

Gnoll Robber

Play Tip:

This figure is an excellent choice for the Mage Spawn pool. Not too powerful for you to overcome, it can still harass your opponent, thus freeing your own Heroes to gather treasure. The Tough version, with its higher speed, is especially annoying. Make sure to place them in groups so your opponent can't easily break away.

Overview:

A gold-crazed breed of Gnoll often found in desert dungeons and deserted temples. Values gold and treasure more than food or their own pitiful lives.

Gnoll Poacher

Play Tip:

Only slightly more expensive than its cousin, the Gnoll Robber, the Poacher gives your Mage Spawn pool an inexpensive ranged-attack punch. Topping out at 13 points, even a single Poacher can cause headaches for your opponent. Be wary, however, as your opponent can turn the Poacher on you just as quickly.

Overview:

An aggressive Gnoll that often steals food from under the nose of dangerous monsters. Fearless and utterly feral.

Tomb Skeleton

Play Tip:

The Tomb Skeleton's inexpensive cost, coupled with its Skeleton status and Polearm ability, makes this figure a handful at any strength level. Place the Skeleton in hallways and near Treasure Chests your opponent is seeking, and watch it use its Polearm to pick them apart. If it is eliminated from play, use a Mage Spawn with Necromancy to bring it back to the fold.

Overview:

A Skeletal creature placed intentionally in burial crypts, in the hope that it will reanimate once the tomb is closed and protect the treasures within from thieves.

Stinging Skeleton

Play Tip:

Use this Skeleton aggressively to fully benefit from its powerful Venom special ability. Its low point cost means that if your opponent eliminates one, he won't gain many Experience Points. The low cost also ensures you'll be able to place several of them when the opportunity arises. Venom adds to this figure's already decent 2 clicks of damage, making this Skeleton a real pain for your enemies.

Overview:

Skeletal creatures set to guard the sacred rooms of buried tombs. Piles of bones are intentionally left in burial crypts in the hope that the monster will reanimate once the tomb is closed.

Fire Salamander

Play Tip:

You'll want your opponent to fight the Fire Salamander early in the game. Its short ranged attack, coupled with 8 Speed Points and Flame/Lightning, means it can decimate your opponent's Heroic Team early on. The Fire Salamander isn't very durable, however, so using

hit-and-run tactics is wise.

Overview:

A heat-loving creature that often makes its nests within the deep deserts of the Blasted Lands.

Skulk

Play Tip:

The Skulk is a nebulous foe. Its 8 Speed Points with Flight and its Limited Invisibility make for a tough-to-hit Mage Spawn. It is not exceptionally well-suited for combat, so use the Skulk as a harasser to tie up your opponent's Heroes as they make their way through the Dungeon, and this figure will shine.

Overview:

A devious creature capable of sneaking up on Heroes and strangling them with its powerful arms.

Stone Golem

Play Tip:

The Stone Golem can be summed up in a single word: durability. Its rock-hard skin can take the edge off any hit it receives. This figure is very tough to finish off, since it never loses its good defense value. Use it as the anchor in a large placement of Mage Spawn, and watch your opponent struggle to overpower it.

Overview:

A carved statue animated and brought to life by powerful magics. While slow to move and attack, Stone Golems in great numbers can wear down even the mightiest Heroes.

Ram Warrior

Play Tip:

A highly specialized Mage Spawn, this piston exists only to Ram its victims. Each version of Ram Warrior has the Ram special ability. It has the ability to attack as well, but using Ram practically guarantees a click of damage. Make sure to use this figure quickly, though, as only the Tough version has any clicks of health to spare for getting hit.

Overview:

A goat-like creature with a craving for battle. Blows from its horned head can shatter stone and grind Heroes' ribs to powder. Often found guarding labyrinths in ancient Dungeons.

Squalid Gremlin

Play Tip:

Imagine a poisonous snail. This Gremlin—while slow-moving with only 6 Speed Points—packs a Venomous punch. Send the Gremlin after your opponents and attack as quickly as you can. Try to use Gremlins on tiles with hindering terrain, so they can benefit from their Stealth special ability.

Overview:

A hideous beast that lives in offal and filth. Most often found gathering gore, mud and excrement for its nest. This odorous beast is often smelled before it is seen.

Desert Ape

Play Tip:

A truly mighty foe in the Dungeon. With no ranged attack, this Ape uses its Sweep special ability to whomp on Heroes left and right. Dodge allows it to avoid incoming hits and dish out a respectable 2 clicks of damage. Be especially wary of the Standard and Tough versions, as their multiple clicks of Sweep and Dodge make the Apes dangerous for a long time.

Overview:

A loping, skull-bashing ape that wanders the Blasted Lands in packs. Capable of primitive speech but basically a murderous beast that loves the taste of blood. Can mimic sounds and words, including Heroes' desperate cries for help.

