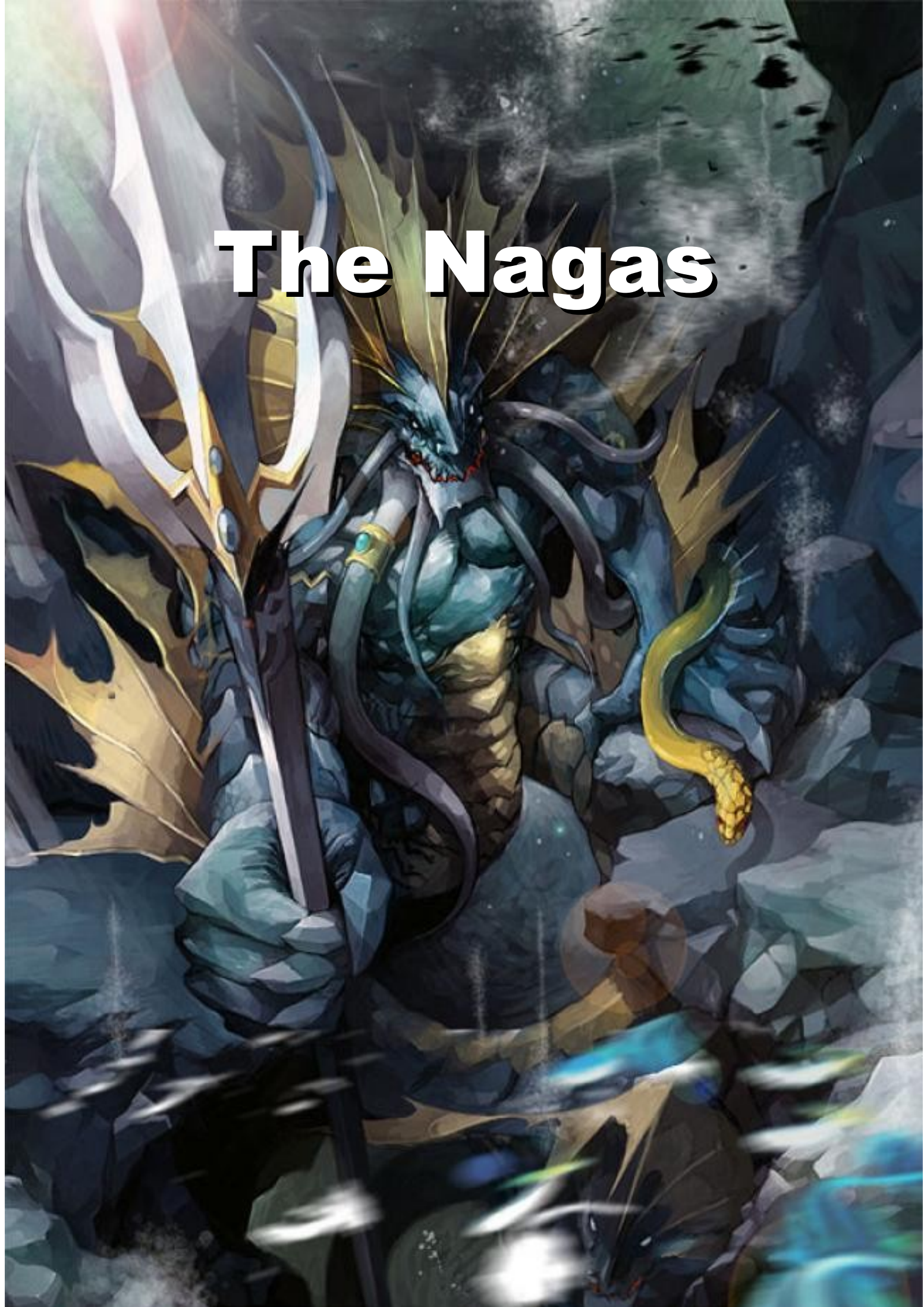


The Nagas



Warhammer armys: **The Nagas**

by
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The nagas army

The inhabitants of the seas only appeared recently during the last great war against chaos, and many countries still see them as a myth. However, the nagas exist and few survived to say it. In the name of their Queen Azshara, they sweep aside all their enemies, for none can stand against them.

The nagas have an army composed of various races. Murloc slaves are used as staging troops and cannon fodder, with artillery support from mighty dragon turtles.

Naga males serve as shock troops; they deploy as infantry in close formations wielding scimitars, tridents and nets while females stand back hurling spells at the enemy. Males may have command over small numbers of troops but females will always be in overall command of any Naga force.

The nagas have a powerful military, though they have yet to truly make their presence felt in the world. So far, their efforts are limited to certain select engagements (such as against the high elf during the last great war against chaos) and various exploratory missions along the old world's coasts and other removed locales. Rumors say that the nagas are preparing for a major invasion of the land; they are now building their forces, securing strategic locations, claiming important items and information, and probing the defenses of the High Elves, the Lizardmen's, the Empire, and their numerous other rivals. Whispers say that Azshara seeks to regain her position as queen of the land.

Naga society is ancient and cunning, and their warriors are the same way. All nagas enjoy using their aquatic natures against their foes, particularly against generals who have not fought naga. A naga commander attempts to maneuver her forces to meet the enemy on a battlefield with rivers, lakes, marshes or similar features; such bodies of water are no impediment to naga, but serve as barriers for land-based forces as well as hiding spots and

roads for the naga forces.

Naga men, stronger and tougher than women, act as front line soldiers and as bodyguards. They are adept at using the terrain to their advantage, and their lack of ranged weaponry (it's not very useful under water) makes them canny about sight lines and flanking maneuvers. Naga myrmidons are strong melee combatants and willingly come to grips with the enemy. Naga royal guard, as their name implies, serve as protection for important individuals.

Naga women take the field as spellcasters, usually magi drawing from the most ancient arcane legacy in the world. Some few are priestesses of the tides. Naga women act as both a source of support magic for their allies and as offensive magic punishers. Naga leaders tend to be women adept at both strategy and magic — naga sea witches are some of the most powerful champions the race has to offer. Naga sirens are more common but still deadly, using their magic to incapacitate foes so the naga myrmidons can sweep in and finish them off.

As far as anyone knows, the only real naga armies that currently exist are beneath the waves, in Nazjatar. Other, smaller groups are scattered across the world, where they investigate items and places of importance to the naga's mysterious purposes. These forces usually have a single leader — a powerful spellcaster (female) or warrior (male) — a dozen or so naga myrmidons, and a few naga sirens. They may have some murloc slaves to serve as expendable troops and do the dirty work, and some groups include a couple of snap dragons, or couatl, depending on the nature of the mission. In addition to these groups, naga explorers travel out from the coasts and from naga bases, gathering information for their queen.

FA by
Naga

What is in this book ?

The book breaks down into the following sections.

History of the nagas

This describes the origins of the nagas, and dwelves into the mysterious and esoteric history.

Collecting a nagish army

This section shows you how to begin collecting and painting your own army. It features the nagish glyph and colour schemes of the nagas to aid you when deciding how to paint your own army. You will also find a host of « superbly » painted models from the « W team » to inspire your own modelling creations.

