

## Gnoll Hunter

### Game Play Tips for the Gnoll Hunter

Gnolls are the most disposable of the Mage Spawn. The lack of special abilities is a downside, but the Gnoll Hunter does have decent attack and defense values. Its speed is above average, allowing it to move and tie up a Hero quickly. A Gnoll will only survive a few attacks, but it will likely inflict some damage before it goes. Even if it never hits an opponent, it's done its job by annoying a heroic team and giving bigger Mage Spawn a chance to get into range.

### Overview:

A Mage Spawn dog creature armed with a rusted and pitted sword. Hunters generally lead Gnoll packs; Fletchers shoot and fetch at their command.

## Gnoll Fletcher

### Game Play Tips for the Gnoll Fletcher

The ranged attack of the Gnoll Fletcher makes it a cheap and effective annoyance in the confines of a Dungeon. While it can't cause as much damage as the Gnoll Hunter, its 8 square range allows it to pick off Heroes that have taken damage or are behind the main force. In tight confines or corridors that don't allow the Gnoll Fletcher to use its ranged attack, its value quickly diminishes, so reserve it for use as a sniper.

### Overview:

A Mage Spawn dog creature armed with a crude bow and arrow. Gnolls communicate in a simplistic barking language.

## Armored Skeleton

### Game Play Tips for the Armored Skeleton

The Armored Skeleton differs from the Skeleton in Rebellion by having less of an attack ability. But its ability to survive ranged attacks due to its high defense and Battle Armor means that Heroes have to get in close to eliminate this menace from the Dungeon. Its low point values mean more of them can appear in the Dungeon, forcing Heroes to always worry about a potential swarm attack.

### Overview:

Skeletons of dead warriors that rise to haunt the Dungeon they died in. Skeletons aren't made; they just "are." They have no intelligence or memory of their previous lives. Just animated killing machines.

## Skeleton Archer

### Game Play Tips for the Skeleton Archer

Trading all special abilities for a ranged attack, the Skeleton Archer is the cheapest of the Skeletons. Rarely use them to attack a healthy Hero; instead, wait for a Hero to come out of a tough battle weakened or damaged and let the Skeleton Archer pick them off. In close combat they can quickly return to the pile of bones they once were.

### Overview:

Skeletons of dead Heroes that rise to haunt the Dungeon they died in. Skeletons aren't created; they just "are." They have no intelligence or memory of their previous lives; they are little more than killing machines.

## Lizard Man

### **Game Play Tips for the Lizard Man**

The Lizard Man is the only Dungeon set Mage Spawn with the Aquatic special ability. But unlike other Mage Spawn with Aquatic, like the Shelled One or Deep Spawn, the Lizard Man is very fast, with a speed that equals or exceeds that of the Heroes it battles. Place the Lizard Man in a chamber with water, and it will always be able to attack while those around it are bogged down in the foul waters of the Dungeon.

#### **Overview:**

A Mage Spawn lizard creature that prowls dark, dank places. Typically travel in swarms. Lizard Men come from one Lizard mother, who lays hundreds of eggs in shallow swamp pools. Only the strong survive; the rest are killed and eaten.

## **Gargoyle**

### **Game Play Tips for the Gargoyle**

The Gargoyle's strength comes from its ability to use its flying ability in the tight confines of the Dungeon. It has an excellent speed value, which allow it to fly a great distance and still attack, as well as break away from one battle and dive right into another. While the Gargoyle has only average attack power, it is very difficult to hit the stone-skinned menace, forcing a Heroic team to send its toughest fighter to take out this Spawn.

#### **Overview:**

A Mage Spawn is a kind of devil with nearly impervious, stony skin. Much like Ki Devils, Gargoyles are shaped by wizards and are not born. Most people believe that Gargoyles are statues animated by evil spirits, but this is not the case.

## **Magma Guardian**

### **Game Play Tips for the Magma Guardian**

Living earth twisted and formed into something resembling a human, the Magma Guardian is a very tough Mage Spawn to take out. With Battle Armor and a very high defense value for its point cost, ranged attacks are nearly useless against it. Heroes are forced to move and fight it on its own terms. Magma Guardians are very slow, but they will attempt to close and fight to the bitter end. This can be bad for a Hero that can't overcome its high molten defenses.

#### **Overview:**

A Primal Mage Spawn that thrives on flame and heat. Often used to guard treasure for wizards deep underground.

## **Satyr**

### **Game Play Tips for the Satyr**

Truly annoying to every Hero who encounters it, the seemingly weak Satyr continues to defy logic and survive longer than it should in combat. With its average attack and defense values, Heroes constantly underestimate the Satyr's ability to Dodge even the most powerful blow. Using its Nimble special ability to move great distances and still attack, the Satyr will stick around long enough to frustrate and even take out overconfident or weakened Heroes.

#### **Overview:**

A whimsical trickster that loves to waylay, beguile and eat Heroes. They tend to run off with attractive females and then force lovers or family members to rescue the captives from the most hideous circumstances.

## **Potbellied Gremlin**

### **Game Play Tips for the Potbellied Gremlin**

The Potbellied Gremlin is both sneaky and opportunistic. With its natural Limited Invisibility, use a Potbellied Gremlin as a blocking unit by making sure it stays in the line of fire of a Hero, with other Mage Spawn behind it. Even when damaged or demoralized, the Gremlin will still use its Stealth ability to stay safe. With a base speed of 4, it must always choose between fighting or running away; it can rarely do both.

#### **Overview:**

A disgusting, smelly Mage Spawn that fiercely protects the treasure it hoards. The Gremlin can often be found skulking within the filth and excrement that pollute its lair.

## **Demolishing Ape**

### **Game Play Tips for the Demolishing Ape**

The Ape should be feared because it can withstand an onslaught and still dish out punishment. The Ape's best feature is its ranged attack. The range is a scant 4, but thanks to the Dodge and Battle Fury special abilities, that's not much of a handicap. Move the Ape close and get it into a ranged attack position as soon as possible, using the special ability Nimble to make the most of it.

#### **Overview:**

A howling, vicious ape armed with primitive weapons or the gear of fallen fighters. Remarkably unintelligent, but very instinctive and territorial. Capable of mimicking sounds and words, including Heroes' desperate cries for help.

## **Werecat**

### **Game Play Tips for the Werecat**

Calling the Werecat the weakest of the many Mage Spawn shapechangers is a mistake. It follows the standard shapechanging pattern of beginning the game with poor values, but it quickly goes into overdrive after taking only 1 click of damage. It gains the abilities of Nimble and Battle Fury, allowing it to attack and move in a wide area and counterattack. Get the Werecat into combat early, so its transformation into a fearsome beast can begin as soon as possible.

#### **Overview:**

A Mage Spawn with the ability to shapeshift from feline to human guise. These ferocious cats are beautiful in human shape, with sparkling green eyes. Werecat communities are often led by the strongest member and are extremely xenophobic.