Temple Cat

Play Tip:

The Temple Cat can move about the Dungeon like bottled lightning. Using its 10 Speed Points and its Nimble special ability, the Cat can cover an enormous amount of ground before striking. Heroes must be wary of the Cat at all times to avoid becoming its next victim. Add Dodge to the equation, and the Cat becomes something to stay away from at all costs.

Overview:

A cat shaped entirely from sorcery and dark magics, this eternal being hunts its prey through the darkened corridors of the Pyramid. Often plays cat-and-mouse games with Heroes lost in the twisting passageways.

Skull Warder

Play Tip:

The Warder is a Hero's nightmare. Very tough to hit with a high defense value, and it deals back punishment with Magic Retaliation when it is hit. Sweep, a high attack and a damage of 3 clicks make the Skull Warder a positive menace to Heroic Parties. Heroes must eliminate the Skull Warder with ranged attacks or face being cut to pieces in short order.

Overview:

An undead, Skeletal Minotaur that prowls the underground corridors of Dungeons throughout the Land.

Ironblood Ettin

Play Tip: Capable of felling a Hero with a single blow, the Ettin is a figure to beware. Weapon Master with a 12 attack means one lucky roll can be the end for the Ettin's opponent. Its large front arc makes swarming the giant nearly impossible, and its Magic Immunity means it must be chopped apart piece by piece. Use careful tactics to take down the Ettin.

Overview: An Ironblood Ettin is a twisted creature that roams the desolate hills and valleys of the Blasted Lands seeking food. Able to smell the blood of Heroes from a league away, this two-headed monstrosity can skulk after prey for days, waiting for the right moment to strike. These Ettins are believed to have originally been the result of a wizard's sorcerous experiments gone wrong, blending beast and man into a shape best forgotten. Even though they have not been known to breed, Ironblood Ettins are believed to be immortal, and can be destroyed only by burning their decapitated corpses.

Gorgon

Play Tip:

The Gorgon is an excellent figure for slowing your opponent down. All versions of the Gorgon share the Magic Freeze special ability. Use the icy ranged attack to stop opponents in their tracks, if only for a turn or two. It might make the difference in the race for that Treasure Chest! The Tough version of the Gorgon is also an excellent warrior, making it much more versatile.

Overview:

A creature with the ability to freeze Heroes in place with a glance. While the Gorgon, like the Medusa, doesn't turn her victims to stone, she renders Heroes helpless with her paralyzing gaze, leaving them vulnerable to assaults by her Mage Spawn allies.

Tridrax

Play Tip:

The Tridrax can be a horrific nuisance. Its Polearm and Weapon Master make it a difficult close-combat target. Picking it apart with ranged attacks is the safest approach. Use special caution when facing the two tougher versions of the Tridrax: they have the Regeneration special ability, which makes this already difficult opponent that much harder to finish.

Overview:

A Hydra-like monster that fights not just with snakes and venom but also with weapons claimed from fallen Heroes and adventurers.

Acid Ooze

Play Tip:

Imagine a poisonous rock. While it is extremely slow (with only 4 Speed Points), the Ooze's Venom can still cause problems. Park the Ooze in narrow passageways or in corners. Your opponent will have to waste Speed Points to go around it. They also have to stay wary of the Ooze's short ranged attack. Even if they're not adjacent, the Ooze can still strike an opponent with an acidic tendril.

Overview:

A phosphorescent, sentient ooze that is capable of melting the flesh and organs of living Heroes.

Rattletail

Play Tip:

The Rattletail is a great warrior to send against your opponents. This figure's good attack with decent damage and Venom makes it an excellent choice for your Mage Spawn pool. Its Flight and high speed value gives it great mobility, and Battle Fury makes it even more dangerous when attacked. Dangerous and durable, the Rattletail is one to watch.

Overview:

A dangerous Manticore found in the Blasted Lands. Capable of lashing out with its tail and sending blasts of deadly power at its enemies.

Vine Golem

Play Tip:

This magical automaton cannot be surrounded easily. Its massive front arc and Sweep put everything near it in peril. A decent attack rating in all versions makes this very useful for decimating your opponent's Heroes in close quarters. Place the Vine Golem in spots where the opposing Heroes can't get past it easily. Remember the Golem's Regeneration as well; your opponent will never forget how tough this figure is!

Overview:

A living Spirit that tangles its prey in long, animated vines and tears them apart. Some Vine Golems have been known to cover entire temples and jealously guard the treasures within.

Stone Boar

Play Tip:

Starting with the versatile Charge special ability, this tough beast is a wonderful way to beat your opponent into submission. Solid damage, solid attack and Toughness make it a handful. Just remember that your opponent might realize this as well and bring along one or two of his own!

Overview:

A dangerous boar found in the Blasted Lands. Frequently charges its prey at full speed, hoping to impale its meals on its lethal tusks.

