

Scouting Automaton

A bit too expensive to use as a disposable blocker and harasser, the Scouting Automaton is akin to the Centaur Outrider in that it's a fast-moving unit with both durability and potential for damage. Mediocre for capture attempts because of its low attack value, it can be used instead to flank the enemy and seriously damage your opponent's healers and specialty units. The Automaton allows you to include a quickness unit in an Atlantis Guild-only army.

Overview:

An Atlantean War Golem armed with a spiked bat. A new breed of Golem, developed as part of Emperor Jeet Nujarek's plan to create "absolutely loyal" armies and prevent coups during his reign.

Fighting Automaton

This solid piece fills the role of Atlantis Guild medium infantry. The Fighting Automaton is cheaper than the Blade Golem and stronger than the Utem Guardsman. With Battle Armor and good durability (the Tough version keeps fighting even after 7 clicks of damage), this figure is well suited to attacking aggressively in packs or in combination with other Atlantis Guild melee figures.

Overview:

An Atlantean War Golem armed with a wicked ax. A new breed of Golem created to provide an absolutely loyal force for Emperor Nujarek's favorite warlords.

Warrior Sprite

With Limited Invisibility and a reasonable point cost, the Warrior Sprite is a fast, decent fighter that's perfect for confounding your opponent's ranged forces. You can use it in ranged or melee armies. In ranged armies, shoot with your Storm Golem or another powerful figure, and then run your Sprite in front of it to intercept return fire. With melee troops, march the Sprite in front of your forces to avoid taking fire as you close in.

Overview:

A male Faerie Sprite that fights for the Elemental League. Can become human-sized for an hour or two through use of their magics, in order to face larger enemies.

Woodland Sniper

This improved version of the Ranger is worth the slightly higher cost—its 12-inch range and 10 attack value in the Tough version are a significant upgrade. You can use this flexible figure in a variety of ways. One of the best strategies is to use it to harass your opponent from the cover of hindering terrain or stick its nose out of the hindering terrain and lure your opponent into range. The Woodland Sniper's high attack value also makes it excellent for capturing purposes.

Overview:

A female Elven Ranger who specializes in sniping at enemies. Miraculous climbers, they often take up positions in trees or high on cliff faces. Often found in the areas surrounding the Emerald Glade.

Gibbering Ghoul

The Gibbering Ghoul is a midrange melee figure that relies on many clicks of regeneration to be effective. Success with this figure requires careful play. Simply throwing the Ghoul against a

pack of enemies will get it killed—it'll be dead long before it can regenerate. The Ghoul is very useful in Sealed Booster or Booster Draft games, where a healer may not be handy.

Overview:

A kind of Lurker taught to fight with a weapon by the Necropolis Sect. Bolted into armor, so it cannot be taken off.

Throttle Worms

Toughness, no attack, and a zillion clicks of Venom—that's what this figure is all about. Use one with Levitation to wound crucial backline support figures, keep one close to home as a bodyguard, or swarm your enemy with packs of them. Make sure you have something else that can dish out some damage, since Toughness defeats them entirely. Groups of Throttle Worms are a great antidote to that annoying player who likes to ram everything.

Overview:

Slug-like creatures that trap, entangle and gobble down their prey. They always work in groups.

Dwarven Pikeman

All polearm figures tend to be effective against melee armies, but none beats the Dwarven Pikeman. Its low movement value is relatively unimportant in hand-to-hand battles, and its 18 defense makes it incredibly hard for most swarm figures to hit. However, while the Pikeman will frustrate opponents who use popular, fragile melee figures like the Rivvanguard, its low move and relatively low damage value make it an ineffective sitting duck against ranged armies.

Overview:

A Dwarf armed with a halberd and a holstered pistol. A staunch defender of the new Dwarven villages scattered throughout the Land, he fights against Atlantean slavers as well as bandits and hungry Mage Spawn.

