

The Scarecrow is Cadwallon's most famous jester, an assassin in the service of the Usurers Guild. Former actor of the Comedy Garden, this individual has crossed the boundaries of madness and totally identifies with the role he played in the troupe: that of a cruel and masked criminal. The Usurers themselves fear this extravagant and megalomaniac character, who kills by whim and always with a good word.

The Scarecrow, in truth, is only a puppet subject to the will of the Mask of Scares, an artifact conceived centuries before by a demented playwright. The mask was bewitched by Darkness and feeds from the fear it inspires and protects its wearer whenever it feels like it.

The story of the Scarecrow began in 834 in Manilia, one of the baronies of the kingdom of Alahan. Armond, Baron of Manilia and patron of brilliant Barhan artists, had commissioned a play by Martier of Ansar.

Barely twenty years old, this playwright was a rising figure in the Barhan scene. His poems and plays were distinguished by a style that clearly separated them from the classics of courtly love. His characters, far from the stereotypical knights serving their lady and their homeland, were endowed with complex personalities and motivations. The author wanted to modernize the staging of virtue by making it easier for his audience to identify with the protagonists. Thanks to him, the morality of the Barhans tales gradually moved from the mythical age to enter a more modern era.

Ansar was honored with the trust of the Baron of Manilia and decided, with his agreement, to create a bold work: a play where vice would triumph. In *_The Mask of Scares_*, Leod, king of an imaginary land, languished in the days when knights slayed monsters, dragons, gargoyles and gorgons. The king enlisted the services of the Scarecrow, a grim-looking jester, who brought these heroic times to life in his stories. The Scarecrow was actually the descendant of the monsters of yesteryear. In revenge for those who had killed his own, he manipulated the monarch to plunge his kingdom into Darkness. After repudiating his wife and disinheriting his children, the king eventually turned his sword against his own subjects. Leod did not sink into dementia or fall victim to a maleficent: his decay was simply the fruit of his blind attachment to chivalrous ideals.

Martier of Ansar's project would have been rejected by less avant-garde patrons. Baron Armond, however, shared the playwright's vision: Evil had a new face, that of conspiracy. A century and a half earlier, a conspiracy against the crown of Alahan had plunged the barony of Acheron into Darkness. A pure heart was no longer enough to repel the creatures of the night. Alas, many Barhan nobles still cradled the legends of yesteryear and, like Leod, did not measure the insidious danger that threatened the kingdom.

After some acclaimed performances, *The Mask of Scares* was performed at Kallienne's court; King Irwyn congratulated Ansar, who played the role of the Scarecrow himself, and entrusted him with the direction of the Royal Theatre so that he could perform his play throughout the kingdom.

However, *_The Mask of Scares_* was not liked by everyone. The schemers who haunted the courts of the baronies took offense at being denounced and ridiculed by a jester. Using their influence, a cult infiltrated Ansar's entourage and prompted them to alter the dialogues in his play. The Scarecrow, inspired by the true servants of Darkness, became crueler and more incisive. Ansar, intoxicated by success and flattery, was caught in the same trap as King Leod.

The Mask of Scares

In 827, Ansar was invited to the very young court of Cadwallon for the commemoration of the fifth anniversary of the founding of the city. Aided by the conspirators, Ansar's detractors locked a demon in a cadwe jester mask and gave it to the playwright.

The last performance of *The Mask of Scares* was by far the most memorable. Under the influence of the demonic artifact, Martier of Ansar became insane and improvised radical changes in the narrative. Fascinated by his sinister pranks and vitriolic criticism of society at the time, viewers were left to wander between fiction and reality. Faithful and magicians realized what was happening, but could not prevent what was happening: by the combined powers of the demon and the conviction of Martier of Ansar, the Scarecrow came to life and incarnated on the stages of the theater.

The demonic jester immediately left the stage after taunting Vanius and accusing several members of the assembly, including the cultists who had given birth to him, of Dark worship. When the militia came for him, the Scarecrow was gone. He was free and Aarklash was now his new stage.

The Scarecrow's revelations caused discord in Cadwallon, Alahan and other places. His denunciations helped dismantle the sect that had bewitched the Mask of Scares, but also caused regrettable miscarriages of justice. Among the notable denounces were innocent people whose suicide or execution led to other cascading tragedies.

The Scarecrow, a monster with a human face and bold tongue, began a criminal career. Although at first he was content to hunt down strangers to make them die of fear, he soon switched to more sophisticated "games" fueling suspicion and paranoia in his victims before killing them.

His methods became more and more elaborate as he got to know Cadwallon. Rising from the shadows, he murdered by leaving false evidence at the crime scene. He whispered in the ear of the ambitious, carrying them to the firmament to better precipitate them into the abyss. He is seen as a gang leader in the Kraken, a personal advisor to notables in Den Azhir, a conspirator in Drakaer...

His enemies multiplied with each of his brilliant misdeeds. Many avengers tried to eliminate him, without realizing that he had become immortal: the actor could be killed, but the character now belonged to the stage of Aarklash.

Among those who were brave enough and strong enough to defeat him, some abandoned the Scarecrow's corpse behind them. Let a poor wretch then search over the corpose and pick up the Mask of Scares, and the sinister jester was back, more alive than ever. Others, more proud or a little better informed, kept the artifact as a trophy. None long resists the unstoppable urge to wear the mask...

The Scarecrow has devoured dozens, even hundreds of souls over the centuries. It even happened that he changed hosts on his own to satisfy his interests and his thirst for cruelty.

The Jester of Darkness

A hero of his own universe, the Scarecrow had little interest in Cadwallon's intrigues and was less chronicled than the Harlequin or the Boogeyman. His repeated misdeeds nevertheless caught the attention of another champion of evil: Sophet Drahas, the King of Ashes, secret master of the Guild of Usurers. The necromancer, impressed by the Scarecrow's meticulousness in staging his crimes, decided to make him his personal assassin and launched the Usurers in pursuit.

Despite their best efforts, they were unable to find the Scarecrow. Sophet Drahas, enchanted by the abilities of his future partner, decided to conduct this exciting hunt himself. After three years of investigation and the loss of many agents, he discovered the soul of an ancient conspirator and went back to the track.

He reached the old chapel, where everything had begun in the Trophy, and learned the name of the demon who inhabited the Mask of fear: Metemtec, Executioner of the usurpers.

With this information, it was easy for the King of Ashes to use his dark powers to find the Scarecrow. The assassin changed carriers four times on the night that this chase ended: Metemtec, transfigured by his fusion with the soul of Martier of Ansar and his incarnation, once again refused to submit to the forces of Darkness. Sophet Drahas succeeded in capturing him by putting the mask on a stage extra, captured the day before in the Comedy Garden.

More astute than his predecessors, the King of Ashes offered a deal to the Scarecrow. He would provide him with souls and crimes to commit in quantity, he would offer him a cohort of servants. Provided the Scarecrow joins his cause. The theatrical assassin agreed and became the first Jester of the Usurers. A few months later, he was the confidant of the King of Ashes.

At the time of Rag'Narok, the Scarecrow continues to wreak chaos and death on the streets of Cadwallon. Thanks to the support of Usurers, he kills his victims with impunity. His name became synonymous with terror for the enemies of the guild, starting with the deadbeats and the Guild of Thieves. His misdeeds are now illustrated by theatrical staging; his name begins to appear in the gazettes of Cadwallon and inspires murderous vocations throughout Aarklash.

Sophet Drahas, however, has not found the devoted servant he once thought. If the Scarecrow has accepted his deal, it was not to find a generous patron but to stage once again his favorite play. It begins when a proud king takes a jester to his service...

Universe - The Molochs

Conquerors of the Infernal Realms, the Molochs now roam Aarklash. The lords of the Abyss have broken the chains that once bound them to Ram and are embarking on the battle that will decide the fate of Creation: the Rag'Narok.

The molochs are among Creation's most fearsome immortals. Because it is difficult to dominate these demons by force or by cunning, the meanders of Darkness take extra care when dealing with them. Other evil beings are wary of them because the molochs' thirst for domination knows no bounds. They also master the magic of typhonism and can open magical portals that allow them to travel between The Realms.

Only Aarklash has so far resisted their incursions: the prohibition of time prevents the gods and their immortal servants from manifesting there permanently. The advent of Rag'Narok, however, changed the rules of the game.

The Children of Vice

Molochs know that knowledge is synonymous with power. They are therefore very discreet about their origins and do not easily reveal their secrets.

At the dawn of time, the Molochs were the messengers of Vice, one of the true gods of Creation. They took pleasure in inverting their role with the Angels of Light, servants of Virtue, the twin of Vice. When discord broke out between Vice and Virtue, triggering the first war of the gods, the Molochs followed their master to assault his twin... and failed. Like him, they suffered the curse of Virtue, which changed their appearance forever.

