



Karak's first memories are of standing on a pedestal in Alson's great market trying to convince someone to adopt him. Thin, pimply, with chronic stomach aches, he was eventually taken in as mascot by a passing army.

The general would at times leave the decision whether to slaughter up to young Karak. It was only much later as a young man, when he'd been rejected as no longer amusing, that he went to the Red Witch Annex. In fact, he's one of the only people to ever survive passing those borders without joining them.

Karak's greatest strength lies in the shadowy pact he made with those vile people. None will attack him personally, and occasionally he can summon dark fiends to snatch away enemies who've strayed too far afield.

KARAK: HAMMER OF THE RED WITCH



Kidnapped as a young boy into the wartime service of a Questforged in the outbreak of the War of the Rupture, Segmond has known the power of stories since his earliest days.

Segmond triggered the riot that freed him, by convincing the people that any woman who ate a piece of his Questforged master and then became pregnant would give birth to a Guardian. Many of the Salt Mystic relics and sacred sites in the flats date to the religious war Segmond triggered to free himself from the retaliation of having killed his master.

Segmond's strategy relies on speed, bold and aggressive advances, and turning enemy forces against their War Marshal. It is incredibly dangerous to allow any fighters to get close enough to hear Segmond speak, as they're likely to join him.

SEGMOND: THE LOREBLADE

