

# MIZAR'S QUEST

This Adventure, of which Baal the Conqueror is the main hero, will lead the champion Centaur Keltois far beyond the plain of Avagddu, to the cursed lands of Acheron. Dedicate your weapons and your soul to the Matrae and lead your Adventurer to victory over the forces of Darkness.



## Act 1: The Law of Blood

- "This is the story that a Druid once told me. "

When Argaël was silent, the looks were pensive. Many warriors had gathered to listen to their brother Centaur's tale; when he had finished telling his story all remained silent, immersed in their thoughts. It was the mighty voice of Baal that broke the silence.

- "So Sephiroth the accursed would be the former king of the Centaurs brought back to life by the Necromancers of Acheron? "

- " This is what this Druid traveler told me, he would have read it in a text written by a sage of Alahan. "

The information seemed to trouble the Conqueror, as well as all the proud Sessairs gathered here. Some even looked shocked to learn that the former Centaur King had become a slave of Darkness.

- "And what do you think we should do Argaël? The Centaur

waited a few moments before answering the question.

- "We must gather men in order to enter Acheron and destroy what should never have been. Above all, we must bring Mizar back to the lands of Avagddu. "

Nobody reacts to this statement but Argaël could read in the glances the approval of his brothers in arms. His words had awakened in them a fierce determination.

- "And you're thinking of leading an expedition to bring the legendary sword back to our lands? "

- " Not me, few warriors would dare to accompany me in this crazy adventure, but you Baal we would listen to you and we would follow you. You were not born Centaur but everyone here knows that there is no braver nor more powerful fighter than you on our plains. A concert

of acclamations greeted these words. All shared this loyalty and admiration for the mighty Centaur. Baal, however, gladly accepted these praises but replied anyway.

- "I am not a war chief, I do not have the authority to take warriors with me on this quest. "

- "If you don't have the power, take it. We will follow you to your death if necessary! Baal gazed

fervently at the man who had just spoken those words. He read the same determination in everyone's eyes. He could feel the adrenaline racing down his spine, there was nothing he loved more than the feverish excitement that preceded combat and adventure. His eyes fell on each of the fierce Kelt warriors gathered around him. It's true, he said to himself, they would follow me to the lands of Scath. But I will take them to a far more terrible place, the dead lands of Acheron."

Baal prepares to embark on a crazy epic: bring back to the lands of Avagddu the legendary sword of the Centaur King. But to draw warriors behind him he must oppose the First Blood of the herd in a battle of the chiefs. The First Blood of the Tribe of Baal is named Holain the Proud. He is a Centaur and his characteristics are given below. Your opponent can then choose 200 AP of Keltoise Mercenary troops or troops from the Clan des Sessairs.

Baal only has 150 AP , but each Centaur he wants to integrate into his camp costs him 5 AP less. This benefit will be valid for all Acts of this Adventure, Mizar's quest arousing particular interest among the Centaur people.

Objective : To achieve victory Baal must eliminate Holain under the same conditions as if it were his Shadow. But as the goal of this fight is not that the Centaurs kill each other but to impose its authority, the fights will not be to death. All miniatures will be removed from the table as soon as they are Critical. Models directly KILLED NET are removed from the table and their accidental death is not detrimental to the development of this scenario. Baal is not allowed to equip the Vorpax Ax for this Act.

**Victory :** Baal proved by arms that he could be a leader. For all the following Acts until the end of the Adventure, he will benefit from the Command / 15 skill. no vocation to become a tribal leader, he just seeks to bring together men to accompany him in his quest.

**Defeat :** Baal must repeat this act to be able to go further in his quest. But he has somewhat lost the confidence of his men who now hesitate to follow him on his Adventure. Each miniature he wishes to integrate into his army will cost him 2 additional AP as long as he has not succeeded in this Act.

Duration: 3 turns                      Deployment: Battle                      AP: Special

## **HOLAIN**

Movement: 10

Initiative: 6

Attack / Strength: 6 / 8

Defense / Resistance: 6 / 9

Courage: 7

Discipline: 5

Equipment: Bone Spear (Strength 10 in Charge). Dominant's Armor. First Blood Adornment.

Skills: War Fury. Bestial charge. Command / 15. Mercenary.

## **ACT II: THE WILD HORDE**

### **SCENE 1: A DAMSEL IN DISTRESS**

After defeating the First Blood, Baal had gone in search of the wandering druid who had told the tragic tale of the Centaur King to Argaël. The man traveled from tribe to tribe, from clan to clan, and everywhere he was welcomed as a friend because he brought with him legends and stories. Baal must have galloped miles across the plain of Avagddu before finding him. Unfortunately the druid hadn't been able to provide him with much more information. He had learned this story while traveling in the lands of Alahan and knew no more about it than the story he had told in Argaël. On the other hand, he could indicate to the powerful Centaur someone capable of providing answers to the questions he was asking: Elonia d'Ysaïne. He had presented this young woman as a great traveler and one of the most learned of the brotherhood of Bards. No doubt she had been able to glean information about Sephiroth or the city of Koldan during her wanderings. They had met a few months ago and the young Bard had announced her decision to join the Barony of Laverne. Baal could probably find her if he hurried.

He and his men had therefore left for the Kingdom of Alahan. The noisy troop did not go unnoticed on the calm lands of the Lion. The peasants watched them pass with a certain curiosity sometimes mixed with a little fear. Skirmishes had been rare, but Baal and his men had sometimes had to use persuasion with the villagers to obtain food. It was with relative discretion that the horde advanced, but really serious problems had been avoided so far.

Elonia d'Ysaïne had to be tracked down. The Bard was constantly on the move: she had been seen visiting such a city, exploring such a ruin... Fortunately Baal had crossed paths with a wise man, a Magus of Alahan named Sardar the Pure, who had told him where to find the young woman. He had seen her at the Auberge des Deux Roses where she was investigating a mysterious source with healing powers.

Baal and his men rushed forward. But when they arrived there, they discovered the inn in the grip of flames: a band of robbers were in the process of ransacking it!

Place an A4 sheet in the center of the table: it represents the inn. Delimit a space of 7.5 cm on each of the long sides of this sheet in order to represent the openings, doors and windows; a figure can only enter or leave the inn through these areas. A fire has broken out inside the hostel and the room is filled with smoke, preventing any visibility. Shooting is prohibited in this area, as well as Spells or Miracles that require a line of sight or whose Range is expressed in centimeters. The smoke also makes the air unbreathable, suffocating, and any miniature present in the area of the inn suffers the same penalties as if they were Stunned.

The building is on the verge of collapse: from the fourth Turn, anyone inside the inn will suffer a Strength 0 Wound ignoring Resistance at the start of each Movement phase due to the flames and collapsing elements of the building.

Designate a figure as Elonia d'Ysaïne and place it in the inn. She is stunned by the fire and therefore cannot move on her own. To activate it, you must place a miniature in contact with it, base to base. It will then move at the same time as it but by a maximum distance of 15

cm per turn. There can only be one miniature from the same side in contact with Elonia. Two miniatures from enemy camps in base-to-base contact with Elonia are considered to be Engaged in a melee even if they do not touch each other. They can fight as if the Elonia miniature did not exist between them. The Bard is not taken into account during a melee separation and it cannot suffer any Wounds, even if it is still in the inn from the fourth Turn.

The Adventurer's opponent has 300 AP which he deploys as for a Siege around the inn.

Brigands can be from any people.

The goal of the Adventurer player is to get Elonia d'Ysaïne out of the burning building, then to be in contact with her again at the end of the Act.

Victory / 2 : Baal has saved the Bard from attacking brigands. She will be able to give him the information he is looking for and advance a little more in his quest. To thank him, she also shares some of her immense knowledge: during the next game, a magician from Baal's camp will be able to benefit from a free spell with a value of less than 20 AP.

Defeat : The brigands have succeeded in capturing Elonia of Ysaïne, Baal must repeat this Act in order to free her. Start this scenario again ignoring the effects of the fire. The victory conditions remain the same. On the other hand, the brigands have joined their lair and are now more numerous, they can deploy 325 AP instead of 300.

Baal must pass this Act in order to proceed to Act II Scene 2.

Duration: 3 Rounds      Deployment: Battle      AP: 300

## **ACT II: THE SAVAGE HORDE**

### **SCENE 2: KOLDAN'S HEIR**

The Kelt barbarians huddled around a big fire, listening attentively to Elonia d'Ysaïne. She stood in front of the brazier and told a legend, embellishing her story with outraged facial expressions and great hand gestures. She had a real talent for telling stories, for embodying each character, and her crystalline voice kept the assembly under her spell. There was something strange in seeing all these armed colossi fascinated by the frail young woman. His story was a heroic gesture, a tale of chivalry made up of tragic loves and bloody battles; at each enemy defeated by the hero, the Keltois loudly expressed their joy.

