



THE  
HEROSCAPE  
COMPENDIUM  
IV/V



# THE HEROSCAPE COMPENDIUM

*The Unofficial Guide to the Battle of All Time*



*Version 4.5*

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The purpose of this guide is to document the various characters, places, races and artifacts found in the Heroscape back-story materials into one source that will serve as a useful reference for those that want to play campaign games set in the worlds of Heroscape or curious players who want to learn more about the game's setting.

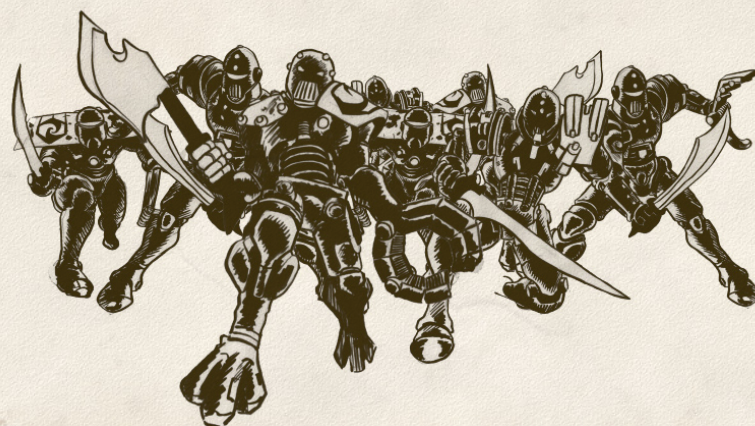
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# SOURCE KEY

**AA** = Aquilla's Alliance documentation and unit biographies.  
**COTV** = Crest of the Valkyrie documentation and unit biographies.  
**DOD** = Dawn of Darkness documentation and unit biographies.  
**DOK** = Defenders of Kinsland documentation and unit biographies.  
**FOA** = Fortress of the Archkyrie documentation and unit biographies.  
**FOV** = Fields of Valor documentation and unit biographies.  
**HC1** = Heroscape Comic Book Issue 1 by DC Comics.  
**HC2** = Heroscape Comic Book Issue 2 by DC Comics.  
**HC3** = Heroscape Comic Book Issue 3 by DC Comics.  
**HC4** = Heroscape Comic Book Issue 4 by DC Comics.  
**HCQCCA** = Quest for Concan's Castle Comic Book Advertisement.  
**HDC** = Heroscape Designer's Corner  
**HV** = Heroscape Videos, Web Episodes and TV commercials.  
**JO** = Jandar's Oath documentation and unit biographies.  
**MP** = Malliddon's Prophecy documentation and unit biographies.  
**OCT** = Online Character Tips  
**OES** = Online Exclusive scenario documentation.  
**OHM** = Official Hasbro Map of Valhalla  
**OR** = Orm's Return documentation and unit biographies.  
**ROTV** = Rise of the Valkyrie documentation and unit biographies.  
**RTFF** = Road to the Forgotten Forest documentation and unit biographies.  
**RV** = Raknar's Vision documentation and unit biographies.  
**SCS** = Soulrazor Canyon scenario documentation.  
**SOTM** = Swarm of the Marro documentation  
**THJ** = Thormun's Journal  
**TJ** = Ticalla Jungle documentation and unit biographies.  
**TT** = Thaelenk Tundra documentation and unit biographies.  
**TV** = Thora's Vengeance documentation and unit biographies.  
**UR** = Utgar's Rage documentation and unit biographies.  
**VW** = Volcarren Wasteland documentation and unit biographies.  
**ZD** = Zanafor's Discovery documentation and unit biographies.



# CONTENTS

<b>Worlds</b> .....	8	<i>Caelios</i> .....	12	<i>The Narrows</i> .....	17
Alpha Prime .....	8	<i>Cave of Shadows</i> .....	12	<i>The Towers</i> .....	17
Earth .....	8	<i>Concans' Castle</i> .....	12	<i>Ticalla Jungle</i> .....	17
Britain .....	9	<i>Crumland</i> .....	12	<i>Trollsford Swamps</i> .....	17
Brittany .....	9	<i>Dark Lakes</i> .....	12	<i>Uncharted Jungle</i> .....	17
Chicago .....	9	<i>Dragon Head Sea or</i>		<i>Upper Bleakwoode</i> .....	17
China .....	9	<i>Dragon's Head Sea</i> .....	12	<i>Valgrind</i> .....	17
Finn's Castle .....	9	<i>Dumutef Bridge</i> .....	12	<i>Valledonn Fortress</i> .....	18
Five-Strings .....	9	<i>Durgeth Swamps</i> .....	13	<i>Valley of Skulls</i> .....	18
France .....	9	<i>Einar's Golden Palace</i> .....	13	<i>Volcarren</i> .....	18
Japan .....	9	<i>Ekstrom</i> .....	13	<i>Volcarren Wasteland</i> .....	18
Lead .....	9	<i>Elswin</i> .....	13	<i>Vydar's Underground City</i> .....	18
Macedon .....	9	<i>Fields of Fire</i> .....	13	<i>Waters of Life</i> .....	18
New England .....	9	<i>Forgotten Forest</i> .....	13	<i>Wellspring of Obsession</i> .....	19
New York .....	9	<i>Forsaken Waters</i> .....	13	<i>Wellsprings</i> .....	19
Republic of Texas .....	9	<i>Great Castle of Ullar</i> .....	13	<i>West Barbican of Idona Castle</i> ..	20
River Lorie .....	9	<i>Haukeland</i> .....	14	<i>Willenshire Tombs</i> .....	20
Rome .....	9	<i>Idona Castle</i> .....	14	<i>Wolf Swamp Road</i> .....	20
Scotland .....	9	<i>Jandar's Summoning Circle</i> .....	14	<i>Xualtiaca</i> .....	20
Wardell .....	9	<i>Jutanguard or Jotungard</i> .....	14	<b>Races</b> .....	21
Woods of Korland .....	9	<i>Kinsland</i> .....	14	Arachnids .....	21
Feylund .....	9	<i>Laur</i> .....	14	Archkyries .....	21
Annellintia .....	9	<i>Lindsfarme or Lindesfarme</i> .....	14	Dragons .....	21
Ashra .....	9	<i>Lower Bleakwoode</i> .....	14	Durgeth .....	22
Bogdan .....	10	<i>Lür</i> .....	14	Dzu-Tehs .....	22
Llomvar .....	10	<i>Malodorr Swamp</i> .....	14	Elfs or Elves .....	22
Morindan .....	10	<i>Migol's Tomb</i> .....	14	Fiantooh .....	22
Nullondia .....	10	<i>Mirror Lake</i> .....	14	Giants of Feylund .....	22
Oak Tree Village .....	10	<i>Molten Sea</i> .....	14	Giants of Valhalla .....	22
Wolflin .....	10	<i>Montfre Manor</i> .....	15	Gryphillin .....	22
Grut .....	10	<i>Montiqua Ledge</i> .....	15	Humans .....	22
Icaria .....	10	<i>Mountains of Kyrien</i> .....	15	Insects .....	22
Isadora .....	10	<i>Nastralund or Nostralund or</i>		Kyries .....	23
Marr .....	10	<i>Nastraland</i> .....	15	Mariedians .....	23
Valhalla .....	11	<i>Ostrijick</i> .....	15	Marro .....	23
Aaryglynn .....	11	<i>Outpost of Malodorr Swamp</i> ..	15	Moltarns .....	23
Anund .....	11	<i>Quilato Mountain Range</i> .....	15	Nagrubs .....	23
Athenoek .....	11	<i>Ruins of Rennoc</i> .....	15	Orcs .....	23
Aunstrom .....	11	<i>Sigling Sea</i> .....	15	Ogres .....	23
Barrenspur .....	11	<i>Searing Pass</i> .....	15	Primadons .....	24
Battlefield of Frozen Souls .....	11	<i>Soulrazor Canyon</i> .....	15	Raptorians .....	24
Bitter Sea .....	11	<i>Stechavan</i> .....	16	Robota .....	24
Bleakwoode or Bleakwood or		<i>Table of the Giants</i> .....	16	Soulborgs .....	24
Bleakwoode .....	11	<i>Tarn of Volsunga</i> .....	16	Trolls of Feylund .....	24
Bloodred River .....	12	<i>Tealeron</i> .....	16	Trolls of Valhalla .....	24
Braunglayde .....	12	<i>Thaelenk or Thaelink Tundra</i> ..	17		





Trolticor.....	24	Gerda.....	32	Navess.....	40
Undead.....	24	Great Valledonn Wizard.....	32	Ne-Gok-Sa.....	40
Valkyries.....	24	Grimnak.....	32	Nerak.....	40
Vipers.....	24	Guether.....	32	Nilfheim.....	40
Wolves.....	25	Guilty Mc Creech.....	32	Od.....	41
Wulsinu.....	25	Gurei-Oni.....	32	Orm.....	41
<b>Characters.....</b>	<b>26</b>	Haldor.....	32	Ornak.....	41
Acolarh.....	26	Halgo.....	32	Parmenio.....	41
Agent Carr.....	26	Hatamoto Taro.....	32	Private Richard Chapman.....	41
Alastair MacDirk.....	27	Iskra Esenwein.....	33	Raelin.....	41
Alexander the Great.....	27	Ivor.....	33	Raelin (Evil).....	42
Angela.....	27	James Murphy.....	33	Raknar.....	42
Aquilla.....	27	Jalgard.....	33	Retiarius.....	42
Arik.....	27	Jandar.....	33	Runa.....	42
Astrid.....	27	John Glover.....	34	Saylind.....	42
Atlaga.....	27	Johnny "Shotgun" Sullivan.....	34	Sennavig.....	43
Bat Masterson.....	27	Jordawn.....	34	Sergeant Drake Alexander.....	43
Beldar.....	27	Jotun.....	34	Shiori.....	43
Beldun.....	27	Kaemon Awa.....	34	Sir Denrick.....	44
Brandar.....	27	Kaintar.....	35	Sir Dupuis.....	44
Braxas.....	27	Kato Katsuro.....	35	Sir Gilbert.....	44
Brunak.....	28	Kee-Mo-Shi.....	35	Sir Hawthorne.....	44
Charos.....	28	Kelda.....	36	Sonlen.....	44
Chrissy.....	28	Khosumet the Darklord.....	36	Sonya Esenwein.....	45
Concan.....	28	Kimberly.....	36	Spartacus.....	45
Crixus.....	28	Krug.....	36	Sturla.....	45
Cyprien Esenwein.....	28	Kyntela Gwyn.....	36	Su-Bak-Na.....	45
Dagmar.....	29	Laglor.....	37	Sudema.....	46
Deadeye Dan.....	29	Liam MacDirk.....	37	Sujoah.....	46
Deathwalker 7000.....	29	Lodin.....	37	Syvarris.....	46
Deathwalker 8000.....	29	Major Q9.....	37	Taelord.....	46
Deathwalker 9000.....	29	Major Q10.....	37	Theracus.....	46
Demicus.....	30	Major X-17.....	38	Thora.....	46
Dorudian.....	30	Malliddon.....	38	Thorgrim.....	46
Dünd.....	30	Marcu Esenwein.....	38	Thorian.....	47
Durnipia.....	30	Marcus Decimus Gallus.....	38	Thormun.....	47
Edward II.....	30	Marhana.....	39	Tor-Kul-Na.....	47
Eldgrim.....	30	Marro Hive.....	39	Tornak.....	47
Einar.....	30	Master Win Chiu Woo.....	39	Tyrian.....	48
Elven Craftsman.....	31	Mc-Burq-Sa.....	39	Ullar.....	48
Empress Kiova.....	31	Migol II.....	39	Ulginesh.....	48
Erland.....	31	Migol III.....	40	Ulrick.....	48
Evil Shaman of Morindan.....	31	Mimring.....	40	Utgard.....	48
Finn.....	31	Mitonsoul.....	40	Vaelentela.....	48
Generals.....	32	Montiqua.....	40	Valda.....	48
George Washington.....	32	Morsbane.....	40	Valguard.....	48



Veldoris the Proud.....	49	Marro Stingers.....	57	Glyph of Erland.....	65
Venoc Warlord.....	49	Marro Warriors.....	57	Glyph of Gerda.....	65
Vydar.....	49	Microcorp Agents.....	57	Glyph of Ivor.....	65
Vydar's Servant.....	49	Minions of Utgar.....	58	Glyph of Jalgard.....	65
Warden 816.....	49	Nakita Agents.....	58	Glyph of Kelda.....	65
Wo-Sa-Ga.....	50	Nhah Scirh.....	58	Glyph of Lodin.....	66
Wyatt Earp.....	50	Ninjas of the Northern Wind.....	58	Glyph of Mitonsoul.....	66
Zanafor.....	50	Obsidian Guards.....	58	Glyph of Nilrend.....	66
Zelrig.....	50	Omicron Snipers.....	59	Glyph of Oreld.....	66
Zetacron.....	50	Redcoat Militia.....	59	Glyph of Proftaka.....	66
<b>Troops.....</b>	<b>51</b>	Roman Archers.....	59	Glyph of Rannveig.....	66
4th Massachusetts Line.....	51	Roman Legionnaires.....	59	Glyph of Sturla.....	66
Airborne Elite.....	51	Sacred Band.....	60	Glyph of Thorian.....	66
Anubian Wolves.....	52	Sentinels of Jandar.....	60	Glyph of Ulaniva.....	66
Armoc Vipers.....	52	Servants of the Looking Glasses.....	60	Glyph of Valda.....	66
Arrow Gruts.....	52	Shades of Bleakwoode.....	60	Glyph of Wannok.....	66
Ashigaru Yari.....	52	Shaolin Monks.....	60	Heavy Grut Bronze Armor.....	66
Aubrien Archers.....	52	Skeleton Cavalry.....	61	Helm of Mitonsoul.....	66
Barbarians of Feylund.....	52	Swog Rider.....	61	Imperial Staff of Valledonn.....	66
Blade Gruts.....	53	Tagawa Samurai.....	61	Infrared Binoculars.....	66
Blastatrons.....	53	Tagawa Samurai Archers.....	61	Katana of Thorian.....	67
Deathreavers.....	53	Tarn Vikings.....	61	Kiradium Alloy.....	67
Deathstalkers.....	53	Templar Calvary.....	61	Lava Stone of Volcarren.....	67
Dreadguls or Dreadgulls.....	53	Twilight Clan.....	62	Leaf of the Home Tree.....	67
Dumutef Guards.....	54	Ullar's Protectors.....	62	Lipstick Laser.....	67
Dzu-Tehs.....	54	Utgard's Wolves.....	62	Looking Glasses of Vaelentela.....	67
Einar Imperium.....	54	Venoc Vipers.....	62	Mark of Vydar.....	67
Elite Onyx Vipers.....	54	Warriors of Ashra.....	62	Red Flag of Fury.....	67
Fyorlag Spiders.....	54	Zettian Guards.....	63	Remington Rolling Block Carbine.....	68
Giant Wasps.....	54	Zombies of Morindan.....	63	Rod of Negation.....	68
Gladiatrons.....	55	<b>Artifacts.....</b>	<b>64</b>	Rod of Obedience.....	68
Gorillanators.....	55	Aqua Breather.....	64	Sanctity of Honor.....	68
Heavy Gruts.....	55	Balian Leaf.....	64	Shield of Gerda.....	68
IX Legion.....	55	Banner of Weston.....	64	Skellblade.....	68
Izumi Samurai.....	55	Binoculars.....	64	Spear of Gerda.....	68
Knights of Weston.....	55	Bleakwood's Grapple Gun.....	64	Spear of Summoning.....	68
Kozuke Samurai.....	55	Bow of Ullar.....	65	Standard of Einar.....	68
Krav Maga Agents.....	56	Comfrey Plants.....	65	Standard of Jandar.....	68
Kyrie of the Green Leaf Tribe.....	56	Deep-dive Devices.....	65	Sword of Guether.....	68
Kyrie of the Moon Tribes.....	56	Divining Rod.....	65	Sword of Reckoning.....	68
MacDirk Warriors.....	56	Evisceraxe.....	65	Ullar's Amulet.....	68
Marrden Hounds.....	56	Glyph.....	65	Ullar's Emerald Amulets.....	68
Marrden Nagrubs.....	56	Glyph of Astrid.....	65	Waylan Trees.....	69
Marro Cavalry.....	57	Glyph of Brandar.....	65	Zetacron's Grapple Arm.....	69
Marro Drones.....	57	Glyph of Crevcor.....	65		
Marro Drudge.....	57	Glyph of Dagmar.....	65		





# WORLDS

## ALPHA PRIME

Alpha Prime is now a war-torn husk of the glorious world that it used to be. In a time now lost to history, a brilliant race thrived there. The planet was then called Mariedian. With technology the Mariedians ended crime; with technology they ended hunger; and with technology they ended war. Life was good. Hard labor was performed by the Robota, complex machines designed to perform arduous tasks. It was one grief-stricken scientist who, after losing a child to a fatal accident, changed that beautiful world's history forever. In an effort to save the child from death, he twisted science to preserve the soul of his child in the metal encasings of a Robota. Thus, the Soulborg were born. Three Millennia pass and now the Soulborg rule the planet, fighting amongst themselves in a constant state of civil war between factions. Mariedians still exist, mostly as slaves on

the prison planet Isadora. But there is a resistance. Small factions of Mariedians, driven deep underground, still fight the Soulborg. The Blastatrons, and their counterparts the Gladiatrons, were built to mimic the size, movement, and guerrilla fighting style of the Mariedian resistance— for the Mariedians continue to adapt and survive against great odds. While that disgusts many Soulborg, others envy those traits.

Alpha Prime is said to contain a flatland region and there is mention of gladiatorial fighting pits located there.

[ROTV, MP, ZD, TV]

## EARTH

An alternate version of Earth where the Valkyrie Generals summon heroes and armies from different time periods.

## Britain

Marcus Decimus Gallus and his IX Roman Legion disappeared into a thick mist in the northern part of this country and were summoned to Valhalla. Alastair MacDirk and his men fought against the King of England in Northern Britain. [MP, JO]

## Brittany

Land in late 15th century France where the Knights of Weston lived and were believed to be destroyed. (UR)

## Chicago

City where Deadeye Dan was educated. (ZD)

## China

The Shaolin monks lived and trained in this country's Buddhist temples. (JO)

## Finn's Castle

Location of the bloody final battle between the Dreadguls and Vikings. (ROTV, OCT)

## Five-Strings

Town in Kansas where James Murphy is from. (ZD)

## France

Country Sgt. Drake Alexander was summoned from by Jandar during World War II. Home to Sir Denrick and the knights of Weston in the 15th century. (ROTV, HV, HC2, UR)

## Japan

Island country in East Asia where Einar summons his Samurai and Ashigaru troops from. The Izumi, for example, were summoned from Japan in 1571. (HV)

## Lead

Lonely town in South Dakota where Deadeye Dan was summoned from right as he was about to be killed in a shootout with bandits. (ZD)

## Macedon

Kingdom in the northern-most part of ancient Greece where Parmenio and the Sacred Band hail from. (ZD)

## New England

North American colony where the 4th Massachusetts Line lived and trained for battle. (UR)

## New York

The city Agent Carr was summoned from in the year 2210. (HV)

## Republic of Texas

"Shotgun" Sullivan grew up on a ranch in this North American land. (JO)

## River Lorie

It was at the mouth of this Earth river in Brittany that Sir Denrick met defeat by the jealous lords of the land and a betrayer amongst his own ranks named Sir Hawthorne. (UR)

## Rome

Seat of the Roman Empire, which captured and destroyed Retiarius' people. Marcus and the IX Roman legion are warriors from this great empire and Spartacus is the mighty gladiator slave that defied them. (MP, TV)

## Scotland

Alastair MacDirk and his warriors were summoned from the Highlands of this country in Northern Britain. (JO)

## Wardell

Hometown of Guilty McCreech in Missouri. Guilty was almost hung there, but was rescued by Einar's summoning. (JO)

## Woods of Korland

Woods where the Tarn Vikings fled to escape Ulrick and his Dreadguls. Jandar summoned them from these woods to escape certain slaughter at the hands of Ulrick, except for Eldgrim who was captured and tortured by the Dreadguls until he was later summoned as well. (ROTV, DOD)

## FEYLUND

Forest planet populated by elves, barbarians, giants and other "fantasy" creatures. Dual moons are said to be visible over the planet during the time of harvest. (ROTV, RV, TH)

## Annellintia

Land mostly controlled by Cyprien Esenwein's undead army of vampires, zombies and skeletons. (FOV)

## Ashra

At the base of the mountain Llomvar, among the ancient, ivory barked, Waylan trees, lies the elven city of Ashra. Ashra is no ordinary place, it is a living thing. The city stretches up as high as the Waylan trees themselves, some 300 yards into the sky. Intricate, ornate, and indescribably beautiful, the elven dwellings grow out of the very



trees. The city is a complex web, with level upon level of walkways stretching from one domicile to another. Everything curves and winds. Not a straight line can be found in that place. Ashra's beauty is known throughout all of Feylund, but only through tales that are generations old, handed down in song and story. For more than 1200 years, none, but the elves of Ashra themselves, have seen the city. Ever since the betrayal of Veldoris the Proud, the elves of Ashra have protected their land with great ferocity from all outsiders. Now any who venture unto that forbidden ground are instantly surrounded by the Warriors of Ashra. (TV)

**Bogdan**

Name of place or site where the dreaded Rechets of Bogdan hail from. (FV)

**Llomvar**

Mountain with ancient, ivory barked Waylan trees at whose base lies the elven city of Ashra. (TV)

**Morindan**

Land described as containing caverns and a barren valley with barren trees. A frail old shaman unleashed an evil incantation that made the dead rise in this land and created the Zombies of Morindan. This land is completely controlled by Cyprien Esenwein's undead army of vampires, zombies and skeletons. (DOD, FOV)

**Nullondia**

Land where the Doggin live. (OR)

**Oak Tree Village**

Kyntela Gwyn comes from a large forest village known for towering oak trees that form a protective deterrence against all assaults. It is from the strength of the oak trees that she acquired her powerful aura that provides her Elven warriors the same protective defense in battle. (FOV)

**Wolflin**

Land with lava fields where Brunak was raised. (OR)

**GRUT**

A primitive and savage planet from which Utgar summons his hordes of orcs. It is also populated with dinosaurs like those found on Earth millions of years ago. (ROTV, MP)

**ICARIA**

Planet populated with majestic and mighty dragons. Icarians have always worshiped the dragons of their world as godlike creatures. Nilfheim used to be the king of the Northern continent in Icaria until a cult of invading of Icarian dragon-slayers bent on the destruction of all dragon-kind (named the Nhah Scirh) almost destroyed him. (ROTV, OR, RV)

**ISADORA**

Prison planet where the Soulborg keep Mariedians as slaves. Warden 816 was summoned from this planet. (TV, FOV)

**MARR**

Planet where the evil Marro and Wulsinu races and their enemies, the Vipers, were summoned from. The Primadon also dwell on this planet. The Marro infestation threatens to destroy all life on Marr. Prior to the dominance of the Marro on the planet, the technological advanced Primadon used their technical knowledge for the advancement of peace, rather than just the preservation of it. (ROTV, MP, UR, JO, ZD, COTV)



**VALHALLA**

"Land of a million worlds. A gathering of many cultures, brought here to do battle for the fate of the wellsprings and the Valkyrie generals." Valhalla was a lush, largely unexplored planet in a distant galaxy, ruled by winged human-like creatures called Kyrie. The Kyrie lived in relative peace for thousands of years. Then the wellsprings were discovered, and everything changed. These mysterious fountains of youth, power and immortality soon became the ultimate plunder in the battle of all time. A once serene planet now becoming a war torn, desolate ruin. Lush valleys and hillsides became military strongholds; majestic mountains became vantage points for deadly attacks on those below. Armies marched, fought, claimed victory or conceded defeat, all for the wellsprings.

Valhalla is the home planet of the kyries, moltarns, dzu-teh and other fantastic races.

Earth-like months or seasons are known in Valhalla; Rannveig is one which is characterized by harsh, seasonal winds. It is followed by Endall. (THJ, ROTV, OHM)

**Aaryglynn**

Aaryglynn is a stronghold located at a crossroad that leads to a small wellspring which seems to become more powerful with every new season. What was once a welcoming place for weary travelers is now a hostile, heavily-guarded fortress. So protective of its territory is Aaryglynn that it routinely dispatches an army of elite, battle-hardened warriors to expand its borders and annihilate all enemy armies that cross its path. While other castles look to form alliances with their neighbors, Aaryglynn defiantly remains isolated, creating an increasing distrust among all within reach of the powerful Aaryglynn army. Those who would enjoy the destruction of Aaryglynn know that it is wise to fear their army, and to whisper its name only in secret conversation. Armies have joined together to draw out the elite army with a decoy force, so as to leave the castle poorly defended. It is unknown if this ploy worked... (OES)

**Anund**

Forested land southeast of Upper Bleakwoode. This land is ruled by the Archkyrie Vydar. Most of its southeastern border is with the Molten Sea and faces towards the dangerous land of Volcarren. It is separated from Lower Bleakwoode to the southwest by an enormous lake. Once before, in the days of his youth, Thormun traveled to this beautiful land. The land was green and lush. Scattered

across Anund were quaint little villages with stone paved streets and filled with stunning homes built right into their surroundings. Hills and trees were left where they were, and the towns were adapted to fit nature's architecture. Those villages are not what they once were. Where a proud gathering of buildings once stood, now only a husk of a town remains, a barren shell lacking what makes a town a town – people. They have been abandoned for some time and are in a state of decay. The homes are overgrown and crumbling; no life remains. On his way through Anund, Thormun notes in his Journal that they encounter three villages in this dismal condition and none of them look like they were taken by force or pillaged. Even Montfre Manor lies in ruins; however, in this land things are not as they appear. (OHM, THJ)

**Athenock**

Peninsula west of Crumland. (OHM)

**Aunstrom**

Land to the west of Upper and Lower Bleakwoode and partially separated from them by an enormous lake. (OHM)

**Barrenspur**

A barren hill where Migol III built a tomb for his father, Archkyrie Migol II. Thieves have turned the tomb into an empty ruin, but the catacombs underneath the tomb (and in the rock of Barrenspur) are said to still hold great riches. (ROTV)

**Battlefield of Frozen Souls**

Battlefield in the southern Thaelenk Tundra beset by fierce storms. It is common to see frozen souls entombed in monoliths of ice in this land. See the Thaelenk Tundra. (TT, OHM)

**Bitter Sea**

Vast sea that separates the main lands of Valhalla from the land of Haukeland in the far east. The sunrises on Ekstrom's coast are particularly spectacular; the sky is painted with shades of amber and pink as if by the great brush strokes of a mighty hand. However, during Rannveig, biting winds blow in from across the Bitter Seas' surface. Ullar has a newly built stronghold on the Ekstrom coastline. (OHM, THJ)

**Bleakwoode or Bleakwood or Bleakwoode**

Region of Valhalla divided into Upper and Lower sections. In the heart of Bleakwoode lies a great source of magic. It is rumored to make the trees grow to



incredible heights, and to grow dark, move in close to each other, and shut out the light. Foul creatures dwell in the everlasting night they create. The power of perverse creation is so strong in Bleakwoode that some say souls are born in that place- empty, hateful souls. Natives of Valhalla will avoid spending the night in the forests of Bleakwoode at all costs. They warn the foolhardy and the ignorant to beware the Shades of Bleakwoode.

Thormun journeyed through the forest while serving as Jandar's emissary and lost his friend Tyrian there. He writes, "The urgency of our task has driven us deep into the murky heart of Bleakwoode. The trees here are black and twisted, dark leaves cling to spindly branches. Their gnarled arms reach out toward the daylight in search of fresh air. They won't find what they seek. The air here is anything but fresh. The trees grow close together shutting out the light, they create a world of eternal darkness, and in that darkness dwell creatures with souls as black as Bleakwoode's moonless night. Our every sense strains outward, prodding at the darkness for any hint of trouble. Every snap of branch underfoot, every creak and moan of the trees, every last sound that breaks Bleakwoode's silence has our hearts jumping in alert. However, the danger that approaches makes no sound at all."

