



To the
Bitter End

Manual

Written by
Soul Reaver

To the Bitter End

Manual

Penning by
Soul Reaver

Third Edition

Prelude

Know, mortal, what I have seen. The world around you, that you blindly believe is so vast, is but a tiny grain of sand upon an infinite beach - just one planet among many, within one lone universe amidst an uncountable host.

Know also that your laughter, your happiness, your loves and your very lives are but weak sparks before a terrible, ravenous ocean. Whatever shape it may take, evil is always gathering, growing just beyond the narrow sight of mortal eyes, waiting to consume everything in its blind desire to feed. Should that dark tide roll in, your sparks will be extinguished forever.

Your mortal lives continue only because of the courageous Warp Travellers who stem the tide wherever it may try to grow. These are selfless individuals, dedicating their lives to the lives of people who may never even know their names. They are flawed, tragic heroes, suffering endless loss so that others may know happiness.

They are your future. They are your saviours. And know that your lives are in their hands.

*- Manuscript of Tervus Keld,
penned shortly before his disappearance*

Contents

Introduction	1
<i>Installing and Running To the Bitter End</i>	1
<i>In-Game Commands</i>	2
<i>A Word on Cinematics</i>	2
<i>Versions</i>	3
<i>Difficulty</i>	3
The Setting	5
<i>The Multiverse</i>	5
<i>The Warp</i>	5
<i>Warp Gates</i>	6
<i>Warp Travel</i>	6
<i>Recent History</i>	8
<i>The Story Begins</i>	8
The Warriors of Justice	10
<i>The Companions</i>	10
<i>Soul Reaper</i>	11
<i>Fei Serumen</i>	15
<i>Cameron Aileron</i>	19
<i>Kitharsis</i>	23
<i>Sera Poi</i>	27
<i>Summoned Creatures</i>	31
<i>Doomhound</i>	31
<i>Damned One</i>	31
<i>Daemon Spawn</i>	32
<i>Nightmare</i>	32
<i>Fire Daemon</i>	33
<i>Shadowlord</i>	34
<i>Abyssal Mass</i>	35
<i>Tirhandaran Warrior Skeleton</i>	36
<i>Tirhandaran Mage Skeleton</i>	37

The Forces of Darkness	38
<i>Morganem's Rise to Power</i>	38
<i>Morganem and the Council of Six</i>	42
Morganem	43
Maelstrom	44
Kathryn Urdanna.....	47
Eryion Xanatha.....	49
Kherek.....	51
Dustwalker	54
Kaine Shariven.....	57
<i>The Dharuk</i>	60
<i>The Void Children</i>	63
Troubleshooting	66
General Issues	66
Chapter I: <i>Dark Dawn Issues</i>	67
Chapter II: <i>The Dream of Blood Issues</i>	67
Chapter IV: <i>Heart of Ice Issues</i>	68
Frequently Asked Questions	69
Design Changes	72
Warp Gates.....	72
The Companions' Skills.....	72
The Companions' Voices.....	72
Soul Reaper	73
Fei Serumen.....	73
Cameron Aileron.....	73
Kitharsis.....	74
Sera Poi.....	74
Credits	75

Introduction

‘To the Bitter End’ is a single-player campaign created for Warcraft III: The Frozen Throne, using the Warcraft III World Editor and a few other programs.

Most of the campaign’s custom content (like the triggers, maps, abilities, story and so on) are my own work. However, the music, title screen, and some other resources come from other sources – see the Credits at the end of this document for a full listing.

The characters, settings, and history of ‘To the Bitter End’ are based on the RPG/tandem once found at The Administorum 2.0 (<http://www.administorum.com>), but this knowledge is not required to play the campaign. As long as you know how to play Warcraft III, you’ll have what it takes to play To the Bitter End.

Even so, there is a rich history to the characters and universe found in ‘To the Bitter End’, and this document was created to provide not only basic gameplay information for the campaign, but also to give a small taste of its background story. For those of you wondering who Kitharsis is, or what a Warp Gate is, or why a soldier wearing high-tech armour is fighting alongside a sword-wielding warrior: this document is intended for your benefit.

Installing and Running To the Bitter End

First, you’ll need to have **Warcraft III: The Frozen Throne** installed and patched to the latest version. As of writing, the latest patch is version 1.26a.

Then you’ll need to download the Campaign. It can be found at the **official site** (www.warpstormstudios.com/tothebitterend/) or at **The Hive Workshop** (www.hiveworkshop.com/forums/maps-564/bitter-end-202289).

To guarantee that everything works, put the file named “To the Bitter End.w3n” into the “Campaigns” folder in your Warcraft III folder.

To start To the Bitter End, start Warcraft III: The Frozen Throne, select “**Single Player**”, “**Custom Campaign**” and select “**To the Bitter End**” from the list.

Note that the custom skins used require you to have **Model Detail: High** selected in your Warcraft III Video settings, or the in-game graphics may look a bit wrong. Also, since To the Bitter End can be quite hardware intensive, it helps to have a decent machine to run the campaign on.

In-Game Commands

‘To the Bitter End’ features some in-game chat commands. To execute these, press the **Enter** key to bring up the chat window, **type in the command**, then press **Enter** again:

version..... displays current game version
hard..... set difficulty of current Chapter to Hard (default)
medium..... set difficulty of current Chapter to medium
easy..... set difficulty of current Chapter to easy
music off turn off in-game music
music on turn on in-game music (default)

Cinematics

To the Bitter End features numerous in-game cinematics. These are all skippable by pressing the ‘**Esc**’ key at any time

However, players are advised to watch the cinematics in their entirety at least once, as the cinematics are vital to telling the story of To the Bitter End, and often provide advice or clues on what is to be

done next. If you do not watch the cinematics, do not be surprised if you find yourself with no clue as to what is actually going on.

Furthermore, due to a quirk in Warcraft III, watching the cinematics actually tends to make the game slightly easier – while cinematics are playing, any timers will pause, but abilities will recharge and Hit Points and Mana will still regenerate. Thus, in the time it takes for a cinematic to complete, your characters will heal slightly and be better prepared for whatever challenges await them after the cinematic completes. If you skip the cinematic, this will not occur.

Versions

The most recent release version of To the Bitter End can always be found on the official site (www.warpstormstudios.com/tothebitterend). Check the Download link to see what the most recent release version is.

Use the ‘version’ in-game command and the game will inform you what version you’re running (or if nothing displays, then your version is older than release 0.7.01!)

Difficulty

Save often! To the Bitter End is difficult, and designed to present a challenge for advanced players who have completed the Warcraft III and Frozen Throne single-player campaigns on Hard difficulty. Saving often will mean that if you die, you can simply load the game and try again.

If you are getting seriously stuck, check the ‘Hints’ section on the official site for some advice.

As a last resort, you can change the difficulty in-game. Use the in-game commands ‘easy’, ‘medium’ and ‘hard’ to change the difficulty of the current Chapter. The default difficulty is "hard".

Setting it to something easier will reduce the maximum HP of your enemies - hero units will be less affected than normal units though, and the reduction isn't huge. Also, be aware that the difficulty level change affects the current playthrough of the current Chapter only. But then, real heroes only play on "hard" difficulty anyway!

The Setting

The Multiverse

To the Bitter End is set within one of the Planes of the Multiverse. “The Multiverse” is the name given to the infinite collection of universes and their sub-dimensions that are linked via the Warp.

To picture the Multiverse is impossible for limited beings such as ourselves. Perhaps one of the best analogies would be that of innumerable pearls all floating within an endless sea. Each pearl represents a cohesive reality, a separate universe, with its own worlds and natural laws. The sea represents the Warp, the endless chaos that exists beyond the borders of reality.

The individual universes are often called ‘Planes’. Some Planes are mirrors of each other, with many similarities and only a few small but crucial differences. Some Planes on the other hand are bizarrely different and unique. Each Plane may have its own gods, its own afterlives and its own histories. It is impossible to relate them all here.

Every Plane however has its own fabric of reality. This ‘reality’ composes the Plane, and it is this reality that keeps the Warp at bay.

The Warp

The Warp itself is a dimension of anti-reality. It is a rolling, chaotic mass of crimson clouds. It is unpredictable, disorienting, and fickle. No ordinary creature can survive in the Warp – its energies would shred apart body, mind, and even soul, erasing the creature from existence. Despite its hostility, it is believed that some strange, ethereal beings call the Warp home and hunt amongst its endless

storms... although no one has seen fit to investigate these beings further.

Warp Gates

The fabric of reality may separate a Plane from the Warp, but reality can be breached. Reality naturally fluctuates in any Plane, and sometimes reality becomes so thin or strained that it tears. At other times, these tears are induced through artificial means, either through advanced technology or sorcery. These tears in reality are known as Warp Gates, and they lead away from a Plane and into the Warp. Warp Gates are not permanent, and will close again of their own accord when the Plane re-asserts its reality. Holding a Warp Gate open for an extended period of time requires large expenditures of energy, and so this is rarely done.

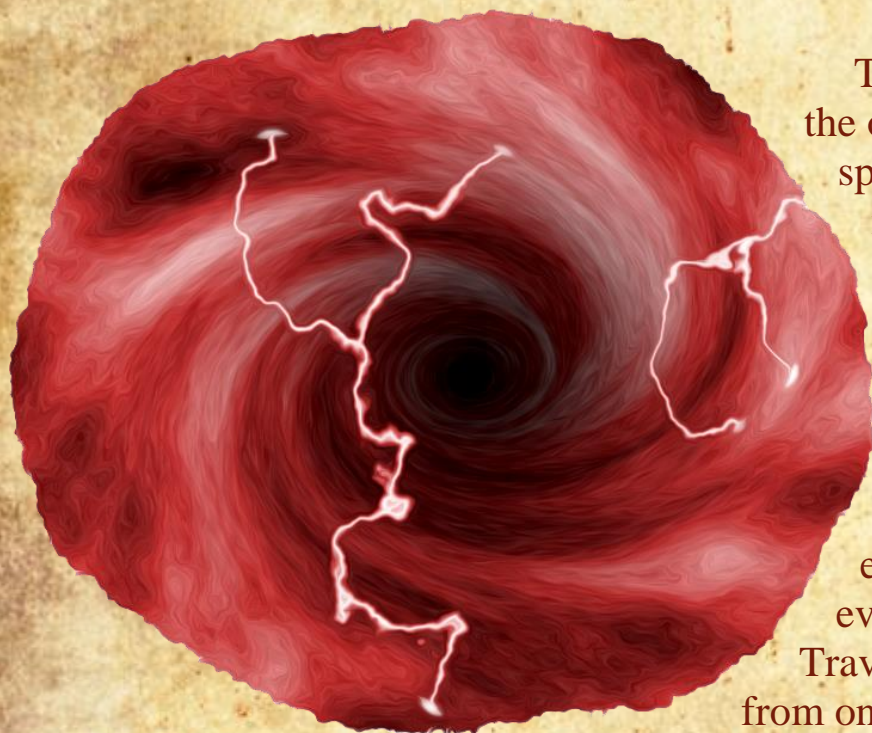


Warp Travel

As dangerous as the Warp is, it is not impossible to traverse. Certain beings possess the ability to pass through the Warp safely. Most of these beings are ‘Warp Travellers’ – people with the necessary means to open a Warp Gate, and then protect themselves from the Warp’s dangerous energy with a magically or technologically created barrier called a ‘Warp Shield’. These shields however are difficult and exhausting to maintain, and Warp Travellers can rarely keep them active for very long. Often, they will have to rest themselves after any period of Warp Travelling before they can safely erect their Warp Shields again. Entering the Warp without being properly rested and prepared first is extremely dangerous – unexpected Warp Storms and the like can batter weakened shields to such an extent that they fail, dooming the traveller to an early demise.

Another known method of travelling through the Warp safely is possessed by the Daemons who inhabit the Daemonic Plane, Inferno. They are capable of assuming a non-corporal form to pass through the Warp unharmed, although extended exposure will most likely still destroy them. However, the Daemons do not possess the ability to open Warp Gates. As a result, they can only leave their Plane when they are summoned, or when random Warp Gates open. Luckily, as spontaneously occurring Warp Gates are typically small and weak, only the Lesser Daemons can pass through them successfully – the more powerful Daemons are trapped unless Gates are opened for them by a third party.

Though other methods for travelling through the Warp may exist, they remain largely unknown for now.



The Warp itself exists outside the ordinary bounds of mass and space, and representing it by material co-ordinate systems is impossible. However, one result of this is that the Warp is both infinitely large and infinitely small at the same time, and the Warp connects to almost every known place in almost every known Plane. A Warp Traveller who enters the Warp from one Plane can travel a few steps, then open another Warp Gate back into reality, appearing thousands of light-years from where they left, or even entering another Plane from the one they came from. The possibilities are limitless.

Navigation within the endlessly shifting clouds of the Warp is difficult and always remains largely instinctive. Experience is the

greatest asset to a Warp Traveller, but even the most experienced do not always arrive where they intended. Accurate travel is very difficult, and it is not unusual for a Warp Gate to appear some distance from where the Traveller intended to go. Although an experienced Traveller knows how to avoid opening a Gate into a mountain or under the sea, they sometimes still end up in unintended and unfortunate locations.

