

## **Horned Hunter**

Ever since the first Crusader invaders penetrated deep into the forests of the Wylden, whole warbands of Dark Elven warriors have been found slaughtered amidst moonlit groves and clearings. While at first the Crusader leaders attributed the attacks to resistance by the remaining Troll, Faerie, and Centaur inhabitants of the Wylden, sightings and stories regarding the appearance of an undefeatable horned warrior began to run through the Crusader ranks like wildfire. Accompanied by bands of fury-driven Wylden warriors, the sound of the Hunter's moaning horn and shrieking spear-blade is said to guarantee death for those that hear it, as the very trees and beasts of the wood work together to tear the undead invaders limb from limb.

Even the warriors sworn to the Wylden Host have deep respect this powerful avatar of the wild, and only fools mock its power. Many Host warriors have heard unbelievable tales from fellow warriors, such as stories of Rangers waking up miles from where they first slept, covered in scratches, bruises, and their weapons dripping with Dark Elven blood. Elemental Priestesses sometimes drop into trance, and say they can feel the awesome rage of the Horned Hunter as it hunts its prey. Tales abound of those that have broken with the Spirit of Tezla, and have taken up reverence and ritual to honor to this powerful being as a God of the Wild. While all the peoples of the Wylden know that nature is an unfathomable thing, and that the Land can surely rise to defend itself, there are few Forest Elves alive who have witnessed a manifestation of nature in such a violent and unstoppable form.

## **General Volkare**

Born and raised on the isle of Delphane, General Volkare was born with the soul of a general. By the young age of twenty-one, the handsome Delphana warrior already climbed the ranks to a position of command within Emperor Tahmaset's armies. His chief benefactor, an experienced warrior by the name of Jeet Nujarek, recognized Volkare's potential as a leader and placed him in charge of his first heavy-combat division. When the Rebellion sparked to life some fifteen years ago, after the Rebels assassinated Prophet-Magus Karrudan with a well-placed rifle-shot, Volkare and Nujarek battled side-by-side throughout some of the fiercest fighting in the first years of the war.

With Emperor Nujarek's rise to power, it is natural that he places trusted warriors in key positions throughout the Atlantean command structure. General Volkare, a master of combat and tactics, born with an unrelenting loyalty to Tezla and to maintaining the Atlantean way of life, is a perfect choice for leading the Imperial Legion. Volkare, much like Emperor Nujarek, has frequently expressed his distrust of the mages of the Atlantis Guild. While Volkare recognizes the importance of Technomancy, he believes that the Emperor should be ruling Atlantis, and not greedy mages that know little of law or life. Specifically, Magus Anunub's recent resistance to Nujarek's wishes to incorporate the Golemcore specialists into the Legion's battle armies has specifically earned Volkare's anger and enmity, and he plans to ensure that the young upstart will not have any opportunity to inconvenience the Emperor's future plans.

## **Anunub**

Anunub is recognized as one of the brightest young mages of the modern Empire. As he earned his third Magestone just this last year - a significant feat for someone his age - Anunub was recently appointed by Prophet-Magus Osiras to lead the Golemcore specialist armies against the enemies of the Empire. Having been rewarded with a new implant for his startling success-rate in upgrading aging Atlantean combat golems to unbelievable levels of efficiency, Anunub now commands the top golem-strike unit in the Empire. While Anunub and Volkare both share similar views on supporting Atlantis, Anunub views General Volkare as something of an annoying bore with no real talent for command. Anunub has played a significant part in the recent history of the Empire. Back in 432 Tz, shortly following the death of Emperor Tahmaset at the hands of Rebel assassins, young Anunub stood as one of the three tribunal members in

charge of the trial of the Imperial traitor, Raydan Marz. While the evidence of Raydan's treason was sketchy at best, Anunub got to witness firsthand Prophet-Magus Osiras' manipulative nature. When Osiras secretly demanded that Anunub vote Marz guilty on all counts, regardless of the sketchy provided evidence, Anunub did as he was told. However, Anunub was secretly pleased when the renegade warlord pulled off a spectacular escape from the council chamber, and has been following his career ever since with secret interest. Ever since the day of Raydan's escape, Anunub has worked steadily to raise his own position within Atlantis, and plans one day to usurp the position of Prophet-Magus from Osiras and to become Prophet-Magus himself out of loyalty to Tezla.