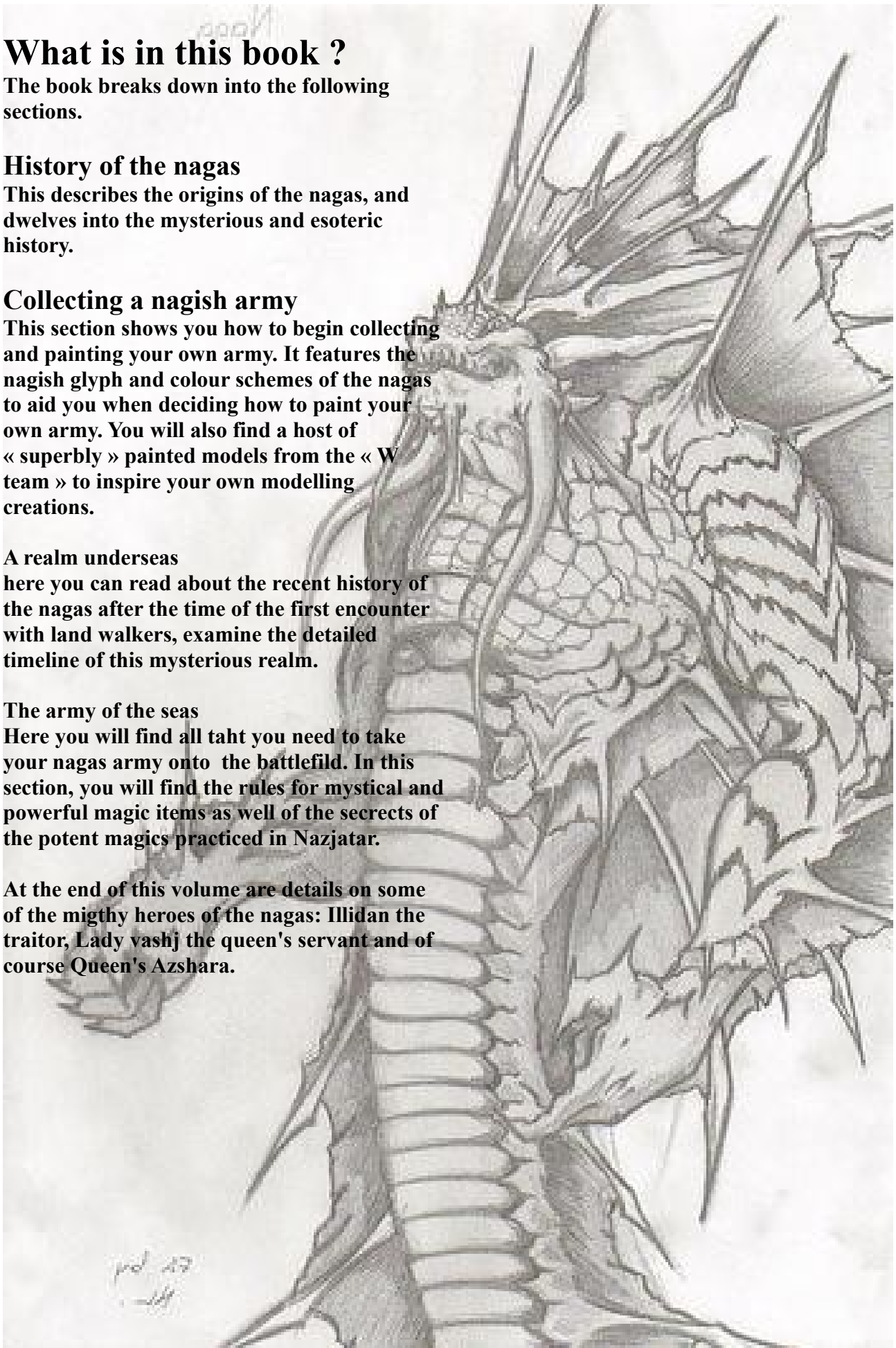
A realm underseas

here you can read about the recent history of the nagas after the time of the first encounter with land walkers, examine the detailed timeline of this mysterious realm.

The army of the seas

Here you will find all taht you need to take your nagas army onto the battlefield. In this section, you will find the rules for mystical and powerful magic items as well of the secrets of the potent magics practiced in Nazjatar.

At the end of this volume are details on some of the migthy heroes of the nagas: Illidan the traitor, Lady vashj the queen's servant and of course Queen's Azshara.



History of the nagas Naga

Naga are sinister, ophidian humanoids that dwell beneath the ocean. Theirs is an ancient and mystical culture, for five thousand years ago they were Asurs.....

empire, destroying hordes of Orcs, Daemons and other creatures of Chaos in great battles. Trade flourished between the two realms and Bel-Shanaar and Snorri Whitebeard, High King of the Dwarves, signed a treaty of eternal friendship between Elves and Dwarves.

The Sundering

Ulthuan

A golden age had begun, city were rebuilt or built all over the kingdoms, and were crimped with jewelerie and gold. One those city was Zin Azshari

Several thousands years ago, the nagas were not what they are now. Actualy they were graceful elves of Ulthuan, most of them lived in the old realm of nagaryth and tiranoc. At that time, they shared the same destinny has the others elves, they where by the side of Aemarion during the great war against chaos, figth for the salvation of the world and won. However the country lead in ruin and without a ruler.

Aemarion dead, Bel-Shanaar was chosen by the Council of Princes over the more obvious successor, Prince Malekith, the son of Aenarion, due to their inclination for a more peaceful ruler. In spite of great support from his homeland and from who would become the nagas, Malekith did not contest the ascension and Bel-Shanaar was crowned king. Initially Bel-Shanaar's reign was peaceful and prosperous: Malekith made contact with the dwarves and together established many settlements in the lands that would become the

The city of Zin-Azshari

and

The Highborn

Zin-Azshari ("The Glory of Azshara") was the most lavish city of Nagaryth 5,000 years ago, built on the banks of a magical lake called the well of eternity. The previous name of the city is unknown, but, after her ascension to the throne, it was renamed after their beloved Mistress Azshara. Within its highest spires, could be found some of the most powerful wizard of all Nagaryth who called themselves the Highborne. They where a magical sect who set themselves to plumbing the mysteries of the Well. Due to the power of the well most of the people of the city where gifted with magical power although some where limited, it made Zin-Azshari a powerful city.



Malékith.