## **Minotaur Warrior**

### **Game Play Tips for the Minotaur Warrior**

With an excellent attack value that begins with a massive 3 clicks of damage, the Minotaur is one of the most feared Mage Spawn. When using its Sweep attack, it can take out multiple Heroes in a single blow. Add to it the ability to Ram and Battle Fury for counterattacks, and the Minotaur Warrior is the equal of any Hero in straight combat. While it begins with Toughness, losing it quickly will expose its average defense, the Minotaur's only weakness.

#### **Overview:**

A bull creature with fearsome combat abilities. Tunnels labyrinths and forges magical weapons. Can easily be enraged by the mere sight of an intruding Hero.

## **Minotaur Mage**

### **Game Play Tips for the Minotaur Mage**

The Minotaur Mage lacks the high defensive abilities of the Minotaur Warrior, but it gains a ranged attack and Magic Blast. This is the only non-unique Mage Spawn with Magic Blast, so use it! When not using Magic Blast, it can dish out up to 3 clicks of damage at an even longer range, so there is little reason it should get up close for combat. Like all Minotaurs it has Ram, and all but the Weak versions have Toughness, but it loses both of those abilities well before it loses Magic Blast.

#### **Overview:**

A bull creature with strong magical capabilities. Tunnels labyrinths and forges magical weapons. Very secretive and territorial.

## **Medusa**

### **Game Play Tips for the Medusa**

Spewing Venom at such a cheap cost, the Medusa should be feared by any Hero in the Dungeon. Try to get the Medusa into close combat as soon as possible. Any combat while it has Venom guarantees a point of damage, and with Battle Fury, the Medusa's counterattacks can deal out a massive 3 clicks of damage (4 in the Tough version!). Use the Medusa to tie up multiple Heroes with its enhanced arc and keep them all at bay out of fear of its Venom attack.

#### **Overview:**

A beautiful woman with poisonous serpents for hair. In the MK universe, a Medusa's gaze does not turn adventurers to stone—but the bite of her serpents is remarkably venomous.

## **Hydra Serpent**

### **Game Play Tips for the Hydra Serpent**

The Hydra Serpent is a close-up attacker that can take out a Heroic Team on its own. It has an enhanced arc with the Sweep special ability. With one attack it can hit up to 5 Heroes in base contact! This is an extremely deadly combination when counterattacking--it will attack those standing nearby even if they didn't make the initial attack. Regeneration (in the Standard and Tough versions) becomes available just after the Sweep attack is lost, so Heroes can never relax when the Hydra is around.

#### **Overview:**

A Mage Spawn with multiple snaky heads that constrict and strike.

## **Animated Mud**

### **Game Play Tips for Animated Mud**

Very few things are more difficult than hitting a pile of mud. Animated Mud has a peak defense of 18, and even when it's hit, its Toughness reduces the damage it receives. Like the Magma Guardian and the Rock Minion, the Animated Mud's stats decrease slowly as it takes damage, frustrating even the most determined Hero. With a movement of 4, it won't be able to attack and move at the same time, so park this Spawn where it will cause the most problems and let the Heroes come to it.

#### **Overview:**

A creature made entirely of slithering, smothering muck. It attacks like a landslide and suffocates its victims.

## **Manticore**

### **Game Play Tips for the Manticore**

Cheap but deadly, the Manticore can be a Hero's worst nightmare. Its ranged attack combined with Venom can dish out up to 4 clicks of damage. Use the Flight special ability and its massive speed value of 10 to cover huge distances to engage in close or ranged combat. Heroes who manage to get close still have to deal with Battle Fury and the fear of the a Venom-saturated counterattack.

**Overview:**

A dangerous Mage Spawn with the head of a lion, the wings of a dragon and a spiked tail. Formed by ancient magics, these beasts are often found guarding important treasures. They lead secretive lives in the deep dungeons of the Land.

## Deadwood Golem

**Game Play Tips for the Deadwood Golem**

The Deadwood Golem has excellent combat values (including 3 damage), and it is the only non-unique Mage Spawn with Magic Retaliation. Don't be afraid to move this figure into a high-combat area and then set it up for close combat. Since it will dish out a click of damage even when it's hit, that makes Heroes fearful of any contact with this Spawn. Use it aggressively early on, because once it loses its Magic Retaliation, it becomes nothing more than an average obstacle.

**Overview:**

A Golem seemingly made from a rotting tree—an underground version of the Tanglewood Golem. Also found near Magestone mines, as these rattly creatures seem to revel in the radiation released by newly mined Magestone.

## Wereboar

**Game Play Tips for the Wereboar**

Like the other "were" creatures, the Wereboar doesn't really show its tusks until it has taken 2 clicks of damage. At click 3 the Wereboar stats increase (damage alone increases to a massive 4), and it gains the abilities Charge, Toughness and Battle Fury. The Wereboar is a close combat fighting machine. Just set it toe-to-toe with any Hero in the Dungeon and let it go. In fact, run it at a Hero as soon as you can and attack immediately. Don't worry if the Hero makes a successful counterattack; the change will begin all the same.

**Overview:**

A Mage Spawn with the ability to shapeshift from boar to human guise. Typically found in forested environments, though some enclaves are located underground. Wereboar communities are often led by the strongest member and are extremely xenophobic.

## Weresabertooth

**Game Play Tips for the Weresabertooth**

The toughest and most costly of the "were" creatures, the Weresabertooth exists only to destroy Heroes. After it takes a click of damage, it gains Charge, Toughness, Battle Fury and a massive stat increase. But what makes the Weresabertooth truly dangerous is that it also gains Weapon Master--the only "were" Mage Spawn with that ability. Send this master of destruction into any close combat situation, and don't worry if it takes damage--it will go Berserk just before elimination so it can get in one last frenzied attack before it's demoralized.

**Overview:**

A Mage Spawn with the ability to shapeshift from sabertooth tiger to human guise. In its human form, the Weresabertooth can typically be identified by its overly sharp teeth and feral nature. Packs of these nasty Mage Spawn hunt the populated fringes of the Blasted Lands.

## Wind Minion

### Game Play Tips for the Wind Minion

The Wind Minion is tough to catch and even harder to hit. The Wind Minion boasts a 19 defense, making it one of the toughest single-base figures in all Mage Knight games. With Limited Invisibility and a ranged attack that includes Shockwave, the Wind Minion is a nightmare for any Heroic Team. Heroes will only be able to defeat it by getting in close, so use the Wind Minion's Flight ability to keep it at a distance from its foes.

### Overview:

A primal being that is similar to a vengeful hurricane of battering wind. Used by wizards to guard treasure. It can move silently or with the roar of a wailing winter tempest.

