

## Xandressan Sailor

The inexpensive Xandressan Sailor is armed with Sweep and a healthy dose of Aquatic for those sneaky water battles. Sweeping for 2 damage, especially as a formation, can really add up! The Minions expansion is chock full of figures representing many of the new "races" of the Land. The Xandressans are seafarers who control the port city of Xandressa, on the bay leading to Atlantis.

### **Overview:**

An Atlantean sailor from one of the ship-families. A powerful swimmer and a skilled shiphand.

## Submersible Golem

The Submersible Golem is an Atlantean Technomagical Golem with Aquatic and Pierce. Pierce is useful in almost any game, considering the number of figures with Toughness and Invulnerability running around. Keep in mind that warriors with Pierce can attack Castle pieces, and a group of Submersible Golems have it for at least 2 clicks. Consider a ranged formation of Submersible Golems in Conquest and get those walls pulled down!

### **Overview:**

An Atlantean Golem designed for underwater exploration and combat. Capable of withstanding pressures up to three hundred feet and following simple combat and salvage instructions. Created by Jolum the Fish and tested in the Black Lake in 433 Tz.

## Elven Acolyte

The one problem with healers is that they are often the target of fast ranged attacks. After all, if you take out your opponent's healer, you don't have to fight the same guy twice! The Acolyte, however, can hide in hindering terrain, giving it some protection. It can burst out, heal, and run back under cover again. A defense of 16 and 2 damage on a common unit isn't bad, either!

### **Overview:**

A young Elf who is in training to become an Elemental Priest. The first step on the path of command in the League's priesthood is to serve as an Acolyte for a decade or two. An initiate in the Dragon Grove.

## Crystal Protector

The other healer in Minions, the Crystal Protector, has normal Healing (as opposed to Magic Healing). It gets a little better protection than the Acolyte, with Limited Invisibility. The Protector will do no harm, and it has a damage of 0 to reflect that. However, a unit with Flight, Healing and Limited Invisibility, for only 16 points, is a very useful figure indeed!

### **Overview:**

A Faerie Sprite with wings, a kind of nature priestess with a religious taper in her hands. She can become human-sized for an hour or two at a time, and she is skilled in healing and invisibility.

## Darkwing Zombie

The sect has no shortage of flyers, or cheap fighters, but with the Darkwing Zombie, they not only get a combination of the two, but they also get the first zombie flyer in the game. This figure excels at harrassment; a little vampirism keeps the zombie in the fight longer against a larger figure, and even if he dies, he can simply be resurrected to once again tie up an opponent's key figure. Tough to get rid of and nearly impossible to avoid, the Darkwing Zombie

is sure to keep an opponent in fits.

**Overview:**

Deathspeakers have a Necromantic ritual that gives their Zombie servants the ability to feed off the life force of their victims. These Darkwing Zombies, imbued with the power of flight, can drain the energies out of mages, warriors and Heroes alike.

## Mindsifter

Very few figures have Magic Confusion, and many players are themselves confused by this special ability. What good is an ability that doesn't let you attack or cause damage? Think of it this way: a lot of time during a battle is spent just trying to set up that perfect shot. Picture the look on your opponent's face after he uses three or four turns to get his pieces in a perfect crossfire position, only to have one of them run into the other's line of fire. The Mindsifter's attack value of 10 lets it land those Magic Confusion attacks. If it gets damaged, the Mindsifter has a click of Regeneration near the end of its dial, returning it nearly to full strength!

**Overview:**

A Necropolis mentalist with the ability to mesmerize and control the mind. Mindsifting is a specialized art in Necromancy, comparable to the psychic talents that the Oracles of Rokos use to read minds and divine the future.

## Dwarven Thunder Gunner

Similar to the Dwarven Rotary Fuser, what this Gunner lacks in damage it makes up for in targets. Use the Thunder Gunners to take out weaker (or weakened) units while under the protection of Shield Maidens or other BPR support units. Very few single-base figures (or non-titans) have the potential to fire at four targets, so take full advantage of the Gunners!

**Overview:**

A Rebel Dwarf armed with a sizable cannon.

## Khamsin Sniper

If you have a choice, use the Tough Sniper over the Standard. For 1 more point you get an extra click of Pierce, better defense and better attack stats overall. The Sniper is a great long-range unit: a 14 range with Pierce makes it a useful unit for nipping away at walls, 1 click at a time. Use it in Conquest ranged formations to do even more damage. Towers, Keeps and Gatehouses have 14 inches of ranged attack, so the Sniper can often maneuver out of range of the Castle piece and still attack. Its moderate defense value can sometimes be a liability, so consider some units with Defense to help shield the Sniper.

**Overview:**

An assassin from Khamsin armed with a new, accurate prototype of the fuser. Great range, great ability. Snipers act as Khamsin's second line of guerrilla defense after the Khamsin Peacekeepers.