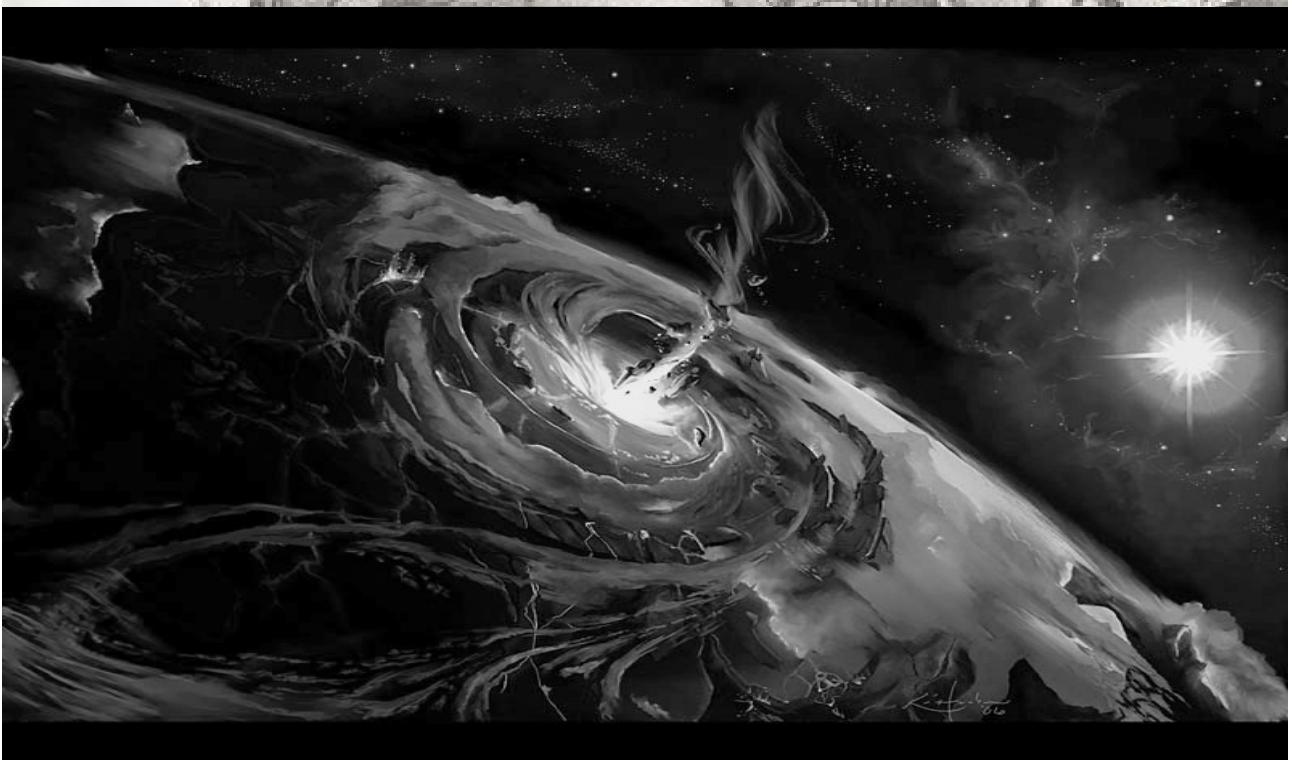
Over time, the ever-more reckless use of magic by the Highborne and their queen led to their slow corruption and addiction to the power it granted. But it also made them think they were half gods, perfect beings, it is naturally that the highborn felt in the trap of the prince of chaos and joined the cult that was spreading in Nagaryth under the supervision of Morathi, the mother of their prince. They saw in the cult and in chaos perfection, were eager to learn more about it and most of all were willing to know how bring it to them.

As the seed of the civil war was growing fast between the elves, Malekith returned to Ulthuan and was horrified by what he found. He led a series of great purges against the cults across Ulthuan, but it did little to save or push the realm towards civil war. Finally, Malekith declared Bel-Shanaar to be a follower of the cults. Bel-Shanaar cowardly killed himself before this claim could be ratified. Malekith demanded the crown pass to him, so that he could save Ulthuan from this new enemy but the council was still skeptical about the threat, so Malekith to prove his right to be king pass through the sacred Flame of Asuryan, but was horrifically burned, by the enchantment saphery mage had place to kill

It was too much for the people of Nagaryth could handle and Civil war gripped Ulthuan. Imrik, the prince of Caledor, was chosen and crowned to oppose Malekith. He gathered an army of pure elves, and upon his coronation took the name Caledor the First.

The force of all Nagaryth were mobilized and so were the people of Zin-Azshari. Malekith recently healed by the combined power of Morathi and Hotek, led his force against those of Caledor but after several victorious battles, the dark elves as they were now called started to lose against the asur led by Caledor.

At that time, the queen was approached by her most trusted advisor, Counselor Xavius, who approached her with an idea of using the power of the Well of Eternity to cleanse the world, of those traitors by bringing to this world the legions of the prince of chaos. Azshara was seduced by this idea, bringing more perfect beings like them upon the world. And the will of Azshara was respected, a portal was made out of the well and brought thousands of demons to the world. The first forces were placed under the command of Azshara to be her personal body guard as a gift from her god, the rest of them





07

where sent to the front and joined the other demon forces from the other cities. But even with all those fresh troop the Dark elves where loosing the battle against their traitor brothers.

So Malekith decided on a final gamble: unravel the Vortex of Ulthuan, a great swirling mass that prevented the return of the full force of Chaos. This would make their victory certain and give them the power of chaos. Azshara gathered all his Highborn to particate to the dark ritual of Malékith, But as the dark ritual began, the mages of Isle of the Dead intervened, weaving powerful counter spells. The highborn and the other wizard in Malekith side bravely figth the power the caledor's mage inprissonned in the vortex but finally lost the battle and the resulting was a titanic magical backlash. The earth was shaking all around the highborns, many of them were changed into rock in the first second of it, the city was crumbling and the sky was only thunder. But Azshara wasn't giving up, when the other sorceress of Malékith where trying to save their donjon by creating what we now know as the Black Archs, Azshara and her Highborn were still trying to break the vortex to bring the perfection upon the world. But wasn't breaking at all and Azshara was only brought back to reality by a thousand feet tsunami who submerge Zin-Azshari and most of Nagaryth and tiranoc beneath the Great Ocean.

The gifted

When the black waters poured into the palace, she created a magical shield that would protect her and the remaining Highborne from drowning. It was at that time that a voice in her head whispered of an escape: "There is a way...there is a way...you will become more than you ever were...more than you ever were...we can help...we can help...You will be more than you have ever been...and when the time comes, for what we grant you...you will serve us well..." Her spell collapsed but as the Water filled her lungs she did not drown. She instead expanded with hate and rage, becoming a massive monstrosity, reflecting the

wickedness and malice that had always hidden within her core.

None knows who where those voices, apart from Azshara herself. Tale speaks about of creatures olders then the dragons or maybe some chaos gods, but their is no way to be sure. The only things that is sure is that this pact sealed the destinny of all those who were drawn by the sundering.

The morning after the disaster, the elves woke up underwater, not dead and capable of breathing as if they were on land. At first they praised the gods for having spared there lives but soon they find out that the price for their survival had a pricc. Cursed they started to change. Since then they have further been twisted by the residual cascading energies of the sundering. They took on new shapes, new powers and became the hateful, serpentine naga. Some kept most of their old bobby only having one big fish tails where they used to have legs and with fins all over their body, but others changed so badly that none could says they used to be Asurys.



Hatred grew from the depth of their souls against those who were spared and finally against all the land walkers. Eager for revenge they turn to Azshara to guide them, as it was her who saved them from death, she wasn't responsible for their curse the land walker were, she is Azshara the beloved, she always acts for the good of her people and she will lead them to victory and revenge. They set about building a new life for themselves on the ocean depths, within the abyssal sea trench beneath the dark waters of the great sea they

built their new city, Nazjatar.

For 5,000 years, these elves of the abyss dwelt in a dark and powerful empire. Pagodas and balconies line the deep trenches, glimmering lights picking out the shapes of cities in the cold black. Sinuous figures drift and twist along the passageways, their elven origins difficult to discern.

The war against the sea giants

Only few years after the sundering, the nagas had already build a large part of their new city. It was greatly due to the murlocs who saw in them half gods, harbinders of the « one in the deeps ». Although murlocs enslaved their selves to the naga by their own will, it wasn't the case for the turtles dragons, the makrura, or the snap dragons.