## Flame Minion

### Game Play Tips for the Flame Minion

The Flame Minion powers a brutal ranged and close combat punch that only the strongest Heroes can survive. Be aggressive with this Minion. It has a damage value of 5 that never drops below 2 and an attack that begins at 12. From range, use Flame/Lightning when those pesky Heroes gather too closely. Let them come to you and use Pole Arm to inflict a point of damage. With Quickness, the Flame Minion can escape almost any tight spot and still unleash a massive attack.

### Overview:

A primal being made entirely of roaring, crackling flames. Typically used by wizards to guard treasure. The creature can conceal itself even within a simple torch flame and then spring out onto its victim when the time is right.

## Water Minion

### Game Play Tips for the Water Minion

The Water Minion can be used either aggressively or defensively. Start it early with ranged attacks, and then use its Magic Freeze to slow down the Heroes while it closes. Don't worry about close combat. It not only has a defense value of 18 but 3 clicks of Dodge as well, keeping its high early values around twice as long. With its Sweep ability, it can take on multiple Heroes, while its Aquatic ability makes it a prime Mage Spawn to use in the water-based Dungeons.

### Overview:

A primal being formed entirely of water that drowns its victims. Typically used by wizards to guard treasure. The Minion can hide within any body of water and sneak up to attack and kill its victims.

## Rock Minion

### Game Play Tips for the Rock Minion

The Rock Minion is a combat monster. While it has no range attack and is slow (with a speed of 6), it makes up for that with its ability to avoid getting hit. A beginning defense of 17 with Invulnerability (effectively giving it a defense of 19) means the Rock Minion will last against a Hero for quite some time. If a Hero closes in, use the Ram ability to deliver a quick point of damage. Don't fear the loss of Invulnerability; Toughness follows, and like all rock-based figures, its values decrease slowly.

### Overview:

A primal being formed of living rock that smashes its enemies. Typically used by wizards to

guard treasure. They are made from one piece of rock that bends, grates, and grinds into deadly shapes.

## Wyvern

### Game Play tips for Wyvern

At 44 points the Wyvern is the cheapest unique Mage Spawn, so get it into the Dungeon as fast as possible. Once it's in the game, use its Flight to maneuver into close combat where it can deliver its toxic Venom attack. It can't stand up to a prolonged battle, so keep it active and move it often. Don't worry about leaving it in the open--its Battle Armor will keep it safe from a ranged attack.

### Overview:

A tiny dragon-like creature with a whipping, stinging tail that is extremely territorial. Flies and attacks in small bands, usually with no more than three to six Wyverns per group.

## Thanatos Reaper

### Game Play Tips for the Thanatos Reaper

The Reaper is a nightmare to any Heroic Team that encounters it. With its speed value of 12, it can move great distances and still attack. Use that to maneuver it so that its Sweep attack can deliver at least 5 clicks (never dropping below 2) of damage to multiple Heroes. It's very hard to hit (19 defense value to start), and even if a Hero succeeds in damaging it, Magic Retaliation delivers a return jab. On its last click the Reaper becomes Invulnerable, making it hard to defeat to the very end.

### Overview:

A being that collects the souls of the living. A powerful Dark Spirit and a collector of different kinds of ghosts and Spirits.

## Revenant Priest

### Game Play Tips for the Revenant Priest

The Priest is a magical nightmare. Magic Levitation, Magic Confusion, Magic Healing and Magic Immunity make it a fearsome opponent for a Heroic Team. The Priest has excellent attack and defense values and begins by dishing out 4 clicks of damage, but its speed of 6 gives it a limited set of options for moving and combat. Keep the Priest in a position where its abilities can help other Spawn. Heal them! Move them with Levitation! Confuse their enemies!

### Overview:

The Revenant Priest is an ageless spirit bound into a Skeletal, Lich-like body. Supposedly, their sole purpose is to worship and ensure that the Underworld gods remain asleep, the revered dead are undisturbed and the treasures of eternity lie untouched.

## Gate Lord

### Game Play Tips for the Gate Lord

The most expensive Mage Spawn is naturally the most fearsome. It has 11 slots of stats, with one of the highest attack values (starting at 14) for a single-base figure in all of Mage Knight. It delivers 5 clicks of damage (for the first 2 slots!) to multiple figures using its Sweep attack and 180-degree front arc. And we haven't even gotten to the Invulnerability (beginning defense of 17) and Battle Fury. Use the Gate Lord's Flight ability to move it into conflict as soon as possible.

### Overview:

A demonic creature that supposedly protects gateways to the Underworld, the revered dead and the treasures of the gods.

## Daren Brakensword

### **Game Play Tips for Daren Brakensword**

Daren is a close combat fighting machine. He's the only Hero in the Dungeons set with the Weapon Master special ability, and he gets it at his first level! Add in the Battle Armor and Battle Fury special abilities (also at the first level), and Daren can go toe to toe against the toughest enemies. As Daren gains levels, he becomes more of a team player, gaining Command and Force March and giving his heroic team advantages they normally wouldn't have. Before he becomes demoralized, Daren goes Berserk, with a whopping 4 clicks of damage!

#### **Overview:**

A human Hero, a male barbarian fighter from Scythria who seeks adventure for its own merit. Very heroic and regal in a barbaric way. Noble savage.

### **Mage-king Alment Lan**

#### **Game Play Tips for Mage-King Alment Lan**

Alment Lan is the figure you want when you need someone to stand behind the team and attack from afar. With Magic Blast on his first level, even at a half-range of 5, the Mage King can score a first hit on an opposing figure. The best use of Alment Lan is to keep him hugging the walls (remember, Magic Blast is effective even through blocking terrain). This allows him to attack without fear of retaliation. Be careful when moving him, though; Alment's movement of 6 never increases, which means he can either run away or attack, but rarely both.

#### **Overview:**

A human Hero, an egotistical male wizard and governor from Delphane who quests for ancient artifacts. Lost to Gatekeeper Bassan in Emperor Nujarek's tournament. He is secretly trying to determine whether Nujarek killed the previous Emperor, Tahmaset.

### **Oracle Matteo**

#### **Game Play Tips for Oracle Matteo**

Every Heroic Team needs some kind of cleric. Oracle Matteo fills that role perfectly with his Healing and Defense special abilities. Keep Oracle directly behind the team's main fighters, so his defensive bonus can keep the fighters protected and he can heal them quickly. His range attack, while not a real offensive threat, can be effective at picking off already damaged Mage Spawn. The best use for Oracle's range attack comes at his second level, when he gains Magic Healing.

#### **Overview:**

A human Hero, a male cleric from Delphane and a low-level Oracle who seeks proof of encroaching evil. Now possesses a magical staff that allows him to control lesser Dark Spirits, after his adventures in the Dungeon of the Spiderweb Mirror.

