

Editorial

No rest for the brave!

Will the fierce struggle of the ophidians and the Akkylanians for control of the Fangs of Fire end someday? What bonds tie the Chimera to the Messenger of Light? Which paths lead to Noesis? What is Numae's story? Here are some of the questions to which Cry Havoc answers.

AT-43: the year which changed the destiny of AVA. This month, discover new ways of playing in that universe.

The Red Blok is one of them, with the Machiavellian Anastasiya Tymofiyeva. Take advantage of the summer to test this highly colorful army.

Cry Havoc also offers you a new game mode: AT-43 Tactics. Based on the AT-43 rules, but which can be played without knowing the game. With all your friends, take on the role of a White Stars unit in Therian territory. Avoid the diabolical traps of a game master who obeys a single rule: give a hard time to intruders!

Of course, the worldwide AT-43 campaign continues on our site, www.at-43.fr.

Finally, a big surprise awaits you on www.rackham.fr: rules for the new edition of Confrontation, available for free download!

It's your turn to play!

News July

DVCH05

Ashkasa, Blood Warrior

1 model and 2 cards for Confrontation, Rag'Narok, and Cadwallon: Ashkasa, Warrior of Blood (reference card), The Insignia of Blood (10 AP Artifact).

Rank: Devourer Regular Champion. 65 AP

MSRP: 8 Euros

Ashkasa distinguishes himself from his Impure companions through an uncommon intelligence and charisma. Born of the improbable union between an Akkyshan and a Barhan, he has spent his youth on the roads of Aarklash. His virtuosity in combat and with writing has allowed him to be seen and become a respected leader. Morgar, leader of the Impure, has fallen to the charms of this flamboyant bandit. He quickly made him one of his lieutenants and gave him a small band so that he could plunder on his own.

A champion Warrior of Blood, Ashkasa is a leader (COU 6, DIS 3, Leadership/10) for the Devourers of Vile-Tis, more specifically the half-elves. He's gifted with a high Initiative (INI 5), balanced combat attributes (ATT/STR 5/7, DEF/RES 5/7) and Bravery. He has a place everywhere, as an army leader in Confrontation or as leader of a half-elf unit in Rag'Narok.

GRMG 02

Chaplain of the Temple

1 model and 4 cards for Confrontation, Rag'Narok, and Cadwallon: Chaplain of the Temple (Reference card), The Chaplains of the Temple (Explanation Card), Avenging Arm and Saint Prayer (5 AP Miracles).

Rank: Griffin Devout. Temple. 35 AP

MSRP: 8 Euros

The chaplains of the Temple, guardians of the faith in the crusades of the Griffin, often come from different horizons. Some are monks who have joined the ranks of the Temple. Others are templars

who have discovered that their faith allowed them to call upon the blessings of the Igneous God. On the battlefield, though, their origins matter little to the templars. The chaplains exalt their brothers in battle and prove to them that Merin is at their side. Convinced of fighting for a just cause and galvanized by the proximity of their god, the templars then become implacable warriors. The chaplains of the Temple are Griffin warrior-monks who exalt the war-like fervor of their templar brothers by granting them Implacable/1. The "Avenging Arm" miracle turns the melee weapon of a friendly warrior into a sacred weapon, while Saint Prayer grants Resolution/2.

DEBO 01

Archon of the Faathi

1 model and 4 cards for Confrontation, Rag'Narok, and Cadwallon:

Archon of the Faathi (Reference card), The Archons of the Faathi (Explanation card), Prophecy of the Eagle and Talon of Thunder (5 AP Miracles).

Rank: Destiny Devout. Immortal of Destiny. Concord of the Eagle. 90 AP.

MSRP: 25 Euros

The archons of the Faathi are minotaurs mandated by the assembly of Destiny to watch over the balance of the world. They are better equipped and stronger than Kelt minotaurs, of which they claim to be the ancestors. Some are sentinels, whose destiny is to watch over Aarklash; others are exterminators and their destiny is to fight against Light and Darkness for eternity.

The archons of the Faathi are Immortals of Destiny. They can ally with all peoples of Destiny: the guardians of Quithayran, the braves of Bran-O-Kor, the children of Yllia, and the rats of No-Dan-Kar. These warrior-monks bind the vigor of minotaurs (ATT/STR 5/12. DEF/RES 3/11, FEAR 8, Bestial Charge, War Fury, Implacable/1, and Resolution/1) to the power of divination (Faithful of the Faathi/10). They count all friendly warriors of Destiny in their aura of faith and are sold with two miracles: Prophecy of the Eagle, which grants Bravery to nearby friendly warriors, and Talon of Thunder, which gives Masterstrike/3 to a warrior. The concord of the Eagle, army to which the archon of the Faathi belongs to, is detailed in Cry Havoc vol. 10.

DACH 06

Numae, Daikinee Guardian

1 model and 2 cards for Confrontation, Rag'Narok, and Cadwallon: Numae, Daikinee Guardian (Reference card), The Secret of the Chameleon (10 AP Artifact).

Rank: Daikinee Regular Champion. 45 AP.