The nagas were expending their underwater empire at an incredible rate. And soon they encounterd the sea giants. The seas giants were the gardians of the seas, created by the ancient to keep the peace under the oceans. At first the sea giants where troubled by the presence of nagas on their land and took council to discuss about it. They finally after more them a year agreed that they shouldn't be her and so they had to be destroyed. And so the war was declared between the sea giant and the nagas, a war that still hasn't end.

At first the nagas were suprised by this wars and were easly defeated into battle but the magical skill of the sea elves was too powerful for the sea giant to handle, having only a limited comprehension of it, and soon the minor victorys of the seas giant changed into a real bloodbath. On every battlefield the sea giants lost were unbelievable, the sea giant were reduced to less them a thousand. And only could continu the figh against the nagas with skirmish attacks.

With the defeat of the sea giants the nagas supremacy on the seas was assured. And a golden age just started for the nagas

The first encounter with nagas

You can find many tales on seapeoples in all the tavern of marienburg. How they survived the wrath of 4 feets tall seamens, armed with a 7feets tall triden, or how they where charmed by the song of a siren. But those are only drunk tales and can't realy be taked seriously.

The real first encounter of the nagas on a battlefield, is during the last great war against chaos. High elves chronicles talk about an encounter with snakelike mosnter on the coast of some nagaryth city ruins. It was said that they where most likely looking for something.

Since then many repport can be found on skirmish with snakelike creatures around the world. But they always bisappear after the figh. Those Skirmish attack are usually unclear, what are their goals, are they testing the defences? Or looking for artefacts?

Anyways skirmish attacks are not realy considered, except maybe by the high elves, who are mostly trouble by the rare names of nagas in the reports.

The Surannar event

In the year 2524 of the imperial calendar, *the eternal queen revenge* a high elves galley patrolled in the north west coast of Ulthuan and found out, some mysterious archipelago, that wasn't on any map. The captain of the *the eternal queen revenge*, Fëanor, landed is mens on the coast of one of the island, the vegetation was exotique, jungle like but in the same time you could see some coral and algae as if you where underwater. Eager to know more about this strange land Fëanor and is man push forward in thejungle and found out some ruins, in some way familiar. They entered what it seen to be a temple and find out some high elves glyphs. They were no more doubt. This was ancient nagaryth ruin, Fëanor presumed it was the ancient city of Surannar, that he once saw. They had to go back to there galley and report to the phoenix king. But it was too late some, strange bipedal creature ambush them from the bassin of the temple, throwing javelin to suprised high elves. They were too much of

them for the little troop, they retreat in the sanctuary closed the door and barricaded it. When they finally look at something else than the door they were amazed to see a statue of some high elves « modified », they were headed snake tails and tridens. It was more likely the work of the aquatic creature they just saw, but why would they do such things?

After a while the creature stop trying to push there way in, a complete silence followed, broke only by a loud snake noise followed by some word in a strange language, answered by one of the creature. It was like the creature feared him or maybe worship him, the elves couldn't tell. But a few second after the creature answered the voice, something just smashed the door away in just one blow of a 7 feet trident. The elves still dazed by the power of the attack, began to see the form of their enemy, He was about 4 feet tall, big arms, no legs but something like a snake body with dorsal fin and handling a massive trident. The monster charge and easily smashed Elwë who was too scared to move, Fëanor grab his magical sword and jumped on the creature, wounding his shoulder. Fëanor dodged the trident and this time kill him by stabbing him in the back 3 times before he finally fell down to the floor. Fëanor was exhausted, but seeing their master die in front of them made the

bipedal creature flee. It was their chance to get back the the galley. Some of Fëanor men where poisoned by the javelin of the little creature, too weak they were left behind for the sake of the others.

They run back to the coast where they left the galley, the rest of the men where fighting more of those snake like monster and where about the take off. Somehow Fëanor and his men found a way in the galley and fled the Snakemen who surprise Fëanor by not pursuing them. However the reason wasn't far away, something like a mermaid was standing in front of them on a mighty rock. She yelled at the high elves and said « Pitiful land walker, who are you to enter queen's Azshara domain, you must be punished for foolishness, for are we the nagas » and then she started to cast some spell the water was boiling, moving, agitating, each of the mermaid word changed the current and finally she changed the sea into somekind of vortex that draw the galley into the sea's depth.

Three days later an other galley found Fëanor unconscious, deriving and the sea. And told all about the surannar event to the captain.

Weeks later the king was informed, and the council was troubled by the name of Azshara the witch, and those snakelike men that call themselves the nagas.





The inhabitants of the seas

An nagish army is composed of several races and monster, not only nagas, each of them has a personal history, and are only bind together by the steel hands of the nagas.

The murlocs

The murloc is a bipedal, amphibious humanoid race residing along coastlines, lakeshores, and riverbeds. Murlocs possess bulbous bodies, large mouths lined with rows of sharp fangs, and slime-coated skin. Individuals range in coloration from turquoise to darkish grey, while their heights vary from 3-1/2 feet to 6 feet. Depending on the variety, murlocs may lean towards a closer resemblance to frogs or to fish.

Though murlocs are relatively new to the old world, it is increasingly believed that they are actually a very ancient race. Several accounts and clues seem to substantiate this. In fact, it is now believed that murlocs (or, more appropriately, their ancestors) may even pre-date ancients. Of course these ancient murlocs lived in the oceans' depths and therefore were never known to the world's early land-dwelling races.

In the last few years, the vile naga have begun reemerging from their watery abodes, causing historians to speculate that their migration may have triggered the murlocs' slow encroachment onto land.

These creatures have been moving inland steadily from their oceanic dwelling places and inhabiting more areas of Bretonnia and the holy empire of signar. This move inland has resulted in them adapting to fresh-water lakes and rivers. Their supposed intelligence has been debated. Some argue that, since their guttural language is impossibly difficult to decipher, they have limited intelligence. However, their use of weaponry and uncanny fighting abilities imply a rather sinister intellect.

racial. Additionally, M.E.H.T.A. (Mages for the Ethical and Humane Treatment of Animals) representative King Mrgl-Mrgl (an jade mage disguise into a murloc) discovered, after he had learned their language, that the Winterfin tribe of murlocs in the Nordland are as intelligent as any of old world's more "civilized" races.

Murlocs tend to dwell in amply-populated coastal settlements, and it is unusual to find individuals wandering too far from their compatriots. Murlocs organize into small tribes and larger clans. The clans can muster their tribes into a fighting force when needed for invasion. Rarely, clans may join each other to form larger forces.

Faith

Murloc faith is strange. Some accounts report that religion plays a dominant role in their society, though they do not revere a single, common deity (to our knowledge, at least). Their religion is then polytheistic, animistic, and even a bit shamanistic. They have rituals involving communication with the sea and its powers, and they worship the water and the powerful entities within it. Murloc beliefs incorporate powerful creatures that live around them, and their pantheons are dynamic, changing to include new creatures they encounter. They may add or remove creatures to their worship structure to reflect recent events. A tribe may venerate a whale (or may even raise its status to whale-god) until a giant sea serpent drives it away, at which point their beliefs change to center on the sea serpent as the chief object of their reverence. Another tribe may worship a naga sea witch until she is killed by sharks, at which point she is replaced by the sharks. A nearby creature that exemplifies murloc values — such as a strong shark or a quick fish — becomes a living symbol of the murloc faith. As the animals die or move on, the murloc

faith mutates to find new symbolism in their surroundings. All this maybe example why murlocs so easily follow nagas into war. Some are known to revere the Deep Mother, a representation of the ocean. All things in the water are her children. Though murlocs have not been observed to unite behind a single deity, some rumors claim that all murlocs revere an entity called "the One in the Deeps". However, it is unclear whether this is also a representation of the ocean or if it is even an entity at all, but one thing's sure, it seems that nagas also worship a similar god or entity.