Baal stood in a corner, seeming to pay no attention to the Bard. His thoughts were taken up with everything the young woman had taught him about Koldan and Sephiroth. She knew the story of the city of the Centaurs and its cursed king, a legend reported according to her by a sage of her Kingdom called Kyllion the Elder. Elonia had told Baal of the strange curse that had bound the Centaur King to the Mage of Alahan before the latter perished under the Reaper's blade. She had then explained to him that the ruins of Koldan had never been found, even if several explorers spoke of an ancient city lost in the middle of the jungle. But the most important piece of information the Bard had given her, it was that a handful of Centaurs having left Koldan just before its destruction had taken refuge for centuries in the mountains located in the heart of the Barony of Icquor. They fled the company of the men who had destroyed their city and murdered their people, and lived in total autarky. Elonia had always dreamed of meeting one of these mysterious Koldani Centaurs and learning more about their ancestral culture, but they were difficult to approach. Since then Baal had had only one idea in mind: to find these so different Centaurs who could help him in his quest for Mizar. They fled the company of the men who had destroyed their city and murdered their people, and lived in total autarky. Elonia had always dreamed of meeting one of these mysterious Koldani Centaurs and learning more about their ancestral culture, but they were difficult to approach. Since then Baal had had only one idea in mind: to find these so different Centaurs who could help him in his quest for Mizar.

The next day, Elonia d'Ysaïne and the Sessair warriors bade farewell. Baal had sworn to the young Bard to bring him anything he could learn from the Koldanis. She would have accompanied the Centaur and his men, but she had other legends to collect, other mysteries to discover.

The Keltois set out for the mountains of Icquor. The trip was long and they crossed the lands of Alahan without taking advantage of the superb landscapes that the Baronies could offer. They advanced like a horde of wild horses, trampling the earth under their hooves. Their passage was heralded by a thick cloud of dust raised by their cavalcade.

Within weeks they were in sight of the first foothills of the Icquor Mountains. They began the ascent in search of the Koldani tribe. The place was wild, almost deserted. At first, Baal and his men still saw a few villages nestled on the hillside, then they only came across a few isolated shepherds leading their flock, they were finally completely alone after several days of walking. Tall conifers clung to the rocks, covering the mountain with a dark mantle. The air had cooled and the barbarians had to wrap themselves in their thick furs. The Hunters were looking for traces of the Centaur tribe but had found nothing yet and Baal's mood grew more and more foul.

One morning, a scout came back after seeing a troglodyte village hidden in the mountains. Baal and his men moved towards the spot, but soon they heard sounds of struggle and cries of pain. A few meters in front of them looters were massacring a small group of Centaurs, survivors of Koldan.

Designate four miniatures with a horseman's base, they will represent the four Koldanis Centaurs who fell in the looters' ambush. The Adventurer's opponent deploys them all over the field, separated from each other by a minimum distance of 20 cm. Two must be placed in his half of the field, two others in that of the Adventurer.

The Adventurer's opponent player has 300 AP to choose from among the people of his choice. He must place two of his miniatures in contact with each of the four Centaurs. His other troops are deployed in his half of the field, more than their normal Movement distance from the Koldanis there and they must not be able to Charge the Adventurer's troops on the first turn.

The Adventurer player also has 300 AP to deploy in his half of the field. It can deploy at Charge distance from opponents in its deployment area but not those in the other half of the field.

As long as a miniature of the Adventurer's opponent is alone in contact with a Koldani, they suffer a Light Wound at the end of each Close Combat phase. They cannot defend themselves and are removed from the game table when they are KILLED NET. A miniature must be alone in contact with a Centaur throughout the Close Combat phase to be able to inflict a Wound on it. A figurine having succeeded in getting rid of its adversary and which takes advantage of its Pursuit Movement to Engage a Koldani does not wound it this turn. It is quite possible to Charge the Centaurs with miniatures other than those in contact from the start of the game, but the Koldanis only suffer one Light Wound per turn, regardless of the number of opponents engaged against them.

To succeed in this Act, there must be at least one Koldani Centaur alive at the end of the 6 turns.

Victory/4 : Baal managed to save the lives of Koldan's heirs. He gains one experience point per Centaur Koldani alive at the end of the game. He is welcomed as a hero in the troglodyte village and it is in jubilation that the reunion of the Centaur People is celebrated. Some young Koldanis join the Conqueror's quest. During the next Acts of this Adventure, the Adventurer player can take among his Followers as many Koldani Centaurs as he saved during this scenario. They have the same characteristics as the Keltois Centaurs and follow the same rules, including the reduction in AP cost after the success of Act 1 of this Adventure, but also have the Scout Skill.

Baal can then move on to the next scene of his Adventure.

Defeat : Baal failed to save the small group of Koldanis from the onslaught of raiders. He can only bring their bloody corpses back to the village and it is in pain that he finds the exiled Centaurs of Koldan. The inhabitants of the troglodyte village welcome them without joy. The Sessairs take to the road dejected and sad. During the next scenario, they will suffer a penalty of 1 to their Initiative score.

Baal cannot try this scenario a second time, he can still access the next scene.

Duration: 3 Rounds      Deployment: Battle      Army points: 300

## **ACT II: THE SAVAGE HORDE**

### **SCENE 3: THE LOOTERS OF RUINS**

Progress through the forest was becoming more and more difficult. It was necessary to cut through the plants which had woven like a vegetable rampart. No human being had been able to enter the heart of the forest for years, even centuries. Baal swung his Vorpax Ax in an attempt to clear the ground, but his weapon, formidable on the battlefield, was not really made for this kind of use. The barbarians were therefore progressing very slowly towards the ruins of Koldan.

Baal had managed to persuade the Mountain Centaurs to tell him where the ruins of the ancient city were. It hadn't been without trouble. The Koldanis were reluctant to talk about this place, to talk about their history. It seemed as if their people had never known anything but this wild life in the mountains. Certain names like that of Sephiroth were even taboo and it had taken Baal a great deal of insistence to succeed in getting the elders to speak. With great reluctance, they had ended up waking up the shadows of Koldan and their civilization. The destruction of their city and the abandonment of their former king to Darkness were still deep wounds, which explained their silence on these subjects. By evoking the past, they relived these events in suffering; the loss of their capital, the genocide of their people were painful memories. They had revealed nothing to Baal that he did not already know through Argael or Elonia d'Ysaïne; nothing, except the location of the ruins of Koldan. These were now in the heart of a deep forest, totally abandoned.

Baal had therefore set out, convinced that he would find certain answers to his questions by going to the scene. He didn't know what he was looking for precisely but an intuition pushed him to find these ruins. A Koldani had accompanied them to the edge of the woods. You could read the incomprehension in his eyes when Baal and his men entered under the foliage. The Conqueror had seen this same look in the ancients when he announced his intention to find the ruins, one of them had even added:

- "Over there, there are only stones and ghosts. What is the use of digging up what has been destroyed forever? "

They had been advancing now for hours, but in slow motion. Baal said to himself that they would never find the traces of Koldan when he realized that they had been evolving among the ruins for several minutes already. Over time, the vegetation had totally engulfed the buildings of the city and it had become impossible to discern the stone under the moss and the trees. The plants had grown on the houses, their roots had dug the rock and the ruins were now part of the forest. Looking more closely, one could discern the remains of the destroyed city. The barbarians entered a cave which turned out to be an ancient vault devoured by lichens. At the end of a long dark gallery, they emerged into an open area. A large building, probably a temple or a palace given its size, emerged from the vegetation. At his feet had been erected tents and a basic camp: a band of looters of ruins were at work. Baal felt his blood boil and was about to launch his men on the attack to exterminate all these scavengers when he saw a strange phenomenon in the middle of the camp. A large area seemed to absorb the surrounding light and the air stirred there in dark shimmers, troubled like the plain during a heat wave. It could

only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures. emerged from the vegetation. At his feet had been erected tents and a basic camp: a band of looters of ruins were at work. Baal felt his blood boil and was about to launch his men on the attack to exterminate all these scavengers when he saw a strange phenomenon in the middle of the camp. A large area seemed to absorb the surrounding light and the air stirred there in dark shimmers, troubled like the plain during a heat wave. It could only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures. emerged from the vegetation. At his feet had been erected tents and a basic camp: a band of looters of ruins were at work. Baal felt his blood boil and was about to launch his men on the attack to exterminate all these scavengers when he saw a strange phenomenon in the middle of the camp. A large area seemed to absorb the surrounding light and the air stirred there in dark shimmers, troubled like the plain during a heat wave. It could only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures. Baal felt his blood boil and was about to launch his men on the attack to exterminate all these scavengers when he saw a strange phenomenon in the middle of the camp. A large area seemed to absorb the surrounding light and the air stirred there in dark shimmers, troubled like the plain during a heat wave. It could only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures. It could only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures. It could only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures. It could only be a Portal, those magical passages the minions of Acheron used to move around Aarklash. Baal had just found a way to enter the kingdom of the Obscures.

The Adventurer's opponent deploys his fighters in Retrenchment. He has 350 PA of troops belonging to the Meanders of Darkness and must have a Magician Character in his ranks. He then places a reference card in his camp to represent the Portal area. This passage is moving and moves each turn at the start of the Movement phase. The Shadow player rolls 1D6, the result of which will determine the direction in which the Portal points:

1-2 = Stationary

3 = Forward

4 = Backward

5 = Right

6 = Left

The Portal then moves a distance of  $2D6 + 10$  cm in the direction indicated. He cannot leave the table and continues his movement until its end in the opposite direction if he reaches one of the edges of the table. Miniatures whose base is touched by the portal at the end of its movement are swallowed by the Darkness and are removed from the game. They cannot come back into play in any way.