No sooner had the fate of the battle been concluded, Time was created, forcing the gods and their servants to return to The Elemental Realms. The Molochs, defeated and cursed by the Servants of Virtue, fell through the main Kingdoms of Darkness: Erebus, Gandhar, Tartarus, Hesperides, Hades and Phobos.

Lords of the Abyss

Molochs are beings of considerable power. However, weakened by their decay and solitude, many of them were annihilated soon after their arrival. The molochs of Erebus and Gandhar were all decimated by the guardians of these two Realms.

Among the survivors, some took power and became the cruel overlords of the infernal fiefs; others regrouped with their brothers. The molochs formed four large communities marked by their Realms of exile:

* The molochs roaming the endless labyrinth of Tartarus, drank the vital energy of the weakest and the damned locked in the catacombs. The most bitter took the name of "famished" and became the worst plagues imaginable in this Prison Realm;

* The molochs of Hesperides were gathered by the demon Typhon. They perfected their knowledge of magic and became able to alter their flesh exterior for battle purposes. These "warlike" were the first of their kind to break through the barrier separating The Realms to fight in strange worlds;

* The molochs that fell in Hades had to unite to face the aggressive hordes of this fiery Realm. Armed with unwavering resolve and convinced of their divine right to reign over the Abyss, they succeeded in imposing their domination after decades of war. They acquired the nickname of "death bringer" because, fascinated by death, they erected gigantic monuments with the bones of their victims;

* The plague-stricken molochs' fall across the bottomless chasm of Phobos seemed to last forever. Carried away by the winds of insanity and sickness, they became the heralds of decay. They were the first to return to Aarklash: they were not interested in making demonic pacts, and their first summoners believed they would summon powerful demons inexpensively. It was very bad for them: the plague-stricken took their summoners with them without any other form of trial.

The Molochs remained in Darkness for centuries but never forgot their past greatness. The arrival of the people of Kel, the human species on the continent, played a decisive role in their rise to power. Man brought with him previously unexplored concepts of good and evil, virtue and above all... vice.

Guided by darkness or thirst for power, some human typhonists summoned the molochs to Aarklash during the ages, to fight or to sell their souls in exchange for favors. It was the Dark Ones of Acheron, favorites of the gods of the Abyss and consumed by Vice, who made the first lasting pacts with the hellish immortals. Thanks to the dark blessing of Belial, prince of the Abyss and demigod of Vice, Ram broke the seals of the Darkness Realms and destroyed the borders between them. The Acheronians settled in Erebus, where they assembled the molochs into a dreadful army. The Abyss, now united under the banner of Ram, was incredibly powerful, and the Molochs were their champions.

The necromancers of Acheron who had perfected their mastery of the magic of typhonism and strengthened their hold over all demons heralded the coming of a new Age of Darkness. The vice of Man made the Darkness and the molochs triumph with it.

The Call of Rag'Narok

The molochs remained in the service of the Limbo of Acheron for centuries. The fallen mortals and immortals shared their secrets and fought together against the servants of Light and Virtue. The most depraved celebrated their union in the flesh and gave birth to demonic descendants, notably within the houses of Hestia and Vanth.

No covenant blessed by Vice can be eternal, however. Convinced to have tamed the molochs, the Acheronians were more and more capricious towards them and soon considered them as slaves subjected to their ill wills. Simulating servitude, the molochs took advantage of the vices of these proud mortals to build their new power. They inspired many massacres and conspiracies in the baronies of Acheron, thus precipitating Rag'Narok and their revenge on Virtue.

The battle of the flying fortresses marked the beginning of the conquest of Aarklash by the Molochs. The necromancer Asura of Sarlath summoned a legion of molochs to support him in the aerial battle against the Archon of the Faathi. The fury of the fighting, the powerful rituals on both sides and the

final fall of the two flying fortresses in the Avagddu plain had released enough mystical energy to allow the molochs to carry out their plan: to increase the power of the portal that summoned them. Out of control, they poured en masse onto the plain and flew away to the four winds.

The Four Plagues of Aarklash

The Molochs had to hasten the final phase of their plan, before time made them disappear from Aarklash and return to the Realms from which they came. They went to the four corners of the continent to bind pacts with The Meanders of Darkness. The nature of each moloch determined its new preferred allies.

Eager for the flesh and blood of mortals, the famished molochs put themselves at the service of Na'goth, sihir of Darkness and Lord of the Carrion. They have thus been linked to the Drunes, with whom they have since shared tense relations: these Kelts hate more than any Immortals and reluctantly accept their new allies. The formors, on the other hand, see them as brothers and begin to reveal to them the secrets of the Shadow.

The warlike molochs flew night and day to reach the Syharhalna, whose army was inexorably sinking into the lands of Light. They reached Shamir shortly after the Battle of the Mourner's Gorge, which they witnessed and allowed them to confirm Commodore Razheem's thirst for conquest. After a night of negotiations with the Basyleüs Villa, they left for Ægis to fight alongside the clones of Syharhalna.

The death bringer molochs sharing the passion for the power and death of the necromancers, chose to remain in the cursed Barony. The blood ties, very strong between them and the houses of Acheron, allowed them to impose new pacts to their advantage. The death bringers still roam the battlefields alongside the Ram but now as equals.

The plaguesick molochs, called by the Despot, rushed into the Abyss of Mid-Nor. They negotiated there and took their seats alongside the myriad of Chthonian demons that accompanied the Hydra. Their presence has reversed the balance of power around the Chasms and is giving Tir-Nâ-Bor defenders and their allies a hard time.

Each time, the Molochs offered their help in exchange for the opportunity to satisfy their thirst for blood. In reality, they pursued their terrible goal: to set Aarklash on fire and blood.

The Griffin Crusades

The disciples of Merin, gathered under the Griffin totem, constitute one of the most powerful nations of Aarklash. They sent troops to the four corners of the continent and established protectorates everywhere on its surface. Some even claim that Lahn never sets over the Akkylannie empire. Yet the Griffin are divided and only faith in the One God, Merin, will allow them to triumph over Darkness.

The Temple Order

While each of the four cardinal temples is a full-fledged crusade, they are nevertheless united in a larger institution, the Temple Order. A fifth institution, the Supreme Temple, coordinates them.

Founded by Karl, one of Arcavius's earliest companions, the Temple Order was originally called the "Headquarters of External Affairs". Early on, the Akkylannians charged themselves the task of extending their faith beyond their home territory to all known Creation. This is the first vocation of this religious order's pilgrim soldiers, travel through Aarklash spreading the good word. It was only later that the Temple became the guardian of the treasure, when its knowledge of the roads and its martial prowess made it the best candidate for this charge.

The Temple Order gives its direct allegiance to the emperor, not to the pope. Originally, each Temple cardinal were based in Akkylannie. However, with the expansion of the Griffin Empire, the temples migrated outside the original borders, to form protectorates all over Aarklash.

Proteus is the Supreme Commander of the Temple Order. Former Commander of the Southern Temple, he maintains a special trust relationship with the Emperor Octavian IX. He is close to betraying him for the glory of Merin. Proteus is convinced that Mira, daughter of Thurbard and sister of Arkhos, is destined to embody Merin on Aarklash to lead the Griffin in the last hours of the Rag'narok. He secretly helped Mira the Reckless to secure Hauteclair, discover the tomb of Arcavius and to find refuge in the lodge of Hod. He is now ready to be placed on the imperial throne. He found two accomplices, Arkhos and Sered, whose goals, however, differ from his own: to eradicate the Inquisition and reform Akkylannie to the land of virtue that it once was.

The Temple Order maintains cordial relations with the imperial army. The trust between Proteus and Octavius IX smooths over the few problems that arise, and the good will of Cardinal Aerth, General prelate in the army, does the rest. The order does not hesitate to go to the aid of imperial companies in trouble, and the imperial commanders do not hesitate to lend their conscripts to the Templars. The relationship of the Order and the Inquisition are unfortunately of a different nature. The split between these two institutions is still alive and none of them will pass on an opportunity to put the other in trouble in the eyes of the Emperor. This fight often degenerates into armed clashes since the commanders of both sides await a good excuse to do battle with their rival.