Dwarven Miner

The Dwarven Miner is a durable Shockwaver at a reasonable cost. The tough part is getting off the attack, since it has a low move and can't be levitated. Use the Miner when you think you'll be facing a "Death Star" army: a powerful Magic Blast unique surrounded by enhancers. Magic Immunity will protect against blasts, and cheap blockers can protect the Miner from direct fire as you walk it up—and Shockwave everything in sight.

Overview:

A Dwarf with a lamp, usually the leader of a mining or exploratory expedition searching for black powder, Magestone or gem deposits. Their purpose in the war against the Empire is to discover and deprive the Guild of critical Magestone resources.

Elven Recruit

This cheap figure adds flexibility to Knights Immortal troops in the same way Fodder does for Orc Raiders. Handing out 2 damage at a low cost, the Elven Recruit works well in packs or as a formation filler with more powerful KI pieces. When charging enemies with KI melee troops, put a Weak Recruit at the head of the formation—your opponent will have to waste time killing the Recruit before he can target your important figures.

Overview:

A High Elf recruit, a commoner outfitted for war and sent out with little training. Commoners

are regularly being drafted to fill the ranks abandoned by the Free Army veterans.

Fodder

Fodder are exactly what the name implies—cheap, disposable Orcs. Use them as formation fillers. All they have going for them are the Battle Fury and Berserk abilities, meaning they can't be captured, but who would bother to try? Ah, an Orc's life is not a happy one. Push Fodder onto their second click, which doesn't have Battle Fury, try to capture an enemy figure, and then push the following turn to go Berserk and kill the prisoner.

Overview:

A young Orc that is old enough to fight but often not experienced enough to survive its first battles without a little luck or a strong friend.

Impaling Golem

With two attacks and Pierce, the Impaling Golem follows in the tradition of powerful Atlantis Guild figures that can shred multiple targets at range. It isn't cheap, but its high defense value, Battle Armor and incredible durability make it a survivor in ranged duels. Put it in a formation with an Elite Surok Apprentice and a Golem Mechanic, and the Impaling Golem will be hard to take down.

Overview:

An Atlantean War Golem with a crossbow on each arm. Not intelligent. Another new design to ensure Jeet's army is loyal.

Magestone Lord

At just 30 points, this mini-Magus is an incredible buy. You can use the Magestone Lord in any army. It works well as a hedge against an enemy that may use a lot of terrain. Or you can go hog-wild with Magic Blast—put three Magestone Lords and two Elite Surok Apprentices in a formation and throw down the blocking terrain. The Magestone Lord is such a bargain that you'll still have 70 points left over.

Overview:

A trusted warlord of the Guild charged with gathering Magestone. Usually responsible for enslaving Dwarven workers. These Lords number among the most hated members of the Atlantis Guild but are some of the Empire's most experienced warriors.

Warbear

As one of the only cost-effective Elemental League heavy infantry figures, the Warbear can be used in a number of different ways—as an unrammable bodyguard for ranged troops, a beefy sergeant working with a horde of Crystal Bladesmen, or in large attack groups during big games. Like the Atlantis League Blade Golem, they can take a pounding, they hit anything, and two or three of them can take down any figure in the game.

Overview:

An unintelligent League bear wrapped in wood-branch armor to protect it from sword thrusts. A Troll "pet," raised from a cub to like Trolls. Often have a serious love for sweets.

Centaur Medic

This charging healer gives an army great flexibility. Use it in a big force that can't be covered by

one ranged healer or that has important Magic Immune figures. The Medic can charge to wherever it's needed. Make sure it has some backup, though--as an expensive healer but a mediocre fighter, it will be a favorite target for enemy harassers.

Overview:

A Centaur warrior that abhors violence and loves life. Pacifists who fight when they have to in order to defend the interests of the Land. Female Medics often have ties to the Emerald Glade.

