

The Tektrons

- The Tektrons are the Masters of the Dark Technology

STR	[15]	Area	AV	BPs
INT	[30]	Leg	8/2	8
COR	[17]	Arm	8/2	7
PHY	[14]	Stomach	8/2	7
MST	[21]	Chest	8/2	8
PER	[13]	Head	6/1	4

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 4

Avoid/ Parry: 4

Attacks: Melee weapon or firearm,
Usually enhanced

Skills: Combat 12, Firearms 12,
Comm. 12, Movement 12,
Technical 18+

BioTek: 1d6+3 plus Immunity to
aging, Necrobionic Neural
Conduit

Dark: 1d6+3

Special: May choose their Gifts free,
without degeneration or stig-
mata. Two AVs are given,
one for the flesh, one for the
metal (50% chance to hit) A
Tektron can understand the
use of any machine within a
minute.

Child of Ilian

- look like deformed Children
- ultimate maintance Workers

STR	[05]	Area	AV	BPs
INT	[14]	Leg	-	6
COR	[12]	Arm	-	5
PHY	[05]	Stomach	-	5
MST	[10]	Chest	-	6
PER	[03]	Head	-	3

Movement: 3/ 175

O.B.: -1

Act./ C.R.: 3

Avoid/ Parry: -

Attacks: Melee weapon or firearm,
Child's Rattle (1d3 CF5)

Skills: Combat 8, Firearms 9,
Comm. 0, Movement 9,
Technical 15

BioTek: Perfect Nightvision

Dark: none

Special: Children of Ilian are con-
stantly conversing with each
other in a high-pitched, squ-
ealing cackle that quickly
grates on the nerves. They
show signs of Degeneration
normally unseen in Illian's
Followers.

Eaonian Justifier

- Torturers of Algeroth
- long insekt-like heads

STR	[15]	Area	AV	BPs
INT	[25]	Leg	4	8
COR	[18]	Arm	4	7
PHY	[15]	Stomach	4	7
MST	[20]	Chest	4	8
PER	[10]	Head	4	4

Movement: 3/ 325

O.B.: +1

Act./ C.R.: 4

Avoid/ Parry: 8

Attacks: Claws, 1d6+1 plus venom

Skills: Combat 14, Firearms 10,
Comm. 18, Movement 12,
Technical 19 (Excruiation)

BioTek: none

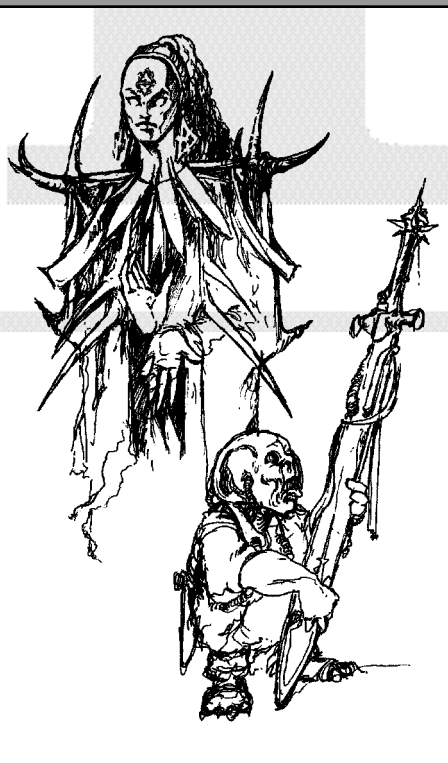
Dark: none

Special: These Creatures can
generate several poisons and
venom inside their bodies.
They know that agony is best
served in small doses. The
are the masters of pain

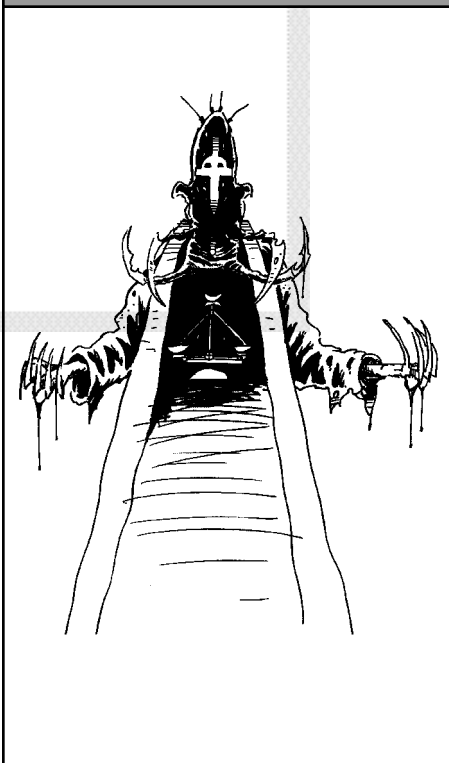
Tektron



Child of Ilian



Eaonian Justifier



Brass Apocalypt

- Bodyguards of Tektrons
- Need orders given by superiors

STR	[45]	Area	AV	BPs
INT	[10]	Leg	7	12
COR	[30]	Arm	6	11
PHY	[55]	Stomach	6	11
MST	[10]	Chest	7	12
PER	[18]	Head	7	7

