

Utem Crossbowman

As the only Atlantis Guild character that does 1 damage, this figure is best used to round out firing formations. The Crossbowman can increase your chances of hitting with an Amotep Gunner or other ranged Atlantis figure, or you can enhance it with a Demi-Magus or Surok Apprentice to give it more power. The Tough version, with its 10-inch range, is usually the best choice. The Crossbowman's low attack and damage values also make it useful as a disposable harasser.

Overview:

Atlantean grunt soldier armed with a crossbow. "Utem" is a term for "lesser warrior," dating back to the Kos Empire. If they survive a battle or two, they receive the training they need to ascend the ranks of the Atlantean military.

Utem Guardsman

The Utem Guardsman is often overlooked by beginners because it's a cheap piece with no special abilities. However, it's hard to find a better bargain. The Tough version offers a 9 attack and 3 damage for just 14 points, making it the ultimate swarm figure. Try using 10 to 13 Utems in your army, along with harassing figures to prevent Flame/Lightning from breaking your formations. If your horde reaches a ranged army relatively unscathed, your opponent will have little chance.

Overview:

Atlantean grunt soldier armed with a sword. "Utem" is a term for "lesser warrior" dating back to the Kos Empire. Usually have little training before being sent into combat. If they survive a battle or two, they receive the training they will need to survive the big fights.

Brass Golem

Mage Knight's smallest Golem serves a very important function: assault against ranged combat-intensive opponents. Sporting five slots of Battle Armor and the ability to absorb 6 or 7 clicks of damage, the Brass Golem can take a lickin' and keep on tickin.' This figure is only moderately competent in combat, but if you need to lock opposing ranged combat figures in melee, this Golem can get the job done.

Overview:

An early model Atlantean melee war machine. Designed to be used as corridor fighters in attacks against Dwarven holts; the Dwarves' natural defenses against magic forced the Atlanteans to adapt non-magical means of taking holts.

Demi-Magus

The Demi-Magus can enhance its own powerful Magic Blast, so it works well in groups. Its rating attack isn't high, but it's great at finishing off wounded figures with its solid range and 1 to 6 damage. A formation of two Amotep Gunners and one Demi-Magus can wreak havoc on an enemy. However, because it's fragile, the Demi-Magus is best used cautiously, and with blocking terrain. If you want to take a more aggressive approach with Magic Enhancement, use the Elite Surok Apprentice instead.

Overview:

An Atlantean wizard who has earned his first Magestone implant. Channeling energy through Magestone implants is a painful process, and few wizards can withstand the agony of casting major spells. Often become Golem technicians.

Woodland Scout

With its cheap cost and minimal combat abilities, the Woodland Scout is best used for sacrificial fodder or capturing. The Standard and Tough versions give you a cheap figure with quickness and range, while the

7-point Weak version is an Elemental League formation filler. One way to use the Scout is to walk it at the head of a Troll Artillerist formation. Your foes will have to waste time killing the Scout before they can use ranged fire on the Trolls.

Overview:

An Elemental warrior experienced in guerrilla combat. A standard Wylden Elf recruit warrior in the League.

Mending Priestess

The Priestess is a natural for pairing with Troll Artillerists. The Trolls are in dire need of its Defend ability, and it can heal them while they trade shots with the enemy. When facing opponents using Flame/Lightning or Magic Blast, it's worthwhile to keep the fragile Priestess back, taking advantage of its 6-inch range to heal. It won't get to use Defend, but it will be safer and able to cover a greater number of figures in its healing arc.

Overview:

An Elemental cleric trained in the Emerald Glade to wield the powers of nature. In recent years, a number of human females have been allowed to train as Mending Priestesses.

Crystal Bladesman

The Crystal Bladesman is still the best Elemental League melee figure in the game for the points and the favorite figure of many a swarm player. The Standard version of the Bladesman is excellent, giving 9 attack and Weapon Master at a very reasonable cost, but beware rams and Flame/Lightning--it only takes one click of damage to get rid of its Weapon Master and turn it into a mediocre fighter.

Overview:

An Elemental warrior armed with a sword of specially treated, non-magical Magestone. Save for its resistance to damage, a Crystal Bladesman's Magestone sword has no special powers; however, a few of their blades "sing" when wind runs across their edges.

Ranger

The Ranger is a versatile figure with reasonable attack and damage values and respectable range. However, there are more efficient options than the Ranger if you don't plan to take advantage of its Stealth. It often works best to put down the hindering terrain, let the front arcs of the Rangers emerge from it, and force your opponent to come to you.

Overview:

An Elemental archer skilled at sniping at the enemy from hidden locations. Rangers are taught to live off the Land and survive in the most hostile conditions. While they are competent in combat, they often act as message carriers for League warlords. Headquarters in Roanne Valle.

Zombie

The rank and file warriors of the Necropolis Sect are legions of undead Zombies. They are good fighters, since their morale never breaks, and their abilities stay pretty constant as they absorb damage. Zombies can also be brought back from the dead at full health: an attribute only shared with Mage Spawn Skeletons. Use formations of Zombies to screen other, more valuable units, or use them to wade into melee with your opponent's weaker troops. Zombies are cheap, so they also make good supporting troops in close combat formations and are excellent for taking prisoners.

Overview:

Reanimated corpses that serve the will of the Sect wizards who created them. Zombies have no memory of their previous lives; they are merely unthinking automatons that do what they are told.

Nightblade

The Nightblade is tricky to use, since its Stealth ability means it's a weaker fighter for the points than the cheap melee figures from other factions. One strategy is to put a line of Nightblades behind a low wall, with powerful Magic Blast figures behind them. Most ranged figures won't be able to target the Nightblades or your magic blasters, and melee swarms will take their licks coming over or around the wall, allowing the Nightblades to finish them off.

Overview:

A female Sect warrior trained for war in the blood pits of the Necropolis. Wearing magical strap armor and wielding light but deadly swords, Nightblades fight to earn a place in the Sect armies or to win the attention of powerful Necromancers in the Sect's command meritocracy.

Grave Robber

The Grave Robber can be a game-winning figure, depending on how it's used and the game format being played. The longer and larger the game, the better it becomes. It dominates Sealed Booster or Booster Draft games. Keep it protected at all costs, since a ram or harassing figure can quickly render it useless. It works well standing next to a healer—when your figures come back from the dead, they can instantly be healed back to full strength.

Overview:

A Sect wizard who is learning the art of Necromancy. Wizards lacking the will or skills to succeed are often transformed in hideous ways by the amount of raw energy required to create Zombies.

Feral Bloodsucker

With its 10-inch flight and Weapon Master, the Feral Bloodsucker's specialty is finding and destroying enemy support pieces that are lurking in the rear, often behind terrain. It's usually not efficient to engage strong enemies with the Bloodsucker unless it's in conjunction with other forces.

Overview:

A blood-drinking beast frequently used as shock troops by the Sect. Broods of these beasts live in the mountains around the Necropolis. They are semi-intelligent at best and are capable of crude speech.

Khamsin Freelancer

Black Powder's least expensive ranged attacker is the Freelancer. Since he can only deliver a single point of damage, he does much better in the supporting role, fleshing out ranged and close combat formations. Like the Imp, Zombie or Scout, the Freelancer may also be useful as your army's jailor, taking and maintaining prisoners. The Freelancer fills one final role: cannon fodder. You have the option of using cheap Freelancers to feed your enemy's guns, while you maneuver for a game-winning ploy using more valuable and capable warriors.

Overview:

A Rebel from Khamsin armed with a black powder pistol. The civil war that erupted in Khamsin following its liberation from the Empire created this caste of mercenary warriors.