MSRP: 8 Euros

As with many young warriors from Quithayran, Numae patrols along the border of the forest of elves to intimidate travelers and prevent potential invasions. He sincerely loves the forest and nature. He is more tolerant than most of his brethren, but has no mercy for those who exploit the Eternal forest and loot its sanctuaries. The faves of Quithayran know that Numae will do everything to protect them. As a sign of their trust, they have given him a powerful talisman which allows him to blend into his environment.

Numae is a leader champion (COU 4, DIS 3, Leadership/10) for the daikinee elves. Accompanied by a musician and a banner-bearer, he considerably increases the chances to win the Tactical roll and resist the Fear of fearsome opponents. He is sold with the Secret of the Chameleon, an artifact which grants him Scout. And when he forms part of a Warstaff, its members will also benefit from it!

DAMU01

Daikinee Musician

1 model and 1 card for Confrontation, Rag'Narok, and Cadwallon.

Rank: Daikinee Regular. 15 AP.

MSRP: 8 Euros

Music has always been one of the daikinee elves favorite modes of expression. Their language itself is written and spoken like a melody. Many of their warriors are also good musicians. At the time of Rag'narok, they didn't hesitate to put their talent to the service of the forest.

The presence of daikinee musicians improves Discipline tests of nearby Daikinee. They also allow to form warstuffs with daikinee champions with Leadership/X, such as Numae and daikinee standard-bearers.

DAPE01

Daikinee Standard-Bearer

1 model and 1 card for Confrontation, Rag'Narok, and Cadwallon.

Rank: Daikinee Regular. 15 AP.

MSRP: 8 Euros

The Rag'narok has deeply changed the strategies of the Daikinees. They are used to skirmishes and ambushes in their native forest, but they are sometimes forced to wage war far from their lands. The standards allow warriors to quickly spot their leaders and remind them at all times of the forest for which they fight.

The presence of daikinee standard-bearers improve the Courage tests of Daikinees nearby. They also allow to form Warstuffs with Daikinee champions who have Leadership, such as Numae and daikinee musicians.

LIGM04

Agent of the Chimera

1 model and 4 cards for Confrontation, Rag'Narok, and Cadwallon: Agent of the Chimera (Reference card), The Agents of the Chimera (Explanation card), Force of Virtue and Seal of Protection (5 and 10 AP Spells).

Rank: Lion Initiate. 30 AP.

MSRP: 8 Euros

The order of the Chimera is the most famous and powerful gathering of magicians. Created by the Chimera itself in the first hours of the kingdom of Alahan, its influence stretches across Aarklash and the infinity of elemental Kingdoms, where it maintains numerous embassies. The agents of the Chimera are the emissaries of this order. They bring its word to the furthest areas, watching over the executions of its decisions and watch over the battlefields of the Rag'narok.

The agents of the Chimera are warrior-mages (POW 3, Initiate of Light) for the Lions of Alahan. Introduced in the "Baronies of the Lion" card pack, they are now available in miniature form with a slightly revised profile. Their special ability allows them to get a sacred weapon or armor, or even both if the Chimera is present in the same army! The agents of the Chimera are sold with two spells: Force of Virtue, which allows whoever benefits from it to add their Courage to their Strength; Seal of Protection, which gives them Insensitive/4.

Succubus

Daughters of Darkness, the succubi are demons with a feminine appearance who torment mortals and feed on their vital energy. For that, they use seduction and the devilry of typhonism. Their victims, literally bewitched by their demonic beauty, let themselves be swept away in a whirlwind of pleasure. Once the intoxication is over, however, all that remains is a consumed soul and the acrid scent of sulfur.

Skill: Sequence/1. Being of Darkness/2. Warrior-Mage. Initiate of Darkness/Typhonism. Flight.

Rank: Immortal Initiate of Darkness. 40 AP.

Black Wolf

Black Wolves are sinister hunters in the service of Acheron. Gifted with MOV 17.5, ATT/STR 5/8, Born Killer and Assassin, they quickly intercept and neutralize the opponent's main pieces. Thanks to their Wolfen Javelin/STR 8, range 20-30-40 and Resolution/1, Black Wolves can also face unexpected situations and charge into melee with no fear. Black Wolves are efficient and racy assassins, who admirably complete any legion of the Ram.

Cadwe Agitator

Cadwe Agitators are part of the militia's special troops: their role consists as much as dishing out punishment (ATT/STR 4-6, DEF/RES 4-5, Ruthless, Hardboiled) as performing a peculiarly vicious type of psychological warfare: they give Warcry/6 and Feint to friendly Cadwes around them. In the presence of an Agitator and its companions, the most dangerous of enemies soon find themselves swamped and powerless!

Goblin Mad Wheels

Goblin Mad Wheels are small speedy vehicles (SP/WEIGHT 5-5) which travel over the battlefield in a clash (Movement 20, Irrepressible, Impact/3): their naphta carburator/Movement, Strength guarantees they'll go through any roadblocks each time. They are sold with two sets of heads and two reference cards: imperial army and Uraken clan goblins. With these terrible engines, breaking the wall of sound will be a formality. 40 AP.