The Imperial Army

- ****Emblem****: A stylized griffin holding a rifle in one talon and in the other a Merin cross.
- ****Capital****: Arcavia
- ****Leader****: Cardinal Aerth
- ****Preferred Allies****: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor and the barbarians of Avagddu

The imperial army was created at the same time as the first institutions of the Empire. Its function, badly needed at the time, was to establish and defend the borders of this young nation that was the empire of Akkylannie. Over the centuries, their mission has evolved. On one hand, originally constituted only by volunteers, the imperial army quickly became an army of conscription: all Akkylannian young men must spend five years, including one campaign, before actually obtaining Akkylannian citizenship. On the other hand, the imperial army has become a tool for territorial expansion. It is sent wherever it must defend new territories, such as Djaran in the desert of Syharhalna where the Griffon claimed sovereignty.

The imperial army consists mainly of conscripts and fusiliers. These soldiers come from all social strata and imperial provinces, but all Griffon conscripts receive the same equipment and elementary education: the imperial army forges Akkylannian unity, beyond social and geographical differences. To complete the molding of these disparate individuals, to make a machine to conquer, the imperial officers impose an iron discipline. This discipline has become a typical Akkylannian trait. Officers, however, also know how to reward deserving soldiers. Honors are awarded to reward feats of arms.

The greatest honor for a conscript is to join the Griffon Fusilier Corps, feared throughout Aarklash. Crusades sometimes borrow the fusiliers to fight their battles, but the Imperial army keeps the best fusiliers in its ranks, always ready to serve the will of the emperor!

The imperial army is directed by the general prelate to the armies. Appointed by the pope in person, this man is supposed to serve the interests of the church to the heart of the imperial institutions. However, the current general prelate to the Armies, Cardinal Aerth, is more concerned with the unity of the nation and the Rag'narok than with the struggles between the different Akkylannian institutions, which he has declared trivial. He is convinced that the Griffon has an important role to play in the Rag'narok and that the Empire must be united to thwart the plans of Darkness. Therefore, he uses his authority to gather Akkylannian forces whenever possible. He does not hesitate to remove contingents of the Imperial army from the other crusades of the Griffon, hoping that his example would become law.

Chronology

- **573** – Foundation of Akkylannie
- **583** – Foundation of Imperial Army and The Temple Order
- **588** – Return from Jen, foundation of the Akkylannian Church
- **602** – Construction of current Temple of the North
- **675** – First Battle of Kaïber
- **676** – Dirz Heresy, foundation of The Inquisition and Lodge of Hod
- **677** – First Crusade
- **680** – Construction of current Temple of the South
- **710** – Construction of current Temple of the West
- **994** – Second Crusade
- **995** – Construction of current Temple of the East
- **998** – Battle of Kylaë
- **999** – Mira steals Hauteclair from Thurbard**1001** – Mira discovers the Tomb of Arcavius
- **1002** – Mira joins the Lodge of Hod and becomes Misericorde

The Inquisition

- **Emblem**: A fiery stylized griffin holding in its claws a cross and a codex of Merin
- **Capital**: Arcavia
- **Leader**: Aedhann Orphelion, Inquisitor General of the Empire
- **Preferred Allies**: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor and the barbarians of Avagddu

The Inquisition was created in 676, during the Dirz Heresy. It was issued from the Internal Affairs Headquarters, which served as an internal intelligence service and, to a certain extent, provided public order. However, the leaders of this organization want more power and more control over the course of the Empire. While the Temple and the Imperial Army were occupied at Kaïber, the Internal Affairs Headquarters took advantage of the questionable research of the alchemist Dirz to organize a resounding trial. Its leaders used it to justify the birth of a new institution, endowed with a much greater authority than the Internal Affairs Headquarters: The Inquisition. Since then, the Inquisition and the Pope have gained more and more weight within the institutions of Akkylannie, and their intransigence has plunged the Empire into terror.

The Inquisition opposes the Temple, which it perceives as a competitor in its power struggle. It once managed to get the Temple to "entrust" it with hundreds of Templars, to make them Templars of the Inquisition. However, it was never able to renew the ranks of the corps. The Inquisition hunt heretics and preserves the order in Akkylannie. Its agents, the inquisitors, have priority to stop the enemies of the faith, including the traitors and spies in the service of hostile powers. The inquisitors can also handle common crimes if no magistrate in the order of Just Punishment, the order to which the magistrates of the Griffon belong, can intervene. With the First Crusade, the Inquisition argued that Templars sent far away from Akkylannie should be escorted and monitored. Their counter-intelligence services then turned into espionage services.

The inquisitors make up the bulk of the Inquisition. They are assisted by thallions and exorcists. In a case of need, they fill their ranks with conscripts prepared by the imperial army. All are bound by a fervor such as it allows the most fanatical servants of the Inquisition to invest their weapon of the power of Merin to hit the enemies of the One God. The scholars of the Inquisition also perforated certain secrets of mana and discerned surprising links between incantation and divination.

The current Inquisitor General, Aedhann Orphelion, reached his rank by the firmness of his faith and the conviction of his authority, after defeating his master consumed by darkness. He embodies, in the eyes of the entire Empire, intense and persevering character of the model inquisitor. He holds the grisly record of successful hunts and arrested heretics: over two thousand. Naturally austere but realistic, merciless but fair, Aedhann Orphelion never hesitates to put himself in the investigations that are close to his heart.

The Inquisitor General has made many enemies, including within the Inquisition itself. Some criticize his political views and turn to other prestigious figures, such as Eschelius the Ardent.

Lodge of Hod

- **Emblem**: A stylized griffin whose wings point to the sky.
- **Capital**: Manilia
- **Leader**: Masselius, commander of Hod
- **Preferred Allies**: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor and the barbarians of Avagddu

The lodge of Hod was born at the same time as the Inquisition, in order to combat its outsized influence. When the templars returned to Akkylannie after the First Crusade, some refused the yoke of the inquisition, others were accused of heresy and fled the stake. These renegades were collected by the then supreme commander in a secret society, the Lodge of Hod. In the first months of its existence, the objective of the Lodge of Hod was to protect and collect the other templars threatened by the madness of the Inquisition. When it calmed down, the supreme commander made the Lodge of Hod the secret service of the Temple. Whenever he needed to act without being seen, brothers of Hod would be sent. If they were caught, the Temple would deny having any knowledge of their actions. When, nearly three centuries later, the Temple discovered that Dirz had set up countless laboratories in the underground of Akkylannie, it was the Lodge of Hod that was sent to the onslaught of the Hybrid code.

Today, the Lodge of Hod is present on all fronts of the Rag'Narok. They destroy the alchemical laboratories scattered on Aarklash, fight against the abuses of the Inquisition and hunt the spies of Darkness. Infiltration and investigation are their specialties, but they sometimes must fight a battle outside of the major campaigns of Light and away from prying eyes. Lacking men and striking force, the lodge has developed many special techniques: almost all its members can serve as vanguard, and if the lodge lacks riflemen, its Purifiers are adept at new techniques of close combat.

All of the members of the Lodge of Hod are bound by a brotherhood like no other. Considered outcasts even by the other Templars, they are united and indivisible against adversity, determined to avenge each of their brothers who fall in battle.

The lodge of Hod is headed by the venerable Masselius, "the old master", one of the most senior templars of the order. Some believe him dead, but his once imposing figure now wanders the damaged corridors of the Lodge of Igneous Mercy, near Carthag Fero. The number of secrets buried deep in his memory would make the masters of the arcana shudder. Unfortunately, the old master will soon no longer have the clarity of mind to lead the lodge. The other venerable turn to Ambrosius, whose wisdom and competence are praised by all. The lodge has many other valiant leaders, such as Phidias de Basarac or Misericorde.

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Misericorde

Mira the Reckless stole Hauteclaire, the sword of Arcavius, from her adoptive father, Commander Thurbard. She then traveled to the Eastern Temple, where she discovered the tomb of Arcavius. Mira lived there in a mystical trance, inspired by the magic of the orcs, which taught her that the prophet had been murdered by the first Pope. Bearer of this subversive truth, thief of the sword of Arcavius, the Reckless had no choice but to hide in the lodge, like so many other outcasts. She took the name "Misericorde" there.

The Temple of the North

- **Emblem**: A red griffin on a white background.
- **Capital**: Avagddu, south of Caer Laen
- **Leader**: Masselius, commander of Hod
- **Preferred Allies**: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor and the barbarians of Avagddu

The majority of the lands of Avagddu are occupied by nomadic tribes. Many Akkylannians took the opportunity to settle small communities, especially near Caer Laen, despite the presence of the moaning Moon pack. It is therefore necessary to ensure the protection of these facilities. When the Northern Temple received this mission, the commander of the time built a network of watchtowers and set up regular patrols. It soon became clear that these measures would not be enough to keep the Wolfen, Drones and rebellious barbarians away. So it was decided to build a fortress worthy of the Griffin in Avagddu. Most of the Kelt clans agreed, albeit reluctantly. When the fortress was completed, a climate of conflict prevailed in the area, and the commander chose to move the Temple headquarters there, in order to deal with the situation in person. His presence reassured the settlers, who settled more and more in the region, to the point of creating a large Akkylannian enclave in Avagddu, an authentic protectorate.