Recent History

For years now, a group of powerful Warp Travellers – sometimes called the Companions – have fought throughout the Multiverse against a myriad of evils. Each of them fights for their own reasons, sometimes for the cause of good, and sometimes for the cause of evil. They hail from many different Planes and possess wildly varying abilities. The exact composition of the Companions has fluctuated often over time. Some of their comrades are called away as other quests take their attention, while others fall in battle, sacrificing themselves for a greater cause.

Despite personal tragedies or doubts, they have stood firm against innumerable dangers, saving lives, worlds, Planes, and at times even the entire Multiverse from terrible threats. Among their greatest triumphs are the slaying of the corrupt incarnations of the Ancient Vampire Lords, freeing the souls of the Umbra from tyrannous rule, liberating a world from the clutches of Chaos and overcoming the Machiavellian schemes of the enigmatic Warp Lord.

The Story Begins

For now, many members of the Companions have temporarily left the group as they pursue their own quests.

But there is no peace for those who remain. Given a vision of evil by the Eye of Justice, five of the Companions travel to the distant Plane of Ithia only to discover that it is held in the violent militaristic

grip of a cruel, all-powerful ruler: the immortal sorcerer Morganem. Using his Warp Travelling powers and an army composed of a brutish race called the Dharuk, Morganem and his Warlords have subjugated almost every world within Ithia, and their armies massacre any resistance to Morganem's rule. Freedom for the Plane's inhabitants is now but a distant memory, as Morganem attempts to shape every world to his inflexible vision of order.

The misery he is causing spurs the five companions into action. Single-handedly freeing several worlds from Morganem's rule and interrogating the corrupt puppet kings, they discover the location of Morganem's fortress. Morganem, realising he is facing a terrible foe, rallies his forces to him in a final desperate bid to hold off the Companions' onslaught.

Now the dark knight Soul Reaver, Cameron Aileron the fire-wielding Elemental, the mighty Tirthandara warrior Kitharsis, Fei Serumen the bloodthirsty Ancient Vampire Lord and the beautiful and deadly Sera Poi march on Morganem's fortress, little realizing what Morganem in his desperation is prepared to do to stop them...



Warriors of Justice

The Companions

Each of the Companions has a total of six abilities and four items. They can reach a maximum of Level 50.

The abilities consist of one Basic Ability, three Normal Abilities, and two Ultimate Abilities.

Basic Abilities: Automatically level up. Acquired at Level 1, and level up automatically (requiring 1 skill point each time) every 3 levels. Reaches a maximum Level of 10.

Normal Abilities: Levelled up normally, by the player spending gained skill points. Can be acquired from Level 1, and has a Level-skip requirement of 3. Reaches a maximum Level of 10.

Ultimate Abilities: Levelled up normally, by the player spending gained skill points. Can be acquired from Level 9, and has a Level-skip requirement of 9. Reaches a maximum Level of 5.

Items can be used at will. They cost no Mana to use, and are all re-usable. However, they often take a long time to recharge (i.e., they have long 'cooldown' times) and do not level up like abilities do. Because the companions all specialize in the use of their own particular items, they cannot drop them or pass them to anyone else.

Soul Reaver

The Immortal Dark Knight

Race: Immortal Human

Gender: Male

Once an ordinary human mercenary on the now long-dead world of Shundahre, Soul Reaver was then known by his 'true' name Rhavin Ironheart. However, he unexpectedly gained immortality and superhuman powers during an ill-fated battle against a Shadowlord – one of the Daemon Princes of Inferno. Defeated by his unforgiving foe, his body destroyed, but unwilling to give up, he suddenly found himself tapping into the power of his own soul. His memories of that moment are lost, but he remembers a blinding light and a feeling of infinite power.



Since that day, Soul Reaver has found that he can draw upon the power of his soul. As souls are immortal, they are eternal, and as they are eternal, their energies are similarly infinite. Yet even so, Soul Reaver's true powers only manifest in times of dire need. As mighty as he is, he knows that the energies he now wields are but a shadow of his possible potential.

Soul Reaver left behind his mortal life millennia ago, and abandoned his human name in favour of the title Soul Reaver... reflecting his ability to absorb the souls of fallen foes to augment his spiritual powers. Everything Soul Reaver once loved as a human

turned to dust many thousands of years ago – only his own memories of these things remain. Knowing that love, people, even entire Planes are fleeting and brief things, Soul Reaver believes that, as he will outlast them all, attachment to them will bring him only pain. As a result, he has dedicated his life to the abstract concepts of honour and justice – he thinks these are the only worthwhile qualities that will not fade for the entirety of his existence.

In spite of presenting a grim and cold demeanour, Soul Reaver has, despite his best attempts, not managed to extinguish his emotions. He believes that mortal minds were never meant for immortal bodies, and his torment is a result of what looks to be an eternity of loss and loneliness.

Over the years, Soul Reaver has become a mighty warrior and powerful sorcerer, commanding all the different Orders of magic. Though his goals are noble, he believes the ends justify any means he sees fit to use, and he is ruthless in pursuing his goals.

Soul Reaver's Skills:



Master of Battle (Basic Ability) - *Passive*

Soul Reaver has millennia of combat experience. He is an expert swordsman and knows how to combine skill, grace and brute force to defeat virtually any foe in hand-to-hand combat. This skill gives Soul Reaver a chance to parry incoming physical assaults, as well as a chance to deal devastating critical blows of his own. Most enemies would be literally sliced in half by such an attack.



Iron Will (Normal Ability) - *Autocast*

By focussing the magical powers, spirit energy and sheer determination within himself, Soul Reaver can temporarily boost his already formidable combat prowess. Coruscating with arcs of energy, Soul Reaver will be able to wade into battle and strike down his opponents with blinding speed.



Darkbolt Barrage (Normal Ability)

The Darkbolt spell is a moderately powerful incantation used by the Order of the Dark Sorcerers. Soul Reaver's awesome magical

powers however have allowed him to alter the spell and employ it en-masse, bombarding a large area with a rain of bone-crushing Darkbolts, injuring and stunning every foe therein.



Lightning Storm (Normal Ability)

An enhanced version of the Mage spell of the same name, Soul Reaver's version of this spell is impressive indeed. Once it is cast, it creates a hovering ball of scintillating electricity that begins to lash out at random nearby foes with agonizing, white-hot bolts of lightning. The Lightning Storm will remain in place for several seconds before dissipating. It is an ideal spell for decimating small but powerful groups of enemies.



Summon Daemons (Ultimate Ability)

Through the control of the soul, Soul Reaver learned long ago that he could also exert control over the Daemonic beings of Inferno. Without the need for magic or bargains to control them, the Daemons of Inferno make deadly allies. Using this spell, Soul Reaver can tear open a Warp Gate straight into Inferno, and call a small squad of Daemons to do his bidding. Soul Reaver will not allow them to remain away from Inferno for long – even though weakened by their separation from Inferno, they are far too dangerous to give too much freedom to – but while they remain, they will make powerful servants.



Sphere of Annihilation (Ultimate Ability)

Once wielded by the Greater Magi, this spell is one of the most devastating in Soul Reaver's arsenal. It requires a significant casting time, and is very taxing to cast, but the devastation it wreaks justifies these costs. The spell creates a tiny sphere of energy which Soul Reaver hurls near his enemies. On reaching its target, it will explode into a massive white sphere of energy, vaporizing everything in a huge area. The spell will hit both friend and foe indiscriminately, so Soul Reaver must use this power with care.

Soul Reaver's Items:



Blooddrinker

Blooddrinker is Soul Reaver's sword. It is the mightiest and most malevolent of all Daemon Lords, trapped long ago in a Vortex Blade thanks to the combined efforts and sacrifices of all the magical Orders of the world of Dynaria. Blooddrinker is entirely evil, feeding off suffering and death, hoping to grow strong enough to someday escape his

prison. Soul Reaver feels that with his ability to control Daemons, he may be the only one who can keep the sword from doing harm... but even he occasionally loses control to the dark being within. Soul Reaver can allow Blooddrinker to possess him temporarily to boost his combat prowess. When activated, Soul Reaver will temporarily dash lightning-fast around the battlefield, striking random targets. Soul Reaver will attack harder and faster, heal his wounds with every strike, and momentarily weaken every opponent he hits. However, Soul Reaver will be fighting with little regard for his own safety, and thus will suffer additional damage every time he is hit. More disturbingly, if Soul Reaver cannot control the sword when it possesses him, he may in his battle frenzy attack any non-Daemonic allies just as surely as he would attack his foes. The risk of this happening is always there, but it increases significantly if Soul Reaver is already weak.



Black Steel Gauntlets

Soul Reaver wears a pair of enchanted Black Steel gauntlets, inscribed with a magical glyph. When needed, Soul Reaver can activate a Necorpus spell bound into the gauntlets. Soul Reaver will be unable to do anything else while the Necorpus spell is casting, but its effects may prove worth the wait. At first, it will surround Soul Reaver with a pulsing field of energy, slowing the movements of all nearby foes. After a few seconds, when the gauntlets are fully charged, they will activate, unleashing a devastating blast around Soul Reaver that can shred most creatures into ribbons and leaves any survivors temporarily stunned and helpless.



Anti-Magic Amulet

Not surprisingly, Soul Reaver does not wear this amulet for its aesthetic value. The amulet has the ability to cast a Dispel Magic spell, weakening the animating magics of summoned creatures and unravelling most spells in the area of effect. Though he does not often have cause to use it, the Anti-Magic Amulet has at times proven to be a nasty surprise for enemy sorcerers who weren't expecting it...



Tent

Although his natural regenerative powers mean he has no need for sleep, Soul Reaver can use this to meditate and concentrate on rejuvenating his flagging powers. When activated, it will allow him to heal and recuperate his Mana reserves more rapidly. However, he will be unable to do anything else while meditating. Using the tent in the middle of a battle is not advisable.

Fei Serumen

The Ancient Vampire Lord

Race: Sidhe Vampire

Gender: Male

Having defeated and absorbed his bretheren, Fei Serumen is now the last of his kind, and the mightiest vampire to have ever existed. Though he was likely mortal once, his vampiric body is now eternal. He speaks little of his past. It is uncertain if the reason for this is that he has forgotten most of it... or that he prefers to leave it unremembered.

Somewhat arrogant and callous in demeanour, Fei Serumen nonetheless has the skill to back up his cocky self-assurance.

Although he has usually fought on the side of good, the darkest part of his personality – his Beast – constantly swims just beneath the conscious surface of his mind, and has at times taken over. Though he has learned to control his blood hunger to some degree, he still does not place as much value on the lives of others as some of the Companions wish he would.

Fei also has a disturbing affinity with the Abyss, a dimension of black, otherworldly nothingness that hungrily consumes everything it touches. He can manifest the shadowy powers of the Abyss when



called to do so, drawing his enemies into oblivion with horrific tendrils of darkness.

Though not as physically strong as some of the other companions, Fei Serumen possesses vastly superhuman speed and grace, allowing him to strike faster than the eye can see. His vampiric gifts allow him to control the blood of his foes and bring them to an agonizing end, and his ability to call on the sinister powers of the Abyss make him a foe to be reckoned with.

Fei Serumen's Skills:



Ultimate Grace (Basic Ability) – *Passive*

Fei's extraordinary speed and skill make him move so quickly that incoming attacks appear to be moving almost in slow motion. As a result, Fei can easily dodge most physical strikes against him, weaving between sword blades, arrows, or even bullets in a blur of fluid motion. It also provides him with a measure of protection from magical harm, as few sorcerers can focus their powers accurately on such a fast-moving foe.



Blood Frenzy (Normal Ability)

Fei's bloodlust can be a great asset when kept under control. By whipping himself into a Blood Frenzy, Fei will attack his enemies in an orgy of feeding. With every attack, he will feed on his enemies, strengthening himself and healing his own wounds. Additionally, the increased enthusiasm in his strikes allows them to bite even more deeply than usual.



Blood Plague (Normal Ability)

Drawing a small amount of his own blood, Fei transforms it and projects it at an enemy as a missile of green foulness. Upon striking them, they will suffer great agony as their own blood will be infected with a horrific, weeping plague. The victim will find their movements and attacks rendered sluggish and painful as their life gradually ebbs away...



Abyssal Summon (Normal Ability)

Drawing on the powers of the Abyss, Fei summons a mass of Abyssal energy to do his bidding. The Abyssal Mass will follow Fei's commands, its chilling presence leeching the life out of his

foes and its writhing tentacles pulling them to a horrific demise.



Blood Corruption (Ultimate Ability)

Those bearing the Blood Mark from Fei's Yugitti are potential targets for this devastating spell, regardless of where they are when the spell is cast. Using this ability, Fei channels his energies through the Blood Marks of his enemies, causing their blood to boil and clot within their bodies. The targets of this spell will begin to bleed from every pore as their life rapidly drains away. While under the effects of this spell, the victims every movement results in blinding agony, rendering them slow and weak. Note however that if no enemies bear a Blood Mark from Fei's Yugitti, this spell will be completely useless.