The Adventurer player also has 350 AP to deploy in Battle. Baal's goal is to get most of his army through the Portal to Acheron. All that is required is for a miniature to touch, even partially, the reference card at the end of its Movement. She then immediately disappears from the table, transported to the territory of the Living Dead.

The Barbarian onslaught prompts the Dark Magician to dispel the spell binding him to the dead world. Baal's troops therefore only have 6 turns to pass through the Portal, beyond which the passage will cease to exist. Similarly, if the Dark Magician were to die, the spell would disappear by itself at the end of the turn following his death.

This scenario is successful when Baal manages to enter Acheron through the magic passage, but it does not end until the end of the six turns. The Adventurer player must then count his troops who have managed to cross the Portal, only they can take part in Act III of Mizar's Quest.

**Victory / 4 :** Baal has succeeded in entering Acheron, the land of the Necromancers. He must now hunt for Sephiroth in order to recover Mizar, the sword of the Centaurs, from his corpse. Nothing from now on will succeed in making the Conqueror retreat. Driven by a fierce will, he will totally ignore Fear during Act III. His Courage and Discipline are transmitted normally through Command.

**Defeat :** The Centaur Champion has no choice: only this dark portal can allow him to enter the cursed Barony. He must therefore try again to cross the magic passage.

The Adventurer player must repeat this scene until Baal passes through the Portal. But concentrated on his objective, the Centaur forgets all strategy: the Adventurer player cannot keep any cards in reserve during the Approach and Movement phases of the next scenario.

Duration : 3 rounds      Deployment: Battle      Army points: 350

## ACT III: FACING THE DARKNESS

For several hours, Baal and his companions had been crossing a desolate landscape. By crossing the dark portal, they had managed to reach the dark lands of Acheron. They had walked through gray moors, forests of dead trees, shrouded in semi-darkness by the thick clouds gathering above their heads. A stormy sky that refused to burst, the darkness that surrounded each place, the icy wind that howled across the plain, all this gave the place a sinister and disturbing atmosphere. No one could ignore that we were in Acheron, the fallen Barony. The presence of Darkness was felt through every stone, every withered plant.

After stepping through the dark portal, Baal had seen his men's resolve weaken. This morbid landscape seemed to exert on them a strange fascination which left them dejected and discouraged. The Centaur had seen several of his men prey to a kind of unhealthy languor, their empty eyes turned towards the horizon. They walked like in a waking nightmare, their steps seemed to carry them without their really being aware of walking. From hour to hour, their condition deteriorated as if they too suffered from the pernicious influence of Darkness.

Baal suddenly realized the folly of the quest in which he had led his companions. Sephiroth was somewhere in these dead lands but now it seemed almost impossible to find him. Surrounded by the Behemoth Mountains, the Barony of Acheron was a vast territory to explore and cohorts of the Undead were sure to stand in their way. And then, Baal realized it now, he didn't know how to escape from Acheron once his quest was over... The Centaur was leading the way, heading straight ahead. He must not show his men that he knew doubt, that he did not know where to go. They had to move on at all costs.

Suddenly on the crest of a hill appeared the limping silhouettes of the walking dead. Staggering and grimacing, skeletons and zombies advanced slowly in their direction. They far outnumbered the Sessairs, and Baal sensed that his men were about to panic. He twirled his huge ax and ordered them to stay calm. The dark legion plodded down the mound and the barbarians could soon discern among the cohort of the dead the silhouette of a Centaur dressed in scarlet armor. Sephiroth the Reaper came to meet them.

He stopped his troops a few tens of meters from the Barbarians led by Baal. He then slowly slid his sword out of its scabbard and raised it prominently above his head. The blood drew sinuous patterns on its dark blade and made the sword look frightening, almost unhealthy. "So here is Mizar, the sword of the Centaur King of Koldan..." thought Baal with disgust when he saw for the first time the object of his quest. The weapon had remained too long in the hands of Darkness, the Dark Principle seemed to have corrupted, perverted the legendary sword. We had to take it back from them as soon as possible. Sephiroth's voice then resounded with power.

- "I didn't think you would dare to venture here, barbarian... But you will need more than courage, or madness, to seize this sword that you covet. Since you came here to face the Darkness, measure yourself against their most terrible incarnation! »

From the ranks of the degenerated legions then springs a creature as monstrous as it is frightening. Beneath a scratched skin, the rotting corpse of some great predator, one could make out a body fashioned in the dark. Identifying the contours of this creature was almost impossible, it seemed to merge with the night. It was difficult to distinguish his movements, both blurred and rapid. She was moving briskly, seemed to disappear, then her imprecise figure suddenly found itself several feet from where she had stood before. Watching the movements of the beast caused a feeling of unease, almost heartbreak as they did not seem natural. She darted her cruel eyes at Baal, and with a demonic howl she charged the Centaur,

Objective: The monstrous creature is the Shade of Baal and he must defeat it to complete his quest.

Both armies deploy in Battle. Baal is accompanied by the troops who managed to cross the Portal of Darkness during the previous Act. The forces of the army of Acheron consist of 400 AP Sephiroth does not take part in the battle, but leads the fights from afar.

Each Adventurer miniature slain by the warriors of Acheron joins the ranks of the Undead. In game terms, this translates as follows: each time a fighter of the Adventurer player is KILLED NET, the Shadow player can immediately replace it with one of his own miniatures which has previously been considered a loss. . The figurine which enters play in this way must have the Undead Skill and its cost cannot be higher than that of the fighter it replaces. If a companion of Baal dies while the Shadow player has no figurines capable of replacing him, no new Undead is created. An Undead created this way cannot Attack, Defend, or move during the turn it entered play.

The scenario ends when Baal or his Shadow dies.

The Brood of Darkness

MOU 15

INI 6

ATT / Str 8 - 10

DEF / Res 5 - 8

SHOT 0

LITTLE 9

DIS 0

Equipment: Obsidian Claws. Body of flesh.

Skill: Undead. Abominable. Relentless / 1. Born killer. Speed.

Special: Dark Blood/Darkspawn is not a natural creature but a demonic hybrid obtained using necromantic magick and Cabal. It is not blood that runs through his veins but an unholy substance, a virulent poison, a corrosive acid. When the Darkspawn suffers a Wound (Reminder: "ROUND" and "KILL NET" are not Wounds), all miniatures in base-to-base contact suffer a Strength 0 Wound Roll.

Victory / Special : Baal had triumphed, he had succeeded in defeating the Dark Brood! She lay at his feet, drenching the already barren land of Acheron with her corrosive blood. Captivated by his victory, Baal no longer felt pain, fatigue or fear. The fight had been of rare violence and the Conqueror now felt stunned. He was almost the only Sessairs still alive on this desolate plain as the Undead arrived in ever-increasing numbers. Sephiroth watched the struggle from his hilltop, seeming to enjoy the sight of blood and death. He was now

advancing slowly towards the Centaur. Coming within a few yards, he threw his weapon at Baal's feet. The blade slammed into the ground with force.

- "You won the challenge I gave you, Barbarian. Here is your reward, Mizar, the sword of the Centaur Kings. »

Baal looked alternately at the weapon and at the undead lord in disbelief. He couldn't understand why the Reaper wasn't finishing him right away, why he seemed to want to give him this present. The Sessair survivors also looked at the legendary sword without understanding. After a few seconds of hesitation, Baal reached out his hand and grabbed Mizar's pommel. Sephiroth's skeletal face seemed to stare at him with a sardonic expression. The weapon felt incredibly heavy to Baal and he dragged it out of the ground with difficulty. He first felt an unpleasant tingling that soon turned into a throbbing pain. He held the sword for a few moments then, the pain becoming stronger and stronger, he had to drop it. A morbid puppet picked it up and brought it back to its master.

- "Your quest was in vain from the start, Barbarian. Mizar wasn't meant for you. Your soul is not that of a Centaur, Baal, but that of a man transformed by dark magic. Never will the sword of the Centaur Kings return to you. You now understand the madness of your quest, the uselessness of all these deaths. Your companions will soon join the cohorts of Acheron. Your adventure ends here. Join Avaggdu and tell the Sessair warriors that I am still waiting for the heir of the Centaurs who can defeat me and win Mizar..."

Baal's victory proves most bitter. His quest could not be completed and many men died in this mad enterprise. Mizar remains in the hands of dark powers. Baal is left with only a taste of ashes and unfulfilled. That Sephiroth grants him his life appears to him as an additional defeat, with a cruel irony. From now on, the Conqueror will seek to lose himself in the tumult of battles. A fierce will nevertheless inhabits him, a desire that will lead him to begin a new quest: to become, by any means, a true Centaur, to unify his soul, his spirit and his body.

Baal the Conqueror gains the Immunity/Fear and Relentless Skills. In addition, he definitely retains his Command / 15 faculty, but this only applies to Keltan Centaurs and cannot be reinforced by a General Staff.