Movement: 9/ 700

O.B.: +7

Act./ C.R.: 5

Avoid/ Parry: 14

Attacks: Melee weapon or firearm,
Fist 1d6; Kick 1d6+1

Skills: Combat 19, Firearms 19,
Comm. 4, Movement 4,
Technical 4

BioTek: Necro-bionic arms, legs, ske-
leton, restructuring, innards,
Lung implantat, Night vision,
Pain Control

Dark: none

Special: Same gas resistance as the
Immaculate Furies. The Cre-
atures have Perfect Nightvisi-
on and a sense of hearing
that enables them to hear a
humans breathing at 300m.

Bio-Giants

- Giant War Machines made of flesh
- Immense Strong and Stupid

STR	[100]	Area	AV	BPs
INT	[04]	Leg	10	15
COR	[09]	Arm	-	14
PHY	[100]	Stomach	10	14
MST	[10]	Chest	10	15
PER	[20]	Head	10	8

Movement: 9/ 700

O.B.: +11

Act./ C.R.: 3

Avoid/ Parry: N/A

Attacks: Huge Clawed Hands (1d10),
alternative heavy machine
guns or other heavy guns

Skills: Combat 10, Firearms 9,
Comm. 5, Movement 0,
Technical 0

BioTek: none

Dark: none

Special: Everyone seeing this creatu-
re must roll beneath his MST
or flee for 1d6 minutes

Golem of Darkness

- Dark Androids
- Need orders given by superiors

STR	[40]	Area	AV	BPs
INT	[10]	Leg	6	10
COR	[30]	Arm	6	9
PHY	[40]	Stomach	6	9
MST	[10]	Chest	6	10
PER	[10]	Head	6	5

Movement: 8/ 600

O.B.: +6

Act./ C.R.: 6

Avoid/ Parry: 15

Attacks: Melee weapon or firearm

Skills: Combat 19, Firearms 19,
Comm. 4, Movement 4,
Technical 4

BioTek: Nightvision, Pain Control,
Necro-bionic skeleton,
Necro-bionic restructuring

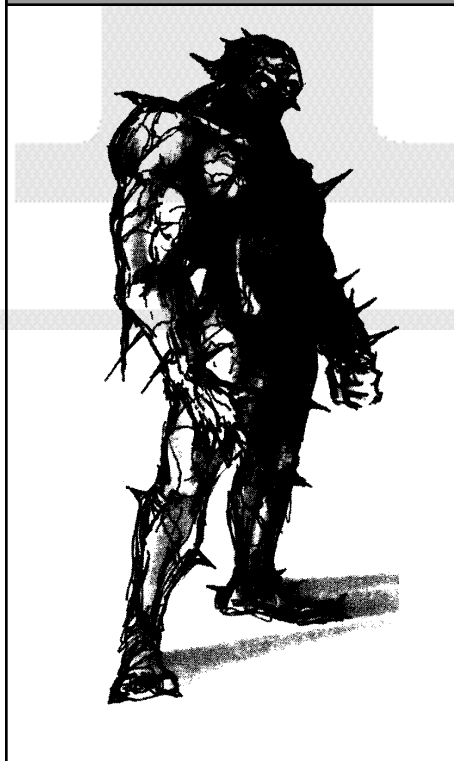
Dark: none

Special: The Golem can extrude
spikes which do 1d6+OB
damage

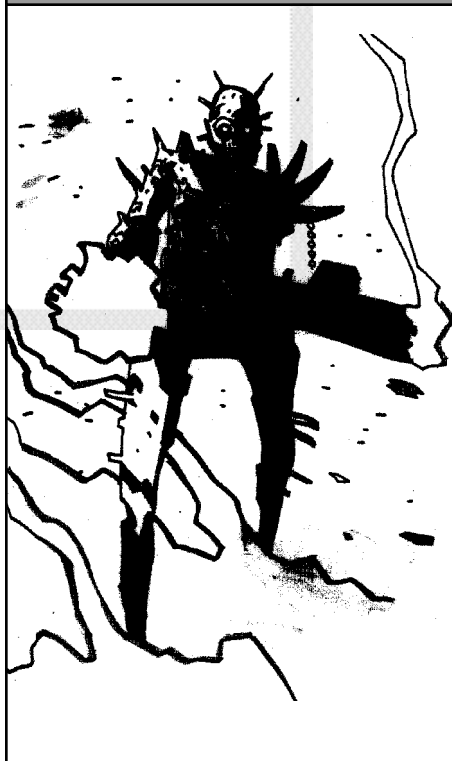
Brass Apocalypt



Bio-Giants



Golem of Darkness



Centurions

- Captains of Kohorts
- Huge Humanoids with strong builds

		Area	AV	BPs
STR	[18]	Leg	4	7
INT	[14]	Arm	4	6
COR	[15]	Stomach	4	6
PHY	[18]	Chest	4	7
MST	[09]	Head	-	3