Celerity (Ultimate Ability)

Pushing his superhuman speed to the absolute limit, Fei begins to dash randomly around the battlefield, striking at any foes nearby. While under the effects of Celerity, Fei will be so fast that he appears to be in five places at once, striking down foes with deadly accuracy and grace.

Fei Serumen's Items:



Kurusunami

The first of Fei's two swords, the Kurusunami is a long, ancient, black blade. Powerfully enchanted, the sword is indestructible and cuts through virtually anything with ease. When he uses this weapon, Fei Serumen can strike all foes near him in a blinding flurry, inflicting serious damage to them all.



Yugitti

The second of Fei's swords, the Yugitti's craftsmanship is almost identical to the Kurusunami, shimmering darkly in Fei's hand. By using this weapon, Fei Serumen can scratch all foes in the nearby area with the blade, temporarily cursing them with a debilitating Blood Mark. The Blood Mark allows Fei and his allies to see these enemies wherever they may try to hide. It also makes the victims more vulnerable to attacks, as the companions will be better able to sense their movements before they even make them. Most importantly, the Blood Mark allows Fei Serumen to cast his devastating Blood Corruption spell upon the marked victims.



Soul Amulet

In times of great danger or need, Fei Serumen can disincorporate his physical body, diving into the gem at the centre of the amulet he carries. While he remains within it, he cannot be harmed by any direct attack, and foes will no longer notice him on the battlefield. He can reappear in physical form at any time, but should he remain in the amulet for the full duration of the ability, his stay within it will have rejuvenated him, healing some of his wounds and allowing him to continue his battles with renewed vigour.



Tent

Although vampires do not require sleep, Fei Serumen can use this to meditate and concentrate on rejuvenating waning powers. When activated, it will allow him to heal and recuperate his Mana reserves more rapidly. However, he will be unable to do anything else while meditating. Using the tent in the middle of a battle is not advisable.

Cameron Aileron

The Elemental

Race: Elemental
Gender: Male

His homeworld of Inferia destroyed by the forces of Chaos, Cameron Aileron is now one of the last of his race. For years, Cameron hunted down the followers of Chaos and Khronos, the man responsible for the destruction of his homeworld. During his journeys he obtained the powerful ship Starblade, and encountered the Chaos-hating Space Marines. With the formidable elemental and psychic powers at his disposal, he joined the Space Marine ranks, intent on getting revenge. It was during this time that he met the Companions and eventually joined them in their battles.



With his newfound friends at his side, Cameron eventually slew Khronos in the battle for Aldrean, though it almost cost him his life. Since then, Cameron has been a staunch friend and ally to the Companions, fighting courageously alongside them throughout the Multiverse.

Though he appears human, Cameron is in fact much more. His ancestors were human astronauts who, unable to return to Earth due to a great calamity, had instead settled on Inferia. Over the millenia and under the guidance of the indigenous Arrhent'il, their evolutionary path took a very different turn from the humans of Earth, and became the creatures now known as Elementals - beings with phenomenal

powers over the natural elements of the universe. Physically, Cameron appears as a tall, strong young human male with grey hair and orange-tinted iris that shimmer a bright blue when he uses his psychic powers. Due to his status as Space Marine, he is often seen wearing the massive suits of powered armour favoured by these soldiers.

Cameron is generally a good-natured and level-headed warrior. He is keen to right the wrongs of the universe and believes it is his duty to destroy evil when it threatens the innocent. Amongst the Space Marines he is a respected and skilful leader, although the individualistic nature of the Companions means that he holds no real position of authority over any of the others. He is extremely determined and relentless in battle, and few of his enemies survive an encounter with him.

Cameron wields a variety of powers. As a fire-attuned Elemental, he has the ability to summon mighty infernos to consume his foes, while his psychic abilities allow him to attack the very minds of his enemies. Complemented by the high-tech armour, weaponry and equipment of the Space Marines, it is clear how Cameron has managed to triumph against even the greatest of enemies.

Cameron Aileron's Skills:



Explosive Shells (Basic Ability) – *Autocast*

For this particular mission, Cameron has opted not for his usual sword, but for a rapid fire rifle to offer ranged support. By using the Explosive Shells power, Cameron can greatly augment the power of this rifle so that it functions well against entire squads of enemies. Using his powers over fire, Cameron can magnify the explosive charge in his rifle shells manyfold, so that on impact they explode in a large fiery cloud. This causes each attack to inflict damage on all foes in a large area, though each such attack will also drain Cameron of some of his power.



Meteor Shower (Normal Ability)

By sending out a psychic pull, Cameron can net a mass of meteors and hurl them onto the battlefield in a fiery barrage. They will fall randomly over a massive area, roaring with flames as they fall

through the atmosphere. Every enemy near a meteor impact will suffer damage and be momentarily knocked senseless by the blast.



Mass Fireballs (Normal Ability)

When required, Cameron can create multiple balls of searing flame in his hands and hurl them at several nearby enemies. These fireballs not only inflict serious damage, but the force of the resulting explosion typically stuns his victims as well, leaving them helpless for a time.



Psychic Blast (Normal Ability)

Assaulting the very minds of his enemies, this power allows Cameron to send an invisible burst of psychic energy at his enemies. The pain from this attack is excruciating, as though the victim's brain was about to explode. Using this ability Cameron can wound his target and leave them temporarily weak, slow, and vulnerable – easy pickings for a follow-up attack.



Cataclysm (Ultimate Ability)

Using his psychic and elemental powers, Cameron can summon a massive flaming comet from the depths of space. The casting takes a few moments, but once complete, a gigantic ball of rock, ice and fire will be sent screaming down into the targets of Cameron's ire. Anyone and anything directly beneath the comet will take horrifying damage and will find themselves rendered temporarily helpless by the force of the impact. Furthermore, the rolling clouds of fire released when the comet strikes the earth will ignite all hostile creatures both within and around the target area.



Psychic Onslaught (Ultimate Ability)

The most powerful of Cameron's purely psychic attacks, the Psychic Onslaught is a true testament to the power of the mind. After a few seconds of hard concentration, this spell will manifest a huge flux of psychic energy into a cohesive, floating sphere of brilliant light. The sphere will follow Cameron at all times, and during battle, will lash out at all nearby foes with streaming bolts of energy. The orb itself is impervious to damage, and any foes approaching it too closely will suffer agonizing pain as the raw psychic energies overload their brain.

Cameron Aileron's Items:



Underslung Heavy Flamer

Cameron's rapid fire rifle is also equipped with a small but powerful underslung, short-ranged flamethrower. When used, the flamer fires out a cone-shaped burst of searing fire. Any enemy in the area of effect will suffer damage from the heat of the initial blast, and will find themselves wreathed in flames as the flamer fuel sticks to them and burns. They will thus continue to suffer damage for several more seconds before the fuel is consumed entirely. Once fired, the flamer will need time to replicate more fuel to refill its tank before it can be fired again.



Shielding Device

The Shielding Device is a small bracelet, inset with various displays and buttons. Although small, the device is very powerful. Cameron can activate the shielding device simply by pressing a button on the device. This will cause a spherical blue barrier to flare into life around Cameron, and then quickly become invisible again. The barrier will help deflect weapons, projectiles and other attacks, temporarily making Cameron extremely resilient to damage. After a short period of time the Shielding Device will exhaust its power supply however, and will have to spend time recharging before it can be used again.



Teleportation Device

This small, rectangular black metal box mounted on the side of Cameron's belt is actually a potent emergency escape system. It is a personal teleporter, capable of instantly transporting Cameron anywhere over a moderate distance. This is the perfect way for Cameron to avoid being surrounded or to otherwise extricate himself from a dangerous situation or to position himself for a devastating assault. The Teleportation Device has high power requirements however, and requires a fairly long recharge period after each use.



Tent

Powerful as he is, Cameron also sometimes finds himself in need of rest. By using the tent, Cameron can sleep, giving his body a chance to regenerate and his powers some time to recover. Naturally, resting will make Cameron unable to act until he wakes up, thus making it important not to use the tent in the middle of a battle.

Kitharsis

The Tirthandara

Race: Jataka Tirthandara
Gender: Male

The Jataka are cold-blooded reptiles, initially a swamp-dwelling, shape-shifting species, but on reaching maturity, undergo a final transformation. In Kitharsis' case, he became a Tirthandara warrior-shaman, perfectly at home in the sweltering heat of the desert sands. The



Tirthandara's powers come both from their immense physical strength, and the magic-focussing tattoos that cover their bodies. Most Tirthandara eventually turn to darkness from the effects of using the corrupted energies in their bodies, but Kitharsis has found that by resting and meditating, he can create and store 'pure' energy that is relatively safe to use. Even so, Kitharsis sometimes finds himself forced to use the corrupt energy that might eventually spell his doom.

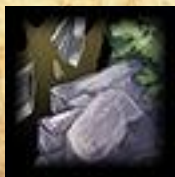
Kitharsis first encountered the Companions when they were incarcerated in the coliseum on Relenia, where Kitharsis had long fought as a gladiator. When the efforts of the Companions freed the gladiators and overthrew the oppressive OGH RUN, Kitharsis joined them on their quest and has been with them ever since. During his travels with the Companions, Kitharsis evolved from the swamp-dwelling, shape-shifting being that he was in his youth into his mature form. He now stands over two metres tall and almost as broad. His

massive body ripples with muscle, and he is strong enough to snap most human spines like twigs. His encounter with a shaman of his people revealed the facts about his warrior heritage, and left him with control over the desert sands and a body covered with magic-focussing tattoos. The only hair on his body is the impressive yellow Mohawk on top of his head, which he appears to be quite proud of.

In combat, Kitharsis is not particularly agile, but is fiercely strong and tough. His skin is hard enough to deflect bullets and little causes him any harm. Although he usually fights with his bare fists or a warhammer, he is at present using a twin pair of magical axes that can cleave most enemies in half with a single blow. He wears only a simple loincloth and crossbelts, on which hang gourds and bags filled with sand that he can use to power some of his abilities.

Kitharsis is an almost unstoppable force, capable of charging into the thick of battle and wreaking havoc, unleashing blasts of energy from his tattoos and forming skeletal allies from the sand he carries. Kitharsis is a stalwart ally to the companions, and is rightfully feared by his enemies.

Kitharsis' Skills:



Tirthandaran Constitution (Basic Ability) – *Passive*

The Tirthandara are a warrior race, and Kitharsis' unnatural constitution is certainly a testament to this. Kitharsis' grey skin is hard as rock, capable of deflecting blades and even bullets, and his strength is phenomenal. Kitharsis can shrug off blows that would kill lesser creatures instantly, and his attacks can rip enemies apart with ease.



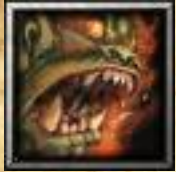
Create Skeletal Minions (Normal Ability)

One of Kitharsis' more unusual abilities is the power to forge some sand into partially sentient skeletal creatures. Although it is a costly ability to use, Kitharsis can create both warriors and mages with this power, and they will follow his every command. Upon death, the minions simply collapse into a pile of drained sand, their sentience extinguished. The minions have a limited life span and die quite quickly when attacked directly, but while they live they can support the Companions in battle with both spell and blade.



Dark Lash (Normal Ability)

Kitharsis can unleash the energy from his body directly to strike at enemy creatures. By focussing energy through the tattoos on his outstretched arm, Kitharsis can project a single, concentrated lash of power at a foe. The target will be stunned for a moment – long enough to interrupt any spell that requires concentration to maintain – and will suffer immense damage from the hit.



Dark Tendrils (Normal Ability)

Similar to the Dark Lash spell, Dark Tendrils disperses Kitharsis' energy throughout the tattoos on his body before unleashing them. This allows him to strike all enemies near him with small energy lashes. Although these lashes are not nearly as strong or long-ranged as the one created by the Dark Lash spell, they are far more numerous and are thus ideal if Kitharsis finds himself surrounded in combat.



Sandstorm (Ultimate Ability)

Through intense concentration, Kitharsis can create spectacular whirlwind storms to whip over the nearby landscape. The winds will carry with them masses of desert sand, hurled at velocities that can scour through steel if necessary. As long as he concentrates on the casting, Kitharsis will be surrounded by a massive whirlwind, and will cause more whirlwinds to appear near any foes in the area around him. Each of these storms slows the movement of enemy creatures and the high-velocity sand they hurl about can inflict serious damage. Foes caught too close to the eye of such a storm may find themselves hurled into the air for several moments, making them unable to act in any way. Clearly, this ability is ideal for disrupting massed ranks of enemy troops... as long as Kitharsis can concentrate on the casting. When the spell ends, the storms will once again begin to subside, leaving upturned earth and broken bodies in their wake.



Unbridled Rage (Ultimate Ability)

This ability calls on the dark, corrupted energies in Kitharsis' body and allows them to rage almost unchecked. Kitharsis' tattoos will begin to glow fiercely as pulses of dark energy burst from his body. For the next few seconds, repeated blasts of power will rip through any foes near Kitharsis and pound the ground with enough force to shatter solid rock. The impact of these blasts not only causes terrifying damage, but also disorients and confuses their targets, reducing their ability to fight back or escape. The hulking Kitharsis charging into the thick of the fray with this power blasting every enemy nearby is indeed an awesome sight to behold.