## Wereraven

Simply a beautiful figure, the Wereraven looks like it wants to fly right off its base! Like other Werecoolures, it has to be clicked past its initial slot, but after that it takes to the sky with powerful stats and a mean bite! Fly it around, Confusing other warriors and moving them to your advantage!

**Overview:**

A Mage Spawn with the ability to shapeshift from raven to human guise. Their shape doesn't allow them true flight, as they are much too heavy to stay off the ground for more than a few seconds at a time. Generally loners that don't associate with outsiders, or even others of their kind.

## Phooka

Like defenseless healers, Magic Enhancement warriors are often the first casualties on the battlefield. The Phooka manages to alleviate this problem with Limited Invisibility first and Stealth later, giving it protection from ranged attacks. If your opponent really wants to stop your Magic Enhancement, he'll have to move into close-combat range, where you can have other surprises waiting for him!

### Overview:

A mischievous Faerie creature that often waylays warlords, warriors and Heroes throughout the Wylden territories. Very, very irritating. A prankster and trickster without rhyme, reason or purpose.

## Brass Commander

As a cheap Command figure, the Brass Commander works particularly well in Conquest games, where actions are at a premium. It is best positioned as part of a back-rank Atlantis ranged formation, where its Toughness can provide anti-Ram cover for healers or powerful attackers. Its limited move and modest combat abilities make it unsuited for offensive operations.

### Overview:

An Atlantean Golem command device with limited combat capabilities but a strong ability to decipher strategies and trends on the battlefield.

## Thorn Maiden

With Venom, Pole Arm and a high defense value, this figure is a great deterrent to melee swarms and harassers. It can be used to cover vulnerable parts of a Rammable unique, like the Emerald Glade Mystery. With its high move and limited range, it can also be used to harass. Move it to threaten a key support piece like a healer, and force your target to push or bring another figure into contact with the Maiden.

### Overview:

An Elemental being shaped from thorns and brambles. Female in appearance and personality, but beneath the glamour, she's made of wood. Spirits summoned into specially prepared thorn trees by the gardeners of Roanne Valle.

## Spirit Taker

With Stealth and Sneak Attack, the Spirit Taker makes an effective bodyguard for a Magic Blast formation. It can use its Stealth to shield the formation behind hindering terrain while moving to Sneak Attack anyone who gets too close. With its high move, the Spirit Taker can also be used offensively to pick off stray enemy figures.

### Overview:

A pit-fighter from the Necropolis that has learned to kill with a single blow. Chosen from the pits by a powerful Necromantic benefactor, Spirit Takers learn essential magics that help them kill more effectively.

## Dwarven Bombard

The Tough version, with its high attack and damage values, is perhaps the most point-effective Bombard to play. It can duel well against Amotep Gunners, since the Bombard has equal range, greater damage value and an immunity to Magic Enhancement. Its incredibly slow speed makes it a challenging piece to use, however, and it compares unfavorably to other ranged pieces with a similar point cost, such as the Troll Artillerist.

### Overview:

A Dwarf with a cannon strapped to its back. The cannon is extremely heavy and requires great physical strength to carry and fire.

## Glade Guardian

The Glade Guardian is essentially a cheaper, weaker version of the Centaur Lieutenant, with less power and durability and a splash of Regeneration thrown in. It works well as an inexpensive harasser remover for ranged formations. Because it lacks the durability and Battle Armor of the Lieutenant, it is not as well suited for attacking, but its low cost makes it more disposable.

### Overview:

Intelligent ghost wolves that ferociously guard the Emerald Glade from outsiders. Usually seen accompanying Emerald Glade Mysteries or their agents; rarely alone.

## Galeshi Emissary

With its Dodge ability, the Galeshi Emissary can be stationed at the front of a charging Orc pack, daring foes to hit it. Alternatively, this figure can be used in close-combat formations with Goblin Volunteers to increase your chances of getting off a successful Weapon Master attack.

### Overview:

A Galeshi warrior and deal-maker that has earned the respect of the Orc Raiders.

## Stalking Skeleton

One of the most powerful, cost-effective pieces in Minions, the Stalking Skeleton is a worthy alternative to the often-used weak Skeleton. Dodge gives it a good chance of engaging and surviving, and Quickness means that you can play a horde of these deadly creatures. Eight Stalking Skeletons and a Grave Robber can make a very dangerous army, although an extreme force like this would obviously be vulnerable to Ram and Venom.

### Overview:

A Mage Spawn that moves quicker than the eye; a kind of animated monster skeleton. Skeletons occur naturally in the Land; Stalkers tend to be found in Magestone-rich areas.

## Chimeric Worm

With its dial of three lives, this figure is a puzzle to play with and against. One key is to know the figure's statistics inside out. That way you can calculate it so that enemy hits leave the Worm on a powerful click. Don't hesitate to push it out of Demoralization to get it back to top effectiveness.

### Overview:

A three-headed worm, with each head having its own magical capabilities. Believed to be the spawn of Underworld creatures. The heads do not talk or negotiate. Tends to attack with one

head at a time.