Death Merchant

The Death Merchant's a new concept—heavy infantry with Quickness. Use it in armies that need one solid hand-to-hand fighter but suffer from a shortage of actions. If you think your opponent will use a lot of Venom or Ram characters, spring for the extra points and get the expensive version with Toughness.

Overview:

A high-ranking Necropolis warlord that often serves one of the Deathspeakers who rule the Sect. Highly experienced pit-fighters who enjoy the thrill of combat, Death Merchants are often used to destabilize regions before the main Sect army attacks.

Nightfiend

The Nightfiend makes a fantastic bodyguard for any army, particularly in big games where its point cost is easier to swallow. Simply contact any powerful enemy figure that comes too close and then push to maul that opponent. On the attack, its Magic Immunity prevents you from using Levitation to position it, but its Quickness and 10-inch move should enable the Nightfiend to get off at least one 6-damage backstab.

Overview:

A Nightfiend is a human who has undergone a minor vampiric ritual by a Deathspeaker master. The ritual represents the first part of becoming a Vampire. If they serve well enough, they will be given not just vampiric abilities but full immortality as well.

Sentry Golem

This unit's strengths are toughness, defense and durability, all in a reasonably priced ranged figure. Its weaknesses are attack, damage and range values that are nothing special. The Sentry Golem works best in Sealed Booster or Booster Draft formats, where ranged figures are at a premium and its high defense value will make it very hard to kill. In head-to-head games, the Sentry Golem will probably be outclassed by other similarly priced ranged pieces.

Overview:

A Rebel Golem with a steam engine on its back and a sizable cannon device. A new variant on the Steam Golem, but lighter, faster and stronger. The next generation of steam technology for the Rebellion.

Dwarven Axe-knight

The Dwarven Axe-Knight is a near-perfect bodyguard and anti-swarm figure. Its 6-inch move is a bit low for an assault trooper, but its 11 attack, 3 damage, Sweep and 180-degree arc, combined in a reasonably priced figure, make it ideal for cutting through hordes of enemy troops. Stick it next to your Solonavi Striker or other pricey ranged unique figure and just dare your opponent to overrun your position.

Overview:

A brave Dwarf that has been christened as a true warrior of Marway. Marway is the goddess of Tinkers in Dwarven society, and her blessing marks a Dwarf as a true warrior of the Dwarven people.

Infantry Captain

Even with its extra cost, the Infantry Captain is in many ways a more efficient forced march figure than the Standard Bearer. It can keep forced march even after taking some damage, it has a high defense, and it's a very solid fighter. Make it a mainstay of your Knights Immortal melee armies, or in big games, use it to trot around a bunch of Lancers, Cavaliers and Zealots.

Overview:

The leader of a Knights Immortal infantry group. Typically a noble that leads commoner troops.

Digger

Use Diggers in formations surrounded by four Goblin Volunteers each. Move your formations right next to groups of enemies. The Volunteers will prevent anyone from coming into contact with the Digger or from using ranged fire against it. Then push to Shockwave with the Digger, damaging a host of enemy figures and shocking your Volunteers into usefulness.

Overview:

An Orc that uses pilfered black powder explosives to mine ancient ruins and crack open fragile archaeological sites. Usually fearless and also quite deaf.

Elven Demi-magus

Use this figure with armies where its 16 defense is an improvement over ranged combat figures such as the Troll Gunner or Troll Artillerist. Magic Blast allows the Elf to make ranged attacks from behind the protective wall of hard-hitting figures, while Defend and Magic Enhancement provides his companions with better defense and ups their ranged combat damage.

Overview:

An Atlantean/League warrior with Magestone implants and Guild loyalty. These Elves stayed behind when the Forest Elves returned home after Tezla's death. Powerful wizards with a desire to learn everything they can about Technomantic magic.

Troll Gunner

This new ranged powerhouse is essentially a Troll Artillerist with Flame/Lightning. It has the toughness it needs to shrug off rams, the durability to survive long duels, the fire to shred formations, and the attack rating to hit its targets consistently. One of its few vulnerabilities is its ability to withstand swarms of melee units. Use it with Elite Surok Apprentices to protect it against this threat and to enhance its Flame/Lightning attack at the same time.