Sun Leopard

Play Tip:

No one in his right mind wants to fight a Sun Leopard in the Dungeon, so make sure you bring one. The Leopard has a mix that's nearly unstoppable: Shockwave, Nimble, Dodge and Battle Fury make this expensive figure worth every point. Its high attack value persists deep into its dial, making it difficult to finish off.

Overview:

A resident of the Blasted Lands, this dangerous predator is the undisputed king of the desert. While hunted for sport by Orc Raiders, who prize its dagger-like teeth, this beast more often acts as the hunter than the hunted.

Guardian Sphinx

Play Tip:

This powerful icon of the Deserts should be used carefully. It has great agility with Flight and a strong Magic Blast to boot. Toughness makes it difficult to hurt, and Battle Fury means it strikes back hard when it is hit. It can be the key to your success in the Dungeon, but make sure you never face it, or it could hand the victory to your opponent.

Overview:

A Manticore-like beast found in the Blasted Lands.

Possessing Spirit

Play Tip:

Take control of your opponent with this insidious figure. The Spirit has two major assets: Limited Invisibility and Magic Confusion. Hit your opponents with Magic Confusion to distract them from their goals. Keep the Spirit at a safe distance, and its Limited Invisibility will keep them from hitting it. The Spirit is a difficult figure to master, but it can be ultimately fun to use.

Overview:

Possessing Spirits reside within dark caverns and tombs throughout the Blasted Lands, luring Heroes to untimely deaths with their powerful psychic talents. After reducing a victim to a puppet with its psychic powers, one of these creatures entangles the body and soul of its prey with tendrils of spirit power. Once the victim is fully under its control, a Possessing Spirit moves the Hero to a place where it can unleash an undisturbed death, and then glut itself upon the waning life energies of its dying victim.

Desert Bladestalker

Play Tip:

This catlike entity is pure evil in the Dungeon. Its incredibly deep dial is a mix of both offensive and defensive special abilities. Magic Blast and Magic Enhancement make it a ranged nightmare. Quickness and Dodge make it fast and incredibly difficult to hit. Later in the dial, it gains Magic Healing to support its fellow Mage Spawn and Regeneration to get itself back into the fight. This figure was named by Andrew Lucas who won the "Name the Dungeons Unique" contest held on the official Mage Knight web site.

Overview:

Haunting the deep wastes of the Blasted Lands, this race of Mage Spawn cat-people prefers to hunt its prey under the light of the open moon. Armed with weapons and talismans taken from the tombs of long-dead kings, the Desert Bladestalkers jealously protect their ill-gotten hoards from gold-hungry Heroes. Some tribes of Bladestalkers have even made their homes within plundered Dungeons, building their nests amid mounds of stolen treasure, and competing with other Mage Spawn and Heroes for territorial dominance.

Hooded Assassin

Play Tip:

Using its Stealth to the fullest allows this figure to shine (or should that be slink?) in the Dungeon. Using Sneak Attack or Magic Freeze to hurt the Heroes it seeks, the Assassin can destroy a Heroic Team in short order. Once hit, the Assassin deals damage with Venom, further increasing the peril to its foes. **Apparently, some of the Hooded Assassin figures that have shipped in the initial run have a misprint on the base. The range of this unit is actually 10. This will be added to the upcoming Clarifications documents for Mage Knight and Mage Knight Dungeons.**

Overview:

Aptly named "Snake Demons" by the Galeshi, Hooded Assassins prowl the western deserts seeking prey and treasure. Armed with curved blades, awesome combat abilities, and a hypnotic stare that can freeze enemies in their tracks, a single Hooded Assassin is capable of murdering an entire Galeshi trade caravan over the course of a week—one ugly death at a time. Apart from the screams of their victims, there is often little trace of these beings in the open desert, save for the serpentine tracks they sometimes leave behind to frighten potential prey.

Jackal Guardian

Play Tip: An inexpensive Unique figure at 50 points, the Jackal is proof that good things do indeed come in small packages. A huge front arc with Sweep makes this figure impossible to swarm with anything but the toughest Heroes. It also has Pole Arm, which will discourage most Heroes from attacking in the first place. If they do decide to engage in close combat, they have to deal with the Jackal's 3 damage and Battle Fury. Heroes hoping to hurt the Jackal will need a powerful ranged attack to destroy it without getting mauled in the process.

Overview: As one of the two chief defenders of the Pyramid, the Jackal tests all the Heroes it encounters to see if they are worthy of the tomb's treasure. Between the Jackal Guardian and the Hawk Guardian, few warriors survive their trials, and fewer yet escape the ancient tomb with gold and relics. Capable of transporting itself throughout the Pyramid merely by stepping

from one hieroglyph to the next, the Jackal Guardian can appear at almost any time to hunt down and destroy doomed treasure-seekers.