The mission of the Northern Temple is to convert and pacify the barbarian lands of northern Aarklash. They fight continuously against the Stag, but also against the Hyena who comes to regain their birthplace, the forest of Caer Laen. Life in the Temple of the North is far from a pleasure: the Drones and the Devourers are ruthless opponents, and the climate is at the right time; when it is not raining, it snows, and a strong wind plagues there all year round.

The fortress is built in the middle of the swamps. The cold fortifications of the Griffon are overlooked by a gloomy dungeon, nicknamed "the Crow Tower" because of the commander's tame birds.

The templars who live there are similar to their fortress. Dark, inflexible, they fight like demons, striking with the violence of the storm and resisting with the toughness of the stone. However, they are not bloodthirsty warriors; they are sincerely devoted to the protection of pilgrims and settlers, so much so that they are transfigured by the presence of priests and the faithful. They nevertheless have a bad reputation because of the commander's black guard, honorable but scary fighters.

Commander Thurbard, adoptive father of Arkhos and Mirà, is of the same stature, rough but fair. He has the build of a bear, but he is a brilliant orator and one of the best swordsmen in Aarklash. However, he needs all his authority to be obeyed by the harsh templars who are under his command.

Thanks to his courage and rigor, the Northern Temple can count on the unwavering support of the Boar.

Since he was commander, he has never failed. Some call him "the Old Man," but he is more vigorous than many young recruits. Those who dared to mention his nickname in his presence learned it at their expense!

The Temple of the South

- **Emblem**: A red cross of Merin on a black background.
- **Capital**: Syharhalna
- **Leader**: Sered, Templar commander.
- **Preferred Allies**: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor and the barbarians of Avagddu

At its origins, the Southern Temple was among the least prestigious of the order. The lands that fell under its influence were unoccupied or inhospitable. However, the commanders who succeeded it did not give up and over the years constituted a vast fleet to discover new lands more conducive to the glory of the One God. Departing from Kylaë, the original headquarters of the Southern Temple, his boats sailed for Algardie and other kingdoms. Over time, this fleet became a merchant fleet and allowed the Southern Temple to amass a vast fortune.

Thus, when it was necessary to organize the First Crusade, this task fell on the Southern Temple because of its immense resources and experience of sea travel. Since then, the history of this Temple is strewn with corpses: those of the Scorpions, but also those of the Templar who died in Syharhalna. After conquering Djaran, the Southern templars tried to take Danakil. They failed and left countless brothers there. They then retreated east of the Ivory Dunes to establish a fortress, their current headquarters. The mere existence of this stronghold already represents a victory over the Syharhalna empire. In revenge, the Scorpions organized the sack of Kylaë in retaliation. This battle is one of the most infamous defeats of the Griffin.

The warriors of the Southern Temple embark body and soul in battle against the Scorpion. This determination is exacerbated by the pride of serving the First Crusade and by the affront of the sack of Kylaë. It is also supported by the inexhaustible riches of the Southern Temple, continuously fed by the huge fleet that travels the seas of Aarklash and elsewhere. Thanks to these assets, the Southern Temple, failing to have triumphed over Danakil, was able to establish a protectorate in the Ivory Dunes, a vast network of oases whose exact borders fluctuate according to the battles. Over time, the Southern templars developed combat techniques specially adapted to the fight against Scorpions and their alchemical spawns.

A native of the desert, Commander Sered is particularly well suited to monitor Syharhalna. Despite his relative youth, he is versed with all military tactics and shows a certain talent for divination. Several times Sered managed to predict the turn of a battle.

The finesse of his intelligence and his formidable charisma make him a man courted, both by generals and by women. In particular, he had an ambiguous relationship with Sasia Samaris. He knows that she is only an unclean creation of alchemy, but could never bring himself to defame her when he had the chance.

This is not the only weakness in Sered's armor: together with Arkhos and Proteüs, they prepare a coup by training his troops in the Ivory dunes. This explains why he has never taken as many risks as his predecessors to defeat Danakil: not only is the undertaking particularly risky, but this conflict also allows him, as long as it lasts, to train his troops away from spying eyes.

The Temple of the East

- **Emblem**: A black cross of Merin on a white background.
- **Capital**: Bran-Ô-Kor
- **Leader**: Arkhos, Templar Commander.
- **Preferred Allies**: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor, the barbarians of Avagddu and the Sarkai Orcs

The Temple of the East was created at the same time as the other Temples, but it came to fame only during the Second Crusade. Previously, it simply protected roads and pilgrims from Fangs of Fire or supported the First Crusade, especially in Djaran.

When the exegetes and missionaries in the service of Octave IX reported to him that the tomb of Arcavius was probably located in the Bran-Ô-Kor, Emperor Octave IX launched the second crusade. He placed Commander Arkhos at its head.

Arkhos set up a gigantic expedition that led him to the canyons of Bran-Ô-Kor. There, using the experience gained by the Griffon at Kaïber, he built the present Eastern Temple while resisting the raids of the orcs. For a long time, Arkhos struggled with Avangorok, one of the orc leaders in the region. Over the skirmishes, this conflict turned into rivalry, and then into respect. Realizing that Arkhos was not coming to conquer Bran-Ô-Kor but to "find his totem," Avangorok made a pact with the templar. For its part, Arkhos strove to integrate into the Orc culture. He also showed courage and loyalty that pleased the brave people of Bran-Ô-Kor, especially the Sarkai. A strong friendship now binds him to Avangorok. On the other hand, he still has not been able to find the tomb of Arcavius.

The mission of the Eastern Temple is to protect the pilgrims and find the tomb of the prophet Arcavius. Arkhos founded a protectorate in the canyons of Bran-Ô-Kor. This territory welcomes so many pilgrims and believers that the commander has a hard time enforcing this population with the few troops at his disposal. This continuous stream of faithfuls, however, makes it possible to recruit more and more soldiers to replenish the ranks of the Temple.

The templars of the East must patrol the roads taken by pilgrims, fight the orcs who do not accept the presence of the Griffin and, of course, eliminate the scouts of the Scorpion. They are aware that their mission is of the utmost importance. Their faith, exacerbated by the search for the tomb of Arcavius, becomes communicative. In addition, guided by an authentic hero, the templars of the East are committed to being the most virtuous. A symbol of this purity, the Temple of the East is an immaculate white fortress set in the desert, its banners proudly flapping at the winds of Bran-Ô-Kor.

Commander Arkhos is a brave and charismatic warlord. He is convinced that his faith in Merin will allow him to save Creation and bring mortals to a new Golden Age. In order to be worthy of Merin, he wants to be irreproachable and virtuous in every way. He could not stand the inquisition questioning his devotion and regularly sent spies to his protectorate. This is all the more unbearable to him since he hides a secret that is very little to confess : in collaboration with Sered, he prepares the coup d'état aimed at overthrowing the inquisition and returning its powers to the emperor. He believes he has Proteüs's approval but has not understood the latter's true designs. In this enterprise, he also hopes to be able to benefit from the support of the orcs, whose number will be indispensable to fight against the conscripts of the Inquisition.

The Griffin Exorcists

> Steadfast and implacable, the exorcists use their gift to combat Darkness. Incorruptible, they devote their body and soul to their task without letting themselves be manipulated by the game of political and religious influence contaminating Akkylannie.

...

The Temple of the West

- **Emblem**: A stylized flaming griffin
- **Capital**: Icquor
- **Leader**: Tarkhyn, Templar Commander
- **Preferred Allies**: the kingdom of Alahan, the republic of Lanever, the defenders of Tir-Nâ-Bor and the barbarians of Avagddu

After the Battle of Kaïber and the advent of Scaëlin in the forest of the Webs, the Temple considered it necessary to intensify its military presence in Alahan. By its position and good relations with the Lion Kingdom, the Temple of the West was chosen for this mission. A new Temple fortress was built in the city of Icquor, in agreement with the Lions, and the commander of the West set up his headquarters there. This position allows the Griffin to protect the Lion as much as the Dragon while remaining close to Ashinân and Behemoth, two regions that are dangerous for the Light.

Like the relations between the Akkylannie and the Alahan, the relations between the local baron and the commander have always been cordial, and mutually supportive. Thus, the templars of the West benefited from the mystical teachings of the Lion and became honorary magicians within the order. Today, they use secret techniques to ignite swords and make the wounds even more terrible. Even templars who do not practice incantation have knowledge of the mystical arts.