Defeat : The mighty Keltois failed to destroy his Shadow, but the Centaur's fantastic quest brought him to the attention of the gods. Baal does not have to spend experience points for his Resurrection. He restarts Act III under the same conditions as during his first attempt. But the pernicious influence of the Darkness that reigns in Acheron is eating away at the will of the Sessairs. He permanently loses a point of Discipline with each new attempt. If his Discipline value drops to 0 in this way, the dark lords who dominate the Barony manage to take control of his body and mind. Baal passes under the influence of these superior entities: he becomes Living-Dead and can no longer attempt this Adventure.

Duration: Special

Deployment: Battle

AP: Special



## THE BLOOD OF THE SELENITES

This somewhat special Adventure features two Adventurers: Kayl Kartan, the Technomancer Syhar and Migaïl the Selenite, mage of Alahan. They will live their adventures in parallel, playing their Acts each on their own, before confronting each other during a common Act III. No Shadow is necessary for this Adventure, each Adventurer will be considered as the Shadow of his opponent.

### ACT I BY KAYL KARTAN: BOARDING IN THE SEA OF EPHREN

The Technomancer had left Shamir for over a month now. First he had to descend the Kasen to the city of Tarsith where the river flows into the Sea of Ephren. There, he had lost a week chartering a ship and he had to use all his influence with the city's Manta to finally manage to put to sea.

But what did these trifles matter, the crossing was coming to an end. The coasts of Allmoon would soon be in sight and the serious things would finally be able to begin.

For several years, Kayl Kartan had been very interested in the mystery of the Selenites. These Wizards descended from an ancient Kelt tribe, those who once founded the kingdom of the Lion.

Their special relationship to Magic and the strange influence of the moon on their behavior and metabolism could only arouse the curiosity of the Technomancers of Shamir. But, all the more so since the fall of Tycho, the very last Selenite city, these beings were no more than a handful dispersed among the human communities of Aarklash. However, the appearance of the gift did not seem to be conditioned by the union of two Selenites. Could it be that Selenism is linked to a latent gene, which can skip several generations? Or did these strange abilities only reveal themselves under certain conditions, or in particular individuals? So many questions to which Kayl Kartan burned to provide an answer. But for that he needed at least one subject of experimentation.

A cry suddenly pulled the Technomancer from his dreams.

" SHIP TO STARBOARD! "

The Sea of Ephren, between Algandia and the Horn of Allmoon, is infested with pirates from all walks of life. Many of them have a habit of trading slaves with the Syhar. However, the Goblins who are preparing for the boarding do not seem inclined to spare the ship despite its flag bearing the emblem of the Scorpion. Failing to resell the crew, perhaps there is a ransom to be drawn from it...

Determine two parallel portions of land 60 cm long by 30 cm wide. These two rectangles represent the decks of the two ships.

The Goblin Pirates have 400 AP while the Adventurer player only has 250 AP at his disposal.

During the deployment phase and during the first turn, the two ships are separated by 20 cm.

The ledges of both boats are considered light cover.

Thereafter, at the start of any turn from the second, the Goblin player may decide to board the ship Scorpion. The two ships then approach until they are 10 cm apart.

To pass from one bridge to another, the fighters must perform a Physical Prowess (long jump). If a fighter fails his Physical Prowess Roll, he falls into the water and cannot come back into play in any way.

A figurine cannot in any case prevent an attacker from setting foot on the deck of the ship by blocking his passage. In such a case, the figurine must be moved back to make room for the assailant who has just performed a Physical Prowess.

During this scenario, any figurine that leaves the limits delimited by the bridge of the two ships - under the effect of Fear for example - is considered lost and cannot come back into play in any way whatsoever.

At the end of the 5th round, calculate the total AP value of the miniatures of each side still alive on the deck of the Scorpion ship. If the pirates' total is 20% higher than that of the Adventurer's side, they win. Otherwise, the Goblins retreat.

Victory / -: The Goblins have been pushed back. In their flight, they left several of their own on the deck of the Syhar ship. A godsend for Kayl Kartan who is a past master in the art of breaking the will of his prisoners. During the next scenario, the Adventurer player will have 20 AP of Goblins in addition to the AP to which he is entitled.

Defeat: Kayl Kartan has been captured by the Goblins. Brought back to the port of Kashem, he negotiates his life there against a large ransom. He will have to repeat this Act until he manages to pass. In addition, this misadventure made him the laughing stock of his peers. As long as the Adventurer has not succeeded in defeating the pirates, all the fighters on his side see their Discipline score reduced by 1 point.

Duration: Special.      Deployment: Special.      PA: Special.

## **ACT I OF MIGAÏL THE SELENITE: A CHILD IS BORN**

After the Battle of Tycho, which saw the Selenite city swallowed by the waters and the awakening of Briareus, one of the original Atrocity, the position of the last Selenites became more delicate than it had ever been. Certain mages of Light accused them of having knowingly sheltered this brood of Darkness during all these years. From then on, the Selenites had to be more discreet and more cautious than ever.

But for the time being, a completely different concern is preventing Migaïl from falling asleep. Many signs and omens have led him to the conclusion that an ancient prophecy is about to come true. It is said that at the twilight of the Age of Steel, a child will be born. In him will grow the mark of Yllia, without his belonging to day or night.

Let him grow in the Light and the world will see in him one of the most illustrious heroes who has ever walked this earth.

But should the Darkness come to extend its hold over him, terror and misery will be born under his feet.

It is to find this child that Migaïl and a small group of trusted men leave the city of Allmoon in this sunny dawn. The rays of Lahn make the snow sparkle and the glaciers evoke in Selenite jewels placed in a white setting.

But Migaïl's departure could not escape the Swords of Lahn spies that plague Allmoon. Only two days after leaving the city, Migaïl is caught up by Samyl d'Anceht, one of the masters of the brotherhood who has sworn the destruction of the Selenites.

The army opposite that of the Adventurer player is also made up of Lion troops. This force must necessarily include a Character who will play the role of Samyl d'Anceht. However, no Magician mastering the Way of Selenism can join the Swords of Lahn camp.

Migaïl's group is trapped. The Adventurer player must deploy according to the rules of Entrenchment while his opponent deploys in Siege mode.

The Adventurer player has 200 AP and his opponent 300 AP

From the first turn, any Adventurer camp figurine in contact with Migaïl can be designated as a messenger. Migaïl himself cannot be designated as a messenger. The Adventurer can thus designate as many messengers as he wishes.

The Adventurer player must then manage to get at least one messenger out of the field to get reinforcements. Once a courier has managed to get off the table, it takes a full turn for reinforcements to arrive. These then intervene in the form of 150 AP of Lion troops which come into play by the edge of the table by which the messenger left. These reinforcements must be deployed in contact with the edge of the table before the constitution of the draw pile. Then their reference cards are added to the draw pile.

The Adventurer player wins if he manages to destroy 50% in AP of the opposing forces, including Samyl d'Anceht himself.

This Act results in a defeat for the Adventurer if Migaïl is killed.



Victory / -: Yllia is benevolent towards the one she has marked with her seal. For the rest of the Adventure, Migail may choose to add 1 point to the result of his die roll when determining the effect of the Moonlight Skill. If the initial result is 5, he may add 1 and re-roll the die. If the initial result is 6, he may add 1 to the result of the second roll.

Defeat: Yllia despises the weak. Migail will have to repeat this Act. Until he succeeds, he loses the Selenite Skill. However, he continues to master the Way of Selenism.

Duration: Unlimited.      Deployment: Special.      PA: Special.

## ACT II - KAYL KARTAN

After getting rid of the Goblin pirates, the ship chartered by Kayl Kartan continued on its way to Allmoon. Landing had not been easy: Scorpions not being welcome in Alahan, the Syhar boat had to drop off its passengers in an isolated creek surrounded by ice. The maneuver had been difficult, but the trip to Port of the Mists more so. Between the cold, the snow and the wild beasts the expedition had been threatened several times. In comparison, entering the city without being stopped by the lookout had seemed child's play.

For several days, Kayl Kartan and his men have been hiding in the Den of Jellyfish, a tavern in the most disreputable district of Port des Mists. The tenant, a toothless old adventurer, and the regulars, mostly sailors, know how to remain silent in exchange for some small change. In this infamous dump, the soldiers of the Scorpion seek to escape the vigilance of the authorities of the Barony of Allmoon. Kayl Kartan also takes advantage of the fact that this tavern is frequented by the worst bandits of Alahan to weave his web. By bribing beggars and thieves, by making these brigands his spies, the Technomancer hopes to discover the existence of a Selenite in town. He cannot doubt the presence of one of these men with mysterious powers so close to their last refuge,

He is now on a promising track: one of his informants has told him that a rich foreigner living in town, Braven the Valiant, seems to be subject to strange moods according to the phases of the moon. He decided to capture this man in order to subject him to his experiments and learn a little more about the Selenites.

Determine a square of 20 x 20 cm in the middle of the table: it is the private mansion of Braven. You can only access the interior of this square through two openings of 5 cm each (size of a cavalry base or two side figures) made in two of the sides at the choice of the Adventurer's opponent. Inside the hotel, place Braven and 50 AP of troops from any human race belonging to the Paths of Light. To represent Braven, use the Character of your choice from this people, but fully equipped (spells + objects), its cost must not exceed 100 PA. It also benefits from the Selenite Skill for free.