Villages

Murloc villages consist of a collection of rough mud-and-twig huts strewn about without pattern. These villages typically have no fire, no clear walkways, and no fortifications. The huts are crude and plain, and the settlement is otherwise featureless except for the shallow basin often found behind the shaman's hut. Most huts stand on stilts to protect them from the tides and flooding.

In sharp contrast to their primitive exteriors, the interior walls of most murloc huts are often elaborately decorated. Some depict branching coral while others contain mosaics of shell and stone and yet others possess surprisingly delicate tapestries of shaded seaweed. The huts are usually open to the air, with small wooden pillars to hold the roof. Murlocs sleep in the water or on woven mats of seaweed, tied firmly enough to maintain their shape but still loose enough to look like small rectangular nets. Hooks of coral hold weapons and other items on the walls or pillars.

Artisans

Murlocs rarely work in metal and almost never touch fire. They are expert carvers, however, and can work stone, shell, coral, or wood into fabulous shapes and amazing scenes and designs. One such example is a lifelike piranha carved from a short piece of coral. Shaman staffs are also works of art, carved to hold bone and shell chips as well as teeth, flippers, and claws of various sea creatures not seen by most land dwellers.

Languages

Murlocs speak a dialect of Nerglish and usually no other languages.

RwlRwlRwlRwlRwlRwlRwlRwlRwlRwlRwRwwa

-a Murloc named cookie on the nordland coast-

Tactics

Murlocs are pack fighters, preferring to swarm opposing forces with overwhelming numbers. When pressed, the pack breaks and murlocs run back to the safety of water, often leaving their allies behind. Some warriors view murloc tactics as cowardly. More experienced warriors know better.

Those who pursue the murlocs to the water are crushed without mercy. Despite their monstrous appearances and weak bodies, murlocs are cunning foes with sharp senses and sharper reflexes. Naturally, murlocs are incredible warriors underwater. All too often, when a murloc group retreats to water, it's to draw enemy forces into the numerous hidden murlocs waiting claws. Underwater, murlocs use their aquatic skills and numbers to decimate enemy forces.

When engaging in battle underwater, murlocs attack from all directions, using their numbers and amphibious bodies well. Like a swarm of piranhas, murlocs dart out of the swarm and attack quickly, then retreat back into the safety of the swarm. Even trivial wounds are considered great hits, as the more the swarm attacks, the weaker the enemy becomes.

Furthermore, the swarm does not allow the victim to escape. The strongest combatants can die of drowning or blood loss when engaging in underwater combat with a murloc army.

On land, murlocs are not nearly as dangerous. Despite their agility, most murlocs are slow and clumsy on land, ill-equipped for the rigors of dry worlds. Murloc forces rarely move far inland (except to find large bodies of water), preferring to stay near the safety of water.

When forced to battle on land, murlocs employ similar hit and run tactics, attempting to weaken the foe before going for the kill.



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Magics

On rare events, a murloc can be gifted with some magic power. He is then considered as blessed by the gods and become the tribe Shaman. His task is closer to those of a priest than what we usually expect from a wizard. The duty of a Shaman is to seek the signs sent by their gods, as a consequence of they will react. He also the bridge that as the tribe with their gods by them it's by him that the tribes send their prayers and questions. When they have to communicate with the nagas for example they will always send their shaman, because it is more a spiritual question than a political one. The most powerful Shaman of the murlocs maybe granted the privilege to learn some basic magics from the sea witches, and are then sent to Nazjatar. Some come back and lead their tribe into battle on the nagas sides.

When faced with the products of a technologically superior culture, the Blacksilt displayed none of the curiosity characteristic of emerging cultures in humanoid species.

- Clopper Wizbang, Explorers' League about the a tribe of murlocs.

The sea giant

The ancients created the sea giants to dredge the oceans and to serve as guardians of coastlines and oceans, and the fierce giants act as protectors of the waters even now. They keep a wary eye on ships and upon those who make their living on the ocean, such as fisherfolk. While not evil creatures, sea giants care nothing for the laws of land dwellers or the lives of the small beings that trespass in the waves. They tolerate no opposition — on the rare occasion when a sea giant issues a warning, he does so only once. Sea giants rarely interact with other races save to drive off trespassers or punish those who defile the

oceans. They live underwater but rise regularly to patrol their coastlines. Ancient and wise, sea giants nonetheless display a chaotic nature as unpredictable as the sea itself. Still, adventurers who tread carefully and speak convincingly may find a sea giant willing to trade information or secure safe passage in exchange for treasure or knowledge. Sea giants sometimes build underground settlements of coral and stone, though they rarely put much effort into such constructions. As guardians of the waves, they prefer to be able to pick up and leave at a moment's notice to chase rumours of defilers.

Sea giants are tasked to keep the oceans clean and safe. They seldom make their way to the surface world, instead preferring the isolation of the ocean bottom. They enjoy the worship of murlocs, but are the constant enemy of the naga. Of late, sea giants have taken to hunting out these corrupters, which has brought the sea giants closer and closer to the surface world. They stand around 18 feet tall and weigh about 10,000 pounds. Nomadic creatures, sea giants do not maintain lairs like others of their kind. Instead, they drag their belongings and wealth along with them in huge sacks crafted from the sails of sunken ships. Their watery home does not allow them to keep many goods, so they favour metals that will survive the ocean depths.

Tactics

Sea giants are not refined in their tactics. If on land, they will simply rush their target and try to stomp it out of existence. At sea, they will use their club or command of water to destroy their opponents. Once engaged in combat, they will fight to the death in their anger. Sea giants can hurl boulders, but they prefer close combat. A sea giant begins combat with a slam attack against the nearest opponent; if surrounded, he chooses the target who seems the largest or strongest. He then switches to his heavy pick and attacks the next-nearest opponent. He uses his arms and feats to their fullest degrees, hoping to kill an enemy outright and then cleave into the next; he generally positions himself near

multiple foes, if possible, so that he can use ankhor to sweep away many foes at once.

Few remain, and those that do may attack you if you encounter them.

Faith

Sea giants venerate Golganneth and hold small ceremonies several times a year in his honor. These ceremonies involve the crafting and sounding of musical horns and the feeding of small fish.

In the sea giant culture Golganneth the Thunderer is the son of Aman'Thul and Eonar. The giant Male Aesir Titanis platinum-skinned and his weapon is a massive horn he holds on his hand. Lightning flows constantly off his eyes. He was the ancient who modeled the skies and seas of the world and all the living creatures of the sea thousands years ago. Father creator of the Sea Giants.

In the sea giants imaginary Golganneth takes joy in his creations and supports the Pantheon's mission to bring order to chaos. He has a massive laugh, which he uses often, and a fine sense of humor. He is a diligent, energetic titan who takes great joy in all he does. Yet, within, he loves the fury of nature. He engages combat by blowing his massive Viking-like horn weapon known as Shargahn. The horn's sound can shatter mountains, but he prefers not to use it often as his duty is to create, not to destroy. If possible, he swoops above and around any conflict, directing Shargahn's massive storms and creatures. He is the embodiment of thunderstorms and lightning, storms and winds. When angered, he is truly frightening.