### **Arman Gessep**

#### **Game Play Tips for Arman Gessep**

Arman is a thief's thief. As long as he stays mobile, Arman will make your Heroes rich. With starting Stealth and Sneak Attack skills and a range attack, he has everything a thief needs when hunting treasure. Stealth makes Arman an excellent advanced scout. If he gets pulled into close combat, try to break away so he can use his deadly Sneak Attack. His Dodge ability (at fourth level) will help him survive when cornered.

#### **Overview:**

A human Hero, a male thief from Venetia who is seeking enough gold and treasure to last a lifetime. Arman supposedly runs a sizable criminal network in Venetia and depends on Shapeshifters to guard his warehouses.

### **Serillia Silverblade**

#### **Game Play Tips for Serillia Silverblade**

As the least expensive Hero in Dungeons, Serillia might seem nothing more than a filler figure. Nothing could be further from the truth. Possessing Nimble at her first level allows Serilla to move farther before she has to engage the enemy, as well as take a turn at disarming a trap if necessary. Battle Fury and Sweep attack at higher levels allow this fighter to take on a great



many enemies. Serilla's foes will need to close due to her Battle Armor, giving this fighter an advantage up close.

**Overview:**

A human Hero, a female fighter from Prieska who is seeking gold to start up a female mercenary company. Her brother, Logan, was nearly arrested and executed for the death of a Knights Immortal noble.

## Scholar-magus Bessa

**Game Play Tips for Scholar-Magus Bessa**

Bessa is a magic user who stands back and lets her multitarget range attack do the talking. Team her with another range attacker so she can use her Magic Enhancement to its fullest. As Bessa improves, she gains a Lightning attack that makes her ranged attacks a primary offensive tool for any heroic team. She also gains Magic Levitation, allowing her to move the other members of her team wherever they're needed.

**Overview:**

A human Hero, a female wizard from Delphane who is questing for truths about the history of the Land.

## Treesianna

**Game Play Tips for Treesiana**

Given that she's a healer, it's no surprise that Treesiana has the Healing special ability. What is surprising is that she also has Magic Retaliation. That gives her a way to survive even when there's no one nearby to protect her. She doesn't keep it long, though, so don't send her diving into combat. Keep Treesiana back behind the team so she can heal people quickly and quietly. Eventually she gains the Quickness ability and can easily move to wherever her healing skills are most needed.

**Overview:**

A Forest Elf Hero, a female cleric who received her priestess training in the Emerald Glade.

## Zenephret

**Game Play Tips for Zenephret**

Zenephret is the up-close-and-personal thief. With Stealth and Sneak Attack and a movement that begins at 8 and reaches 10 by the third level, she can cover quite a distance to attack. Keep her behind the main fighter so she can move in on a double-team with her Sneak Attack. Sure, she can open locks and find treasure, but her high attack value (starting at 8) and defense value (either 15 or 16), plus Dodge at fifth level, allows you to be aggressive without fear of losing your thief.

**Overview:**

A human Hero, a female thief from Caero who is a master climber and a daring thief. In it for the thrill.

## Lord Oren

**Game Play Tips for Lord Oren**

Lord Oren is the poster boy for Dungeon crawls. Beginning with a damage value of 3 (which goes up to 4) and great attack and defense values, Lord Oren is an open-field fighter. Send him into the fray as soon as you can, and maneuver him into a position where he can use his Sweep ability to take on multiple Spawn all by himself. Battle Armor keeps him safe at a distance, while

Forced March (at fourth level) and Command (at third level) allow him to help his team.

**Overview:**

A High Elven Hero, a male warrior from Freyhaven who has been sent by the Relishan to explore the Northlands and learn more about the human Warlord Blackwyn.

## Joram Hawklord

**Game Play Tips for Joram Hawklord**

Joram begins at first level with Flight, the only Hero who has that special ability. Use it. Keep Joram out of close combat situations but within range of his enemies. His range attack, with his 180-degree arc and 10 range, is his most useful attack. When teamed up with other Heroes with ranged attack, his Magical Enhancement becomes massively important. At third level, he gains Magic Blast, making that ranged attack especially lethal.

**Overview:**

A High Elven Hero, a male wizard from Freyhaven, a noble hawker who loves nothing but the hunt—whether it's for wild game or an escaped human criminal.

## Priest Wyndfenner

**Game Play Tips for Priest Wyndfenner**

Wyndfenner is a healer with a bit of a punch. His Attack Value rises with each level until he reaches an 11 attack at the fifth level. That's important, since thanks to his short range of 6, Wyndfenner will always be close to a combat situation. His good attack value also helps with his Healing (and Magical Healing, which he gains at the third level). Magic Retaliation will help him dish out some damage when he's hit. At the fourth level, Wyndfenner gains Bound. This makes his range attack free, allowing him to maneuver a bit more freely.

**Overview:**

A High Elven Hero, a male cleric from Freyhaven, a priest of the Heiramman seeking enlightenment.

## Secris of Caero

**Game Play Tips for Secris of Caero**

Simply put, Secris is an assassin. Of course, he can also open treasure chests, but Sneak Attack and Stealth make him a deadly force in the Dungeon. Use Secris on his own. Keep him in tiles with hindering terrain to take full advantage of the Stealth, and manage his movement so he can use Sneak Attack to full effect: giving him 4 damage rather than 2. Secris is not good in a straight-up fight until his fifth level, (when he gains Dodge), so keep him away from any conflict he can't control.

**Overview:**

An Wylden Elf thief, a male thief from Caero who loves the thrill of game-playing—even if it means gambling his life.

## Alsyn Vale

**Game Play Tips for Alsyn Vale**

At the first level, Alsyn is a decent straight-up fighter. Use her Sweep attack with her enhanced arc to damage multiple Mage Spawn at one time. Her Battle Fury makes Alsyn even more effective on the counterattack. When she gains Nimble at the fourth level, she effectively gains 2 additional speed, making her able to cover huge distances and still get in an attack. With Nimble she also becomes useful for picking locks and stealing treasure, which gives you more

options in hunting both treasure and Spawn.

**Overview:**

A half-Elven female warrior from the Vurgra Divide, of human and Sect Elf parentage.

## Erithia Starsdawn

**Game Play Tips for Erithia Starsdawn**

Erithia starts out weak even for a magic user, but you're purchasing her for her potential. Keep her out of harm's way, and let the magic fly. Try using her Flame/Lightning attack or her multiple attack option. At her second level she gains Limited Invisibility, so you can be more aggressive with her now, sending her out in the open to operate. Once she has Magic Enhancement (fourth and fifth levels), team her up with another ranged attacker, and let them pick apart the Mage Spawn from afar.

**Overview:**

A Wylden Elf Hero, a female wizard who learned her magic from a strange Arcane Draconum named Foolsbane.