Overview:

An Atlantean/League Troll armed with a powerful Magestone cannon. Wants to fight a common enemy of the League and the Guild (usually the Rebels or the Sect). Trained and armed by Atlantis to aid their common cause.

Troll Zombie

A Sealed Booster or Booster Draft figure if there ever was one—the Troll Zombie is a solid melee piece that lasts forever and can't be captured. For a carefully constructed Necromancy army,

though, there are better options available for the points, since with Necromancy, a Zombie's durability isn't very important.

Overview:

A dead Troll resurrected as a Zombie by the Necropolis Sect. A handful of these beasts can rip apart an Elven town in an hour. Trolls always try to burn their dead for fear the Sect will reanimate them. Undead Trolls are very hard to kill and are a bane to any living community.

Corrupted Priest

The Corrupted Priest provides a versatile healer to the Necropolis Sect. With Defend and a 10 attack, it's almost as good as an Elemental Priest, and at a lower cost. Furthermore, its 10-inch move and Flight allow the Corrupted Priest to easily evade swarms and harassers, and it has Vampirism to boot. Don't just use the Priest with Necropolis and Elemental League figures—it works well in any army, provided your soldiers don't have Magic Immunity.

Overview:

A League Elemental Priest who willingly underwent the Sect's vampiric ritual. All wizards that dabble in Necromantic and Elemental magics go insane (save for the great Tezla), and the Corrupted Priest is no exception. Now mad, he is a creature driven by guilt and desire.

Fanged Gunslinger

This strange combination of a gunslinger and a vampire is one of the most effective harassers around, albeit an expensive one. Use its 10-inch move and Flight to maneuver behind enemy lines where you can use its double ranged attack to nail two vulnerable enemy support figures at once! If swarmed, fly the Fanged Gunslinger away and get it healed.

Overview:

A Khamsin Gunslinger that underwent the Sect's vampiric ritual to become a superb gunfighter. In exchange for their mixed loyalties, they get inhuman reflexes and an ageless body that can take punishment.

Detonating Zombie

With a 10 attack, 4 damage and Shockwave for the standard version, it's the strongest low-cost figure in the game. The trick is getting a chance to launch its attack—it has low move and low defense, and it dies quickly. It begs to be levitated. Play Detonating Zombies with multiple Technomancers and multiple Graverobbers. Float in the bombs and watch the fun begin—kill anything that bases them or Shockwave them if they're left alone. Just watch out for Chargers!

Overview:

A mindless Zombie that carries barrels of black powder into battle and blows everybody up.

Golem Mechanic

The Atlantis Guild now has a healer, and a good one. Its higher attack value also makes the Golem Mechanic a good BPR alternative to the Leech Medic. Use with Atlantis Guild armies when you have formation difficulties, when moving your attackers 6 inches isn't a problem, or when you don't care whether your healer has Magic Enhancement. When facing Magic Blast opponents, push the Mechanic to its Magic Immunity click.

Overview:

A Dwarf who builds Technomantic machines out of love for his art. Usually seen as a traitor to the Rebellion, but not all of these Mechanics are turncoats. Creating devices powered by both

steam and magic is a dream of most Tinkers, and the Atlantis Guild has the best workshops in the Land.

Wraith Golem

The Wrath Golem is a vicious, powerful alternative to the Steam Golem. It's a bit more expensive, and only does 3 base damage, but it adds Flame/Lightning to make up for that. Use it as the durable centerpiece of an Atlantis Guild army that uses Magic Enhancement, or use it instead of a Steamer in a BPR army--particularly one that has some kind of Magic Enhancement figures, such as an Orc Shaman.

Overview:

This powerful Golem is a result of Golem Mechanics working with a combination of steam, Magestone, and a hybrid of Guild and Rebel magical and mechanical principles.