Sergeant Drake carried an item named Bleakwood's Grapple Gun until it was replaced by Zetacron. (SCS, ROTV, OHM, DOD, THJ)

Bloodred River

Unusually warm currents from Volcarren flow through the Bloodred River, separating the frozen wasteland from the temperate forest as if a line were drawn between them. On one side: glaciers. On the other side: forests. The warriors who inhabit the territories on both sides of the bridge have been feuding over the land that surrounds the Bloodred River for centuries. Many battles are so fierce that the river becomes a dark red channel that flows back into the sea, warning others to stay away. Every year the Armies get larger and the battles more fierce. It seems that the Bloodred River shall forever live up to its name. The Bloodred River never freezes completely. Crossing the river over the thin ice is dangerous but necessary, as an attack from the bridge is always met with an equally fierce defense. The territories owned by the feuding warriors surrounding the Bloodred River is constantly changing; but it is the bridge that is the symbolic prize possession of battle, even though it serves no useful purpose other than bragging rights and exaggerated stories at the end of battle. (OES)

Braunglayde

Sparsely forested land south of Bleakwoode. (OHM)

Caelios

Location (?) close to a wellspring used by Kaintar to enchant shields for Jandar. (JO)

Cave of Shadows

Dark and icy cave that may be located on or close to the Thaelenk Tundra. This cave provides a path to Concan's Castle. (HCQCCA)

Concans' Castle

Large, well armed and defended, multi-level castle situated on a mountain that is close to some marshland. It is found on the other side of the Cave of Shadows. One of the mystic wellsprings lies within the castle walls and the waters can be seen within a golden, glowing well. At one point in the war, at least part of the castle was captured by Utgar. Mimring and Sergeant Drake fought there for possession of the wellspring. (HCQCCA, HV)

Crumland

Mostly barren land west of Lindesfarme. A large bay named (?) separates this land from Jutanguard in the north. (OHM)

Dark Lakes

See the Forsaken Waters. (ROTV, OES, OHM)

Dragon Head Sea or Dragon's Head Sea

Sea that borders the unfriendly region of ice and snow known as the Thaelenk Tundra. This sea is directly north of the lands of Laur and Nastralund. This area seems to get its name from the dragon's head shape of the northern Laur peninsula. (TT, OHM)

Dumutef Bridge

A bridge that spans a deep, fast-running river that few dare cross even at the shallowest areas. Deep holes in the riverbed can swallow the largest warriors and deadly creatures in the river leave only the bones of the foolhardy. The Dumutef Guards pride themselves for never having allowed anyone to cross the bridge into the neighboring woods. Because most travelers never bother to come this way, it is called the Forgotten Forest. The bridge has long been the stronghold of the Dumutef Guards and their army. (RTFF)

Durgeth Swamps

Treacherous swamps deep in the Region of Lindsfarme. They were the home of the savage Durgeth until the beginning of the war between the Valkyries; although some Durgeth are rumored to still exist in the area. These swamps are in close vicinity to a wellspring. They are also home to the medicinal Comfrey plants. In times of drought, the swamp can dry up and the once deep river becomes a shallow trickling brook. A powerful Divining Rod was thrown in the waters of the swamp to keep it from falling into the wrong hands and is guarded by a large swamp monster. The area is vigilantly watched by Jandar and Ullar's troops. (ROTV, OES, OHM)

Einar's Golden Palace

Gorgeous, gold-domed palace, built on the shimmering surface of Mirror Lake that lies in the heart of Lindesfarme. The splendor of the site is unmatched in all of Valhalla; the very air glows with the golden image reflected off the water. A long bridge, lined with rows and rows of golden arches, leads out to the palace. Under each and every arch stand two bronze-skinned Kyrie, members of Einar's elite Imperium.

Thormun writes, "I walk, on and on, past golden pillars, each guarded by its own bronze-skinned statue. They look forward, unfocussed, masked faces set like stone. More of the same bronzed kyrie lead in front of us and follow from behind. The golden dome of Einar's Palace ducks in and out of view as the arches of the long bridge float by overhead. Below me I see the still waters of Mirror Lake reflecting the rare scene. Seldom do visitors come unbidden to the Golden Palace. A waft of sage and wildflowers drifts past my nostrils, as two thick gem-encrusted doors are pulled open on noiseless hinges. Light floods the vast room, streaming in through tall windows lined up in rows. Deep, purple, heavy curtains hang parted on either side of those windows like great locks of hair parted to reveal a bright face. Four giants of white marble hold up the ceiling with brawny arms and bulging backs. The winged-giants hold such fine detail that an onlooker might fear them coming to life and abandoning their posts, leaving the ceiling to collapse in upon the tiny kyrie beneath them. Slowly we walk forward, passing the giants as we approach the throne, standing only as tall as their broad shins." (DOD, THJ)

Ekstrom

Region south of Nastralund. This land is ruled by the Archkyrie Ullar. The Wellspring of Obsession is located close to the center of this region. Ullar has several

strongholds in this land; including one on the coastline of the Bitter Sea. Ullar held a blockade of Utgar's troops in southern Ekstrom and was able to route them with assistance from Vydar and Jandar. (OHM, THJ)

Elswin

Heavily forested land that lies between Jutanguard and Laur. (OHM)

Fields of Fire

200 mile stretch of land in Volcarren filled with hidden geysers of molten lava, cesspools of toxic gases and a constantly changing environment. It would take a brave warrior to cross the Searing Path into this land of death. (OES, OHM)

Forgotten Forest

An area of northern Jutanguard that most travelers never bother to traverse. There is a dangerous river and bridge ferociously guarded by Utgar's Dumutef Guards that lead to these woods. The Forgotten Forest is valuable because the area past the Dumutef Bridge is supposed to lead to more wellsprings down the road. (RTFF, OHM)

Forsaken Waters

Site of the Dark Lakes that separate the regions of Laur and Nostralund. When the search for the wellsprings began, the lakes became a source of dispute between the Archkyries on each side. They each built a fort on their shore, but dozens of skirmishes quickly reduced the area to ruins. The warm waters of the lakes keep the snow away from these lands during winter and allow safe passage between Laur and Nostralund. Controlling this site gives a general an advantage throughout the winter. It is rumored that the source of the wellsprings may lie in the depths of these cold, dark waters. In this land, sometimes the warm waters swirling under cold crisp air create the legendary killing fog. It is a mist so dense it can be sliced with a sword. Crossing the Forsaken Waters though the fog is treacherous due to the low visibility. Malliddon's Prophecy foretells that whomever wins a great battle of overwhelming force in the Forsaken Waters (involving the dead coming back to life and gale force winds) will eventually win the war. (ROTV, OES, OHM)

Great Castle of Ullar

Large castle with a great hall and grand courtyard located in northwestern Ekstrom. It is known for its hospitality and cozy dwellings. (THJ)



**Haukeland**

Land in the far eastern reaches of Valhalla. It is a large island surrounded by many smaller islands in the Bitter Sea. This isolated land lies around 700 miles from the coast of Ekstrom. (OHM)

**Idona Castle**

Enormous castle that controls Western Nastraland and the Dark Lakes. Also see the West Barbican of Idona Castle. (FOA)

**Jandar's Summoning Circle**

Ruins of a temple or structure with many columns. A little more than half of the columns are intact and there is a raised area in the center where Jandar stood to greet Sergeant Drake, Thorgrim and others that he summoned from his visions. It is likely that this is an old site of importance in Nostralund. (HV)

**Jutanguard or Jotungard**

Land located in far western Valhalla. The Forgotten Forest lies in the heavily forested northern section of this land. A large ruined fortress can be found near the sea in this land. A large bay named (?) separates this land from Crumland to the south. (HCL, OHM)

**Kinsland**

Land that lies between Lower Bleakwoode and Volcarren. The Searing Pass sits at the border between Volcarren and Kinsland. (OHM)

**Laur**

Region separated from Nastralund by the Dark Lakes. Migol's Tomb is found in the mountainous southern section of this region. Wolf Swamp Road and the Forsaken Waters are found in the eastern border of this region. (ROTV, OHM)

**Lindsfarme or Lindesfarme**

Land ruled by the Archkyrie Einar. This region, full of rolling hills, is where the Durgeth Swamps are located. Lindesfarme is separated from Braunglayde to the east by a large waterway. Braunglayde and Lindesfarme look as if they were split in two and the ocean rushed in between them. Empress Kiova's family had ruled in Lindesfarme for generations beyond count. Among the rolling hills of Lindesfarme lies the heart of Einar's Empire, a gorgeous, gold-domed palace, built on the shimmering surface of Mirror Lake. The splendor of that site is unmatched in all of Valhalla; the very air glows with the golden image

reflected off the water. A long bridge, lined with rows and rows of golden arches, leads out to the palace. Under each and every arch stand two bronze-skinned Kyrie, members of Einar's elite Imperium. They stand erect at their posts, their dual blades crossed upon their chests. Covering their faces are varied masks made from the same extraordinarily pure gold used in the building of the palace, mined from the nearby hills. Enter the Valley unbidden and you'll find yourself quickly surrounded by an entire legion of these soldiers. (ROTV, OHM, THJ, DOD)

**Lower Bleakwoode**

The southern portion of Bleakwoode. The mysterious Soulrazor Canyon lies right at the heart of this region. (SCS, ROTV, OHM)

**Lür**

Ancient lands ruled by Archkyrie Migol II two hundred years before the rise of the Valkyrie. It is very likely that Lür is an alternate or ancient name for Laur. (ROTV)

**Malodorr Swamp**

This swamp is a wretched and stench-filled dead water that assaults the senses with every waking moment and threatens to render a small, forgotten outpost housed there uninhabitable. Outside the gates of this outpost is the only source of water within a weeklong journey. In the swamp of Malodorr, water is as precious as weapons and armor. (OES)

**Migol's Tomb**

Ancient Tomb built by Migol III or his father, Archkyrie Migol II in northern Jutanguard. Thieves have turned the tomb into an empty ruin, but there are catacombs underneath that are said to still hold great riches. Mimring was said to have been imprisoned here within a secret glyph of Brandar. (ROTV, OES, OHM)

**Mirror Lake**

Lake with a shimmering surface that lies in the heart of Lindesfarme. Einar's Golden Palace is built on the surface of this lake. (DOD, THJ)

**Molten Sea**

Sea that surrounds the Volcarren Wasteland peninsula and borders the land of Volcarren. It is swept by violent firestorms on a regular basis. The seas are only calm here for short intervals and this makes landing and navigating difficult. (VW)

**Montfre Manor**

Home to the Valkyrie Vydar. A once magnificent manor, it is now a crumbling, decaying structure with clinging vines and an weed infested courtyard. The gates are intricate and tall, but the lock is broken and one door hangs on by a single hinge. The interior rooms are dusty and dark. The whole Manor looks abandoned, but looks can be deceiving. Vydar still receives visitors in the Manor, but as Thormun and Tyrian discovered, the true strength of Vydar's land lies hidden beneath the manor in a vast underground city. A secret passage concealed by a fireplace within the manor reveals a passageway lit by red strips of light that lead far below the ground, where armies are on the move and Vydar plans his strategy. It is unknown how massive this underground complex is, how long Vydar has worked on it in secret or how many places and where it leads to the surface. Specialized Soulborgs outfitted for digging and drilling continue to expand the underground complex. (THJ)

**Montiqua Ledge**

Just beyond the Narrows is the first valley, which is surrounded by massive cliffs of the Quilato Mountain Range. During the annual heavy rains, this deep valley floods with the waters of a thousand springs. The only safe area in this ancient and beautiful valley during the floods is a small ledge on the Northern half of the valley called Montiqua Ledge - named in honor of the only surviving Kyrie warrior of the Green Leaf Tribe, who took shelter on the ledge during the destruction of his village more than a thousand years ago. An ancient levy prevents the valley from destructive flooding. If it is destroyed, a deadly wall of water descends towards Montiqua Ledge. (SOTM)

**Mountains of Kyrien**

Jagged peaks where the battle-hardened Minions of Utgar dwell. (UR)

**Nastralund or Nostralund or Nastraland**

Archkyrie General Jandar rules this cold northern region. It is separated from Laur by the Dark Lakes. Wolf Swamp Road is on the western border of this land and is a pathway to eastern Laur. Idona castle lies in the mountainous southwestern area of this land. Stechavan and the grand city of Valgrind are also located in this land. (ROTV, OES, OHM, THJ)

**Ostriyick**

Land between Upper Bleakwoode and Ekstrom. The Trollsford Swamps lie right at the center of the border

between Ostriyick and Upper Bleakwoode. This land serves as the source for rivers that provide water to Vydar's lands in Anund. During the war Vydar had to send troops here to try to prevent Utgar's troops from continuing to defile the rivers. (OHM, THJ)

**Outpost of Malodorr Swamp**

Deep in the swamp of Malodorr lies an outpost that is all but forgotten. The exiled warriors who have been sent to Malodorr know it is the last place they will be stationed. The swamp is a wretched and stench-filled dead water that assaults the senses with every waking moment and threatens to render this outpost uninhabitable. Outside the gates is the only source of water within a weeklong journey. In the swamp of Malodorr, water is as precious as weapons and armor. (OES)

**Quilato Mountain Range**

Mountains in the swamp where the Narrows battlefield lies. The Narrows is the only pass to the West through the mountains and crucial for troops to move into the vast mountain range. Rumors of a wellspring are connected to the mysterious valleys in the mountains, which the kyrie of the Moon Tribe will only hint at. (SOTM)

**Ruins of Rennoc**

Ruins of an outpost in the Fields of Fire that was lost for all time within the constant lava flows. A large store of dry goods has been discovered at the top of an unpredictable lava geyser close to the ruins. Unlike Rennoc, it is protected by mystical enchantments that keep the food safe from harm. (OES)

**Sigling Sea**

Great sea full of islands that lies between Nastralund, Laur, Ekstrom, Ostriyick and Upper Bleakwoode. (THJ)

**Searing Pass**

Battlefield that contains the Ruins of Rennoc and serves as an entry point into Volcarren's Fields of Fire. With the difficulty of supplying an army in the Fields of Fire, it is vitally important to control the Searing Pass when fighting a campaign there. (OES, OHM)

**Soulrazor Canyon**

In the heart of Bleakwoode, unreachable by all but the most determined traveler, stands an abandoned temple. The relentless winds blowing through this mysterious place carry strange voices that mutter and gibber, keen and howl. These voices are said to drive all but the most



resolute insane. A strange magic echoes in the stones of this area. They say in the midst of winter the townsfolk see visions of friends and family lost to them in the past. It is unclear how close the town is to this haunted area.

In the heart of Bleakwoode lies a great source of magic. It is rumored to make the trees grow to incredible heights, and to grow dark, move in close to each other, and shut out the light. Foul creatures dwell in the everlasting night they create. The power of perverse creation is so strong in Bleakwoode that some say souls are born in that place- empty, hateful souls. Natives of Valhalla will avoid spending the night in the forests of Bleakwoode at all costs. They warn the foolhardy and the ignorant to beware the Shades of Bleakwoode. (SCS, OHM, DOD)

### Stechavan

Ruined site in the southern part of Nastralund. Sergeant Drake writes, “Its stone pillars and fallen walls act as a window into the past of this strange world. The lifeless eyes of a weather-worn face stare out at me from among the ruins. Those eyes of stone, belonging to some abandoned and broken statue, are a haunting sight. Stechavan is a tactical bottleneck. Mountain ranges surround it on both sides, forcing Utgar to march his army right through here in order to flood Nastralund with his troops, and take the grand city of Valgrind. I am told that if Valgrind falls, so does all of Valhalla. That city is the last great place of freedom on this war-torn planet, and if it breaks so does any hope of winning this war.” Sgt. Drake Alexander was assigned to lead the forces at Stechavan against Utgar’s encroaching armies.

Sgt. Drake writes, “While still climbing through the last stretch of this winding pass, I can hear the clatter of battle rise from the valley below. It is our troops assaulting Utgar’s camp. Their attack is only a ploy. The plan is beginning to unfold. The attacking force, led by Thorgrim and Finn – the Viking brothers – catches the enemy off guard, and then, just as Utgar’s army musters their forces, the Viking brothers turn and retreat. The Utgarians take the bait: their forces charge after the retreating soldiers, thinking the attack was some desperate and ill-conceived attempt at victory. Utgar’s army believes that today is the day they will triumph over Jandar’s dwindling forces. They could not be more wrong.

When the retreating troops reach the foot of Stechavan, they turn and charge back upon their enemy, an enemy that outnumbers them more than twenty to one. I can picture it now: The rows of Grut Archers howling in laughter as they let loose their arrows at the command of

paceing Swog Riders, the great troll stampeding forward, his oversized sword swinging back and forth in deadly strokes, the grin worn by the Minions of Utgar as they lick at their teeth in anticipation of the coming slaughter. But the slaughter will be their own. From over Stechavan’s hilltop flies a sole kyrie warrior. She lifts a spear above her head, and with a mighty battle cry thrusts it to the ground. There, at the point of the spear’s strike, a towering giant appears, charging with sword in hand. A dozen more kyrie fly over the hilltop, then two dozen, then four. This gives pause to Utgar’s forces for only a moment, and then – laughter.

“Pathetic! Not nearly enough to matter!”

They speak too soon, for in the very next moment over the hilltop and among their ranks ride the Templar Calvary, and just as quickly, the swarming forces of Ullar’s viper army join the fray. Utgar’s army falls to chaos and is swept away by the frenzy of vipers and charging knights. Victory belongs to us! But not without its costs...

Rumors have been stirring that Utgar himself has come, in his arrogance, to be here when his forces break through into Nastralund. Now is my opportunity, this is our chance to take that tyrant down! And so, under the cover of night and during the long battles of this day, I’ve led my small band of soldiers through the hidden mountain pass. Our purpose is to enter Utgar’s camp while his soldiers are out at war, fight our way through his personal guard, and destroy Utgar himself.” Unfortunately for Sgt. Drake, those rumors proved to be false. (THJ)

### Table of the Giants

Ancient meeting place of the legendary Giants of Valhalla. They would gather in this area of Upper Bleakwoode in winter to carve up their hunting lands for the next year. No giants have been seen here for countless ages, but their bones are rumored to be buried in this area. (ROTV, OHM)

### Tarn of Volsunga

The location of the first wellspring discovered by Thormun. (THJ, ROTV)

### Tealeron

Peaceful village that was the hometown of Thormun. Thormun’s brother, his brother’s wife and kids lived there until it was reduced to a burning heap by Utgar’s armies. Thormun recalls his brother’s stonework house with a garden and a large tree growing right in front on which the kyrie children would play. (THJ)

### Thaelenk or Thaelink Tundra

The Thaelenk Tundra is an unfriendly region of ice and snow that stretches into the Dragon Head Sea. Previous travelers tell tales of monstrous snow hunters that hide in the mountains coming out to swing their weapons and hurl boulders of ice at them. Travel in the tundra is wisest during the summer solstice, even though the mountain snow never melts and sudden storms of ice and wind make every journey here a perilous one. It is common to see frozen souls entombed in monoliths of ice along the way. Approaching the tundra from the valley floor is a formidable sight. Spires of ice tower above the landscape and pierce the sky ominously, while the Dzu-Teh scream their war-cries. However, where the valley meets the tundra, it is the Storm of Frozen Shards that is the most deadly foe. Warm valley wind swirling with the tundra frigidness form frozen shards of ice that spiral down from the sky like stalactite spears, some as large as the warriors themselves. Violent storms have kept all but the most determined armies from occupying the wellspring in the Thaelenk Tundra. This wellspring is so powerful, that it is not unusual for warriors who drink from it to triple their powers. Some warriors think it is because the water has been frozen. Others think it is because the strange aura that glows from the glaciers. The only thing that is agreed upon is that the tundra is inhospitable and the winter storms can decimate an entire army very quickly. In the vast wasteland of the northern tundra Thaelenk, lies a great Jandarian stronghold. Few have ever tried to oppose it. None have even succeeded in making it to the fortress doors; for in that frozen, desolate land dwell the wild Dzu-Teh. (TT, OHM)

### The Narrows

Leaving the desolate Valley of Skulls and crossing the obvious borders of the Volcarren Wastelands and this new land, you emerge and see to your relief an immense swamp area that is fed by the many snow-capped mountain springs that surround the narrow pass. The contrast of the two areas is remarkable to you, as you feel the moisture seep into your skin after weeks of travel across the parched earth of volcanic rocks of the wastelands. Holding the Narrows is essential to maintaining control of the central valleys of the Quilato Mountain Range. As the only pass to the west, this is the most strategic location to move Jandar’s troops into the vast mountain range. Rumors of a wellspring are connected to these mysterious valleys that the insular kyrie of the Moon Tribe will only hint at. During heavy storms, large patches of erosion occur, uncovering ancient architecture and artifacts that were once buried. An old enchantment of the Green Leaf Tribe, that

makes a protective field, has been revealed from beneath the ground. (SOTM)

### The Towers

Large tower structures where the battle between the mind shackled Raelin and Sergeant Drake took place. Their odd design does not favor non-flying troops, thus they may be of Kyrie design. When Kee-Mo-Shi was defeated, Utgar’s forces fled from this stronghold. (HV, HC4)

### Ticalla Jungle

Once-inaccessible jungles located in the lands below the Volcarren Wasteland. This is where large numbers of Marro are coming from into the lands north of Volcarren. It seems that Utgar found a land bridge into the jungle formed by underwater volcanic eruptions north of the Volcarren Wasteland before Ullar or Jandar’s troops did, or he found another way into the jungle and is growing a force there. Five long years into the war, Jandar had a vision of wellsprings in the jungle and Ullar’s men feared the worst. The truth is that within the jungle there are Marro hives hidden deep in the treacherous rock and stench filled swamps that are continuously spawning venomous Marro and Hivelords. Areas of the uncharted swamp are filled with nothing but submerged Marro Drudge waiting to attack. (THJ, SOTM, TJ)

### Trollsford Swamps

In days of old, Trolls were said to raid across the river in Trollsford in this site between Upper Bleakwoode and Ostriyick. Archkyrie Navess erected a stronghold to protect his land from the trolls, but his region was later conquered by the Archkyrie of Upper Bleakwoode. The name of Trollsford remains for this land, however. Sometimes parts of the ground in this area become deadly quicksand. (ROTV, OES, OHM)

### Uncharted Jungle

See Ticalla Jungle. (THJ, SOTM, TJ)

### Upper Bleakwoode

Archkyrie Migol II ruled most of Upper Bleakwoode two hundred years before the rise of the Valkyrie. The Table of the Giants is found in the northern mountains of this region. The Trollsford Swamps lie right at the center of the border between Ostriyick and Upper Bleakwoode. (SCS, ROTV, OHM)

### Valgrind

“If Valgrind falls, so does all of Valhalla.” The city of Valgrind in Nastralund is the last great place of freedom



in Valhalla, and if it breaks so does any hope of Jandar and his allies winning the war against Utgar. (THJ)

### Valledonn Fortress

Valledonn sits at the foot of a Glacier in the southernmost part of the Thaelenk Tundra with the Dragon's Head Sea visible to the East. Fresh spring water on both sides of the road creates an amicable greeting to what is now a deserted fortress. Valledonn was once a mighty stronghold, impenetrable to all who laid siege to it until it was overrun by a merciless otherworldly force. The last defender alive was the Great Valledonn Wizard, whose spirit is occasionally seen roaming the walkways, casting spells – to defend his home from unwary intruders. The door of the Valledonn Fortress has been destroyed and the fortress remains empty because of the Valledonn Curse that inhabits the grounds of what was once a mighty stronghold. The Great Valledonn Wizard had placed the curse on his own fortress when it was overrun by an otherworldly force that he had never seen before. All who enter will be destroyed, unless they break the curse by finding the Imperial Staff of Valledonn. For some, the allure of finding the staff and seizing Valledonn as their own is too great to resist. There will always be warriors willing to risk their lives to take control of the once-mighty Valledonn Fortress. (OES)

### Valley of Skulls

Desolate valley in Volcarren that lies close to the border of the Volcarren Wastelands and Ticalla Jungle. (SOTM)

### Volcarren

For most life forms, Volcarren is an uninhabitable land of volcanic activity. Rumors of new wellsprings in this part of Valhalla tempt only the most foolish of warriors to attempt a search for them. Volcarren is a desolate wasteland of barren rock and volcanic activity that is filled with many dangerous and unpredictable environments. Sharp volcanic rock makes up most of the terrain. Volcanic explosions are common here, sending down fiery rain that can kill most travelers. If that does not defeat travelers, then the lack of water will. Clouds of ash prevent proper breathing and burn the eyes and throat. Part of Volcarren is the deadly 200 mile stretch of land known as the Fields of Fire.

Volcarren is also the home of the Obsidian Guards and their sacred Lava Stone of Volcarren. (VW, OES, RTFF, OHM, THJ)

### Volcarren Wasteland

One particularly active volcano along the coast of Volcarren has created a peninsula of land that extends into the Molten Sea. This rugged strip of land has become known as the Volcarren Wasteland. In spite of its dangerous terrain, this is the only place to land from the Molten Sea. It is separated into a Coastal Zone, Midland Zone and Lava Zone. This area is full of smoke and ashes that obscure the land of Volcarren that lies behind it. Utgar has several wellsprings here guarded by Dumutef Guards.

Atlaga and his troops discovered that a chain of underwater volcanoes, north of the Volcarren Wasteland, have erupted. The erupting volcanoes have formed a land bridge all the way down to the once-inaccessible jungles below the Wastelands. (VW, RTFF, OHM, THJ)

### Vydar's Underground City

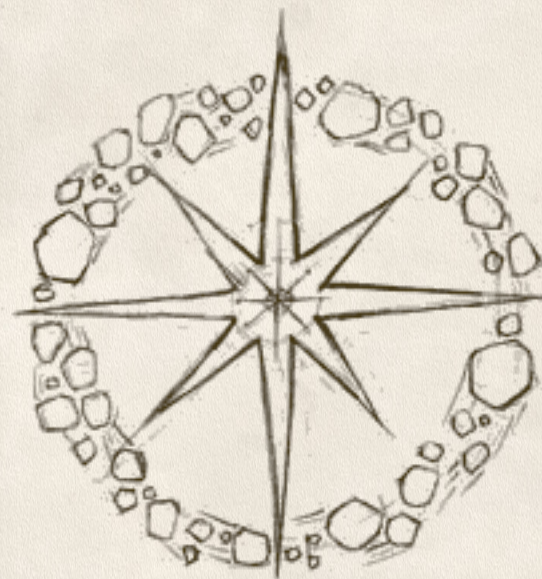
Thormun writes, "As we descend the spiraling corridor, a sound begins to grow. It's the sound that the surface lacks, activity stirs beneath us. Precaution says to turn back before Vydar finds us snooping, but curiosity pushes us forward. Forward we go down, down, down for what seems like an eternity, until we take our last right turn and see the tunnel open up into a huge, pillared, underground hall. Despite its massive size, the hall is well-lit by the same mysterious red glow that lights the passageway. Many exits line the walls here. A flurry of activity in and out of the arched passages all around allow us to go unnoticed, standing in the shadow of our, seemingly unused, entryway. The sound of a thousand metal feet clanging against the stone floor reverberates off the great hall as a battalion of Soulborgs marches through the center of the hall and file out of one of the larger passageways, the Soulborgs are the most abundant of all the soldiers here, but there are also quite a few humans from earth. They walk in small groups or alone, hurried about their business. The hall here seems to be but a convergent point in a great underground city. The left side of the hall is particularly noisy, what looks to be specialized Soulborgs, drill and dig and carry away mounds of dirt from a newly forming tunnel. There's no telling how long Vydar has worked here in secret, how massive this underground complex is, and how many places and where at it leads to the surface. But one thing is certain: Vydar holds more secrets than any of us could have guessed." (THJ)

### Waters of Life

Emissaries of the kyrie of the Moon Tribe that assisted the 5 heroes on the quest to the uncharted swamplands

told a tale of a spring deep in the swamp where the waters healed even the most severe of wounds. There is a myth that the waters could revive the dead back from the ancient days when tribal warriors came to drink there for healing. This is not the case. Although it is not specifically stated, the Waters of Life seem to be the wellspring that Jandar had visions of. Unfortunately, when the heroes went there to heal their wounded, they found yet another Marro Hive which was corrupting the waters and turning their waters to a drink of doom (sometimes causing wounds instead of healing).