Movement: 3/ 225

O.B.: +2

Act./ C.R.: 3

Avoid/ Parry: 7

Attacks: Melee weapon or firearm,
Voriche (1d6+1 CF 6)

Skills: Combat 10, Firearms 14,
Comm. 12, Movement 9,
Technical 9

BioTek: 1d4+ Nightvision

Dark: Resist Pain, Invoke Frenzy

Special: Centurions are the Special
Forces of the Dark Legion.
They Physically resemble
Necromutants.

Necromutants

- Commanders of Legionaires
- Leather-like Skin

		Area	AV	BPs
STR	[15]	Leg	4	7
INT	[09]	Arm	4	6
COR	[14]	Stomach	7	6
PHY	[15]	Chest	7	7
MST	[10]	Head	1	3

Movement: 3/ 225

O.B.: +2

Act./ C.R.: 3

Avoid/ Parry: 6

Attacks: Melee weapon or firearm,
Belzarach (1d6+3 CF 4)

Skills: Combat 13, Firearms 12,
Comm. 9, Movement 6,
Technical 7

BioTek: Nightvision, May have Wrist
Sockets or Neural Conduit

Dark: Resist Pain

Special: Some Necromutants may
possess Neural Conduits.
Others may have Wrist
Sockets, enabling them to
plug weapons and equipment
directly into their wrist. The-
se Creatures are rare.

Razides

- Enforcers of the Nepharites
- Bodies of flesh, stone and metal

		Area	AV	BPs
STR	[45]	Leg	5	9
INT	[12]	Arm	5	8
COR	[11]	Stomach	7	8
PHY	[31]	Chest	7	9
MST	[14]	Head	5	4

Movement: 5/ 325

O.B.: +5

Act./ C.R.: 3

Avoid/ Parry: 5

Attacks: Melee weapon or
heavy firearm

Skills: Combat 14, Firearms 16,
Comm. 10, Movement 7,
Technical 15

BioTek: none

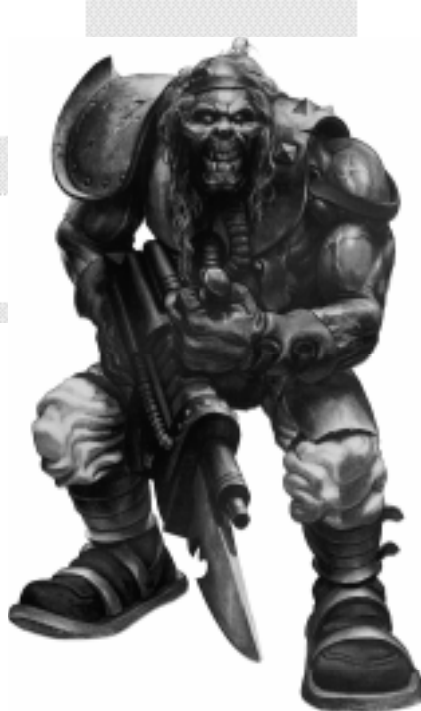
Dark: Resist Pain

Special: The Razide is a beast from
another time and existence,
impossible strong and given
the constitution beyond any
man's.

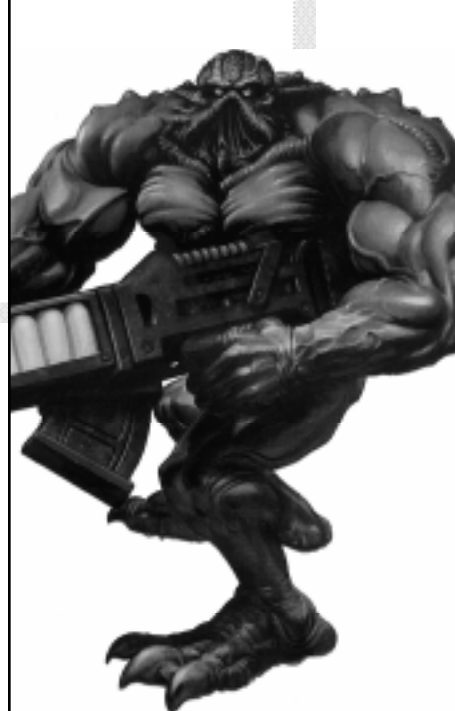
Centurions



Necromutants



Razides



Undead Legionaire

- Human Zombies
- May have grotesque cybernetics

STR	[16]	Area	AV	BPs
INT	[03]	Leg	3	6
COR	[11]	Arm	1	5
PHY	[12]	Stomach	3	5
MST	[04]	Chest	3	7
PER	[04]	Head	6	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 4

Attacks: Melee weapon or firearm,
Usually Kratach (1d6+1 CF 5)

Skills: Combat 9, Firearms 10,
Comm. 3, Movement 5,
Technical 2

BioTek: Nightvision

Dark: none

Special: Their Equipment is an mixture of modern and ancient technology. They are parodies of the humans they once were.