Hawk Guardian

Play Tip: This powerful ranged warrior can tear apart Heroes in short order. Capable of covering amazing distances with Bound, the Hawk Guardian uses its Magic Blast to devastate its foes, while its Magic Retaliation keeps it safe from harm. The Hawk Guardian can blast opponents through walls, making it nearly impossible to stop.

Overview: As one of the two main defenders of the Black Pyramid, the Hawk Guardian moves from chamber to chamber with blinding speed. While the Hawk Guardian's brother, the Jackal Guardian, seeks only to test and reward Heroes worthy of the Pyramid's gifts, the Hawk Guardian strives to destroy them outright. Created by the builders of the Pyramid to guard against outsiders for all eternity, this powerful Mage Spawn does not know defeat.

Draconum Mummy

Play Tip: An excellent centerpiece Mage Spawn for any dungeon, the Draconum Mummy sports an array of valuable skills. Necromancy allows it to reinforce itself with fallen comrades, and its first click of Invulnerability makes getting that first shot through nigh-impossible. Flight and Venom give it even more versatility. With no range, consider using Necromancy to spawn some good ranged support. Provide him with cover to use his 12 attack causing 5 clicks of damage with Venom! Bring a Master Adversary Token to make sure he gets played. However, be wary of placing this figure, though, as its powers can be turned against you.

Overview: Created from the body of a fallen Draconum warrior, this shambling corpse guards the Black Pyramid against all comers. Wrapped in bandages and reanimated through powerful Necromantic magics, the Mummy is a natural repository of poison and disease, infecting all who are unfortunate enough to come into contact with it.

Revenant Draconum

Play Tip: This powerful Draconum gives its user options on top of options. Its large front arc and two ranged attacks allow it to slowly pick apart its foes, or it can use its devastating Magic Blast to annihilate one enemy quickly. In addition to its Magic Immunity (with a starting 17 defense), it can use Magic Enhancement on the Mage Spawn that support it. Later in its dial, it gains Healing, allowing it to heal its supporters or even itself. Flight with a starting speed of 10 allows the Revenant to move freely as needed. 11 clicks deep, the Revenant Draconum is tough to pull down.

Overview: Shortly after Temanor, the Priest-King of the Kos died in -162 Tz, his faithful Draconum servant, Savris, spirited the king's body, weapons, and gold-plated crown and enchanted armor out into the Blasted Lands. The "Gold King's" last request was for his magical tools and artifacts be kept safe from false inheritors, and Savris fulfilled his request at the cost of his own life.

After weeks of aimless wandering through the Blasted Lands, Savris stumbled across the Black Pyramid during a dangerous sandstorm. After some exploration, the Draconum soon realized that the massive structure would serve as a perfect tomb for his lord. After a series of challenging trials, Savris earned permission from the Pyramid's twin guardians to inter Temanor's body deep within the Pyramid - and then transformed himself into an undead revenant using a powerful necromantic ritual. Since then, Savris has guarded Temanor's tomb alongside the Pyramid's defenders, keeping the Gold King safe from anyone who would dare violate his final resting place.

Carlana

Play Tip

This Necropolis Hero is a great choice. Her high attack and damage values start at her first level and improve rapidly as she gains experience. Pole Arm and Battle Fury make her tough in close combat. At her higher levels, she gains Venom and a great damage value, making her more than a handful. Vampirism late in her dial gives her great staying power as she defends your thief Heroes. Great in close combat, she will need some ranged combat support from her allies. Luckily at fifth level she gains Charge, which allows her to cross the dungeon and land a powerful close combat attack for 4 damage!

Overview

Carlana is a Hero, a deadly warrior, and the mastermind of a band of Sect Elf females that serve the wishes of Darq the Corrupt. Over the last few decades, "Darq's Women" have achieved a variety of remarkable feats, including breaking into a spell-guarded Atlantean library, stealing pieces of prized jewelry from within the vaults of Roanne Valle, and even plundering the deep Dungeons of Endwell to recover the fabled Vermillion Crown.

As a Hero, Carlana craves immortality more than anything else; to live forever as a vampire would please her more than any weapon or treasure. Perhaps with a few more missions, and a few more untracable assassinations, her master will grant her the prize of eternity. With Darq's recent victory over Kossak Mageslayer, largely due to the mind-controlling powers of the Vermillion Crown, he views his "adventurous ladies" among the most valuable of his assets. From Darq's point of view, Carlana is a truly valuable ally, and will play a key role in furthering his plans to conquer the Land!

Overview:

Sect Elf Hero, a fighter who serves Darq the Corrupt. Carlana is the mastermind of Darq's Women and has been Darq's lover for years. She badly wants immortality and will do just about anything to get it.

Jadreen

Play Tip:

Jadreen is a weaker Hero at her early levels. But her Quickness allows you to use vital Activations on Mage Spawn, keeping her from being a hindrance to your party early on. At her higher levels, Jadreen becomes quite useful. Limited Invisibility makes her difficult to hit, and Nimble allows her to cover a large amount of ground, giving her great reach when she attacks. And, as the icing on the cake, she gains Pierce at the fifth level.