The Waters of Life fought the corruption of the Marro Hive and its magical properties even confused it. This means that upon the Hive's destruction, the Waters of Life would likely purge the area of corruption and return to their normal beneficial state. (SOTM)



### Wellspring of Obsession

The site of this wellspring is one of the most dreaded battlefields in Valhalla. Many warriors turn down the opportunity to join an assault for good reason – defeated warriors have never returned. The wellspring itself is one of the most powerful wellsprings in Valhalla. Warriors need not drink from the wellspring. They simply immerse themselves and grow stronger and more obsessed with its power. This wellspring is under constant battle because of this. Occupying warriors never want to leave and new warriors arrive hopeful that they can experience the power of the wellspring through victory. Recently, the Wellspring of Obsession remained unguarded for many months due to a deadly plague that invaded it. (OES, OHM)

### Wellsprings

These mystic wellsprings are scattered in various locations all over Valhalla. They are the reason why Valhalla is currently divided and at war. Thormun, a kyrie the town of Tealeron, discovered the first wellspring 60 years prior to the war-torn times of the "Rise of the Valkyrie". According to his account, he discovered the wellspring by accident at the Tarn of Volsunga.

As of now, only 7 of the suspected 15 wellsprings have been discovered. Kyries drinking the waters of a wellspring became stronger in body and mind, gained mystical powers (such as the ability to see armies from other planets and summon them to Valhalla or heal others), stopped aging and had their wings grow to wondrous size. However, kyries who stop drinking from the wellsprings, lose their powers. Six known Valkyrie receive visions: Jandar, Utgar, Thormun, Einar, Ullar and Vydar. As Kyrie, they shared their visions with the High Counsel of the Archkyrie and were each given the title of Valkyrie.

Jandar recently discovered the seventh wellspring in Northern Nastralund. Thormun learned the following from Jandar regarding the wellsprings, "There are 15 small chambers around each wellspring. When a wellspring is first discovered, 14 chambers are empty, and one chamber contains an amulet. I believe, from my visions, that these chambers represent the 15 wellsprings on Valhalla, and that one amulet will be found in each wellspring upon its discovery. Possession of these amulets is critical, for in my recent visions Utgar had gained possession of all 15 of the amulets, with catastrophic results."

"Around each wellspring are several slightly-raised panels with ancient runes. The rune inscribed on two side-by-side panels shows a circle of swirling rocks with a star at its center. When a Valkyrie places one hand on each of these panels and concentrates his visions become more realistic: more vivid and intense. The key is to continue pressing these panels and concentrating, for this will open a portal through which powerful heroes and armies from other worlds and eras may enter. As the portal opens, a spiral of crystals and rocks will rise up from the wellspring, swirling higher and higher in a circular pattern. A bright blue light will pour through the center of the portal. The Valkyrie must quickly fly into this light and through the portal, then use his telekinetic powers to bring the hero or army through the opening. These heroes and armies from other worlds are strong and powerful, and provide a great source of reinforcements. All Valkyrie who wish to join



us in our fight against the evil Utgar must begin bringing in these critical allies.”

“My recent visions show Utgar placing one of the 15 amulets in each chamber of a wellspring. He forces a captive human to press his hands against the two panels. A portal opens to the planet Earth, and the next event is so horrific that it sends shivers of fear throughout my entire being: a horde of Marro and their minions fly through the portal, Earthbound and feverish to invade and conquer. We must not, we will not, allow these events to occur.

“I believe that the Valkyrie who possesses the 15 amulets will gain the ability to control his visions, and will thus be able to invade other planets via the portals. Likewise, a Valkyrie who possesses all of the amulets will be able to return all heroes and armies to their home planets.”

Items can be dipped into the wellspring waters to enchant them (such as the shields of the Sentinels of Jandar). Some wellsprings are powerful enough to grant powers to those immersed in them. The magical waters also seem to be able to fight off corruption like a Marro Hive infestation in the uncharted swamps, for at least a while.

The waters sometimes have a magical glow to them. The wellsprings are also referred to as the precious waters, sacred waters or forbidden waters. (THJ, JO, ROTV, MP, HCL, OES, HV, SOTM)

### West Barbican of Idona Castle

The West Barbican of the castle was built primarily as an escape route from the castle if the main defense fails. Few enemies know of the existence of this part of the castle. The access to this barbican is known to be a long, dangerously narrow ledge that falls off steeply from both sides. Attacking armies have tried to cross this passageway only to turn back after losing half of their army. The West Barbican itself has never been attacked until the battles during the Rise of the Valkyrie. There is a safer pass through underground caves, but it is a well guarded secret. Also see Idona Castle. (FOA, OHM)

### Willenshire Tombs

A sacred land in Nostralund where all the great warriors from Nostralund are buried. It is said that against all odds, Jandar was able to hold off many advancing battalions of kyrie warriors using only the Katana of Thorian until reinforcements arrived and the battle was won. (OCT)

### Wolf Swamp Road

During the long winter months of the north, this road is the only viable passageway along Western Nostralund and Eastern Laur. It runs in between the long disputed Dark Lakes and is the fastest path among the ruined forts of the Archkyrie and their many abandoned outposts. (OES, OHM)

### Xualtiaca

The valley beyond Montiqua Ledge. This swampy area was one of the sources of the Marro infestation. A Marro Hive controlled this valley, until the 5 heroes of the allied quest destroyed it and its Hivelord. This area is home to fierce giant fire ants. (SOTM)



# RACES

## ARACHNIDS

Joint-legged invertebrate creatures. The giant Fyorlag spiders that serve Aquilla are an example of these. (TJ)

## ARCHKYRIES

Rulers of the kyries in Valhalla. Jandar, Utgar, Einar, Ullar, Vydar, Aquilla, Navess, the Archkyrie of Upper Bleakwoode and Migol II are known Archkyries. There is mention of a High Counsel of the Archkyrie, but that group may not exist during this time of war in Valhalla. (THJ, ROTV)

## DOGGIN

The hunting hounds of Nullondia (in Feylund) are legendary for their ability to track anything anywhere. They are simply more intelligent and cunning than any other animals. However, these traits are not what make them ideal for tracking. It is their ability to trick quarry into doing exactly what they want that makes them superior hunters. Amongst these Doggin, Dünd is a sovereign. (OR)

## DRAGONS

Intelligent, winged, reptilian creatures from the planet Icaria. Many of the dragons summoned to Valhalla were





royalty in Icaria. The Marro hero Su-Bak-Na rides an animated skeletal dragon, but it is unknown if it is the skeleton of an Icarian dragon or if there are dragons on the planet Marr. (ROTV, OR, RV, THJ)

## DURGETH

A savage tribe from deep in the Valhallan region of Lindsfarme. They held to an area known as the Durgeth Swamps and used the shifting waters to their advantage. At the start of the war between the Valkyries, the Durgeth were destroyed, as their swamps are close to a wellspring...but it is said to some still lurk, preying on travelers. When the Durgeth were overrun, their secret to long life was discovered to be the Comfrey plants that grow in the Durgeth Swamps. (ROTV)

## DZU-TEHS

Fierce race of snow hunters that live in the Thaelenk Tundra region of Valhalla. They are masters at using the glacial peaks jutting from the landscape to ambush any that trespass on their land. For reasons unknown even to Jandar himself, the Dzu-Teh are fiercely loyal to him and have never challenged any troops bearing his colors. (TT)

## ELFS OR ELVES

Pointy eared, human-like beings from the Great Forest of the planet Feylund. They are ruled by a Queen and an elven council. Some elves build large cities in the Waylan trees of Feylund, such as Ashra. The elves weave their domiciles in harmony with the trees instead of subverting them to their will. Many elves have willingly joined Ullar's Army, but they have grown fearful that they are losing the war on the home world they left behind. There appear to be distinctions between the elves, as Syvarris is said to be a Thilkian Elf. It is not known if that refers to a location in Feylund or a type of elf. (ZD, THJ, TV, ROTV, SOTM, DOK)

## FIANTOOTH

Originally trained as sentries on their home planet of Feylund, this large, troll-like race serves Utgar in Valhalla. (RTFF)

## GIANTS OF FEYLUND

Jotun is the only known Feylundian giant in Valhalla, but there are other giants on his home planet. These giants are intelligent and can speak. (RV)

## GIANTS OF VALHALLA

Beings of legend that would gather at the Table of the Giants in winter to carve up their hunting lands for the next year. No giants have been seen there for countless ages, but their bones are rumored to be buried in that area. (ROTV)

## GRYPHILLIN

Half-horse, half-eagle creatures from the planet Feylund. Theracus is the only one of their kind seen so far in Valhalla. They are known for their swiftness and some serve as steeds for the elves of Feylund. (RV)

## HUMANS

Inhabitants of the planet Earth. Human armies and heroes are usually summoned by Generals other than Utgar. (ROTV, SOTM, THJ)

## INSECTS

Chitinous creatures common on Earth. The insect named Sujoah that serves Aquilla looks similar to the dragonflies found on Earth, but many times larger! (AA)

## KYRIES

Human-like beings with wings indigenous to Valhalla. They lived peacefully for thousands of years under the rule of the Archkyries until the discovery of the wellsprings. Despite their ability to fly, they are known to ride horses when traveling over great distances.

Some Kyrie civilians from the abandoned villages of Anund are extremely mistrustful of strangers and consider even Jandar and Ullar's troops to be warmongers. (ROTV, SOTM, THJ)

## MARIEDIANS

A brilliant race that thrived on Alpha Prime. Alpha Prime was named Mariedian when they ruled the planet. With technology the Mariedians ended crime; with technology they ended hunger; and with technology they ended war. Life was good. Hard labor was preformed by the Robota, complex machines designed to perform arduous tasks. After the creation of the Soulborgs by one of their scientists, three millennia have passed and now the Soulborg rule the planet Mariedian. Mariedians still exist, mostly as slaves on the prison planet Isadora. There is a Mariedian resistance to the Soulborg on Alpha Prime. Small factions of Mariedians, driven deep underground, still fight the Soulborg. The Blastatrons, and their counterparts the Gladiatrons, were built to mimic the size, movement, and guerrilla fighting style of the Mariedian resistance—for the Mariedians continue to adapt and survive against great odds. While that disgusts many Soulborg, others envy those Mariedian traits. (TV)

## MARRO

Race of creatures from the planet Marr that are organized in a Hive structured society. There are Hives, hivelords and individuals of power that rule over the lower Marro and control their actions via telepathic powers. They have been heard to speak in strange chattering voices. The Marro are the enemies of the Vipers on Marr. For years the Marro have been summoned to Valhalla to expand the will of Utgar at all costs, but rumors are spreading that within the uncharted Ticalla jungle there is an even greater menace waiting. A great Marro Hive, hidden deep within in the jungle swamps and treacherous rock is continuously spawning new savage predators. These creatures, said to be venomous Marro, perhaps even Hivelords, will emerge from their colony and contaminate the world. (ROTV, THJ, UR, HCl, HC2, HC3, HC4, HV, SOTM, AA, DOK)

## MOLTARNS



Born of fire, the Moltarn are most at home in the lava pits of their fiery homeland in Valhalla known as Volcarren. (VW)

## NAGRUBS

Race from the planet Marr. The Marrden Nagrubs are not of the race of Marro, but so often appear with them on the field of battle that they are always associated with them in the minds of their enemies. Appearing to be some type of deadly massive hound, they are fierce monsters showing even fiercer loyalty to their Marro Hivelord master. Jungle thatches, swampy marshes, and mountain cliff faces seem to be no barrier to a running Marrden Nagrub as it moves swiftly over the most difficult levels of terrain. Ferocious fighting creatures, they show no sign of leaving a battle once the combat begins. In the thick of the deadliest fighting, the giant Marro often takes up one of the Nagrubs and eats it and the huge tears on the Hivelord's body heal before its enemy's horror-filled stares. (SOTM)

## ORCS

A warrior race summoned by Utgar from the planet Grut. These foul smelling, blue tinted creatures travel in large packs, using sheer numbers against their enemies. There are rumors of thousands of orcs gathering just around Nostralund. (THJ, ROTV, MP, DOD)

## OGRES

(AA)



## PRIMADONS



A technologically advanced Gorilla-like species from the planet Marr. Laglor is known as an Alphallon, which may be a title used to describe high ranking Primadons. Prior to the dominance of the Marro on the planet Marr, the technological advanced Primadon used their technical knowledge for the advancement of peace, rather than just the preservation of it. (JO, COTV)

## RAPTORIANS

An advanced bird-like species from the planet Marr. These creatures were the oppressors of the Viper race for many years until the Venoc Warlord and the Armoc Vipers staged a revolt. The Venoc Vipers now carry 2 Raptorian talons in each hand as a reminder that Vipers are never powerless. (OCT)

## ROBOTA

Complex machines designed by the Mariedians to perform arduous tasks. They are progenitors to the Soulborg. In an effort to save his child from death, a Mariedian scientist twisted science to preserve the soul of the child in the metal encasings of a Robota. Thus, the Soulborg were born. (TV)

## SOULBORGS

The Soulborgs are a race of living machines programmed to conquer and take over territory. This race is a strange mixture of metal and reason. They were created by the Mariedians by preserving the soul of a Mariedian in the shell of a Robota. Three millennia after the Mariedians created them, the Soulborg have taken over Mariedian and

turned it into the war-torn Alpha Prime. The Soulborg now hunt their creators and imprison them. Soulborgs are varied and many serve specialize purposes such as gladiators, guards, scouts, drilling and digging units, etc. Soulborgs share a common droning voice. (ROTV, ZD, MP, OR, RV, TV, FOV, THJ)

## TROLLS OF FEYLUND

Hulking green creatures from the planet Feylund. Krug is the only known Feylundian Troll in Valhalla. (UR, HV)

## TROLLS OF VALHALLA

In days of old, troll raiding parties were said to attack the lands of Archkyrie Navess which were later named the Trollsford Swamps. (ROTV)

## TROLTICOR

These ferocious creatures from Feylund look like a cross between a troll and a giant lion. Brunak is the only known Trolticor in Valhalla. He was raised in the lava fields of Wolflin, which may be one of the Trolticor homelands. (OR)

## UNDEAD

Supernatural creatures that are dead and yet behave like living beings. So far, the only undead in service to the Valkyrie generals come from Feylund and Valhalla. (ZD, DOD, FV)

## VALKYRIES

Self-named group of kyries who drank from the wellsprings and became a "super-species". They seized control of the wellsprings and began the war over the control of the precious waters. The Valkyries have visions of armies and battles on other planets and the ability to bring warriors and armies to fight for them in Valhalla by opening portals in time and space. Six known Valkyrie receive visions: Jandar, Utgar, Thormun, Einar, Ullar and Vydar. As Kyrie, they shared their visions with the High Counsel of the Archkyrie and were each given the title of Valkyrie. A new Valkyrie named Aquilla was discovered in the uncharted Ticalla Jungle during the course of the war. (THJ, ROTV, ZD)

## VIPERS

Race from the planet Marr. They are a largely an unintelligent species, with some exceptions (like the Venoc

Warlord) that are the lifelong enemies of the Marro. (MP, OCT, ZD)

## WOLVES

Race of ferocious creatures. On Valhalla, there are wolves that stand on two legs from the planet Feylund. Khosumet is one of their leaders. There are also wolves in the service of Utgar that travel on all fours like wolves from Earth. (UR, THJ, DOK)

## WULSINU

Race from the planet Marr. The wolf-like Marrden Hounds are the only known Wulsinu so far. Despite a similarity in appearance, there is something that makes them different from the Marro race because the plague they carry can destroy the Marro. (JO)





# CHARACTERS

## ACOLARH

Elf from Feylund that fights for Ullar. This powerful wizard serves General Ullar as his flag bearer. His "flag" was carved from a powerful tree known as the "Home Tree". It is an artifact that only heals elves. Acolarh also carries an amulet given to him by Ullar that increases the movement of his allies if they are in close proximity to him.

Nimble fingers dance in delight; for some two and a half thousand years, they have spent long hours perfecting their craft. A gleeful laugh escapes from thin lips, turned upward in a smile. This is the culmination of his long life's work, and the elven craftsman can't help but lose his overwhelming joy. With great skill he carves upon the fair bark of the Waylan tree. The result of his blissful task will be the Leaf of the Home Tree. It will

be blessed and borne into battle by the valiant wizard Acolarh, and will save many an elven warrior from a treacherous end. (COTV)

## AGENT CARR

Human from Earth that fights for Vydar. On his home planet Earth, Agent Carr was a revered master of Krav Maga, the 'no rules' art of face-to-face street combat. With his superhuman senses, lightning-fast reflexes and advanced stealth techniques, Agent Carr simply cannot be caught off-guard. A cautious man who leaves nothing to chance, Carr is also well-schooled in the art of weaponry. He usually carries a gun and a long sword, both gifts from Vydar, his Valkyrie General. Agent Carr is the strong, silent type who asks few questions, and answers even fewer. Carr was summoned from New York in the year 2210 just as he was about to eat a candy bar. Many

people have asked how Carr would have been destroyed while eating a Candy Bar. No, the Candy Bar was not poisoned. In reality, Carr's archrivals, the Twilight Clan were hidden throughout his apartment, ready to pounce under orders from their shadowy leader Isamu. (ROTV, HV, OCT)

## ALASTAIR MACDIRK

Human from Earth that fights for Jandar. There is an old Scottish saying: "The swifter the storm the stronger it is." When Jandar found Alastair running to the front of the battle lines, he knew this was one of the most adventurous warriors he had ever seen. It is said that Alastair can run all day without tiring; but his wounds on that day were too severe, so Jandar took him to Valhalla. Kelda healed his wounds. Now Alastair and his claymore fight in Valhalla. As a boy of 12, he fought alongside his father against Edward the II. As a man, he continued to fight for Scottish independence. The clan MacDirk has always had the fiercest soldiers in the highlands of Scotland, and Alastair is one of their finest. (JO)

## ALEXANDER THE GREAT

Parmenio led countless victories under the reign of this Macedonian king that conquered most of the known world before his death. (ZD)

## ANGELA

Human from Earth that fights for Vydar. One of the agency trained Nakita agents in the service of Vydar. (TV)

## AQUILLA

A new Valkyrie general that has joined the war against Utgar. (AA, TJ)

## ARIK

Kyrie from Valhalla that fights for Jandar. He is a sentinel of Jandar serving in the northern army within southern Nostralund. (THJ)

## ASTRID

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (ROTV)

## ATLAGA

Kyrie from Valhalla that fights for Ullar. Tall Ullarian captain with long blonde hair that emanates an air of confidence; he is war-torn and wears a breastplate bearing the symbol of Ullar. At his side hangs a pistol-like crossbow not unlike those carried by Ullar's Protectors. He is in charge of Ullar's incomplete fortress in Ekstrom. (THJ)

## BAT MASTERSON

Legendary figure from the American West that Shotgun Sullivan admires. (JO)

## BELDAR

Father of Beldun. (THJ)

## BELDUN

Kyrie from Valhalla that fights for Ullar. Son of Beldar. A noble Kyrie referred to by Thormun as "Ullar's right hand". Beldun carries himself proudly, but greets all Thormun has seen him encounter with great respect and a bright infectious grin. He has some knowledge of Vydar's Anund and led Jandar's emissaries there and into Einar's Lindesfarme. He wields a sword in battle and is a skilled warrior. (THJ)

## BRANDAR

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (ROTV)

## BRAXAS

Dragon from Icaria that fights for Vydar. On Icaria dragons are no rare thing; yet even in a world filled with these majestic and mighty beasts, Braxas is a legend. From her powerful maw flows a river of searing acid, eating its way through even the most finely-crafted armament. Her elongated body flies and twists through the air like a beautiful, dancing black ribbon of death. Even her dragon-kin both fear her and hate her. Few have survived an encounter with Braxas. The destroyed are fortunate, for the survivors wake from sleep screaming, night after night, pursued by phantom yellow eyes. (RV)



## BRUNAK

Trolticor from Feylund that fights for Utgar. This ferocious creature looks like a cross between a troll and a giant lion. Raised in the lava fields of Wolflin, Brunak is naturally resistant to the searing heat emitted by them. He is so strong that he can carry virtually any smaller ally into battle with him. Brunak attacks his foes with a large shimmering Falchion, making him a relentless adversary. His attacks are so merciless that he becomes hungry for the blood of his next opponent. This blood lust drives him on until there is no one left but allies on the field of battle. (OR)

## CHAROS

Dragon from Icaria that fights for Ullar. Dragons should never be underestimated, and those who do so usually don't live long enough to regret it. This sentiment is doubly true of Charos. Approaching him is dangerous, and one should think twice before attacking him. His great wings can buffet any attack and counter it, striking the unsuspecting assailant. Of course, General Ullar knows the value of Dragons; that nothing is quite as terrifying as a huge armored flying monster. Charos, however, is not all brawn and no brains. He is as valiant as he is intelligent, and a king in his own right. (OR)

## CHRISSY

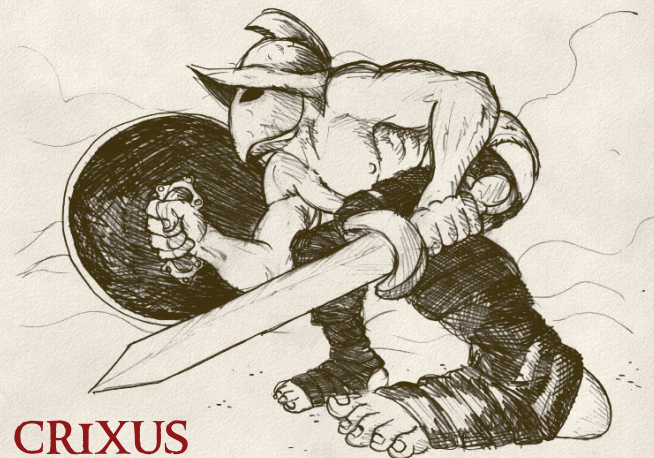
Human from Earth that fights for Vydar. One of the agency trained Nakita agents in the service of Vydar. (TV)

## CONCAN

Kyrie from Valhalla that fights for Jandar. Concan the 'Knight Protector' is a valiant hero dedicated to Jandar. The powerful kyrie is best known for his dedication to the Knights and Sentinels in his care. This protection is an aura that radiates from his Great sword and benefits all friendly Knights and Sentinels within his range. Although valiant, Concan is also stubborn and was slow to choose sides in this great struggle. When the war in Valhalla began, both sides courted Concan. It was his friendship with Raelin that finally convinced the kyrie to join Jandar. He has been a loyal warrior in Jandar's cause ever since. His castle in Valhalla lies close to the Cave of Shadows and houses a wellspring! Concan served as one of Jandar's emissaries to Einar, Vydar and Ullar when the battles for wellsprings began. (JO, HCQCCA, THJ)

## CREVCOR

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (SOTM)



## CRIXUS

Human from Earth that fights for Einar. Thump. Thump. beats the heart of the battle-maddened Crixus. Sword bangs against shield as a blood-thirsty crowd howls in excitement, but Crixus hears only one sound: Thump. Thump. A spear, aimed for the abdomen, is narrowly avoided and knocked away. Crixus delivers a deadly counter blow, Thump, Thump. Before his opponent can even fall to the ground, a ravenous lion, 200 kilos at the least, springs from a nearby pit pinning Crixus against the dirt, Thump, Thump! The beast opens its maw wide loosening a roar of such might that the spectators feel it in their chests and return a roar of their own, Thump, Thump! The lion's claws dig deep into Crixus' shoulders, he responds, tucking his legs up under the belly of the beast, and with a powerful thrust he throws it off his right side, Thump, Thump! Crixus quickly rolls over and slams his shield into the lion's exposed flank, snapping three of its ribs, and causing it to flail in pain, Thump Thump! The lion struggles to stand, but Crixus gives it no chance striking it down with a final blow, Thump, Thump! Crixus staggers to his feet, and raises his sword to the sky in victory, the crowd erupts in praise! Under the cover of his mask, Crixus cynically raises an eyebrow as they open another gate releasing upon him still more opponents, Thump, Thump. Crixus was one of the leaders of a slave rebellion, alongside Spartacus, but was thought to have died in battle against the legions of Rome. (TV)

## CYPRIEN ESENWEIN

Undead from Feylund that fights for Utgar. Cyprien is the leader of the Esenwein Clan. He brings Utgar's forces to

a terrifying new level! Cyprien is a pale white figure in a dark cape. He wears armor of red and black and carries two large, nasty looking blades. His voice is low and soothing, but his smile reveals a set of fanged teeth. He has black holes for eyes.