Tomb Horror

With Sneak Attack, Nimble and Dodge, the Tomb Horror works well for raids behind enemy lines. If you don't trust your luck with Dodge rolls, use Magic Levitation to get it into position for a sneak attack without the risk of being shot. This has the added advantage of putting the Tomb Horror in position to sneak attack without being marked—so you can attack without pushing the following turn. As with all Dodge characters, beware rams.

Overview:

A mummified priest raised back to life by the Revenant Priest. Very similar to the Mummies that the Revenants alchemically create to fight for them. Often guard one location for all eternity.

Trog

The Trog is deadly to supporting figures and swarms of melee units. Move it into range and give your foe a terrible choice—be fired upon, or move into base contact with the Trog and suffer Venom damage. Against ranged troops, just move straight into base contact yourself. If the going gets tough, retreat to water and get healed.

Overview:

A Troglodyte, a half-frog subterranean beast armed with a crude stone ax. Travel in dozens or hundreds near the Red Fen. The Atlantean Empire has a bounty on these toothy menaces.

Thunder Golem

The Thunder Golem gives Atlantis Guild players a cheaper, more specialized version of the Storm Golem. Its strength is ranged duels with powerful, expensive enemy figures. It's slow, and it lacks the Storm Golem's ability to shred multiple opponents, but with the Pierce ability, high attack value and 4 damage most of the way down the dial, it's a match for a Storm Golem or Arcane Draconum in ranged combat at a far lower cost.

Overview:

An Atlantean War Golem with a bazooka weapon. An unintelligent walking howitzer with its own onboard targeting systems.

Centaur Champion

Like its weaker and cheaper Lieutenant cousin, the Centaur Champion is a potent, cost-effective, single-based charger who can be used in almost any type of army. Unlike with

similar powerful units, such as the Wereboar, you don't have to push it to make it dangerous. Its solid 6-inch charge range allows it to protect large areas, and it's particularly good at keeping fragile armies free of rams and harassers.

Overview:

A Centaur Lieutenant that has earned a high rank of command from the Circle of Nine. The leaders of the Elemental League give these honors only to those warriors that serve as an example of League excellence.

Necropolis Judge

The first powerful, ranged unique figure for the Necropolis Sect, the Judge is a peculiar, wild-card figure that doesn't lend itself to any particular army design or strategy. It can trade ranged shots with enemies, heal itself in close combat with Vampirism, and use Necromancy when near death. Keep a healer nearby to maintain its dial at the click you want. Like all powerful uniques, the Judge is best used with an abundance of cheap support.

Overview:

A Sect warlord who orchestrates corruption and assassinations in foreign lands. Often has ties to the Blood Goddess cults and spends his spare time acquiring converts in the major cities throughout the Land.

Dwarven Stomper

The Dwarven Stomper is the kind of juggernaut figure you can build an army around. Compared with the similarly priced Dwarven Jarl, the Stomper sacrifices special abilities like Command, Magic Immunity and Weapon Master for increased firepower—higher attack, damage and defense values and an incredible 270-degree arc. If you can afford the extra points, turn the Stomper's lack of Magic Immunity into an advantage by supporting it with Magic Enhancement and Magic Healing.

Overview:

A walking, steam-powered Rebel tank. A compact version of the Steam Golem that is more fuel efficient and has heavier armor, allowing it to survive longer in combat.

Mummy

As a powerful unique figure with a host of special abilities, the Mummy is fun to play, but its zero range and 6-inch move mean it may take some skill to get it into the fray unwounded. Use hindering terrain and cheap blockers to maneuver it into position. Though durable, one strong blow will knock off some of its best clicks, so be a bully and destroy some Weak characters—make Tough figures come to you.

Overview:

A Mage Spawn creature that is often found defending its Revenant masters. A magical creation put together by Revenants to guard important Dungeon chambers and treasures. Often guard one location for all eternity.

