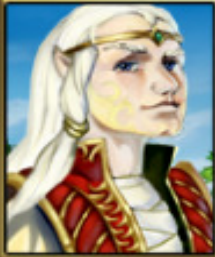

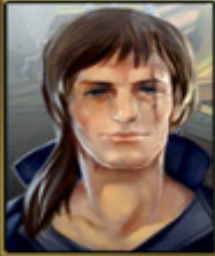
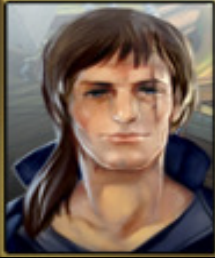



			Agvares - Sheterra -		
			A genteel demon playboy, famous for throwing wild, extravagant parties - also an expert duelist.		
			+100% to base Attack of: Dryads, Forest and Lake Fairies, Demonesses		
			Skill	Control Troops: Can control one of the troop and give it bonuses, but you lose control over it. Mental Fatigue must be 0% to use this skill.	
			Elenhel - Verona		
			An elven wizard who has learned well the secrets of magic.		
			+4 Intelligence		
			Skill	Mana Recharge: After every 5 battles you can ask him to fully recharge your Mana. Wanderer's Scroll Lore: New Wanderer's Scroll every 30 battle.	
			Gaudi - Nameless Island		
			A young man with fevered brow and burning eyes, who has sacrificed his strength in the service of the Light, and the eternal struggle to extinguish the forces of Darkness.		
			Doubles the chance of Critical Hits against Demons and undead.		
			Skill	Teaches Troops: Knight -> Paladin 100g, Priest -> Inquisitor 25g	
			Jimmy Kraud 1 - Scarlet Wind		
			Once a fine, handsome young pirate, now disfigured by scars.		
			+1 Speed and Morale to Pirates, Sea Dogs, Robbers, Marauders, Devilfish		
			Skill	Teaches Troops: Robber -> Marauder 5g & Pirate -> Sea Dog 7g	
			Jimmy Kraud - After Blood of the Goddess		
			A fine, handsome young gentleman, who has regained his good looks.		
			+700 Leadership +1 Speed and Morale to Pirates, Sea Dogs, Robbers, Marauders, Devilfish		
			Skill	Teaches Troops: Robber -> Marauder 5g & Pirate -> Sea Dog 7g	
			Moldok - Uzala		
			An austere but somewhat lazy orc, who got left behind by his friends, and is now looking to tag along with you, if only to scrounge some food.		
			+1 Initiative and Speed of Orcs.		
			Skill	Trophy Acquisition: When 15, Muldok takes 50% of earned gold, and your Rage starts at 100% next battle.	
			Moro Dark - Elon		
			A former knight who once sold his soul to the forces of Darkness. He now battles tirelessly against the forces of evil in hopes of purifying his damned lost soul and appeasing his troubled conscience.		
			+3 Attack, +1 Morale of undead		
			Skill	Struggle with the Darkness: Get 'Power of Darkness' to 0% to get Shard of Darkness. Teaches Troops: PoD = 0%: Swordsman -> Archer 5g, Black Knight -> Knight 50g. PoD > 0%: Skeleton -> Skeleton Archer 2g, Knight -> Black Knight 50g.	
			Trigger - Tekron - Grand Canal		
			A talented young engineer: Inventor of optical systems of the first degree.		
			+10% to the probability of Critical Hit of Archers.		
			Skill	Research: Increases chance to 15%, 20%, and 25%	