Khamsin Fuser

The Khamsin Fuser is a fantastic figure for the points. Cheap, durable and with good attack values, packs of Khamsin Fusers can destroy almost anything. They also work well in formation with Steam Golems, increasing the Steamer's chance of hitting tough opponents with a ranged formation attack or finishing off a figure that the Steam Golem has wounded. Fusers are even decent in melee combat, keeping a respectable 2 damage well down on their dial.

Overview:

A Rebel from Khamsin armed with a fuser rifle. Being a mercenary in Khamsin is now a profitable and recognized profession. Many Khamsin warriors fight for the Rebellion or for the highest-paying warlord.

Leech Medic

As the healer for the Black Powder Rebel faction, the inexpensive Leech Medic works well in formation with ranged attackers like Khamsin Fusers, healing them when they get wounded in an exchange of ranged fire. Because of their relatively low attack value, the Leech Medic works best in armies where your units have a low defense value.

Overview:

A Rebel healer who uses bandages, poultices and leeches to heal the sick. By carefully placing leeches at key points on the body, they can drain toxins and even lessen or remove pain.

Dwarven Berserker

The strengths of this midpriced Black Powder Rebel melee unit are its Magic Immunity and its durability. It's usually too slow to be used as an attack unit, so the Dwarven Berserker works better as a bodyguard. Its Magic Immunity increases its price, so there are better melee options available if you think your opponent won't be using powers like Magic Blast or Magic Enhancement. It also works better in longer games, when its staying power makes more of a difference.

Overview:

A Rebel Dwarf who goes into a berserking frenzy when he fights his enemies. Dwarves are driven by their emotions, and vengeance is passed down through family lines like a revered heirloom. Berserkers are in touch with this inner rage and can channel it in battle.

Amotep Gunner

The Amotep Gunner is a mainstay of the Atlantean faction, supplying a player with a versatile collection of tactics. A premier formation breaker, the Amotep Gunner can ruin many a well-laid plan. Combining an excellent attack with superior range, the Amotep Gunner's Flame/Lightning special ability can tear apart an opponent's formation with withering long-range firepower. Used individually, the Gunner is a dangerous flanker. A formation of these Atlanteans can hold a position as well as any gun emplacement, daring an opponent to move into their deadly range.

Overview:

An Atlantean specialist warrior armed with a lightning gun. "Amotep" is a Kosian word for "specialist." Soldiers who survive their Utem training may petition to join this specialized group. Many sign up with the Amotep from a desire to use powerful weapons against the Empire's enemies.

Amotep Incinerator

The Incinerator is a variant of the Gunner. He performs the same function but delivers a different damage curve. While each Lightning gun works through three slots delivering 3 clicks of damage, the Incinerator's Flame attack starts at 4 damage, then decreases over a greater number of slots as the warrior's rank increases. The trade off with the Incinerator is that while he can deliver more damage than the Gunner, his attack value and range are not as good. You must decide which is the best for your army.

Overview:

An Atlantean warrior armed with a sizable flamethrower. Soldiers who survive their Utem training may petition to join the specialist or command schools. Due to the high casualty rate among Incinerators, Golems are starting to replace the more fragile human warriors.

Blade Golem

This Rebellion piece has seen a decrease in play recently, but players should definitely consider including this hand-to-hand maestro when creating their army. The point cost may give a player pause, but the amazing defense value and one of the best attack values in the game make the Blade Golem essential for any player's collection. Veteran players recognize the Blade Golem as one of the best all-around pieces in the game. Good speed combined with top numbers in attack, defense and damage may make the Blade Golem the best "hunter-killer" in the game.

Overview:

An Atlantean Golem armed with scissor blades and a whirling buzz-saw weapon. These Golems were originally designed for forestry work but were used to best advantage in the Scythrian mines, when the Atlanteans enslaved thousands of Dwarves to work in their Magestone pits.

Altem Guardsman

Continuing the Atlantean theme of excellent defensive values, the Altem Guardsman adds the Weapon Master special ability and an underrated ranged attack. True to the name, this piece is best used in a protective capacity for critical parts of an army. The Guardsman's Battle Armor shields the Atlantean from most ranged attacks, and its mastery of the blade makes it a threat in any hand-to-hand encounter.

Overview:

An Atlantean squad leader armed with a manacle sword and a lightning pistol. The Magestone crystal in the manacle causes the weapon to vibrate at high speeds, allowing it to cut through armor and enemy weapons with ease.

Wood Golem

Slow and plodding, the Wood Golem is often passed over for more exciting pieces. This utilitarian warrior, however, steps beyond the ordinary and into the role of defensive specialist, boasting an enormous level of damage value for a non-unique. With its ability to soak up damage, high defense value and Toughness, the Wood Golem can take what any Mage Knight warrior can dish out.

Overview:

An Elemental War Golem made from a living tree and animated by vengeful nature spirits. Elementalists create Wood Golems by bonding willing nature spirits into living trees. Whole groves of Wood Golems are being grown at Roanne Valle in preparation for a possible war with the Necropolis Sect.

Troll Brawler

While a pugilist it is not, the Troll Brawler may still have the best one-two punch in the game. Two levels of Toughness allow the Elemental League's Brawler to take it on the chin, while its high attack value lets it damage most pieces with ease. Lest we forget, the Trolls of the Elemental League can regenerate from near death to complete health. Combining high attack, Toughness and longevity makes the Troll Brawler one of the most effective and enjoyable pieces in the Mage Knight universe.

Overview:

An Elemental Forest Troll who tears apart his enemies with his bare hands. Troll Brawlers tend to learn their martial capabilities through practice rather than by memorizing stylized forms.

Troll Artillerist

What could be better than a Troll carrying around a ballista? "Two or three of them," would be a good answer. The Artillerist's 12" range is very strong, and the fact that he holds his 3 damage value until entering Regeneration is even better. These warriors are flexible enough that you can either front an assault with them,

or provide another unit with powerful covering fire. Either way, there isn't much wrong with an Artillerist (or two, or three!).

Overview:

An Elemental Forest Troll who wields a sizable crossbow. The largest of the Artillerist's crossbows fires shafts as large as fenceposts.

Living Elemental

Combining the best of the Troll Brawler and Wood Golem, the Living Elemental also adds speed, making it one of the best defensive pieces in the game. Perceived as a typical slow Elemental foot soldier, the Living Elemental is actually a powerful midgame piece that can easily adapt to the changing tactics of the dynamic Mage Knight game. Easily mistaken for a strictly defensive piece, the Living Elemental can turn around a game by using its 8-inch speed to attack and moving against an opponent in a fashion one would typically expect from the Atlantean or Black Powder factions.

Overview:

An Elemental creature made of rocks and dirt that packs a significant punch. Elementalists create Elementals by bonding willing nature spirits into the stones that make up these monsters.

Seething Knight

The Seething Knight is a classic "rounder," a piece that is used to round out a player's army. Often judged against its Atlantean counterpart, the Altem Guardsman, the Seething Knight trades Blade Master for a stronger and more consistent attack, Toughness and the added trickery of Vampirism. Combined with ranged attackers, the Seething Knight becomes a frightening foe. Able to shrug off most ranged attacks, the Knight can move into hand-to-hand combat and nullify an opponent's ranged attackers.

Overview:

A Sect squad leader that gets its battle strength through rage. An exemplary warrior feared on the battlefield for its bloodlust, cruelty and absolute lack of mercy.

Bone Golem

The Bone Golem is a favorite of the Necropolis Sect and may be the most devastating hand-to-hand non-unique in Mage Knight. The combination of a great attack value and Weapon Master means that the Bone Golem can hit and hurt any piece in the game. The Bone Golem's levels of regeneration make this offensive monster a critical piece in any player's army.