Solonavi Avenger

The ultimate in durability, the Solonavi Avenger starts with 11 attack and Weapon Master, and after taking 5 clicks of damage, it still has a 10 attack and Weapon Master! It might be best used in big games as a mobile response unit, flying in wherever it's needed. It also works as a support unit destroyer, flying behind enemy lines, destroying a healer or Necromancy figure,

and then killing anyone who tries to stop it.

Overview:

A spirit being that feeds on the emotions of vengeance and makes deals with warlords and Heroes in exchange for later favors. Their arrival was foretold by the Oracles of Rokos centuries ago.

Solonavi Destroyer

Throw down as much blocking terrain as you can, because when you play the Solonavi Destroyer, the game can rapidly become a Magic Blast fiesta. It's usually hard to flank with a figure that possesses this ability, but its 14-inch flight makes the Destroyer an exception. The strategy with this figure is simple: sneak around and blast stuff. Don't overlook the Ram ability on its third and fourth clicks!

Overview:

A spirit being that feeds upon destructive emotions and makes deals with warlords and Heroes in exchange for later favors. Their arrival was foretold by the Oracles of Rokos centuries ago.

Solonavi Striker

The Striker is an incredibly effective figure in games large and small. Fire away with 14-inch Surok-enhanced Flame/Lightning, knowing that the Solonavi Striker's Toughness negates Ram and Venom. If swarmed, break and fly 14 inches away, keeping the Striker in firing range but leaving the melee horde many turns away. In the late stages of the game, you can push to get to one of its Bound clicks—with an effective 20-inch range, it can clean up anything that's still alive.

Overview:

A spirit being that feeds on battlefield violence and makes deals with warlords and Heroes in exchange for later favors. Their arrival was foretold by the Oracles of Rokos centuries ago.

Solonavi Tormentor

For almost any figure, flying headlong at the enemy without support is a terrible idea. The Solonavi Tormentor might just be the exception. Fly into some mediocre figures and then wait. The Tormentor can endure almost anything—after 7 clicks of damage it still has Venom and still fights well. Kill something when you're on a Charge click and give your foe an unappealing choice—get charged or base you and suffer Venom.

Overview:

A spirit being that feeds on agony and torment and makes deals with warlords and Heroes in exchange for later favors. Their arrival was foretold by the Oracles of Rokos centuries ago.

Solonavi Creator

The Solonavi Creator is the ultimate healer for huge games, perfect for saving powerful, high-defense creatures. It can also fight a bit too—it's one healer you don't have to position behind other figures. When the Creator gets angry and trades Healing for Shockwave, move it forward surrounded by Goblin Volunteers so your opponent can't ruin the blast by coming into base contact. Then push to do a click of damage to most of his army!

Overview:

A spirit being that feeds on creativity and wonder and makes deals with warlords and Heroes in

exchange for later favors. Their arrival was foretold by the Oracles of Rokos centuries ago.

Lord Andreus

Overview:

A Magestone Lord in charge of gathering Magestone in the eastern Empire. Under the threat of having his son killed by Emperor Nujarek, Lord Andreus tried to conquer Wolfsgate—but failed. When his army lost the battle, he was captured by agents loyal to Rayden Marz.

Searle of Congers

Overview:

A Centaur Medic, a valorous battle leader placed in charge of the defense of Stonekeep by the Prophet-Priest of the League. Of the Congers tribe, and a masterful war leader.

Ribhan Crag

Overview:

When Darq the Corrupt is away on Sect affairs, Ribhan runs the Order of Vladd. Has taken the Nightwitch Nyx as his lover after his Amazon slave was decapitated by Uhlrik assassins during the Vampire Civil War.

Rax Coldstone

Overview:

A somewhat feral Sect Elf Vampire with an innate ability to sense magical power. He follows the will of the Deathspeaker Spider and is loyal to him in all things. After the fall of Uhlrik, Rax was resurrected by a mysterious unknown entity.