The Adventurer player deploys 200 AP around this area, as for a Siege.

Quickly, alerted by the sounds of battle, the Port of Mists militia arrive on the scene. Every turn from the second, before the Movement phase, the Adventurer's opponent can deploy 20 AP on one of the four edges of the table. These troops must necessarily come from the army of Alahan. Their cards are shuffled with the others and are activated normally during this round. It is possible not to deploy troops during a turn and wait for the next turn to activate 40 AP at once. On the other hand, it is impossible to accumulate these reinforcements over more than 2 turns.

To win, Kayl Kartan must capture Braven. To do this, the Adventurer player must inflict a "CLEAR KILL" on the Selenite in Close Combat, which is then considered knocked out. He must then bring the passed out man back to his lair. The Adventurer can place up to two miniatures from his side in base-to-base contact with Braven through their Pursuit Movement or during a subsequent Movement phase. These fighters are then considered as carriers of Braven's body and move his figurine at the same time as them. These carriers fight normally but cannot shoot or cast spells or miracles; on the other hand, they can Absorb or Counter any spell aimed directly at them, but not Counter enemy Miracles. Bearers are also subject to a Movement penalty: a penalty of 5 if there is only one bearer, 2.5 if there are two. They must then leave the table by any edge. If ever Braven is killed remotely, by any means whatsoever, the game is considered lost. Victory / 3: Kayl Kartan has managed to capture a Selenite. By questioning him and subjecting him to various alchemical experiments he learns more about their magical potential. His occult knowledge is increased: during the next Confrontation he will benefit from a +1 bonus to all his Power rolls (Incantation, Counter, Recovery). If ever Braven is killed remotely, by any means whatsoever, the game is considered lost. Victory / 3: Kayl Kartan has managed to capture a Selenite. By questioning him and subjecting him to various alchemical experiments he learns more about their magical potential. His occult knowledge is increased: during the next Confrontation he will benefit from a +1 bonus to all his Power rolls (Incantation, Counter, Recovery). If ever Braven is killed remotely, by any means whatsoever, the game is considered lost. Victory / 3: Kayl Kartan has managed to capture a Selenite. By questioning him and subjecting him to various alchemical experiments he learns more about their magical potential. His occult knowledge is increased: during the next Confrontation he will benefit from a +1 bonus to all his Power rolls (Incantation, Counter, Recovery).

Defeat: the kidnapping attempt has failed, we have to start all over again. As long as he has not succeeded in this adventure, Kayl Kartan will not be able to start Act 3. But from now on the militia of the Port of Mists is on his guard: for each additional attempt his opponent will be able to deploy 5 AP more per turn .

Duration: 3 rounds (Don't forget to add 3 rounds as specified on page 25 of the Incarnation booklet)

Deployment: Special      AP: Special

## ACT II - MIGAÏL THE SELENITE

### LUNAR SIGNS

To the west of the volcanoes of Akkylannie, in the plain of Algerande, there is a place full of mysteries. On the hillside are represented gigantic drawings, with abstract shapes. No one knows what they represent, or even what their origin is, but men look at this place with as much fear as respect. Plants have ceased to grow along these signs, leaving their clear mark on the ground. On certain full moon nights, these drawings begin to shine with a silvery luster, as if they reflected the radiance of the nocturnal star. The whole plain is then bathed in this soft light. This phenomenon is an object of adoration for certain Sessair tribes who regularly go there to celebrate Danu during these exceptional nights. The place is then considered sacred. The authorities of Alahan authorize these movements on their territory and have a habit of leaving the Sessairs in peace, the latter not liking that one comes to disturb their secret ceremonies.

But for Migaïl these drawings form a message written in a mystical language, understandable only by initiates. He thinks these signs are a key to finding the Moon Child. He is convinced that their interpretation will indicate to him the place where this child announced by the prophecy was born. He therefore went to this plain with his men in order to decipher these esoteric drawings. They unfortunately arrived on the scene during one of those nights when the ground lights up with moonlight, disturbing the barbarians in full rite.

Designate an area of 20 x 30 cm in the middle of the table. Migaïl must spend 3 rounds in a row there in order to decipher the hidden message and find the predicted place where the child is. During these three turns he can do nothing but Walk, use Magic and defend himself. If ever he is forced to leave the area (Escape or effect of a spell), he must return there as quickly as possible to spend 3 turns there. Victory is only acquired if Migaïl stays three consecutive rounds under the conditions described above.

This Adventure is supposed to take place on a full moon night, so it is not necessary to make a roll to determine the effects of the Moonlight Skill, Migaïl benefits either from a free spell or from the Born Killer skill.

The Sessairs player must take a Faithful in his army. The barbarians, enraged by the intrusion of strangers into their sacred territory, are in a frenzied trance state that makes them fearsome. All troops of the Sessairs army are considered to possess the Battlecry skill at a level equivalent to their Courage.

Victory / 3: Migaïl has managed to decipher the moon signs and now knows where the child was born. He now knows that Yllia is watching over him and all the Selenites. During the next Act, no Wolfen will be able to attack him, either in Close Combat or from a distance. If they ever found themselves in the same melee, a Wolfen could only defend against Migaïl.

Defeat: Migaïl misinterpreted Yllia's message. He will eventually find the birthplace of the heir of the Selenites, but with delay. During Act III, the Adventurer player can only deploy 75% of his troops in number of miniatures. The rest will arrive at the start of the second round by its table edge.

Migaïl does not have to pass this Act to move on to the next Act. He nevertheless has the right to retry it twice. At the end of these two new attempts, he will be forced to move on to a new Act even if he has still not proved victorious: full moon nights are not eternal! He will then begin Act III with the penalties implied by his defeat.

Duration: 4 turns (Reminder: three turns must be added to this duration as indicated on page 25 of the Incarnation booklet)

Deployment: Battle      AP: 300

### ACT III: FIGHT UNDER THE MOON

Maelle was exhausted, but refused to stop. She had been walking for days, resting only a few hours a night. She looked at the infant who was sleeping calmly in her arms. A weary smile appeared on his face; she was doing all this for him, for his future. She found it hard to understand everything that had happened in the last few days and that had forced her to leave her quiet little village in the Barony of Kalienne, but she understood that her child was not an ordinary being and that he was threatened.

First there had been this handsome stranger who had stopped at the inn run by his father. It hadn't taken much effort to lure Maelle into his bed: he was so beautiful, so mysterious, so different. The happiness had lasted only three days but she did not keep a bitter memory of this relationship after the rapid departure of her lover. She knew how it was supposed to be and hadn't harbored any hopes about it. Very quickly she realized that she had become pregnant. It was difficult to get her parents and the other inhabitants of the village to accept her, but her condition filled her with joy. That's when strange things started to happen. There was this recurring dream since her pregnancy, these images of combat, these cries, and the light of Yllia above the battlefield. Then this attack, a few days later: several men dressed in black had entered her village with the intention of kidnapping her baby. The guards had succeeded in repelling them, but at the cost of three deaths. She was then visited by a bard called Grimion who convinced her to flee north. Her child had a gift, the man with the frank and wise look had explained to her, a powerful gift that aroused many covetousnesses. To protect him she had to leave and hide away from here. She had been walking like this for several weeks. The guards had succeeded in repelling them, but at the cost of three deaths. She was then visited by a bard called Grimion who convinced her to flee north. Her child had a gift, the man with the frank and wise look had explained to her, a powerful gift that aroused many covetousnesses. To protect him she had to leave and hide away from here. She had been walking like this for several weeks. The guards had succeeded in repelling them, but at the cost of three deaths. She was then visited by a bard called Grimion who convinced her to flee north. Her child had a gift, the man with the frank and wise look had explained to her, a powerful gift that aroused many covetousnesses. To protect him she had to leave and hide away from here. She had been walking like this for several weeks.

She looked up at the lunar star that haunted her nights. Ever since she left, she had the strange feeling that Yllia was guiding her steps, showing her the way. She could not explain this feeling but she was convinced that the moon was watching over her. She hadn't had the slightest doubt about the road to take these last few days, as if she knew precisely where she had to go. She also felt that her goal was near. She reached the top of a hill, at her feet lay a small valley. The place breathed calm, serene under the light of Yllia. She began to slowly descend the hill. Her journey was coming to an end, she felt it. She saw several hundred meters away an ancient half-destroyed circle of stones. Rocks had collapsed and lay broken at the foot of the rare ones that were still standing. Maelle's heart began to beat and she hugged her child a little tighter: that was where she had to go! Drawing on her last strength she began to run towards the circle. Exhausted, she ended up collapsing in the middle of the stones and dove into sleep, the infant pressed against her bosom.

...

Kayl Kartan was internally jubilant. Before dying under his scalpel blows, Braven the Valiant had informed him of the existence of the Selenite prophecy. Under torture he had even revealed to her the magical place where the child was to be in order to awaken his formidable powers. It was a valley north of the kingdom of Alahan where, it is said, an ancient battle took place. Kayl Kartan didn't care about these legends but the child's powers interested him. By subjecting Braven to his experiments he had better understood the magical talents of the Selenites but if he managed to get his hands on the infant, he could use his incredible potential to his advantage. By educating the child he could make of it an instrument, a weapon at his service. His power and prestige would be considerably increased. He would return to Shamir as a master.