Kitharsis' Items:



Rage Axes

The Rage Axes are a pair of battle axes enchanted with powerful spells. Kitharsis wields these huge weapons easily, one in each fist. When required, Kitharsis can call on the magical power of the axes to drive himself into a killing frenzy. He will find himself temporarily filled with even greater strength, born of an unnatural anger. As a result, every blow he strikes has a chance of hitting with increased force, inflicting more damage than normal and temporarily smashing a foe senseless.



Bag of Sand

The unassuming bag of sand is actually a deadly weapon in the hands of Kitharsis. Kitharsis can hurl a bag full of sand at an enemy and then use his powers to cause the sand to explode outwards as it hits the target. As a result, the primary target of the spell will suffer serious damage as the sand tears flesh from bone and punches even through armour. Nearby foes will also be struck, although they will suffer less damage than the original target.



Shamanic Mask

The Shamanic Mask is an artifact designed to help the Tirthandara focus their powers. By donning this mask, Kitharsis can enter a meditative trance. Much like using the tent, this makes Kitharsis unable to act while he rests, but it will rapidly restore a large amount of magical energy to him. The Shamanic Mask is more efficient than using a tent if Kitharsis' primary need is magical energy, rather than physical healing.



Tent

Kitharsis can use the tent to sleep and recuperate. This allows him to regain lost magical energies and to heal wounds he has suffered in combat. While resting, Kitharsis will be unable to act in any way, and is rendered defenceless – it is thus not advisable to use this ability in combat.

Sera Poi

The Nephilim

Race: Nephilim (half elf, half angel)

Gender: Female

The daughter of Kawanua Poi, the fallen angel, and his elven wife, Samantha Poi, Sera has been without her parents for many years. Her heritage has given her incredible longevity and incredible powers that she has honed over her many years. She is a peerless archer and wields both divine and druidic powers.

Sera is spectacularly beautiful, with fine, flawless elven features, and cascading hair streaked with strands of silver. Yet despite her lithe appearance, she possesses amazing physical strength, thanks no doubt to her partially divine heritage. She wears an ornate suit of armour that matches that of her father's, although this is usually covered by an enchanted elven cloak, and she fights with an exquisite hand-carved bow.

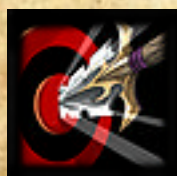


After the death of her mother and her separation from her father, Sera spent many years on her own. When she found the ability to travel the Warp, the Multiverse opened up to her, and she set about on many adventures on her own, honing her skills and learning much about the nature of Multiverse. She eventually found herself working for The Collector – an unusual sorcerer who collected powerful magical artifacts and stored them away for unknown purposes. When the Companions' quest against the Weaver of Destiny took them to The Collector's extra-dimensional abode, they met Sera Poi, and

Kawanua was finally reunited with his daughter. With the death of the Collector at the hands of one of the Weaver of Destiny's minions, there was no more reason for Sera to remain behind, and she joined the Companions on their quest.

Sera is a serious woman, but also kind and helpful to those around her. Her natural goodness does nothing to weaken her resolve in combat however, and she will fight her enemies with both deadly skill and determination.

Sera Poi's Skills:



Deadly Marksman (Basic Ability) – *Passive*

Sera is an excellent shot with her bow... so much so that she can fire an arrow through the eye-slit of a suit of plate mail if needed. This ability gives Sera a chance of striking an enemy with a critical hit with each one of her normal bow attacks. Such a critical hit will strike an enemy where they are most vulnerable, and cause massively increased damage as a result.



Healing Touch (Normal Ability) – *Autocast*

Thanks to her divine blood, Sera is capable of channelling her energy through her hands to relieve the suffering of the wounded. By using this ability, Sera can mend broken bones, stop bleeding, and cause wounds to seal up and vanish, leaving not even a scar. As long as her patient is still alive, Sera can eventually heal even the most terrible of wounds, both her own and those of others. However, a single application of the Healing Touch spell is rarely enough to fully heal a patient, and every casting drains some of Sera's energies. Thus, the act of completely healing a badly wounded comrade can be mentally taxing and can take quite some time.



Piercing Shot (Normal Ability)

By enchanting an arrow with magical energy, Sera can fire a shot that will streak straight forwards, punching through all enemies in its path, yet somehow missing any allies. This attack will cause serious damage to all victims and can mow down whole rows of foes with a single casting. However, it must be aimed well to be truly effective.



Arrow Storm (Normal Ability)

Using the utmost concentration and expending some of her magical powers, Sera can fire arrows with such blinding speed that they fill the sky as a dark cloud. The arrows will rain down on foes in a huge area, leaving them helpless as the arrows fall. Sera's formidable archery skill allows her to cast this ability without any fear of hitting her allies.



Face of the Heavens (Ultimate Ability)

Appealing to the heavens for aid, Sera can channel her divine energies to create a beam of pure heavenly light to bathe an area of the battlefield. Any allies near this beam of light will find themselves filled with new strength. Their blows will strike more surely and more quickly, while the invigorating divine power causes the wounds they have suffered to close and vanish almost as fast as they appear. While the beam of light remains, any defenders of goodness that remain near it will become nigh-unstoppable in battle.



Nature's Wrath (Ultimate Ability)

Calling on the forces of nature and life to aid her, Sera can cause thorny vines to burst from the ground and entangle nearby enemies. All enemies near her are at risk of being caught in the vines, which will suffocate and lacerate them in a cruel embrace. Opponents caught by the vines will be immobilized and left helpless as they are crushed to death. By the time the effect fades, few foes – if any – will be left unscathed.

Sera Poi's Items:



Blackoak Bow

Sera's beautiful bow carries inside it an enchantment that makes her even more fierce in battle than usual. By activating the enchantment within the bow, Sera will temporarily become capable of firing multiple arrows with every attack, striking up to five targets every time she releases the bowstring. The only time that only a single arrow will be fired is when she lines up her primary target for a critical hit.



Divinity Arrows

Sera creates some arrows enchanted with divine power to smite her enemies with the fury of the heavens. When using such an arrow, Sera fires it straight up towards the sky. A moment later, the arrow

will descend directly down upon her victims as a blazing comet of light, hitting the ground in a massive explosion. All enemy creatures near the impact point will suffer serious damage and will be left stunned and helpless by the blast.



Elven Cloak

Sera's cloak functions both as armour and as a more mystical form of protection. Despite her formidable prowess, Sera is not well-suited to melee combat, and if she finds herself surrounded, she can use the Elven Cloak facilitate her escape. By drawing the cloak around herself and activating its enchantment, Sera can render herself invisible to her foes for a few moments. This will usually give her the chance she needs to escape – or at least a momentary reprieve. Using her spells or attacks will cancel the invisibility. Even so, if she attacks and breaks her invisibility, her foes will not be expecting her assault and will suffer additional damage from her first blow.



Tent

Sera can use the tent to rest and recuperate, healing her wounds and restoring her magical energies. While resting, Sera will be unable to do anything else and becomes an easy target for enemy attacks, so she should avoid using this item in the midst of a heated combat.

Summoned Creatures

These are beings that the Companions can summon using their spells. Many possess their own unique abilities and spells, and can make powerful opponents. All summoned creatures will dissipate after a limited amount of time.

Doomhound

Type: Lesser Daemon

Summoned by: Soul Reaver (Summon Daemons)

The Doomhounds are guards and hunters in Inferno, the Daemonic Plane. They are horrific, otherworldly creatures, their bodies covered with iron-hard scales and their misshapen, eyeless heads constantly seeking prey. Doomhounds are fast and tough, and their acidic spittle is a dangerous poison that induces excruciating pain in their victims.



Abilities:



Doomhound Venom: Every bite from a Doomhound will poison their victim, causing them to suffer damage over time and slowing their movement and attack speeds slightly.

Damned One

Type: Lesser Daemon

Summoned by: Soul Reaver (Summon Daemons)

Damned Ones are those poor souls who have been captured by Inferno and now suffer in eternal torment. The Damned Ones are used as slaves and front-line warriors by the armies of Inferno. They appear as emaciated, ragged and pale humanoids, their white eyes devoid of iris or pupil, and their hands tipped in filthy talons. Damned Ones constantly moan and sob, as their every experience is agony to them – in their minds, each one of their kind is trapped in a private hell they



cannot escape. Despite their sickly appearance, Damned Ones are extremely strong and capable warriors. Furthermore, when they wail their lament and sorrow at the top of their voices, it is enough to drive a primal fear into the heart of even the stoutest warrior.

Abilities:



Wail of Anguish: Damned Ones have the ability to wail at the top of their voices. This will cause intense fear in all foes in a large area around them, temporarily reducing their ability to fight.

Daemon Spawn

Type: Lesser Daemon

Summoned by: Soul Reaper (Summon Daemons)

Daemon Spawn are vile, bloated monstrosities. They possess little intelligence other than a sadistic cunning, and serve as warriors and slave-drivers in Inferno's armies. Their fat bodies are enormously strong but also clumsy and slow. Black ichor drips from their fat-lipped mouths and misshapen teeth, and they wield cruel weapons in their hands. Their primary power is their resilience – Daemon Spawn are capable of healing at an incredible rate, regrowing limbs or even their heads if required. Given a few moments respite, a Daemon Spawn can recover even from the most serious injuries and rejoin the fray at full strength.



Nightmare

Type: Lesser Daemon

Summoned by: Soul Reaper (Summon Daemons)

Nightmares are the emissaries and spies of Inferno. They are terrifying creatures. Though humanoid in shape and form, their bodies are hairless, smooth, and black as midnight. Their faces are entirely featureless – a flat pane of obsidian darkness that is somehow deeply horrifying. All Nightmares wear thick



hooded cloaks that flutter behind them in an unearthly breeze. Although relatively fragile, Nightmares are fast and vicious, capable of shifting through the darkness almost instantly and bending reality to their will. Any creature attempting to fight a Nightmare will feel an unnatural fear clawing at their heart, so intense as to cause physical pain and injury.

Abilities:



Shadow Form: Nightmares are relatively fragile, but they are very difficult to fight. When attacked, Nightmares can shift into their Shadow Form, causing them to momentarily disappear from reality before phasing back into the real world and continuing their assault.



Dream Shift: Nightmares can 'shift' through reality, instantly travelling small distances. They are thus very difficult to corner and can quickly reach their intended target without having to fight their way through any guards in between.



Terror Field: The unnatural fear generated by a Nightmare will cause all creatures near it to suffer damage every second the Nightmare remains. Foes can die from fear alone without the Nightmare even laying a claw upon them.

Fire Daemon

Type: Greater Daemon

Summoned by: Soul Reaver (Summon Daemons)

Fire Daemons are officers and champions amongst the armies of Inferno. They are huge, roaring, raging beings wreathed in heat, smoke and flame. Their colossal bat-winged forms are incredibly strong and tough, and they wear suits of daemonic armour to protect them from their foes. In addition to their rapid regeneration and potent physical strength, Fire Daemons can bring their power over flame to bear on their enemies as well, subjecting them to several agonizing moments of searing pain before reducing them all to lifeless ash.



Abilities:



Breathe Fire: Fire Daemons can expel a rolling cloud of flame at their foes, causing damage to all enemies in the area of effect and wreathing them in agonizing fire. Most ordinary creatures will succumb to the flames long before they manage to extinguish them.



Explosion: By focussing their fiery powers on their foe, Fire Daemons can create a deafening explosion of smoke and flame. This explosion is strong enough to tear limbs off the victim's body and sear the flesh from their bones. Any creature standing near the original target will suffer damage from the scorching heat as well, although not as much as the primary target.



Burning Weaponry: Any weapon held by the Fire Daemon quickly becomes wreathed in Daemonic flames, and these flames will ignite any creature unfortunate enough to be struck by the Daemon. As a result, every blow a Fire Daemon strikes will set their target on fire, causing them to suffer damage every second until they die or the flames finally subside.



Resistant Skin: Fire Daemons possess the physical and mental fortitude to partially resist or reduce the impact of certain spells and abilities.

Shadowlord

Type: Greater Daemon

Summoned by: Soul Reaper (Summon Daemons)

Shadowlords are the Daemon Princes – the nobleman and royalty of Inferno. Their grey-skinned, horned, bat-winged forms bear a dark majesty and inspire fear and awe in equal proportion. Shadowlords are not quite as strong and tough as the Fire Daemons, but they are nonetheless fierce warriors. They regenerate unnaturally fast, and their strength is prodigious. Furthermore, they back up their raw physical power with a vast array of hellish magic, making the Daemon Princes enemies to truly fear.



Abilities:



Weaken: This minor incantation curses a foe with unnatural weakness, temporarily reducing their strength and agility and thus making them easy targets for the raging Greater Daemon.



Fireball: With this spell, the Shadowlord summons and hurls a ball of concentrated flame, composed of dark magics. Upon impact, the fireball will explode outwards in a rolling cloud of fire, inflicting damage upon all enemies caught in the area of effect and temporarily stunning them.