## Shadow

It's hard to think of a more effective attacking combination than Charge and Limited Invisibility. The Shadow can screen for a charging melee force and then get off the first attack. Don't use the Shadow too recklessly, however. Its relatively modest attack rating makes it a poor-odds choice against powerful foes—try targeting enemy support pieces instead. And give it a lot of follow-up support so that it can Regenerate after a fight.

### Overview:

The Shadow is a semi-tangible, humanoid monster best identified by the set of animated tentacles growing out of its spine. First seen only a few years ago, shortly after the Shyft emerged from their hidden Dungeon lairs, these skulking, murderous beasts have rapidly spread their menace throughout the entirety of the Land.

These fearsome monsters are becoming commonplace in the smaller Atlantean cities. Mazes of alleyways and buildings provide perfect hunting grounds for these hungry antagonists, and their ability to meld into shadow in an instant prevents archers and wizards alike from making easy kills.

A number of these monsters have been seen in the company of the fearsome Shyft, likely under the same empathic mind control that allows the Shyft to dominate other Mage Spawn into frenzied warriors. But on more than one occasion, whole camps of Shyft have been destroyed by packs of Shadows, leaving behind only corpses and carnage in their wake.

## Solonavi Drone

A Solonavi that works well in packs! In high-point games, a swarm of Drones can overwhelm many armies. With its excellent defense value, Battle Armor and high move, the Drone has a good chance of reaching ranged enemy figures relatively unscathed. Don't hesitate to push the Drone to get off a good Sweep.

### Overview:

Created from raw energy by their Solonavi masters, the Solonavi Drone is a being of pure energy and unbelievable malice. Pursuing their victims with a ferocity usually reserved for the assassins of the Necropolis Sect, these unstoppable hunters sprint and slash their way across battlefields, intent on cutting down the commanders and key warlords their masters want eliminated.

Shaped from little more than energy and will, these beings are believed to be extensions of the Solonavi that created them. While the Drones have occasionally acted as emissaries for their masters, they seem to have no true voice or mind of their own. The voice of their Solonavi master speaks eerily through their mouth, relaying orders and offers without any trace of emotion on the Drone's eyeless face.

As much as the shining Solonavi are entrancingly beautiful, the Drones are no less attractive. Sunlight tends to dance and refract within their bodies, occasionally casting scintillating rainbow patterns across their dancing weapons and armor. In combat the Drones tend to let their magical armor take most of the brunt of battle, preferring to reach their target in the shortest time possible and not bother with any secondary opponents. Stronger warriors can shatter a Drone's thick armor with a solid blow, but lesser warriors often have a difficult time distracting the Drone from its lethal cause.

## Xandressan Captain

The Xandressan Captain is a versatile piece whose combination of Aquatic, Flame/Lightning and Sweep gives the tournament player, who is presented with different opponents and terrain, a variety of options. Away from the tournament table, the Captain allows a player to largely determine the course of a game with the placement and use of aquatic terrain. The Captain can be used in almost innumerable tactical combinations with other Mage Knight pieces.

**Overview:**

The Xandressan trading ships are a common sight throughout the rivers and coastal regions of the Land, trading goods and supplies with communities of all sizes and types. While the Xandressans are loyal to their Atlantean masters, paying taxes and transporting Atlantean goods throughout the Land, they also trade with people of all factions, and carry a special neutrality that most warlords are loathe to violate. Attacking a Xandressan ship will result in trade abruptly ceasing in that part of the Land, which can be devastating to the local economy, and a warlord's standing within that geographical area.

The Xandressan Captain is the leader of a Xandressan family-ship, and is responsible for the safety and well-being of her crew. Where the ship travels and trades is purely the Captain's decision. A wise Captain will listen to the advice of her crew, but the responsibility weighs completely on her shoulders. A Captain's Boarder acts as the Captain's first-mate and war-leader, and coordinates messages from ship to ship, and ship to shore, using the special Xandressan flag-language code.

Each Xandressan ship represents a family of Xandressan peoples, and answer to no higher authority. While they pay their taxes to Atlantis and stand as good Atlantean citizens, Xandressan ships carry no troops or offensive weapons for the Empire or the Guild. The Atlanteans look down upon their trading with all of the Factions of the Land, but realize that the gold and goods they bring to Atlantis are well worth "overlooking" the Xandressan relations with the League, the Sect, and the other races of the Land.

As result of each ship being an autonomous entity, attempting to corrupt the "Xandressan nation" is near impossible, as the Xandressan captains act upon their own accord without answering to any higher authority. Those few Xandressan Captains that "go rogue" and begin careers of piracy have the rest of the Xandressan trading fleet to deal with, and don't often survive more than a season or two against the might of their seafaring relatives.