Blessed Legionaire

- Demnagonis filthy Legionaires
- full of bacterias and virii

STR	[11]	Area	AV	BPs
INT	[03]	Leg	-	6
COR	[12]	Arm	-	5
PHY	[05]	Stomach	-	5
MST	[10]	Chest	-	6
PER	[05]	Head	-	3

Movement: 3/ 225

O.B.: -

Act./ C.R.: 3

Avoid/ Parry: 4

Attacks: Melee weapon or firearm,
claws (1d6+2)

Skills: Combat 8, Firearms 9,
Comm. 4, Movement 6,
Technical 2

BioTek: none

Dark: none

Special: Anyone who takes at least 1 hit from blessed Legionaire must make a normal PHY-roll or will suffer -3 on all Skills due to an infectious wound until a Art of Exorcism of at least 2rd Magnitude is cast.

Heretic Legionaire

- former Heretics
- don't feel any pain

STR	[15]	Area	AV	BPs
INT	[03]	Leg	1	6
COR	[11]	Arm	1	5
PHY	[13]	Stomach	1	5
MST	[07]	Chest	1	6
PER	[04]	Head	1	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 5

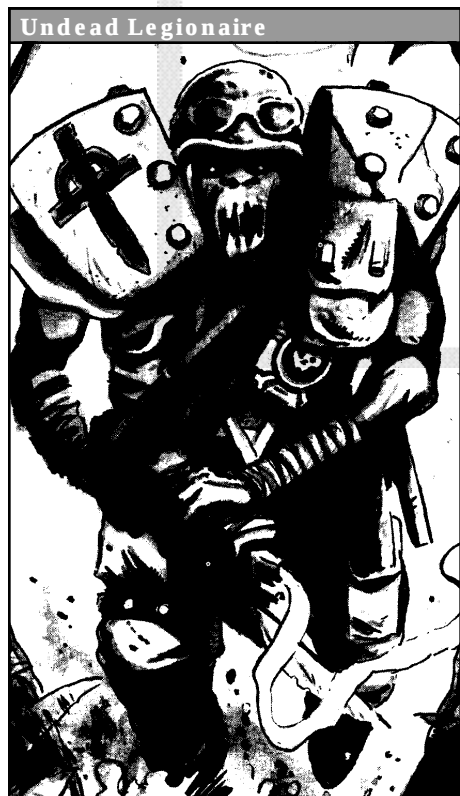
Attacks: Melee weapon or firearm,
Usually Kratach (1d6+1 CF 5)

Skills: Combat 11, Firearms 12,
Comm. 3, Movement 11,
Technical 4

BioTek: Nightvision, Heretic
Legionaires ignore pain

Dark: none

Special: Pale and hollow-eyed Humans. Their minds have been burned away and are now not more than puppets on a string.



Screaming Legionaire

- insanes, twisted into spasms
- some use instruments for wild dance

STR	[14]	Area	AV	BP
INT	[02]	Leg	-	6
COR	[05]	Arm	-	5
PHY	[15]	Stomach	-	5
MST	[01]	Chest	-	6
PER	[06]	Head	-	3

Movement: 3/ 175

O.B.: +1

Act./ C.R.: 2

Avoid/ Parry: 3

Attacks: Wind of Insanity, Kratach
Kratach (1d6+1 CF 5) or
melee weapon

Skills: Combat 7, Firearms 12,
Comm. 4, Movement 6,
Technical 2

BioTek: none

Dark: Wind of Insanity

Special: Screaming Legionaires can
invoke Wind of Insanity once
per Day but it doesn't do
physical Damage. The Level
is 1 per Legionaire, i.e. 10
screaming Legionaires joined
will create this effect for 10
CR.

Zenithian Soulslayer

- huge monsters
- leaders of screaming legionaires

STR	[27]	Area	AV	BP
INT	[12]	Leg	5	10
COR	[10]	Arm	4	9
PHY	[24]	Stomach	5	9
MST	[27]	Chest	5	10
PER	[26]	Head	4	5

Movement: 3/ 225

O.B.: +4

Act./ C.R.: 4

Avoid/ Parry: 9

Attacks: Claws (2d6), Blades (2d6+1)
Tail (1d6)

Skills: Combat 17, Firearms 0,
Comm. 0, Movement 14,
Technical 0

BioTek: Nightvision

Dark: Terror, Confuse, Insane Dan-
ce, Wind of Insanity, Invoke
Frenzy (Algeroth)

Special: Huge monsters in vaguely
humanoid shape, razorsharp
claws, Leaders of the screa-
ming Legionaires.