Sometimes it is difficult to perceive the difference between good and evil. This is not the case with Cyprien Esenwein. He is pure evil. On Feylund, his undead army of vampires, zombies and skeletons controls most of Anellintia and all of Morindan. He favors his Skeleton Cavalry for their speed and resilience. He fights with his vampires, often indistinguishable from the rest of the army. On Valhalla, Utgar has given much authority to Cyprien. His pure evil nature and lust for power has impressed Utgar. Cyprien fights alongside his army and leads by example, taking on the opposing armies' greatest champion. Often, the opposing champion is cold and dead before he realizes what has happened. With each fallen champion Cyprien grows stronger. Cyprien is feared by all; even Drake has felt his chilling touch (in their first encounter, Cyprien wounded Sgt. Drake's right arm with his blades and received a spear wound from Raelin in return). To make matters worse, Cyprien has begun drinking the waters of the wellsprings, and he has received visions of his undead army. He believes eventually a portal will open and his entire army will join him on Valhalla. The combined attack of a huge Marro army and Cyprien's army would bring certain doom to any opposition. (FOV, THJ)

## DAGMAR

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (ROTV)

## DEADEYE DAN

Human from Earth that fights for Ullar. Dan Maverick was a Physician in the lonely town of Lead in the South Dakota Territory. Well-read and educated in Chicago, Dan had ventured west in search of wide open spaces and a piece of land to call his own. On the prairie he discovered his love of hunting and became an expert marksman with his Remington Rolling Block Carbine. Dan always brought down the big game, often making his shots from well over 100 yards. Dan's quiet little life changed one day when he went to make a deposit at the Lead Bank, and found it being robbed by bandits. Dan quickly fled the bank, and set up a sniper position across the street. He took down three of the bandits before he

was taken from behind. Just as Deadeye Dan was about to leave Lead by way of the gun, General Ullar intervened and brought him to Valhalla as a sharpshooter to strike at his enemies from afar. (ZD)

## DEATHWALKER 7000

Soulborg from Alpha Prime that fights for Utgar. This tricky Soulborg is what one would refer to as a walking bomb, designed to infiltrate an enemy army and obliterate them from the inside. Many a foe has been caught flat-footed with a Deathwalker 7000 in their midst. The result is not pretty. The Deathwalker uses its speed to get right into the middle of opposing forces. It then simply blows up, wounding all surrounding foes, some lethally. The other ability that makes this tin can so dangerous is its resistance to ranged attacks. It has the uncanny ability to simply dodge most missile attacks. This is enough to make even an arrogant Elf like Syvarris cringe. (JO)

## DEATHWALKER 8000

Soulborg from Alpha Prime that fights for Utgar. Deadly. That is how one would describe this sentient machine. It is not clear how intelligent it is, but one thing is certain: it is a deadly adversary. The Soulborgs are a strange mixture of metal and reason. Whether that reason is an artificial intelligence or an actual biological one, no one from Valhalla seems to know. The Deathwalker 8000 is just slightly less dangerous than his big brother, and a little more vulnerable. Any hit that gets through his shields will neutralize him. However, his ability to rapid fire, sometimes hitting multiple targets, makes him plenty dangerous enough. (OR)

## DEATHWALKER 9000

Soulborg from Alpha Prime that fights for Utgar. Like his fellow Soulborgs the Zettian Guards, Deathwalker 9000 is slowed down by his cumbersome full-body armor. His lumbering demeanor may at first deceive those who are unfamiliar with Soulborgs; but they would be ill advised to let down their guard. Deathwalker 9000's armor is impenetrable, and one exploding fireball from his energy blaster can wipe out a cluster of warriors in a nanosecond. To defeat Deathwalker 9000 an enemy must find, by either luck or proximity, one of the few vulnerable areas under his armor plates. Knowing this, Deathwalker often travels with Zettian Guards, programming them for longer attack range as a reward for their loyalty and protection. (ROTV)



## DEMICUS

Giant from Feylund that Jotun calls his “brother”. (RV)

## DORUDIAN

Kyrie from Valhalla that fights for Jandar. As Utgar massed his armies in Laur and Upper Bleakwoode, Dorudian was sent as an emissary by Jandar to recruit Ullar, but Dorudian never made it to Ullar’s castle. Jandar had visions of his emissaries being intercepted and executed, so it is feared Dorudian is dead. (THJ)

## DÜND

Doggin from Feylund that fights for Vydar. The hunting hounds of Nullondia are legendary for their ability to track anything anywhere. They are simply more intelligent and cunning than any other animals. However, these traits are not what make them ideal for tracking. It is their ability to trick quarry into doing exactly what they want that makes them superior hunters. Amongst these Doggin, Dünd is a sovereign. Not only is he a superior tracker, but Dünd has the ability to simply paralyze his prey with fear. His mere glance is enough to stop all but the most skilled of warriors in their tracks, rendering them helpless and an easy target. (OR)

## DURNIPIA

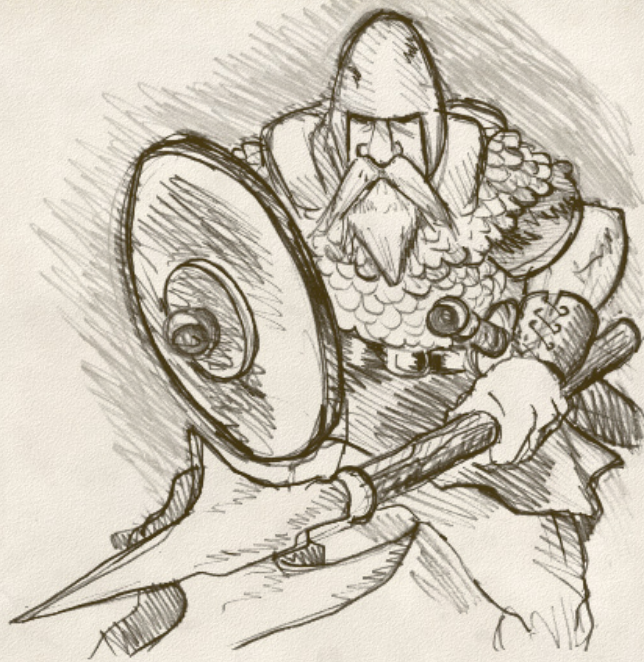
Valguard had an alien lizard arm magically attached by this creature of unknown race when he was summoned to Valhalla. (ZD)

## EDWARD II

King of England that Alastair MacDirk fought against alongside his father. (JO)

## ELDGRIM

Human from Earth that fights for Jandar. “I spent two years in a Dreadgull prison hold. Two long, miserable years! Every last day was spent worrying about the fate of my friends and allies. We’ve faced the Gulls outnumbered five to one in the past, we were fools! The Gulls stripped our numbers down to nothing, and as I sat in that dirty hole of a holding cell, eating gods-know-what off a grimy steel plate, I thought myself the last Tarn Viking alive. One second my Tarn brothers were running alongside me in those cursed woods, and the next they were gone!



Vanished! Some evil hex, cast by Ulrick, I was sure of it! Why had the Dreadgulls captured me alive? Never before had I seen them take a prisoner, always there was death in defeat, and yet I was spared. My thoughts turned dark in that cell. Time and time again I imagined ending it all, when one fateful day the dirty stinking Gull that delivered to me what they called food made a fatal error: He got careless, and stuck his hand too far into my world. I jumped and grabbed hold of him, pulling him hard into the iron rods. When he fell, I lifted his keys. There was no hope in escape. What would I escape to? I vowed to vanquish Ulrick, and I would fight every last Gull to do it if I had to. Jandar spared me from death at the hands of Ulrick’s guard. He summoned me to Valhalla. I am a torn man; my Tarn brothers live on, and for that Jandar has my gratitude, but why, why was I left to rot while they were given a new and noble cause for which to fight? Why did it take two years of torture for Jandar to summon me as well? I am not the same man they left in the woods of Korland”. -Eldgrim, of the Vikings Tarn. (DOD)

## EINAR

Archkyrie general that rules the land of Lindesfarme. Thormun describes Einar as, “a dark-haired kyrie adorned in golden armor studded with amethysts as he stands and takes a step forward, his violet cape rises and falls smoothly again behind him. Everyone else in the room falls to one knee, and I alongside them. The very sight of his majestic face and broad shoulders, the way he moves and holds his head just so, makes one feel as if they belong on their knees, as far below the mighty Einar as they can manage to stoop.”

Einar has dark eyes and a deep voice that thunders off the granite walls of his throne room.

Imperial. Organized. Einar is a Valkyrie who likes majesty and a clear show of power. Einar promises a return to Earth, free from slavery, as a reward to some of the warriors he summons. He does not suffer even his allies to roam his land without a personal escort of his Imperium. It is not an attempt to hide something like Vydar, but rather the result of a rule set in place. Einar’s empire is built upon rules and discipline.

When asked to join the alliance against Utgar, he stated that the alliance already stood unspoken. Einar was already in battle against Utgar’s forces. He presented Jandar’s emissaries with a gift of the Looking Glasses of Vaelentela to assist in communication between the generals.

Einar holds Empress Kiova in high honor and she is spotted frequently in his court. She is rumored to be his lover. His devotion to her is so great that when a Minion of Utgar made the fatal error of wounding Empress Kiova, Einar dispatched the Ninjas of the Northern Wind into the Mountains of Kyrien to destroy him! (ROTV, THJ, TV, DOD, HDC)

## ELVEN CRAFTSMAN

Nimble fingers dance in delight; for some two and a half thousand years, they have spent long hours perfecting their craft. A gleeful laugh escapes from thin lips, turned upward in a smile. This is the culmination of his long life’s work, and the elven craftsman can’t help but lose his overwhelming joy. With great skill he carves upon the fair bark of the Waylan tree. The result of his blissful task will be the Leaf of the Home Tree. It will be blessed and borne into battle by the valiant wizard Acolarh, and will save many an elven warrior from a treacherous end. (COTV)

## EMPRESS KIOVA

Kyrie from Valhalla that fights for Einar. Her stark beauty is like the golden sun setting against a snow-covered horizon. Her family has ruled in Lindesfarme for generations beyond count. Just as her father before her, she inspires an extreme sense of loyalty in all of her servants. Einar holds Kiova in high honor. She is spotted frequently in his court. Some tale-bearing Kyrie say that her visits serve not only to share plans of battle. Perhaps Kiova’s stone heart is not so hard as she would have many believe. The Empress is never seen without her personal escort of Imperium. When attacked, Kiova draws a rune-

engraved sword and sings out in a clear and icy voice. Her song is a hymn of battle; its words bear an ancient magic. It is a prayer of protection for those who serve her. (DOD)

## ERLAND

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone’s name. (ROTV)

## EVIL SHAMAN OF MORINDAN

Eck tel le sendar, ret kal len condaaaaar!” An evil incantation resonates through the caverns of Morindan. The flickering flame of a hanging lantern throws eerie shadows dancing against the damp stone walls. A frail old shaman, bearing a cloak of dark and tattered feathers, chants in a wraithlike voice. His eyes flutter in the back of his head as he sprinkles the inanimate body laid at his feet with a crimson fluid. Perched in a barren tree outside the cavern’s entrance is an aged raven. He cocks his head inquisitively as the peculiar speech of the shaman echoes from the cave’s opening. Then a new sound is heard: the raven releases a frightened croak as it leaps into the air. An empty moan rings out through the barren valley of Morindan, a foreboding sound, a black prophecy of impending doom. The dead live again! (DOD)

## FINN

Human from Earth that fights for Jandar. Bold, brash, commanding Finn, brother of Thorgrim, is well respected as a spirited warrior and an inspiring leader. When Jandar rescued Finn from the Dreadguls and brought him to Valhalla, he gave him the indestructible Sword of Guether. Drawing power from this wondrous weapon, friendly forces fighting beside Finn increase their strength several-fold. Finn’s swordsmanship is solid, but not supreme. It is his sheer fearlessness and denial of death that binds and motivates his followers. So transcending is Finn’s charisma that if he perishes, it is rumored that his spirit will live on inside of them, inspiring them to fight with even greater ferocity. A bloody final battle between the Dreadguls and Vikings took place at Finn’s castle on Earth. Finn and Thorgrim were summoned from a Viking ship on the North Sea in 891 right before it was struck by a flaming rock fired from an attacking Dreadgul ship. Finn and Thorgrim lead the feint maneuver against Utgar’s encampment at the battle of Stechavan. (ROTV, HV, OCT, THJ)



GENERALS

Generic term often used for the Valkyrie Generals. The current generals are Jandar, Utgar, Vydar, Ullar, Einar and Aquilla. An unnamed female Valkyrie General released a poison gas into the waters of the Trollsford Swamps, but her fate is unknown. (OES, ROTV, SOTM, THJ)

GEORGE WASHINGTON

Valiant historical figure from Earth that commanded the 4th Massachusetts Line during the Revolutionary War. (UR)

GERDA

Heroine of unknown race (possibly kyrie) who wielded a magical spear and shield in combat. The Viking Thorgrim now has her shield and Raelin wields the spear. A glyph also bears her name. (ROTV, SOTM)

GREAT VALLEDONN WIZARD

Valledonn was once a mighty stronghold, impenetrable to all who laid siege to it until it was overrun by a merciless otherworldly force. The last defender alive was the Great Valledonn Wizard, whose spirit is occasionally seen roaming the walkways, casting spells – to defend his home from unwary intruders. The door of the Valledonn Fortress has been destroyed and the fortress remains empty because of the Valledonn Curse that inhabits the grounds of what was once a mighty stronghold. The Great Valledonn Wizard had placed the curse on his own fortress when it was overrun by an otherworldly force that he had never seen before. All who enter will be destroyed, unless they break the curse by finding the Imperial Staff of Valledonn. For some, the allure of finding the staff and seizing Valledonn as their own is too great to resist. There will always be warriors willing to risk their lives to take control of the once-mighty Valledonn Fortress. (OES)

GRIMNAK

Orc from Grut that fights for Utgar. Exiled from the primitive, savage world of Grut, Grimnak is an orc warrior of the most menacing kind. He thunders onto the battlefield atop his ferocious T-Rex, raising his spear triumphantly and daring his foes to outrun him or to take cover. Enemies who cannot do so may very likely meet either of two gruesome fates. Those who manage to evade the vicious jabbing of Grimnak's spear may face the T-Rex's deadly chomp. Many a warrior has been swallowed whole-or munched a morsel at

a time-by this barbarous beast, while their comrades could only look on in terror and revulsion. Grimnak's fellow orc warriors are wise to travel with him when they can: during battle they are well protected by Grimnak and the T-Rex, and with the added security and confidence comes increased attack power. (ROTV)

GUETHER

Hero of unknown race (possibly kyrie) that wielded a wondrous indestructible sword. The Viking Finn now wields the blade. (ROTV)

GUILTY MC CREECH

Human from Earth that fights for Einar. Nelson Allen McCreech was "living high on the hog," as they say in his hometown of Wardell, Missouri. He enjoyed his power as Town Sheriff, and often abused it. But Nelson's corrupt ways caught up with him after his archrival, the local judge, turned up dead in a back alley. Knowing that there wasn't but one man could have done this deed, the townsfolk had finally had enough. An angry crowd showed up at the Sheriff's office carrying a rope and shouting Guilty! Guilty! McCreech came within seconds of a hanging death when General Einar intervened, knowing that Guilty McCreech's quick hands and devious nature would be useful to his cause. Today, Guilty fights for Einar, and will forever bear the scarred rope burn on his neck as a reminder of where his loyalty should reside. (ZD)

GUREI-ONI

Ogre from ? that fights for Einar. (AA)

HALDOR

Young Viking warrior (and friend of Sergeant Drake) that was slain by Deathwalker 9000. He was the wielder of the Katana of Thorian for a brief time when Sergeant Drake was kidnapped by Mimring. It was during Drake's rescue that Haldor met his fate. (HCL, HC2)

HALGO

Giant from Feylund that Jotun calls his "brother". (RV)

HATAMOTO TARO

Human from Earth that fights for Einar. Hatamoto serves as Einar's flag bearer. The standard of Einar shall never

fall. Hatamoto Taro will never fail. Outnumbered ten to one, the samurai of Einar gather under the waving yellow banner, and at Taro's command, fight with such renewed might that their enemies falter and scatter at their feet. Taro's sword has been passed down for five generations, his armor, seven generations. He will not dishonor his forefathers by proving himself unworthy of bearing these tools of war. In battle Taro shows unrelenting courage, and that makes him neigh unbeatable. (COTV)

ISKRA ESENWEIN

Undead from Feylund that fights for Utgar. Cyprien's daughter commands the powers of the mighty Rechets of Bogdan. Iskra comes from a powerful undead family and her relatives often appear beside her on the battlefield. They form an unholy group that marches through combat depleting enemies' strength to restore their own. A skilled swordswoman, her dark blades drain life as they wound. At the height of a battle, Iskra summons the Rechets of Bogdan. These terrifying undead creatures follow Iskra's every command and alone can devastate the battlefield, as their foes are unable to defend themselves against the Rechets' attack. They appear near her when summoned. However, in the thick of battle, too many foes surrounding Iskra can disrupt the summoning magic and cause fewer Rechets to appear. (FOV)

IVOR

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (ROTV)

ISAMU

Human from Earth that fights for Utgar. Leader of the Twilight Clan and archrival to Agent Carr. Not much is known about him because he disappeared shortly after Agent Carr. His whereabouts were unknown, until he appeared in Valhalla under Utgar's service. This dishonorable ninja brings with him a thirst for vengeance against anything that Jandar and his forces stand for.

A gust of bitter wind blows in from the north. Private Richard Chapman, of the Airborne Elite, pulls his arms tightly around himself in an attempt to shut out the chill. This cursed wind blew him off of his drop zone and now he's been separated from the rest of his squad. Chapman scans the horizon looking to spot his allies, when a flash of red catches his eye. The soldier quickly

readies his rifle and attunes his senses to his surroundings. He feels something moist hit him on the forehead; reaching up, he touches the wet spot. "Rain...", he mutters to himself, as it begins to pour in sheets. Lightning streaks across the sky. The soldier's heart jumps in his chest! The black form of a masked man, illuminated by the lighting strike, stands directly in front of him, and then in the same instant disappears from sight. Chapman frantically twists his head from one direction to another, but cannot spot the figure. In his peripheral vision the soldier catches another flash of red. Cursing, he turns and fires, to no avail. Nothing is there. The long, sharp sound of metal being unsheathed is heard from behind. Quickly turning, the Private catches a glimpse of a ninja clothed in red, before all goes black. (OCT, FOV)



JAMES MURPHY

Human from Earth that fights for Vydar. Murphy has left trouble in his wake since he left Five-Strings, Kansas at the age of 13. Living on and off the railroads, using only his guile and his whip, James Murphy is his own boss, his own leader, and his own worst enemy. The only thing worse than a man with a whip, is a mean man with a whip. (ZD)

JALGARD

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (MP)

JANDAR

Archkyrie General and ruler of Nostralund. As a youth he discovered a vast cave populated with tiny springs in Soulrazor Canyon that may or may not hold wellspring powers. It is said that at Willenshire Tombs, against all odds, Jandar was able to hold off many advancing battalions of kyrie warriors using only the Katana of Thorian until reinforcements arrived and the battle was won. Jandar seems to favor summoning humans from Earth right at the point prior to when they would have died during their life.



Jandar and his emissaries helped to bring about the unification of the other Valkyrie generals against Ullar when they realized the war was being lost after five long years.

Jandar has powerful visions and in his visions he has seen foreseen a terrible future where Utgar gains control of the 15 amulets from the wellsprings and uses them to send an invasion force to Earth. He also saw the location of one wellspring deep in the Marro infested Ticalla Jungle and sent a small band of heroes to retrieve the amulet before Utgar's troops.

Jandar resembles one of his Sentinels in appearance, but wields a spear as his primary weapon. His army wears silver and blue armor. (THJ, ROTV, SCS, OCT, HCI, HC2, HV, SOTM)

## JOHN GLOVER

Brigadier General that trained the 4th Massachusetts line. He served under George Washington and was an important part of the Revolutionary war in 1776. It is unlikely Jandar would summon him to Valhalla, since he did not die in battle and his disappearance could alter Earth's timeline. (UR)

## JOHNNY "SHOTGUN" SULLIVAN

Human from Earth that fights for Jandar. Growing up in the Republic of Texas, life was hard for little Johnny Sullivan. His family owned a huge ranch, which was constantly in danger from outlaws and cattle rustlers. Johnny had to learn early how to protect the ranch from outside dangers. His father taught Johnny how to use all kinds of rifles and six-shooters. When Johnny Sullivan grew up, he decided that he wanted to be a lawman like Wyatt Earp or Bat Masterson. He became famous for holding off a whole group of outlaws all by himself with his favorite shotgun. From then on, all the locals knew him as Johnny 'Shotgun' Sullivan. Shotgun Sullivan is one of Sgt. Drake Alexander's closest friends in Valhalla. In one version of the Kee-Mo-Shi story, Sullivan was mindshackled by the Marro Witch, but was freed by Sgt. Drake, along with Raelin, by the removal of the emerald amulet around his neck. Both versions of the story seem to agree that Sullivan helped defeat Kee-Mo-Shi. (JO, HC3, HC4, THJ)

## JORDAWN

Elf from Feylund that fights for Ullar. Ambushed and surrounded by a large squad of Anubian Wolves, along with

Kyntela Gwyn and Sonlen, they were rescued by Ullar's summoning just as they were about to be killed. (THJ)

## JOTUN



Giant from Feylund that fights for Ullar. "Halgo, Demicus!" Jotun called, as the many barbarians of the forest planet, Feylund, finally blanketed him with enough ropes to pull him to the ground. Never before had the colossal giant been in fear for his life. "Brothers, save me!" Jotun cried out, as one of the ruthless barbarians climbed to Jotun's chest and raised his spear skyward to finish their evil task. But fate intervened just in time as Ullar summoned Jotun to his cause, thereby forever placing the mighty giant in his debt. Jotun led the surprise Ullarian charge against Utgar's forces at Stechavan. (RV, THJ)

## KAEMON AWA

Human from Earth that fights for Einar.

"Tensely drawn bow string

Swift arrows release and soar

Few are left standing

Hateful sword striking

Kaemon Awa quickly draws

Awa is faster"

- A pair of haiku writ of Kaemon Awa in battle.

Kaemon Awa fervently fighting on the field of battle is a thing of deadly beauty. It inspires allies to brave feats, and terrifies foes to shameful retreat. Arrows fly from his bow at an unbelievable pace. Enemies are not safe from afar, and less so from up close, for Awa is even more lethal with his sword drawn. (DOD)

## KAIN TAR

Jandar's blacksmith. After Kaintar completes the crafting of a shield for a Sentinel of Jandar, he dips it in the wellspring near Caelios. This magical water enchants the shield with an incredible power. (JO)

## KATO KATSURO

Human from Earth that fights for Einar. A beautiful pink cherry blossom floats gracefully to the ground and lands at the feet of a noble daimyo lord. He stands tall, bearing the majestic armor of his forefathers. His face is stoic, nostrils flaring, as he draws deeply of the crisp spring air. Pulling his mask down over his face, Kato Katsuro extends a long arm, and points into the west. A fleet of his loyal samurai archers march forward, passing him by and forming a line on the hillside. In unison they halt, draw their arrows, and ready their bows. A moment of silence passes, then a faint but growing sound is heard. The Tagawa remain steadfast, bowstrings taut. Over the horizon breaks a screaming war band, their weapons drawn and bloodlust blazing in their eyes. Still the Tagawa archers stand motionless. Their enemies approach closer still before Kato Katsuro drops his arm and a hailstorm of arrows is rained down upon his enemies. (DOD, DOK)

## KEE-MO-SHI

Marro from Marr that fights for Utgar. Mysterious spider-like Marro War-witch. From out of the swamps of Durgeth, the Marro witch climbs. She has died, and been reborn, three times now. Kee-Mo-Shi has found immortality! Her drones recovered a set of emerald amulets, stolen from a caravan sent out by the Archkyrie Ullar. The amulets contained a great magical force, a magic Kee-Mo-Shi tainted for her own use. She has imbued the amulets of Ullar with the power of a dark art the Marro call Mind Shackle. One of the set of three amulets was destroyed by Sgt. Drake Alexander when he rescued a mind-shackled Raelin from Kee-Mo-Shi's grasp. A high-ranking

official of Utgar's army always wears another (probably Taelord). That official is tasked with the duty of coming to Durgeth, and returning Kee-Mo-Shi's consciousness, hidden within the amulet, to the Marro Hive so that she can be reborn if ever she falls in battle. The location of the final amulet remains hidden. Kee-Mo-Shi may even now hold the mind of one seemingly loyal Jandarian in her grasp.

Several versions of the tale of Kee-Mo-Shi and the amulets are whispered in Valhalla. In one story, she was able to take control of the minds of Raelin, Shotgun Sullivan and Taelord via the mind shackle spell on emerald necklace amulets. Sergeant Drake was able to free both Shotgun Sullivan and Raelin from the mind shackle in one tale. In another version, Sullivan was not under her control at all. Kee-Mo-Shi seemed destroyed when one of her mind control talismans was smashed by Sergeant Drake in one version of the story, but only badly wounded in the other. In both versions Taelord was still secretly under Kee-Mo-Shi's control after she was defeated.

Kee-Mo-Shi is incredibly old and mastered the power of mind shackling into her Rod of Obedience on Marr. She used the power for petty schemes and revenge for centuries. Despite her seeming allegiance with Utgar, she plans to let the Generals battle each other and deplete their ranks while she gathers her own army. (HV, HC4, DOD)





## KELDA

Kyrie from Valhalla that fights for Jandar. Found near death by Jandar, Kelda was nursed back to health by the Valkyrie and his followers. Upon her recovery, Kelda gratefully pledged her support to Jandar and his army in their battle for Valhalla. She has become one of Jandar's most fearless, loyal and useful warriors. Drinking from a wellspring gives the merciful Kelda the power of healing, which she uses to cure the battle wounds of nearby allies. Kelda served as one of Jandar's emissaries to Einar, Vydar and Ullar when the battles for wellsprings began. She saved Thormun's life when battling the Shades of Bleakwoode. A glyph is bears her name. (MP, THJ)

## KHOSUMET THE DARKLORD

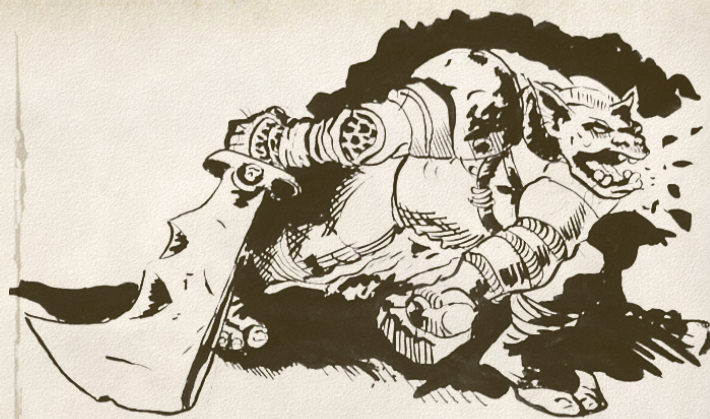
Wolf from Feylund that fights for Utgar. Ruthless, relentless, bloodthirsty Khosumet is perhaps the finest example of Utgar's rage. This vicious wolf warrior is known as Utgar's grim reaper, and with good reason: charging furiously into battle swinging his swift, razor-sharp khopesh, Khosumet is well equipped to cut a path of destruction through tough enemy lines. Friendly warriors who battle by his side become energized and even more deadly. Only utter defeat will stop him, and that will not be easy; Khosumet is well practiced in the art of defense, and his sturdy shield will easily block an attacker's blow. A mighty female Elf Banisher formed an unlikely alliance with Khosumet to exile Sudema from Feylund. Khosumet later turned on Marhana during the battle but she lived long enough to leave Sudema weak and powerless. (UR, ZD)

## KIMBERLY

Human from Earth that fights for Vydar. One of the agency trained Nakita agents in the service of Vydar. (TV)

## KRUG

Troll from Feylund that fights for Utgar. Bred to battle, Krug was recruited to serve in Utgar's front line. His sheer size and foul disposition make him a formidable opponent but it is his thirst for blood that makes him the legend he is. Stomping across the battlefield, Krug will decimate anything in his path. Krug knows no defeat. When wounded, he battles more fiercely. He has sworn his allegiance to Utgar and will give his life if necessary. He is feared for Skellblade, a massive weapon cast from the armor of the enemies he has taken in battle. He swings Skelblade as a true swordsman but the power



behind it is unmatched by any other known warrior. Each cast of the sword deals two deadly blows as he hits with an initial swing and then again with a massive secondary backswing. Syvarris was summoned right before Krug was about to decapitate him with Skellblade while in single combat on Feylund.. Krug was apparently slain by Sergeant Drake in single combat during one of that hero's missions for Jandar. (UR, HV, THJ)

## KYNTELA GWYN

Elf from Feylund that fights for Ullar. This Valiant Elf from Feylund brings her strongest spell: "Strength of the Oak" to aid her fellow Elves in Valhalla. The first thing that strikes Kyntela Gwyn's foes is her beauty. It is a delicate radiance normally associated with princesses, not warriors. Underestimating Kyntela's fighting skill has been the downfall of every foe she has faced. Kyntela Gwyn is a slight figure even for an Elf, but her courage to stand in the middle of a raging battle, shoulder to shoulder with other Elven warriors, has earned her supreme respect not given to many others. Kyntela Gwyn comes from a large forest village known for towering oak trees that form a protective deterrence against all assaults. It is from the strength of the oak trees that she acquired her powerful aura that provides her Elven warriors the same protective defense in battle. Kyntela's slight frame, however, can only absorb so much harm. It was Ullar who rescued her (she was ambushed and surrounded by a large squad of Anubian Wolves and just as she, Sonlen and Jordawn were about to be killed, they were rescued by Ullar's summoning; Theracus was her steed during the important mission in Feylund that was doomed to fail) and brought her to Valhalla. He too was struck by her delicate beauty and courageous spirit. Ullar brought Kyntela Gwyn to Valhalla knowing that she would become an indispensable part of his Elven Army. With the Strength of Oak aura, even the strongest of Elves are grateful for her added protection against destructive attacks that can only be encountered on Valhalla. (THJ, RV, FOV)

## LAGLOR

Primadon from Marr that fights for Vydar. Laglor is an alphallon that serves as Vydar's flag bearer. Laglor is known as an alphallon, which may be a title used to describe high ranking Primadons. Primal instincts awoken. The beast within cannot be contained. Laglor's broad chest rises and falls; a faint whistle escapes from his wide nostrils as the great ape pulls in a mouthful of air and releases it in a snort. His eyes narrow, a wicked grin spreading wide across his shaggy face. Laglor's mind summons the stories of his youth, stories told by the Primadon elders, of a time on Marr before the Marro infestation threatened to snuff out all other life on the planet. A time when the Primadon's growing technology was used for the advancement of peace, rather than just the preservation of it. Laglor can contain it no longer. With a guttural howl he leaps high into the air, letting loose the beast within him. His thick arms flail, grasping at hanging vines. Snatching one out of the sky, he swings low over the swampy terrain and uses his right foot to grab hold of the skull of a Marro Stinger. Releasing the vine, Laglor soars through the air, catching hold of a branch which he nimbly pulls himself up onto. With a quick twist and snap, he disposes of the Marro Stinger and tightens his grip around the trigger handles of his autoloader, using it to fire down upon the swarming Marro that enclose Vydar's agents below. Looking up,



the agents see Laglor bearing the mark of Vydar high above. Using the distraction he's created, they regroup and take aim upon their enemy with a heightened precision and range. (COTV)

## LIAM MACDIRK

Human from Earth that fights for Jandar. The Gruts fight in numbers; that is their strength. And yet this one orc soldier has just felled three of Liam's comrades, and Liam was poised to be next. Frantically he tugs at his sword, trying desperately to loose it from the Grut's shoulder. It does not budge. The Grut methodically turns his head, looking at the weapon caught in his armor. He then looks up and into the frightened eyes of Liam MacDirk. The Grut's face twists into a snarled smile as he downs MacDirk number four. (DOD)

## LODIN

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (MP)

## MAJOR Q9

Soulborg from Alpha Prime that fights for Vydar. Visions of a horrific battle play out in the prophet Raknar's mind. The elderly kyrie lies still, his eyes glazed white, as he narrates the terrible scenario. He tells of a dragon, and of an elf on a winged steed with the head of a hawk. But his face grows pale as a new vision appears, and he stammers, grasping for words: "A wingless man, made of steel, enormous is his stature and girth. From his long arms flow smoke; his lifeless eyes show no mercy as all in his wake are destroyed and fall. Those who reach him with sword and bow find that they cannot pierce this giant's metallic flesh." Then the prophet goes silent. Sheer terror contorts his face as he utters one last phrase, a phrase that makes little sense to the listener: "...Q...Nine." (RV)

## MAJOR Q10

Soulborg from Alpha Prime that fights for Vydar. One of the 5 Valkyrie alliance heroes set on the quest to the uncharted swamplands of Southern Valhalla 5 years into the war. The latest and most deadly model from a race of death machines, Q10 is a one-of-a-kind creature that is fast becoming one of Vydar's most capable death dealers. Although the hero is a creature of metal and power cells, it has developed a questioning soul under Vydar's leadership.



making it a caring warrior able to support and protect allies during a raging battle. Vydar is testing Major Q10 by sending the metal champion into the uncharted swamp. The war leader wants to see what the effects of jungle slime and tangling vines will do to the metal workings of the Q10 unit. Only time will tell if the terrain proves too much for this walking death machine. Striding onto the battlefield, the huge machine has both machine pistols and rocket attacks to fill surrounding enemies with dread. Able to fire with unusual accuracy and speed, Q10 projects terror and hopelessness to its enemies as it takes to the field of battle. Q10 was created to fight, but sees no point to returning to his home world of Alpha Prime, because he was marked for destruction. He claims to be defective and must be destroyed to prevent subsequent units from inheriting his programming malfunction: mercy.