...

Migail pressed his men. He was afraid that others would arrive before him in the Valley of the Stars, afraid that the Swords of Lahn, or other individuals, would seize the child awaited by the Selenites. The birth of this baby was paramount to the moon magicians who knew he would have a role to play in the conflicts to come. Above all, it must not fall into the wrong hands.

They would arrive quickly in the valley. Migail knew this place where a terrible battle had seen hundreds of Yllians perish, the distant ancestors of the Selenites, and had understood that it would be there that the child would come into possession of all his inheritance. He had to be the first on the scene at all costs!

...

As Migail's and Kayl Kartan's troops entered the valley, they distinctly heard the howls of Wolfen nearby. They were not alone wandering under the moon.

Migail the Selenite and Kayl Kartan have tracked down the child, who is hiding with his mother Maelle in the ruins of an ancient stone circle. They will now have to face each other to find out who will take the child of the Selenites under their protection. But they are not the only ones: guided by Yllia, a pack of Wolfen has also entered the Valley of the Stars. Following the strange bond that exists between Yllia and the Selenites, they came as protectors of the child announced by the prophecy.

Place a decorative element in the middle of the table, these are the ruins in which Maelle and her child took refuge. No one can enter it before the end of the game.

Each player freely chooses 100 AP of Wolfen and deploys them within a radius of 30 cm around the ruins without taking into account the halves of the field normally assigned to each player.

Adventurer players have 200 AP for their own troops and deploy in Battle. They can deploy within Charge range of a Wolfen but not their opponent's troops. Pathfinder troops cannot deploy within 30cm of ruins held by the Wolfen.

All Wolfen belong to the same pack and therefore cannot attack each other. The Wolfen are not the allies of the troops of the player who controls them but are there to destroy all of Yllia's enemies. They form a third camp.

Scrums made up of fighters from all three sides are prohibited during this Act. If, for example, a Close Combat opposes Migail to a Wolfen, Kay Kartan will not be able to come into contact with Migail.

During the Tactical Roll, however, Wolfen fighters are considered part of the army of the player who controls them. On the other hand, if a Wolfen card is drawn during the Movement Phase, it must be played and cannot under any circumstances be kept in Reserve.

The objective of the Adventurers is the total elimination of the opposing army. Wolfen troops do not count towards this total. If one of the two Adventurers dies, the player who controls him loses but continues the game until the end, i.e. until the elimination of all the miniatures of his camp or the death of the Adventurer opponent. If both Adventurers are killed, it is considered a draw (see Defeat). Kayl Kartan is the Shadow of Migail and vice versa. They therefore follow the rules of combat against the Shadow explained on page 32 of Incarnation. On the other hand, if a Wolfen were to kill an Adventurer, his opponent does not consider it a failure and continues the game until his victory or the death of his Adventurer.

**Kayl Kartan victory:** Covered in blood, panting, the Technomancer savored his victory. He had eliminated that presumptuous Migail and put the Wolfens to flight. All he had to do was flush out the child and his mother who were hiding in the ruins, and the power would come to him. He could see the terrified young woman clutching her child in a pathetic gesture of protection. He was approaching the circle of stones with measured steps when he felt a terrible force bar his way. Kayl Kartan stepped back with a grunt of incomprehension. In front of him began to appear several ghostly figures. They looked like barbarian warriors but their armament had something ancient. With the same gesture the apparitions raised their swords in the direction of the magician. The latter hesitated for a few moments, then raising his dorsal blades high, he charged at the ghost that stood between him and the child. When he hit him, Kayl Kartan thought his whole body was going to explode. He felt overwhelmed by an incredible energy, he felt like his blood was boiling, his bones were breaking and his

muscles were tearing. He let out a horrible howl of pain when he thought his heart was breaking apart. Then nothing. He was on his knees, on the verge of fainting. His whole body ached but the pain was slowly disappearing. The ghosts were still there, motionless. Kayl Kartan suddenly burst out laughing, frightening. He couldn't believe he was still alive.

- "Too bad for the child, he said to himself, I'm still alive! May he remain among his protective shadows, I will not die for him. And staggering, leaning on the shoulder of a Dawn Warrior, he turned his back on the child and his ghosts and left the plain of the Stars.

Kayl Kartan faced death in the face and prevailed. His will was strengthened, his aggressiveness too. He gains the Survival Instinct Skill and adds 1 point to his Fear value.

...

**Migaïl's victory** : Migaïl stood in front of the tall, light-haired Wolfen. Everyone was sizing each other up, confronting each other with their gaze. The Selenite was tired, drained of energy from the fight. But he and his men had succeeded in destroying the Scorpion soldiers. All that remained was to convince the Wolfens that he too was working for the good of the child. Seeing that they were no longer showing any aggression, he ended up speaking up:

- "I am not an enemy of Yllia and I respect her children. I don't want to fight with you anymore, there's already been too much blood, too much death. I know your Goddess has only one desire, for this child to grow up and fulfill the destiny for which he was born. This is also my wish. This child belongs to my people, he must be educated by his people. Let us go with him and offer him our protection, according to Yllia's will. "

Faithful Wolfen seemed to hesitate for a few moments, then without a word he silently retreated, followed by his pack. Migail breathed. His gaze then turned to the circle of stones in which the young woman and her baby had taken refuge. She waited calmly. The child was crying a little and she was trying to calm him down by rocking him. Migaïl was going to meet them when ghostly figures began to appear all around the circle. " The Yllians! Migail thought to himself, seeing their ancient bronze weapons and their ritual tattoos. One of the ghosts broke away from the group and approached the young woman. Strangely, she didn't look scared. Very serenely she held out her child to the apparition. The infant had suddenly stopped crying. With extreme slowness, the ghost passed his hand over the child's head, leaving a white mark in his hair. Then all the shadows faded into the night. Migail gasped. Recovering his senses he rushed to the young woman.

- "I mean you no harm! "

- " I know. "

The young woman looked totally serene. The magician didn't scare him. He had the same strange charm as her lover, the father of her child. He smiles at her.

- " What is your name ? "

- "Maelle. "

- " So come with me Maelle, everything will be fine now. He took her hand and the three of them

left the Valley of the Stars.

Migaïl has found the heir of the Selenites, the child blessed by Yllia. His occult link with the lunar star is thereby reinforced as well as his esoteric knowledge. He gains the Water Spirit Skill.

But the hardest part is yet to come: you will have to prepare the child for his destiny, help him master his powers and protect him from anyone who will envy his power.

...

**Defeat** : if one of the two Adventurers wins, the loser cannot replay this Act. If, on the other hand, the two Adventurers die, they can restart Act III under normal conditions. But the shock of the fight and the Resurrection are such that the Adventurers lose an Experience card. If they had no card they lose all their experience points.

Duration: Special      Deployment: Battle      AP: 200

## THE ODYSSEY OF XHERUS

This Adventure is intended to be played by Faithful Goblin Xherus the Visionary. The Adventurer's Mentor can be either Giddzit the Ringer or the Babayagob.

In this first part, you will discover Acts 1 and 2 of this Adventure. Other Acts 2 will be put online later to finally lead to Act 3 which will close the Odyssey of Xherus.

## ACT I: THE DREAM OF A WANDERING RAT

Xherus ran breathlessly. Behind him, he heard the clamor of his pursuers. An impenetrable darkness reigned in these underground passages, but Xherus did not care. Even in the deepest darkness, he could easily perceive his surroundings. He quickly passed several intersections of tunnels, never knowing why he took one passage rather than another. Rat guided his steps and he didn't have to ask questions.

He will suddenly find himself in a dead end. For a moment his faith wavered. The vociferations of the Dwarves were rapidly approaching. But beyond this chorus of curses, Xherus heard a clear sound that grew louder. The sound of a bell reached him from behind the underground wall. The Dwarves were only a few feet away from him now, he felt their presence. But they were silent and Xherus also sensed their concern. The sound of the bell was now deafening. Suddenly, the walls cracked and whole sections collapsed, burying the Dwarves. In the middle of this hell, Xherus was laughing. He had never felt such power before.

It was then that he woke up.

- "It wasn't just a dream." He told Giddzit after telling him. "Rat sent me a message. It couldn't be clearer."

- "What exactly are you thinking?" Asked the Sorcerer.

Xherus' gaze rested for a moment on the bell that Giddzit never parted with. Then he answered.

- "When our people fled from Mount Aegis, something remained there. Of the nine presents that Rat gave us, only one reached us. The others were lost afterwards. But I am certain today "Today one of the Bells stayed with those cursed Dwarves. I'll go get it for it's Rat's will."

Xherus is determined to lead an expedition to the Aegis Mountains to satisfy his god. But in Klûne, Emperor Izothop doesn't take kindly to Rat's Faithful taking this kind of Initiative without referring to him first. Because Xhéru, in his great fervor, undertook to gather a party of Goblins ready to follow him in his quest.

Thus, when the Faithful of Rat and his troop try to cross the doors of Klûne, the guards of the Emperor block their passage.