Overview:

A Sect War Golem made from all different kinds of bones, to ensure that the structure doesn't turn into a Skeletal, break loose of Necromantic control and kill everything in sight. By having a dozen spirits fighting for control, it is rare that any one spirit gets the upper hand.

Nightstalker

Terrain is a vital part of any Mage Knight player's strategy of army creation. This fact is demonstrated by the Necropolis Sect's Nightstalker. By placing a squad of 'Stalkers in hindering terrain, a player can to a great extent dictate game flow. A player who sees the Nightstalker's Weapon Master and believes it to be a mere hand-to-hand fighter will be quickly disabused of the notion. While a master of the blade, it is with the bow and in the woods that the Nightstalker truly excels.

Overview:

A male Sect warrior who eliminates his targets with a powerful bow. Having earned his position by fighting in the blood pits of the Necropolis, the Nightstalker is the Sect's equivalent of a League Ranger.

Screeching Terror

Here is the other half of the Sect's ranged attack compliment. With a shrill sonic attack, the Terror can hit every figure in a 4" radius with its Shockwave for a point of damage. His ability to fly 10" gives him the mobility necessary to make the Shockwave an unwelcome surprise for large formations. To use the Terror effectively, fly in behind an enemy formation. While your opponent uses an action to turn on, or close with, the Terror, rest, and then hit with the Shockwave on your next turn. Finally, break away with your Flight advantage, rest and repeat. If your Terror is hit for damage, his Vampirism will keep him threatening in the game.

Overview:

A Sect creature that emits keening sonic attacks. A creature created by Necromancy, the Screeching Terror is one of the first "fabricated" monsters the Sect ever produced.

Amazon Blademistress

The Blademistress' popularity is fueled by one overwhelming trait: 3-4 slots of Weapon Mastery. No warrior holds this trait for so long. Combined with an excellent closing speed, opponents should truly fear her. As an added bonus, like the Altem Guardsman, the Blademistress packs a short ranged attack, which will often come in handy during a dash towards an opposing figure. Consider pushing the Blademistress into combat; she will keep her Weapon Mastery, after all.

Overview:

A Rebel warrior from Nepharus Mons. An adult female warrior who has not yet proved herself sufficiently in battle to lead a warband, take a husband or become a leader in her tribe.

The Amazon Blademistress in the Mage Knight World:

The several amazon tribes allied with the rebels lend some weight to the rumor that the secret of black powder was discovered in their lands near Nepharus Mons. Then again, many amazon tribes have had plenty of opportunities to develop a hatred for the Guild, which could just as easily have pushed them into the alliance. Whatever the reason, adding the amazons to their coalition gave the rebels much-needed fighting ability at close quarters. Deadly masters of the sword, the blademistresses can be on you in an instant, slashing at you with their curved blades in a lethal dervish-style attack. Their scant armor would seem to make them vulnerable to enemy blades and arrows, but in fact their fleet movements make them difficult targets even for veteran warriors. They also wear strong arm leathers and often intentionally take a sword cut against these bracers in order to get inside their enemy's guard and work deadly mischief with their short swords. Despite centuries of contact with the amazonian tribes, many rumors continue to circulate about their supposedly "backwards" society. In fact, they are not made up only of women, for obvious reasons. Nor do they keep only a few male breeders kept in each tribe (a story popular with younger male Atlanteans). That said, however, the dominance of women among the tribes is connected with fertility rights, which become far more important in small populations such as theirs. The exact details, however, bear further investigation.

Black Powder Boomer

Slow-moving but with an effective long-range attack, the Black Powder Boomer is a point-pinching favorite. With a 10-inch range and a steady 3 points of damage, the Boomers can reach out and damage their faction counterparts, while their Battle Armor makes them a hard target to hit. The Boomers allow a player to be creative with the more exotic Mage Knight pieces, knowing he has a dependable squad to watch their backs. BP Boomers march steadily to a terrain location and can become a gun emplacement, greatly dictating the opponent's choice of actions.

Overview:

A Rebel warrior from Khamsin with a sizable cannon strapped to his back. The cannon is extremely heavy, and requires a great deal of physical strength to carry and fire.

Dwarven Fuser

The Dwarven Fuser is immune to Magic Blasts and he can rangestrike: a combination that is sure to give opposing magic-user fits. As with all Dwarves, the Fuser's Magic Immunity prevents any special ability with the word Magic in it from working on him. This includes Magic Healing, so a Leech Medic works better than a Mending Priestess in the company of Dwarves. If you know in advance that you will not be fighting magical foes, you're better off taking Khamsin Fusers than their Dwarven counterparts.

Overview:

A Rebel Dwarf armed with a fuser rifle. Pistols are often too unwieldy for Dwarves to use, but the long-barreled fuser rifle is a perfect weapon for Dwarven warriors.

Steam Golem

This piece is one of the best ranged and hand-to-hand warriors in the game. Possessing an 8-inch speed, the Steam Golem can move quickly into position to use its 10-inch ranged attack. Want to take it down? Good luck! Its attack value of 11 and damage value of 4 make the Steam Golem truly devastating and means moving into hand-to-hand combat with it is an unpleasant task. Its 18 defense and accompanying Toughness make damaging the Steam Golem unlikely and standing against it in a shooting match suicidal.

Overview:

One of the earliest War Golems created by the Rebels, powered by a bread-box-sized steam engine. The first Steam Golems were designed from notes taken from Rayjan's Codex, written by the famed Dwarf Rayjan hundreds of years ago.

Noble Archer

The Archer grants a double blessing: Excellent range coupled with the game's cheapest dual attack. Several different types of armies can benefit from the Noble Archer's presence. Offensive armies can use Archers to pepper fragile support troops, like healers and scouts. Defensive armies can set up Archers to weaken formations of attacking footsloggers during their advance. Specialist armies can set up great combos with Archers, putting them in base contact with Magic Enhancement characters to get more out of the double attack. Any way you look at this warrior, she's all good.

Overview:

A noble High Elven archer from the Knights Immortal who rarely misses his target. With hundreds of years to practice their art, the Noble Archers are among the greatest masters of archery in the Land.

Royal Pikeman

Here is the only Mage Knight warrior with the Pole Arm ability. This defines the Pikeman as one of the game's premier defensive specialists. Any enemy coming into contact with the Pikeman takes a click of damage. Period. No dice rolls, no option to avoid; only Toughness can get around Pole Arm. So, do you need a commander shielded from harm? Do you need to protect a significant terrain feature? Do you want to funnel your opponent's movement? The Pikeman takes care of all those tasks, and his point value is very reasonable.

Overview:

A noble High Elf who has chosen to fight on the front lines of battle. Extremely heroic and respected warriors in Rivvenheim society, as it takes true bravery to risk one's immortality on the blade of a short-lived lowlander.

Liege Knight

The Liege Knight has one defined purpose: defend other purposes. While the Knight is strong on the attack, it is the 17 defense it gives neighboring pieces that makes the figure valuable to a player's army. With a relatively low point cost, the Liege Knight is well worth it for any player who likes expensive pieces that have relatively low defenses.

Overview:

High Elven bodyguards of the commanders of the Knights Immortal armies. It's an honor to be assigned to

protect the leaders of the Hundred Armies, placing one on a sure path to command and high rank.