## Medicine Troll

This tribal healer is the choice for combat healing. Do you have a figure or squad that is critical to your strategy? Then free up 40-odd points for this Elemental M\*A\*S\*H unit. With 3 to 4 ranks of 15 defense and Toughness for 1, 2 or 3 clicks, this Troll can take a beating. Add an attack of 9 to 10 with a 3 damage, and it can dish out the hurt as well. Even if the Medicine Troll takes some damage, its 4 ranks of healing and a 180-degree arc ensure it can keep those critical units operational.

**Overview:**

A male Troll fully trained in the ways of healing. Shamanic. The Medicine Trolls have always been part of the Troll tribes and act as advisors rather than leaders. Have red skin, just like all Trolls that can do magic.

## Cursed Hag

Hag, shmag—this crone is an infantry commander's dream. The Cursed Hag's 10-inch range for Magic Freeze forces an opponent to either stay away from its position or (with its defense of 15) to send good units directly at it. The Hag is a versatile piece, because once it is wounded and loses Magic Freeze it gains Necromancy and becomes a rear flank unit. The Hag has one last twist: 1 point of Regeneration, just prior to being demoralized. Cursed? Hardly.

**Overview:**

A crazed witch who eats children and boils the hearts of Heroes. Generally a female sorceress who has traveled far along the path of Necromantic magic. A diviner of secrets and a follower of dark intuitions. One who craves knowledge but not position in the Necropolis Sect.

## Khamsin Peacekeeper

“Peace through strength” is the Peacekeeper’s motto. Quickly moving slower allies into position to establish a hard-point against your opponent, the Khamsin Peacekeeper can be an essential unit for an experienced commander. Often paired with Dwarven troops, the Peacekeeper can bring an anti-magic force to the front one turn faster. With moderate but effective ranged attacks and a fearsome mastery of hand-to-hand combat, the Khamsin Peacekeeper has quickly become critical to Black Powder Rebel forces.

**Overview:**

A border guard of the new Khamsin regime, keeping the peace inside and outside Khamsin. With their looming troubles with the Empire, the Khamsin need trusted people on the borders. Led by the Red Duchess of Khamsin.

## War Bard

The War Bard is the epitome of the inspiring leader. Exhorting its troops through song, the War Bard is adept at forcing its squads to march at its remarkable speed of 9 to 10 inches per turn. The War Bard’s gift of song magically enhances the ranged attack of its squads. This Bard, however, is no simple troubadour. With Weapon Master, the War Bard has an attack of 10 that makes it a fearsome foe.

**Overview:**

A High Elven bard that is a cunning fighter and an expert musician and frequently spies for the Relishan. They travel the Land looking for news, intrigue and adventure.

## Ironclad

As stalwart an Orc as there ever was, the Ironclad begins with a remarkable defense of 17 to 18, coupled with 2 to 3 levels of Toughness, which are followed by another 1 to 2 levels of Battle Armor! Beginning as a slow mover, the Ironclad becomes faster as it takes wounds, reflecting the peeling away of its heavy body armor. With its damage level of 4 and no ranged attack, a commander must get the Ironclad into hand-to-hand combat to get maximum benefit from this master of melee mayhem.

**Overview:**

An Orc outfitted in the best (and heaviest) armor the Orc engineers can build, forge or find. No part of its armor is magical.

## Spine Sucker

Possessing a superior attack of 11, the Spine Sucker also has one of the most fearsome abilities in the MK universe—Venom—so a player can feel confident about wounding his opponents. Once the Sucker has taken a few wounds, the Mage Spawn gains 2 to 3 clicks of Vampirism. There’s the added bonus of a 4-inch Pierce, and if that weren’t enough, after losing Vampirism the Sucker gains Regeneration! A killer that’s hard to stop, the Spine Sucker may be the best deal in Mage Knight.

**Overview:**

This insect-like creature has a insatiable craving for marrow, and it's proboscis tongue is the

perfect tool for drilling holes into its victims bones. While the Spine Suckers originally were native to the Blasted Lands, over the last few years these malicious Mage Spawn have been sighted as far east as the Roa Galtor. Whether this is due to a natural pattern of reproduction, or whether Warlords have been taking these Mage Spawn with them to battlefields throughout the Land is unknown. While the creature can't fly, its proboscis can snake out and punch through an Orc's chest cavity in seconds, leaving it little more than a dried husk by the time the Mage Spawn is done with its feeding frenzy.

## Krugg Headhunter

Continuing Minions' list of excellent Mage Spawn, the Krugg Headhunter is a welcome addition to the Shyft player's pool of resources. With a starting slot of Weapon Master followed by a devastating Sweep attack, the Headhunter's cost of 28, 31 and 37 points may initially seem high. But when you throw in a click of 16 Toughness followed by 15 Battle Armor, and you have a medium attack unit that can take on any other squad in the game!