The Adventurer player must succeed in getting 50% of the AP value of his troops (including Xherus himself) out of the opponent's table edge, or eliminate 50% of the AP value of the opposing troops.

No Faithful Goblin can be present among the Adventurer's opponents.

Becbunzen cannot be present during this Act, neither on one side nor on the other.

Victory / -: Xherus managed to force the passage out of Klûne. Those who follow him are now certain that Rat is with them. During all subsequent Acts of this Adventure, all Goblins in the Adventurer's camp and Xherus himself will benefit from the Fanaticism Skill.

Defeat: driven back to the gates of Klûne, Xhéru narrowly escapes the Emperor's guards in charge of his arrest. He will have to gather other Goblins and attempt a new exit. But this first failure cooled the fervor of his companions. On the next attempt to perform this Deed, all Goblins on the Adventurer's side, except Xherus, will consider their opponents' Courage as Fear.

Duration: 3 rounds.

Deployment: Battle.

200 AP

## ACT II: WOLF ARE YOU?

To reach the Aegis Mountains, the Goblins have only two possible routes. They will have to cross either the forest of Diisha, territory of the Wolfen, or the Black Woods which extend south of No-Dan-Kar. But Xhéru does not for a moment consider opting for the second choice. Because he knows only too well what fate the Drones reserve for their captives and especially for the Faithful.

At least dying by the hand of a Wolfen is a quick thing and they don't eat their prey alive!

The idea of venturing into the forest of the sons of Yllia obviously does not delight the companions of Xhéru, but his talents as a speaker, supported by a little miracle well on the way, finally manage to decide the less reckless.

The first day of walking goes smoothly. However, this is not enough to reassure the Goblins, because it is at night, under the white eye of Yllia, that the Wolfen like to hunt.

Xherus therefore expected to have to repel an attack, but certainly not what happened. For instead of howling wolves, it was piercing cries and cries for help in their language that reached them in the darkness.

Xherus hesitated for a moment between his desire to swell the ranks of his group and the fear of drawing upon himself the danger that his brothers were fleeing. His conclusion was finally that this danger would eventually spot them and that at that time, the more of them, the better.

So he beat the drum.

A few minutes later, Becbunzen and a battered detachment of Goblins had joined them.

back from a mission for Emperor Izothop, Becbunzen had been spotted by a pack of Wolfen. The Sons of Yllia had at first underestimated them, and the Goblins had cut them to pieces. But because of this, the leader of the pack could no longer let them out of the forest alive. The hunt had now lasted two days.

Xherus then lied, claiming to be himself mandated by the Emperor and instructed to rally to him any force of No-Dan-Kar likely to help him in his mission. Somewhat skeptical, however, Becbunzen had little choice. Seconds later, the Wolfens were upon them.

Becbunzen must be in the Adventurer's camp.

The Wolfen are deployed in Siege.

The Wolfen player must designate one of his Characters as the leader of the pack.

The Adventurer player wins the game if he manages to kill Chief Wolfen or if he has not lost more than 50% of the AP value of his troops at the end of the fifth turn.

Victory / 3: Becbunzen owes his life to Xherus. To pay his debt, he will accompany him on his quest, although he has no confirmation of the authenticity of the Faithful's statements. For the rest of the Adventure, all Ströhm Warriors who join the Adventurer will cost him 2 AP less.

Defeat: The Wolfen will not let the Goblins out of their forest until the Adventurer has fulfilled at least one of the victory conditions for this Act. Until then, each Loss caused by the enemy in the Hero's ranks will cause him to lose experience points equal to 10% of the AP killed, rounded up to the upper figure.

Duration: special.                      Deployment: Entrenchment.                      300 AP

## **ACT II: BETWEEN THE HAMMER AND THE ANVIL**

- "And now, what do we do? " the Goblin asked sarcastically.

Gathered around Xherus, the small group was not going far. Ahead of them loomed the first escarpments of the northern Aegis Mountains. Behind them, the edge of the Diisha forest was only a few hundred meters away.

From the foot of the mountains, stairs carved into the rock rose, winding towards the peaks. From where they were, the Goblins could make out at least two openings in the wall. Natural or not, these were today framed by massive sculptures and flanked by watchtowers following the contours of the rocks. Fom-Nur, the city where the Goblin Revolt once broke out, lay much further south, but such gates barred access to the inner mounts all around the range.

- " We wait. " replied Xherus with great serenity. "They are very close. They won't delay any longer. "

None of Xherus's companions understood what he was implying, but none of them asked him for an explanation. The Rat Faithful have always had a nasty habit of expressing themselves in riddles.

During the night that followed, the goblins watched the fires burning atop the Dwarves' towers. It suddenly seemed to them that a great commotion reigned there. There were screams and then the sound of a horn. Moments later, one of the towers collapsed.

Most of the goblins saw this as the Rat sign they had been waiting for and wanted to attack. But Xherus held them back.

- " Not yet. " he said. "Let them finish the job. "

Rat has nothing to do with the collapse of the tower. He only gave Xherus a vision of what was to come. The real culprits are the Dwarves of Mid-Nor and while Xherus and his companions wait for the right moment, the fight rages between the Dwarves of Tir-Nâ-Bor and their cursed counterparts.

Later that night, the Goblins finally set off. They climb the stone steps and soon reach the door whose guards are lying in their blood. They will no longer put up much resistance. On the other hand, the Dwarves of Mid-Nor left some of their own to cover their rears.

The Adventurer player must manage to clear a passage. But the more time passes, the greater the risk of seeing the rest of Mid-Nor's troops return.

The Mid-Nor player has 400 AP which he must divide into four groups with a value of 100 AP Only one of these groups is deployed during the Approach phase. From the beginning of the second turn, the Mid-Nor player rolls 1D6 before each Movement phase. During the first roll, on a result of 6, another group of 100 AP comes into play as if the fighters composing it possessed the Reinforcement skill. On each subsequent turn, the result to be achieved decreases by 1. Thus, on the third turn, a group of Mid-Nor Dwarves will arrive on a result of 5 or more. From the seventh round, no dice roll is necessary, if there are still groups to bring into play, one of them automatically arrives each round.

The Adventurer player must eliminate all their opponents on the playing field. If at the end of a turn no Mid-Nor Dwarves are present on the battlefield, the Adventurer player wins.

Victory / 4: the Goblins have managed to infiltrate the dwarves' underground passages. Better still, the attack on the gate having been carried out by the servants of the Despot, the Dwarves of Tir-Nâ-Bor are unaware of the presence of Xhérus and his companions. During the next scenario, five fighters chosen by the Adventurer player will be able to benefit from the Scout Skill.

Defeat: Pushed back from the mountain, the Goblins will have to return and try again to dislodge the Dwarves of Mid-Nor. But they will be more cautious. The first group to be deployed will be composed of 160 AP and the following ones of only 80 AP.

Duration: Unlimited.      Deployment: Battle.      300 AP

## **ACT II: LIKE RATS...**

The many fights that Xherus and his companions had to fight to get here had left their small group very weakened. But this didn't really worry the Rat Faithful. The fewer they were, the more they would manage to pass unnoticed in the maze of tunnels that ran through the Aegis Mountains.

But even if they were as discreet and silent as shadows, infiltrating the heart of a Dwarven city was impossible. This Xherus knew, but he also knew that Rat wouldn't give up on them so close. More than ever, his unshakeable faith in his god guided his steps.

The goblins first followed abandoned tunnels and natural passages too narrow for the dwarves to use. But they were soon forced to continue their advance through galleries frequented by the masters of the place and most often guarded. And if the fate of the first Dwarves they encountered was sealed by the effect of surprise, their presence did not remain unknown for long. When the alarm was given, the warriors of Tir-Nâ-Bor appeared from all sides and cut off their retreat.

Nothing could have saved the lives of this handful of goblins isolated in the middle of the domain of their sworn enemies. Nothing except maybe divine intervention...

As the Dwarves surrounded the Goblins and slaughter seemed inevitable, Xherus let out a high-pitched yelp. His cry continued, twisting the eardrums of both his companions and the Dwarves. But, little by little, the Goblins changed their behavior. A gleam of savagery lit up in their eyes as a murderous madness seized their minds. Some let out terrifying screams, others bit their lips until they bled or mutilated themselves with their own weapons. This incredible scene confused the Dwarves, who hesitated a moment too long. At the height of his howl, Xherus gave the signal for the quarry.

For this Act, the Goblins have 150 AP. The Dwarves have 300 AP at their disposal.

During this scenario, all Dwarves except Characters have the Reinforcement Skill.

For their part, the Goblins acquire the following Skills: Possessed, Relentless and Warrior's Fury. In addition, their Attack and Strength scores are increased by 2 points and they are immune to any form of Fear. Only Goblin fighters are subject to these changes.

The Dwarf player must position 5 exits in his Deployment area. These exits are 10 cm wide and must be spaced at least 25 cm apart.

To achieve victory, Xherus must manage to exit the battlefield through one of these exits.

Victory / -: thanks to the intervention of Rat, Xhérus managed to force the passage. The divine possession gradually fades, but he still feels the presence of his god within him. During the next Act, Xherus will not be subject to the restrictions concerning the Call of Miracles, in the same way as if he were a Warrior-Monk.