The mission of the Temple of the West is to confront evil occult and annihilate the Darkness that corrupts the western lands. It helps the kingdom of Alahan to defend itself against the Ram and the Spider, as well as against all enemies coming from Behemoth. It also serves as a rallying point for Hod's brothers as they explore the hidden laboratories in Alahan. Finally, the headquarters offers asylum to all those who request it, regardless of their origins. Located in the heart of the city of Icquor, it looks more like a monastery than a barracks and still houses the old clinic, as well as a library and printing house. It is a place of knowledge as much as a stronghold, and the presence of the templars is appreciated in the barony and throughout the kingdom.

Commander Tarkhyn the Wise has everything from the erudite, but he is also known to be one of the most brilliant strategists of his time. An entire room has been transformed to meet the passion of the commander, who analyzes the great battles of history and uses figurines to represent the different units on the war-staff. Tarkhyn preserves in this room many military treaties. The Wise also studied the arcana of magic and practiced hermeticism in addition to theurgy. He has many allies among the Lion mages. Finally, he serves as an unofficial ambassador, bypassing the official ambassador.

AARKLASH PORTRAIT

THE FREE CITY CADWALLON



Name: *Lynan the Adamant* League:
 Origin: Race: *Human*
 Culture: *Lion* Motivation:
 Feats: *Bravery, British charge*
 Distinctive feature(s): *Incarnate, Luck*
 Trade(s): *Knight 4, Officer 2*
 POT: *7* XP:

SIZE: *Medium (3)*
 MOV: *4*
 POW: *3* d6
 FEAR:
 DEF: *3*
 MAS: *3*

HEALTH POINTS
 Stunned:
 UnHurt:
 Light Wound: -1
 Serious Wound: -2
 Critical Wound: -3
 INCapacitated: (-4)
 PROTECTION
 PRO: Mod:

PUGNACITY		SLEIGHT *		STYLE		OPPORTUNISM		SUBTLETY		DISCIPLINE							
Bash	<input type="checkbox"/>	Activate/Open/Close	<input type="checkbox"/>	Disguise	<input type="checkbox"/>	Abjure	<input type="checkbox"/>	Argue	<input type="checkbox"/>	Analyse	<input type="checkbox"/>						
Charge	<input type="checkbox"/>	Aim	<input type="checkbox"/>	Dominant	<input type="checkbox"/>	Channel	<input type="checkbox"/>	Barter	<input type="checkbox"/>	Command	<input type="checkbox"/>						
Drive	<input type="checkbox"/>	Climb	<input type="checkbox"/>	Examine	<input type="checkbox"/>	Conceal	<input type="checkbox"/>	Consecrate	<input type="checkbox"/>	Confound	<input type="checkbox"/>						
Endure	<input type="checkbox"/>	Design	<input type="checkbox"/>	Fanaticize	<input type="checkbox"/>	Crook	<input type="checkbox"/>	Cypher	<input type="checkbox"/>	Coordinate	<input type="checkbox"/>						
Exult	<input type="checkbox"/>	Design	<input type="checkbox"/>	Fend off/Parry	<input type="checkbox"/>	Distract	<input type="checkbox"/>	Disarm	<input type="checkbox"/>	Defend	<input type="checkbox"/>						
Force	<input type="checkbox"/>	Enchant	<input type="checkbox"/>	Get up	<input type="checkbox"/>	Dodge	<input type="checkbox"/>	Feel	<input type="checkbox"/>	Heal	<input type="checkbox"/>						
Impress	<input type="checkbox"/>	Evolve	<input type="checkbox"/>	Incantate	<input type="checkbox"/>	Fool	<input type="checkbox"/>	Foretell	<input type="checkbox"/>	Improve	<input type="checkbox"/>						
Incantate	<input type="checkbox"/>	Feign	<input type="checkbox"/>	Lunge	<input type="checkbox"/>	Hide	<input type="checkbox"/>	Identify	<input type="checkbox"/>	Incantate	<input type="checkbox"/>						
Intimidate	<input type="checkbox"/>	Incantate	<input type="checkbox"/>	Preach	<input type="checkbox"/>	Hunt	<input type="checkbox"/>	Incantate	<input type="checkbox"/>	Look out	<input type="checkbox"/>						
Revoke	<input type="checkbox"/>	Mediate	<input type="checkbox"/>	Ride	<input type="checkbox"/>	Incantate	<input type="checkbox"/>	Poison	<input type="checkbox"/>	Pray	<input type="checkbox"/>						
Slash	<input type="checkbox"/>	Operate	<input type="checkbox"/>	Seduce	<input type="checkbox"/>	Peek an eye	<input type="checkbox"/>	Repair	<input type="checkbox"/>	Reload a bow	<input type="checkbox"/>						
Smash	<input type="checkbox"/>	Operate	<input type="checkbox"/>	Shift position	<input type="checkbox"/>	Put to death	<input type="checkbox"/>	Sermonize	<input type="checkbox"/>	Reload a crossbow	<input type="checkbox"/>						
Snap out of it	<input type="checkbox"/>	Pierce	<input type="checkbox"/>	Strike back	<input type="checkbox"/>	Recharge	<input type="checkbox"/>	Speak	<input type="checkbox"/>	Reload a firearm	<input type="checkbox"/>						
Subdue	<input type="checkbox"/>	Sail	<input type="checkbox"/>	Stunt	<input type="checkbox"/>	Sabotage	<input type="checkbox"/>	Study	<input type="checkbox"/>	Search	<input type="checkbox"/>						
Swim	<input type="checkbox"/>	Shoot	<input type="checkbox"/>	Summon	<input type="checkbox"/>	Steal	<input type="checkbox"/>	Study	<input type="checkbox"/>	<input type="checkbox"/>						
.....	<input type="checkbox"/>	Slither	<input type="checkbox"/>	<input type="checkbox"/>	Survive	<input type="checkbox"/>	Sublimate	<input type="checkbox"/>	<input type="checkbox"/>						
.....	<input type="checkbox"/>	Take out a weapon & gem	<input type="checkbox"/>	<input type="checkbox"/>	Wrestle	<input type="checkbox"/>	Taint	<input type="checkbox"/>	<input type="checkbox"/>						
.....	<input type="checkbox"/>	Tinker	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
PUG + 2			SLE + 2			STY + 3			OPP + 2			SUB + 5			DIS + 2		

RANGED WEAPONS	POW	Rate	Range	Rel.	SIZE	Conc.	REACH	MELE WEAPON	Par. Mod.	DAM	Type	Reach	SIZE	Conc.
	d6						7 6 6 6 7							
	d6						6 4 2 4 6							
	d6						6 2 3 6							
	d6													

* Dominant attitude

KNOWLEDGES

Administration: Cadwallon	<input type="checkbox"/>	Fiefdom: Ghieronburg	<input type="checkbox"/>
Administration:	<input type="checkbox"/>	Fiefdom:	<input type="checkbox"/>
Culture: Lion	<input type="checkbox"/>	Fiefdom:	<input type="checkbox"/>
Culture:	<input type="checkbox"/>	Language: Barhan	<input type="checkbox"/>
Faction:	<input type="checkbox"/>	Leagues:	<input type="checkbox"/>
Faction:	<input type="checkbox"/>	Knowledge:	<input type="checkbox"/>
Faction:	<input type="checkbox"/>	Esqutte: diplomacy	<input type="checkbox"/>
Region: Alahan	<input type="checkbox"/>	Strategy:	<input type="checkbox"/>
Region:	<input type="checkbox"/>	<input type="checkbox"/>

CONTACTS

NAME (ATTITUDE)	Intimacy	Localization	Page
Eric Drakaer (SUB)	2 <input type="checkbox"/>		
Adalban Ghieron (DIS)	2 <input type="checkbox"/>		
.....	<input type="checkbox"/>		
.....	<input type="checkbox"/>		
.....	<input type="checkbox"/>		
.....	<input type="checkbox"/>		
.....	<input type="checkbox"/>		

EQUIPMENT

	Weight		Weight
sword	2		
cavalry lance	5		
full plate armor	25		
purse			
rucksack	2		
uniform			
horse			
saddle	2		
worn cloth			
Ducats: .. 125..		TOTAL (Kgs):	36
		Bulk:

NEW TRADE: KNIGHT

Rank 1: Charge/PUG, Ride/STY, Slash/PUG (or Bash/PUG or Pierce/SLE), Faction

Rank 2: Slither/SLE, Intimidate/PUG, Parry/STY

Rank 3: Identify/SUB, Slash/PUG (or Bash/PUG or Shoot/SLE or Pierce/SLE)

Rank 4: Analyze/DIS, Look out/DIS, Strategy

Rank 5: Irrepressible charge. When he rides a mount in an opposition, the knight can freely cross the squares occupied by another character if the Size of his mount is greater than that of the enemy character. The opposing miniature then suffers a Damage roll with a power equal to the difference in Size.