Drain Life: A Shadowlord that finds his strength flagging can use this spell to leech the very life essence from a foe, weakening them while healing his own wounds. In a mere instant, a stream of life energy will flow from the victim's body and be drawn into the Shadowlord, leaving the Shadowlord rejuvenated and the victim drained and hollow.



Death Bolt: Shadowlords can concentrate their dark energies into a single blast of energy and hurl it at a foe over a great distance. The damage inflicted by the spell is horrific, as it rips out and nullifies vast chunks of the victim's very life essence. Most ordinary creatures will suffer an agonizing death from a single casting of this spell, and even the greatest creatures will not escape unscathed.



Resistant Skin: The Daemon Princes are not as vulnerably to sorcery as their lesser kin, and as such possess a degree of magic resistance that reduces the duration of certain spells and abilities used against them.

Abyssal Mass

Type: Extra-Planar Manifestation

Summoned by: Fei Serumen (Abyssal Summon)

The Abyssal Mass is a writhing pool of tentacled blackness. It is a shred of the bottomless abyss, given purpose and animation by Fei Serumen's magic. The Abyssal Mass feels no pain or fear, and will consume all who approach it too closely in its life-extinguishing embrace.



Abilities:



Abyssal Resistance: The abyss swallows magic with ease, and as a result the Abyssal Mass is difficult to harm with magic. Any magical or spell-based assaults will inflict significantly less damage on the Abyssal Mass than one might expect.



Writhing Tentacles: The Abyssal Mass' numerous tentacles allow it to strike multiple blows with every attack. Although the central target of the Abyssal Mass will suffer the most damage, all enemies nearby will also be struck for a proportion of that damage as the tentacles flail about and strike them too.



Tenebrous Form: Attempting to strike the Abyssal Mass in melee combat exposes a warrior to the chilling touch of the abyss. As a result, a proportion of any damage inflicted on the Abyssal Mass in melee combat will immediately be reflected back upon the attacker.



Abyssal Drain: The very presence of the Abyssal Mass tears at the soul and leeches the life energies from nearby enemy creatures. Any beings near the Abyssal Mass will suffer damage for every second they remain there.



Resistant Skin: The Abyssal Mass is highly resistant to spells, so that a number of abilities will have a reduced duration if cast on the Abyssal Mass, and some abilities cannot affect it at all.

Tirthandaran Warrior Skeleton

Type: Magically Animated Entity

Summoned by: Kitharsis (Create Skeletal Minions)

Kitharsis' Tirthandaran Warrior Skeletons are little more than handfuls of sand, given form and animation through his magic. Though not particularly intelligent, these diminutive skeletons follow all of Kitharsis' orders unquestioningly and immediately. Armed with scimitars and shields, the warrior skeletons help to overwhelm and cut down Kitharsis' foes until they themselves are destroyed and revert back into lifeless piles of sand.



Tirthandaran Mage Skeleton

Type: Magically Animated Entity

Summoned by: Kitharsis (Create Skeletal Minions)

Frailer but more intelligent than the Tirthandaran Warrior Skeletons, the Mage Skeletons are similar in appearance, but wear robes and wield short sceptres instead of equipping themselves with sword and shield. They are killed more easily, but they possess an impressive array of magical powers. Supporting Kitharsis over long range with arcane bolts and powerful enchantments, they are potentially even more dangerous than their Warrior brethren.



Abilities:



Energy Bolts: By expending a small amount of magical energy with each of their attacks, the Mage Skeletons can increase the damage they inflict with their standard magical bursts.



Shielding: Once activated, the Mage will be surrounded by a shield of magical energy that absorbs incoming blows. Although every strike will drain some of the Mage's magical reserves, a Mage with the Shielding spell will last significantly longer in combat.



Minor Haste: This spell can be cast upon any friendly target near the Mage. When activated, it magically speeds up the movements of the target, temporarily allowing them to run and attack faster than normal.



Shadow Lightning: The most powerful spell that the Mages can muster, this places a heavy drain upon their magical reserves, but also wreaks havoc upon the Mage's enemies. The spell projects a bolt of dark lightning from the Mage's hand, which will proceed to jump from one target to the next before finally dissipating. A concentrated assault from several Mages casting Shadow Lightning can be very devastating indeed.

Forces of Darkness

Morganem's Rise to Power

Morganem was born into a world of political and social turmoil. His fragile homeland was torn by almost ceaseless civil war, and over the years the throne of his nation changed hands again and again. Morganem lost many friends to this conflict, and finally, during one terrible raid that levelled his home town, he lost his family as well. He was left for dead, lying beneath the bodies of his parents and siblings, their blood mingling and running over his face, as his home town slowly burned to the ground around him.

Grieving, Morganem tried to withdraw from the strife that was tearing his people apart. Having long had an innate talent for sorcery, he left with what few possessions he could salvage from the smouldering rubble, and struck out on his own. After several months of searching, he finally found and joined a reclusive Order of Magi, where he subsequently spent many years studying the arts of magic. He learned at a phenomenal pace, and after two decades, it became apparent that Morganem was not aging a day past twenty-five. The magi knew that someone truly special had joined their ranks. Years passed, and Morganem's powers easily outstripped those of his colleagues, and he attained the position of Grand Master of the enclave. He uncovered amazing talents and devised fantastic new spells, and began the first of his tentative forays into the Warp. Beneath his watchful eye and skilful tutelage, the Order flourished.

But war swept into Morganem's life once more. Another army led by a would-be usurper had arisen, and the current king, Lord Irigal, had decided to conscript all magic-users into his armies in a bid to defend himself. When an envoy arrived demanding the Order's aid in the war, he was tersely refused. Morganem had seen enough war in his lifetime, and was not willing to disrupt the quiet, scholarly

existence of the Magi for the ambitions of yet another corrupt and war-mongering king. The envoy left, a dark scowl on his face.

Unfortunately, Morganem's decision would lead to the downfall of his beloved Magi. Lord Irigal successfully quashed the rebellion, but he himself had been seriously injured, losing his right arm during a crucial battle. The king swore revenge on all who he felt had wronged him, and sent out what remained of his armies to exact his vengeance.

The enclave of the Magi was taken by surprise in the dead of night. Soldiers swarmed through the corridors, massacring the sleeping sorcerers and torching their priceless libraries. Those that awoke fought back valiantly with all the power they could spare, only to die amidst a hail of crossbow fire once their energies were exhausted.

Morganem had been meditating in his chamber when the chaos began. When he emerged amidst the screams and blood of his fellows, he flew into a rage. Mana boiled up around him, distorting and shimmering in the air, and he unleashed his fury upon the soldiers. Scorching bolts of fire screamed through the air, and arcs of lightning crackled from his fingertips. Warriors fell left and right, but their numbers were endless. Pressed on all sides and howling with frustration and rage, Morganem teleported himself out of the enclave.

Though the soldiers searched for him for several days, they could not find him, and the armies finally withdrew. Returning to the smoking ruins of the enclave and surveying the devastation, Morganem raised his eyes to the crow-filled skies and swore bitter revenge against Lord Irigal.

A week later, Morganem entered the capital. Cloaked and disguised by sorcery, he presented his king with a gift – a fabulous, glittering orange jewel, lit like a fire from within. Morganem claimed it was a gift from the distant Eastern lands, a tribute to his greatness and reputation, which had spread well beyond his borders. The king

accepted the gift, dismissing the disguised Morganem with empty words of gratitude. Not two hours later, an earth-shaking explosion levelled the inner palace amidst a massive cloud of orange flame. Lord Irigal's remains were never found.

Sickened by the folly of his fellow man, Morganem left his homeland behind, throwing his luck to the winds of the Warp. For centuries, he travelled from world to world, growing ever more powerful, and becoming ever more distraught by what he saw. It seemed that strife and conflict were everywhere.

Eventually, he came to a conclusion. It was the nature of mortals to destroy themselves, for they would always scramble for whatever small and short-term goals they could see, blind to the large, long-term consequences of their actions. In their bids for personal power, or riches, or happiness, they only brought suffering to others. They needed guidance. They needed someone to lead them, someone who would be wise beyond mortal limits, someone not blinded by the hate and fear that a brief mortal lifespan instilled, someone who could be there for them for eternity. Only immortals had what it would take to lead mortals on a path to happiness.

Morganem concocted a plan. He intended to change not just one world, but the entire Plane. But to do so, he would need help. He needed like-minded immortals, willing to lend their wisdom and strength to help shape his empire. And he needed an army, to wrest control from the current rulers and emperors, and to ensure that his will would remain unchallenged long enough for his dreams to take root.

He found his army on Dhar, a small, red world close to the edge of the Plane. There dwelled the Dharuk, a warrior race of immense longevity, strength, skill, and martial honour. More remarkable however was the resilience of their minds – which meant that unlike most mortal creatures, if led into and through the Warp, their sanity usually remained intact. By defeating the Warmaster of the largest tribe in a duel, Morganem was proclaimed their new leader, and soon

he had forged all the Dharuk together into a single, powerful fighting force, poised to deploy to any world in the Plane.

Morganem's conquests proceeded at a breakneck pace. His armies would invade, quickly defeat the local ruling class, and then institute a new ruling family that swore fealty to Morganem in return for his protection. Should any attempt to overthrow these rulers, they would soon be facing the might of Morganem's unstoppable Dharuk armies, thus maintaining order and stability within these kingdoms.



As his influence spread, Morganem also actively sought out other immortals to join his cause. These were to become his Warlords, serving as his advisors and generals. One by one, they joined him: Maelstrom, Kathryn Urdanna, Eryion Xanatha, Kherek, Dustwalker, and Kaine Shariven. They eventually came to form the Council of Six, who, together with Morganem, ruled over his entire empire.

Unfortunately, Morganem's rule did not usher in the utopia he had envisaged. His mortal subjects did not understand the esoteric, long-term reasons behind the various rules, laws, and restrictions that Morganem imposed on them, instead seeing only the oppression of an aloof, otherworldly Emperor.

Worse yet, corruption grew rampant amongst his puppet kings and governors. Coming to the realization that the backing of Morganem's armies made them nigh-untouchable, many fell into decadence and selfishness. From levelling taxes to fuel their excesses to brutally eliminating those who had slighted them, these puppet rulers became tyrants in their own right, all under the guise of executing Morganem's will.

Morganem and the Council of Six did their best to root out this corruption, but in an empire so vast, many villains managed to keep their transgressions hidden. Time and again, discontent would flare into rebellion. Morganem's subjects would seek to overthrow their oppressors, only to find their attempts swiftly and brutally crushed by the Council of Six and their Dharuk armies. Each such campaign only deepened the misery of Morganem's subjects, and only further fuelled their hatred and frustration.

After a few short centuries, Morganem's feverish attempts at holding together his crumbling dream had plunged his empire into a cycle of perpetual misery, turmoil and war.

Such suffering could not be allowed to continue, and the call for heroes would not go unanswered for long...

Morganem and the Council of Six

The current self-proclaimed rulers of Ithia, Morganem and the Council of Six are all immortals – exceptional individuals immune to the ravages of time and age. Bound together by Morganem's vision of a Plane ruled over by their kind, these immortals have become tyrannical oppressors to all who would question Morganem's authority.

Morganem

The Enchanter

Race: Immortal Aethen

Gender: Male

Morganem is currently the overlord of a massive empire that encompasses almost every inhabited world in Ithia, his home Plane. From his stronghold of Khaal Spire on the planet of Dhar, Morganem and his immortal Council of Six rule with an iron fist.



In response to the strife that marred his early years, Morganem came to see mortals as fragile, short-sighted and inherently selfish beings. He forged his empire in the belief that he could rule mortals better than they could ever rule themselves. But as corruption, suffering and war runs rampant, this dream has become his subjects' nightmare.

Morganem is an Aethen. They are a humanoid species, slender-limbed and golden-haired. They are an intelligent race, and many are born with magical talents. However, passion and ambition run deep in their blood, and though many strive to suppress it, it has often led them to make war upon their own kin.

Morganem is an immortal, and has grown to become a very powerful sorcerer. He specializes in the arts of enchantment and the crafting of magical artifacts. He has put these skills to good use and created many powerful devices to aid him. Together with his immense strategic acumen, his Warlords and the Dharuk armies under his command, none have been able to stand against his might for long...

Maelstrom

The Awakened One

Race: Immortal Helgorn

Gender: Male

Maelstrom is an immortal Helgorn, or 'Awakened One'. In most worlds, Immortals are a rare breed and they are only born very infrequently, and thus they are more or less unheard of. However, amongst Maelstrom's people, the birth of immortals, though still very rare, is somewhat more frequent. These Immortals – or 'Awakened Ones', as they are called by the Helgorn - play a key role in Helgorn culture.

If a Helgorn reaches their sixtieth year without showing any signs of aging, they are proclaimed to be an Awakened One. These Awakened Ones, having been gifted with amazing strength, intelligence, and endless longevity are believed by the average Helgorn to be beings of divine origin. The Helgorn believe that Awakened Ones represent a higher, nobler level of existence, and are destined by divine right to rule over their mortal kin.

As soon as an Awakened One is proclaimed, the Awakened One must try to take on the mantle of Emperor. In those rare cases where the current acting Emperor of the Helgorn is a mere mortal, they will immediately abdicate to make room for the Awakened One. However, if the current ruler is an Awakened One as well, they are expected to battle to the death in ritual combat, with the survivor winning the throne.