Q-10 led the assault force that came to Ullar's rescue in Ekstrom, thus quelling the Marro attack on his unfinished Stronghold. He has a pair of glowing eyes and the droning voice common to all Soulborg. His hydraulics make a great deal of noise when he runs at full sprint. Despite his hulking demeanor, he is capable of surprising tenderness as demonstrated when caring for young Shiori in the lands of Volcarren. (HV, THJ, SOTM)

## MAJOR X-17



Soulborg from Alpha Prime that fights for Vydar. Major X17 earned its reputation in the Soulborg fighting pits as a gladiator of renowned ability. It was granted a command position in the Soulborg battlefield forces, and later went on to earn the rank of Major. Like its Gladiatron counterparts, Major X17 uses a Cyberclaw to lock down its victims. With its immense size, it can lock down even larger opponents. After years of refinement and expert programming, the defense mechanisms of this disciplined

gladiator are rivaled by few others. It is well known that any warrior foolish enough to engage Major X17 in hand-to-hand combat is likely asking for certain defeat. (ZD)

## MALLIDDON

Prophet of unknown race (although likely a kyrie) whose prophecy involves the Forsaken Waters. The prophecy speaks of a great battle of overwhelming force engulfing and destroying everything in its path. It also speaks of the dead coming to life and of a gale force so great that creatures in the sky are swept away forever. The prophecy foretells that whoever wins the battle at Forsaken Waters, will eventually win the war. Many warriors have fought at the Forsaken Waters trying to fulfill the prophecy, but the dead have yet to come back to life. (OES, MP)

## MARCU ESENWEIN

Undead from Feylund that fights for Utgar. Cyprien's treacherous brother knows the pain of true betrayal. He can turn on his friends without warning. Marcu Esenwein found himself summoned from Feylund by Utgar just as his brother cursed him. Instead of gaining a clean-limbed, human-like undead creature of the night, Utgar summoned a mangled monster with webbed hands and feet, a misshapen body with shards of bone along his back, and exposed, crimson flesh. Still a member of the Esenwein undead family, Marcu has the deadly ability to drain life essences from foes that challenge him. His terrifying aspect is made more horrible as he glides over the heads of the enemy and attacks from behind with colossal fangs and the fatal strikes of his claws. Marcu Esenwein has no idea when or if the curse that transformed his body will ever be removed. This haunting uncertainty often causes him to fly into a rage, especially during combat. Marcu longs to lead armies and give orders as he did with the Esenwein armies on Feylund. When nothing issues from his monster throat but growls and squeals, his fury knows no bounds. When he can't communicate his ideas, rage turns Marcu treasonous. He turns on Utgar's troops, especially targeting members of the Esenwein family. These maniacal episodes never last long, but have resulted in the killing of valuable Utgar troops when they were desperately needed to defeat Jandar forces. (FOV)

## MARCUS DECIMUS GALLUS

Human from Earth that fights for Einar. A commander of the IX Legion, Marcus Decimus Gallus led his troops through a thick mist while patrolling northern Britain,

and entered the war-engulfed world of Valhalla. Marcus Decimus is a born leader who can inspire any soldier to move faster and attack more forcefully, regardless of their species or homeland. (MP)

## MARHANA

A mighty female Elf Banisher that formed an unlikely alliance with Khosumet to exile Sudema from Feylund. Khosumet later turned on Marhana during the battle, but she lived long enough to leave Sudema weak and powerless. Marhana's only son, Morsbane, continues her quest for peace. (ZD)

## MARRO HIVE

Marro from Marr that fights for Utgar. Rising up from uncharted swamp, the Marro Hive appears to be a unique feature of the terrain. It isn't until champions come very close to the living walls of the Hive that they hear it gurgle with life and see its walls erupt with hatching Marro, fully mature and ready to do battle. From a distance, the Hive appears like an odd arrangement of dinosaur bones, green pulsing muscle tissue, and strange bubbling masses of fleshy eggs. But battle erupting around the Hive reveals that this creature is far from a passive nest: it thinks and attacks with a will of its own. The Hive shows its vast intelligence as it speaks telepathically to the lesser Marro, calling them to do its will. This brutal combination of creating and commanding the lesser Marro drives fear straight into the hearts of its enemies.

Anyone entering Xualtiaca when the Marro Hive held sway would have heard a song of pain coming from an overgrown area of thick vine. As they emerged from the thick vine, they would have entered a small swampy area and seen a raw, skin-and-bone maw emerging from a brackish pool of algae-covered water. Between the two maws were large glowing sacs that were being forced out of the mouth by more larva-like sacs below the surface of the water. Gazing at this hideous alien abomination, they would immediately sense that the painful song was emanating from the contaminated waters.

Sgt. Drake describes the Hive at Xualtiaca as, "what could only be described as a Marro parasite: a humongous creature that is glowing and pulsating out of the choking natural spring. Out of the top this 'leech' drops a large larva sac that starts to tear itself open almost immediately. What emerges from within is a Marro Stinger, and the horror hits me. This is where the Marro have hidden, and

we must destroy this grotesque monster before more can be made for the numberless hordes of Utgar."

The Marro Hive has the ability to bombard the area around it with a shrill "Siren's Call" that drives all living beings to be destroyed when it is in extreme distress. Giant fire ants attacked the Xualtiaca Hive and the pain caused it to go insane. Its "Siren's Call" wailed out, destroying friend or foe.

A second Hive was found polluting and changing the spring known as the Waters of Life until it was destroyed. The Marro Hive had been changing and contaminating the Waters of Life, but the magical spring had been fighting back and changing the grotesque Marro abomination. In its confused state, it could not distinguish friend from foe, randomly linking telepathically to any General in the area.

At the moment it is unknown if there are other Marro Hives in the swamps or in other areas of Valhalla. (SOTM)

## MASTER WIN CHIU WOO

Human from Earth that fights for Aquilla.

## ME-BURQ-SA

Marro from Marr that fights for Utgar. The viciousness of Ne-Gok-Sa could only be matched by one soulless warlord, Me-Burq-Sa. This leader commands attention as he rides in on top of this Marro horse whose skeletal body brings grimace to even the toughest soldiers in battle. Me-Burq-Sa carries a powerful plasma blaster at his side, although with his presence and daunting stare, he almost has no need for it. His stare is so powerful that sometimes his enemies cannot even muster the strength to defend themselves against his relentless attack. As with all Marro creatures Me-Burq-Sa is unpredictable on the battlefield, the only way to know his next move is to understand his bloodthirsty drive and undeniable need for power. He charges into battles at an earth shattering pace, unstoppable by most adversaries. It is said that Me-Burq-Sa once tried to take control of the Marro forces back on Marr. He was successful for a short while, but Ne-Gok-Sa's ruthlessness led him to strip Me-Burq-Sa of some of his defensive abilities. This left Me-Burq-Sa at the defensive disadvantage that plagues him. (UR, OCT)

## MIGOL II

Two hundred years before the rise of the Valkyrie, Archkyrie Migol II ruled over most of Upper Bleakwoode and the ancient lands of Lür. A tomb was built for him



on top of a barren hill named Barrenspur. He may be the Archkyrie who conquered the lands of Archkyrie Navess, but this is not certain. (ROTV)

MIGOL III

Son of Archkyrie Migol II, who built a tomb for his father on Barrenspur. (ROTV)

MIMRING

Dragon from Icaria that fights for Utgar. Who would suspect that a creature of his size could ambush even the most wary of warriors? Yet Mimring is notorious for such attacks. This fire-breathing behemoth can swoop down undetected and, within seconds, incinerate an enemy line up to 8 warriors deep. In this war of horrific battlefield events, Mimring's Fire Line Attack is absolutely the most terrifying of all. Mimring is no slack-jawed, mindless minion; he has a keen intelligence and can communicate with surprising eloquence when it serves him. But these powers are squandered on a life devoted solely to stalking, burning and brutalizing. In Mimring, there is a chilling lack of morality and remorse. His only allegiance is to Utgar, his only goal to forge an ever-widening swath of destruction. Mimring has played a part in various tales in Valhalla. He once kidnapped Sergeant Drake and was mindshackled by Kee-Mo-Shi in an attempt to create an invincible pairing with an evil Raelin. In the battle of Mimring's Fortress, Mimring was defeated and entombed in a secret Glyph of Brandar. It was understood that whomever found this glyph and freed him from his entombment would find Mimring grateful and forever loyal. Given his current affiliation, it seems Utgar's troops won this battle. Mimring was originally summoned by Utgar to protect the wellspring in Concan's Castle when his forces were occupying it. (ROTV, HCL, HC3, HC4, OES, HV)

MITONSOUL

Name of a creature (or perhaps a kyrie) associated with death. Runa bears a helm with this name, as does a powerful glyph. (ROTV, DOD)

MONTIQUA

Montiqua Ledge is named in honor of the only surviving kyrie warrior of the Green Leaf Tribe, who took shelter on the ledge during the destruction of his village more than a thousand years ago. (SOTM)

MORSBANE

Elf from Feylund that fights for Ullar. The ninth generation Banisher in his family, Morsbane wields the Rod of Negation in the service to his Queen. Enemies are brought low, the powerful become powerless, the mighty become meek. In some cases, the Rod is powerful enough to negate a being's very existence. Morsbane is the only son of Marhana, a mighty female Elf Banisher. She perished when she was betrayed by Khosumet while joining forces to exile the evil Sudema from Feylund. (ZD)

NAVESS

Archkyrie who, in days of old, erected a stronghold in the Trollsford Swamps area to protect his lands from troll raiding parties. Navess' region was later conquered by the Archkyrie of Upper Bleakwoode. (ROTV)

NE-GOK-SA

Marro from Marr that fights for Utgar. It is little wonder that the most vicious warlord from the planet Marro aligned himself with Utgar, the most vicious Valkyrie General. Bloodthirsty, brutal, and single-mindedly obsessed in his quest for power, Ne-Gok-Sa is never unprepared for battle; his head, arms and shoulders are implanted with permanent armor, his right hand technobionically forged into a lethal weapon. But Ne-Gok-Sa's most fearsome power is invisible, insidious, and impossible to resist: it is the power of mind control. With this extraordinary gift that is wasted on wickedness, Ne-Gok-Sa enslaves the minds of followers and foes alike. Though the strange chattering of his native language is foreign to Valhallans, Ne-Gok-Sa gives orders telepathically, in the native tongues of his captors. (ROTV, HCL, HC2, HCQCCA)

NERAK

Orc from Grut that fights for Utgar. Swog rider of some renown that rides a snow colored Swog. He is said to have returned from somewhere, but whether he was on a quest or exiled, only the orcs know the tale and they are not telling... (MP)

NILFHEIM

Dragon from Icaria that fights for Jandar. Ivory Pillar. Diamond Breath. Northern Wind. Great Protector. These are all titles given to the ferocious Nilfheim.

king of the northern continent of Icaria. Icarians have always worshiped the dragons of their world as godlike creatures; but no dragon has ever been held in higher honor than King Nilfheim. This reverence is both hard-won and well-earned, as The Great Protector fights valiantly for those who cannot defend themselves. His glory is in the patronage of the battle-weary. In Nilfheim, Jandar discovered a kindred spirit. He summoned the mighty king to Valhalla just moments before he would meet his end at the hands of invading Nhah Scirh, a cult of Icarian dragon-slayers bent on the destruction of all dragon-kind. (RV)

NILREND

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (SOTM)

OD

Name within Thorgrim's, "Od's Blood" battle cry. Possibly a reference to a Viking God or hero or perhaps a shortened form of the name Odin? (HCL)

ORELD

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (SOTM)

ORM

Who or what Orm is or why he/she returned is unknown. (OR)

ORNAK

Orc from Grut that fights for Utgar. Orc champion that serves as Utgar's flag bearer. "GERRRAAAH!!" The guttural battle cry of the mighty Ornak rumbles in the chests of the warrior Gruts that envelop him. Jutting up from the frenzied mass of feral orcs is the crimson banner of Utgar, bearing the tattered scars of a thousand battles. It is a beacon of Utgar's power, rallying his champions to ever greater feats in battle. As the orc Gruts charge across the desolate terrain to meet their rivals, the mighty dragon Mimring spots the Red Flag of Fury and swoops down low over the heads of Ornak and his horde. The beating of Mimring's immense wings wash over the Gruts in great gusts of wind, wind that is

followed by an intense heat as the beast burns a swath of destruction through the enemies ahead. (COTV)

PARMENIO

Human from Earth that fights for Einar. As one of the most celebrated generals in the Macedonian Army, Parmenio led countless victories during the reign of Alexander the Great. For weeks, Einar has visions of these great battles before a portal opened up allowing him to snatch up Parmenio. General Einar is impressed with his leadership and disciplinary skills. Parmenio's ability to urge his soldiers on - even those on the verge of death - is legendary. He and his Sacred Band will make valuable additions to the forces of Einar. (ZD)

PRIVATE RICHARD CHAPMAN

One of the airborne elite. He was wounded or slain by Isamu who used his superior stealth skills to gain the advantage on him. (FOV)

PROFTAKA

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (SOTM)

RAELIN

Kyrie from Valhalla that fights for Jandar. One of the 5 Valkyrie alliance heroes set on the quest to the uncharted swamplands of Southern Valhalla 5 years into the war. Raelin the Protector, Raelin the Kindhearted, Raelin the Valorous, Raelin the Merciful, Raelin the Resolute, Raelin of the Spear; this beautiful, benevolent Valkyrie is called many such names by her loyal followers. All of these brave names and many more sing the praises of one of Jandar's boldest champions. A native of Valhalla, Raelin enjoyed a carefree and adventurous youth; then the war began, and her abiding friendship with Jandar bound her to his cause. A unique creature even among her own race of Valkyrie, she flies through the skies filling her enemies with dread as they see her approach in the distance. Few characters have her speed and strength in combat, and her mere presence on the battlefield becomes an inspiration to all allies around her. Her Spear of Gerda has become a famed weapon as its blue energies protect all those around her. To the relief of friendly forces, Raelin will often swoop into the throes of battle and, striking the ground with her magical Spear



of Gerda, engulf them in a shimmering blue force field. The warriors within this aura are instantly protected—even from Mimring's ferocious Line of Fire. With the certain knowledge that Raelin is guarding an ally's back, friendly forces become better able to defend themselves, turning into killing machines as she protects their flank. Common troops flock to her side in support of her attacks, as her spirit and brave deeds are an inspiration to the allies surrounding her.

Flying above the canopy of the Ticalla Jungle, she's the perfect scout, ignoring the thick vines constantly pulling on the rest of Drake's squad. Complex land features like jungles, swamps, and mountain ridges mean nothing to her. Her powerful wings carry her through the skies.

Raelin's friendship with Concan helped to sway him to Jandar's side when the war began. Her clear, confident tone commands respect and is difficult to argue against.

Raelin was wounded in the shoulder by a spear wielded by Runa at one point in the war (Runa is the exact opposite of Raelin in many ways and seems to hold her in contempt).

Raelin is often seen alongside Sgt. Drake on important missions for Jandar; however, she often seems perplexed by Sgt. Drake's manner of speech and actions. (THJ, ROTV, HC2, HC3, HC4 JO, HV, DOD, SOTM)

## RAELIN (EVIL)

Raelin when she was mind controlled by the Marro Witch Kee-Mo-Shi via a simple spell on a necklace talisman. Sergeant Drake and Shotgun Sullivan were able to free Raelin from the spell. Kee-Mo-Shi was trying to use Raelin's powers with Mimring as her steed to create an extremely powerful team for her own personal army. (HV, HC3, HC4, DOD)

## RAKNAR

Elderly kyrie prophet that saw Major Q9, Theracus and Kyntela Gwyn in his visions. (RV)

## RETIARIUS

Human from Earth that fights for Einar. Retiarius was taken from his home, his family, and his life. He wishes he had died on that battlefield, but his wound was not deep enough to finish him, and he was captured as a prisoner of war. War?! What war? This was not war. This was

murder, cold-blooded murder and theft! Retiarius' people only wished to live in peace, but the greed of the Roman Empire knows no bounds. Retiarius was sent to train as a Gladiator. He was instructed in an eclectic, but effective, fighting style using a net and a trident. He fights just to stay alive; he fights clinging to a desperate hope of someday seeing his wife and child again. Summoned to Valhalla, Einar now offers him a new hope: A hope to return home, free from the shackles of slavery, and free from a life of fighting to survive. So Retiarius uses his gladiator training and fights with a new fervency, for hope seems to lie on the horizon. (TV)

## RUNA

Kyrie from Valhalla that fights for Utgar. The grass is singed black, as Runa slowly floats to a landing. Three sentinels collapse to the ground behind her while she stares at Raelin, eyes unwavering. "Not even your staff can protect them from me, Raelin. Nor can it protect you." With a flash she charges forward, spear directed at the throat of her prey. Sometimes even the most beautiful of beings hold within their chests a blackened heart. Raelin dashes to the right, though it is to no avail; her shoulder catches the tip of Runa's spear and she tumbles through the air, crying out in pain. Some say that Runa is born of Utgar himself, for her cruelty nearly matches that of the evil Archkyrie. Even her comrades fear her malice. Raelin rights herself and climbs high into the sky in hopes of escape. Runa lifts her fiery red gaze and whispers under her breath, "We'll meet again, pathetic warrior." (DOD)

## SAYLIND

Kyrie from Valhalla that fights for Ullar. Ullar recognized the fearless nature of Saylind, and he rewarded her with one of his most prized possessions: the Spear of Summoning. With this spear in her hands, Saylind may try to summon any ally on the battlefield to her side. This weapon makes Saylind a very dangerous opponent indeed, when combined with the kyrie's natural ability to fly. Many of Utgar's minions have found themselves outflanked with more than one enemy in their midst, and nowhere to run. With this spear, she can also summon a huge dragon like Charos. Saylind, brought a large army of reinforcements from Jandar's newest ally to fight at Stechavan alongside Sgt. Drake and his troops. Sgt Drake writes, "From over Stechavan's hilltop flies a sole kyrie warrior. She lifts a spear above her head, and with a mighty battle cry thrusts it to the ground. There, at the point of the spear's strike, a towering giant appears, charging with sword in hand." (JO:TH)

## SENNAVIG

Father of Thormun. (THJ)

## SERGEANT DRAKE ALEXANDER

Human from Earth that fights for Jandar. Drake is an American soldier that was summoned from France in 1945 right before a German grenade almost ended his life as he was leaping in a foxhole. Drake comes from a long line of soldiers and was "drafted" by Jandar just two weeks after arriving in France. Though he is incredibly agile and strong in hand-to-hand combat, Sergeant Alexander was injured and weaponless after being whisked away to Valhalla by Jandar. Healed by the Valkyrie Kelda, he was then given two powerful weapons by Jandar: The Katana of Thorian, and Bleakwood's Grapple Gun. He learned to use them quickly, for Jandar's forces were already under attack. The Katana, an enchanted sword that channels the powers of the great warrior Thorian, obscures Alexander's image from afar, making him almost impossible to strike. With his magical sword, his laser-guided Grapple Gun and his steely will to conquer evil Sgt. Alexander has become one of Jandar's best soldiers.



Sgt. Alexander believes that if he helps Jandar to win the war in Valhalla, he will be able to go back to WWII on Earth and save his men.

Drake has command of Jandar's Northern Army and his fearless heroics in battle have become legendary. He was assigned to lead the forces at Stechavan against Utgar's encroaching armies. During the battle of Stechavan, Drake, his good friend Shotgun Sullivan and 2 Omicron snipers entered Utgar's camp while his soldiers were out at war, to fight their way through his personal guard, and destroy Utgar himself. Unfortunately, Utgar was nowhere to be found and Sgt. Drake instead encountered Cyprien Esenwein for the first time. Cyprien seriously wounded

him by raking his blades from Drake's right shoulder down his arm. Fortunately, the appearance of Raelin and Zetacron caused Cyprien to flee. Sgt Drake's arm was patched up by Zetacron and he provided him with the new, nearly indestructible, grapple arm device incorporating Soulborg armor that has replaced Bleakwood's Grapple Gun in Sgt. Drake's arsenal.

Sgt Drake had a chance to use his new grapple arm in combat against Su-Bak-Na and defeated both the rider and his dragon during the battle in Ekstrom at Ullar's unfinished stronghold.

In one of his missions against Utgar, he defeated Krug in single combat and then took on Mimring to free the captured wellspring at Concan's Castle. Drake has felt the icy grip of Ne-gok-sa's mind control, so he is wary of his power. Sgt. Drake rescued Raelin from Kee-Mo-Shi and has been involved in most of Jandar's most important missions against Utgar.

Drake Alexander embarked on a new mission 5 years into the war against Utgar. He led a special squad of heroes through the Volcarren Wasteland and into the deadly uncharted swamp. With a new grappling-gun attached to his arm, a gift from Zetacron, Drake Alexander moved through all levels of the Ticalla Jungle like a shadow. The jungle held a dangerous mystery, which the heroes discovered during their quest. (ROTV, HV, HC1, HC2, HC3, HC4, HCQCCA, THJ, SOTM)

## SHIORI

Human from Earth that fights for Einar. One of the 5 Valkyrie alliance heroes set on the quest to the uncharted swamplands of Southern Valhalla 5 years into the war. Pulled out of Earth before her training was complete, Shiori's combat skills are vastly different from the other four Heroes. She is silent and she can move like the wind. While her two Kunai daggers are potent weapons, she's also able to attack using shuriken missiles with deadly effect. Time and again, she's thrown shurikens to help other allies in their own deadly struggles. No foe is too powerful, no battlefield prize too difficult to capture, when the mysterious Ninja abilities of Shiori come into play.

Shiori was summoned by Einar, but did not take kindly with being told what to do and fled Lindesfarme only to join up with Jandar's emissaries. She was captured by Thormun and Kelda while trying to steal food from their camp. Shiori went along with Thormun's party (despite suspicions that she might be a spy) and thus became swept



up in events that led her to be chosen as one of the group of heroes sent into the southern swamps.

Despite her skills, Shiori was captured by the Marro while scouting in the swamps. As the Marro were escorting her West, Sgt. Drake and the other 3 heroes staged a successful ambush at Montiqua Ledge that led to her freedom. (SOTM, THJ)

## SIR DENRICK

Human from Earth that fights for Jandar. Sir Denrick of Weston is founder and chapter master of the honorable Knights of Weston. Knighted by his king he swore a righteous oath to protect the weak, to uphold honor of oneself and others, and to punish those who would seek to harm or destroy either. To help him in this just and noble pursuit he recruited among the most valiant and loyal men. A warrior of great power of arms and mind it was at the mouth of the River Lorie that he met defeat by the jealous lords of the land and a betrayer amongst his own ranks. Lost in his own petty desires of leading and angry jealousies of his chapter master, a once honorable knight named Sir Hawthorne opened the gates of their battle fortress and led a besieging host to lay slaughter to the noble knights. It was at this moment of utter betrayal and defeat that the Valkyrie, Jandar, intervened, teleporting Sir Denrick and the remaining knights to the world of Valhalla. In Valhalla, Sir Denrick vowed to selflessly regain the Knights of Weston honor that the traitorous Black Knight Sir Hawthorne had dirtied. In battle, Sir Denrick will zealously seek out the largest and most fearsome opponents in the enemy force defeating them with the skills gained from countless victories against these behemoths of battle. (UR)

## SIR DUPUIS

Human from Earth that fights for Jandar. Leader of Jandar's Templar Knight cavalry. (THJ, FOV, DOK)

## SIR GILBERT

Human from Earth that fights for Jandar. This champion serves as Jandar's flag bearer. Sgt. Drake Alexander adjusts his uniform as he approaches an encampment of beautifully adorned tents. He has always felt the urge to make himself presentable when he enters the camp of the Weston. Something about looking up at the proud lion flying against the azure field of the Weston's banner that makes a man feel the need to show a sort of humility and reverence.

"Hail, Sir Drake," calls one of the knights of Weston. "You've come to see the progress, have you?"

"I have. How is it looking?"

"Come and see for yourself, he is just finishing now."

Drake is ushered into a nearby tent, the inside of which casts a warm glow by the series of lanterns that light it. A wooden dummy in the corner wearing a stunning breastplate, wrought of gold and silver, catches Drake's eye. A tall, well-built man steps forward to greet Drake with a hardy handshake. The man grabs onto a wooden staff leaning against the wall of the tent and swings it over in front of Drake. It is not just a staff, but a flag: Weston blue, finely embroidered in gold and white, bearing both the lion crest of Weston and the mark of Jandar.