Overview:

A Sect Elf Hero, an assassin who serves Darq the Corrupt. Jadreen wants magic items, and the best way to get them is to serve Darq. In time, she may betray the Vampire to achieve her goals.

Ravenbane

Play Tip:

Ravenbane is a versatile Hero who's sure to see lots of play in the Dungeon. Having Stealth and Shockwave at her first level gives her a strong offense and some Chest-opening skills. At the higher levels, Ravenbane focuses even more on offense, gaining Flight and Magic Retaliation. You need to be careful when fielding Ravenbane, however, as just a few clicks of damage can drastically change your strategy from offensive to defensive.

Overview:

A Sect Elf Hero, a wizard who serves Darq the Corrupt. Mora wants power within all the Factions, and becoming a Nightwitch—and then a Deathspeaker—is just the first step on her agenda.

Delara

Play Tip:

Delara is a fantastic support figure in the Dungeon. Vampirism late in the dial gives her the ability to fight, while Necromancy and Limited Invisibility allow her to avoid getting hit and bring her fallen comrades back to the fight. At her higher levels she gains Magic Confusion and Magic Healing, further improving her strength in her supporting role.

Overview:

A Sect Elf Hero, a Priestess of the Blood Goddess who serves Darq the Corrupt. Sect Elves generally run the Blood Goddess religion and use it as a tool to corrupt and tempt the masses in Atlantean cities.

Seeker Azruk

Play Tip:

Azruk is the epitome of straightforward melee combat. Even at his first level, his large front arc and good attack and damage values mean he excels at taking out large numbers of weak opponents. As Azruk gains levels, his stats slowly escalate, making ever deadlier opponents mere fodder for Azruk. Toughness appearing at his second level also makes Azruk capable of standing toe-to-toe with the best the dungeon can offer.

Overview:

As a young man, Azruk signed up with the Atlantean military shortly after Prophet Magus Karrudan's assassination. He spent nearly fifteen years aspiring for command. But after being passed over for promotion by warriors with connections to the mages of the Atlantis Guild, a tempting offer from a powerful Solonavi Avenger changed his life. Donning the mask of a Seeker, and arming himself with deadly weapons of eldritch power, Azruk now hunts the Land for gold, weapons, and artifacts for his Solonavi masters!

Seeker Contri

Play Tip:

Contri is a wonderful rear attacker. Use the Flame/Lightning ability at range to hurt those who stand in the way of Contri's party. Multiple clicks of Limited Invisibility make Contri difficult to hit in his backup role. At the higher levels, Contri gains Flight and Magic Enhancement, making this figure an indispensable asset to a fast-moving Heroic Party.

Overview:

A Venthian warrior who has taken service with the Solonavi as a Seeker. Armed with a magical "light" weapon forged by his Solonavi masters. Wears a mask to conceal his identity from outsiders.

Seeker Elydia

Play Tip:

Elydia is one of four dual-faction Solonavi/Heroes. She wields a weapon made out of the same clear, colored plastic that the Solonavi figures are made from. Seldom will one find a Healer that matches Elydia's skills. Inexpensive at her first level, her Healing ability and good attack value will make Elydia useful immediately. At the higher levels Elydia gains Magic Healing and Bound, giving her great reach to support her teammates. If Elydia is damaged, she has multiple clicks of Regeneration, allowing her to heal herself back into usefulness.

Overview:

Armed with a Solonavi light-stave, and wearing the half-mask of leadership, Elydia leads the Seekers to treasure and fame within the Dungeons of the Land. Armed with weapons of awesome power in exchange for a vow of service, the Seekers fulfill their master's desires throughout the Land. While even Elydia has never seen the faces of her three warrior-servants, their loyalty to her is absolute, and their devotion to their Solonavi masters is an undeniable fact.

Seeker Mock

Play Tip:

Mock is an assassin who runs at full speed. His Sneak Attack special ability gives him some skill at opening traps, but Mock truly shines when assaulting enemies. A high speed value and Nimble allow Mock to dash up behind his victims and sink his weapon deep in their backs. Mock also has Limited Invisibility, which allows him to hide in plain sight.

Overview:

A Caeronn warrior who has taken service with the Solonavi as a Seeker. Armed with a magical "light" weapon forged by his Solonavi masters. Wears a mask to conceal his identity from outsiders.

Dagon

Play Tip:

This Xandressian Hero is more than a match for any Mage Spawn in Dungeon. A high attack value, the Sweep ability, and a large front arc allow him to cleave through all but the toughest opposition. As with his other Atlantean Hero friends, Aquatic allows him to run where others must crawl. At higher levels, Berserk makes his Sweep attacks terrifying, and Toughness ensures he stays mad as long as possible.