Temple Blademaster

This piece has been called the Mage Assassin because of its potent combination of Magic Immunity, good natural defense, great attack value and Weapon Master. The Temple Blademaster is the impetus for many players to create multi-faction armies; it's that good. Be careful, however: Magic Immunity also means that the Blademaster cannot be healed magically. This means you must use the Blademaster carefully and in conjunction with other effective attackers. Because of its strong hand-to-hand ability, the Blademaster is vulnerable to ranged attacks. This can be countered by a screen with another squad, flyers or fast attackers. Without these protections, an opponent can focus his forces on the Blademaster and render it useless.

Overview:

A warlord in one of the Hundred Armies of the Knights Immortal. A Blademaster is an older, proven warrior that generally comes from commoner stock.

Slasher

An essential component for every player's Orc horde, the Slasher is a great tactical piece for any army. The Slasher is 14 to 18 points, and a squad of them makes a great screen thanks to their 15 defense, Battle Armor and 2 levels of Toughness. Perfectly suited for charging ranged attackers with their 3 points of Berserk damage, a squad of Slashers can greatly limit the ranged attack of your opponent.

Overview:

A heavily armored Orc soldier that wields a crude sword. Orcs often arm themselves with whatever they can find and have a ragtag appearance on the battlefield.

Crusher

If you have the points to spend and like the screening strategy of the Orc Slasher, then the Crusher is the piece for you. Possessing the same defensive bonuses as the Slasher, the Crusher hits harder at the start and finishes with a Berserker fury of 4 points!

Overview:

A heavily armored Orc soldier armed with a mace. A standard grunt Orc warrior.

Shaman

The Shaman provides an odd mix of skills: Magic Healing and Magic Enhancement. This mix, however, increases his utility. Here's how. When building a Mage Knight army, it's always important to provide redundancy. That is, if your army is built around a few important skills, you will want back-up characters with those skills should your main characters go down. The Shaman provides this redundancy for two very useful and common combatants: the Mending Priestess and Demi-magus. On a grander level, the Shaman can provide utility and support for an Elemental Priest, or even back-up a Mystic Draconum.

Overview:

An Orc imbued with magical powers by the powdered Magestone he chews. Shamans play a pivotal role in Orc society, as their wisdom and advice make them valued by any kzar or khan worth his skin.

Half-troll Hacker

Of all Mage Knight's medium fighters, none excel in close combat like the Half-troll. This is due to the fact that the Hacker has only one available slot where he is susceptible to capture. Players with Half-trolls should charge into close combat without reservations...that is exactly where these brutes belong. In combat, the Hacker is a good leader for multiple Slashers and Crushers.

Overview:

A monstrous Half-Orc/Half-Troll that fights for the Orcs and is despised by Trolls. While the strongest Half-Trolls are bred directly from Troll stock, Half-Trolls can also interbreed with each other.

Imp

The Imp is the classic harasser in Mage Knight. It is fast; only the weak Imp has a speed of less than 10. Its Flight ability allows it to get to an opponent's ranged combat and healing figures quickly and lock them down in close combat. Given the opportunity, it can also easily break away from an enemy to perform some mischief elsewhere on the battlefield. A capture attempt with an Imp is a good plan. Since the controller of a captive is no longer able to perform any actions but moving with the captive, it makes sense to have a 5-point flying figure as the controller. Due to their inability to absorb many ranks of damage, though, Imps rarely survive a battle. They are usually left to die after buying their army some time. But, really, what more do you expect from such cheap warriors?

Overview:

A devious, flesh-eating Mage Spawn menace found throughout the Land. They tend to fly in packs of fifteen or twenty and try to drag off the smaller members of caravans or war parties.

Skeleton

Essential to any Necropolis Sect strategy, the Skeleton is also one of the best warriors in Mage Knight. Although the Skeleton is often ignored by non-Necropolis players, the Shyft faction now allows it to become a squad force to be seriously reckoned with. This new ability to "squad-up" removes one of its main weaknesses and makes it a viable piece for all players. And it's still the cheapest piece with Blade Master in the game.

Overview:

Animated Skeletal Mage Spawn that menace travelers and adventurers. Skeletons aren't created; they just "are." They have no intelligence or memory of their previous lives and are merely animated killing machines.

Shade

As one of the fastest warriors in Mage Knight Rebellion, it is unsurprising that the speed value and speed special abilities of the Shade are what make it so useful. The Shade begins with Quickness, allowing you to move your Shade first turn without taking an action away from the rest of your army. Shades are best used around the edges of a battle, waiting for an opportunity to close and strike. With their low damage values, high speed and low point cost, Shades are naturals for making capture attempts. Another strategy for the Shade involves using its Stealth ability to block lines of fire. To do this, set up your hindering terrain 23" from your starting position. Move the Shade using Quickness in turn 1. Then push the Shade in turn 2, ending its movement in the hindering terrain and taking a click of damage, exposing the Stealth ability. Follow up with a Magus and several Demi-magi to hide behind the Shades. Reposition the Shades during the game to continue to block enemy lines of fire through the hindering terrain.

Overview:

A Spirit often found in ancient Dungeons and forgotten places. Strong-willed people with unresolved issues who die in places ripe with magical energy tend to become Shades.

Deep Spawn

The Deep Spawn is one of the Mage Spawn that have been improved by the appearance of the Shyft. Limited because of its inability to "squad-up," the Deep Spawn can now use its Magic Immunity as a cheap and effective magic screen. With its attack of 11 and new ability to form squads, not to mention its Magic Immunity and Aquatic movement, the Deep Spawn may now be the most effective capturing piece in the game.

Overview:

Mage Spawn fish men from the depths of the ocean that prey upon land dwellers. Deep Spawn and Shelled Ones have no love for each other, but they rarely fight over territory or food when so much fresh meat is

available above the surface of the water.

Ki Devil

Previously seen as too expensive even for their excellent Shockwave attack, the Ki Devil benefits from the Shyft formation ability, becoming a force able to rend the toughest pieces in the game. Once they quickly get within range of the opponent, a squad of Ki Devils can split to create havoc, forcing him to choose which of his pieces he will protect from an attack that can cut through any defense.

Overview:

Magically constructed Mage Spawn that kills with a wailing scream. A wizard's experiment from long ago, these beasts plague the land with their hunger and violence. These creatures have an exceptionally long life span and breed readily with other kinds of Devils.

Werewolf

Any time you can dictate the flow of battle, you have taken a step toward victory. The Werewolf's Stealth allows a player to funnel his opponent around terrain. Able to move invisibly through terrain, the Werewolf is a perfect piece for tying up your opponent's ranged attackers and powerful individual pieces. The Werewolf's increasing stats as it is wounded allow it to get into terrain or make a bold frontal assault.

Overview:

A Mage Spawn with the ability to shapeshift from wolf to human guise. Communities of Werewolves can be found in the deep wilderness. These communities are often led by the strongest member and are extremely xenophobic.

Werebear

Never be a bear-baiter, or bear bait you will be. Able to safely assault ranged opponents, this Mage Spawn can take an incredible amount of damage and gets better as it does so! Ferocious even before the appearance of the Shyft, the Werebear becomes truly devastating in a formation. The Werebear is the rare piece that can be used against anything your opponent puts on the table.

Overview:

A Mage Spawn with the ability to shapeshift from bear to human guise. Shapeshifters are only capable of transforming when injured or very, very angry. Generally loners that don't associate with outsiders, or even others of their kind.

Crypt Worm

Crypt Worms are made for close combat. While their initial attack and damage values are average, a Crypt Worm really starts to shine after it has taken a few clicks of damage. Move into base contact with your opponent's warriors. Let them get in the first attack, and watch the look on your opponent's face when the Worm's attack and damage values grow. Don't forget about the ranged attack, either; the Worm's slow speed may not allow you to get into close combat, but the ranged attack means it can still attack a nearby enemy. Pair the Crypt Worm with some healers to keep it in the battle longer. While the Worm's poor defense values make it easy for your opponent to hit, it also makes it easy for you to heal.