Defeat: Despite Rat's support, Xherus has been pushed out of the Dwarves' domain. He will have to wait for his prayers to be answered and for reinforcements to arrive. The Adventurer player must repeat this Act, but he loses 2D6 experience points.

Duration: Unlimited.      Deployment: Battle.      PA: Special.

## **ACT III: THE RATS AMONG THEMSELVES**

Xherus ran breathlessly. He knew he was completely lost but refused to give up. Rage distorted his features: failing so close to the goal, betrayed by one of his own! And that's what upset him the most. Nematode, his Shadow, had followed him throughout his journey and had tried to assassinate him in order to seize Rat's relic alone. Now Xherus found himself almost alone, accompanied by meager surviving troops, lost in the bowels of those cursed mountains of Tir-Nâ-Bor, pursued both by the elite troops of the Dwarf army and by his compatriot. The tunnel soon turned into a crossroads, two dark passages opened before his eyes. Xherus was distraught and nearly left everything here. Suddenly he felt his body bathed in great heat and a chiming echo twist his eardrums. " To the right ! " he yelled in a high-pitched voice. His little escort obeyed without asking too many questions. Xherus was transfigured, he knew he was close to his goal, that the sought-after Tinker Bell was a few steps away, and was running out of breath. They finally emerged into a gigantic cave whose ceiling was lost in darkness. The atmosphere was suffocating, pestilential, an acrid, animal smell bathed the room. Entering the room, Xherus realized that the floor was covered with thousands of rats with bloodshot eyes. He walked deeper into the room, the rodents came and went around his legs in dark waves, opening a channel before his steps. In the center of the room stood a mound of skulls, broken bones, more or less decomposed corpses: a veritable cemetery of rats who had come to die closer to their divinity. Because above this mound was placed a metal bell, still radiant despite the passage of time. But immediately Xherus let out a howl of rage: barely a few meters away, between him and his precious treasure stood Nematode, who was smiling at him wickedly. The hour of confrontation had come. still radiant despite the passage of time. But immediately Xherus let out a howl of rage: barely a few meters away, between him and his precious treasure stood Nematode, who was smiling at him wickedly. The hour of confrontation had come. still

radiant despite the passage of time. But immediately Xherus let out a howl of rage: barely a few meters away, between him and his precious treasure stood Nematode, who was smiling at him wickedly. The hour of confrontation had come.

Cut your game table into three areas of equal length lengthwise. Your opponent must place a marker anywhere in one of the side areas of the table, this is the Rat God's Bell. At 10 cm from this objective, still in this area, is Nematode. Its characteristics are indicated below and you can equip it for 30 AP of Spells, it follows the usual rules of Shadows and it is your opponent who controls it.

Deploy Xherus and his followers more than their Nematode Charge distance, in the central area of the table. Xherus has 40 AP to equip Miracles and Items, and 60 AP for troops. For this game the Reinforcement rules cannot apply. On the other hand, the Goblins are galvanized by the presence of the relic of the god Rat: Xherus gains the Exalted skill and calculates his temporary Faith value as if he had the rank of a Zealot, all the Goblins surrounding him are considered Martyr / 2.

The Dwarves are deployed on the table in the third area and have 200 AP. The thousands of rats swarming through the room make movement difficult: it is impossible for the Dwarves to Charge, they can still engage an opponent under normal conditions ; goblins of course ignore this penalty.

For Xherus to seize the Bell, all he has to do is come into contact with the marker. Once in possession of the relic, the wrath of the Rat God is triggered: a strident squeal comes from the Bell, inflicting a "STUNNED" on all the Dwarves present within a 15 cm radius of Xherus when he seizes the 'object. The Devotee can now call on the second power of the Tinkerbell: he can Call a miracle with a fervor of 3 and a difficulty of 8.

If the miracle is called successfully, the shrill sound of the Bell destroys stones and rocks and Xherus can drop a rock on his enemies up to a distance of 20 cm. Take a Confrontation card: all the miniatures placed even partially under the card suffer a Strength 10 hit. Dwarves and non-Character Goblins cannot touch this artifact which is a manifestation of the god Rat on Aarklash.

Xherus is victorious if he manages to seize the relic and get rid of all the Dwarves as well as his Shadow.

Victory: Xherus is the owner of one of the Rat God's nine bells, his deep devotion has been rewarded. He definitely gains the Exalted skill, a mark of his devotion and fervor towards his divinity. Rat knows how to thank his most faithful servants! In addition, he now has a new bell with different effects from the one belonging to Gidzzit, and whose powers are described below.

Defeat: If ever Xherus were to die, he would have to start the Adventure again from Act II entitled "Comme des Rats".

But Rat grants his powers only to his most deserving servants: for the next game each miracle he acquires will cost him 4 AP more.

Duration: Special                      Deployment: Special                      AP: Special

## **NEMATODE**

Movement: 10

Initiative: 6

Attack / Strength: 3 / 4

Defense / Endurance: 2 / 4

Shooting: -

Courage: 5

Discipline: 2

Power: 5

Equipment: Dagger. Teeth necklace. Rat fur.

Skills: Survival instinct. Mutagen / 0. Air Initiate / Sorcery. Mutation.

Rank: Goblin Initiate

The Rat God's Second Bell

The nine bells offered by the god Rat when freeing the Goblins all represent one aspect of this deity. The bell held by Gidzzit evokes for example the frenzy of the pack of rats, the fury of the Goblin people in a common hatred. The one Xherus has just found awakens Rat's voice. When this artifact is activated, the shrill sound of the squealing of thousands of rodents fills the space. This intolerable noise attacks the eardrums until they tear. The Faithful Goblins believe that among the missing bells, one must symbolize Rat's ability to transmit diseases, another must mark his cunning and deceit, and finally his ability to sneak around. But who knows where these mythical relics may well be.

When the Bell is shaken, the terrible noise it causes plunges all the fighters into a stupor. Any figurine within a radius of 15 cm around the owner of the Bell is considered to be "RINGING" until the end of the turn. Goblins are immune to this item's effect.

This power can only be used once per game, during the Shooting and Magic phase.



But Loyal Goblins wielding the Tinker Bell can increase the power of Rat's heart-rending scream. They call this other power only once per turn, as a Miracle whose characteristics are as follows:

Creation 0 / Alteration 2 / Destruction 0

Cult: Rat.

Difficulty: 8 / Range: 20 cm.

Area of effect: an obstacle.

Duration: Special.

Fervor: 3

Rat's cry destroys a piece of scenery. Any miniature standing on the destroyed object must succeed in a high jump or suffer damage from the fall. Any figurine within 2.5 cm of the targeted decorative element suffers a Strength 5 Wound.

You cannot call on both Bell's powers during the same turn.

This item is reserved for Xherus who can acquire it for free once he has won Act III of Xherus' Odyssey.

## SETTLEMENT OF ACCOUNTS AT THE KORALE QUAY

### CHRISTOPHE MÜLLER DE SCHONGOR

A too quiet afternoon in a tavern in the port of the Kraken.

- "Tavernier, a round for my crew, and no half-portions! launched the Captain. "

- "It looks like it though. "

Krill turned around. Despite the metallic echoes, he had recognized this voice: a generous "donor".

- "A thousand sharks, Fenggar managed to come on his own!" quipped the buccaneer. How's it going? "

Amid the laughter that accompanied the joke, the noise of pistons and metal multiplied. Steelhand hadn't come alone and they weren't laughing.

- "Drink to your health, shrimp, and don't swallow the wrong way! Liquids have never worked for you! replied the Dwarf. "

The pressure was at its maximum. The brotherhood never moved for nothing. Pirates too. The clan's honor was at stake.

Objectives: at the start of the game, the clan leaders are placed in the center of the table, 10 cm apart. No model can be deployed within range of

Charge of this duel. The deployment zone of each Clan is equal to a quarter of the field starting from a table edge.

The clan must bring towards its edge of the table at least a third of the opposing miniatures in AP. To do this, instead of being removed from the game, the CLEAR KILLED miniatures become inert. A model in base contact with such an opponent can drag it. This action can be taken any time during the Movement phase. Movement will be halved if the figure being dragged is larger in size. This handicap is canceled if two figurines take part in the action.

An inert miniature can pass from hand to hand during a turn. If both clans covet the same figurine, the group is considered to be engaged in Close Combat. Disengaging from this melee is done without a test. On the other hand, neither side is authorized to drag the figurine.

Given the regulations of this district of the free city, and whatever the size of the belligerents, the total sum of the equipment and spell cards must not exceed 50 AP. Only minimal equipment can cross the walls of Cadwallon.

Victory / 3: the clan is victorious if a third of the inert enemy strength is on its side. Whoever has the most prisoners wins. These unfortunates are stripped. In the next game, the winning clan will be able to use an equipment card from the opposing clan for free, excluding restrictions. If the opponent is the current loser, this card will be prohibited.

Defeat: each inert miniature receives a Strength 6 Wound, the penalties for which will apply during the next game. A CLEAR KILL becomes a Critical Wound, a STUNN becomes a Light Wound.

In case of a tie, the effects of the defeat apply to both sides.

Duration: 5 rounds.      Deployment: Headquarters.      350 AP