## Priestess Wylune

**Game Play Tips for Priestess Wylune**

The Priestess Wylune is the most expensive non-fighter, so it may seem a waste to spend all those points on someone so defensively oriented. Try thinking of the Priestess as a protector of the Heroic Team. Her 16 defense with Defend makes her valuable to nearly every other first- and second-level Hero. With Magic Healing at her first level and Magic Confusion at her fourth level, the Priestess can keep Heroes alive and the Mage Spawn at bay. But make sure she stays safely behind any Hero she is Defending, or all the points you spend on her will quickly be wasted.

**Overview:**

A Wylden Elf Hero, a female cleric from Roanne Valle who is being tested for promotion to a Mystery of the Emerald Glade.

## Shayle

**Game Play Tips for Shayle**

Shayle is the most expensive thief, and she is worth every point. Keep her mobile and use her Quickness as often as possible, giving you an extra activation. Line her up for a Sneak Attack, and let her go. If she can't get in close for the Sneak Attack, her range of 12 means that some Mage Spawn will always be in range. Also, use her Quickness to get her to treasure before your enemy can. Like Secris and Zenephret, she gains Dodge at her fifth level and can handle herself a little better up close.

**Overview:**

A High Elven Hero, a female noble thief from the capital city of Freyhaven, posing as a Wylden Elf to hide from her High Elven pursuers.

## Hitash Levat

**Game Play Tips for Hitash Levat**

The warrior Hitash Levat is a combat monster that can do 3 clicks of damage at his first level, which is the highest of any Hero at that level. So with Battle Armor and Battle Fury, you will want to get him into combat against Mage Spawn right away. Let Hitash slug it out, because if he takes damage he gets Vampirism quickly. As Hitash gains levels, he will also gain the ability

of Charge, which will make him more mobile.

**Overview:**

A Sect Elf Hero, a male fighter in the Order of Uhlrik, in Spider's crew. Actually a secret agent of Darq's. Currently lost within the Dungeon of the Spiderweb Mirror and may never return.

## Avante Reaver

**Game Play Tips for the Avante Reaver**

Avante Reaver is a magic user who can be used either defensively or aggressively, depending on his special abilities, so you need to stay flexible. As Avante takes damage, play him defensively, using his Stealth and Magic Enhancement abilities. Keep him with another ranged attacker and keep him hidden. As he gains levels, he loses Stealth and gains Limited Invisibility, which allows him to be more aggressive and target Spawn with his Magic Freeze ability. At his highest levels, Avante gains Magic Blast and Bound but loses his defensive special abilities.

**Overview:**

A Sect Elf Hero, a male wizard who works for the Deathspeaker Spider. Wants to be a Vampire-Lord. A cruel warlord and master who will do whatever he has to do to get what he wants.

## Daketh Zhagrim

**Game Play tips for Daketh Zhagrim**

Not a team healer, Daketh's value is his Necromancy at first level. With Daketh, you can let your other Heroes fight to the death, because he will bring them back. Note that Daketh loses this ability if gravely injured, so keep him healthy. Once he loses Necromancy he gains Vampirism, so he can help himself if not his teammates. On the defensive side he has Stealth and Magic Retaliation, so keep him healthy and out of the fight.

**Overview:**

A Sect Elf Hero, a male cleric and Necromancer loyal to the Dark Prophet. Wants to be a Deathspeaker someday but is still putting together a plan for how to do it.

## Vermin Plinker

**Game Play Tips for Vermin Plinker**

Vermin is a thief who relies on speed and not Stealth. He begins simply, with a speed of 8 and Nimble, which he maintains as he gains levels. Use them in combination to spread his 2 ranged attacks around. Let him move and pick off Mage Spawn while staying out of their way. At the fifth level, he gains both Dodge and Sneak Attack, so he can get up close to a fight. If he takes damage he swaps out Nimble for Quickness, but once Quickness is gone, Vermin's speed value drops drastically.

**Overview:**

A Sect Elf Hero, a male thief who has found that Dungeon exploration is a lot safer than fighting in the blood pits.

## Jarl Frostriven

**Game Play tips for Jarl Frostriven**

At 35 points, Jarl Frostriven is the most expensive first-level Hero, and he's worth every point. Besides the standard Dwarf ability of Magic Immunity, he also has Sweep and Battle Fury and a basic ranged attack, all added to his base 3 damage. Jarl moves slowly at first, so you'll want to use his ranged attack if you can, but once he's in close combat, just let him mow down the

Spawn. At the third level, Jarl gains Command and Forced March at the fourth. Keep in mind that just before elimination, Jarl will go Berserk.

**Overview:**

A Dwarf Hero, a male fighter. He is the last free member of a holt destroyed by Atlantean soldiers. Has no love for ghosts. Has ties to the Rebellion and participated in the prisoner raid featured in Stolen Destiny #1-5. Friend of Tinker Geeley; ally of Zenephret.

## Tinker Geeley

**Game Play Tips for Tinker Geeley**

Tinker Geeley, statistically, is the weakest of the Dwarves. But his true value is his excellent ranged attack of 10 and his use of Venom. While he can close in for combat, try to keep him at range. His Magic Immunity keeps him safe from dangerous ranged attacks, and once damaged he gains Battle Fury, so his counterattack is even more effective. At his third level, Tinker gains Nimble, so he can actually be maneuvered easily and even open a treasure if he has to.

**Overview:**

A Dwarf Hero, a male "wizard." He uses a variety of artifacts, gadgets and doodads to survive Dungeons. Was instrumental in creating the Gargoyles from the Stolen Destiny comics and has experimented with versions of an underwater rebreather device.

## Tor Thundercloud

**Game Play Tips for Tor Thundercloud**

Tor is both a good fighter and a potential healer. The problem is that Tor becomes a healer only after losing his offensive special abilities. Tor has Magic Immunity and Shockwave, which is limited to a range of 3, so move him close enough to combat to make it work. If he drops below the first level, he swaps Shockwave for Healing. If he takes enough damage, Battle Fury and then Berserk become available, so keep that in mind. At the fourth level Tor gains Ram, adding to his multiple offensive options.

**Overview:**

A Dwarf Hero, a male cleric armed with a hammer blessed by the goddess Marway. Successfully defended the black powder warehouses in the northern Khamita river valley from Atlantean attack in 433 Tz.

## Kimble Garn

**Game Play Tips for Kimble Garn**

Kimble Garn is a master of Stealth, maintaining it for the complete run of his stats, even while demoralized. Be careful with Kimble, though; he's demoralized for three slots, and that can throw you off if you aren't sure of his current stats. Besides the standard Dwarf Magic Immunity, Kimble also has Sneak Attack. With his ranged attack abilities, he can either close or hang back depending on the tactical situation. Unfortunately, Kimble has a low speed value (6 at first level), so you will need to build a strategy that works with this slow-moving thief.

**Overview:**

A Dwarf Hero, a male thief. A Dwarven assassin trained by the best murderers in Venetia.