Overview:

A sizable slithering eating machine with a taste for carrion. Some of the underworld leaders in Venetia keep pits filled with Crypt Worms in order to get rid of "evidence."

Magus

The Magus is a howitzer in a glass shell. Awesome offensive capabilities are juxtaposed with a relatively poor

defense and low number of effective slots. On the plus side, few warriors have so many attack options. In ranged combat, the Magus can opt for a standard attack of range 12 and damage 4, or hit two targets at range for a point of damage each, or a Magic Blast through blocking terrain for a D6 of damage. Keep the Magus in contact with a warrior who has Defend. It's also advisable to have a Mending Priestess or other healer close at hand.

Overview:

A proven and capable Atlantean wizard with two or more Magestone implants. A member of the bureaucracy that controls Atlantean affairs. The Prophet-Magus has four implants, while the revered Tezla is the only Magus who has been capable of using five.

The Magus in the Mage Knight World:

Atlantean Guild Mages inspire awe in allies and enemies alike. A testimonial: "Once Vanharobis appeared at the crest of the hill, the tide of battle swung back to our favor so quickly that I thought the rebels had surrendered at the sight of our lord magus. Then I realized how much harder I fought -- how much harder we all fought -- under the gaze of those dark, knowing eyes. His magic burst the ground under our enemies' feet, and they flopped back like discarded, broken dolls. Even after he was struck by a Dwarven fuser's bullet, he stood tall as he directed his golems into the battle. He showed no fear, no uncertainty. Nothing could stop him, nothing at all."

Storm Golem

This beast is the game's second most expensive character. At 115 points, the Storm Golem is the only warrior that can hit three targets with one action. Keep a few weak Demi-magi in contact with the Storm Golem to make those multiple attacks really hurt. Although this golem does not have toughness, his Battle Armor should keep him safe through any battle, raising his defense to 20 against ranged attackers. Given his exceptional range and attack value, keep the Storm Golem back, preferably on a hill, and pound your opponents into submission.

Overview:

One of the best Atlantean War Golems ever made, armed with twin Magestone cannons. A staple of Atlantean Golem design, the Storm Golem was the foundation for the designs of the Flying Techun and the Maelstrom Golem.

The Storm Golem in the Mage Knight World:

Several inches of magestone spine give the Atlantis Guild's strongest war golem fantastic power and bone-crushing strength. At close quarters, Storm Golems smash through castle walls and crush warriors underfoot. At long range, their arm-mounted lightning cannons beat down the strongest heroes with cascading streams of energy, or pummel enemy formations with flurries of crackling white-blue orbs. Only their inability to fire both cannons at once limits their intimidating power, but the Atlantis Guild's technomages are working feverishly to overcome that small design flaw.

Elemental Priest

The Priest is an excellent comparison figure for the Atlantean Magus. Both are 68 points, and both have completely different functions. The Priest is the best healer in the game, since he can aid a friendly figure 10" away with a golden 11 on the attempt. He can also share his incredible 18 defense with any friends in base contact. Ouch! However, don't forget that he can turn that healing ability around and do a ranged attack against opponents. Sure he only hits for 2 clicks of damage, but it's better than a kick in the head! When you're considering an Elemental Priest for your army, think support...really good support.

Overview:

A League wizard that has mastered the art of wielding nature magics. The strongest Priests are believed to be capable of controlling the wind and the weather.

The Elemental Priest in the Mage Knight World:

These powerful elementalists wield powers much like those of the menders, but they have a stronger and more developed connection to The Land. Trees sway at their command, assaulting enemies with roots and branches. Grass turns into razor-sharp whips, and vines grab and strangle foes. It is said that elemental priests can restore soured earth simply by passing over it, and can heal all but the most grievous of injuries. The Land gives them a rare strength that allows them to ward off all but the most lethal blows.

Troll Chieftain

The Elementals most powerful fighter is the Troll Chieftain. In fact, he's one of only four warriors in the game that can deliver a natural 5 damage clicks (but only when he's very mad). The Chieftain's three slots of Toughness and two slots of Regeneration make him nearly indestructible. He could only get better if he was in a faction with healers. Oh, yah, he is. Kidding aside, your games will be decided on the outcomes of the Chieftain's battles. Don't be afraid of throwing him into close combat with your opponent's best warrior.

Overview:

The leader of a tribe of Forest Trolls and one of the League's most ferocious fighters. Chieftains are chosen to lead their tribes or warbands through nonlethal combat once a year at a great feast in the Sturmounts.

The Troll Chieftain in the Mage Knight World:

Fighting within and between Troll tribes is common, as warriors attempt to prove themselves and to establish and maintain a rigid pecking order. This rigid and unforgiving system produces Troll chieftains with scarred, battle-toughened hides and a grim persistence in the face of all opposition. A chieftain is always an able commander, but to maintain his position, he must also be brave enough to face down any enemy, skilled enough to use any weapon that comes to hand in a fight, and strong enough to tear apart a storm golem with his bare hands when the rage takes him.

Necromancer

The Sect's Necromancer can raise the dead through six slots. If he is in your army, he will have one function: bringing back hordes of Zombies, Skeletons or other warriors. Because he is a threat to overwhelm any opponent, expect that the Necromancer will receive a lot of attention from range-strikers and fast fliers. To keep him safe, form a layered defense between him and enemy warriors, and don't let any opposing figure get in range for potential base contact. There are plenty of Necromancy strategies, so have fun developing your own!

Overview:

A fully trained Necromancer in the service of one of the thirteen Deathspeakers of the Sect. Most Necromancers are Sect Elves and specialize in one or more aspects of Necromancy, such as spirit control, Vampire creation or other dark arts.

The Necromancer in the Mage Knight World:

The masters of the Necropolis Sect are the necromancers, the cadaverous, wraith-like humans and Elves who have walked so far down the dark path that they can easily bridge the chasm between life and death. Because they can summon warriors and creatures back from the dead, necromancers tend to guard themselves with a host of skeletons and zombies. Magical attacks will not work on an alert necromancer, but even an exhausted one can quickly revive by using vampyric spells to devour the life force of one of his servants.

Order of Vladd

If you study the unique warriors of the four main factions, you'll see that each pair shares five slots of Command ability. In the Necropolis Sect, the Vampire leader takes all five for himself. And at 96 points, you know that the Order is one mean mofo to boot. With attack 13, defense 18 and 5 damage right out of the starting gate, there's no holding back with the Order. Fly straight at the enemy's toughest warrior and engage in single combat. If you somehow lose the engagement, bring the Order back from the dead and repeat. His Vampirism should help him stay competitive, even when wounded.

Overview:

A Sect Vampire that is a member of the Order of Vladd. Ruled by Deathspeaker Aeradon, the Order of Vladd is the dominant faction within the Necropolis Sect. Darq the Corrupt, the famous Sect warlord, is a leading member of the Order of Vladd.

The Order of Vladd in the Mage Knight World:

Darkspawn. Vampyr. Princes of the nopheratus. Members of the Order of Vladd are the only mortals known to

have voluntarily joined the greater undead. Many in the order--both humans and Elves--once numbered among the Necropolis Sect's seething knighthood. Now their rage is focused inward, gifting the Order with powers beyond the reach of mere mortals: Flight. The ability to feed off an enemy's life force. Immunity to magicks. These undead princes command battlefields with an ability rivaling the greatest warlords, feeding even as they are wounded, trusting to their unnatural powers to keep them strong. ~Demi-Magus Anunub, in a secret report to the Atlantis Guild

Dwarven Jarl

The Jarl is the embodiment of the complete Black Powder Rebel skill set. He has the Dwarven abilities of Magic Immunity and Battle Fury, the Amazon's Weapon Mastery, and a Mannish gunpowder-fueled ranged attack. Stir in a few slots of Command, and you have the ultimate Dwarven warrior. Like the Steam Golem, you can use the Jarl for just about any mission short of prisoner capture, which should be left to the grunts anyway.