## **Black Thorn**

Black Thorn, also known as Nadia os Darras, is a rare half-elven warrior, with a craving for treasure, fame, and the adventurer's way of life. For centuries she has pulled off spectacular heists, led mercenary armies to victory against hopeless odds, and traveled the Land with her Draconum friend and ally, Tyrsis. Black Thorn has a soft spot for Khamsin and the Revolution, but has fought with any number of strange bedfellows throughout her career - including a spectacular alliance with and betrayal by the Crusader overlord, Darq the Corrupt, during the Fairhaven affair. She has a hatred of the thieving warlord Raydan Marz, warm recognition for the honor of the Troll warlord Huhn, and a long-standing enmity with the Venthian merchant-prince, Darsett Frehr. While Black Thorn doesn't mind a good fight, and knows that death is a constant in her line of work, she won't tolerate innocents or non-combatants getting hurt or killed during a combat. While blowing a bridge to prevent an Atlantean warband from escaping is fine, setting off a black powder bomb in a crowded Atlantean square just to hurt one Atlantean magus is completely unacceptable.

With the defeat of the Knights Immortal army attacking Khamsin in 434 Tz, many of the citizens of Khamsin believe that the fifteen-year long struggle for survival is finally over. While Black Thorn was instrumental in the final battle, and very satisfied with her performance, she is well aware that the real battle for freedom is yet to come, especially when the Atlanteans start resorting to dirty tricks rather than military dominance. Thus, by forming the Bloody Thorns to fight the Atlanteans on every possible front, Black Thorn hired every non-conventional warrior she could trust to fight for the name of freedom throughout the Land to ensure that the crystal-headed idiots of Atlantis can't undermine Khamsin through non-conventional means.

## **Blackwyn**

Blackwyn is a long-time hero of the Rebellion, and now stands as one of the esteemed leaders of the Revolution. Armed with his signature twin black powder shotguns, Blackwyn is credited with the liberation of Enos-Joppa and the Northlands from Atlantean oppression. His list of allies is long and notorious - including the assassin Snow, the Elemental priestess Rowan, the pit-fighter Kerraii, not to mention Skyros, Byrch, Maren'kar, and dozens of others. While Sarah Ythlim, the secret leader and logistical organizer behind the Revolution, prefers to work in anonymity, Blackwyn has led the fight against the Atlanteans with bravery and foresight. Earlier in his career, Blackwyn served as one of Sarah's captains. But when the two disagreed on tactical methods, Blackwyn resigned from Sarah, though he vowed to continue to fight for the Revolution and the cause of freedom.

Even with the fortunate turn of events at Khamsin, Blackwyn knows there is a great deal more to do. The Atlanteans are again building their armies, and the victory at Khamsin is only one more stepping stone on the long road to total freedom from the Empire. Blackwyn knows the Atlanteans won't stop anytime soon, and that his captains and soldiers will need to fight hard to both hold the territory they've spent the last fifteen years claiming from the oppressors, and to make further advances to free the people oppressed by the Atlantean tyrants.

## **Deathspeaker Aeradon**

Deathspeaker Aeradon is the most powerful member of the twelve-member Necromancer group that rules the Dark Crusaders. Having won his position by defeating Deathspeaker Spider in the Vampire Civil War, at the current time only Dark Prophet Soma is more powerful than Aeradon - and in time even Tezla's prized student may fall before the wrath of Aeradon's unrelenting quest to rule the Necropolis. As the owner of the vampiric Order of Vladd, Aeradon controls Darq the Corrupt and coordinates the actions of the Vladd Vampire Lords as they conduct the Dark Crusade against the Elemental Freeholds to the south. Aeradon, having been one of the attendants at Tezla's transarnation, is a fervent worshipper of Dark Tezla and a leading member of the Cult of the Blood Goddess.

Aeradon is in an unusual position, as ever since the Deathspeaker leadership council was formed more than 150 years ago, no one Necromancer has yet had the strength to contest for the role of the Dark Prophet. Many within the Necropolis are waiting to see whether Aeradon will make a bid for power against the Dark Prophet Soma, and more than a few are already gambling on which side they should choose in the years to come. Additionally, with Darq the Corrupt's recent behavior in the Galeshi deserts, there are a number of Deathspeakers that wonder if the Order of Vladd is still truly loyal to Aeradon, or if the entire affair is some convoluted bid for power by Darq the Corrupt.