### Overview:

Collecting the heads of its enemies with powerful swipes of its mountain-forged axe, the Headhunter is among the most feared of any of the Shyft's ogre army. As vicious as any enraged Dwarf with its melee weapon, the Headhunter's task within Krugg society is to specifically find food for the cookpots. By taking the heads for himself as a kind of status symbol, the body becomes fodder for the rest of the tribe. Compared to the social nature of the rest of the Krugg, the Headhunter is a solitary loner that prefers to keep his thoughts to himself. Thought to be smarter than his tribemates, the Krugg has been seen both leading Shyft armies onto the battlefield, as well as sneaking around enemy lines for the chance to behead a choice Magus or Necromancer. Every severed spine means another token of prowess, and for his constant contributions to the cookpot, the Headhunter is feared, revered, and respected by his ogre kin.

## Flayed Lord

Imagine a sniper with a grenade launcher, and you'll have a pretty good picture of the Flayed Lord. The Lord's Limited Invisibility and Flame/Lightning combination allows it to wound whole squads while remaining unmolested by return fire. The only drawback is its limited 6-inch range, but if the Flayed Lord gets into close combat, it briefly gains Command, adding a mid-game advantage. The Flayed Lord's 9 to 10 clicks of damage make it tough, while its 2 clicks of Vampirism and 1 click of Regeneration make it tough to kill. Finally, it has a 1-click Berserk attack of 4 to 5 before the end of its dial.

### Overview:

An undead monster that was created to protect ancient treasure sites. Their sole purpose is to ensure that the riches and heirlooms placed in their care are never stolen. They often guard one location for all of eternity.

## Solonavi Channeler

The ultimate healer, the Tough version of this piece costs 53 points, with a starting speed of 10, 12 attack, 17 defense, 3 damage, and a 12-inch range with a 180-degree arc. Compare this to any other piece, and you won't find better. What is even more astounding is that for 20 points less, the Weak version of the Channeler doesn't drop off much! The clincher is that since the Channeler is Berserk much of the time, it cannot be captured, unlike every other healer in Mage Knight.

### Overview:

A Solonavi that is used to store, ingest or expel energies taken by the other Solonavi. They are



comparable to Solonavi Golems but far more dangerous.

## **Xandressan Boarder**

A close-combat expert that puts others to shame, the Xandressan Boarder needs protection to get up close and really cut loose, but with Quickness and an 11 speed value it can get into melee more quickly than most. When it takes damage, it loses Quickness and Berserk but gains some excellent abilities, such as Dodge and Weapon Master, about midway down the dial. Near the end of the dial it gains Dodge again. This is a strong piece across the board, with very few weak spots. Get it into a big fray quickly and watch it go to town.

### **Overview:**

As the second in command on Xandressan ships, and as the war-leader and defense coordinator for their vessel, the Xandressan Boarder is often feared by pirates and vagabonds for both his prowess and his raging battle fury. Even the slightest threat against his vessel, his captain, his crew, or his friends results in a controlled rage that often proves deadly for his opponents. Able to climb through the rigging with top speed, or to dance through a crowd of opponents with his spinning blade, the wrath of the Xandressan Boarders are rapidly becoming known to the Rebels as a major threat, ever since the Malia ship-clan was shelled by Rebel guns in the fall of the year 433 Tz.

## **Amethyst Knight**

An up-front combatant. Choose a tough figure on the board and Charge into combat with the Amethyst Knight. It deals great damage, and when it's taken a click or two, it gains Sweep and then Pole Arm, so smaller figures will think twice about getting into close combat with the Knight. It keeps Sweep and Pole Arm for a long time, so get it into combat and keep it there.

### **Overview:**

In the same fashion that the Atlanteans harvest raw Magestone and refine it the deadly substance into Magestone crystals for use in their Technomantic objects, the Elemental League has a ritual that can transform small amounts of Magestone into an harmless substance - a substance that is altered enough that Atlanteans can never use it for Technomantic purposes. The end result of this ritual is a purplish, resistant crystal that provides for excellent armor and swords. While the weapons that the Crystal Bladesmen use in combat are made from Magestone as well, the ritual to create that caliber of clear crystal is a much weaker spell, and doesn't provide the same damage-resistant qualities found in enchanted Amethyst.

An Amethyst Knight is typically found in the lower Wylden, guarding the areas just to the east of the Roa Galtor. It is believed by many of the Factions that a sanctuary for male Elementalists is concealed in one of the many forests that dot the League's homeland, just as the female Elementalists have their own base of power in the well-guarded Emerald Glade to the north of Roanne Valle. These powerful Knights constantly patrol the region, preventing spies and outsiders from discovering the true location of the Elemental stronghold. Whether the enchanted armor they wear is made within this hidden sanctum is unknown; but their ability on the battlefield to cut down their enemies is an undisputed fact.

## **Sect Executioner**

No one is safe from the Sect Executioner. With Quickness, Weapon Master, Toughness and Pierce in the first click, it's a prime choice for being Magically Levitated into a ranged-combat attack. Don't push past that first click, though, because that's the only click in which it has Quickness and one of only three with Weapon Master and Pierce. Throw the Executioner against figures with Toughness or Invulnerability for maximum effectiveness. A few clicks down it gains Flame/Lightning for a good, long time and then gets Battle Armor to keep it safe. Your best bet

is to keep it at range to take full advantage of its various special abilities.