## Maboc the Bully

**Game Play Tips for Maboc the Bully**

This Orc may be the best deal for a fighter in the Hero set. He boasts better-than-average attack stats, with a beginning damage value of 3 along with Battle Armor and Battle Fury. He gains

Forced March at the second level, giving him a potential speed value of 9. He has no ranged attack, so get him in close and let him hit for 3 (or 4, after the fourth level) as often as you can. Watch for Berserk when he has taken too much damage.

**Overview:**

An Orc Hero, a male fighter. Maboc is well known for getting his way in adventuring parties, whether by deception or brute force.

## Chaotic Grimm

**Game Play Tips for Chaotic Grimm**

Chaotic Grimm follows the classic mold of an Orc magic user. He never has the same special abilities in consecutive slots, which means you must plan ahead in order to best use this figure. At the first through third levels, use his ranged attack because he has Magic Blast, Magic Confusion and then Shockwave. Even with a click of damage he has Flame/Lightning. At the fourth level he gains Necromancy, but his attack value drops to 1. At the fifth level he has Command and Defend, with an 18 defense. He does go Berserk at two different points as he takes damage, so watch for that.

**Overview:**

An Orc Hero, a male wizard and Chaos Mage who is seeking new magics for his arsenal. He will work for anyone as long as it gets him ahead. While under mercenary contract with the Atlantis Guild, Grimm captured the old Riverdam and ultimately caused major flooding in Khamsin.

## Barber Hurgg

**Game Play Tips for the Barber Hurgg**

Barber Hurgg may be the weakest Orc at the first level, with only 1 click of damage, along with the abilities for Healing and Magic Enhancement. So keep him close to a ranged attacker or use his ranged attack abilities and bring hurt Heroes to him for healing. After the second level, when his damage value increases, he gains Magic Healing. You should still keep him with a ranged attacker, but now he can heal from a distance. He does go Berserk just before becoming demoralized, so keep that in mind.

**Overview:**

An Orc Hero, a Barber-Surgeon, who craves enough gold to build his own "hospital."

## Sneaky Grook

**Game Play Tips for Sneaky Grook**

Like Barber Hurgg, Sneaky starts off weak for an Orc, with only 1 click of damage and Sneak Attack. It may be best to begin with his ranged attack, rather than trying to get the Sneak Attack down. Let another Hero lock up a Mage Spawn so that Sneaky can maneuver for the Sneak Attack. He gains Stealth at the fourth level, so he can work solo after that point. Sneaky receives Battle Fury and Berserk, but neither really does enough damage to make those viable options for attack.

**Overview:**

An Orc Hero, a sneaky male thief who is secretly working for the mages of the Atlantis Guild.

## Kamune the Mighty

**Game Play Tips for Kamune the Mighty**

Kamune is the most expensive Hero in Mage Knight Dungeons. At first level, he has an attack value of 10 (which grows to 13), a damage value of 3 (which grows to 5), Battle Fury and Toughness, so there is no reason to keep him out of close combat. He is the slowest fighter at his first level, so make sure you time his maneuvers precisely so he can use his offensive skills to the best advantage. Add Command and Ram at the fourth level, and Kamune becomes indispensable. He gains Regeneration if damaged enough, so you can plan for that in a bloody

combat.

**Overview:**

A Troll Hero, a male fighter. Kamune quests for glory as great as the legendary Troll Paragon's—if not greater!

## Norfur Thott

**Game Play Tips for Norfur Thott**

Norfur Thott is the only Mage Knight Troll who has a magical attack, although he doesn't gain Magic Blast until the third level. At first level, Norfur is your basic Troll, with a 10 attack and 3 damage, Toughness and Battle Fury. Like all Trolls he is slow and expensive, so pick him if you want to fight early and have magic later. His ranged attack allows him to be useful early on when his speed is a problem. He gains Regeneration just becoming demoralized, so use it before it's too late.

**Overview:**

A Troll Hero, a male wizard with red skin. Norfur is seeking information about the true nature of ley lines and Magestone.

## Morg Bloodspiller

**Game Play Tips for Morg Bloodspiller**

Morg Bloodspiller is the only Mage Knight Troll who has Magic Healing—and he actually has it at the first level. In exchange, this unique Troll sacrifices many of the typical Troll abilities—for instance, he never has Toughness and Battle Fury at the same time. His attack value is at Troll levels, so pay the extra points for Morg when you want a fighter/healer combo and don't be afraid to put him in both close and ranged combat situations. Like all Trolls he is slower than any of the other Heroes, and he will Regenerate if damaged enough.

**Overview:**

A male Troll Cleric who is famous throughout the Wylden for his cruelty to his enemies.

## Locksmith Karg

**Game Play Tips for Locksmith Karg**

Karg is a thief, a rarity for a Troll. His damage value is an un-Troll-like 2 and never increases as he gains levels, nor does he ever have Battle Fury and Toughness at the same time. To compensate, he is the fastest Troll Hero, with a first level speed of 8, and has Sneak Attack. This makes Karg a more calculating figure than your typical Troll, so you'll want to plan his attack strategy carefully. Karg has the normal Troll defense value, which allows him to step up to a treasure chest without worrying about traps. He will Regenerate if damaged enough.

**Overview:**

A Troll Hero, a male thief who smashes chests and traps with his sword rather than trying to "pick" them. ("Gold doesn't break.")

## Tracker

**Game Play Tips for Tracker**

Tracker is valuable for a Gnoll. His Stealth and improved attack value of 9 mean that he you can send him into the fray as fodder for a Hero. His higher attack value means that he can actually last in a fight with a Hero, but he's much more effective when joining an ongoing fight. Until he's ready to attack, keep him in areas with hidden terrain so he can't get picked off by Heroes

with pesky range attacks.

**Overview:**

A Gnoll Mage Spawn who is a master of underground travel and knows many secret ways between Dungeons. This Gnoll is extremely inquisitive and has a nose for trouble and secret passages.

## Dead-eye

**Game Play Tips for Dead-eye**

Dead-eye adds Stealth and increased range (to 12) to his standard, which means limited Gnoll abilities. The only way to use Dead-eye is to keep him out of harm's way and send his ranged attack winging through those dark Dungeon corridors. Use the hindering terrain to keep him safe from counterattacks, and don't let him get too close or too exposed; he won't stand up to any kind of focused Hero attack.

**Overview:**

A one-eyed Gnoll with a magical jewel in place of his missing eye. Can see in the dark or through fog and mist. He acquired the jewel from a Draconum wizard whom he scouted for in the northern mountains.