Immaculate Furies

- hairless muscular humanoid
- ear-piercing shrieks

STR	[31]	Area	BP	AV
INT	[12]	Leg	4	9
COR	[16]	Arm	4	8
PHY	[28]	Stomach	4	8
MST	[19]	Chest	4	9
PER	[24]	Head	2	4

Movement: 5/ 323

O.B.: +4

Act./ C.R.: 4

Avoid/ Parry: 10

Attacks: Melee weapon or firearm,
Usually enhanced

Skills: Combat 10, Firearms 14+,
Comm. 13, Movement 10,
Technical 10

BioTek: none

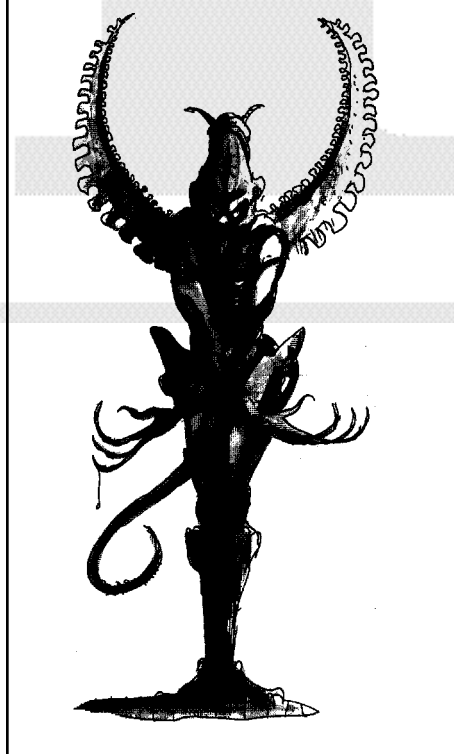
Dark: none

Special: The Furies can emit an ear-
piercing shriek. Heard from
a distance a normal MST roll
will prevent from fleeing
(1d6 min). Range from 5 to
30 Meters it is so loud paral-
yzing for 1d3 CR unless a hard
MST roll is made. At a range
less 5 Meters it will do 1d3 to
the head each CR unless a
hard PHY roll is made. Furies
have Perfect Nightvision and
a sense of hearing that enab-
les them to hear a humans
breathing at 300m.

Screaming Legionaire



Zenithian Soulslayer



Immaculate Furies



Pretorian Stalkers

- Always fight in pairs
- Technological Machines

STR	[50]	<u>Area</u>	<u>AV</u>	<u>BPs</u>
INT	[09]	Leg	7	9
COR	[14]	Arm	7	8
PHY	[35]	Stomach	7	8
MST	[10]	Chest	7	9
PER	[27]	Head	9	4

Movement: 5/ 325

O.B.: +8

Act./ C.R.: 3

Avoid/ Parry: 8

Attacks: Scythe of Semai (1d10+6 CF 16), Carcass Launcher, Hindenburg Incinerator

Skills: Combat 18, Firearms 18, Comm. 12, Movement 19, Technical 14

BioTek: 1d6+ Pain Control

Dark: none

Special: Immune to fire and gases, perfect Nightvision. Pretorian Stalkers always fight with their combat Twin.

Changeling

- Perfect infiltrators
- can change their appearance

STR	[20]	<u>Area</u>	<u>AV</u>	<u>BPs</u>
INT	[15]	Leg	7	8
COR	[20]	Arm	7	7
PHY	[20]	Stomach	7	7
MST	[15]	Chest	7	8
PER	[15]	Head	7	4

Movement: 4/ 275

O.B.: +2

Act./ C.R.: 4

Avoid/ Parry: 6

Attacks: Melee weapon or firearm, can fashion their limbs to clubs or blades (1d)

Skills: Combat 15, Firearms 15, Comm. 20, Movement 10, Technical 10

BioTek: none

Dark: 2d6

Special: Changelings are the masters of disguise, since they can perfectly change their appearance and voices.

Dark Huntsmen

- Reanimated Humans for infiltration
- Human looking „Borgs“

STR	[18]	<u>Area</u>	<u>AV</u>	<u>BPs</u>
INT	[14]	Leg	7	10
COR	[18]	Arm	7	9
PHY	[28]	Stomach	7	9
MST	[18]	Chest	7	10
PER	[18]	Head	9	5