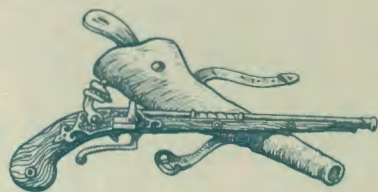
Rank 6: Command/DIS, Strike back/STY

Equipment: armor; shield; purse; rucksack; a sword, mace or lance; horse; saddle; uniform; 50 ducats and (3) weapons (any type).



- Ⓡ : RÉGISSEUR Ⓜ : MILICIEN † : CROQUE-MORT
Ⓒ : CAPITAINE Δ : ASSASSIN Ⓟ : PORTEUR D'ARMES

LE DÉPLACEMENT DES PIÈCES



Les joueurs jouent à tour de rôle, dans le sens des aiguilles d'une montre, en commençant par le plus jeune. Lorsque c'est son tour, le joueur doit déplacer une pièce.

Une pièce se déplace soit sur une ligne de l'échiquier, soit sur une colonne, soit sur une diagonale.

Une pièce ne peut ni traverser, ni s'arrêter sur une case occupée par une autre pièce. Elle ne peut pas traverser une case occupée par une pièce ennemie, mais peut s'y arrêter. Lorsque c'est le cas, elle élimine la pièce ennemie qui s'y trouve. Une pièce éliminée devient un cadavre, représenté par une figurine adéquate. Une case occupée par un cadavre est infranchissable.

Il existe plusieurs pièces différentes. Au début de la partie, chaque joueur dispose de quatre miliciens, d'un porteur d'armes, d'un croque-mort, d'un assassin, d'un capitaine et enfin d'un régisseur.

• **Milicien** : Un milicien se déplace d'une ou deux cases. Lorsqu'il élimine une pièce ennemie, le cadavre peut être placé sur n'importe quelle case vide du plateau.

• **Porteur d'armes** : Le porteur d'armes se déplace d'un nombre illimité de cases. Lorsqu'il s'arrête sur la case d'une pièce ennemie, il ne l'élimine pas. À la place, il la déplace sur n'importe quelle case vide de l'échiquier.

• **Croque-mort** : Le croque-mort se déplace d'un nombre illimité de cases. Il ne peut s'arrêter sur la case d'une pièce ennemie, mais peut s'arrêter sur une case occupée par un cadavre. Ce dernier est alors déplacé sur une case vide de l'échiquier.



• **Assassin** : L'assassin se déplace d'un nombre illimité de cases. Le cadavre d'une pièce qu'il élimine est placé sur la case qu'il occupait au début de son déplacement.



• **Capitaine** : Le capitaine se déplace d'un nombre illimité de cases. Il ne peut pas s'arrêter sur la case d'une pièce ennemie. En revanche, il élimine toutes les pièces ennemies placées sur les cases adjacentes (les cases situées aux quatre côtés) à la sienne. Leurs cadavres sont placés sur la case qu'elles occupaient.

• **Régisseur** : Le régisseur se déplace d'un nombre illimité de cases. Lorsqu'il élimine une pièce ennemie, le cadavre de celle-ci peut être placé sur n'importe quelle case vide de l'échiquier. C'est la pièce maîtresse du jeu : lorsqu'elle est éliminée, son joueur est éliminé.

LES RÈGLES PARTICULIÈRES

Lorsqu'un joueur élimine le régisseur d'un autre joueur, il prend sous son contrôle toutes les pièces de ce dernier encore sur l'échiquier.



Lorsqu'un joueur a son régisseur sur la case du Pouvoir (la case centrale du plateau), il joue après chaque autre joueur. Seul un régisseur peut y rester plusieurs tours. Si un joueur y place une autre pièce, il devra utiliser son prochain coup pour lui faire quitter cette case.



THE CADWALLON CHESSBOARD

Introduced during the second Paris Open in 2006, The Cadwallon Chessboard has been so popular that we've decided to present it to a broader audience in Cry Havoc. This four-player game is meant for players aged fourteen and up. It puts into play four stewards and their followers who struggle to claim power in Cadwallon. And while the game's rules are simple, its strategic

Game Materials

Cadwallon Chess is played with four people on a board that's nine squares to a side (available for download on www.rackham.fr).

Each player requires the following pieces to play (they can be represented by the corresponding models from the Cadwallon army):

- Four Cadwe Militiamen;
- One weapon-bearer;
- One Cadwe Undertaker;
- One Cadwe Assassin;
- One Captain (Kelian Durak);
- One Steward (Vladar the Arrogant).

Make sure each side can be easily identified on the board, by painting the pieces or the bases of one faction using the same color scheme, for example.

The game also requires 36 models (Morbid Puppets are just perfect), bases or tokens to represent the corpses.

The Chessboard

The Cadwallon chessboard measures nine squares by nine. The central square is special: it's called "The Power".

Object of the Game

A player is eliminated when their steward is removed from the game. The last player remaining wins the game.

Moving the Pieces

The players each play in turn, going clockwise, starting by the youngest. On their turn, a

player must move a piece.

A piece moves in a line on the chessboard, either on a row, a column, or a diagonal. A piece cannot move through, nor stop, on a square occupied by another piece. It cannot go through a square occupied by an enemy piece, but can stop on it. In that case, it eliminates the enemy piece in said square. An eliminated piece becomes a corpse, represented by an adequate model. A square occupied by a corpse is impassable.

There are many different pieces. At the beginning of the game, each player has four militiamen, a weapon-bearer, an undertaker, an assassin, a captain, and finally a steward.

- **Militiaman:** A militiaman moves one or two squares. When it eliminates an enemy piece, the corpse can be placed on any empty square of the chessboard.
- **Weapon-Bearer:** the weapon-bearer moves an unlimited number of squares. When it stops on a square with an enemy piece, he doesn't eliminate it. Instead, he moves it to any free square on the chessboard.
- **Undertaker:** The undertaker moves an unlimited number of squares. He cannot stop on a space occupied by an enemy piece, but can stop on a square occupied by a corpse. That corpse is then moved to an empty square of the chessboard.
- **Assassin:** The assassin moves an unlimited number of squares. The corpse of a piece he eliminates is placed on the square he occupied at the beginning of his movement.
- **Captain:** The captain moves an unlimited number of squares. He cannot stop on a square containing an enemy piece. However, he eliminates all of the enemy pieces on squares adjacent to his (the four spaces sharing a side with his). Their corpses are placed on the square they occupied.
- **Steward:** The steward moves an unlimited number of squares. When he eliminated an enemy piece, its corpse can be placed on any empty square of the chessboard. He is the game's keystone: when eliminated, his player is eliminated.

Special Rules

When a player takes out another player's steward, they take control of all of that player's pieces still on the chessboard.

If a player has their steward on The Power (the central square of the board), they play after every other player. Only a steward can remain on it multiple turns. If another player moves any other piece on it, they will have to use their next move to make it leave that square.

One of the great originalities of Cadwallon lies in its game mechanism that offers unprecedented situations. The declaration phase is an essential cog which, when used properly, makes it possible to coordinate the actions of the whole group. The chronology common to all actions, whatever their nature (combat, divination, negotiation ...) is another. For experienced gamers as for novices, here are some tips to build on them.



A TIME TO TALK

The declaration of phase which begins each round of Cadwallon (see *Player's Handbook*, p. 125) is a crucial time. It is by choosing his attitude and spreading my skills that each player forges his strategy for the round and determines, in part, the progress of it. In addition to this strategic aspect, the turn of speech is also a tool in the service of the atmosphere installed by the GM.

MATCH ENEMY

SPEED... OR NOT

In Cadwallon, the GM is a player almost like the others. Thus, the NPC's attitudes and the dice they have are known to the players. When the GM divides the NPC dice between the Action Pool (AP) and the Reaction Pool (RP), he does so in full view of the players. As the declaration phase unfolds, the GM's strategy is revealed, and players may react to it.

An attentive player may notice that an NPC has fewer dice in his AP. By placing more dice in his own, the player can make sure his character is acting before the NPC in question. On the other hand, if he prefers his Free Leaguer to wait to act before the guard passes him, he must place in the AP fewer dice than the guard.

Some NPCs are so powerful that it is impossible to take them so fast. In this case, it is best to place a maximum of dice in (RP) and pray to survive until the next round by keeping dice. Each turn!