## Jawless Jenkins

**Game Play Tips for Jawless Jenkins**

Jawless combines the benefits of the normal Skeleton from MK Rebellion with the Armored Skeleton from MK Dungeons. His attack value is still lower than his Rebellion counterpart's, but 2 slots of Weapon Master and a 5 Battle Armor mean that Heroes must close in to finish off this Spawn. But if they do they're risking that lucky shot that could send them to that big Dungeon in the sky. Jawless is pretty expensive for a Skeleton, so try to get him into close combat fast before the Heroes can pick his bones. Note: Although it does not specify it on the base, Jawless Jenkins is a Skeleton and follows all the normal rules for Skeletons and the Necromancy special ability.

**Overview:**

A dead adventurer who had his jaw stolen by a band of Orcs and has been moaning about it ever since. Jenkins has a one-track mind and generally won't stop until he finds what he's looking for.

## Young Rich

**Game Play Tips for Young Rich**

Young Rich is the best of the Skeleton Archers. He deals more damage (starting at 2) and has two ranged attacks. He also has Nimble, allowing him to maneuver better and still get off a shot. In the long run, though, that's not saying much. He still only has 3 slots of statistics and really can't stand up for himself in close combat. Use Young Rich to pick off any Hero who wanders away from the group or an injured Hero who falls behind the team. Note: Although it does not specify it on the base, Young Rich is a Skeleton and follows all the normal rules for Skeletons and the Necromancy special ability.

**Overview:**

A Skeleton Archer that accompanies Jenkins in death, as it did in life. Loyal squire. Does the talking for Jenkins, at least the hard syllables.

## Murrk



### **Game Play Tips for Murrk**

Murrk is a Lizard Man with enough training to be scary. With his bladed staff, Murk can Sweep attack as well as protect himself from a Hero's onslaught with his Pole Arm ability. Murk loses these special abilities right away, so use 'em while you've got 'em. Murk has a higher average speed and the Aquatic ability longer than any other Lizard Man, so he's very valuable in a water-filled Dungeon, where he can move, defend and attack quickly while others are bogged down.

#### **Overview:**

A Lizard Man who found a secret passage into the Necropolis and lived to tell the tale. Mutters a lot about Zombies. Hunted by the Sect for his knowledge; they've wiped out a dozen Lizard tribes in attempts to kill him.

## **Headstone**

### **Game Play Tips for Headstone**

Gargoyles are already tough to hit with a base defense of 16. Headstone only makes matters worse by adding Toughness to the mix. Now Heroes have to work that much harder to destroy this Mage Spawn, usually forcing the top fighter on a team to take him down. Headstone cannot fly as far as other Gargoyles (he tops out at a speed of 8), but he has Flight for more slots. Use his flying ability to get him in and out of combat quickly when he needs to.

#### **Overview:**

A Gargoyle that supposedly has the Hand of Manus in its belly, a magical artifact that weighs the truth and informs its "holder" whether the people around him are being truthful or deceptive.

## **Volcorga**

### **Game Play Tips for Volcorga**

Volcorga, like Headstone, adds Toughness to an already high defense value of 18 (which is even better than the toughest Magma Guardian). So while this beast can be hit by ranged attacks, they may not affect it. Once Toughness is gone, Battle Armor remains and a Hero still must close to take it out. Like other Magma Guardians, its attack and speed values are average, so use this Spawn to block a Hero team's forward progress.

#### **Overview:**

A Stone Guardian that prowls the deepest parts of the old fortress of Stonekeep. Stonekeep is a bone of contention between the KI and the League and has traded hands a dozen times in the past few centuries. Its tunnels and secret chambers are seemingly countless.

## **Mirajon**

### **Game Play Tips for Mirajon**

Mirajon is a single-strike, do-or-die Mage Spawn. Mirajon has the Dodge ability in his first slot like other Satyrs, and he adds the quick-strike abilities of Sneak Attack and Dodge. But he only has 1 slot of stats. Once he's hit, he's gone. While Dodge may keep him alive for an extra activation, it won't carry him much farther than that. As a result, placement is a primary concern. Use all of his speed to move and strike so he can do maximum damage.

#### **Overview:**

A Satyr who enjoys making trouble between the Forest Trolls and the Mountain Trolls of the Sturnmounts. Mirajon is openly hunted by the Elemental League for the problems he causes between Troll tribes.

## Trick

Trick Potbellied Gremlins are annoying, and Trick has honed that ability to a fine art. While he doesn't have Stealth, he bounces between Limited Invisibility and Magic Immunity, so even when you can see him you must use conventional weapons to hit him. Trick doesn't demoralize; instead, he becomes Invulnerable, so use him to block line of fire to other Mage Spawn or on opportunistic attacks. His speed of 5 is a liability, so manage him carefully, and use him to attack or hinder Heroes' attacks.

### Overview:

A Potbellied Gremlin who quaffed a potion of agelessness from a High Elven mage. Is more than a thousand years old, completely insane, and spends much of his time howling and gibbering.

## Sneenox

### Game Play Tips for Sneenox

Sneenox is just a better Demolishing Ape. He has a better attack value, he keeps the Nimble special ability for more slots, and he never demoralizes. So use this great ape the same way you would any other Demolishing Ape, only more effectively. Use the ranged attack, even though it's only a range of 4. Dodge any attack and still get off a counterattack with the Battle Fury advantage. Also, don't fear close combat while Sneenox still has Dodge, but once it's gone stick to the ranged attacks.

### Overview:

A Demolishing Ape who was the pet of a lesser Shyft Matriarch before he killed and devoured her. He still bears the magical spear and shield his Matriarch gave him. Can mimic her final cries for help.

## Ankhet

### Game Play Tips for Ankhet

Ankhet can hurt you both before and after she changes into her cat form. As a human, she has Sneak Attack and Forced March. So it can be a nasty shock to a Hero when she hurts him bad and then, after taking just 1 click of damage, becomes even tougher as a were-creature. She has the standard Werecat abilities of Nimble and Battle Fury, so she can hold her own in close combat or stay mobile for quick strikes on any lone Hero.

### Overview:

A Werecat, the true alpha of her pack, who can command cats of all kinds with her purr or hiss. She prowls Dungeons searching for weapons that Shifters can use in the fight against the hated humans.

## Brimbidus Grimm

### Game Play Tips for Brimbidus Grimm

Very few survive the blade and horns of Brimbidus Grimm. With Ram, he can move his full distance and still hurt a Hero. Once he arrives, let him fight toe-to-toe. With Weapon Master and Sweep, Brimbidus can deal out some real damage, while his Toughness limits how much he will receive in return. With Battle Fury, the counterattack is a dangerous tool at his disposal. Fear nothing with Brimbidus; even if he takes damage he will eventually go Berserk--and no Hero wants that.

### Overview:

The head warrior of the Praxis labyrinth, one of the largest Minotaur labyrinths in the Land.

Brimbidus carved many of the tunnels himself, and they are a three-dimensional masterpiece of confusion. Praxis labyrinth is in the heart of the Ailon Mountains.