The makrura

The makrura are a race of humanoid lobsters (or more likely crayfish) from the capital city of Mak'aru that live primarily in the sea, but are capable of surviving on land for short periods of time.

Makrura speak Nerglish, and in fact they may have invented the language.

They are most commonly found on the coastlines of Lustria, the southlands, Cathay, and Arabia. Some can also be found in the waters surrounding Sartosa Isle in Tilea and around the sunken Temple of Chupayotl in Lustria.

The term "makrura" denotes the entire race. They all sport two strong pincers used solely for combat, as well as six small tentacles close to the head that can be used for finer manipulation. They walk on four small legs that extend out from under a flat, flipped tail. Makrura are amphibious and dwell equally well on land or under water, although they prefer shallow, tropical seas. Makrura fight by grappling an opponent with one pincer and holding it in place while the other pincer tears it apart. Makrura defend their territory aggressively, and they attack murlocs and naga on sight.

Makrura are hardy creatures with exceptionally powerful pincers but they are clumsy, their primitive society allows for little intellectual stimulation, and their strange mindset unnerves others.

Society

Makrura society is matriarchal. Male makrura mate only once and then molt into sexless drones (although they are still referred to as "he" for all practical purposes). Makrura appear scattered and tribal, but in reality they have a large capital city, Mak'aru, in the Eye, close to the naga capital of Nazjatar.

Makrura are primitive, knowing little of advanced magic, craftsmanship, or technology. They use tools only to build their crude underwater dwellings and shellfish traps, or to break apart giant clams (their favorite food). Makrura decorate their hard carapaces with tribal markings and colors, but otherwise disdain clothing, armor, and other trappings of civilization.

Their carapaces come in many colors, including shades of red, blue, and black. Makrura, regardless of gender, are typically 12

feet long and weigh 500 pounds. Both appear identical to non-makrura observers unless a female is carrying a clutch of eggs on her torso. Females typically bear several hundred eggs at a time, maintaining them for several months until they hatch, but less than one fifth of these survive to maturity.

Makrura have little or no access to advanced technologies, met alworking, or arcane magic. The vast majority of heroic makrura are barbarians. Scouts, warriors, and healers other than shaman are uncommon, while wizard and tinkers are virtually unknown. Makrura are gregarious by nature and fiercely protective of their fellow makrura and their communities. Occasionally, though, a wanderer sets out on his own, driven by a desire to explore and see new things.

A prime quality meat

Makrura suffer from the extreme disadvantage of being tasty to many carnivorous races, a fact appreciated all too well by their enemies on both land and sea. While land dwellers sometimes hunt them for food, a makrura's most hated enemies are murlocs and naga (but especially the latter). Murlocs consider makrura a snack to be eaten raw, while naga maintain a wide variety of makrura recipes and sometimes raise the poor

creatures from birth in special farms.

We lost many men today,.....may signar have pity upon there souls.....well now lets eat this gorgeous Makrura meat shall we?

Captain von Huberdalz, after hunting makruras in Lustria.

The Mur'gul

Mur'gul are humanoids who have thick, warty skin, webbed extremities ending in claws, and bulbous eyes that have a feral gleam. A row of needle-sharp teeth poke from their frog-like mouths and spines cover their backs. Some believe that these creatures were once murlocs, but were cursed and twisted by the magical power used in the sundering. The mur'gul delight in capturing both humans and murlocs — torturing and then eating their victims. They infest the sea, clambering aboard vessels and slaying everyone onboard.

These beings form small groups often, but not always, related. Such gangs steal from one another, and mur'gul will try to raid nests of rivals for eggs to eat. Mur'gul organize in a rather spontaneous way, primarily to raid murlocs or lands walkers. If these raids go poorly, the mur'gul may very well turn on one



another. Mur'gul wander and many do not even have a fixed territory; lairs are temporary affairs used to hold prisoners or for mating. They only keep equipment they can either use or carry easily, though a temporary lair may have treasures from past victims. These savage creatures fear only one race: the naga of Nazjatar. Despite their own vicious nature, mur'gul are superstitious and fear the magical power of the naga.

Mur'gul will press any advantage, though they begin with nets to subdue victims. They swarm over their enemies, tearing them to pieces and feeding right on the battlefield. More powerful enemies are lured into the water where the mur'gul have a greater advantage. Mur'gul quietly tear at the bottom of ships and break rudders before attacking. Mur'gul are able to breathe in both air and water environments but are only partially amphibious, as they are much more comfortable in, and adapted to, underwater life.

The sea elementals

Sea elementals are elemental creatures, created by the nagas with the some of the magicy charge water resulting from the sundering.

A sea elemental is a muscular humanoid formed from glimmering blue-green water; polished brass bracers encircle its hefty arms and two glowing blue eyes shine from a featureless head. Its torso trails off into a vestigial whirlpool.

Sea elementals possess strong arms, quick reflexes, and hearty constitutions. Enemies fear them, for sea elementals possess devastating slam attacks, numbing blows, and the capacity to form powerful whirlpools. They are by nature secretive and many have never seen daylight and dwell near ocean wrecks and forgotten cities.

Tactics

Sea elementals rely on their vortex as a primary attack and then switch to melee combat as appropriate. They focus their blows

on a single target, hoping to neutralize one threat before turning their attention to other

The couatl

Found in the southlans and in the island, couatl are large flying beasts with serpentine (and bird-like) features used by the naga for aerial support.

Distantly related to wind serpents, who can be found in cathay, couatl are rare creatures of great strength. Couatl are distinguished from their smaller cousins by their immense size (nearly twice the length of a normal wind serpent) and the brilliant display of bright yellow and green plumage across their heads and backs in two long rows. Their shorter, feathered tails serve to further distinguish them from wind serpents. Lastly, their wings are much greater and bear more feathers.

Couatl nest in trees and crags dotting the coasts of Azeroth, and use their claws and poisoned spit to hunt down little pray.

Recently, naga have returned to the surface of the world and domesticated couatl. The naga breed these tamed couatl in order to optimize the lethality of their venom and train them to be fiercely loyal to their naga masters.

Naga train them in Shrine of Azshara, a dark donjon in the center of Nazjatar. It is not known how a race that lives underwater can tame a flying creature, which implies that the couatl can swim. It seems couatl are also capable of living, or at least remaining underwater, for extended periods of time, a feature crucial to their employment by the naga.

The dragon turtle

A dragon turtle is an enormous, red-skinned, blackshelled variety of sea turtle. It has a primal and fearsome appearance. Though squat, it stands 10 feet high.

Some naga captured and trained a few

dragon turtles to augment their soldiers, but this tactic is not widespread. Though some thought turtles were slow and unimpressive, this creature proves that thought wrong.

The Naga

Naga are sinister, ophidian humanoids that dwell beneath the ocean. Theirs is an ancient and mystical culture, for five thousand years ago they were Asurs.

Appearance

Naga only marginally resemble the noble race they once were. Their proud asurs visages are warped and twisted. The naga are part elf, part serpent, and some have evolved bizarre oceanic mutations. The sundering's residual energies are unpredictable, and their mutative power manifests in different ways. In all naga, many of these mutations are simply cosmetic, soft spines running down their backs, or extra fins adorning their arms, for instance.