Overview:

The leader of a Dwarven holt, and commonly the commander of a Rebel or Dwarven army. Jarls embody the old ways of the Dwarven culture. Armed with melee and black powder weapons.

The Drawven Jarl in the Mage Knight World:

A Jarl is a battle leader for the Dwarves--a warrior with great combat ability who sacrifices many of his own freedoms to protect the holt or defend an important cause. The Jarl is able to control his battle fury and is considered a far more modern warrior than the rage-blinded berserkers. An able tactician, the Jarl has trained extensively in firearms and the command of men, and battles often turn on his advice. The Jarl is also a master marksman, carrying into battle a Dwarven-crafted fuser of special design. Long-barreled, with special sights, the weapon has greater reach and accuracy than most. It is also of stronger construction, priming with heavy loads of black powder for incredible power.

Amazon Queen

The Queen is a departure from the Black Rebel norm. First of all, she has the faction's sole magic attack, and it's on par with that of an Atlantean Magus. Also, she has the rare Quickness ability. Finally, she is also capable of providing enhanced protection to her friends. With Command, this makes the Queen a very flexible combatant. She can sit back and add actions to her army, or she can be used to dart towards an opposing champion, launch a powerful ranged strike and withdraw. Alternately, she can be kept in a tight knot of friendly troops to Defend everyone with a 17 while Magic Blasting from behind. Teaming her with Blademistresses in this last situation makes for a very fast-moving and deadly formation. You might also consider hooking the Queen up with some Woodland Scouts from the Elemental League for raids deep into enemy territory. Since they all have Quickness, good speed and ranged attacks, as a group, they can be quite a fearsome force.

Overview:

The amazons are not known for being passive warriors, and in battle this leader is hardly ever content to sit back and wait. Relying on her great speed and ability to sense the flow of battle, she often races to the point where she is needed most. Her presence tends to lend nearby troops newfound strength and vigor. The queen herself might employ powerful offensive magicks to strike at the enemy--or, more rarely, wade into the fray and lay about her with staff or sword.

The Amazon Queen in the Mage Knight World:

Rarely does a tribal queen take to the field herself, and even more rarely will they fight under a strange warlord. An amazon queen is not easily won to any standard other than her own. Only the Necropolis Sect has been able to compel the temporary allegiance of an amazon queen, but their exact methods of persuasion have been kept a strict secret. Many tribes believe that an amazon queen cannot be killed until, tired of life, she wills it. This belief, however fanciful, has been borne out on countless battlefields. Enemy warlords prefer not to kill one of these powerful leaders, most often ordering their host to take her alive. This in itself is an impressive coup that enhances the warlord's reputation. Also there is the possibility of ransom, which amazons pay without any sense of dishonor, or the chance to command the queen and her amazons in return for her later freedom.

Paladin Prince

Five Command slots for 71 points...five Command slots for 71 points...repeat. There is enticing value here. Although the Paladin is not Mage Knight's strongest fighter, he's no slouch, and given the depth of his Command, he can easily "lead from the front." Another premier feature of the Paladin is that his Healing ability and attack value combine to give you a pretty much guaranteed 3-4 click boost to any of your wounded figures. Without the randomness of a six-sided roll, the Prince is one of the game's best healers and he's a rock-solid leader to boot.

Overview:

Leader of a Rivvenheim Temple and the commander of one of the Hundred Armies of the High Elves. Each of the Hundred Cities of Rivvenheim has a Temple, and each Temple is led by a Paladin Prince.

The Paladin Prince in the Mage Knight World:

Each Elven warrior enclave selects one noble-born protégé as its paladin—a title whose many subtle degrees of definition are probably impossible for a non-Elf to understand. Paladins are healers, but also philosophers and poets, warriors, leaders, martial icons, and symbolic representatives of their people. Paladins are trained and equipped to lead from the front, where their immunity to magical effects protects them and their exceptional swordsmanship can be put to best use. Their healing powers are extraordinary--paladins can practically breathe new life into dying warriors.

Chaos Mage

Now here's a warrior skilled in Magic Blast, Command, Flame/Lightning, Shockwave, Magic Levitation, Necromancy and more. If only they were all active at the same time! Well, they're not. As you click down through the Chaos Mage's slots, everything activates at one time or another. At first glance, it's easy to dismiss this figure as a joke, but clever players will find ways to manipulate his combat dial through pushing and a Leech Medic to expose the true Swiss Army Knife that exists here.

Overview:

An Orc wizard with unpredictable powers. Chaos Mages aren't very balanced mentally, as they tend to have difficulty perceiving reality. They are revered by Orcs for their wide variety of useful—and interesting—magical powers.

The Chaos Mage in the Mage Knight World:

Zard's mind flared painfully as he focused his magical energies against Magus Juell's squadron. His anger fed the magic at his command, and he released it with indiscriminate abandon. The wave of power spread out to slam into the advancing Guild formation, rocking Juell back on her heels and knocking her guardsmen to the ground. Gathering the Land's winds into the mental void left by the energy's passage, Zard soared upwards and forwards towards his enemy. Two arrows ripped into his shoulders and he surrendered to his berserker fury, smashing and biting, clubbing and cutting and trampling. His warhost forgotten, utterly unaware that he had already carried the battle and the day, Zard was now devoted to one thing--taking the enemy with him into death.

Wraith

The Wraith is unlike any other figure in Mage Knight. It maintains very high damage, defense and speed values as long as figures costing twice as many points. Its combination of Stealth and Magic Immunity makes it the only figure that cannot be the target of a ranged attack when in hindering terrain. Battle Fury permits the Wraith to wade into close combat with no fear of being captured. A true Mage Spawn, the Wraith is best deployed on its own, using its speed and ranged attack capability to choose its own battles.

Overview:

Wraiths are generally jealous of any living creature and take great pleasure in draining the living of their life energy. Their origins are thought to be tied to a combination of Vampirism and Necromancy.

The Wraith in the Mage Knight World:

A Wraith, without question, is the restless and vengeful spirit of a deceased mortal. They possess fragments of their former identities, and remember just enough of their lives to resent any who are still able to enjoy a physical existence. Most often a wraith begins its new 'life' by haunting to insanity and death any former relations it can recall, tormenting the family by first betraying any trusts and finally slaying them one by one.

Wraiths which have satisfied this bloodlust may simply pass on afterward, or, more dangerous, might continue to walk the Land in search of new prey. Wraiths can communicate, if they so choose, and have been known to make dark pacts with the living, though they certainly cannot be trusted and have brought great misery and destruction on those who drop their guard for even an instant.

Neophant

How do you make a better Half-troll? Give him Flight and call him a Neophant. His Battle Fury and attack value makes him a good fighter, while mobility increases his usefulness. If close combat trouble is pending, the Neophant's wings improve his chances of disengaging and allow him to pick a better battle. Flight also compliments his ranged attack, allowing him to snipe in and around difficult terrain. The Neophant can be used in a variety of roles, ranging from lone wolf harassment to sturdy medium fighter. He could be used to support an all-Draconum ranged or close combat formation; but really, when would that ever be necessary?

Overview:

A second-generation Draconum warrior that has only undergone one Chrysalis. Having just evolved from the bestial Whelp form, they are still adapting to their new, powerful bodies.