Duncan the Red

Overview:

Duncan was a key player in the defense of Khamsin against the Atlanteans in 433 Tz. Lieutenant to the Red Duchess of Khamsin.

Sir Mishler

Overview:

A Knights Immortal Infantry Captain who was assigned by Council Lord Jamus, a dignitary of the Relishan, to conquer Stonekeep Castle before the Necropolis Sect could. He was abducted by Uhlrik agents shortly after the failed battle for Stonekeep.

Cerberus

Overview:

A War Golem that is part of the personal bodyguard of Osiras, the Prophet-Magus. Cerberus only follows the Prophet-Magus's commands; its programming is reputed to be unalterable.

Gronther

Overview:

A Warbear that is the personal pet of Kossak Mageslayer. Gronther misses Kossak and waits for him to return.

Pickett

Overview:

A Rebel War Golem that lacks Atlantean intelligence but has a targeting and destruction sequence that may give the Battle Queen a run for its money.

Crupo the Lucky

Overview:

An Orc Digger who escaped a terrible mine collapse that he inadvertently caused by meddling with one of the supports. Has a nose for gold and a habit of causing accidents.

Enderek os Fena

Overview:

Elven Demi-Magus who is conducting hideous experiments to find a way to deny Faeries the power of flight. Born in Khamsin when Tezla was still building Atlantis. Because of his racial background, unable to ascend any higher in the Atlantean hierarchy.

Amotep Norda

Overview:

A Troll Gunner who signed up with the Atlantean military so he could have the chance to hunt down Darq. One of the Trolls that Darq resurrected after the battle of Ashon Rye was Norda's brother.

Midden (Zombie)

Overview:

A Troll Zombie that has been "trained" by the Elementalists not to eat people. Ugly but likeable.

Chofni

Overview:

An Elemental Priest who went over to the Sect as a spy; got transformed into a Vamp instead and is turning evil. He expected to be able to withstand the temptation of the blood. He was very, very wrong and is being driven mad by the blending of Elemental and Necromantic magics.

Foster Gray

Overview:

One of the most notorious undead Khamsin Gunslingers, who serves the Sect for gold. He's the fastest in the Land, and he means to travel to Khamsin and prove it to any living Gunslinger who will duel with him.

Razi (Zombie)

Overview:

Most Detonating Zombies are nicknamed "Razi," after the Sect inventor who first thought them up—and died when they misinterpreted his hand signals. Throughout the Sect, "Razi" is a term of derision.

Rigger Turga

Overview:

A Dwarven inventor who came over to the Atlanteans for the chance to work on Golems. Secret Rebel sympathizer. Sells inventions on the side in the Empire and sends the gold home to Khamsin.

Anunub's Shield

Overview: A powerful Atlantean War Golem that acts as bodyguard and information repository for Anunub. Created by Anunub as a walking safe to safeguard his critical papers and notes.

Zopheratu

Overview:

A Tomb Horror that guards one of the few un plundered tombs just to the north of Caero. Apparently follows Heroes back out of the tomb it guards and kills them horribly.

Bek

Overview:

The largest Trog seen outside the swamps south of the Inland Sea. Bek is a Trog-King and commands hundreds of Trogs in a massive colony hidden deep in the Red Fen swamp.

War

Overview:

A leading figure in the Apocalypse Faction. After the victory in 433 Tz over the puny mortal defenders, this Faction is gaining strength and followers throughout the Land.

Famine

Overview:

A leading figure in the Apocalypse Faction. After the victory in 433 Tz over the puny mortal defenders, this Faction is gaining strength and followers throughout the Land.

Pestilence

Overview:

A leading figure in the Apocalypse Faction. After the victory in 433 Tz over the puny mortal defenders, this Faction is gaining strength and followers throughout the Land.

Death

Overview:

A leading figure in the Apocalypse Faction. After the victory in 433 Tz over the puny mortal defenders, this Faction is gaining strength and followers throughout the Land.