"Ah, the new standard. It is wonderful! Jandar will be very pleased. And that must make you Sir Gilbert! Well met!" (COTV)

## SIR HAWTHORNE

Human from Earth that fights for Utgar. A once honorable knight of the Knights of Weston now known as a traitorous Black Knight. Sir Hawthorne opened the gates of the Knights of Weston's battle fortress and led a besieging host to lay slaughter to the noble knights. Note: This character was originally named Sir Cristopher. (UR)

## SONLEN

Elf from Feylund that fights for Ullar. One of the 5 Valkyrie alliance heroes set on the quest to the uncharted swamplands of Southern Valhalla 5 years into the war. Ambushed and surrounded by a large squad of Anubian Wolves, along with Kyntela Gwyn and Jordawn, they were rescued by Ullar's summoning just as they were about to be killed. Sonlen is one of Ullar's most revered champions. The archmage uses his fighting powers and magical skills, coupled with the fangs, claws, and magic of his Dragon to win battle after battle. The mystical link between Elf and Dragon allows the duo to be an unrivaled fighting unit as the dragon flies down on foes while the archmage Sonlen attacks with his magical spells and deadly weapons. Famous and greatly praised for his fighting abilities in the wars of Nastralund, Sonlen and his dragon became a natural choice for helping to scout the uncharted swamps. The dragon's swooping attacks leave many foes wounded on the ground. Few



enemies know the creature is also capable of healing magic: his dragon is able to help the wounded, even in the midst of battle.

Sgt. Drake describes one of this wizard's offensive spells, "Sonlen forms a ball of glowing and shifting light in the palms of his hands and with a thrust of his arms sends it sailing at its mark. Hitting the Marro square in the chest, the light appears to consume the creature, running in streaks from out of the Marro's body as it falls to its knees, turns to ash, and is blown away on the wind."

Sonlen speaks in a low, always somber voice. His dragon cares for the wounded and was able to heal Sgt. Drake's horrendous cough, caused by the ash clouds of Volcarren, simply by touching his beak to Drake's chest. The name of this dragon is unknown. (THJ, SOTM)

## SONYA ESENWEIN

Undead from Feylund that fights for Utgar. The bride of Cyprien entices him to do damage as his thirst for pain fuels her very soul. Without Cyprien, she is nothing. Lady Esenwein has sworn her allegiance and her life to Cyprien and Cyprien alone. She is powerful especially in the presence of Cyprien. She is able to soar over the heads of her enemies and ignore terrain that would impede normal troops. She drains the lifeblood of opposing foes to heal her own battle wounds. Utgar has come to rely on the

Esenweins when he wants to win and conquer, especially for strategic positions on the many battlefields of Valhalla. Sonya has proven herself as a skilled warrior; her powerful blade weaves a wall of steel that is as effective defensively as it is on the attack. (FOV)

## SPARTACUS

Human from Earth that fights for Einar. A fully-armored man stands on a hillside, silhouetted against the setting sun. The deafening chants of a hundred thousand voices call out his name. Captured as a slave, trained as a gladiator, the warrior now fights, leading his fellow man against the throes of servitude. The mass falls silent as the man slowly, purposefully steps forward, draws his sword with his right hand, and begins crashing it against the shield in his left. The thunderous sound echoes throughout the entire Roman Empire. The crowd pounds out the same rhythmic beat as their voices amplify and scream the name of the one man that fears nothing...Spartacus! On Earth it is unknown whether or not Spartacus died in battle or survived and was crucified along with many of his men by the Romans. Einar orchestrated his summoning and saved him from either of those fates as he did for his fellow slave leader, Crixus. (TV)

## STURLA

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (MP)

## SU-BAK-NA

Marro from Marr that fights for Utgar. This Marro Hivelord's command of the battlefield is supreme. His mere presence on the field inspires even mindless Marro drones to become bolder and more effective. Mounted on his skeletal dragon, Su-Bak-Na can survey his surroundings in an instant and fly to wherever his daunting presence is required. There is no way to understand this Marro's devious behavior. He may be inclined to stand back and control the field from the rear, or swoop into battle, obliterating all who stand in his way.

The very sight of the Marro Dragon Rider and his awful mount can cause soldiers to break ranks, fleeing in terror. The dragon has been seen to use its powerful wings to buffet back waves of arrows and send them straying from their mark.



Su-Bak-Na and his mount were seemingly destroyed by Sgt. Drake Alexander in combat over Ullar's unfinished stronghold in Ekstrom.

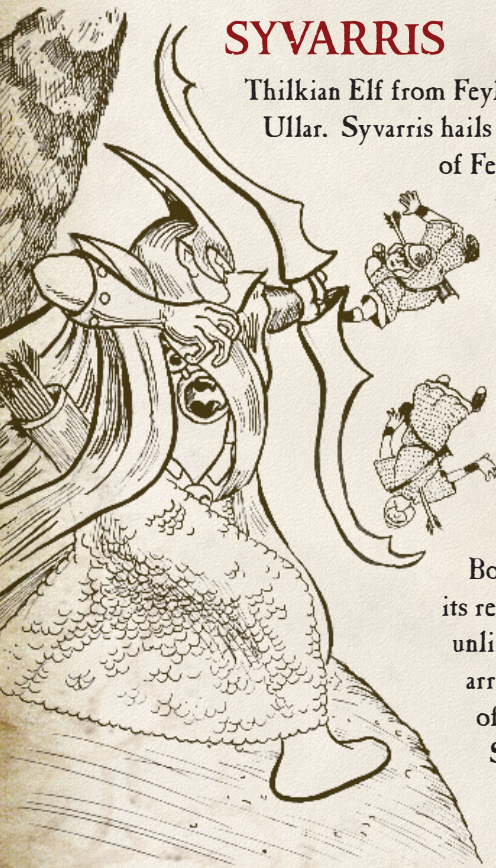
It is unknown if the skeletal dragon he rides is the animated skeleton of an Icarian dragon or if there are dragons on the planet Marr. (THJ,OR., HC3)

SUDEMA

Undead from Feylund that fights for Vydar. Only Feylund's mightiest warriors survived her deadly stare. She was last seen over twenty years ago, when Khosumet the Darklord and Marhana, a mighty female Elf Banisher, formed an unlikely alliance to exile Sudema from Feylund. Khosumet later turned on Marhana during the battle but she lived long enough to leave Sudema weak and powerless. Marhana's only son, Morsbane, continued her quest for peace. Sudema was not heard from against until now. Her arrival casts a dark cloud over Valhalla and marks a new beginning for Vydar and his forces. Her powers are now stronger than ever and no one will stand in her way for vengeance against Marhana's son. (ZD)

SUJOAH

Insect from ? that fights for Aquilla. (AA)



SYVARRIS

Thilkian Elf from Feylund that fights for Ullar. Syvarris hails from the forest planet of Feylund, where he was the finest archer in its recorded history. He poses a formidable threat to Ullar's foes, though he may be his own worst enemy as well. Ullar's welcoming gift to Syvarris was the enchanted Bow of Ullar, with its remarkable range and unlimited supply of arrows. To the power of this magical bow, Syvarris adds his own dead-on accuracy to pick off enemies

with alarming speed. Yet for all of his mastery, Syvarris has an Achilles Heel: he must struggle against arrogance, recklessness, and a dangerous tendency to compromise his safety while showing off for his fellow warriors. Syvarris was first hero Ullar saved from another world. He was summoned from Feylund right before Krug almost decapitated him battle. Thormun heard him say, "I will fight for Ullar for as long as he requires my services. Someday I would like to return to my home, but I do not know if this will be possible." (ROTV, HV, THJ, HCQCCA)

TAELOD

Kyrie from Valhalla that fights for Utgar. When Utgar held a gladiatorial contest to determine who his chief warrior would be, Taelord was the hands-down victor. The battle pitted 83 worthy warriors against each other, and lasted a full two days. In the end, only one warrior was left standing: the mighty Taelord. For his savagery, strength and stamina, Taelord was rewarded with a drink from a wellspring. On the battlefield, Taelord's natural military superiority extends to all of those who fight nearby. (MP)

THERACUS

Gryphillin from Feylund that fights for Ullar. On a cool night, under the dual moons of harvest, flies an elven princess atop a Gryphillin mount. With a great urgency in her voice the elf leans forward, laying a cheek to the feathered neck of her steed and pressing, "Faster, faster, Theracus!" Their errand is of the utmost importance, for the fate of all Feylund hangs in the balance. Theracus is disciplined and brave, a tribute to his proud race. His greatest strength is the swiftness of his flight, even while bearing a rider. It was for this lightning pace that the elven council chose Theracus to carry the elven princess Kyntela Gwyn on her perilous mission. Despite this swiftness, however, they were both doomed to failure. (RV)

THORA

Who or what Thora is remains unknown. (TV)

THORGRIM

Human from Earth that fights for Jandar. Not so aggressive as his brother Finn, Thorgrim is more thoughtful, almost a poet-warrior. He has a keen eye for an opponent's weaknesses and a penchant for perfectionism, always adjusting his warband, closing gaps, realigning

his forces. Thorgrim's loyal followers have come to trust his instincts as a natural tactician. Like his brother Finn, Thorgrim received an enchanted weapon from his benefactor, Jandar: the Shield of Gerda. With this shield, Thorgrim is able to project a force field that protects both himself and all who battle beside him. Finn and Thorgrim were summoned from a Viking ship on the North Sea in 891 right before it was struck by a flaming rock fired from an attacking Dreadgul ship. Finn and Thorgrim lead the feint maneuver against Utgar's encampment at the battle of Stechavan. (ROTV, HV, THJ)

THORIAN

Great warrior of unknown race (possibly kyrie) that wielded an enchanted sword that obscures the wielder's image from afar, making him almost impossible to strike. This blade is now wielded by Sergeant Drake. His helm also conveys that power, as it is depicted in a powerful glyph. (ROTV, OCT, HCL, HC2, SOTM)

THORMUN

Valkyrie from Valhalla that fights for Jandar. Son of Sennavig. Kyrie from the town of Tealeron in Valhalla who discovered the first wellspring 60 years prior to the war-torn times of the "Rise of the Valkyrie". According to his account, he discovered the wellspring by accident at the Tarn of Volsunga. When he drank its water, he became stronger in body and mind (with traits such as improved vision), his wings grew to wondrous size, he gained mystical powers and stopped aging. However, he discovered that if he stopped drinking from the wellspring, his powers faded. He continued to drink and was plagued by visions of armies and wars waged on unknown battlegrounds. When the Valkyrie emerged and started to wage war over the wellsprings, Thormun fled and stopped drinking from the wellsprings. His powers vanished, along with the visions, but only partially. He wandered Valhalla in secret with his journals while bearing a heavy burden of guilt for his innocent discovery of the first wellspring. Recently, he met with Jandar and joined his army as a scout. Even though he has aged, Thormun has seen the horrors of war and decided to join the battle against Utgar. He is the only Valkyrie who receives visions that does not have his own army and is not considered an Archkyrie. Even though he does not drink the wellspring waters, he is still plagued by visions of less clarity in his dreams. These cryptic, but fearsome visions torment him and rob him of sleep.

"So full of dark and foreboding symbolism are these visions that their meaning escapes me. I can tell no one

about them for fear that others may think I am losing my grip on sanity, and word of my madness will find its way to the ears of Jandar. I cannot be discharged from duty. I will not allow myself to be helplessly unable to do my part in resolving the conflict that I started, when I first sipped those intoxicating waters. So I retreat here to the pages of my journal, keeping it near, trusting to it my closest secrets. The waters still call to me, but I must resist, for drinking would have grave consequence. That much of these cryptic visions is clear."

Thormun served as one of Jandar's emissaries to Einar, Vydar and Ullar when the battles for the wellsprings began. He was instrumental in getting some of the Valkyries to join Vydar's cause. Despite his mostly non-combatant status Thormun wields a hammer in combat. He fought against and was wounded by the Shades of Bleakwoode when crossing from Anund to Lindesfarme. Kelda healed his wounds and saved him from death at the hands of a Shade with a deft spear stroke. (THJ, ROTV, SOTM)

TOR-KUL-NA

Marro from Marr that fights for Utgar. Behemoth described by Thormun as "hideous". This creature was surrounded by an army of Marro Drones and a huge horde of Blade Gruts when first spotted by Thormun. In the depths of the uncharted swamp, giant predators hunt and devour each other in a never-ending cycle of life and death. Those deadly giants stampede in terror, catching the scent of the Marro Hivelord, Tor-Kul-Na, silently searching the misty layers of undergrowth. The Hivelord leader rides on the back of a formidable-looking, giant Marro. The Tor-Kul-Na mentally controls the lesser Marro. Moving at monstrous speeds, Tor-Kul-Na routinely and ruthlessly orders its mount to crush enemies. The attacking Marro, normally mindless servants, suddenly become clever and even more deadly as the Hivelord mentally orders them to mass attack enemy troops. In the heat of battle, as the giant Marro rips and slashes its way through the enemy, the awesome power of the giant Marro reveals itself. As the enemy thinks that victory over Tor-Kul-Na is imminent, the giant Marro rises up and begins eating the Marrden Nagrubs that have been gathering. Enemies watch, dazed and filled with new fear, as the wounds on the giant Marro instantly heal. (THJ, OCT, SOTM)

TORNAK

Orc from Grut that fights for Utgar. A lesser leader on the world of Grut, Tornak has earned the respect of allies and enemies alike on the war-torn battlefields of Valhalla. As



with all Orc leaders, Tornak is fierce, tricky, unpredictable and mean, and is never above fighting dirty to win a battle. Tornak's aggressive battlefield tactics never fail to whip his troops into a frenzy and spur them on to even more vicious attacks and even greater violence against their enemies. (MP)

### TYRIAN

Kyrie from Valhalla that fights for Jandar. Jandar sent Tyrian as an emissary to try to recruit the Archkyries' Ullar, Einar and Vydar in the war against Utgar. He trained under Ullar as one of his protectors, and still carried their unique style of crossbow at his side, however shortly after the rise of the Valkyrie he joined up with Jandar and has acted as Jandar's most trusted messenger.

"Tyrian the Swift" became possessed by a Shade during the journey to Einar's lands through the forest of Bleakwoode. Beldun was forced to slay him. (THJ)

### ULANIVA

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (SOTM)

### ULLAR

Archkyrie general who rules the land of Ekstrom in Valhalla. Ullar resides in a great castle within northwestern Ekstrom. Ullar is a loyal and trusted ally to Jandar, for Jandar's family and his family have been friends for generations.

Like Jandar, he favors summoning warriors engaged in battle, usually in mortal danger and within seconds of death. Ullar seems genuinely concerned about finding a way to send those he has summoned back to their home worlds if they wish to return.

His army is primarily composed of elves and creatures with strong ties to nature. (ROTV, THJ)

### ULGINESH

Elf from Feylund that fights for Ullar. Elf wizard that rides a flying horse. (DOK)

### ULRICK

Bloodthirsty leader of the Dreadguls that led an attack on Finn's castle on Earth as part of a campaign to eradicate

the Tarn Vikings and their leaders. He did this to avenge the supposed death of his son Valguard at the hands of Thorgrim. (ROTV, ZD)

### UTGAR

Evil Archkyrie general who is Jandar's chief opponent in the war for the wellsprings. Utgar's appearance is very similar to one of the Minions of Utgar. He wants to steal the forbidden waters for himself and is known for his savagery and hunger for power. His goal is to capture all of the wellsprings and their amulets. With that power, he could conquer Valhalla and use it as a base to conquer other worlds, such as Earth.

Utgat recruited the red skinned kyries known as the "Minions of Utgar" from the Mountains of Kyrien into the ranks of his vast hordes long before the first wellsprings were discovered. He seems to favor summoning non-humans for his army; mindless and obedient killers are his preference. His armies appear to occupy the southern regions of Valhalla and Jandar fears he has plans to invade all of the other Archkyries' lands.

Some say that Runa is born of Utgar himself, for her cruelty nearly matches that of the evil Archkyrie.

Utgat was rumored to have been at rear camp near the battle at the ruins of Stechavan and was targeted by Sgt. Drake for assassination while the battle raged. Utgar was not there, but one of his powerful servants Cyprien Esenwein was. (ROTV, UR, HCl, HC2, HC4, HV, THJ, DOD, SOTM)

### VAELENTELA

It is unknown who or what this may be. There are magical looking glasses that belong to Einar tied to this name. (THJ)

### VALDA

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (ROTV)

### VALGUARD

Human from Earth that fights for Einar. Born in blood and raised on war, the vicious battle leader of the Dreadguls was rescued and brought to Valhalla by Einar to serve in his quest for control of the wellsprings. On Earth, Valguard fought alongside his father Ulrick,



raiding and pillaging with the terrifying Dreadguls. When Finn's castle was under siege, his brother Thorgrim challenged Valguard in single combat. Thorgrim found Valguard to be too fierce of an opponent, and it was only when a tumbling boulder pinned and crushed Valguard's shield arm that Thorgrim could escape. Einar transported the injured warlord to Valhalla, and Ulrick, thinking his son dead, began his campaign to eradicate the Tarn Vikings and their leaders, Thorgrim and Finn. It was on Valhalla that Valguard had the alien lizard arm magically attached by Durnipia, to replace his lost arm. The arm gives Valguard superhuman stamina and a lust for blood in battle. (ZD)

### VELDORIS THE PROUD

Ever since the betrayal of Veldoris the Proud, the elves of Ashra have protected their land with great ferocity from all outsiders. Now any who venture unto that forbidden ground are instantly surrounded by the Warriors of Ashra. (TV)

### VENOC WARLORD

Viper from Marr that fights for Ullar. Even though the Venocs are largely an unintelligent species, there are some who have developed true intelligence. The Venoc Warlord, a super species of Viper, has developed enough brainpower to speak, work out battle tactics, speech, and lead his scouts effectively on the battlefield. In the company of his scouts, the Venoc Warlord enhances their relentless, frenzied attacks. He is often protected in

battle by the Armoc Vipers and has destroyed over 100 Marro on Marr. (MP, ZD, OCT)

### VYDAR

Archkyrie general that rules the land of Anund. A muscular, black-feather winged kyrie with a grim demeanor. Along his right eye runs a large scar. His square jaw bears the shadow of a beard, his long black hair crowds in around his weathered face. He has dark eyes and speaks in a low growling voice.

Vydar controls a huge force of troops from an underground city hidden beneath the ruined and decaying Montfre Manor. Knowing the overwhelming numbers of Utgar's troops, facing the pollution of his land's water sources from the North and due to the desertion of his own people into Kinsland, he allies himself with Jandar and the other generals against Utgar. Beldun and Thromun's arguments as emissaries and promises of aid from Ullar and Jandar helped to convince Vydar in this course of action. As a result, Vydar sent reinforcements to aid Jandar's and Ullar's troops and they were able to defeat Utgar's incursion into Ullar's lands temporarily.

His army is mostly composed of Soulborgs and humans. (ROTV, THJ)

### VYDAR'S SERVANT

A tall, dark haired kyrie with a rough face and croaking voice that guides visitors through the ruins of Montfre Manor to his lord, Vydar. (THJ)

### WANNOK

Name used for a glyph. Since some glyphs are known to be named for persons of note, it may also be someone's name. (SOTM)

### WARDEN 816

Soulborg from Isadora that fights for Utgar. Warden 816 carries his mighty Evisceraxe. Anyone willing to stand in his way should think twice. The Soulborgs are a race of living machines programmed to conquer and take over territory. Fast becoming one of the deadliest killers in Utgar's army, Warden 816 is unique in his skills and leadership ability. Without emotion, he directs troops into battle. Expecting those he commands to obey his every



order, the Soulborg leader is infamous for driving his armies into combat with unusual speed. Their momentum comes more from fear of Warden 816 than from a desire to fight. Armed with the massively powerful Evisceraxe, Warden 816 terrifies nearby enemies, annihilating them with the force of his weapon. (FOV)

## WO-SA-GA

Marro from Marr that fights for Utgar. (AA)

## WYATT EARP

Earth lawman Shotgun Sullivan admires. He is best known for his participation in the Gunfight at the O.K. Corral. (JO)

## ZANAFOR

Who or what Zanafor is remains unknown. (ZD)

## ZELRIG

Dragon from Icaria that fights for Einar. Thormun writes, "....suddenly the sky goes dark. My eyes dart upwards to behold an enormous creature flying overhead. Its scales are red and golden all at once, majestic to behold. As it passes by overhead it lets loose an awful noise, sending flames leaping into the air all about its body as it twists itself over in a spiraling roll. Einar has summoned himself a dragon." (AA, THJ)

## ZETACRON

Soulborg from Alpha Prime that fights for Jandar. This Soulborg patched up Sgt. Drake and provided him with his improved grapple arm device after he was attacked by Cyprien Esenwein during the disastrous attack on Utgar's camp at the battle of Stechavan. (AA, THJ)



# TROOPS

## 4TH MASSACHUSETTS LINE

Humans from Earth that fight for Jandar. Before fighting for a larger cause under their commanding General Jandar, the 4th Massachusetts line had endured many harsh battles. During their training back in New England, the most important lesson they learned from their Brigadier General John Glover was to save their ammunition by waiting until they could see the whites of the enemies' eyes. Although this patient fighting strategy has taken years to perfect, the 4th Massachusetts Line is known to wreak havoc on approaching enemies with their wait and fire technique. They are most comfortable when in the company of other valiant allies, who remind them of their old commander General George Washington.

For this reason they prefer to fight with other Valiant Heroes such as their new friend Drake Alexander, or Finn and his brother Thorgrim, the Viking Champions. It was not until meeting Sergeant Drake Alexander in Valhalla that these men learned that their old cause had been won due to their sacrifices and discipline under General Washington. Now they have rallied behind the new and greater cause of securing the wellsprings and helping Jandar in the battle of all time. (UR)

## AIRBORNE ELITE

Humans from Earth that fight for Jandar. Battle-trained on the planet Earth, the Airborne Elite squad has plagued the enemy with its deadly sneak attacks. Lifted high by



Valkyries and dropped behind enemy lines, they parachute down for a surprise visit, then quickly fire a barrage of grenades to unleash total havoc in the enemy's own territory. Off the battlefield the Elites are a fun-loving bunch, known for their practical jokes and raucous card games. When called into action, they are unmatched in fast action, focus and fearlessness. Private Richard Chapman is named as one of the airborne elite. He was wounded or slain by Isamu who used his superior stealth skills to gain the advantage on him. (ROTV, FOV)

## ANUBIAN WOLVES

Wolves from Feylund that fight for Utgar. The sheer fury of these wild warriors can make even the most fearless foe's blood run cold. Attacking in numbers, often beside an empowering comrade, Anubian Wolves fight with frenzied rage. While the attack is always quick, the demise of the defeated can be dreadfully, painfully slow: these wolves are devourers, so the sweet taste of victory has a very special meaning for them. (UR)

## ARMOC VIPERS

Vipers from Marr that fight for Ullar. When Ullar saw the visions of the Armoc Vipers, he was pleased. He knew pure power and ferocity would not be enough to win the most critical battles. The role they play on Valhalla is the same role they played on Marr: they are the protectors of the Venoc Warlord. Their speed in water and advanced defensive abilities make them well-suited to work on the front lines in any of Ullar's campaigns. (ZD)

## ARROW GRUTS

Orcs from Grut that fight for Utgar. Arrow Gruts, the archers of the Orc army, have always attended the Orc cavalry. Trained from a young age in the art of archery, Arrow Gruts are fiercely loyal to their cavalry leaders and show little concern for their own safety. While Arrow Gruts are not particularly good fighters or defenders, their sheer numbers and their ferocity are intimidating to the enemy, and are often very effective in protecting and preserving their cavalry commanders. (MP)

## ASHIGARU HARQUEBUS

Humans from Earth that fight for Einar. As the ashigaru yari was the main force in group combat, the ashigaru harquebus was the prime choice of warfare. Taking an untrained soldier and handing him a harquebus required

very little training. All that was required was to teach him to load and shoot the harquebus while holding his position. An army of ashigaru harquebus could fire a wall of lead smashing the largest cavalry charge and reducing it to a mere pittance. The harquebus revolutionized the way battles were fought. No longer was there a need to face your enemy, to look him in the eye before bringing him to his demise. Charging samurai cavalry, once the heart of a daimyo's army, could be decimated by this faceless army of low-class warriors. To Einar, this was a perfect complement to the rest of his army. On Valhalla, the ashigaru harquebus are similarly altering the face of warfare. The Harquebus can wait all day for an opponent to advance, ready to fire at a moment's notice. (COTV, FOV, THJ)

## ASHIGARU YARI

Humans from Earth that fight for Einar. All throughout the feudal period of Japan, there had been a place for the lowest-class warrior, the ashigaru, on the battlefield. Despite the lack of fighting skills, such as a samurai's, the ashigaru was nevertheless an important part of the overall battlefield strategy, overcoming more skilled opposition with sheer numbers. The ashigaru became a central force in group combat, forming the backbone of the army. The ashigaru yari were light-foot soldiers outfitted with typical conical helmets, minimal armor, and spears. Their level of training varied but a good army of ashigaru would hold their ranks and provide the needed support on the battlefield. It is this discipline that Einar sought in the ashigaru yari to support his warriors and battlefield strategy. Even on Valhalla, the ashigaru have a place to fight among the most powerful warriors ever assembled by Einar. These disciplined warriors carry their spears proudly into battle; ready to encircle any enemy. (COTV, FOV, THJ)

## AUBRIEN ARCHERS

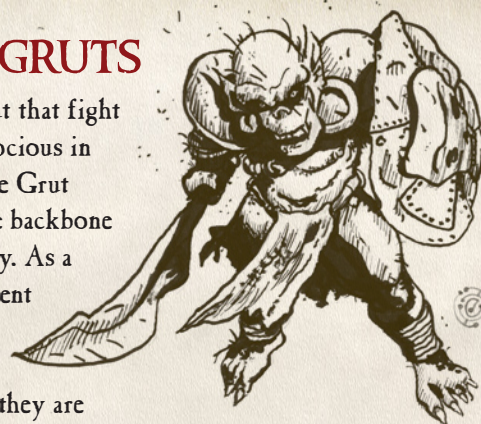
Elfs from Feylund that fight for Ullar. From the heart of the great forest of Feylund come the Aubrien Archers. Only young elves that pass the four tests of the Queen are allowed to join the Aubrien squad. Of those who are admitted, only 10% finish. Those who are left show a skill with the bow that is feared across Feylund, and now, even beyond. (ZD)

## BARBARIANS OF FEYLUND

Barbarians from the forest planet. A group of them almost slew Jotun by blanketing him with enough ropes to pull him to the ground and attempting to stab him with a spear. (RV)

## BLADE GRUTS

Orcs from Grut that fight for Utgar. Ferocious in battle, the Blade Grut warriors are the backbone of the Orc army. As a wild, unintelligent species, they are difficult to control; but they are highly effective when trained to follow their assigned leaders, and they take their orders without question or hesitation. On the battlefield, their leaders always attack first. And the Blade Gruts fiercely follow their example. If separated from their leaders, Blade Gruts become confused, and they often lose a good deal of their savagery. (MP)



## BLASTATRONS

Soulborgs from Alpha Prime that fight for Vydar. The Blastatrons are the Soulborg counterparts to the Gladiatrons. The Gladiatrons served as their scouts on Alpha Prime. Alpha Prime is now a war-torn husk of the glorious world that used to be. In a time now lost to history, a brilliant race thrived there. The planet was then called Mariedian. With technology the Mariedians ended crime; with technology they ended hunger; and with technology they ended war. Life was good. Hard labor was preformed by the Robota, complex machines designed to perform arduous tasks. It was one grief-stricken scientist who after losing a child to a fatal accident, changed that beautiful world's history forever. In an effort to save the child from death, he twisted science to preserve the soul of his child in the metal encasings of a Robota. Thus, the Soulborg were born. Three Millennia pass, and now the Soulborg rule the planet, fighting among themselves in a constant state of war. Mariedians still exist, mostly as slaves on the prison planet Isadora. But there is a resistance. Small factions of Mariedians, driven deep underground, still fight the Soulborg. The Blastatrons, and their counterparts the Gladiatrons, were built to mimic the size, movement, and guerrilla fighting style of the Mariedian resistance—for the Mariedians continue to adapt and survive against great odds. While that disgusts many Soulborg, others envy those traits. (ZD, TV)

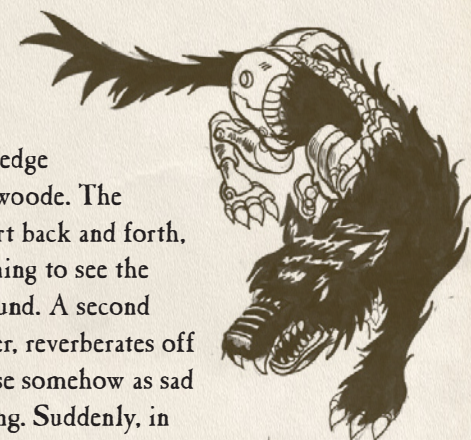
## DEATHREAVERS

Soulborgs from Alpha Prime that fight for Utgar. A mile beneath the surface of Alpha Prime a Mariedian woman holds her arms tightly around her knees, rocking

back and forth, trying not to make a sound. Echoing through the maze of tunnels and shafts is the sound of scratching, a horrible sound, all too familiar. They've sent out the rodents, vile little machines, always seeking, always scratching, always gnawing. It's not so much the threat of the Deathreavers in and of themselves that incites overwhelming fear, it's what they bring. The Reavers are sent out as scouts, to crawl into the smallest places, climb over and through the roughly built barriers, and find what they seek. When attacked, the Reavers scatter. If even one of them lives to return to the surface, the Mariedians know they'll have to abandon their hard-earned shelter and so they fight: They fight with everything they have, to pry open the horrible metal shells and gut the Reavers of all of their twisted wires and cold circuits. (TV)

## DEATHSTALKERS

Soulborgs from Alpha Prime that fight for Utgar. A shrill howl rings out through the night air. It sends a chill up the spine of a lone member of the 4th Massachusetts, who pulled guard duty for a small party of soldiers camped on the northern edge of Upper Bleakwoode. The soldier's eyes dart back and forth, frantically straining to see the source of the sound. A second howl, now louder, reverberates off his ears, the noise somehow as sad as it is frightening. Suddenly, in the space between the surrounding trees, a dozen pairs of eerie red eyes light up. The soldier jumps up to alert his troops, but his warning cries are cut short. The Deathstalkers have claimed another victim. These cold, uncaring creatures once had a will of their own. Some say you can still hear it in their howl: a cry of resistance to the circuits that now force them to do naught but search and destroy. (TV)



## DREADGULS or DREADGULLS

The Vikings refer to them as "Gulls". Primitive group of raiding and pillaging humans led by Ulrick and Valguard on Earth. Ulrick, their bloodthirsty leader, led them in an attack on Finn's castle as part of a campaign to eradicate the Tarn Vikings and their leaders. He did this to avenge the supposed death of his son Valguard at the hands of Thorgrim. Eldgrim was captured by the Dreadgulls instead



of being slain, as is customary with them, for some unknown reason until Jandar summoned him. (ROTV, ZD, DOD)

## DUMUTEF GUARDS

Fiantooth from Feylund that fight for Utgar. Originally trained as sentries on their home planet of Feylund, the Fiantooth now serve Utgar on Valhalla. Utgar uses them to protect several wellsprings in the Volcarren Wasteland. They are relentless guardians and benefit from attacking or defending from any road. Although they are not the hardest of guards, they do lend strength to any Devourer near them: the more Dumutef Guards nearby, the stronger the attack of the Devourer. (RTFF)

## DZU-TEHS

Dzu-Tehs from Valhalla that fight for Jandar. Travelers to the Thaelenk Tundra tell tales of monstrous snow hunters that hide in the mountains coming out to swing their weapons and hurl boulders of ice at them. In the vast wasteland of the northern tundra Thaelenk, lies a great Jandarian stronghold. Few have ever tried to oppose it. None have even succeeded in making it to the fortress doors; for in that frozen, desolate land dwell the wild Dzu-Teh. The ivory fur that covers these beasts not only serves to shield them from the harsh cold, but also hides them from the sight of their enemies in that immense snow-driven terrain.