The Neophant in the Mage Knight World:

Comparing the Neophant to one of the Draconum's elite castes is like comparing a child to his parents. Yet this "child" can hold its own against a maddened Troll and rip the limbs off any lesser warrior without blinking an eye. The sight of a Neophant soaring over the battle lines on its graceful wingspan, clawing and tearing at the enemy beneath it, is something you prefer to witness from behind the dragonkin, not in front. This is hardly a babe in swaddling clothes.

Magna Draconum

The Magna Draconum is the complete close combat package. He has high attack, defense and damage values, along with Toughness and Battle Fury. Flight (for disengaging) is thrown in for good measure. His defenses give him the edge over his natural heavy fighter opponents: the Living Elemental, Steam Golem, Werebear and Paladin Prince. The Magna Draconum's reasonable point value of 68 allows him to become the centerpiece of a 200-point army, though the fact that he has no Command ability detracts from this prospect. Nevertheless, he still looks pretty imposing.

Overview:

A third-generation Draconum that has mastered melee combat. Not having as much magic as the other Draconum, they make up for that shortcoming by being the best melee warriors in the Land. Magna Draconum generally train Scalesworn warriors in the art of combat.

The Magna Draconum in the Mage Knight World:

It came tearing through our line like a juggernaut, stomping forward, fanning out its great wings behind it to keep them out of the way while it wielded its great sword like a scythe reaping the heads from stalks of grain. The werebear thrown at it by Demi-magus Cretoan lasted about thirty seconds--our Brass Golem much less. Finally I saw it tear through a pack of Orc Raiders and come straight at me. Tezla forgive me, I fled the field as fast as I could. And the entire time, all I could think was one question: Why didn't we hire one of those?

Magus Draconum

This Draconum has the characteristics the Atlantean Magus wishes he had: tank-like defenses and more Magic Blast slots. The addition of Magic Immunity hands this dragon-man the game's "Chief Wizard" hat. In play, fly the Magus Draconum behind blocking terrain close to your opponent's leader and start blasting. When enemy troops close in, you can afford to take a hit before breaking away and finding another roost. Support this Draconum with a strong Leech Medic, and if he is your army's leader, provide redundancy with a Demi-magus. If you have the points available, the Magus Draconum teams up well with the Paladin Prince.

Overview:

A third-generation Draconum with potent magical abilities. "Magus" was originally a Draconum word meaning "wizard." Tezla appropriated the term for his wizards to make his new Technomancers seem more dangerous.

The Magus Draconum in the Mage Knight World:

I know the “wizard rush.” So many warhosts use the tactic against mages and mystics, shamans and healer-priests. Get in close, they say. Force them to stand and fight. Do not give them time to summon the mana and twist it into power to destroy us. I see it, and I do not worry. I stand my ground against the warriors as they charge up to me. And then I twist their heads off.

Mystic Draconum

Like the Shaman, the Mystic Draconum mixes traditional clerical and wizardly abilities. Unlike the Shaman, this Draconum is really strong. He shares the highest defense value in the game, and when combined with his Magic Immunity he can brush aside most threats. His primary duty, however, is healing and in this realm he matches up well with the Elemental Priest. Unfortunately, lack of the Command skill hurts this character’s value, but overall he is very versatile. Play the Mystic Draconum like the ultimate combat medic he is. Wade through enemy forces and save key figures from elimination with timely heals.

Overview:

A third-generation Draconum that is a priest of the Dragon Gods. The Draconum believe that the Dragon Gods placed them in the Land countless years ago. They are among the most fanatical of all Draconum.

The Mystic Draconum in the Mage Knight World:

Although a Mystic is far from the greatest dragonkin warrior, it is rare for one to be killed in battle and rarer still for one to remain prisoner for long. Quite simply, they know too much, and they easily pay for any ransom with knowledge. Mystics are the Draconum equivalent of a historian and scholar-magus, accumulating information that is normally shared only with others of their kind. Mystics are likely to know where an enemy is weakest, what campaigns are under way, and always—always!—where magestone may be found.

Hierophant

Here is Mage Knight’s penultimate combatant. Whether striking in close or ranged combat, breaking up enemy formations, issuing commands, hitting multiple opponents or shrugging off misguided attempts at damage, the Hierophant knows no equal on the battlefield. Opponents who see the Hierophant in your army will build up formations of their best warriors to take him down. With this in mind, support this Draconum with clouds of weak characters whose only job it is to prevent formations from closing on the Hierophant. Everything else, this warrior can do by himself.

Overview:

A third-generation Draconum that is the strongest of its generation, easily identified by its twin heads and potent magical capabilities. The Hierophant, upon undergoing Chrysalis, will likely transform into the Regal Draconum.

The Hierophant in the Mage Knight World:

Is the Hierophant a natural order among the Draconum? This question has plagued the Guild scholars for centuries, but no Draconum will answer it. Even the Mystic Draconum will not offer the information as ransom, which either means they do not know themselves or for some reason refuse to say. That Hierophants are among the most powerful of the dragonkin, there is no question. But the underdeveloped twin heads, the way they are shunned by their own kind, the independence of spirit they show as some of the Land’s leading warlords—all this seems at odds with the idea of their being a venerable and respected caste of the Draconum. And if they are not natural, then what are they?

Khujeret

Khujeret is one of a handful of Utem Crossbowmen who was offered a promotion to the Guardsmen, but turned it down. He chose to remain with the Crossbowmen so he could continue his attempts to develop what he calls ra’Preysor, the Way of the Killing Shaft. His path is intended to teach a systematic approach to

crossbow training, enabling warriors to reach higher levels of expertise.

Overview:

An Atlantean Utem Crossbowman who is considered the master of modern crossbow combat. He wants to change the way Atlantean trainers look at Crossbowmen

Djakmaukar

Djakmaukar is a Utem Guardsmen of the first order, a man who has lived up to his early aptitude for greatness. Recently, Djakmaukar defeated a Temple Blademaster who made the mistake of underestimating him. Djakmaukar blindsided the Elf, driving the Blademaster back with a series of sudden, shocking blows. Before the Elven warrior could recover, Djakmaukar decapitated him with two swift slashes to the neck.

Overview:

An Atlantean Utem Guardsman known as a master of the form of the "Killing Blade." Djakmaukar prides himself on keeping promising Utem alive long enough to actually benefit the Empire.

Ramkare

The Ramkare Golems were designed by Guild Magus Korrinth, one of the best and brightest of Tezla's students. Because of his exceptional magical skill in installing magestone spines, these golems performed better in combat than almost any production-class that followed. Magus Korrinth's death in battle against the heretic Elementalists was a great tragedy. Who knows what kind of power his skills might have instilled in the more powerful varieties of combat golems that followed?

Overview:

An Atlantean Brass Golem seemingly imbued with unusual powers of comprehension. Possibly a Golem that Tezla himself created to experiment with theories on machine intelligence.

Anunub

Anunub is one of the new breed of scholar-mages who devote more attention to research than to combat, but his research lends itself readily to the battleground. Anunub's successes in the field of telekinetic theory have prompted some technomancers to revisit the concept of flying golems. Anunub has been singled out by the Necropolis Sect's Order of Vladd with orders to destroy on sight. What Anunub did to trigger that kind of attention is just another closely-guarded Guild secret.

Overview:

A famous Atlantean Demi-Magus who is slated to become a full Magus and a major geopolitical player within the Atlantis Guild. His secret goal is to remove Prophet-Magus Osiras from power and take his place as the voice of Tezla.