Movement: 7/ 500

O.B.: +5

Act./ C.R.: 5

Avoid/ Parry: 9

Attacks: Melee weapon or firearm, Fist 1d6, Kick 1d6+1

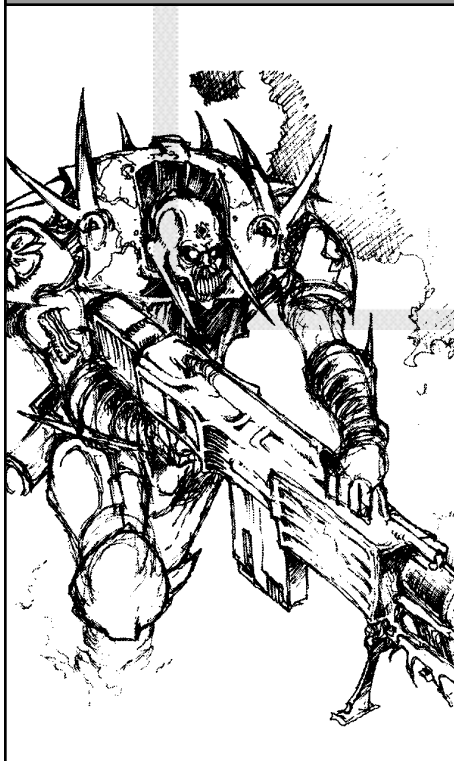
Skills: Combat 16, Firearms 16, Comm. 13, Movement 13, Technical 13

BioTek: Necro-bionic arms, legs, skeleton, restructuring, innards, lung implants, Nightvision, Pain Control

Dark: none if built from captives; 1d6 if taken from cultists

Special: Those Dark Huntsmen drawn from captives will possess all their former knowledge and can and will use it against their former comrades.

Pretorian Stalkers



Changeling



Dark huntsman



Ezoghoul

- Huge „Centaur“ body with wings
- Can't breath without „Illitachk“

STR	[34]	Area	AV	BPs
INT	[15]	Leg	4	9
COR	[22]	Arm	4	8
PHY	[29]	Stomach	5	8
MST	[26]	Chest	5	9
PER	[24]	Head	4	4

Movement: 6/ 400

O.B.: +5

Act./ C.R.: 4

Avoid/ Parry: 8

Attacks: Melee weapon or heavy
firearm, Kick (1d6)

Skills: Combat 17, Firearms 16,
Comm. 17, Movement 20,
Technical 14

BioTek: Nightvision only

Dark: Invoke Terror, Flow of fire

Special: The Illitachk symbiote makes
the Ezoghoul immune to poi-
son gases. About 75% have
flying ability, the movement
rate is the same as on the
ground.

Templar

- Regular Soldiers of Ilian
- Ruled by High Templars

STR	[19]	Area	AV	BPs
INT	[10]	Leg	6	7
COR	[15]	Arm	6	6
PHY	[21]	Stomach	7	6
MST	[12]	Chest	7	7
PER	[24]	Head	10	3

Movement: 4/ 275

O.B.: +2

Act./ C.R.: 3

Avoid/ Parry: 8

Attacks: Templar Blade (1H: 1d4+1
2H: 1d8+1 CF 40)

Skills: Combat 15, Firearms 15,
Comm. 11, Movement 16,
Technical 6

BioTek: Nightvision

Dark: Resist Pain

Special: Can sense pain (75m), even
the intent to cause pain.

Triangled Templar

- Perfect Warmachines
- Ruled by High Triangled Templars

STR	[22]	Area	AV	BPs
INT	[03]	Leg	7	7
COR	[10]	Arm	7	6
PHY	[23]	Stomach	8	6
MST	[05]	Chest	8	7
PER	[26]	Head	10	3

Movement: 4/ 275

O.B.: +2

Act./ C.R.: 3

Avoid/ Parry: 5

Attacks: Kratach and Templar Mace

Skills: Combat 15, Firearms 15,
Comm. 3, Movement 16,
Technical 3

BioTek: Nightvision

Dark: Resist Pain

Special: Can sense pain (75m), even
the intent to cause pain.
Sometimes they even attack
each other.

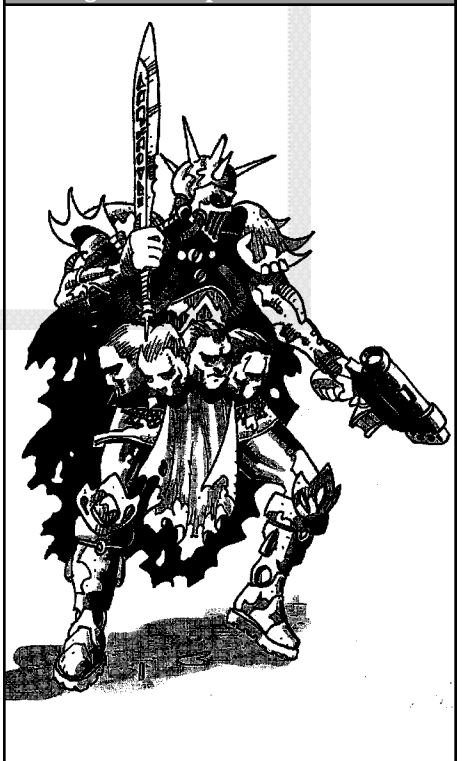
Ezoghoul



Templar



Triangled Templar



Curator

- insane field medics „the last aid“
- human shaped with cybernetics

STR	[14]	<u>Area</u>	<u>AV</u>	<u>BPs</u>
INT	[13]	Leg	2	7
COR	[17]	Arm	2	6
PHY	[14]	Stomach	2	6
MST	[13]	Chest	2	7
PER	[12]	Head	2	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 6