Overview:

Dagon was born on a Xandressan family-ship in the storm-tossed Scythrian Sea—a heritage that gave him his taste for danger. Born with a desire for adventure and a ferocious love for his people, Dagon was the first to volunteer when the call went out for Heroes to collect gold and treasures for use in the war with the Black Powder Rebels. While exploring the Land has been an unnerving task for one who was always within a day's reach of a river, Dagon has surmounted the challenges of dry-life to become one of the greatest Xandressan treasure-seekers in the history of the Land!

Fathom

Play Tip:

Fathom's great strength is a long-armed Magic Blast attack. Even at his first level, Fathom can pound enemies with a 6-click blast, making this figure highly desirable. Fathom's relatively flat power increase means that you can spend critical "level ups" on other Heroes. Allow Fathom to hit from afar and get your other Heroes to the higher levels, where they can benefit the most.

Overview:

Dagon's brother and fellow adventurer. Wants nothing more than the money to build his own ship and have his family trading on the rivers again.

Pearl

Play Tip:

Pearl's greatest asset is what she can contribute to the other members of the party. Her Healing is his first contribution, but she quickly gains Defend to help support her Heroic friends. At the higher levels, Pearl's defense value rises, and she even gets Magic Enhancement to add more

punch to their ranged attacks. Make sure you protect her, however, as she rapidly becomes extra baggage unless you can heal her up.

Overview:

Dagon's older daughter, filled with mischief and tricks, started her career picking pockets and devising ways to sneak past jewel merchants' guards and steal their prizes.

Coral

Play Tip:

Coral starts out with the highest speed value of all the Xandressian Atlantis Guild Heroes. Sneak Attack gives her some skill at opening chests as well, thus giving her twofold usefulness. Level Coral up fast, however, because at her higher levels, she really begins to show her strength. Battle Armor adds on, and at the fifth level Pierce makes her short ranged attack lethal. Use her to pick off weaker enemies as she heads directly toward the treasure you seek.

Overview:

Dagon's daughter; a fierce adventurer who craves gold and jewels.

Amir

Play Tip:

Amir's early levels give him the devastating Weapon Master ability. High movement and a deep dial give you a lot of leeway in the risks you can take with him. It is wise to make sure Amir gets leveled up fast, as he gains Toughness soon and Charge at his fourth and fifth levels. Amir is an excellent choice for a relatively inexpensive warrior with a lot of potential.

Overview:

A Galeshi warrior adventuring for gold and fame.

En-zar

Play Tip:

En-Zar's true usefulness can only be exploited when he is paired up with another Hero who has Magic Enhancement. With his whopping three ranged attacks at 8 range, a slightly enhanced round of attacks from him can level even the most daunting swarm of enemy figures. Level him up fast so he can take advantage of his Flame/Lightning special ability.

Overview:

A religious priest of the Galeshi culture, this holy warrior ventures into the Land to destroy evil wherever he finds it.

Khoura

Play Tip:

The Geleshi Khoura is a Black Powder Rebel Hero who needs to be leveled up as fast as possible. Her support role really comes in handy when she gets to the third level and she gains the Command special ability. Starting with Healing, she gains Magic Healing at the fourth level. Extra actions, Healing, a high attack value and the Dodge special ability make her a bargain in most games.

Overview:

A Galeshi seer who can cast her sight to locations throughout the Land. Wanted as a candidate by the Oracles of Rokos, but she turned them down to become an adventurer.

Hazna

Play Tip: Hazna sees the opportunity for double duty in the dungeon: as a thief, and as an effective way to off wounded or weaker opponents. Stealth gives Hazna skill with treasure chests, and Dodge makes her hard to harm. Hazna is excellent as a Lone Wolf hero, coupling decent offensive and defensive skills with a low point cost and good thieving abilities. Venom at her second level increases the deadliness of her attacks as well. Hazna's levels essentially plateau at her third level, however; so in team play, a smart player will spend critical "level ups" on Heroes who can benefit more from them.

Overview: Hazna was a Galeshi-born within the tent-markets of one of Galeshi's eight Ringed Cities. Because she had been born into a low station within Galeshi culture, Hazna's mother and older sisters taught her at a young age how to connive and steal the food, money, and medicines needed to take care of their invalid father. After her father passed away when Hazna was seventeen, this young adventuress set off into the Land to seek out greater treasure, difficult challenges to overcome, and handsome nobles to seduce out of their money.

Shaman Og

Play Tip:

The beauty of the Orc Raiders is reflected in Shaman Og. Og is as good a warrior as he is a healer. Even at the first level, his solid attack and damage values ensure Og will never stick to just a supporting role. As he levels up, his attack, damage and defense values rise, and he gains Charge as well. As a reflection of his Orc heritage, Og goes Berserk as he nears death, making him as lethal as he has ever been.