Nessa Nettle

Nessa Nettle belongs to the Nam d'elvan, one of the nomadic tribes that never set down permanent roots on the plateau. Woodland scouts of these tribes are as highly valued for their speed afoot as they are condemned for their rogue behavior. It is not uncommon for a Nam d'elvan scout to appear in camp one night, enter a battle with the army the next, and disappear the following.

Overview:

An Elemental Woodland Scout who is a League hero in the ongoing war with the Sect in the northern Wylden.

Rowan

“It was Weyr Anise who informed me I bore a natural aptitude for the Elemental school of magic. ‘The seed of a special talent,’ he called it. And so I accepted his counsel, and his sponsorship to Sanctuary. I attribute my skills as much to his kind guidance as to any special ability of my own. Once I was finally allowed to leave Sanctuary, I spent several years among the Seeker traditions, wandering, studying, and learning. Then I met Blackwyn and joined his cause. Mageprince or not, he respects The Land and the people, and he is therefore is a leader I can support.”

Overview:

A League Mending Priestess who serves Blackwyn and has ties to both Snow and Rajidon.

Byrch

The bladesman Byrch is making a name for himself, most recently as a member of Snow’s rebel command. Warlord Wither has set a bounty on his head great enough to make up for every purse Byrch has lifted off the fallen soldiers of the Necropolis Sect. Rumor claims Wither established the bounty after Byrch robbed two of Wither’s nightblade-scouts, letting them live only on condition that they deliver this message: “You should pay your warriors better. I have standards to maintain.”

Overview:

A wisecracking, gold-crazy Crystal Bladesman with a good heart and a quick sword. Part of Snow’s band; featured in the Rebellion and Unlimited comics.

Oakes

~excerpt from the report of Bracken Gall "I came to a moment later. I could just see through a break in the undergrowth, and there he was. Oakes. No mistaking the scar. That ranger walked clear of some flowering fern as if he'd materialized there. He strode across the bloody field and cut through my prisoner's bonds with his crystal sword. Together they faded into the woods, and I limped back here to report. "One man. One ranger destroyed my entire command."

Overview:

A silent, brooding League Ranger famous throughout the Wylden for assassinating key Sect figures. Oakes specializes in ridding the world of Necromancers and has a special hatred for anyone capable of raising the dead, as his family was killed and turned into battle fodder for the Sect years ago.

Goltusep (Zombie)

While most zombies are roughly comparable in combat, differentiated only by their staying power, some few show a definite edge. The zombies created by the necromancer Goltusep, for instance. Goltusep was known for his shadow armor, and some of this strength leached into the corpses he animated, making them more resistant to steel or magic.

Overview:

A Sect Necromancer who transformed himself into a Zombie in his quest for immortality. He lost his powers in exchange for an additional thousand years of life, which he sees as a good deal.

Kerraii

Nightblades are rarely trusted by their commanders or comrades. The few exceptions to this rule are extraordinary warriors like Kerraii, who fought hard to escape the damnation of the deathsport games and then turned her back on the Sect to seek a more honorable path. Kerraii is a member of Snow’s well-known mercenary team, which serves the warlord Blackwyn. She has proved herself an impressive and respected warrior with a strong aversion for “anything that smells of the Sect.”

Overview:

A Nightblade who has turned her back on the Sect and now fights for Blackwyn in Snow’s warband. Her strap

armor magically blocks blows and may only be removed by Kerraii of her own free will. Pronounced "Kerry."

Digger Khep

It is perhaps fortunate for the Sect that Grave Robbers rarely retain enough intelligence to understand how their masters have twisted and used them. Still, a few, like Khep, retain their mental faculties. Such men are considered dangerous, and would be destroyed if not for their refined skill in necromancy and even in combat. This makes them an asset on the battlefield, not to be lightly thrown away. But as more of these grave robbers defect from the Necropolis Sect, this policy could change on a moment's notice.

Overview:

A Sect Grave Digger who left the Necropolis to become an independent warlord.

Ravarshi

Feral bloodsuckers are powerful but undependable fighters who constantly test their allies' mettle, challenging them and demanding constant shows of strength. Ravarshi is no exception. Although Ravarshi sought out human contact, drawing warriors and magespawn into the fist he leads, he still remains a wild and unpredictable force. This savage warrior sometimes joins warhosts just for the pleasure of killing.

Overview:

A Feral Bloodsucker from the Sect who leads warbands of bloodthirsty Mage Spawn, Elves and humans.

Fickett Townley

For the longest time, the widespread availability of freelance pistolmen out of Khamsin encouraged warlords to treat them as disposable. It took Fickett Townley and his veteran Irregulars to show the value of a well-organized pistol company. Wheeling his three small squads around the field on seemingly reckless maneuvers, Townley can harry an enemy line until it breaks out of sheer frustration. His pistolmen's stinging attacks turn most lethal when Townley begins his trademark "leapfrog advance," moving and firing his squads in staggered order

Overview:

A Rebel warlord who is one of the masters of modern ranged-fire tactics. He often employs the leapfrog tactic

Snow

"Rowan, It is only fair to return your courtesy with some history of how I came into Blackwyn's service. You know I am a Khamsin native, and you no doubt have an idea of what that implies. I came too late to fight in the civil war that destroyed our kingdom-state, though I saw some action in the many chaotic struggles following that bloody time. I held the rank of captain, which meant I shot well enough that they trusted me with a Dwarven-made fuser—a rifle, in the common tongue. This one piece of equipment and slightly more extensive training are all that separate me from the pistolman freelancers you may have met. There is not much to this once-secret weapon: a long barrel attached to a short wooden stock, which can hurl a small metal ball with killing force. The only real mystery is the black powder, which must be purchased from rebel suppliers. As an officer I commanded a small troop of men. Eventually I sent them to their deaths. Our warlord, a prince-pretender of Khamsin, had decided we were "expendable" and offered us up as bait for a trap he then failed to spring in time. Only one of my men made it out with me, and he later died from his wounds. After my ... resignation ... I was forced from Khamsin and took to mercenary ways. The story of that time would cover too many pages to tell here. But eventually I met up with Blackwyn, then a simple mercenary commander, and he took me on for the battle near Xandressa. In the long retreat that followed, I found in him honor, and loyalty to his men. It was enough to remind me why I had first begun to fight: to support a just cause. So I stayed with him. And eventually, before the battle of Black Ridge, he introduced me to you." By my hand, 432 Tz, Snow

Overview:

A older Rebel warlord with a dark and mysterious past who fights for Blackwyn. Assassin of Prophet-Magus Karrudan. Key player in the Rebellion. Works for Sarah Ythlim as an agent; supports the endeavors of Warlord Blackwyn.

Alessi Ost

Although most leech medics are fairly ineffective fighters, the exception is Alessi Ost and others like her from the free-territory of Scythria. With her detailed knowledge of anatomy and—some say—lethal drugs, Alessi and her brethren can strike hard and fast and leave even experienced warriors writhing in the dust. The fact that many soldiers tend to discount field medics as a potential threat only works further in her favor.

Overview:

A Rebel Leech Medic from Khamsin who was a hero during the battles following Karrudan's assassination. She hates Atlantis and will do anything she can to destroy Atlantean control wherever she goes.

Torengor

The Dwarf Torengor is one of a select few berserkers who pursue the skills of combat off the field, always preparing for their next battle. As a consequence, his first great blow often inflicts a mortal wound on an enemy. Very little in life seems to bring this great warrior joy, unfortunately, which he often hints has something to do with his past. "I am a little man," he has been known to say, "with a big ax to grind."

Overview:

A Rebel Dwarf who has been instrumental in freeing hundreds of Dwarves from Atlantean enslavement in the Scythrian Magestone mines.