The Dzu-Teh have become masters at using the glacial peaks jutting from the landscape to ambush any that trespass on their land; but, for reasons unknown even to Jandar himself, the Dzu-Teh are fiercely loyal to him and have never challenged any troops bearing his colors. (TT)

## EINAR IMPERIUM

Kyries from Valhalla that fight for Einar. Among the rolling hills of Lindesfarme lies the heart of Einar's Empire, a gorgeous, gold-domed palace, built on the shimmering surface of Mirror Lake. The splendor of that site is unmatched in all of Valhalla; the very air glows with the golden image reflected off the water. A long bridge, lined with rows and rows of golden arches, leads out to the palace. Under each and every arch stand two bronze-skinned Kyrie, members of Einar's elite Imperium.

Every member of the Imperium is loyal, disciplined, and altogether exceptional. They stand erect at their posts, their dual blades crossed upon their chests. Covering



their faces are varied masks made from the same extraordinarily pure gold used in the building of the palace, mined from the nearby hills. Enter the Valley unbidden and you'll find yourself quickly surrounded by an entire legion of these soldiers. Fail to turn back, and they'll not hesitate to cut you down where you stand.

Thormun writes, "Dark eyes watch from behind golden masks. Einar does not suffer even allies to roam his land without a personal escort of his Imperium. Those dual-bladed warriors follow us even now as we ride up the length of Mirror Lake, departing Lindesfarme, drawing ever closer to the edge of Bleakwoode." (DOD, TH)

## ELITE ONYX VIPERS

Vipers from Marr that fight for Ullar. Little is known about these scouts, except that they are more powerful versions of the Venoc Vipers and have black scales instead of bright green.

## FYORLAG SPIDERS

Spiders from ? that fight for Aquilla. (TJ)

## GIANT FIRE ANTS

Giant insects found in the swamps of Valhalla. They have been seen in Xualtiaca. These fierce creatures attacked the Marro Hive in that valley and caused chaos. (SOTM)

## GIANT WASPS

Giant wasps that inhabit the rivers and lakes of the Ticalla Jungle. (SOTM)

## GLADIATRONS

Soulborgs from Alpha Prime that fight for Vydar. The Gladiatrons come from the flatland region of Alpha Prime. Originally, they were constructed as scouts for their Blastatron counterparts. Since being called to Valhalla, they have evolved into their own deadly killing squad. Beware the approaching Gladiatrons: once engaged, they can focus their energy, allowing their defensive powers to enhance. Their Cyberclaw locks most opponents down, and enemy warriors unlucky enough to be thusly immobilized can do little more than pray for a miracle to survive the attack. The Gladiatrons were built to mimic the size, movement, and guerrilla fighting style of the Mariedian resistance on Alpha Prime. (ZD, TV)

## GORILLANATORS

Primadons from Marr that fight for Vydar. When Vydar had a vision of these agents, he was not sure what to think about these reclusive Primadons. He suspected that they were too primitive and lacking in the ways of warfare to be of any use in his army, but Vydar took a chance on them, and luckily, he was proven wrong. The Gorillanators are more advanced than many others on Valhalla. The secret development of superior technology on Marr has given them awesome capabilities in battle: they can move at astounding speeds, overtaking enemy positions in minutes; they can use their ranged attacks to neutralize any threat; and their body armor is made of Kiradium alloy, which makes bringing one of them down a daunting task. (JO, COTV)

## HEAVY GRUTS

Orcs from Grut that fight for Utgar. A MacDirk warrior swings for the head of his Grut enemy, only to have his blade deflected by the orcs armored forearm. Another swing converges with the Grut's shoulder. The MacDirk's blade is stuck, wedged between two plates of bronze armor. Never had Liam MacDirk faced off against such a well-trained warrior. The Gruts fight in numbers; that is their strength. And yet this one orc soldier has just felled three of Liam's comrades, and Liam was poised to be next. Frantically he tugs at his sword, trying desperately to loose it from the Grut's shoulder. It does not budge. The Grut methodically turns his head, looking at the weapon caught in his armor. He then looks up and into the frightened eyes of Liam MacDirk. The Grut's face twists into a snarled smile as he downs MacDirk number four. The Heavy Gruts are

not gifted their armor. It is earned, specially crafted for each member of the Heavy Gruts after he has proven his worthiness on the field of battle. (DOD)

## IX LEGION

See Roman Legionnaires and Archers. (MP)

## IZUMI SAMURAI

Humans from Earth that fight for Einar. Inscrutable, unpredictable and dangerous: there are no better words to describe the Izumi Samurai warriors. This precision-trained squad puts honor and ethics above all virtues; yet they are highly secretive, and will shift their allegiance if the cause inspires them. Any warrior brave enough to attack an Izumi Samurai must plan carefully and make no mistakes. The Izumi are artful masters of the riposte: the lightning-quick, deadly-accurate counterstrike. "Nothing says retreat like an approaching Izumi Samurai". The Izumi were summoned from 1571 Japan and one was taken in mid-battle with ninja. (ROTV, OCT, HV)

## KNIGHTS OF WESTON

Humans from Earth that fight for Jandar. The Knights of Weston were founded in the lands of Brittany in the late 15th century, to protect the providence of the weak against the tyranny of evil. This small chapter of knights abhors cowardice in all its form and lives by the Sanctity of Honor, a holy tome penned by their chapter master Sir Denrick of Weston. Within the tome you find a unique honor code, which doesn't just hold the knight to this code, but also his combatant. This code of honor is so zealously followed that they have been known to cut down those who would attempt to escape engaged combat, rather than see them lose greater honor by escaping. The Knights of Weston were to meet their end at the Mouth of the River Lorie where they fought a hopeless battle against innumerable opponents. Though destroyed at the hands of those who feared their power and sway with people of Brittany, the Knights of Weston were actually saved by the Valkyrie, Jandar, and given the chance to secure their honor among the warriors of the planet Valhalla. (UR)

## KOZUKE SAMURAI

Humans from Earth that fight for Einar. The glaring sunlight rides down the length of his long curved blade. The weight of it balances off the end of his arm, dancing there like a thing possessing a will of its own,



throwing itself up, down and across in swift and deadly strokes. The young samurai's body twists and flows, leaps and dives, whirling about in a warrior's frenzy. One enemy after another falls, outmatched by the superior skill of the Kozuke. The sun falls low on the horizon, bathing the landscape in its red glow. Exhausted and outnumbered, the Kozuke fight on. Their adversary closes them in, trapping them between the points of arrows drawn tight on their strings, and a steep drop into churning waters. The bowstrings twang and the Kozuke let themselves fall backwards, giving their lives to the waters below rather than allowing themselves be taken by their enemy. Falling out of Earth's timeline the Kozuke enter a new world. Here on the battlefields of Valhalla, their fight continues on. (TV)

## KRAV MAGA AGENTS



Humans from Earth that fight for Vydar. Hand-picked by Agent Carr for intensive Krav Maga and weapons training, these agents worked for several secret agencies on Earth before being pressed into service in Valhalla. They can dodge long-range attacks with almost superhuman agility; and their sharp-shooting skills are legendary throughout Valhalla. With single-minded focus and fierce loyalty, they routinely carry out nearly impossible missions with no questions asked-or answered. Thus, they are perhaps the most dangerous of Vydar's followers. (ROTV)

## KYRIE OF THE GREEN LEAF TRIBE

An ancient Valhallan kyrie tribe whose architecture was revealed in The Narrows due to the spring rains in the time of the allied quest into the Ticalla Jungle. They had knowledge of enchantments such as creating protective fields. Montiqua Ledge is named in honor of the only

surviving Kyrie warrior of the Green Leaf Tribe, who took shelter on the ledge during the destruction of his village more than a thousand years ago. (SOTM)

## KYRIE OF THE MOON TRIBES

Insular tribe of kyrie that dwell in the southern swamps. Visitors to this land who seem them flying high in the sky often mistake them for large, and ominous looking, carrion birds. These kyrie fought against the Marro infestation of the swamps and assisted Sgt. Drake and his group in their quest to find the hidden swamp Wellspring. (SOTM)

## MACDIRK WARRIORS

Humans from Earth that fight for Jandar. These highlanders are among the most fierce and loyal warriors that any leader could hope to have. They will do anything to protect their chosen hero, and their tenacity is infectious. Leaders always gain confidence while the MacDirk clan is fighting in their Army. These clansmen scream and yell as they charge in to battle with an odd assortment of weaponry. Their battle cry can be heard for miles as it echoes through the highlands. This often confuses the enemy as to where the MacDirk's will show up next. "MacDirk! MacDirk! For Clan and Highlands!" The MacDirk's have fought bravely in Valhalla but some of their number have fared badly against the Heavy Gruts and at least one was drained by Cyprien Esenwein. (JO, DOD, THJ)

## MARRDEN HOUNDS

Wulsinu from Marr that fight for Utgar. "Skeleton Dogs". Wild and diseased, these large skeletal hunters look horrid. They hunt in a wild pack, and their movement can range from slow and deliberate, to fast and ferocious if they detect your scent. On Marr, they were and still are used as the first assault troops for the Marro Army. Even scarier is their ability to inflict all living things with the deadly Marro Plague. Just being near them can be enough to cause instant damage. Only Soulborgs and other Wulsinu are immune to this plague. Ne-Gok-Sa especially likes the Marrden Hounds; he often travels with a pack of them. (THJ, JO)

## MARRDEN NAGRUBS

Nagrubs from Marr that fight for Utgar. The Marrden Nagrubs are not of the race of Marro, but so often appear with them on the field of battle that they are always associated with them in the minds of their enemies.

Appearing to be some type of deadly massive hound, they are fierce monsters showing even fiercer loyalty to their Marro Hivelord master. Jungle thatches, swampy marshes, and mountain cliff faces seem to be no barrier to a running Marrden Nagrub as it moves swiftly over the most difficult levels of terrain. Ferocious fighting creatures, they show no sign of leaving a battle once the combat begins. In the thick of the deadliest fighting, the giant Marro often takes up one of the Nagrubs and eats it and the huge tears on the Hivelord's body heal before its enemy's horror-filled stares. (SOTM)

## MARRO CAVALRY

Marro from Marr that fight for Utgar. (DOK)

## MARRO DRONES

Marro from Marr that fight for Utgar. Within the Marro Hive, drones are the lowest breed, nearly mindless but with great savagery. Capable of little independent thought, the drones respond to the commands of higher Marro to move and fight. They are not trusted with advanced weaponry, but are given the most primal of slicing weapons. At times they respond to the neural commands of their superiors and fight as a coherent unit. Many times only part of the drone squad responds while the rest stand by, unaware of anything. (UR)

## MARRO DRUDGE

Marro from Marr that fight for Utgar. A strange sizzling sound fills the Ticalla Jungle, and an acid stench fills the already scent-filled swamp. In the distance, a new type of lesser Marro fires its two pistols. Upon closer look, there are fleshy veins flowing from the body of the Marro Drudge to the creature's pistols. Its target is one of the giant wasps that inhabit the rivers and lakes of the jungle. Giant globs of deep purple goo rocket out of each pistol. Nasty smells of strong acid fill the air, the wings of the wasp dissolve in the acid shots, and the massive creature falls to the ground from the Drudge attack. If its attack wasn't enough, the Drudge are very dangerous in swamp water. They seem to emerge out of the Swamp Water from nowhere. There are rumors that areas of the uncharted swamp are filled with nothing but submerged Marro Drudge waiting to attack. (SOTM, THJ)

## MARRO STINGERS

Marro from Marr that fight for Utgar. The Marro Stingers are the Marro heavy-gunners. "Krack Kaw, Krack

Kaw, Krack Kaw!!!" These strange sounds fill the Ticalla Jungle long before anyone sees the deadly monsters making the chilling noises. Through the undergrowth of the jungle one sees Marro carrying unusually large heavy weapons. Horror has a new name, as the Marro heavy weapons reveal themselves to be living creatures in the hands of the lesser Marro. "Krack Kaw" is the sound of the fire lightning coming from the metallic mouths of their weapons. The Marro power their weapons with their own life force, sometimes a little too much of it. Their guns make a distinct sound of popping electricity when charging for a blast. (SOTM, THJ)

## MARRO WARRIORS

Marro from Marr that fight for Utgar. Steely skeletal frames distinguish these savage predators. Mind-shackled by Ne-Gok-Sa, Marro warriors have no thoughts or will of their own. On the battlefield they are unpredictable, wild and intimidating: they advance quickly with single-minded intent, firing furiously and for long distances with their plasma blasters. Perhaps the most powerful weapon in the Marros' arsenal is their eerie ability to clone themselves. Standing quite still for several minutes, they then literally divide in half to become two separate and fully functioning selves. The Marros clone most easily in water, but they seem to be able to do so anywhere. Skinless and dripping, these disgusting creatures will look as if they are about to split in two when cloning. The warrior's body will stretch apart and look as if about to split in half. Then, there will suddenly be another Marro warrior standing where there used to be only one! (THJ, ROTV)

## MICROCORP AGENTS

Humans from Earth that fight for Vydar. Relying on their advanced technology rather than brute strength, Microcorp Agents combine technology with relentless training in order to infiltrate and neutralize key positions. Not only do their weapons have superior range, they are also much more effective when firing from a greater height. But that is only part of the story. The Agents wear special suits that allow them to glide





easily through the water and provides extra protection in that environment. The suit is also equipped with Stealth Armor ability, enabling the Microcorp Agents to dodge attacks. (JO)

## MINIONS OF UTGAR

Kyries from Valhalla that fight for Utgar. Dwelling amongst the jagged peaks of the Mountains of Kyrien, the Minions were recruited into the ranks of Utgar's vast hordes long before the first wellsprings were discovered. This warrior society holds the strength of arms and the might of steel above all virtues. Fearless and blind with rage, the Minions take their battle-hardened cruelty to the enemies of their lord Utgar. Swooping in with axes raised high, they take aim with such force that they do twice the damage of a normal warrior. Their scarlet wings have thin membranes that give them a fiery glow when illuminated. The Minions are said to be Utgar's greatest weapon. (UR, TV)

## NAKITA AGENTS

Humans from Earth that fight for Vydar. She draws in the cool night air in long painful gasps. No amount of training at the agency could have prepared her for this. Mind racing, the young Nakita Agent nervously rolls a metallic cylinder between her thumb and forefinger. It's a slick little device -- a close range laser cleverly disguised as a tube of glossy red lipstick.



"Chrissy!" Her fellow agent, Kimberly, calls to her in a hushed voice. Chrissy looks up and meets the eyes of her ally. The bond between Nakita agents is so strong that they rarely need words to communicate.

A squadron of Gorillanators is pinned under heavy fire from one of those Deathwalkers. Chrissy clicks her tongue to signal Angela, the third Nakita, 2 meters down the ruined wall they're jokingly calling cover. A sudden hand gesture and her teammates are over the wall firing on the towering machine. On cue, Chrissy throws smoke

powder from behind the wall, then moves to aid in the Gorillanator's retreat.

There will be another day for victory. (TV, HCQCCA)

## NHAH SCIRH

A cult of Icarian dragon-slayers bent on the destruction of all dragon-kind. (RV)

## NINJAS OF THE NORTHERN WIND

Humans from Earth that fight for Einar. One of the foul kyrie passes overhead. The thin membrane of its scarlet wing catches briefly against the sun, giving it a fiery glow to those watching from the ground. Until now, no enemy of Utgar has ever made it to the foothills of the Kyrien Mountains. For there dwell the evil Archkyrie's greatest weapon: the cruel warriors known only as Minions. The Minions keep a diligent watch against invaders; but they have failed to spot the three ninja, cloaked in darkness, creeping up the mountainside. The masked assassins have come to Kyrien at the command of their lord, Einar. They stalk one marked for death: A Minion that has made the fatal error of wounding Empress Kiova. Though it managed to retreat from the fury of Kiova's Imperium protectors, it will not escape the Ninjas of the Northern Wind, bearing the wrath of Einar. (TV)

## OBSIDIAN GUARDS

Moltarns from Valhalla that fight for Utgar. Born of fire, the Moltarn are most at home in the Lava pits of their homeland. These ferocious creatures serve as shock troops for the likes of Brunak. Usually hand-to-hand fighters, Obsidian guards can hurl a stream of molten lava at their enemies as long as they remain immersed in the lava on their scorching terrain. It goes without saying that the Moltarn are immune to the effects that lava has on most creatures. They also do not have to slow down when crossing any lava fields. They do have one weakness, however: while in water, they cannot easily defend themselves and are much more vulnerable to attack. They are subservient to a magical item named the Lava Stone of Volcarren. Whomever has control of the Stone commands the allegiance of these guards. It is said that after Utgar had gained the allegiance of the Obsidian Guards through the theft and control of the Lava Stone of Volcarren, a troop of Minions was sent across the Fields of Fire to the southern army carrying the stone, but they

never arrived. A battle was waged for the stone at the Searing Pass where it was lost. (VW, OES)

## OMNICRON SNIPERS

Soulborgs from Alpha Prime that fight for Jandar. Deathwalkers and Zettians are not the only Soulborg species summoned to Valhalla from Alpha Prime. Their long-standing Omnicron enemies were recruited by Utgar's enemy, Jandar, and they continue their civil war on the battlefields of Valhalla. The Omnicron warriors are not as heavily armored as the other Soulborgs, nor is their combat programming so flashy; but their deadly accurate sharp-shooting skills have proven to be invaluable assets to their allies. (MP)

## RECHETS OF BOGDAN

Undead from Feylund that fight for Utgar. These terrifying devourers patiently await Iskra's summoning, but once on the battlefield, they are a lethal addition to Utgar's forces. The menacing Rechets of Bogdan weren't brought to Valhalla by any summoning of Utgar's. These creatures respond to the summoning magic of Iskra Esenwein, who uses dark undead magic to open a portal that allows as many as three Rechets to claw their way into the Valhalla dimension. Once summoned, the Rechets are under control of Iskra Esenwein, and attack any foe Iskra wishes to defeat. The Rechets of Bogdan made a sinister pact with the family of Esenwein many centuries ago. In that ancient time, the Rechets were almost entirely wiped out by expert elves seeking revenge for the damage they did to their forests. For protection from the elfin hunters of Feylund, the race of Rechets agreed to appear when magically summoned by the Esenwein. Rechets are winged undead fiends with a terrifying presence that strikes fear in the hearts of prey. The Rechets deliver a stinging attack so venomous it almost always brings instant death, no matter the victim. Their massive talons and teeth make the creatures lethal in a claw-to-hand melee. (FOV)

## REDCOAT MILITIA

Humans from Earth that fight for Einar. First encountered by Thormun when leaving Einar's lands and looking upon his marching warriors. Thormun states "...there are others that look to be straight out of the time and culture of Jandar's blue-coated allies, only these wear coats of red." (THJ, DOK)

## ROMAN ARCHERS

Humans from Earth that fight for Einar. The archers of the IX Legion are as well trained as their legionnaire counterparts, and are an even more powerful force on the battlefield. These hardy warriors have spent years perfecting their military craft as a unit, and can concentrate their firepower upon a single enemy in a formidable barrage of arrows. Because the Roman Archers are vulnerable in close quarters, they rely on the swords and shields of their legionnaire brethren to protect them from hand-to-hand combat. Marcus Decimus Gallus was leading the IX Legion into a mist when they were summoned to Valhalla and vanished from Earth. (MP)

## ROMAN LEGIONNAIRES

Humans from Earth that fight for Einar. The foot soldiers of the IX Legion are stalwart, superbly trained and well prepared for war. On Valhalla they have put their earthly training to good use, fighting endless battles against horrific foes. They are loyal to their commander, always letting him lead the way in battle; and they are loyal to each other, always advancing in tight formations to shield their fellow soldiers from concentrated enemy





attacks. Marcus Decimus Gallus was leading the IX Legion into a mist when they were summoned to Valhalla and vanished from Earth. (MP)

## SACRED BAND

Humans from Earth that fight for Einar. The gods smile on some, and on others they do not. That is what the members of Parmenio's Sacred Band would say. Parmenio formed his Sacred Band in secret, selecting only the toughest, most dedicated and courageous warriors. General Einar brought the members of the Sacred Band through a portal shortly after he saved Parmenio. Parmenio was happy to see his loyal soldiers. On Valhalla, they fight with Parmenio and Marcus Decimus Gallus. This Sacred Band is disciplined and they fight well with other disciplined troops. (ZD)

## SENTINELS OF JANDAR

Kyries from Valhalla that fight for Jandar. These powerful warriors from Nostralund are extremely loyal to their General and Archkyrie Jandar. They are the backbone of Jandar's army or what is left of it. Each Sentinel of Jandar has a mighty shield crafted by Jandar's blacksmith, Kaintar. After Kaintar completes a shield he dips it in the wellspring near Caelios. This magical water enchants the shield with an incredible power. With these enchanted Shields of Valor the Sentinels are able to fend off blows more effectively, blocking more attacks than should be possible. There are around 200 Sentinels in Jandar's northern army and they have homes near the ruins of Stechavan. (JO, TH)

## SERVANTS OF THE LOOKING GLASSES

Four beautiful women with perfect skin and dark purple dresses. They are charged by Einar with watching over the magical golden mirrors known as the fabled Looking Glasses of Vaelentela. Each of these women know only the word that controls their mirror and will not reveal that word to anyone except the person Einar has given them permission to speak it to. The three servants that traveled with Jandar's emissaries kept careful watch over the mirrors hidden away in the satchels worn across their chests. (TH)

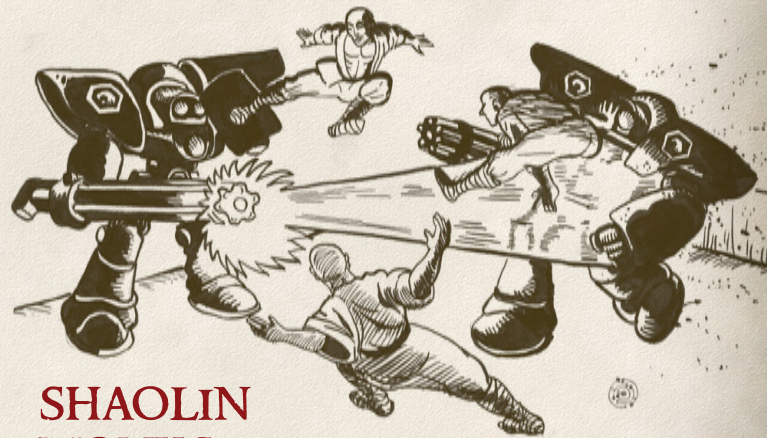
## SHADES OF BLEAKWOODE

Undead from Valhalla that fight for Utgar. In the heart of Bleakwoode lies a great source of magic. It is rumored to

make the trees grow to incredible heights, and to grow dark, move in close to each other, and shut out the light. Foul creatures dwell in the everlasting night they create. The power of perverse creation is so strong in Bleakwoode that some say souls are born in that place- empty, hateful souls. Natives of Valhalla will avoid spending the night in the forests of Bleakwoode at all costs. They warn the foolhardy and the ignorant to beware the Shades of Bleakwoode.

The party of emissaries from Jandar encountered Shades in Bleakwoode when urgently crossing from Anund to Lindesfærne.