Overview:

A Shaman from the Fist who wants to restore the mastery of the Harka tribe with artifacts and magical weapons scavenged from the Dungeons of old. Chiefly the Harka tribe wants to settle an ancient rivalry with the Cave Orcs, preferably through exterminating the lot of them.

Ember

Play Tip:

It takes a talented player to use Ember to his fullest. Best suited for use in the Heroic Team setting, rather than Lone Wolf, Ember has a multitude of uses. As Ember levels up, his dial sees a kaleidoscope of colors, as he gains and loses many special abilities. Especially worth noting is Ember's third level, where he masters melee combat, and fourth level, where he acquires Shockwave. Even at the fifth level, Ember becomes a master leader and obtains Magic Blast. Use Ember wisely, level him up carefully, and your opponent will have nothing but trouble.

Overview:

Born of an unfortunate liaison between his Orc Raider father and his enslaved Atlantean mother, Ember is blessed with an aptitude for magic of which few other full-blooded Orcs even dream. While most Orc wizards depend upon shamanic incantations, chaotic spells, or chewed chunks of Magestone for their magical powers, Ember's mixed heritage allows him to call upon a unique and diverse range of powers. Although his mother died in childbirth, and he suffered a hideously abusive childhood at the hands of other Orc children, his ability to cast fire from his hands soon won him prestige within Orc Raider society as a sorcerer, diviner, and seeker of well-guarded treasure.

Trollkiller

Play Tip:

Trollkiller is a perfect example of where to spend your "level ups" early. At the first level this

figure is, at best, mediocre, with nothing but Toughness and 3 damage. But give him even one new level, and his Sweep kicks in. At fourth level, he is Sweeping for 4 damage with a 11 attack. At the fourth and fifth levels, he gets Ram, and Trollkiller becomes much more than most figures can deal with one-on-one. Toughness and Regeneration provide Trollkiller with some great defensive abilities, keeping him around late into the game.

Overview:

A Half-Troll who wants to wipe out every Forest and Mountain Troll in the Land. Specializes in one-on-one combat with his nemeses and is looking for weapons in the Dungeons to help him in his quest.

Phreggs

Play Tip:

This inexpensive thief figure will bolster any Heroic Party. Hard to hit at the higher levels with his adept use of Dodge (and a little luck), he speeds across the Dungeon using Nimble. Make careful use of his Sneak Attack special ability, keeping him out of fights that he can't win quickly. Phreggs is a fragile little Orc; use him judiciously.

Overview:

A Goblin Hero who uses a shovel to lever open chests he can't otherwise open.

Geddion Longblade

Play Tip: Geddion exhibits the specialization typical of the Knights Immortal. His straightforward melee skills and Weapon Master make using him simple and effective. Every level you give Geddion improves him slightly, so you never waste a "level up" with him. Battle Armor improves his odds of avoiding ranged attacks, and at his fourth and fifth levels, he gets Charge.

Overview: Geddion is a shining example of High Elven devotion, fearlessly putting his life on the line for the good of his people. Entrusted by the priests of the Heirraman gods to collect the ancient artifacts of a previous age, Geddion has explored no fewer than a dozen dungeons throughout the eastern half of the Land, seeking to bolster the strength of the Rivvenheim armies. Having witnessed the recent defeat of the Knights Immortal forces at Stonekeep with his own eyes, Geddion will do anything necessary to raise the High Elves back to their vaunted state of superiority in the eyes of all lowlanders.

Rurik the Blessed

Play Tip:

This Knight has a tendency to help those around him. With his many clicks of Magic Healing, Rurik keeps his brethren safe from dying. As he slowly levels up, he adds Defend to his repertoire, further protecting his party from harm. As he slowly maxes out his powers, Rurik gains the Magic Freeze ability, allowing him to slow down his enemies and give his party the initiative.

Overview:

A priest of the Heirraman gods who has lost his faith in his people. Rurik searches the Dungeons of the Land for proof that the High Elves were once a greater people and for tools to reinstate them as the dominant leaders of the Land.

Morvana Stormbringer

Play Tip:

Standing all by herself, Morvana is her own team of archers. Multiple attacks plus Shockwave mean nothing near her is safe as she calls the storm down around her. She even gains Flight and Toughness as she levels up, giving her increased durability and agility. She makes an excellent addition to any Heroic Party.

Overview:

An Elf who left the shelter of the Rivvenheims to join the Free Armies but discovered her true passion lay in spelunking through ancient Dungeons.

Lyra Fairhame

Play Tip:

Lyra's potent mix of speed and Venom spells trouble for anything she might face in the dungeon. Stealth lets her move without fear of most ranged strikes. She is incredibly fast, maxing out at 14 speed at fifth level. Venom and an average attack value of 10 make her dangerous in base contact.. With Magic Retaliation at her higher levels, she even dishes out damage when she's hit. Her greatest asset, however, is her scalding speed. Few in the dungeon can match her pace. Gathering treasure is the key to winning **Dungeons**, and Lyra can do it faster than anyone. Cover her back with teammates and rush to the treasure chests!