Maelstrom was one such Awakened One, and on his sixtieth year, he engaged in the required ritual battle against the current



Emperor. The battle lasted a night and a day, but Maelstrom's brutal savagery in battle proved overwhelming, and the old Emperor's defences eventually buckled beneath Maelstrom's relentless onslaughts. Blood-spattered blade in one hand, he raised his fist to the skies and roared in victory.

Maelstrom took the throne, and for centuries, he ruled over the Helgorn people. But as the years dragged on, he began to grow tired of his throne. Maelstrom had discovered sorcery, and the Warp, and the vastness of the Multiverse. He felt trapped by his position, forced to listen to the endless supplications of his subjects, to deal with the petty political manoeuvring and attempted assassinations, and the constant requirement to defend his ever more hated throne from upstart Awakened Ones. Maelstrom knew he was meant for more than simply fulfilling the petty desires and traditions of his mortal subjects. Finally, he made up his mind. In an act that would cause the Helgorn people to forever remember him as the Traitor King, Maelstrom left his home world without another word. Opening a Warp Gate, he stepped forever from his role as Emperor, deciding to travel the Warp, explore the Multiverse, and discover a destiny worthy of his him.

Maelstrom's journeys throughout Ithia and beyond became legends in their own right. He performed deeds of the highest heroism and basest cruelty, but for all his wandering, Maelstrom never found a purpose he deemed truly fitting for a being of his stature... at least, not until he learned of Morganem's desire to shape Ithia into a plane ruled by Immortals such as himself.

Maelstrom sought out Morganem, and became the first Immortal to join his crusade. Maelstrom is now unofficially Morganem's second-in-command. He helped recruit the other members of the Council of Six, and Kathryn Urdanna has become his lover.

Maelstrom is brutal and merciless in pursuing his goals, and it is not wise to incite his ire. He possesses truly fearsome combat

proWess, and will often personally take to the field of battle. The sight of Maelstrom in the thick of the fray, flinging bolts of sorcerous power and crushing his enemies with his bare hands is enough to drive the cold sliver of fear into the hearts of even the bravest of Morganem's many enemies.

Kathryn Ardanna

The Dark Maiden

Race: Immortal Drakim

Gender: Female

Kathryn was born into slavery – her mother a slave; her father unknown to her even now. Kathryn was sold and taken from her mother’s breast before the end of her first year, purchased by the Temple of Assassins, where she was to be trained as a killer for hire. Her sobs and tears left her new owners unmoved - her painful fate, it seemed, was already written for her by cruel hands.



Her training at the Temple was brutal, and the unspeakable hardships she endured over the years still return in Kathryn’s nightmares to this very day. With no other choice open to her save death, Kathryn grew to be a deadly killer, skilful in the arts of seduction, poisoning, and cold-blooded murder. Though her activities were kept secret, fearful whispers began to speak of a ‘dark maiden’ who killed everyone who allowed her to get too close.

As the years passed, Kathryn’s immortality and superhuman talents became progressively more evident. The Temple saw this as an immense advantage, and she was tasked with ever more difficult, sensitive and dangerous missions. These missions often required her to win the utmost trust of her target. She lived a life of lies, charming her victim with her wits and beauty. She would talk, and laugh, and exchange words of love and nights of passion with men that she knew were already doomed. This cruel illusion of a normal life was always fleeting – eventually, her target would die at her hand, gurgling their last bloodied breath. Though years of assassination and murder had hardened her heart, the final look in these victims’ eyes – of betrayal, disbelief and hatred – became indelibly, agonizingly burned into her memory.

Her missions grew only crueler, and Kathryn realized that as long as she remained her captor's possession, her torment would be unending. She had only two choices: to die, or to flee. And so, in the middle of the night, using all the skills at her disposal, she made her silent escape.

What followed were years of pursuit by the Temple's agents, and later, by all others who would seek someone of her reputation to do their bidding. Kathryn was reduced to being a vagabond, surviving on whatever she could steal... or kill for. Decades passed, and the tales of Kathryn and her dark deeds became as legend, but never did the Temple stop hunting her. However, it was not they who eventually found her – it was Maelstrom.

Maelstrom recruited Kathryn as a fellow immortal, offering her freedom from her past oppressors. Whatever he told her that day changed her forever: that very same night, she stole into the Temple of Assassins, slit the throat of every one of their high priests, and burned the entire complex to the ground. Then, she left for the Warp to join Morganem's crusade, never to set foot on her homeworld again.

She has grown to love her liberator, Maelstrom, and so the two are rarely apart. Alongside him, Kathryn now willingly fights for Morganem, using her skills to dispatch those that threaten the stability of his Empire. Whether it is in the midst of a pitched battle or in the still darkness of the night, her daggers always find their mark...

Eryion Xanatha

The Chained Soul

Race: Human (bound soul)

Gender: None (once Male)

Many lifetimes ago, Eryion was an ordinary mortal, the second son of a minor noble family. He grew into a sober young man, bravely fighting as a cavalry officer in the king's army on a long and bloody campaign, for which he was highly decorated. After this, he became an adventurer, and eventually a hero to his people. He lived by a strict code of honour, protecting the downtrodden, and slaying monsters and other abominations whenever they would threaten the peace of his lands.



It was on one of his adventures that Eryion stumbled into an ancient, long-buried tomb. Written upon its walls in an archaic dialect were praises to 'the otherworlder, the immortal hollow king', and at the far end the chamber, on a raised platform, lay an elaborate stone sarcophagus. Inside was no corpse – only a suit of armour, almost buried beneath the dust of the ages. Strange runes glistened upon the metal, and it felt deathly cold to the touch.

Cautiously, Eryion took up the armour, and carried it back to his estate. He called on many scholars and sages to try and learn more about his treasure, but in the end, only a Mage was able to help him. The armour was powerfully enchanted, and the runes were written in the language of magic. The enchantment was impossible to decipher exactly, but it seemed that the armour promised eternal life... but also warned that this immortality would come at a price. Eryion became suspicious, thinking the item was cursed, but the Mage assured him that he felt no dark magic within it. Even so, Eryion feared the armour, and locked it away deep within one of his vaults.

There it stayed for many years, and mortality began to take its toll upon Eryion. His hair began to grey, and his sword arm was no longer as strong as it once was. Yet his will and sense of duty was still strong, and when a hostile kingdom launched an invasion, he once more offered his services to his king. To his horror, his services were refused. The king claimed that Eryion had done what he could, and after all his great deeds, owed no more to his kingdom. And so, the vault was opened, and after a moment's hesitation, Eryion donned the ancient suit of armour.

A blast of searing pain flashed through him, and his body was incinerated in a blaze of blue fire – not even dust remained. But Eryion was not dead: the armour held his soul fast, suspended within its enchantment. All weaknesses and pleasures of his flesh were now forever gone. He was truly an immortal.

He waded into battle alongside his fellows, who gasped in awe as the animated suit of armour brought ruin upon their foes. It was to be the first great victory of many. No longer restrained by the limitations of an earthly body, Eryion became a Warrior-Mage of immense power. He eventually became a Warp Traveller, and his accomplishments grew greater with each passing decade.

Eryion's deeds became the thing of legend on many of Ithia's worlds, and it was by following this trail that Maelstrom found him. Maelstrom took Eryion to see Morganem. The Enchanter promised Eryion a chance to fight evil on a scale he had never dreamed of before. Eryion thus became the second Warlord, vowing to fight for Morganem's utopia.

Eryion now leads many of Morganem's campaigns and battles the Council's enemies with a combination of mighty sorcery and cold, hard steel. Though he fights with honour, his hollow visage holds nothing but cold terror for Morganem's foes...

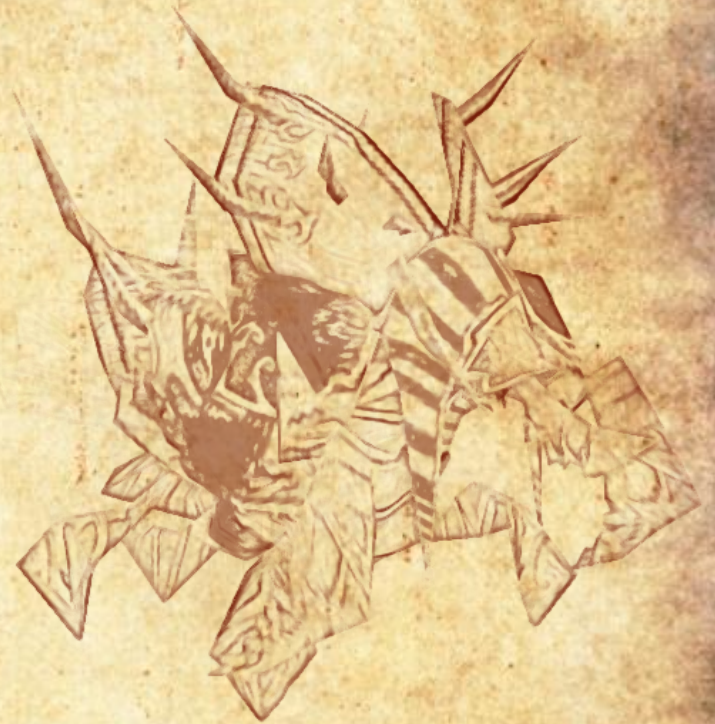
Kherek

The Hive Ancient

Race: Immortal Xikir

Gender: Hermaphrodite (though prefers being referred to as male)

Kherek hatched amidst the teeming masses of his fellow Xikir. His insectoid race were the undisputed rulers of their world, their hive stretching over an entire continent, their dens towering high into the sky, their tunnels delving into the deepest parts of the earth. His race consisted of innumerable sub-species, each with a well-defined purpose, and each born to play a part in the survival and growth of the hive. Kherek, then, was born as a Hive Ancient, and as such, was born to oversee all operations in a large hive section. It meant that he was larger, stronger, and more intelligent than his fellows.



But Kherek turned out to be something of an aberration. Where most Hive Ancients die after approximately 300 years, he lived on. His body did not seem to grey and weaken the way that those of his fellows did. And while most Xikir were content to toil endlessly for their hive, Kherek began to feel the stirrings of a very novel feeling – curiosity. The more that Kherek learned of the world, the more he wanted to know. And eventually, he discovered another race living upon the surface of his homeworld.

These simple creatures lived in small villages, and they initially reacted to Kherek with fear. But eventually they realized that Kherek meant them no harm, and he was able to observe them, and learn their language. He realized then that these creatures were very different from the Xikir. Each was unique, each had their own hopes, fears,

dreams and aspirations. Despite their conflicting interests, these beings managed to survive. And somehow, this conflict allowed them to live their lives more intensely. They explored, they discovered, they valued each other, and when one of their number died, they mourned that loss. Kherek was fascinated. He himself was also different, and he could somehow see himself in these creatures.

He roamed the world for a long time, travelling from place to place, leaving his duties at the hive to other, less imaginative Hive Ancients. He discovered many wondrous things, and they further fuelled his knowledge and power. He discovered magic and sorcery and eventually, he discovered how to leave his world and enter the Warp. He was to find that there was far more to the universe than his hive.

However, his travels throughout Ithia were to leave Kherek confused and conflicted. The individuality he had learned to cherish seemed to have a dark side. In many places, he witnessed chaos, war, and cruelty, the likes of which never existed in the hive. It seemed that whenever a mortal passionately pursued their individual desires, they did so by trampling upon the lives of others.

Then, he visited the planet of Dhar, and everything changed once more. The inhabitants of this world, though each individual and unique, nonetheless formed a massive, efficient war machine, with each Dharuk willing to aid their fellows in their endeavours. Kherek sought then an audience with the man responsible for making the Dharuk into what they had become. And so, Kherek came to meet Morganem.

Listening to Kherek's tale and realizing that he was in the presence of a fellow Immortal, Morganem was quick to offer Kherek the position of Warlord. Kherek gratefully accepted the offer, becoming the fourth Immortal to join Morganem's cause.

It was not long before Kherek was put in charge of many of the operations of the Dharuk armies. In truth, he admired these beings

and their society – driven by loyalty, honor and duty, and yet leaving room for individuality and passion... Kherek finally felt he had found a way of living that embraced the all the noblest of qualities. His most ardent wish now was to help Morganem spread this empire over the whole Plane.

Kherek constantly travels throughout Ithia, appearing wherever the Dharuk require assistance and lending his superhuman might to their cause. Nothing can stand in his way as the towering behemoth lumbers into battle: his strength can topple castles and his chitinous hide is almost impervious to attacks. With him at their side, a Dharuk victory is always assured.

Dustwalker

The Gravelord

Race: Gravelord (Undead)

Gender: Male

Known as Ayev Kalmis during his life, the being that came to be known as Dustwalker was born into a dying civilization – a once mighty empire in the grips of a terrible plague. This disease, the Crimson Mourning, slowly but relentlessly consumed all in its path. Its victims died in agony, tears of blood streaming from their eyes in their final days, before death finally claimed them. The disease seemed to flare up at random, each time claiming more lives than the previous outbreak. The Clerics had been powerless to stop its relentless advance, and had been amongst its first victims. Rich or poor, young or old – none were safe.