Some naga, though, also possess mutations that have a more substantial effect. In this way, the race has developed an array of genetic variations and defenses, such as ink jets, tentacles, razor fins, venomous fangs, hardened barnacle carapaces and spined fists.

Naga men are bestial and considered less intelligent than females, but are remarkably strong and tough, able to withstand a great deal of bodily injury. Naga women more resemble the elves from whom they came, their faces fair, even beautiful. This unearthly splendor is ruined by their monstrous deformities — they often have multiple limbs (four to six arms). Naga average 6 1/2 feet tall, and naga men are much bulkier than women.

Naga are now serpent-like humanoids. The men are thickly built, with humanoid torsos merging into a serpent hind section. Their scales are large and thick, and their heads are reminiscent of dragons, showing little sign of their elven ancestry. The women

are tall and slender, with fine scales covering their angular features

Sexual dimorphism

Naga males and females have different features; in their transformation, males lost some of their intelligence but increased in size and strength. Their faces now appear almost draconic with little resemblance to their Elven heritage. Females kept more of their Elven features and their intelligence. Naga female faces are fair, even beautiful. Most females have four arms.

Naga culture is complex. A clear delineation exists between the sexes. Male naga are larger and more muscular, reminiscent of dragons. Naga men serve as soldiers and guardians. Female naga are more slender, with smaller scales and finer, more human-seeming faces. Naga women are natural spellcasters and rely on magic and poison to defeat their enemies. Naga men are more numerous, but as naga consider their women to be magically and intellectually superior, their society is matriarchal. Women occupy most positions of leadership, and all naga pay homage to their queen, Azshara.

Naga society is female dominated; they are considered the intellectual superiors and possess the greater magical power. Males can rise to prominence and even lead communities, but there is a limit to what they can achieve.

Culture

society

While males greatly outnumber females, the females are considered the intellectual superiors, more refined and possessing great magical power. Men can rise to prominence and even lead communities, but there is a limit to what they are permitted to achieve. The civilization of the naga has extensive codes, laws, and ceremonies. Factions, some millennia old, work

continuously in bids for power. They seek the blessings of their queen, one familiar to history: Queen Azshara lives still, in the vast city of Nazjatar at the bottom of a deep ocean trench. She has embraced the power of the naga, grown in size, and possesses many tentacles bedecked in jewels and items of power. She plots her revenge on the land walkers, biding her time until the growing might of the naga can be brought to bear.

Naga have finely worked robes that function as leather armor. They hunt large prey with tridents and scimitars. They are experienced in formation fighting, particularly in dealings with murlocs and mur'gul. A warband will deploy male infantry to engage at moderate range with tridents, while the females cast spells. The men are willing to sacrifice themselves if ordered. Leaders will avoid heavy losses, but are otherwise open to small risks.

Languages

Naga typically speak their own language, Nazja. For various reasons, individual Naga learn to speak with the creatures with which they interact. Some also learn the language of their heritage, or may even remember it.

Combat

The naga have an army composed of various races. Murlocs are used as staging troops and cannon fodder, with artillery support from mighty dragon turtles.

Naga males serve as shock troops; they deploy as infantry in close formations wielding scimitars, tridents and nets while females stand back hurling spells at the enemy. Males may have command over small numbers of troops but females will always be in overall command of any Naga force.

The naga have a powerful military, though they have yet to truly make their presence felt in the world. So far, their efforts are limited to certain select engagements (such

as against the high elves during Illidan's attempt on the dragon island) and various exploratory missions along the old world's coasts and other removed locales. Rumors say that the naga are preparing for a major invasion of the land; they are now building their forces, securing strategic locations, claiming important items and information, and probing the defenses of the high elves, the Empire, and their numerous other rivals. Whispers say that Azshara seeks to regain her position as queen of the land.

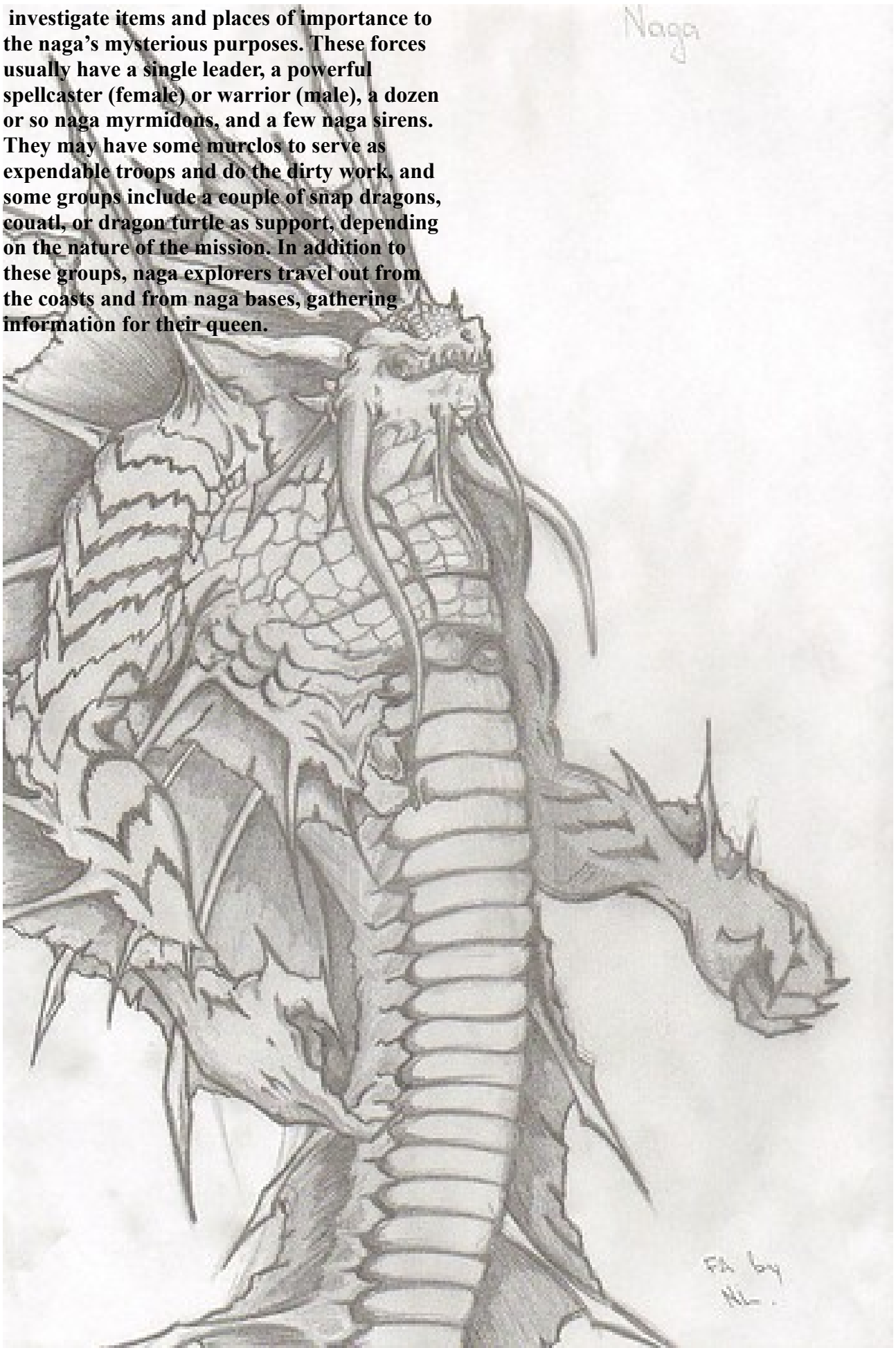
Naga society is ancient and cunning, and their warriors are the same way. All naga enjoy using their aquatic natures against their foes, particularly against generals who have not fought naga. A naga commander attempts to maneuver her forces to meet the enemy on a battlefield with rivers, lakes, marshes or similar features; such bodies of water are no impediment to naga, but serve as barriers for land-based forces as well as hiding spots and roads for the naga forces.