AT THE RIGHT PLACE

AT THE RIGHT TIME

The declaration phase is decisive for the strategy of any player because it determines the moment at which his character will have to act. Of course, conditional actions help repair an error in judgment, but they restrict the freedom of action of the character. Also, as Cadwe says, they have a price.

To guarantee the freedom of his character and not to lose "unnecessarily" any dice, a player must make sure that his character is in the right place, and that he will act at the right time. This requires anticipating the actions of NPCs, but also coordinate with other characters. No need to hurry. Although it is sometimes tempting to want to be the first in all circumstances, there are situations where it is better to wait a little, let the enemy get in a trap and strike at the right time!

THREE, WE GO!

Many novels and movies feature adventurers too spirited to be effective. It is clear that some parts of Cadwallon reproduce this kind of trouble. Oftentimes comical, they sometimes hurt the Health Points of Free Leaguers. Here's how to prevent them.

First, the GM can be flexible, especially with the most novice players. It is thus possible to allow players to communicate freely with each other during the declaration phase so that they can coordinate themselves calmly and distribute their dice appropriately. Indeed, as explained above, if a player wants to act after another, he must place fewer dice in his AP.



That said, some GMs, because they are dealing with more experienced players or because they want to stage a "life and death" situation, do not allow their players to communicate as freely. In this case, do not hesitate to "lose" a round for the characters to regroup, allowing the players to chat with each other. Furthermore, the game experience and the complicity that arise between players is crucial. Over time, some players will know each other so well that they can deduce each other's strategy just by looking at the distribution of the dice and the positions on the board.

...AND ANOTHER TO ACT

For reasons of presentation, the PHB distinguishes the rules of exploration, confrontation, incantation, divination, interaction and revolution. However, these rules are compatible with each other and can be combined to create new scenes. Moreover, it is strongly advised to proceed in this way to surprise the players and offer them unforgettable games!

PLAYFUL COCKTAIL

All of Cadwallon's chapter chapters are based on the same basic elements: the game board, talent tests, and the structure of an opposition. Attempting to skewer an opponent, lying to a militiaman or studying a forgotten rune is simulated in the same way and takes the same time for the characters. It is therefore possible to mix or challenge these different rules without this creating a management problem. Thus, interaction rules can be used in the middle of a fight without interrupting the process. From the point of view of the rules, "combat" and "negotiation" do not exist; there is only one "opposition", which encompasses all forms of conflict that may occur at a given moment on a game board.

Thus, from the point of view of rules, there is no "scene of exploration" and "scene of confrontation".

A TOUCH OF REALISM

IN A FANTASTIC WORLD?

Some players may quibble about the credibility of a particular action. They will question the likelihood of a negotiation in battle or on the ability of a scholar to decipher a coded message in only a few moments. Some of these concerns are legitimate, but it must be remembered that, on the one hand, rounds have no fixed duration: a round in which only weapons go will probably last one or two seconds, then, a round that has seen several lock picking attempts will probably last for maybe a minute. Moreover, Cadwallon, like some colorful novels or films, is not intended to exist in reality, but to offer exciting adventures. It is sometimes necessary to slightly distort the "realism" to stage a tactical or amusing situation, than Cadwallon does it.

Finally, "realism" is a very capricious guide; the reality is often stranger than fiction!

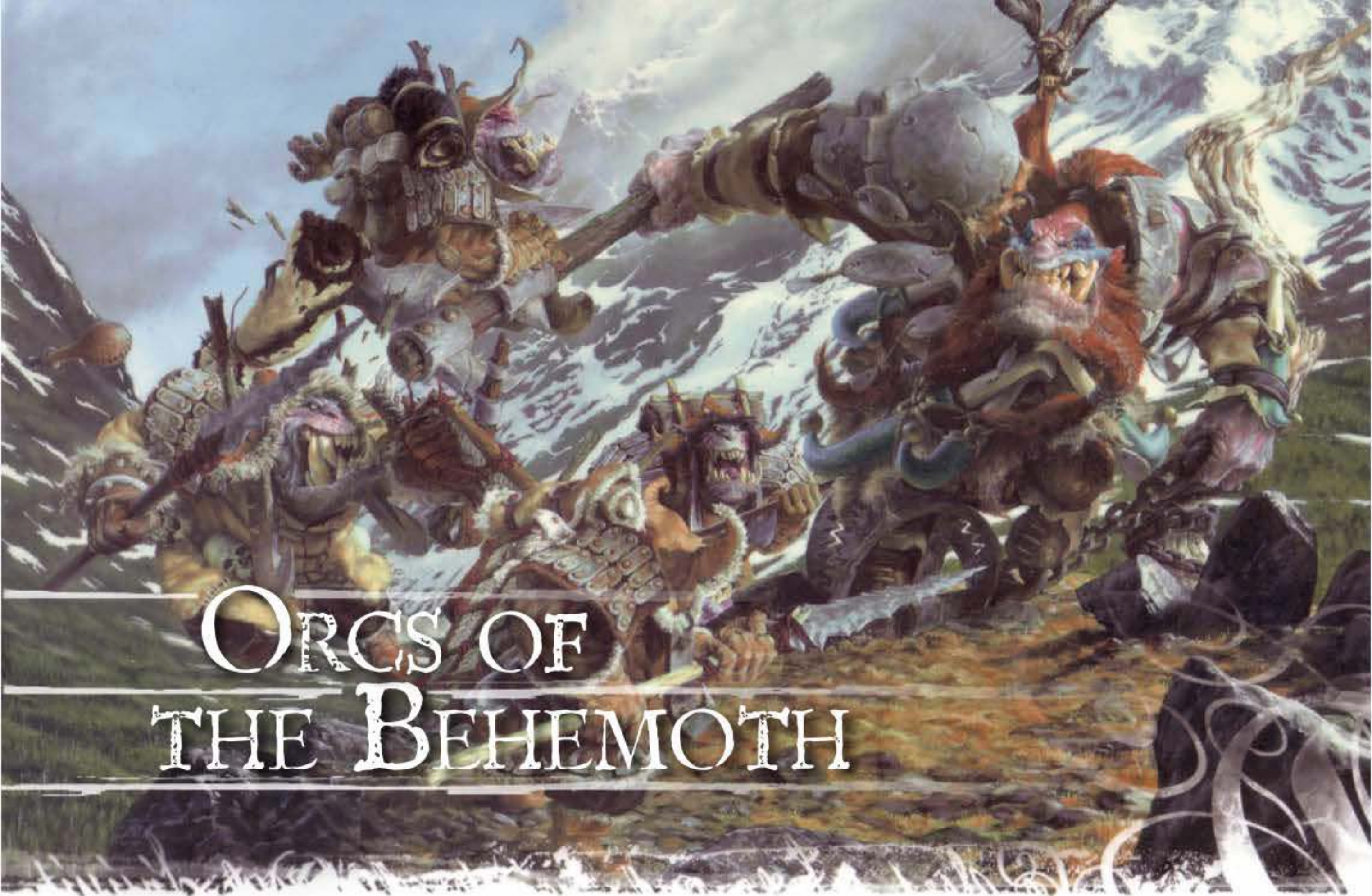


PRACTICAL CASES

When Free Leaguers infiltrate a house or a conspirator's house, it is rare that they are not spotted before their mission is completed. In this case, it is likely that part of the league will fight against the guards, using confrontational rules, while the most discreet leaguers will continue to progress stealthily, using exploration rules. It is even possible that some try to rally home occupants using the rules of interaction.

If the Free Ligueurs ambush their enemies, they intend to use the rules of confrontation. At first, however, they will resort to exploration mechanisms. In addition, if a militia patrol is too close to the ambush site, a leaguer will likely attempt to manipulate the militia to divert their attention.

Many negotiations are not limited to exchanges of words between gentlemen. Often, the leaguers draw their weapons or show fangs to intimidate their interlocutors. These shows of force sometimes degenerate into heated exchanges, and it is necessary to resort to the rules of interaction, until calm is restored. The conversation, and the use of interaction rules can then resume. From the point of view of the rules, however, it's all part of the same opposition...



ORCS OF THE BEHEMOTH

“If you don't come to the Behemoth, the Behemoth will come to you”, claims an old orc proverb. In the last few months, Cadwallon can see the truth behind the saying: a small community of the Tree-Spirit's defenders have settled within its walls. Welcome!

The Behemoth range is one of Dark-Iash's most hostile environments. Only ones could've ever had a chance to settle there.