Thormun described their combat against the creatures in horrifying terms. The Shades will attempt to ambush a group by possessing them and if that fails engage in outright combat and more attempts at possession. The Shades attacking with tearing claws in normal combat and despite their ghostly nature are affected by strikes from common weapons such as hammers, swords, spears and crossbow bolts. Once struck, they dissipate into nothingness. Beings possessed by the Shades must be immediately destroyed, causing grief amongst friends as they are forced to seemingly slay their own allies. (DOD, TH)



## SHAOLIN MONKS

Humans from Earth that fight for Ullar. Originally trained to defend their Temples, the Shaolin Monks became one of the most deadly and feared fighting orders. Their legendary skills are based upon the movements of 5 animals (Tiger, Crane, Dragon, Snake and Leopard) and the properties of the 5 elements (Wood, Fire, Gold, Water and Earth). Centuries of refinement of their fighting art make the Shaolin Monks one of the most dangerous opponents on the battlefield. They can attack all of their enemies who are adjacent to them, delivering lethal strikes simultaneously. Their ability to leap into and out of engagements and over obstacles makes the Monks a necessary choice for almost any battle. (JO)

## SKELETON CAVALRY

On Feylund, Cyprien Esenwein has an undead army of vampires, zombies and skeletons. He favors his Skeleton Cavalry for their speed and resilience. (FOV)

## SWOG RIDER



Orc from Grut that fights for Utgar. Gruts that show great poise and leadership are recruited early to become fearsome Swog Riders. The Grut and Swog are bonded together and undergo years of training until they move, fight, and think as one savage beast. The Swog Riders are held in great esteem by other Gruts, especially the archers, and Swog Riders become leaders of archer squads. Even one Swog Rider can instill acts of greatness in an otherwise average archer corps. When several Riders rally around the archers, the Arrow Gruts become capable of deadly attacks that become the stuff of legend. (UR)

## TAGAWA SAMURAI

Humans from Earth that fight for Einar. Even though their reputations as formidable assassins preceded their arrival in Valhalla, the Tagawa Samurai have proven to be even faster, more ferocious and deadly than their adversaries expected. These disciplined warriors believe that their victims' spirits deserve the highest honor and are united with their own, adding to their collective strength. In addition to this honored code of offense, the Tagawa, much like their Izumi bothers, are artful masters of the riposte: the lightning-quick, deadly-accurate counterstrike. The Tagawa Samurai go into battle expecting death; ironically, it is this very mindset that has been the heart of the Samurai code for centuries and which has allowed them many victories. (ZD)

## TAGAWA SAMURAI ARCHERS

Humans from Earth that fight for Einar. A beautiful pink cherry blossom floats gracefully to the ground and lands at the feet of a noble daimyo lord. He stands tall, bearing the majestic armor of his forefathers. His face is stoic, nostrils flaring, as he draws deeply of the crisp spring air. Pulling his mask down over his face, Kato Katsuro extends a long arm, and points into the west. A fleet of his loyal samurai archers march forward, passing him by and forming a line on the hillside. In unison they halt, draw their arrows, and ready their bows. A moment of silence passes, then a faint but growing sound is heard. The Tagawa remain steadfast, bowstrings taut. Over the horizon breaks a screaming war band, their weapons drawn and bloodlust blazing in their eyes. Still the Tagawa archers stand motionless. Their enemies approach closer still before Kato Katsuro drops his arm and a hailstorm of arrows is rained down upon his enemies. (DOD)

## TARN VIKINGS

Humans from Earth that fight for Jandar. These hardy warriors from the icy regions of Earth have adapted well to the physical stresses of Valhalla's rugged environment. Tarn Warriors can travel quickly despite their heavy helmets, weapons and armor. A primitive lot, they are prone to infighting, gambling, and a host of superstitious activities. On Earth, the Tarn squad served Thorgrim. After Jandar rescued him, these elite warriors were the only survivors left to defend the Viking castle. Greatly outnumbered, they fled to the woods of Korland, where Thorgrim's enemies, Ulrick and his Dreadguls, hunted them down. Jandar returned for the Tarn Vikings, sparing them from certain slaughter at the hands of the bloodthirsty Ulrick. Eldgrim saw the Tarn Viking Warriors being summoned, "One second my Tarn brothers were running alongside me in those cursed woods, and the next they were gone! Vanished! Some evil hex, cast by Ulrick, I was sure of it!" (ROTV, DOD)

## TEMPLAR CAVALRY

Humans from Earth that fight for Jandar. Jandar's righteous cavalry charge into battle ready to defend against any horde army. Sgt. Alexander writes of his first meeting with the Templar Knights, "Earlier today I was caught off guard by the thunder of hooves coming from an unexpected direction. I reached for my binoculars to take a closer look, and discovered a sea of white and red. Mounted knights rode towards us garbed in white tabards



bearing red crosses. As they approached the camp, the man at their lead put a hand in the air. The many knights who followed him pulled back on leather reins, bringing their horses to an obedient halt. The Templar's leader stepped down from his proud steed and removed his helmet, holding it in the crook of his right arm as he walked towards me, his armor clanking with every step. He extended a gauntlet-encased hand, proclaiming, "Sir Dupuis and the Templar Knights at your service."

Used in many battles of the Crusades, a Templar cavalry charge pierced through enemy lines with the unstoppable combination of lances and steeds. Always heavily armored, the knights constantly sought out and attacked first the most potent enemy on any battlefield. Summoned by Jandar to fight in his armies, the Templar Knights witnessed the evil acts of Utgar's armies. The Templar Knights have come to realize that Utgar's forces are creatures from the unholy darkness. This has filled the knights with holy rage whenever they face Utgar troops, allowing them to strike harder and do extraordinary damage to Utgar's forces through the Templar's hallowed zeal. (THJ, FOV)

## TWILIGHT CLAN

These archrivals of Agent Carr were hidden throughout his apartment, ready to pounce on him, under orders from their shadowy leader Isamu, when he was summoned to Valhalla by Vydar. (OCT)

## ULLAR'S PROTECTORS

Kyries from Valhalla that fight for Ullar. Kyrie warriors bearing pistol-like crossbows that helped escort Thormun and the emissaries of Jandar from the Great Castle of Ullar to a stronghold on the coast of the Bitter Sea. (THJ)

## UTGAR'S WOLVES

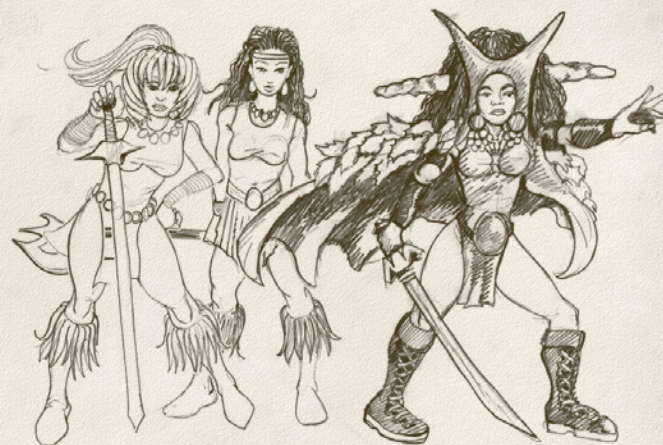
Wolves from ? that fight for Utgar. Sgt Drake writes, "From around a tent stalk three ravenous wolves sniffing the air. These are not the werewolf-looking types we've encountered before; these ones crawl on all fours. Looking up, the wolves spot us, their eyes lighting up in anticipation of their newly discovered meal. Snarled lips twist up, bearing sharp teeth. The wolves spring at us." (THJ, DOK)

## VENOC VIPERS

Vipers from Marr that fight for Ullar. Although fearsome to behold, Venoc Vipers are a passive, swamp-

dwelling species. They will fight fiercely, however, when called upon to do so-especially with their lifelong enemies, the Marro warriors from their planet of Marr. Vipers and the Marros have a long history of war, so the Venoc Vipers were happy to join General Ullar in the battle against Utgar's army. Venoc Vipers are brave, fast moving (especially in water) and relentless, but they do not possess the intelligence to be cunning or highly tactical. The weapons that the Venoc Vipers wield are actually the talons from their old oppressors, an advanced bird-like species called the Raptorians. The Raptorians controlled the Vipers on Marr for many years before they eventually staged a revolt. It was lead by Venoc Warlord and devised by his protectors, the Armoc Vipers. The Venoc Vipers now carry 2 Raptorian talons in each hand as a reminder that Vipers are never powerless. Ullar has summoned hundreds of these fierce and hungry creatures to his service. Despite their seeming "good" nature, Thormun describes them as "repellant". (MP, OCT, THJ)

## WARRIORS OF ASHRA



Elfs from Feylund that fight for Ullar. At the base of the mountain Llomvar, among the ancient, ivory barked, Waylan trees, lies the elven city of Ashra. Ashra is no ordinary place, it is a living thing. The city stretches up as high as the Waylan trees themselves, some 300 yards into the sky. Intricate, ornate, and indescribably beautiful, the elven dwellings grow out of the very trees. The city is a complex web, with level upon level of walkways stretching from one domicile to another. Everything curves and winds. Not a straight line can be found in that place. Ashra's beauty is known throughout all of Feylund, but only through tales that are generations old, handed down in song and story. For more than 1200 years, none, but the elves of Ashra themselves, have seen the city. Ever since the betrayal of Veldoris the Proud, the elves of Ashra have protected their land with great ferocity from

all outsiders. Now any who venture unto that forbidden ground are instantly surrounded by the Warriors of Ashra, an elite, all-female, fighting force that are said to be undefeatable in hand-to-hand combat. (TV)

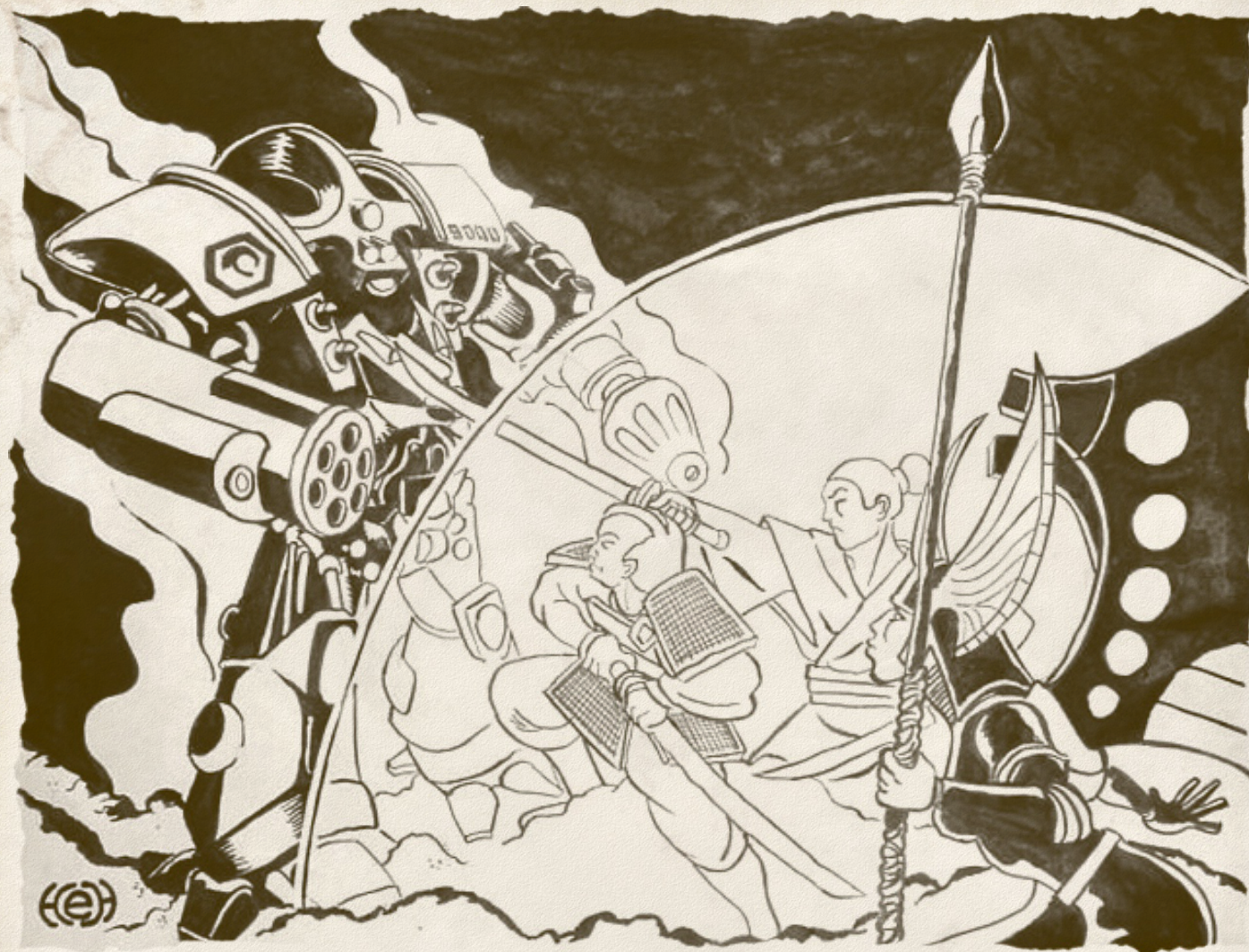
## ZETTIAN GUARDS

Soulborgs from Alpha Prime that fight for Utgar. Though these fairly small, robot-like Soulborgs travel slowly and only in pairs, they are not easy targets. Their thick, full-body armor is tough to penetrate, so they often keep advancing despite a barrage of enemy fire. But this defensive edge has its price: the weighty armor slows the Zettians down and affects their aim. To make up for this, they tend to target a single enemy and attack it in quick succession with their laser-powered weapons. An enemy that survives the attack and can find the weakness in their armor has a good chance of defeating a Zettian Guard. (ROTV)

## ZOMBIES OF MORINDAN

Undead from Feylund that fight for Utgar. "Eck tel le sendar, ret kal len condaaaaar!" An evil incantation resonates through the caverns of Morindan. The flickering flame of a hanging lantern throws eerie shadows dancing against the damp stone walls. A frail old shaman, bearing a cloak of dark and tattered feathers, chants in a wraithlike voice. His eyes flutter in the back of his head as he sprinkles the inanimate body laid at his feet with a crimson fluid. Perched in a barren tree outside the cavern's entrance is an aged raven. He cocks his head inquisitively as the peculiar speech of the shaman echoes from the cave's opening. Then a new sound is heard: the raven releases a frightened croak as it leaps into the air. An empty moan rings out through the barren valley of Morindan, a foreboding sound, a black prophecy of impending doom. The dead live again! (DOD)





# ARTIFACTS

## AQUA BREATHER

Scuba tank-like device for breathing underwater. (HCI)

## BALIAN LEAF

A plant carried by Jandar's emissaries for its healing properties. It lets out a slight yellow-green glow visible in the dark. Shiori was captured by Thormun when her form was inadvertently revealed in the glow of these leaves as she picked through the emissaries' supplies after fleeing Lindsfarme. (THJ)

## BANNER OF WESTON

A proud lion flying against an azure field. (COTV)

## BINOCULARS

Sgt Drake Alexander carries a high tech pair of these far-seeing devices with him. (HV, THJ)

## BLEAKWOOD'S GRAPPLE GUN

Laser guided grapple gun given to Sergeant Drake Alexander by Jandar upon his arrival in Valhalla. It is unknown if Bleakwood refers to the geographical location in Valhalla, a hero with that same name or if perhaps that it belonged to a kyrie ruler of Bleakwood. (ROTV)

## BOW OF ULLAR

Ullar's welcoming gift to Syvarris was this enchanted bow. It has remarkable range and unlimited supply of arrows. (ROTV)

## COMFREY PLANTS

These plants are found in the Durgeth Swamps. Unique minerals in the swamp cause the leaves of the Comfrey plants to secrete a potent medicine. When the savage Durgeth were overrun at the beginning of the war between the Valkyries, the secret of the plants was discovered. The Valkyrie generals consider these plants to be a great commodity. (ROTV)

## DEEP-DIVE DEVICES

Items (possibly the same as an Aqua Breather) used by the Valkyrie generals to explore the waters of the Dark Lakes for the rumored "source" of the wellsprings. (ROTV)

## DIVINING ROD

Magical device that can locate all of the wellsprings in Valhalla. It was thrown in the waters of the Durgeth Swamps to prevent it from falling into the wrong hands. A mysterious swamp monster that can easily devour a dragon guards the waters. Jandar and Ullar's troops also keep a vigilant watch on the area. (OES)

## EVISCERAXE

Powerful axe-like weapon carried by Warden 816. Warden 816 terrifies nearby enemies, annihilating them with the force of this weapon. (FOV)

## GLYPH

Hexagonal tiles imbued with the powers of specific magical artifacts. Standing on a permanent glyph channels the power through the person on it to an entire army. The effects of some of these glyphs can be seen manifested in the armies by a glow and perceptible changes in power. (HV, ROTV, MP, SOTM)

## GLYPH OF ASTRID

Glyph with the image of a magical axe that gives armies increased attack strength. This attack strength is seen in evil armies as a purple fiery glow and in good armies as a golden fiery aura. (ROTV, HV)

## GLYPH OF BRANDAR

A hexagonal shaped magic artifact whose powers are unknown. It is rumored to have various, changing magical qualities and must be quite powerful, because it is told that Mimring was once entombed inside this glyph! (ROTV, OES)

## GLYPH OF CREVCOR

Glyph with the image of carvings of warriors on a stone that gives common troops the ability to attack more powerfully. (SOTM)

## GLYPH OF DAGMAR

Glyph with the image of a shield with a lightning bolt shaped magical artifact that allows armies to often make decisions quicker and strike first in battle. (ROTV)

## GLYPH OF ERLAND

Glyph with the image of a glowing power that allows warriors to be summoned from one part of a battlefield to another. (ROTV)

## GLYPH OF GERDA

Glyph with the image of a magical shield that gives armies increased defense strength. (ROTV)

## GLYPH OF IVOR

Glyph with the image of an arrowhead shaped magical artifact that gives armies increased distance with ranged weapons. (ROTV)

## GLYPH OF JALGARD

Glyph with the image of a magical shield that gives armies incredible strength in defense. It is more powerful than Gerda's shield. (MP)

## GLYPH OF KELDA

Glyph with the image of a plant shaped magical artifact that heals heroes. It may belong to or have been created by the kyrie warrior that gives it its name. (ROTV)



## GLYPH OF LODIN

Glyph with the image of a beautifully engraved triangular-shaped artifact that increases an army's luck. (MP)

## GLYPH OF MITONSOUL

Glyph with the image of a star shaped magical artifact with a glowing skull that can unleash a massive death curse on all troops on a battlefield. Its power is indiscriminate and can destroy both friend or foe. (ROTV)

## GLYPH OF NILREND

Glyph with the image of glowing shackles that gives a warrior the ability to possibly negate an enemy warrior's special powers for the course of a battle. (SOTM)

## GLYPH OF ORELD

Glyph with the image of a map with military orders marked upon it that gives a warrior the ability to possibly intercept and disrupt a general's battlefield orders. (SOTM)

## GLYPH OF PROFTAKA

Glyph with the image of a pit trap that traps a warrior in a pit until a friendly warrior can help them out of it. (SOTM)

## GLYPH OF RANNVEIG

Glyph with the image of a circular globe-like magical artifact that calls forth powerful winds to prevent anyone from flying. Even the mightiest dragons cannot withstand this item's power. This glyph is named after one of the months or seasons in Valhalla which is characterized by harsh, seasonal winds. (THJ, MP)

## GLYPH OF STURLA

Glyph with the image of a powerful green liquid in a bottle that allows the drinker to revive the fallen warriors for all armies on the battlefield. The power it grants is fickle and may not always revive comrades; in fact, it may only revive enemies that were just slain. (MP)

## GLYPH OF THORIAN

Glyph with the image of a helmet surrounded with a displacing mist that forces an army's opponents to be adjacent to them to make normal attacks. This is similar

to the power granted by Thorian's katana, but on a larger scale. (SOTM)

## GLYPH OF ULANIVA

Glyph with the image of a weapon laden chest that gives all unique warriors in an army the ability to attack with more power. (SOTM)

## GLYPH OF VALDA

Glyph with the image of a magical helm that gives armies the ability to move faster. (ROTV)

## GLYPH OF WANNOK

Glyph with the image of a winged skull that either wounds the warrior on it or allows that warrior to select a general on the battlefield. That general must in turn, channel the wound to one of his own warriors. (SOTM)

## HEAVY GRUT BRONZE ARMOR

The Heavy Gruts are not gifted their armor. It is earned, specially crafted for each member of the Heavy Gruts after he has proven his worthiness on the field of battle. (DOD)

## HELM OF MITONSOUL

An enchanted helm worn by Runa that has an aura of death around it. See the Glyph of Mitonsoul. (DOD)

## IMPERIAL STAFF OF VALLEDONN

The staff of the Great Valledonn Wizard, whose spirit is occasionally seen roaming the walkways, casting spells – to defend his home from unwary intruders. All who enter the fortress will be destroyed, unless they break the curse by finding the Imperial Staff of Valledonn. For some, the allure of finding the staff and seizing Valledonn as their own is too great to resist. There will always be warriors willing to risk their lives to take control of the once-mighty Valledonn Fortress. (OES)

## INFRARED BINOCULARS

High-tech binoculars used by Sgt. Drake to watch an approaching Marro horde. (HV)

## KATANA OF THORIAN

An enchanted sword that channels the powers of the great warrior Thorian. It obscures the wielder's image from afar, making him almost impossible to strike. This blade was a gift to Sergeant Drake Alexander from Jandar. This Katana was originally used by Jandar himself in the battle for Willenshire Tombs. Willenshire Tombs is sacred land in Nostralund where all the great warriors from Nostralund are buried. Against all odds, he was able to hold off many advancing battalions of kyrie warriors using only the Katana of Thorian. Once reinforcements arrived, the battle was won, and Jandar kept the Katana at his side until the day that Sgt. Drake Alexander was called to Valhalla. Drake now wields the Katana, a symbol of both honor and power in Valhallan Lore. His Viking friend, Haldor, briefly had possession of the blade when Sgt. Drake was kidnapped by Mimring. Haldor returned the blade to Sgt. Drake, but was slain during the rescue attempt by Deathwalker 9000. (ROTV, OCT, HCl, HC2)

## KIRADIUM ALLOY

Material from Marr that the Gorillanators' body armor is made out of. It is incredibly tough and makes destroying the Gorillanators a difficult task. (JO)

## LAVA STONE OF VOLCARREN

Sacred Stone of the Obsidian Guards found in the land of Volcarren. Whomever controls the Lava Stone commands the allegiance of the Obsidian Guards. After Utgar had gained the allegiance of the Obsidian Guards through the theft and control of the Lava Stone of Volcarren, a troop of Minions was sent across the Fields of Fire to the southern army carrying the stone. They never arrived. The loss of the stone and with it the Obsidian Guards' allegiance would compromise the eastern flank of Utgar's southern army, making it too weak to hold long against its enemies. A battle was fought at the Searing Pass to regain control of the stone. (VW, OES)

## LEAF OF THE HOME TREE

This "flag" carried by Acolarh into battle was carved from a powerful tree known as the "Home Tree". It is an artifact that only heals elves.

Nimble fingers dance in delight; for some two and a half thousand years, they have spent long hours perfecting their craft. A gleeful laugh escapes from thin lips, turned

upward in a smile. This is the culmination of his long life's work, and the elven craftsman can't help but loose his overwhelming joy. With great skill he carves upon the fair bark of the Waylan tree. The result of his blissful task will be the Leaf of the Home Tree. It will be blessed and borne into battle by the valiant wizard Acolarh, and will save many an elven warrior from a treacherous end. (COTV)

## LIPSTICK LASER

A slick little device used by the Nakita agents -- a close range laser cleverly disguised as a tube of glossy red lipstick in a metallic cylinder. (TV)

## LOOKING GLASSES OF VAELENTELA

Thormun writes, "Einar leans over and speaks into the ear of an aging kyrie dressed in long flowing robes. The old man lifts a hooked nose into the air as he turns and shuffles out of the room via a small door behind and to the right of the throne. When he returns again, four kyrie follow after him, all beautiful women, all dressed in deep violet. Each one carries a mirror with a golden frame of intricate design.

"These are a prized possession," announces Einar. "The fabled Looking Glasses of Vaelentela. One will stay here with me. The other three will go out with you, to be gifted unto Jandar, Ullar, and Vydar. The mirrors are magically linked so that when a certain word is spoken, one can peer into the mirror before them and see and speak with whomever stands in front of the other three sister mirrors. Each mirror requires a different word. I know the words of all four, and the four servants of the Looking Glasses know the only word of their own mirror. Each will speak their word to no one but whom I have given them permission to speak it to. They will travel with you and stay with their mirrors. Protect the servants of the Looking Glasses of Vaelentela, or their words will be lost from you and the mirrors will be useless." (THJ)

## MARK OF VYDAR

A tattered blue, circuit board-like material bears the symbol of Vydar. It is carried into battle on a back-harness by the powerful Primadon, Laglor. (COTV)

## RED FLAG OF FURY

A crimson banner of Utgar which bears the tattered scars of a thousand battles. It is a beacon of Utgar's power,



rallying his champions to ever greater feats in battle. The flag is carried into battle by the orc champion, Ornak. (COTV)

REMINGTON ROLLING  
BLOCK CARBINE

Rifle Deadeye Dan became an expert marksman with. (ZD)

ROD OF NEGATION

Magical staff wielded by Morsbane in the service to his Queen. With its use enemies are brought low, the powerful become powerless and the mighty become meek. In some cases, the Rod is powerful enough to negate a being's very existence. (ZD)

ROD OF OBEDIENCE

Kee-Mo-Shi channeled the power of mind shackling into this rod. (HC4)

SANCTITY OF HONOR

A holy tome penned by chapter master Sir Denrick of Weston. Within the tome you find a unique honor code, which doesn't just hold the knight to this code, but also his combatant. This code of honor is so zealously followed that they have been known to cut down those who would attempt to escape engaged combat, rather than see them lose greater honor by escaping. (UR)

SHIELD OF GERDA

With this enchanted shield, Thorgrim is able to project a force field that protects both himself and all who battle beside him. It was a gift from Jandar. (ROTV)

SKELLBLADE

A massive sword-like weapon cast from the armor of the enemies Krug has taken in battle. (UR)

SPEAR OF GERDA

Magical spear carried by Raelin which she strikes on the ground to engulf allies in a shimmering blue force field. The warriors within this aura are instantly protected-even from Mimring's ferocious Line of Fire. (ROTV, SOTM)

SPEAR OF SUMMONING

With this spear in her hands, Saylind may try to summon any ally on the battlefield to her side. The spear was a gift from Ullar and one of his most prized possessions. (JO)

STANDARD OF EINAR

The waving yellow banner carried by Hatamoto Taro to rally Einar's army. (COTV)

STANDARD OF JANDAR

"The man grabs onto a wooden staff leaning against the wall of the tent and swings it over in front of Drake. It is not just a staff, but a flag: Weston blue, finely embroidered in gold and white, bearing both the lion crest of Weston and the mark of Jandar." (COTV)

SWORD OF GUETHER

Drawing power from this wondrous weapon, friendly forces fighting beside Finn increase their strength several-fold. This blade was a gift to Finn from Jandar. (ROTV)

SWORD OF RECKONING

Powerful long sword. This blade was a gift to Agent Carr from Vydar. (ROTV)

ULLAR'S AMULET

Acolarh carries an amulet given to him by Ullar that increases the movement of his allies if they are in close proximity to him. (COTV)

ULLAR'S EMERALD  
AMULETS

Amulets, stolen from a caravan sent out by the Archkyrie Ullar. The amulets contained a great magical force, a magic Kee-Mo-Shi tainted for her own use. She has imbued the amulets of Ullar with the power of a dark art the Marro call Mind Shackle. One of the set of three amulets was destroyed by Sgt. Drake Alexander when he rescued a mind-shackled Raelin from Kee-Mo-Shi's grasp. A high-ranking official of Utgar's army always wears another (probably Taelord). That official is tasked with the duty of coming to Durgeth, and returning Kee-Mo-Shi's consciousness, hidden within the amulet, to the

Marro hive so that she can be reborn if ever she falls in battle. The location of the final amulet remains hidden. Kee-Mo-Shi may even now hold the mind of one seemingly loyal Jandarian in her grasp. (HV, HC4, DOD)

WAYLAN TREES

Ancient, ivory barked, trees found near and as part of the elf city of Ashra. Some Waylan trees stretch some 300 yards into the sky, as does Ashra itself. Intricate, ornate, and indescribably beautiful, the elven dwellings grow out of the very trees. (TV)

ZETACRON'S GRAPPLE ARM

Sgt. Drake describes the function of the grapple arm device Zetacron made for him, "Without fully understanding or realizing the consequences of my actions, I lift my metal encased arm, pointing it at the torso of the fleshless dragon. As I squeeze down on a lever fitted in my palm, a piece of my new metal arm breaks loose at the wrist, whistling through the air toward the beast. The flying piece of shrapnel expands into a clawed hook, taking with it a thin metal cable attached on the other end to my arm. The grapple grabs hold of the skeletal dragon's long spine, and with another squeeze of the lever the cable goes taught, the earth spins beneath me, and my feet become free of the ground." (THJ)



# NOTES