Naga men, stronger and tougher than women, act as front line soldiers and as bodyguards. They are adept at using the terrain to their advantage, and their lack of ranged weaponry (it's not very useful under water) makes them canny about sight lines and flanking maneuvers. Naga myrmidons are strong melee combatants and willingly come to grips with the enemy. Naga royal guard, as their name implies, serve as protection for important individuals.

Naga women take the field as spellcasters, usually magi drawing from the most ancient arcane legacy in the world. Some few are priestesses of the tides. Naga women act as both a source of support magic for their allies and as offensive ranged punishers. Naga leaders tend to be women adept at both weaponry and magic, naga sea witches are some of the most powerful champions the race has to offer. Naga sirens are more common but still deadly, using their magic to incapacitate foes so the naga myrmidons can sweep in and finish them off.

As far as anyone knows, the only real naga armies that currently exist are beneath the waves, in Nazjatar. Other, smaller groups are scattered across the world, where they

investigate items and places of importance to the naga's mysterious purposes. These forces usually have a single leader, a powerful spellcaster (female) or warrior (male), a dozen or so naga myrmidons, and a few naga sirens. They may have some murclos to serve as expendable troops and do the dirty work, and some groups include a couple of snap dragons, couatl, or dragon turtle as support, depending on the nature of the mission. In addition to these groups, naga explorers travel out from the coasts and from naga bases, gathering information for their queen.





Lady Vashj

Vashj was born in the city of Zin-Azshari, the great city of the highborns, sometime before the Great Sundering. She was a talented spellcaster and an unchallenged archer. She rose through the ranks to become Queen Azshara's chief handmaiden. She was described as "quite beautiful, with exotic, feline eyes" although she was still not as beautiful as Azshara herself. Vashj was fanatically loyal to Azshara and followed her mistress into the deep ocean. Vashj became one of the serpentine naga.

Five thousand years later, Queen Azshara finally decided to make the naga's existence known, she sent Lady Vashj to establish contact with the surface dwellers. Lady Vashj met the demon-cursed Illidan. He was the only highborn left on the surface, and

they struck a pact to aid each other against their high elf enemies. Vashj and her people were quick to join him, and their first act of loyalty was to facilitate Illidan's escape from Ulthuan, and bring him to the ancient city of Surannar where they searched for a powerful demon artefact that was sealed in the ruins of the Asurian temple. With it, they cast upon the north of the world a powerful spell that slowed the horde of chaos and banned many demons during the last great wars against chaos. The nagas weren't willing to help the chaos anymore and he was now a rival to their conquest of the world.

After this first success lady Vashj and Illidan build a new realm in the southlands where they plot against the land walker for the glory of Azshara.

	M	CS	BS	S	S	W	I	A	Cd
Vashj	6	4	5	3	3	2	6	3	7

Points: 106pts

Equipment: The bow of the depth, magical blade and arrows of zin-Azshari, light armor, additional hand weapon

The bow of the depth (count as a stick of the lost sun)

This bow is made of mysterious material, it seems that he made of half wood and half coral. When Vashj fired with this bow she shoot at an incredible rate and can easily black out the sun by herself.

The bow allows Vashj to fire with a shortbow with strength 5 and multiple shot (3)

Magical blade and arrows of Zin-Azshari

Vashj was a highborn and a talented spellcaster, but with time she focused on the handling of the bow, but still use her power to enchant her weapons. The power of one of her arrow can easily bane any magical creature or wound a dragon.

All Vashj attacks as the magic and poisoned special rule.

Special rules: Cold blood, Aquatic

Queen Azshara

Queen Azshara was the beloved ruler of the highborns five thousand years ago, and is the current ruler of the monstrous naga. Azshara as becomes the greatest mortal mage ever to live through thousands years of study and the power she gained from her curse. In fact she may no longer be mortal.

Entrancingly beautiful and beloved by her people, Azshara began a descent into madness when she was corrupted by the dark prince of chaos and is cult. Madness who led the queen and is the followers to the situation they are now.

Even if she should have died of the sundering she survived and for the thousands of years since, Queen Azshara lives still, in the vast city of Nazjatar at the bottom of a deep ocean trench. She has embraced the power of the naga, grown in size, and possesses many

tentacles bedecked in jewels and items of power. She plots her revenge on the treacherous high Elves, biding her time until the growing might of the naga can be brought to bear. Living under the sea, she has become queen of the naga.

In her new form, Azshara stands over twenty feet in height and moves her scale covered body on five slithering, octopus-like tentacles. Four arms now extend from the torso, with two hands holding javelins of dark polished wood and gold-leafed tips. Like her Sea Witches, Azshara's head is crowned by writhing serpents. Despite her monstrosity, her face still possesses the same elven beauty she always had.

The naga serve Azshara without question. Most naga live in Nazjatar, their capital city. This city is built into a massive abyssal sea trench in the ocean floor, and houses Azshara's imperial

	M	CS	BS	S	S	W	I	A	Cd
Azshara	4	2	3	3	4	5	2	1	9

Knowledge of the centuries

Azshara as more them five thousands years and was already a powerful mage even before the sundering, she as perfected the different lores of magics like none before her did.

Azshara can choose one domain of magic in the rule book and know all the spells.

The will of Azshara

As Azshara cast her spells the wind of magic are naturally draw to her.

Azshara can throw one more dice for each of her spells, this extra dices can give a miscast or a irresistible force.

Godess

Azshara is no mortal, and all attempt to kill her would be vain.

Azshara can't be wound by non magic blows.

Souless

It is said that azshara as no more soul, and that the chaos as no more hold on her.

Azshara can re-roll her miscast table roll, but has to satnd to the second roll.

Sea gold jewelerie

Azshara wear several of those jewelerie, and is capable to use the power within it to set aside the uncontrollable wind of chaos.

When Azshara roll a miscast, on a 2+ the miscast doesn't affect her but any wizard in her line of sight, however on a 1 Azshara is still affected by the miscast.

Black pearl

There are some artefac in the depth of the ocean that should never be found.

When your opponent roll for the first time on the miscast table you can choose to make him reoll the dice, but then you have to choose the second roll.

Azshara, empress of Nazjatar, progenitor of the serpentine naga.

The naga serve Azshara without question, and would never fail in their mission when she is on the battlefield

Azshara will always be your general and your BSB.

Azshara's aura

Azshara's aura is so powerful that she can easily stop a canon ball.

Azshara as a 4+ ward save.

Power stone

Azshara can easiliy concantrate the winds of magic in a stone to be use on the battlefield.

+2 power dice for casting a spell.

The kraken

No creature on the world can resist the will of Azshara for long and even this mythic monster, is now devoted to her.