Gathered in a single clan, behind the fortification of the Howler's pass, the tribe of the Behemoth lives mainly off hunting. It's a hard daily struggle, as even the smallest animal living in these mountains is a fearsome foe. Even herbivores, such as the Wunkar, are able to easily massacre their hunters when cornered. In the Behemoth, any carelessness is fatal! Traditionally, the life of the tribe is centered on two vital tasks: patrolling the acheronian territory and hunting. These two occupations do not give much free time in the present...

The surveillance of acheronian troop movement has always been a necessity for the protectors of the Tree-Spirit. As a matter of fact, survivors of acheronian armies repelled at I(a)iber often fall back to the mountains' foothills. Regularly, some of them find the Howler's pass. However, since fortifications were built to bar the pass, it



is now partially controlled. The tribe still maintains its surveillance despite that: a true Acheronian army could try to break through the pass at any time. If that were to happen, the orcs would only find salvation in a fast retreat. They cannot let themselves be surprised!

To survive in the mountains, the orcs of the Behemoth have mastered the art of hunting. They've set up multiple camp sites in the mountain for the hunters tracking the Ulunkor herds, the only prey worthy of being called such in the Behemoth. This activity has even managed to allow the orcs to tame a few.

Until recent times, these two activities occupied the two-thirds of the trice. The only ones remaining at camp were the wounded, the sick, the children and the elders.

However, a recent agreement with Cadwallon has changed all that: the Free city now furnishes provisions to the Behemoth tribe in exchange for guides.

The orcs can now peacefully plan their future and think beyond mere survival.

IF YOU DON'T COME TO THE BEHEMOTH...

The orcs of the Behemoth, isolated on their snowy mountain territory, do not have a nice or easily defensible position as they would like. Their tribe is strong enough to brave the Behemoth mountain and survive in the difficult conditions found on its sides, but faces trouble whenever against the threat posed by the Acheronians.

numerous warriors and motivated allies. It's not the case of the protectors of the Tree-Spirit, who the feel should not get drawn into the Rag'narok for fear putting their mission in jeopardy (see inset). The emissaries sent to the war council, however, claim that the Tree-Spirit would be threatened if Destiny were to lose the battle. Light or Darkness would not hesitate to attack the orcs of the Behemoth to claim the secrets of the Tree-Spirit.

"He who rides the Behemoth goes far without moving"
 - Orcish proverb

A small group of orcs from the Behemoth has been sent to get help from a neutral power: Cadwallon, thirsty for gold and not land.

This solution has the advantage of reconciling all of the Behemoth orcs. Many, actually, disagreed with the implication of their tribe in the war council which took place at the fortress of the Faathi (see *Cry Havoc* vol. 14). To them, the Concord of the Eagle should be able to take care of itself, as it has

The cadwë solution represents a temporary compromise which appeases the tensions among the tribe. The isolationists see the chance to start elsewhere a small community, which would survive a possible military disaster and could take up the torch if the tribe were to be annihilated. The interventionists feel that this alliance offers the Behemoth orcs the necessary resources to take part in the war.

THE BEHEMOTH WILL COME TO YOU!

These last few months, the emissaries of the Behemoth have established fruitful relations with guilds and a few mercenary groups. They have thus obtained financial and military aid from the Free City. Not only are the Cadwës always ready to counter their mortal enemies, the Acheronians, but the orcs have also found themselves talents as negotiators.

They have traded their knowledge of the Behemoth mountains in return for raw materials and various foodstuffs. Many mercenary groups, financed by large guilds, are planning to hold lightning strikes against mines in Acheron bordering the Behemoth mountains. These mines are particularly rich, and a hand given at the right moment could turn out to be quite profitable.

The Free City has already made a first payment by sending food. It has offered the Behemoth tribe enough to survive a full year. The orcs now no longer need to wander the mountains in search of food.

For the last few months, about thirty orcish scouts from the Behemoth have come to Cadwallon to train mercenaries in mountain survival, while waiting for the expeditions to be ready to leave. However, these orcs have a purely instinctive feel for their environment and are therefore unable to draw up maps. They must therefore learn the language and ways of their patrons, as they will have to guide the mercenaries when the time comes. The small community of protectors of the Tree-Spirit is now solidly implanted in the city and is slowly growing.

THE BEHEMOTH IN CADWALLON

"The thirst for gold, the hunger for power. Neither one nor the other can be sated."

- Orcish proverb

Many orcish families have settled down in Cadwallon and have given birth to the first of their children born outside of the mountains. Cadwallon is the enclave which will allow them to survive if the Rag'narok annihi-

lated their tribe. They have brought with them a seed of the Tree-Spirit, which they've planted in Petropolis. If this seed gives birth to a tree, the future of the protectors of the Tree-Spirit will brighten considerably. Indeed – if there's one place which could survive the Rag'narok, it could only be Cadwallon. Some Cadwës, always fast to give in to the lure of the new, have started

"Behemoth" fashion: clothes of stone, woven grass and padded tunics covered with metallic coins, club-shaped canes and umbrellas with snowy motifs. This style attracts unwanted attention, but also ducats!

THE PROTECTORS OF THE TREE-SPIRIT

The orcs of the Behemoth worship the Tree-Spirit, the oldest being of Aarklash, witness of ages past and keeper of many secrets. The knowledge held by this venerable tree and priceless. The Behemoth tribe follows a sacred mission: preventing greedy souls from ever reaching the Tree-Spirit. Some secrets must never fall in mortal hands, no matter how pure their intentions.





HOW TO PLAY

PLAYING A BEHEMOTH ORC IN CADWALLON

It's possible to play an orc, troll or a human of Tree-Spirit culture. Here are the rules required to make a character from that culture.

The Behemoth orcs settled in the fief of Ghieronburg near Petropolis in 1003. They've had no difficulty in making a place for themselves in the busy community of the area: the orcs are naturally strong, and the coming and going of experienced mercenaries, people thought better than to upset them...

Moreover, with the new "Behemoth" fashion, many people with pockets heavy with ducats have started to show up in the area. They've brought with them a certain prosperity, from which the local inhabitants profit. Anyway, the presence of four trolls of the Behemoth among the small community leaves little choice to those who disapprove. "From misfortune fortune comes" has turned into their motto.

SPECIAL FEATURES

The orcs of the Behemoth are normal orcs and their special features are those given in the insert of the *Players Handbook*, page 18. If you use an orc of the Behemoth miniature however, you can modify the character's average height and weight to represent the character's impressive stature, even when compared to regular orcs:

Average height and weight M/F:
1 m 85 (110 kg) / 1 m 80 (100 kg).

EMONOM THE ELDER (5)

Race : Orc.

Culture : Tree-Spirit.

Trades : Emissary 3, soldier 2.

Knowlegde : Administration 2, Country (Behemoth) 2, Culture (Tree-Spirit) 2, Faction (Blades) 2, Fief (Ghieronburg) 2, Language (Cadwë) 2, Language (Orc) 2.

Distinctive features : Brutal, Endurance (F), Resolution/3.

Location : Petropolis (Ghieronburg). Emonom is one of the elders sent by the tribe to negotiate the agreements with the Cadwës. The change of climate didn't do him any good. Disease as much as his old age have kept him from taking the return trip to his dear mountains. He's settled down in Cadwallon while hoping that his health will get good enough to allow him to die in the Behemoth.

NEW DISTINCTIVE FEATURE: ENDURANCE

Used to icy cold, a character with this distinctive feature is particularly resistant to pain. The character ignores the penalties from the "Light Wound" health level. However, the character can still be stunned and subject to the penalties from the other health levels.

Obligation : the player must constantly complain of the excessive heat present in Cadwallon.

NEW CULTURE: TREE-SPIRIT

The orcs of the Behemoth have pledged their life to the protection of the Tree-Spirit. Some of them think that a major defeat of the Alliance of Destiny could put this mission in jeopardy. They are therefore forced to enter the Rag'narok. They do so with the same care as they do in all things, but with a hint of loss for their proud independence, which they must leave behind. A free leaguer from the Spirit-Tree culture has understood the vital importance of protecting the Spirit-Tree and keeping it safe from the influence of mortals. Such a character has pledged himself or herself to protecting independence in all of its forms... Including that of Cadwallon.

CULTURE:	Tree-Spirit
PUGnacity	+1
SLEight	-
ELEgance	-
OPPortunism	-
SUBtlety	+1
DIScipline	-
Cultural abilities	Endure/HAR Bash/HAR Survive/OPP
Knowledge:	Nature
Distinctive Feature	Endurance
Cultural contact	OR (Behemoth only)

ELEMENTS, CULTURE AND ATTITUDE

Culture of the magician	Tree-Spirit
Cultural magic	Instinctive magic
Possible paths	Instinctive magic
Primary element	Neutral (SLE)
Possible elements	Neutral (SLE)