The mortal Ayev lived in a crumbling, dying city. Sickly from birth, the spectre of death was never far from him, and he needed but look out through the windows of his parents' manse to see its ever-tightening grip. Ayev was tormented always by the certainty that, sooner or later, the reaper's scythe was due to descend upon him and snuff out all that he was. Hardly a night went by when he did not shiver in silent terror at the thought. Perhaps it was Death's shadow over him, but none truly ever got close to Ayev – being around him seemed to instil a sense of unease and dread, and he encountered little love from his fellow man.

Though physically frail, Ayev showed a remarkable talent for magic, and when his parents sent him to the College of Magi, he studied sorcery with great vigour. Disliked by the other magi, he was nonetheless an unparalleled student, demonstrating a grasp of magic that even his elders found hard to match.

His real studies however were carried out not during the day, but at night. Under the still cover of darkness, he would make his way to the great library. He would steal himself away into the deepest and most forbidden vaults, dissolving the warding spells upon their oaken doors and reading the black grimoires of Necromancy secreted within. He had long ago realized that the Magi could not teach him what he had truly come to learn – a way to escape the inevitable oblivion that awaited all mortals. Only Necromancers possessed such power.

But time ran short as the Crimson Mourning closed in ever tighter around Ayev. More and more of the Magi became infected. When news arrived of his parents' death, he knew the time for preparations had come to an end. The distant groans and sobs of his dying peers serenaded him as he snuck one final time into the forbidden library. There, he performed a terrible and secret ritual. Chill Necromantic Mana surged through his body, twisting it, threatening to destroy his mind and soul. But even as his heart stopped and the blood froze in his veins, he endured. His last mortal breath left his lips and at last his mortality slipped away. He was no longer living, yet not dead. He was a Gravelord, Necromancy flowing through his veins, blessed and cursed with undeath for all eternity.

With no need for food, drink, or sleep, Ayev whiled away years in the library, absorbing all the knowledge contained in the books therein. Time lost all meaning. In a detached manner, he noted how the dust slowly grew ever thicker, and how the pages of the tomes began to become ever more brittle to his touch. When he finally emerged from the library, the city he once knew was dead. Not one living soul remained.

Dustwalker used his newfound magical knowledge to open a Warp Gate and leave this world. His journeys would take him throughout Ithia and beyond, the memories of his mortal life fading ever further into the grey mists of time. Wherever he went, he was feared as an undead abomination – sometimes justly so, sometimes

not. During these travels he met Kaine Shariven, and took the fledgling immortal Necromancer as his apprentice. The two continued to explore their home Plane together, seeking to fill the void of their endless existences.

Then, during his journeys, Dustwalker learned there was an immortal seeking other immortals to join him in reshaping the face of Ithia. After all these purposeless years, after all the hatred he had seen, this seemed like a chance to finally pursue a destiny. And so Dustwalker and Kaine sought out Maelstrom, and offered their services. Dustwalker and Kaine were brought before Morganem. Sensing their power, he accepted them both as the last of his Warlords.

Dustwalker now augments Morganem's armies with hordes of powerful undead. His knowledge of sorcery rivals Morganem's own, and his Necromantic abilities are phenomenal. He now serves as a close advisor to Morganem... and when needs be, as a walking embodiment of death to Morganem's foes.

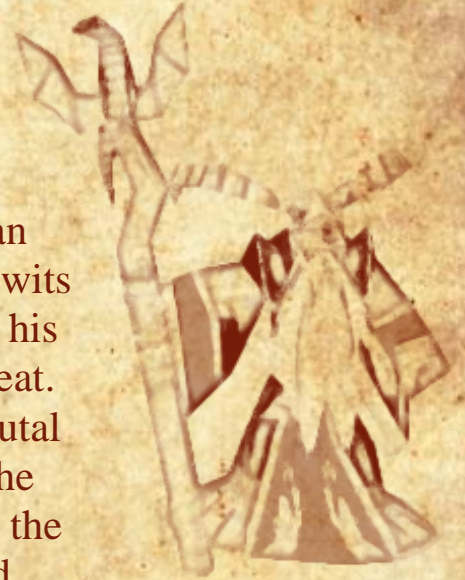
Kaine Shariben

The Necromancer

Race: Immortal Human

Gender: Male

Kaine does not recall his parents, for they died when he was still very young. He was left an orphan, unwanted and unloved, surviving by his wits in the dangerous alleys and mud-caked streets of his home city. He became a thief, forced to steal to eat. The whole world became his enemy, from the brutal city guard and savage gangs of older youths, to the hungry rats that would attempt to gnaw at him in the night. Before he even grew into his teens, he had become disillusioned and bitter.



But when he was twelve years old, his fate took a very different turn when he attempted to pickpocket a sackcloth-robed man. Silent though he was, Kaine suddenly found his wrist seized by an icy hand. He looked up at the hooded face now staring down at him. The visage was pale as death, the eyes black, cold and glittering. Kaine felt somehow drawn to the strange gaze, and stared back with an icy look of his own.

The robed man spoke in a whispering voice. “You are one of us, young one. You have not realized it yet, but I see it clearly in you. All around you, you can feel it... the sluggish, heaving waves of a power nobody else seems to feel, yes?”

Kaine knew exactly what the man meant.

“This world has abandoned you, young one. You owe it nothing, but it still owes you much. Come with me, and I will teach you to reclaim that which is your due.”

With just one more moment of hesitation, Kaine nodded. The man released his grip and slowly walked back the way he came, Kaine following like a shadow behind him.

It was thus that Kaine became an apprentice amongst the secretive Order of Necromancers. In the years that followed, he learned the dark arts, and helped his new master with undermining the society he had grown to hate. He learned to be cold, calculating, and ruthless, to manipulate others to further his own ends. As the years passed, his powers eventually eclipsed those of his master. The older Kaine became, the slower he seemed to age, and gradually he came to realize he was immortal. His stature and influence amongst the Necromancers grew all this time, until he was, in all but official title, their leader.

But as his influence spread, so did whispered rumours of his secret Order. The rumours provoked a brutal witch hunt. People burned in the town square – some innocent and some guilty – and Kaine's carefully-woven schemes began to unravel. He fled into the night just the morning before the Necromancers' crypt-like enclave was discovered and purged by a mob of frenzied townsfolk.

Kaine had learned to bide his time, and he let the witch-hunters think him dead. When he finally returned, he did so with a vengeance. The rivers ran with corruption and a foul plague blew in on the winds. At the forefront of an army of undead, Kaine stormed into the city and lay waste to all before him. Why rule over these mobs of squabbling, petty people, if they could all do exactly as he wished in death?

And so Kaine came to be master of his corpse-city, a blighted, cursed and blackened place where no living soul dared to tread. Here, Kaine studied his dark arts in peace, undisturbed by the world around him... until the arrival of Dustwalker.

Dustwalker came to Kaine's dead city fascinated by the display of necromantic power within. When Dustwalker met with the

surprised Kaine in his sanctum, the immortal Kaine felt humbled for the first time in a century. The knowledge, wisdom, age and power of the Gravelord before him was more than he ever could have imagined. They conversed for days about matters both arcane and mundane, their quiet murmuring words the only sound in the city. After this, Kaine humbly requested to become Dustwalker's apprentice. Dustwalker accepted.

Together and inseparable, Dustwalker taught Kaine of the Warp, and the two journeyed throughout Ithia. And when Dustwalker proposed joining Morganem's crusade, Kaine stood by his side – indeed, as an immortal, he was most welcome to join Morganem's Warlords.

Kaine is the youngest of Morganem's immortal Council of Six, but his necromantic powers are still phenomenal. He is eager to prove his worth to both Dustwalker and Morganem, and is often sent on missions throughout Ithia. Though effective, his methods are so ruthless that he has been rebuked by the other members of the Council of Six on more than one occasion...

The Dharuk



The Dharuk are a race of warriors, and the indigenous inhabitants of Dhar, a small red planet near outer fringes of Ithia. They are muscular, red-skinned beings that revel in war and battle, and who respect honour and martial skill above all else. They are ambitious and driven to constant war and conquest.

Dharuk do not have genders in the regular sense – rather, at various stages of their life, the Dharuk tend to withdraw from more public life and enter a breeding cycle. During this time, egg-like pustules form on their backs. These eggs are fertilized via airborne cells shed from the bodies of other Dharuk, and upon maturation, these eggs burst open to reveal juvenile Dharuk. Juveniles mature quickly, being sufficiently independent to more or less look after themselves after a single year, and being ready to take to the field of battle after six. Dharuk fecundity levels somehow seem to be directly influenced by mortality rates – tribes that suffer heavy losses in battle often display accelerated reproductive cycles and much higher fertility, and thus their losses are replaced rapidly. This has allowed the Dharuk to remain the dominant species on Dhar despite their endless warfare, and has kept any one tribe from ever truly conquering another.

The Dharuk are a resilient race in other ways as well. Their skin is tougher than boiled leather armour, and they can survive injuries that would easily slay a human. Their mental fortitude is just as

impressive, as the Dharuk seem to be almost impervious to insanity or feeble-mindedness – a useful trait for when Morgnaem sends them through the potentially sanity-shredding otherworld of the Warp. The Dharuk are a long-lived species, with individual Dharuk potentially living three or four centuries before dying... though many of their number die in battle long before this happens. Unlike most species, Dharuk tend to only grow stronger with age, and only in the final year or two of their lives do their physical faculties begin to deteriorate.

Dharuk society was divided into a small number of large, warring tribes. The leaders of a tribe were determined by an individual's skill in combat – as their victories and fame grew, so too did their political position. The highest rank a Dharuk can obtain is that of Warmaster – this individual is considered the greatest warrior in a tribe, and he acts as their king in all matters until he is defeated or his reputation surpassed.

This changed with the arrival of Morganem. After observing the Dharuk culture, Morganem sought out the largest and strongest Dharuk tribe and challenged their Warmaster to a duel – naturally, the Warmaster could not refuse. With Morganem's awesome mastery of sorcery, the Warmaster was easily defeated. In return for a vow of fealty from the Warmaster, Morganem promised that instead of usurping the Warmaster's place, he would instead help lead the tribe to victory over its rivals.

Morganem was quick to make that promise into a reality. Under his strategic guidance and with his sorcerous aid, the tribe swept over Dhar, conquering the other tribes and absorbing them into its ranks. The various warring factions were soon united under a single Warmaster, who in turn, answered to Morganem. With this, Morganem finally had a powerful, unified army with which to forge his Empire. Using his magic to open Warp Gates, he could deploy the Dharuk to any world in Ithia, and the Dharuk were more than content to have so many more worlds to conquer.

The Dharuk war machine is now truly a force to be reckoned with. The Dharuk are expert blacksmiths, and so they have access to some of the most finely crafted weapons and armour in Ithia. They have learned to tame and train the ferocious indigenous fauna of Dhar to fight for them in battle, and to build mighty siege weapons to batter down their foes' toughest fortifications. Their warriors have the ability to drive themselves into a berserk battle frenzy. Many of their number display magical talents, and are trained as War Mages to support their comrades in battle. And leading them are their Officers and Champions, old veteran warriors and heroes who have proven their worth in hundreds of campaigns. With the support of Morganem and his Warlords, they have become nearly unstoppable.

The Void Children



The Void is a mysterious sub-dimension that exists 'beneath' the Plane of Ithia – it is both a part of the Plane, and separated from it. Morganem, through his intense scrying and research, unexpectedly discovered its existence a scant few months ago.

The Void initially appeared to be empty, cold, dark, and completely lifeless. However, as Morganem magically probed deeper into its depths, he came to perceive voices within it, quiet whispers in an unknown language. As inconceivable as it seemed, it would appear that something sentient dwelled within the Void.

Morganem attempted to make contact with these entities, but communication proved to be very difficult. In time, however, Morganem realized they spoke with no physical tongue. Their language was unstructured, a language of thoughts, feelings, memories and dreams. Gradually, he learned how to make them hear his own thoughts.

These creatures – the Void Children, as Morganem had come to call them – were unlike any of the native beings of Ithia. They dwelled within the Void as incorporeal essences. Even when he could speak to them, Morganem found them difficult to understand.

Though they seemed to possess an incredible intellect, their thoughts were fractured, strange and alien. There was no doubt, however, that they were beings of great power.

Once Morganem had established contact with the Void Children, they were eager to speak with him. They willingly shared knowledge of their strange Void sorceries, of their language, of ancient secrets long lost to Ithia. The wealth of new studies opening to Morganem was staggering even to him.

But Morganem's intellectual investigations into the Void were cut short with the arrival of the Companions in Ithia. With frightening speed, these immortal crusaders toppled his governors, punched through his forces, and located the seat of his power. Morganem's attempts to rally his forces were too little and too late – he had barely become aware of the threat by the time the Companions had arrived on Dhar. To Morganem's horror, he saw the Companions smash their way through his previously invincible Dharuk defenders and close on Khaal Spire itself. His Warlords were elsewhere in Ithia, engaged in campaigns of their own, and would not make it in time to aid him. The Companions' sudden attack had not left him time to adequately prepare his magical defences. Defeat seemed inevitable.