## **Kossak Darkbringer**

The Vampire-Lord Kossak Darkbringer, once known as the Elemental champion Kossak Mageslayer, has been under the psychic control of the Dark Crusaders for over a year. After Darq the Corrupt managed to use the Vermillion Crown to lay an unbreakable spell over Kossak's mind, Kossak has worked as a puppet for the Order of Vladd ever since. Dominated by Darq's use of the powerful relic, Kossak has been forced into leading the assault against his own people, even to the point of personally burning the forests and glades that he spent most of his life fighting to protect.

Kossak's nephew, Warlord Huhn, attempted to rescue his uncle from Darq's clutches back in 433 Tz, but was defeated in the Serpine Mountains by the Necropolis border-guard units. Just this year, with Kossak's appearance at the head of the armies besieging the Elemental capitol of Roanne Valle, Kossak may very soon be pitted against Huhn for the fate of the Wylden. For as long as Darq has the Vermillion Crown and continues to control this powerful juggernaut of destruction, the Land will tremble in Kossak's wake.

## **Khan Harrowblade**

After Kzar Nabar's destruction by the Solonavi during the Battle of Rokos, and the startling revelation that Nabar was a possessed pawn of the Solonavi throughout the summer-long campaign against Prieska, the Orcs of the Fist stood leaderless and shattered. Clinging to the old ways, to the laws established by Kzar Rabahn during the height of his rule, Khan Harrowblade stepped forward and claimed leadership over the Orcs of the Fist. While a number of lesser Orcs directly contested his claim, he killed them one after another in single combat, until no Orcs stood who would accept his challenge. Then, with his army at his back, Khan Harrowblade began the journey back to the Orc homeland, with his warriors loaded down with the spoils of Prieska.

However, when he learned one morning that a sizable contingent of Orc warriors chose to break away in the foggy night, taking a sizable amount of the hard-earned spoils with them, Harrowblade was outraged. While his personal honor demanded that the cowards be destroyed, the encroaching threat of winter and the danger of Atlantean retribution forced him to take his armies north back to the ancestral Orc homeland and leave the traitors behind. At the Festival of Division a few weeks later, (a gathering when Orcs fought duels for shares of the summer's spoils), Harrowblade was proclaimed as the Khan of the Broken Tusk tribes. To all present, as an oath to the Eagle Gods, Khan Harrowblade vowed that the cowardly Khan Rava and his Shadow Khans would be hunted down and destroyed like wild dogs - and that one day Harrowblade

would become Kzar over all the Orcish tribes.

## **Khan Rava**

After Kzar Nabar was cut down by the Solonavi at the Battle of Rokos and the subsequent rise of power amongst the Orc warriors loyal to the tribes of the Broken Tusk, Khan Rava realized that any chance for his own gain in power would be futile. With so many warriors dead from the attacks at Alrisar, Luxor and Rokos, there would be no way that the lesser tribes could win anything in the Festival of Division. Overall, it would mean that the Broken Tusk warriors would claim everything that Rava's warriors had fought and died for in Prieska, and the lesser tribe-families would be left to starve throughout the cold winter to come. So, after conducting a secret meeting away from Broken Tusk spies, the leaders of twelve tribes chose to become the Shadow Khans, and take their rightful place as the rulers of Prieska.

While this tactic guaranteed that the Shadow Khans would be in eternal conflict with the Broken Tusk, the tales of the legendary survival of the banished Cave Orcs inspired Rava and his commanders to go ahead with the plan. Chiefly, by settling in Prieska, the Orcs would be able to capture and utilize hundreds of slaves, capture an unbelievable amount of food and treasure, and live and train through even the worst of the winter snows with ease. While undertaking the endeavor was a truly dangerous plan, when a mysterious fog descended over the Orc camp on the night that Rava planned to leave with his new army, Rava knew that the Eagle Gods were with him and that there was no way he could fail. A short week later, surrounded by treasure, food, jugs of wine, and his six new beautiful human slave-wives, Khan Rava knew that he had chosen the right path - and that the Broken Tusk were doomed to fail against the might of the Shadow Khan armies.

