with a source of magical power with which to blast their enemies.

Spirit Lord

Little is known of the Spirit Lords, except that the Tu'raj and the Shyft both revere them, and that they gain strength by possessing the bodies of those dedicated or sacrificed to them. The truth is more frightening than most have guessed.

Spirit Prophet

Humans and elves loyal to the Spirit Lords have spread throughout the land since the Battle of the Egg, prophesying the return of the Spirit Lords, and gathering people tired of the destructing

spread across the Land by the warring faction with promises of peace and bliss. When the poor souls accompany the Spirit Prophets into the hinterlands, they are sacrificed to the Spirit Lords and become naught but vessels for the powerful beings.

Arcane Apprentice

Since the Solonavi spell empowered magic-users across the Land, many young hopefuls have flocked to Rokos and Luxor to be trained by the Solonavi. Only a few ever manage to demonstrate enough sorcerous talent to become apprenticed to the Oracles and Seers of the Solonavi, but those who do quickly learn to make their magical might felt on the battlefield.

Blackstone Warder

The guardians of the Black Tower have long trained alongside the magic-draining influence of blackstone, and have developed the ability to cast spells even when surrounded by blackstone. Making the most of this ability, the Blackstone Warders often go into battle decked out with blackstone jewelry and baubles, providing them with unparalleled magical protection. This elite guard has begun to disappear recently, apparently being re-assigned somewhere outside of Rokos or Luxor.

Heddravalis

Heddravalis is a Solonavi Striker who was at the heart of the Solonavi efforts to reconstruct the long-broken Amulet of Summoning. He controls the Seekers who once formed the team led by Seeker Elydia, and has sworn to make Contri Oathbreaker pay for leaving his service.

Queen Corella

Corella's campaign to unite the Amazon tribes under her rule has proceeded quite well. With Rayevisayla directing events from behind the scenes, Corella has co-opted or destroyed nearly all of the remaining Amazon tribes. Only a few tribes still resist, and she has grown so confident in her eventual victory that she has begun to send some of her warriors to serve the Solonavi directly as a field army.

Rokos Noviate

Rokos Noviates have been initiated in the lower-level secrets of the Oracles of Rokos, and are training to become Oracles themselves. Although they do not have the power of a full Oracle, and are not bound to any one Solonavi, they are still formidable sorcerers, using their magical abilities to either fade from view or exhort Oathsworn serving with them.

Seeker Azruk

This former Atlantean has gained power and influence within the ranks of the Oathsworn due to his abilities on the battlefield. Service to the Solonavi has been good to him, and the rewards have caused him to re-double his efforts.

Seeker Elydia

The loss of Seeker Contri to the Apocalypse shook Elydia to the core, but her masters' faith in her was not misplaced, and she has recovered quickly from the shock. Once again she has donned the half-mask of leadership once more and left Rokos, now at the head of an army of

Oathsworn rather than just a small team of Seekers.

Seeker Mock

Seeker Mock cares little for power or wealth. So long as he can serve his Solonavi masters and draw blood with his twin blades of sorcerous fire, he is content. Once tasked by Heddravalis with protecting Oracle Kastali, he has been reassigned to finding Contri Oathbreaker and punishing him for his treachery.

Sky Heron

Sky Heron answered the call of the Wolf tribe, returning to stand beside Queen Corella in her quest to dominate the Amazon tribes. The Amazon thief discovered the true allegiance of Queen Corella by accident, but has since whole-heartedly embraced the rule of the Solonavi.

Solonavi Avenger

Solonavi Avengers feed off of feelings of anger and vengeance. They often lead forces of Oathsworn who have lost everything to whatever force they are facing, and so gain strength as their companions exact their revenge on the enemy.

Solonavi Channeler

The Solonavi race remains largely a mystery to the other inhabitants of the Land, and the Solonavi Channeler is evidence of this lack of understanding. Though fully sentient beings in their own right, they nevertheless seem to be merely appendages to the more potent Solonavi sorcerers, and are often sent into battle to serve as the eyes and ears of their masters.

Elsygmasis

The leader of a coven of Solonavi Creators, Elsygmasis has worked closely with the archivist, Anquilus, in mastering the magical energy unleashed by the Solonavi spell that caused so much upheaval in the Land. Feeding off the very life-giving energy the Tur'aj seek to corrupt and destroy, Elsygmasis is dedicated to scourging the Apocalypse from the land permanently.

Solonavi Destroyer

The Solonavi Destroyers feed off the energy released by destruction. Whether it is toppling a fortress, burning a forest, or killing a sentient creature, destruction of any sort empowers the Destroyer. This has led to their extensive use against the Apocalypse Cult, as the devastation caused by the modern-day Tu'raj only makes it easier for the Destroyers to finish them off.

Kymeseya

Kymeseya proved her deadly efficiency in battle while assisting Vextha in the capture and possession of the Draconum warrior Denkai. Though seriously wounded by Chroma, she has since recovered and continues to serve as Vextha's arm of punishment to those who would dare oppose the Solonavi.