**Overview:**

Amongst the rigid social strata of the Necropolis Sect, the Executioner is an anomaly. Having neither class nor station within either the warrior's hierarchy, or the wizard's ranks, the Sect Executioner serves the will of the leader of the Necropolis Sect, the Dark Prophet himself. Sent by the Prophet to remove those who have fallen from Sect favor, the Executioner makes examples of these miscreants, and ensures loyalty throughout the Necropolis through examples of brutality and bloodsport.

Outside of the Necropolis, the Prophet-Priests agents make for excellent infiltrators, and battlefield generals. Chosen from the ranks of exceptional pit-warriors who don't shy away from atrocity of any level, these warriors make up a cadre of exceptional warlords who are capable of handling nearly any assignment - especially if it involves the assassination of an enemy warlord or leader, or even one of the Sect's own that has violated the Dark Prophet's orders.

## Galeshi Sun Prophet

Inspiration is the domain of the Galeshi Sun Prophet. This figure allows you to add extra movement and actions to your army. It boasts Dodge to protect it for the first click and Sneak Attack to give it some damage-dealing capability. Keep it with a group at first, and then maneuver it behind an opposing figure to attack for some serious damage.

**Overview:**

As the Galeshi desert peoples worship the sun as a god, the Galeshi Sun Prophet is a priest of the desert deity, armed with knowledge and the capability to shield his people from harm. Able to lead and command armies merely with the sound of his dominant voice, the Prophet is a great leader amongst the Galeshi peoples, and is seen as a purifier of evil and a defender of all the Galeshi tribes that live in the western deserts. Agents of the Necropolis Sect fear this man's wrath, as he is reputed to be able to destroy creatures of evil in a single blow, and to drive Galeshi warriors to victory by communing with the golden sun for knowledge. As a warrior, the Sun Prophet is not to be trifled with; as a man, he is a person of integrity and strength amidst the Galeshi peoples' most trying hour.

## Paladin Priest

The Paladin Priest is a big support piece, with plenty of Defend, Magic Healing and Magic Enhancement in the first half of the dial. Use Magic Healing with its two ranged attacks to really make it a healing force to be reckoned with. Near the end of the dial it shifts from Magic Healing to Healing and can then do some damage if you need it to. Keep it at the center of a formation to boost their defense value while still being able to heal.

**Overview:**

Born of noble blood, this High Elf blends the warrior and religious traditions of the Rivvenheim Elves, combining the warrior's craft and a priest's piety into one. As a standard practice, each of the Warrior Temples in each of the hundred High Elven cities are ruled by a Paladin Prince, with a religious leader Temple Priest acting as his spiritual advisor and second in command. But in recent years, with so many Knights Immortal armies marching in the field, steps had to be taken to provide solid leadership when the Paladin Prince was away in the field. The answer was for the most martially-inclined Priests to step forward and take responsibility for the Temples, and to create a second hierarchy of leaders and champions that could take to the field in the name of the Knights Immortal.

While worship and veneration of the Heirraman gods is still a critical part of a Paladin Priest's life, commanding the Hundred Armies to victory over their lowland opponents is becoming more crucial with each passing year. In time, it may be possible that the structure of the Temples

may change again, depending upon the success of the Hundred Armies in their ongoing campaign to protect the Land from chaos.

## **Orc Slaver**

Get the Orc Slaver into base contact with as many figures as possible to get the maximum advantage from its Ram and Sweep abilities. With its increased arc, you should be able to nail two or three figures with a single move. Battle Armor helps protect it from ranged attacks, and at the end of the dial it goes Berserk in a last-ditch attempt to take some foes down with it.

### **Overview:**

Armed with a wicked pincer-mace loosely designed after the Amazon Mancatcher's unique model, the Orc Slaver prowls the Land looking for valuable prisoners to bring home to his tribal Khan masters. While often seen in the company of Goblins and Half-Trolls on the battlefield, the Orc Slaver is starting to be seen more in the northern cities of the Land, sent on kidnapping missions for their leaders. They are vile and cruel, and enjoy administering pain to their captives whenever they get the chance.

## **Draconum Guardian**

The Draconum Guardian is a powerhouse, and with Battle Fury all the way down the dial you can be sure it's not going to be captured. That's a good thing, because you can use every click of Flight, Defend and Weapon Master without fear. Fly it into close combat, and then get some other figures into base contact to take advantage of Defend while it uses Weapon Master to take out your foes. The Draconum Guardian is an Elite warrior that works with the Draconum or the Knights Immortal.

### **Overview:**

Born from the egg with the drive to grow, fight, and evolve, the Draconum are always on the lookout for new opponents and new challenges to measure themselves against. But when monstrous opponents are hard to find, new ways must be found to allow a Draconum to gain the experience they need to undergo the magical Chrysalis. Some Draconum, much to the chagrin of their elders, have found a way of answering this call by serving their traditional enemies, the Knights Immortal.