Overview

As a member of the prestigious High Elven Fairhame family, Lyra grew up in the Knights Immortal capital of Freyhaven, and was attended by servants and scholars throughout her childhood. While her older sister, Yanna Fairhame, devoted her life to the warrior path, Lyra chose to devote her own life to the pursuit of secrets and ancient knowledge. Having played within the massive library labyrinth of Eassall, this wily High Elf thinks nothing of exploring long-lost dungeons for tomes and treasure!

Overview:

A noble Elf wanting something more out of life than power-respect. She believes becoming a Hero and proving herself in the Dungeons of the Land will earn her the respect she needs to one day rule the noble and commoner classes.

Shiver

Overview:

A Gnoll Robber who originally led Wicked's tribe through the Blasted Lands to the Pyramid and arranged to serve the entities within in exchange for gold and meat.

Wicked

Overview:

A Gnoll Poacher, the leader of a tribe of Gnolls that recently moved into the interior of the Black Pyramid. Wicked and his kin willingly serve the whims of the dangerous guardians of the Pyramid.

Apek

Overview:

A Tomb Skeleton placed in the Pyramid by its ancient builders, in the hope that it would reanimate and stalk the halls once the tomb was sealed.

Amaset

Overview:

This Stinging Skeleton is armed with a bow carved from the ribs of a Giant; skilled at coring

adventurers' skulls clean through the eye socket.

Cinder

Overview:

A Fire Salamander that discovered the opened desert tomb and the eternal ritual fires in the temples below. Safe within a den of superheated flame, Cinder seeks to drag Heroes of all types into its deadly nest.

Seref

Overview:

A Skulk that has made its home in the lofty central chambers of the Pyramid. Seref torments Heroes with its incessant giggling and whispering from the shadows.

Ahmet

Overview:

A door guardian carved and animated by the creators of the Pyramid. Ahmet guards the stairs and pits between the upper levels of the Pyramid and the lower levels, where most of the ancient treasures are hidden.

Scarab

Overview:

A Ram Warrior who guards a complex maze in the Pyramid. Able to avoid the traps and pitfalls of the twisting labyrinth with ease, Scarab leads Heroes to their deaths with pitiful cries for help.

Squelch

Overview:

A Squalid Gremlin who discovered, purely by accident, the hidden tomb of Temanor. While the gold and artifacts within do not interest the beast, the Heroes drawn to the treasure make for excellent feasts.

Flail

Overview:

An ape that sheltered from a desert storm within the Pyramid and acquired a taste for the Heroes that come to plunder the ancient treasures within.

Perseph

Overview:

A magical black cat whose high-pitched screams unnerve even the sternest Heroes. With its magical claws, this dangerous Mage Spawn shreds anyone who dares violate the temple room it guards.

Jackal

Overview:

A Skull Warder with a penchant for gnawing on bones with its horse-like teeth. This once-great

Minotaur artifact maker has been reduced in death to a mindless killing machine.

Two-Jaw

Overview:

An Ironblood Ettin from the Blasted Lands who hunts his prey in the vicinity of the Pyramid. Two-Jaw rarely enters the foreboding structure save to chase down a group of particularly tasty-looking Heroes.

Iris

Overview:

A Gorgon who lives in the deep corridors of the Pyramid. With her magical gaze, she captures her prey—and then saws Heroes' heads off their paralyzed bodies with slow, deliberate strokes.

Paxus

Overview:

A Tridrax monster capable of wielding the weapons of fallen Heroes. This being is reputed to carry the magical sword of Priest-King Temanor, taken from the hidden crypt within the bowels of the Pyramid.

Pus

Overview:

An Acid Ooze that bubbles and pops as it moves through the corridors of Dungeons. Leaves a sticky, slug-like trail behind it wherever it goes.

Rattleback

Overview:

A Rattletail Manticore with a segmented tail. When this giant beast confronts its prey, the tail rattles with an eerie, deadly sound—just before it destroys its victim with a blast of sorcerous power.

Writhe

Overview:

A Vine Golem planted in the Pyramid's magical gardens centuries ago by the Pyramid's builders. Its tendrils spread throughout the Dungeon, squeezing the life out of whatever it can catch.

Basalt

Overview:

A Stone Boar Golem that lives in the narrow corridors of the Pyramid, where there is nowhere for Heroes to run from its deadly charge. Goring adventurers with its long tusks, it defends the interior of the Pyramid with a deadly passion.

Mirage

Overview:

Having made its den near the entrance of the forbidding Pyramid, Mirage takes great pleasure in

ambushing Mage Spawn and Heroes alike in the shadowy corridors of the ancient structure.