## Morgarius Stamp

Morgarius Stamp Morgarius is that most dangerous of Minotaurs: a trained one. He not only has a Magic Blast attack, but once he losses that he also gains Magic Confusion and Magic Retaliation. When he loses those, he gets Magical Healing and Magic Enhancement--and that's just before he goes Berserk! He is a one-beast wrecking crew. Also, as a Minotaur, Morgarius begins with Ram, Toughness and Battle Fury and has a damage value of 3. So up close or far away (ranged is better, though), he will cause Heroes some serious pain.

### Overview:

A Minotaur mage, the head mage of the Praxis labyrinth, the largest Minotaur labyrinth known in the Land. Morgarius oversees the treasure hoards and forge-mines in Praxis.

## Silver

### Game Play Tips for Silver

Venom is the Medusa's specialty. Silver adds a twist to the normal Medusa attack options, since she has Venom early but loses it quickly and gains Vampirism in exchange. While that may seem like a step down, she is Vampiric while also being Berserk. Finally, if a Hero can fight her through that set of slots, she can Regenerate, and the battle starts again. Get her into combat as soon as possible, as her Battle Fury makes her more potent on counterattack than on an actual attack.

### Overview:

A surprisingly intelligent Medusa who leads an organization of female assassins, ex-Amazon and Naga in Venetia. Silver lives in great comfort in the labyrinth of cold stone corridors, staircases and ladder mazes. She is an anomaly among her kind.

## Susservus

### Game Play Tips for Susservus

With his Sweep attack and 180-degree arc, Susservus can attack multiple Heroes at one time. That is standard Hydra Serpent fare, but Susservus also has Aquatic, so he's at home in the water hazards found in the deepest Dungeons. The best use of Susservus is to pick Heroes off in the water. Don't worry about taking damage because Susservus has a click of Regeneration at the fourth and sixth slots, allowing him to heal back up and attack again.

### Overview:

A Hydra Serpent that guards the ancient tunnels beneath Down Town, under the floating city of Atlantis. May at one time have been a pet of Tezla's.

## Yumus

### Game Play Tips for Yumus

Unlike standard Animated Mud, Yumus has learned how to hunt by blending into the background with its Stealth ability. In its first slot, Yumus has Charge. That is very important for a Mage Spawn with a speed value of 4. In exchange for that flexibility, Yumus does less damage on average and has a lower defense value, although he does have Toughness early on. Use Yumus to block Heroes from moving or hide other Mage Spawn so they can't be hit with a ranged attack.

### Overview:

Animated Mud that has grown so large over the years that there are hundreds of separate Yumus that all think with the same mind. Killing one part only angers the rest of the collective creature.

## **Draxx**

### **Game Play Tips for Draxx**

Replacing the early Venom attacks with a Flame/Lightning attack and the ability to target multiple opponents, Draxx is more of a ranged attacker than other Manticores. His Flight ability keeps him mobile and allows you to hold him back for ranged attacks. Don't forget to use his Battle Fury ability even on ranged attacks. Once he loses Flame/Lightning, though, his baser nature emerges with the standard Manticore Venom attack. It only lasts for 2 slots, so make the most of it and attack as often as possible.

### **Overview:**

An immortal Manticore who guards the entrance to a Dungeon beneath the peaks of the Rivvenheim Mountains. He typically questions his food before attacking, and the riddles have answers that no living person should know.

## **Deathroot**

### **Game Play Tips for Deathroot**

Deathroot differs greatly from the standard Deadwood Golem. He begins with Limited Invisibility and Sneak Attack, two abilities not found in others of his kind. It only has those abilities for 1 slot, though, before it reverts to the traditional Magic Retaliation of its kind. It also gains Stealth at this time, and its speed value increases. With these talents, use Deathroot as a sneaky Spawn and keep him near hindering terrain. That way ranged attacks can't hit, but he can get close enough to a Hero for a close combat attack.

### **Overview:**

A Deadwood Golem that prowls the beaches around the Black Lake.

## **Tusk**

### **Game Play Tips for Tusk**

In his human form, Tusk is faster and maintains Forced March longer than the typical Wereboar. But what really makes Tusk special is that he gains the Ram ability after he loses Charge--so he can still move his full distance and deliver the damage. Tusk will also go Berserk if he takes enough damage. While in "were" form Tusk has Toughness and Battle Fury as well, so use him offensively and let him move and attack at will. In the end, Tusk will deliver much more damage than he ever takes.

### **Overview:**

A female Wereboar who guards an ancient forest labyrinth near the Dragon Grove. Tusk is the pet of the Priests of the Dragon Grove and a well-fed defender of their hidden enclave.

## **Atayet**

### **Game Play Tips for Atayet**

Atayet may be the deadliest of any "were" Mage Spawn—once she converts to the Weresabertooth, she has 5 full slots of Weapon Master. She only loses it when she becomes Berserk. As a human she has Forced March, which changes to Charge. She eventually replaces Charge with Quickness, which makes her one of the very few deadly Mage Spawn team players. Round her out with Battle Fury and Toughness, and Atayet is one Mage Spawn that you want

facing off against a Hero in close combat.

**Overview:**

A Weresabertooth who prowls a series of stone canyons in the Blasted Lands. His screams and growls can be heard for miles. Leader of a pride of Weresabertooths; a vicious, cruel fighter.

## **Black Thorn**

**2001 GenCon Exclusive**

Black Thorn knows that speed kills—in fact, she relies on it. With Quickness and Sneak Attack, as well as Command (to keep her followers in order) at her first level, maneuver her to attack where the enemy is weakest. While she gains no new abilities, her defense value increases to 17 and her attack and speed values increase to 10 at the fifth level. She never increases her beginning damage of 3, though, which she can use up close or from a 10-inch range. She loses Command but gains Battle Fury as she takes damage.

**Overview:**

An Elven thief and femme fatale who performs daring heists and leads a highly competent warband. Tyrsis is a close friend and her personal advisor. Tends to scar everybody she has dealings with. Darset Frehr, Zenephret and Darq the Corrupt number among her top enemies.

## **Raydan Marz**

**2001 GenCon Exclusive**

Raydan Marz's reputation is built on his ability to lead by example, so even at the first level he has Command and a damage value of 4. With his 10-inch range, both his close combat and ranged combat attacks are deadly. As he gains experience he acquires both Nimble and Sweep, and his attack value rises to 11 with 5 clicks of damage. On the defense he has Battle Armor, and with enough damage he gains Battle Fury. He will go Berserk on his last slot, so let him go out in a blaze of glory.

**Overview:**

A renegade Atlantean warlord seeking to overthrow the corrupt government of Atlantis. Along with Desmanda, Maleficus, and a host of other warriors and wizards, Raydan wants to destroy Jeet Nujarek and return the Empire to its original state of glory and justice.