## **Prophet Priest Tremelen**

Ever since the creation of the Elemental League, Prophet-Priest Tremelen has served as the voice of the Spirit of Tezla and the leader of the Circle of Nine. As one of the greatest Elven Elementalists that has ever lived, Tremelen's ability to control wind, weather and nature is beyond imagining. When the Dark Crusaders began their massive attack against the Wylden, it was Tremelen that received word of the plans laid forth by Tezla's Spirit, and was told the true purpose for the building of the massive mountain castle of Roanne Valle a hundred and fifty years beforehand. Loyal and without hesitation, Tremelen sent out the word recalling all of the loyal Elemental warriors to return to the Wylden Plateau and take up defense of Roanne Valle. While the Trolls, Faerie and Centaurs complained bitterly about his order, Tremelen knew that the Spirit of Tezla was correct, and the throngs of loyal Forest Elves returning to Roanne Valle confirmed his own faith in Tezla's undying wisdom.

"Even if the forest burns," Tremelen recently said before a gathering of the Council of Nine, "we shall be there to help it regrow when the time is right. Without Tezla and Roanne Valle. Without Tezla, we would be as dust before the storm of the Dark Crusade, and the Land would be forever damned to eternal night."

While Tremelen has respect for those who chose to stay outside of Roanne Valle and to continue to battle and harass the Crusader invaders, Tremelen is concerned about the members of the Wylden Host supposedly casting off their vows to the Spirit of Tezla in favor of protecting the Land. While the venerable elf has foresworn violence against the upstarts, the stories regarding Stonekeep's apparent cessation from the Elemental Freeholds and the appearance of primal forest gods throughout the Wylden has Tremelen gravely concerned for the future.

## **General Vale**

General Vale is a male violet-eyed High Elf with no qualms about his philosophies or his actions. Ever since Vale was rescued from an Atlantean prison by the renegade Atlantean warlord,

Raydan Marz, this Elven General has planned for the day when he can organize the disaffected High Elven Free Army warriors into a force devoted to protecting the weak and defending the just. While General Vale understands fully the need for the High Elven Council to fear the lowlanders potential strength, he has cast aside the prejudicial illusions that all the lowlanders are evil animals without purpose or enlightenment. General Vale's new purpose in life is to fight for those that need his aid, even if it means lifting sword and spell against the very warriors he once swore to serve and fight beside as an Elven Lord.

While the Free Armies are largely populated by High Elven warriors that have left their Rivvenheim homeland, General Vale also recognizes that members of other races will have unique uses and purposes in the wars to come. Raydan Marz and his mixed contingent of humans, dwarves, orcs and elves convinced General Vale that a coalition force is the best choice. Add to that the loyalty of the Atlantean exile Lord Andreus, the winner of the Imperial Games, Commander Redwyne, and a number of well-armed Heroes from every walk of life, and General Vale has the makings of an army that could fathomably assault and overcome the army of nearly any enemy warlord.

## **Master Cyrus**

Master Cyrus is a powerful High Elven mage devoted to the ways of the Warrior Temples and the High Elven peoples of the Rivvenheims. Chosen by the High Elven Council to lead the Temple Masters, Master Cyrus will use all of his skills for three purposes - to protect the Rivvenheim region from invasion, to destroy chaos and evil wherever he encounters it, and to utterly disrupt and destroy the political and military structures of all the lesser factions. After the destruction of the Knights Immortal army at Khamsin in the fall of 434 Tz, Master Cyrus has been given full freedom by the High Elven Council to do whatever is necessary to achieve his objectives - and will be rewarded highly if he can annihilate the Atlantean and Revolutionary states in the process.

This High Elven warrior lives for honor, and his every moment is spent in service to the High Elven Council and the Heirraman Gods. While the commanders of the High Elven armies are often chosen from the noble class - members of the Wyndfenner, Lightfoot, Fairhame, Ivydown, Starsdown, Longblade or Stormbringer families - Master Cyrus is a commoner blessed with a phenomenal amount of magical talent by the High Elven gods. As Cyrus serves the father-deity of the High Elven pantheon, Rythael, he hopes to one day die in battle and become a member of the ghostly Heirraman Host, an undefeatable army that answers only to the all-powerful High Elven gods.

## **Drakor**

Drakor is a Draconum warrior sworn to the quest of the Chrysalis, fighting and battling wherever he can in order to gain the experience necessary to evolve. Raised and taught by a family-group of Draconum devoted to personal excellence, Drakor has learned about battle and warfare ever since he was a chained Whelp under the guidance of a group of Neophant teachers. As one of his first memories of sentience contains the bloody slaughter of an Orc clurch-drummer that wandered too far from the grasslands of the Fist, Drakor has long held a reverence for slaughtering Orcs over the members of any other species. This makes Drakor a both feared and hated individual in the Fist, and entire tribes of Orcs will mobilize to destroy this hunter if word gets out that he is lurking nearby.