By fighting for the High Elves, the Draconum gain the benefit of potent magical weapons, enchanted armor, and martial forms that allow them to be even more deadly in combat. While these Draconum are not allowed within the lofty Rivvenheim mountains, and will never see a High Elven city, within the lowlands their pledges of servitude are willingly accepted by High Elven Paladin Princes and Temple Lords alike. A raging Draconum on the battlefield, armed with some of the best weapons that the Knights Immortal have to offer, makes for a sight that brings terror to even the most experienced human warlord.

Most Draconum see this relationship as being perverse, and strongly advocate to their brethren to break ties with the High Elves as soon as possible. But the Draconum Guardians often stay with their new masters, as the tools they gain through servitude allow them not just to fight Heroes and champions from other factions - but whole armies of warriors at once!

## **Magestone Draconum**

Played well, the Magestone Draconum is a force to be reckoned with. Its most dangerous combination is three ranged attacks using Flame/Lightning. Used correctly, this could deal 3 clicks of damage to a minimum of three figures in base contact. On top of that it has Flight and Magic Enhancement to add some versatility. Support it with some figures that have Magic Enhancement, and it gets even more powerful. Near the end of the dial it gains Magic Retaliation, which should make those ranged magic-using types think twice about attacking.

The Magestone Draconum is an Elite warrior that works with the Draconum or the Atlantis Guild.

**Overview:**

Drawn to the allure and power of the Atlantean Technomancers, the Magestone Draconum fights for the Empire, in exchange for access to Magestone mines throughout the Land when the time for Chrysalis comes!

Armed with a monstrous lightning-cannon this Atlantean Champion has given up the ways of personal combat in exchange for wholesale destruction! Instead of facing off against single opponents, the Magestone Draconum revels in combat against squads of enemies, dissecting their strategies and analyzing their weaknesses with every passing moment. Where else in the Land but the Empire can a Draconum find such a variety of challenges and opponents in such great supply?

## Vampiric Draconum

The Vampiric Draconum gets tougher over its first few clicks (with increasing attack, defense and damage values), coupled with Command, Flight and Limited Invisibility. These abilities should keep it safe from ranged attacks while you get it into position to attack. After it loses those abilities, it gains Vampirism, so it can stay at or around its toughest levels, and Necromancy, so it can restock your army. Considering its damage value at this point, you may have a hard time justifying the use of Necromancy, but it's always open to you. Farther down the dial it gains Venom, Battle Fury and then Berserk. This is a great support or close-combat piece. The Vampiric Draconum is an Elite warrior that works with the Draconum or the Necropolis Sect.

**Overview:**

Trading growth and Chrysalis for vampiric power and the promise of eternity, the few Draconum that have joined with the Necropolis Sect to become Vampires have not regretted their decisions. Able to sneak and feed through crowded cities, and to fly from one building to the next in pursuit of prey, the Vampiric Draconum is a beast that most sane Warlords outright fear. While the Sect's Necromantic ritual that transforms the living into undead vampires is agonizingly painful, it is no more painful than the Chrysalis process that all Draconum must undergo at least once in their lives. The best part of all is that the need for Chrysalis is abandoned, as is the desire to constantly pursue combat with all comers. In place of the martial call is a blind fury and hatred towards the living, and an utter devotion to the Sect, their masters, and the Dark Prophet who sanctioned their place within the Necropolis.

Word is spreading of a new martial Order beginning to form within the Necropolis Sect; one made up of Draconum and Scalesworn who have sworn unto new masters in the hope for eternity and unlimited power.

## Amazon Draconum

The first female Draconum! She has Bound, so she can move and fire with a range of 12 inches, which means she can cover a large portion of the board. In addition to her range, she benefits from a 180-degree arc and Pierce on top of a 5 or 4 damage value. No one on the board is going to like that, but luckily you can rely on her high defense value and Dodge to protect her from attacks. A couple of clicks in she changes to Quickness and Magic Blast, interspersed with Dodge. Again, a perfect ranged combatant. Finally, at the end of the dial she gains Battle Fury and Berserk to boost her attack and damage values. The Amazon Draconum is an Elite warrior that works with the Draconum or the Black Powder Rebels.

**Overview:**

An Amazon Draconum is a Draconum that has sworn an oath of sisterhood with the Amazons of Nepharius Mons. Before this point, female Draconum have never been seen in the Land, and the

appearance of these deadly Draconum warriors greatly changes the balance of power for the Rebellion! The very fact that the neutral Draconum, once comfortable in their aloof relations with the weaker races, are starting to choose sides amongst the factions is a remarkable event!

Little is known about female Draconum, save that they need to fight and evolve in the same way that their male counterparts do. They are private by nature, and unstoppable when it comes to defending their homes, fighting for their Rebel allies, or smashing any enemy that dares to face against her new Amazon sisters! Amazon Draconum take no qualms in cutting down any male Draconum that faces them, as any enemy on the battlefield is doomed to die, regardless of race, faction, or gender.