Attacks: Curator sword (1d6+2),
plague gun (1d6+2)*
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Skills: Combat 8, Firearms 14,
Comm. 12, Movement 9,
Technical 23

BioTek: Nightvision

Dark: Invoke Pain, Blindness, Time
Rot, Decay, Infection

Special: Human shaped with cyber-
netics, skin stiched together
with plastic or leather, bare
head without skin, giggling
when carrying out their ope-
rations.

Wardog

- Can change their „breed“
- hunters of souls in the void

STR	[18]	<u>Area</u>	<u>AV</u>	<u>BPs</u>
INT	[07]	Leg	3	8
COR	[15]	Arm	3	7
PHY	[20]	Stomach	3	7
MST	[16]	Chest	3	8
PER	[15]	Head	3	4

Movement: 4/ 275

O.B.: +2

Act./ C.R.: 3

Avoid/ Parry: 5

Attacks: Bite (1d6+2),
Claws (1d6 each)

Skills: Combat 20, Firearms 0,
Comm. 10, Movement 18,
Technical 0

BioTek: none

Dark: Dimensional travel

Special: Their eyes glow in red. Once
they have a souls scent they
can track it through just
about everything as long the
trail is not older than 24 hrs.

Wild Hunter

- Dark Riders
- Only hunt souls!

STR	[25]	<u>Area</u>	<u>AV</u>	<u>BPs</u>
INT	[13]	Leg	8	10
COR	[17]	Arm	8	9
PHY	[18]	Stomach	10	9
MST	[20]	Chest	10	10
PER	[18]	Head	3	5

Movement: 4/ 275

O.B.: +4

Act./ C.R.: 6

Avoid/ Parry: 10

Attacks: 2H Melee Weapon or firearm,
Dark Steed: fire (1d6), claws
(1d4+1 each)

Skills: Combat 18, Firearms 15,
Comm. 6, Movement 16,
Technical 5

BioTek: Nightvision

Dark: 2d6

Special: Wild Hunters are the hunters
of souls. They rarely hunt
fleshed prey. Their Horses
can change their hooves into
claws.