With the recent awakening of the Drakona from their millennia-old slumber, Drakor, like all the members of his kind, felt an emotional pull to join his ancestors. Upon encountering a flight of Drakona warriors high in the skies over Enos Joppa, Drakor engaged and survived a dangerous aerial combat with the powerful warriors. Upon proving his skills as a warrior, Drakor was guided back to the Dragon City. There, he learned that he had earned the respect of the Drakona, but it would take time for him to be trusted enough to fight and lead amongst the Drakona's armies. While Drakor offered to do anything for his masters in order to learn the extent of his true power as a dragon-warrior, they gave him only one task - to hunt down and capture a

nameless Draconum female, and to bring her back to the Dragon City as soon as possible. Once Drakor achieves this goal, by any means necessary, he will then be tested for suitability within the armies of the Drakona, and to undergo the advance Chrysalis spells that the Drakona reserve for only their most powerful warriors.

## **Caldera**

Caldera's history and life is unknown to her, as her memory was taken from her sometime only in the last few months. While this female Draconum has listened to tales about her past life as a Solonavi hunter, learned about her quest for her lost Draconum lover in the northern mountains, and knows that the family of rugged Dwarves found her unconscious on the shores of a mountain lake near the Kuttar Depths, the rest of her life is a mystery. While Caldera - a name given to her by the Dwarves who found her - waits for her memory to recover, this dragon-woman spends her time seeking wisdom and fighting prowess, and follows the path that the revered Dragon Gods have laid for her in this life.

Twice now, a blue-skinned Draconum has savagely attacked her, and twice she has evaded him. While a venerable Draconum seer told her that her destiny lies intertwined with the awakening of the Drakona in the northern mountains, she is so far unaware of why she is so important to the ancient masters of the Land, and whether her memory loss is somehow tied to an ancient prophecy. In order to buy time, Caldera currently travels south with her Dwarven family, seeking clues and answers to her destiny.

## **Vithzerai**

Vithzerai is a Draconum warrior that numbers amongst the most powerful members of his generation. Having undergone four Chrysalis evolutions, Vithzerai now has two heads, a snake-tail, and powerful magical abilities -- all signs that he is the chosen of the Dragon Gods. With the rising of the Drakona in the north, Vithzerai believes that it is his path in life to destroy the ancient ones in the north and set the Land back into balance. Vithzerai has had powerful visions detailing the Drakona and their cruel ways, and believes that the Dragon Gods have set before him the task of building an unstoppable army that will one day attack the Dragon City and destroy the Drakona for all time.

From what this powerful leader can discern from the ancient texts, there is an obscure legend of a female Draconum that will be essential in the destruction of the Drakona menace. But before this great warrior can be used as a weapon against the twisted evil of the Drakona, her true memory must be returned. If her memory is not reborn, then all of Vithzerai's efforts are doomed to fail, and the Drakona armies shall swallow the Draconum even as the lunar eclipse swallows the sun.

## **Varatrix**

While the Oracles of Rokos have long been praised by warlords, kings and wizards for their ability to predict the future, until the Solonavi revealed themselves at the Battle of Rokos to face the Orc threat, few ever suspected that the Black Tower was a center of Solonavi activity. For the course of centuries, dating back to even before the time of Tezla, the Solonavi carefully gathered, taught and trained Humans, Elves and Trolls blessed with psychic or oracular talents. Behind the scenes, agents of the Solonavi called Seekers gathered magical items from all around the Land, and stored them within the tower for the time when they would be needed. One day, all of these things will be useful - but the ultimate goal of the Solonavi is unknown even to the most trusted mortals in their ranks.

Varatrix is the leader of the Solonavi armies at Rokos, and is responsible for the safety and well-being of the city. While most Solonavi are capable of feeding off of emotion, agony or creativity, and can use that energy to create drones, servants and deadly warriors, Varatrix represents a kind of Solonavi capable of feeding off of the whole souls of living beings. While

torment, seduction and destruction may suit this warrior's personality, the need for true sustenance is only answered by the whole consumption of the life force of fallen warriors.