## Tezlacore

### Overview:

A Brass Commander. While this Golem is the best thinker that the Atlanteans have created thus far, it has no ability to move by itself and must be carried from place to place. The Tezlacore was captured by the Rebels, who used it to take Fort Wyndham from the Atlanteans.

## Splinter

### Overview:

A Thorn Maiden who lives in the gardens of Roanne Valle. She defends the interior of the gardens and is a prized plant herself. She is occasionally assigned to work outside the gardens for crucial missions.

## Stiletto

### Overview:

A Spirit Taker who works for the Order of Vladd, and thus the Deathspeaker Aeradon. Stiletto was killed in Torg Boneknitter's devastating victory over the Wolfwitch in the "Dark Omens" campaign.

## Bombardo

### Overview:

A Dwarven Bombard. Speaks with an outrageous accent and acts as one of Duke Skala's trusted lieutenants.

## Warpath

### Overview:

A mystical Glade Guardian that leads a giant pack of silver-furred ghost wolves in the forests surrounding the Emerald Glade.

## Hadim

### Overview:

A Galeshi Emissary sent to parley with Kzar Nabar and the Orcs and persuade them to attack along a predetermined route into Prieska. A wise man, but embroiled in a feud with Rajidon over his occasionally deranged behavior. Hadim is currently leading Kzar Nabar's Orc army through the Blasted Lands.

## **Marrow**

Marrow should have (Skeleton) after his name and this correction will be posted soon. He is a Stalking Skeleton and can be brought back with Necromancy normally.

### **Overview:**

A strangely intelligent Stalking Skeleton who seeks the Vermillion Crown. He has been hounding Darq the Corrupt for months, hoping for an opportunity to steal the ancient artifact back from Darq and return it to its resting place.

## **Grizaphus**

### **Overview:**

A Chimeric Worm that is the personal pet of the Shyft Matriarch of the Blue Waters tribe.

## **Black Dirge**

### **Overview:**

A Shadow that sings quietly and tunelessly as it hunts down its enemies and frightens them to death.

## **Sovalis**

### **Overview:**

A Solonavi Drone who is often used by the Solonavi Addramayla to enact her will on the battlefields of the Land.

## **Captain Sarjhet**

### **Overview:**

A Xandressan Captain that piloted her ship, the Black Muse, between the Inland Sea, Atlantis and Windsong Point. Her ship, the flagship of the Malia clan, became the first casualty of the war between the Rebels and the once-neutral Xandressans. Currently a prisoner of Duke Skala.

## **Torg Boneknitter**

### **Overview:**

A Medicine Troll who has not yet finished his training with the Dragon Grove. After his victory over the Wolfwitch in the "Dark Omens" campaign, Torg is guarding the Black Pyramid against all comers and desperately waiting for reinforcements to arrive.

## **Wolfwitch**

### **Overview:**

A Cursed Hag who lives on the slopes of Cainus Mons. Wolfwitch has been driven mad by her dabbling with Necromancy but has gained valuable insights into the dark powers slumbering beneath the earth. Currently lost within the Black Pyramid, possibly never to return.

## **Duke Skala**

### **Overview:**

A Khamsin Peacekeeper, once the student of the legendary Aven, who defeated Captain Sarjhet

and destroyed the Malia trade fleet in October 433 Tz. His actions prompted the once-neutral Xandressans to join the war against the Rebellion. Now heads the Council of Merchants.

## **Shadowbane**

### **Overview:**

A War Bard who spends much of his time exploring the fringes of the Atlantean Empire. Shadowbane has been sent by the Relishan to investigate Khamsin and report back to them about what he finds. Upon investigating Orc movements near the Khan's Road, he engaged Boronox in an attempt to spread the word of the Orc's plans for Prieska. Failing, Shadowbane is currently being held prisoner by an unknown group.

## **Boronx**

### **Overview:**

An Ironclad Orc who believes himself the best Orc fighter in the Land. Boronx is the champion Ironclad of the Bloody Crow tribe, as determined at the khan's challenge in 432 Tz. The supreme heavy fighter.

## **Anopheles**

### **Overview:**

A Spine Sucker. Dwells in the river mud near the city of Caero and occasionally attacks barges or Xandressan riverboats to acquire fresh food.

## **Bloodaxe**

### **Overview:**

A Krugg Headhunter in the employ of the Shyft Matriarch of the Blue Waters tribe. He wants to become a Molog—a leader of many Krugg warriors.

## **Lord Chaos**

### **Overview:**

A Flayed Lord who stalks a huge, abandoned keep near the top of Cainus Mons. Has never been defeated in combat.

## **Mondravalis**

### **Overview:**

A Solonavi Channeler who is often used by the Solonavi Addramayla to enact her will in the royal courts of the Land.