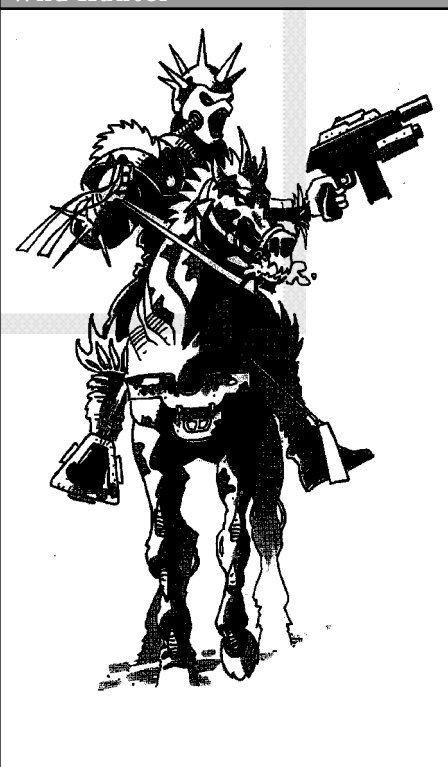
Curator



Wardog



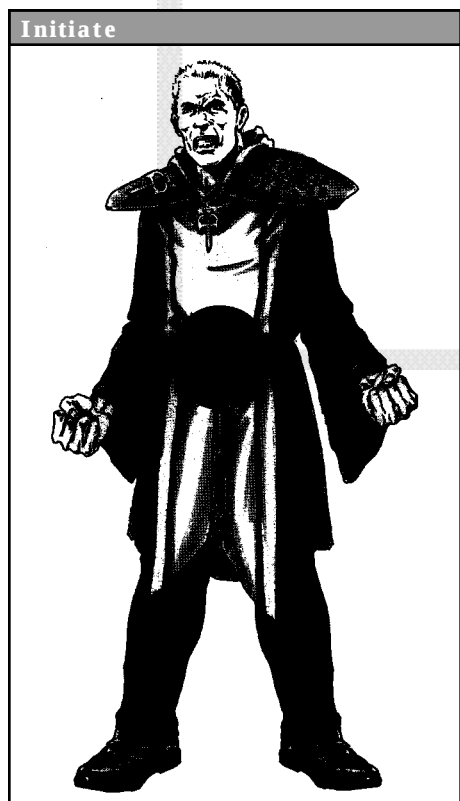
Wild Hunter



Initiate				
• Human Cultists • work as laborers or soldiers				
STR	[11]	Area	AV	BPs
INT	[11]	Leg	3	7
COR	[11]	Arm	3	6
PHY	[11]	Stomach	3	6
MST	[11]	Chest	3	7
PER	[12]	Head	4	3
Movement: 3/ 225				
O.B.: +1				
Act./ C.R.: 3				
Avoid/ Parry: 6				
Attacks: Melee weapon or firearm, standard weapons				
Skills: Combat 13, Firearms 13, Comm. 12, Movement 10, Technical 11				
BioTek: 1d6				
Dark: 1d6				
Special: Initiates are the medium leveled Heretics. Their tasks vary from allday Business to Military Actions under the Command of a Centurion or else.				

Karnophages				
• Degenerated Cultists • Uncontrollable even by cultists				
STR	[25]	Area	AV	BPs
INT	[04]	Leg	-	7
COR	[20]	Arm	-	6
PHY	[15]	Stomach	-	6
MST	[15]	Chest	-	7
PER	[10]	Head	-	3
Movement: 4/ 275				
O.B.: +2				
Act./ C.R.: 3				
Avoid/ Parry: -/12				
Attacks: Claws (1d6) only				
Skills: Combat 16, Firearms 0, Comm. 0, Movement 15 (Stealth), Technical 0				
BioTek: 1d6+3 with Stigmata				
Dark: none				
Special: Karnophages are in the last stages of the Black Hunger. Once they have killed, they must eat. They will fight only to defend their meal.				

Kadavers				
• Mindless Monsters • Degenerated Cultists				
STR	[25]	Area	AV	BPs
INT	[04]	Leg	-	8
COR	[07]	Arm	-	7
PHY	[25]	Stomach	-	7
MST	[02]	Chest	-	8
PER	[10]	Head	-	4
Movement: 3/ 225				
O.B.: +3				
Act./ C.R.: 2				
Avoid/ Parry: -				
Attacks: Clubs or Melee weapons only				
Skills: Combat 12, Firearms 0, Comm. 0, Movement 0, Technical 0				
BioTek: 1d6+4, all with horrible and incredibly visible stigmata				
Dark: none				
Special: Kadavers feel no pain and will only stop fighting after a critical hit to the head				



Reaper of Souls

- Assassins of Algoth
- dressed in Black with iron masks

STR	[13]	Area	AV	BPs
INT	[11]	Leg	3	7
COR	[14]	Arm	3	6
PHY	[11]	Stomach	3	6
MST	[11]	Chest	3	7
PER	[14]	Head	4	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 6

Attacks: Melee weapon or firearm,
Voriche/ Soulcythe (1d6+1)

Skills: Combat 15, Firearms 13,
Comm. 13, Movement 14,
Technical 11

BioTek: 1d6+2

Dark: 1d6+3 (each MST+1d6)

Special: Reapers of Souls will possess the Summon Gift of the Dark Symmetry. They usually specialize in the Warps of Algoth Gifts. Bio-technological Gifts are usually things like Nightvision and Puttyface, which will let hem infiltrate places.

Destroyers

- ultimate human warriors
- leaders of groups of initiates

STR	[13]	Area	AV	BPs
INT	[11]	Leg	10	7
COR	[14]	Arm	10	6
PHY	[11]	Stomach	10	6
MST	[11]	Chest	10	7
PER	[14]	Head	4	3

Movement: 3/ 225

O.B.: +1

Act./ C.R.: 3

Avoid/ Parry: 6

Attacks: Melee weapon or firearm,
most potent dark weapon

Skills: Combat 17, Firearms 17,
Comm. 13, Movement 13,
Technical 11

BioTek: 1d6+3

Dark: 1d6+3 (each MST+1d6)

Special: Destroyers wear masks of steel and brass. The have normally short, red cloaks and several weapons holstered on their belts. They wear gauntlets which have built in knuckle-Dusters (+1 DAM)

Nepharite of Algoth

- Dark Generals of the Dark Soul
- They like to do battle

STR	[45]	Area	AV	BPs
INT	[16]	Leg	8	9
COR	[19]	Arm	4	8
PHY	[23]	Stomach	8	8
MST	[21]	Chest	8	9
PER	[29]	Head	4	4

Movement: 5/ 325

O.B.: +5

Act./ C.R.: 4

Avoid/ Parry: 10

Attacks: Melee weapon or firearm,
most potent dark weapon

Skills: Combat 19, Firearms 18,
Comm. 16, Movement 21,
Technical 18

BioTek: Nightvision, no pain

Dark: Terror, Dark Fire, Invoke Pain, Blindness, Indigestion, Dimensional Warp, Flow of Acid, Invoke Frency

Special: Nepharites of Algoth radiate calm and lead their armies with cold efficiency and command their forces with mighty battle cries.

Reapers of Souls



Destroyers



Nepharite of Algoth