As desperation overtook Morganem, he turned to the only friends he could find at hand – the Void Children. As the Companions' magic blasted open the doors to Khaal Spire, he pleaded with the Void Children to form a military alliance with him. The Void Children – perhaps in friendship, perhaps in ignorance – agreed.

Morganem summoned his magical powers to open a breach in the walls that separated Ithia from the Void. From this breach the Void Children emerged, a physical form coalescing around them as they stepped into Ithia. Weapons in hand and the air around them throbbing with Void sorcery, the Void Children gathered around Morganem in his throne room, preparing to meet the incoming Companions in battle...

While little is else known about them, the Void Children have now taken on the forms of towering, tentacled humanoids. They seem to come in different types – some more suited for physical battle, others more suited for sorcery – and differing levels of power. Their strength, agility, and intelligence are phenomenal, and the greatest mortal heroes would be hard-pressed to defeat even the weakest of the Void Children in a duel. Their immense power and intense loyalty toward Morganem is likely to make them into some of the Companions' deadliest enemies.

Troubleshooting

Refer to the list below for any known technical issues that can occur with the To the Bitter End campaign. Suggested workarounds are included where possible. If you encounter any problems not listed below, please contact me for further details (see the FAQ for contact details).

General Issues

“I Click On A Button To Start A Chapter And I Just Get Kicked Back To The Chapter Select Screen!”

This happens if you're running an outdated version of Warcraft III: The Frozen Throne. You'll need to patch The Frozen Throne to the most up-to-date version (v1.26a at the time of writing). Try the official Battle.net patch page to get the latest standalone patch (<https://us.battle.net/support/en/article/warcraft-iii-patch-downloads>).

“The Characters Look Really Weird”

If Fei's face looks really odd, or Kitharsis is carrying white 'phantom' axes, then your graphics settings for Warcraft III are too low. You must set the model and texture details to maximum, or things may not look as they should.

“The Game Is Horribly Slow”

Unfortunately, To the Bitter End seems to be more hardware intensive than a standard game of Warcraft III. If your computer is only just meeting the minimum requirements to play Warcraft III, you'll likely have some problems running this campaign.

Chapter I: Dark Dawn Issues

“The Map Is Becoming Slow And Jerky”

This was a longstanding problem that may or may not be fixed now as it is hard to recreate. Not everyone experiences this problem, but some people will find the map becoming quite slow and jerky towards the end if they attempt to complete it in a single sitting. The solution to this problem is to save the game, quit Warcraft III, and then re-load. The game should be running smoothly again after this.

“The Victory Screen Doesn't Appear”

After the final battle in Chapter I, the victory screen sometimes does not appear immediately. The cause of this bug is not known. If this happens to you, first make certain you have killed all of Luther's men in the room - you must slay all of his men if you are to win. If they are all already dead, but the victory screen still isn't appearing, then just wait around for a while - it should appear after a brief wait anyway.

Chapter II: The Dream of Blood Issues

“Fei Suddenly Dies During One of the Last Cinematics”

This bug should have been fixed in the latest version - if you do not have the latest version, you can download it from the official site. I believe the bug was caused by problems with the Summon Daemons triggers, which caused Fei to have timed life when he joined Soul Reaver if Soul Reaver cast Summon Daemons shortly before having Fei join him. If you're still having this problem with the latest versions, please e-mail me to let me know.

Chapter IV: Heart of Ice Issues

“I'm Stuck Outside The Final Boss' Force Wall!”

This has happened to me only once, so it is clearly not a common occurrence. However, it might be possible for a companion to become stuck outside the final Boss' Force Wall if they do not move forward during the cinematic (for reasons I have been unable to determine). This bug has hopefully been fixed, but just in case, there are several ways to avoid or fix this issue:

- Save before the battle against the final guards. If a companion gets stuck outside, load the game and try again.
- Skip the cinematic
- If a companion is already stuck outside, move him AWAY from the boss, to the fork in the path further to the North. Then move back towards the boss. That should move you back inside the Force Wall automatically.

Frequently Asked Questions

Q: How can I contact the creator of To the Bitter End?

A: The best way to contact me is via e-mail:

meet_soul_reaver@hotmail.com

I rarely find the time to go onto IM programs these days, so I'm afraid that contacting me on those is not likely to work. But I check my e-mails daily, and I'm very happy to receive emails from people!

Q: Can I help you with this campaign?

A: Probably not. To the Bitter End is complete, and I do not need any further help completing it. But if you would like to make a gameplay video, or fanart, or indeed anything similar, then please do get in touch with me.

Q: What is the song you used in that Chapter?

A: A full soundtrack listing can be found in the Credits section of this manual, in Readme file for To the Bitter End, and in the Epilogue Chapter in-game.

Q: Why is Fei a Strength-based hero? And why is Cameron an Agility-based hero? And why is...

A: The only thing that a character's 'primary' characteristic does is to increase the amount of damage their weapon inflicts in combat. I assigned the primary characteristics according to what characteristic would most realistically increase the damage a hero can do with their weapon. In the case of Cameron, a gun doesn't depend on the strength of the wielder, but on their accuracy and precision. Conversely, swords like Fei's are likely to do more damage when swung with greater force, with accuracy playing a lesser role.

Q: I've played earlier beta releases of To the Bitter End. Will my saved games still work?

A: Unfortunately no, Warcraft III does not allow saved games to transfer over between different versions of a map. You will need to start a new game.

Q: When's the next Chapter coming out?

A: To the Bitter End is now complete. There are no more Chapters to be released.

Q: How many Chapters are there?

A: There are 8 playable Chapters, as well as cinematic-only Prologue and Epilogue chapters.

Q: But I can only see 2 Chapter selection buttons! Where are the rest?

A: You'll have to earn them! Once you complete a Chapter, the selection button for the next Chapter will become available.

Q: You should do voice acting for the campaign!

A: While I do partially agree, there are two problems with this. Firstly, unprofessional voice acting is liable to sound a lot worse than the voices you give to the characters in your imagination, and could thus seriously detract from the game's atmosphere. Secondly, the sheer amount of dialogue would cause the campaign to balloon to an insane size. I'm not ruling out the possibility of doing that in the future, but it would only happen if I get a better place to host the maps on and some really dedicated and skilled voice actors to help me out.

Q: When is Slayer, the guy from the start of Chapter I, going to be a playable character?

A: Never. It's typical for Slayer to show up, offer some help, and then disappear for months on end for various enigmatic reasons. Don't expect him to reappear as a playable character.

Q: Did you make all of this yourself?

A: Yes and no. I came up with and did almost everything in the maps. But there are some exceptions. The basic character design for

Fei Serumen, Cameron Aileron, Kitharsis and Sera Poi are other peoples' creations – I merely implemented them by creating skins and abilities for them and putting them in the game. Their personality and history, however, were someone else's ideas. The weapon models used were also not created by me – they were extracted and made useable by Larc from maps.worldofwar.net. And finally, the music wasn't created by me either. Full credits are at the end of this manual, in the readme, and in the Epilogue cinematic.

Q: Why do you call the main character Soul Reaver even though this thing doesn't seem to have anything to do with Legacy of Kain?

A: I actually came up with the name 'Soul Reaver' for my character long before even Legacy of Kain: Blood Omen was released. The two stories are completely unrelated.

Q: I could have sworn that Cameron Aileron used to be called Clutchfiend?

A: Aaah, retcons, the bane of my existence. Prior to version 0.7.04, Cameron Aileron actually was named 'Clutchfiend'. However, the person who originally came up with Cameron's background story then decided to retcon the character's backstory, which included changing his name. I liked the retcon though, so I incorporated it into To the Bitter End.

Q: What does this story have to do with the Warcraft III universe?

A: Nothing. Warcraft III's map editor just happened to have the perfect tools for creating the game I envisioned. The storyline and characters are an original creation.

Q: Nice loading screen... but what is it?

A: It's a representation of the Warp, with a cool-looking metal border around it. I made it from scratch in Photoshop and am quite proud of it.

Q: I don't get the story!

A: Feel free to email me if any part of the story is unclear to you. I'll happily discuss it!

Design Changes

Due to the nature of To the Bitter End as a Warcraft III mod, there are some differences between The Multiverse and the characters as they were originally envisaged on The Administorum tandem stories, and how they are presented in this campaign. These will briefly be covered below:

Warp Gates

Though they certainly look nice in Warcraft III, the model used for the Warp Gates isn't really very accurate. Warp Gates look more as if reality has 'bent' inwards to form a hole into the Warp. They tend to be a lot less symmetrical and more unstable too.

The Companions' Skills

The skills featured in To the Bitter End are by no means exhaustive and some are somewhat inaccurate. However, it would be impossible to implement all the skills and for playability reasons it would be a terrible idea even if it were possible. All the Companions possess far more spells or skills than presented: for example, Soul Reaver can consume the souls of enemies, Cameron can possess the body of a foe, Fei Serumen has numerous athletic powers and so on. On the other hand, a few skills are included more for playability reasons: Sera Poi, for example, has not shown an exceptional talent for healing in the original stories, but her having a healing ability is likely to be a welcome addition in To the Bitter End.

The Companions' Voices

Although I have chosen soundsets for each of the companions that I feel capture their character to some degree, these soundsets are straight from Warcraft III so obviously their voices are not always as

envisaged, and some of the things they say are rather inaccurate. For example, Soul Reaver does not normally speak Warcraft-elvish. Or as another example, despite his repeated vocal insistence in *To the Bitter End*, Kitharsis is not, and never has been, the Warchief.

Soul Reaver

Actually, Soul Reaver's appearance is surprisingly accurate – I was quite taken aback at how similar Arthas' model is to how Soul Reaver looks. Even so, his face looks a little too youthful. Also, Soul Reaver does not wear plate leggings and greaves. Instead, his legs are left bare, and he wears high, steel-tipped leather boots. The items he carries (except, as in all cases, the Tent) are also items he originally has and makes use of, although their effects have been altered slightly for gameplay reasons.

Fei Serumen

Fei Serumen is actually meant to be a lot more attractive than his model suggests. He is also less heavily muscled and more lithe. He has a tattoo below one eye, but this sort of asymmetry is impossible to implement via skinning the model. The tattoos on his body should look like a dragon, and he tends to wear a bit more than his model suggests. Also, his swords are not the right colour. His items are accurate, even if their effects are not.

Cameron Aileron

Cameron's armour is actually a lot more ornate than that of his model in *Warcraft III*, and his face looks less goofy and more handsome. He also has grey hair (which isn't easily visible on the model). Originally, he actually wields a sword in combat, rather than any firearms (although he is certainly capable of using them). His items are more or less original creations, although they do at least resemble items he would likely have access to.

Kitharsis

The most glaring inconsistency in Kitharsis' appearance are his tusks (he does not really have any) and his enormous nose (which should be considerably smaller). Kitharsis also tends to carry a number of clay pots filled with sand and the like. Kitharsis' Rage Axes in *To the Bitter End* are also not accurate, since traditionally he fights unarmed or with a giant warhammer – however, the troll model looks really stupid when attacking with an oversized hammer or without weapons, which is why he was given the Rage Axes for the campaign. Also, his Shamanic Mask item isn't a traditional item owned by him, but as he learned much of his skills from a Shaman, it is a believable addition.

Sera Poi

Sera Poi should not have blank white eyes, and she doesn't originally wear a cloak either. Her Blackoak Bow, Divinity Arrows and Elven Cloak items are all new creations for the campaign, although they are not out of character for her. Finally, her armour should actually be a lot more ornate. Overall however the model is relatively accurate.

Credits

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Title Screen and Manual Concept Art created by:

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Cameron Aileron..... *Sean Britton*
Kitharsis..... *Bryon Laird*
Sera Poi *Anthony Di Cesare*
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<i>Chapter I</i>	<i>The Wretched</i>	<i>Nine Inch Nails</i>
<i>Chapter II</i>	<i>The Becoming</i>	<i>Nine Inch Nails</i>
<i>Chapter III</i>	<i>Tikal</i>	<i>E.S. Posthumus</i>
<i>Chapter IV</i>	<i>Nineveh</i>	<i>E.S. Posthumus</i>
<i>Chapter V</i>	<i>Karma</i>	<i>Kamelot</i>
<i>Chapter VI</i>	<i>We're in this Together</i>	<i>Nine Inch Nails</i>
<i>Chapter VII</i>	<i>Welcome Within</i>	<i>Godsmack</i>
	<i>Ultra</i>	<i>KMFDM</i>
<i>Chapter VIII</i>	<i>Yamiiro no Yume/Anger (edit)</i>	<i>Kasamutao Kouji</i>
	<i>Missing Time</i>	<i>MDFMK</i>
	<i>Kalki</i>	<i>E.S. Posthumus</i>
	<i>Ashief Pi</i>	<i>E.S. Posthumus</i>
	<i>Kuvera (edit)</i>	<i>E.S. Posthumus</i>
<i>Epilogue</i>	<i>Indra/Arise (edit)</i>	<i>E.S. Posthumus</i>

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Weep

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