Lo'Nua

Described in Cry Havoc vol. 7, Lo'Nua has left the island of Zoukhoi to take part in the battles raging throughout Aarklash. Freed from Janos' tutoring, she can now join any Acheron army. She is sold with two artifacts and a spell. The Do'yak Mask allows her to regenerate her wounds when her enemies die at her feet, the Alabaster Seal grants the effects of Ferocious to all Wound rolls she inflicts, and Beast of the Night gives Abominable to friendly warriors.

The Alabaster Seal can also be given to Janos the Banished. 70 AP.

Unicorn and Emissary of Light

The Emissaries of Light and the Unicorns can be played with all of the armies of the Ways of Light: kingdom of Alahan, empire of Akkylannia, republic of Lanever, and defenders of Tir-Na-Bor.

The unicorns, enigmatic and wild creatures, benefit from Loval/2 and Cure/5 in addition to honorable combat characteristics (INI 4, ATT/STR 6/6, DEF/RES 6/4). They grant Just to friendly female warriors near them.

The Emissaries of Light are Immortal magicians (POW 3, Being of Light/3, Initiate of Light/Hermetism) who also support the defenders of Light through Cure/5. Their special ability

allows all friendly mages near them to reroll Power tests. Aura of Hyperion, the spell provided in the box, grants Hyperian to the targeted warriors. (40 and 30 AP).

Janos the Banished

Janos, exiled from Acheron for centuries, has found refuge on Mount Zoukhoi long ago. Thirsty for power, he has subdued the tribes which lived on its flanks. After having perverted their rites, he corrupted the venerable volcano itself. To claim the fire of the Damned Mountain, the necromancer went as far as exterminating his slaves' tribe.

Skills: Living-dead. Adept of Darkness and Fire/Necromancy, Shamanism. Leadership/10. Recovery/2.

Rank: Acheron Adept. Second Incarnation. 85 AP.

Community

GENCON France 2007

Gencon France 2007 took place on May 25 to 27 in Montreuil. Rackham couldn't miss this event. You were many to come see us to try out AT-43 or the beta version of Confrontation: Age of Rag'Narok, look at our displays, or simply chat. Cry Havoc goes back over that week-end.

Confrontation: Age of Rag'Narok

The table which hands-down drew the most people for the three days was the one where, for the first time, demo games of a provisional version of Confrontation: Age of Rag'narok were taking place. Confrontation veterans as well as new players took place around the table to have a band of Wolfen of Yllia led by Onyx the Prowler face off against a small force of Griffins of Akkylannia led by Abel the Ill-Tempered.

All those who had the chance to try a demo game, of Confrontation as well as AT-43, were then offered to give their impressions of the game by filling out a form. And all those who took part in the game left with a Confrontation model! Thanks to that system, we've been able to study your impressions on this first version of the game. We happily realized opinions on the game were for the most part positive, from Confrontation players as well as the non-experienced. These returns have strengthened our method, but we've also wanted to take into account your criticisms, and this has, notably, made us modify the hand-to-hand combat resolution. Once again, a big thank you for your comments and encouragement!

And on display...

While models used for demos of Confrontation: Age of Rag'narok were metal models well-known by players, one of the displays contained the first prototypes of models planned for the plastic line. Visitors were notably able to discover the Heavy Griffin Cavalry, which, for the occasion, was out accompanied by its warstaff. Two footsoldier characters were also visible, a whole new templar champion as well as a resculpted version of Alahel the Messenger, whose finer detailing had more than few players rejoicing.

But the AT-43 players weren't left to hang dry either, as the Red Blok army decided to invade the display next to it as a preview! And as per their usual, the Revolutionary forces had come out in massive numbers, gathering some krasnye soldaty, some spetsnaz commandos, colossus tactical armors, many class 1 and 2 walkers, and their most notorious heroes! Let's note as we go that the life of a celebrity isn't always as easy as it seems: despite the success she may have encountered, only a few visitors managed to remember the name of Sergeant Anastatsiya Tymofiyeva...

The beast is dead

Saturday was marked by a quite peculiar challenge, for which no less than twenty-four challengers tried their luck. The risk was sizable, though, as it was to face one of the most fearsome warriors of Aarklash – the sadly famous Aberration Prime – with a single model from the metal Confrontation line (of less than 180 points). And as if that wasn't enough, both warriors were only allowed to use their reference card, no special ability, no artifact, no spell or miracle... Of the lot, on the twenty-four courageous souls, only eight managed to vanquish the creature. We'll have a moving thought for Arkeon Sanath, who fled from battle as soon as the beast moved his way, and for the mounted Red Lioness, who tried her luck no less than six times and was soundly defeated six times... Rare were the warriors who left victorious: the most efficient were unsurprisingly powerful immortals (the waning moon Worg and the Tir-Na-Bor mountain warrior), but some were more surprising, such as the Dwarven Chariot who used 28 combat exchanges to finish off the beast, or a Sasia Samaris whose frail looks no doubt fooled her opponent.

It was finally the strategic mind of the Mountain Warrior who triumphed over the savagery of two Worgs, despite their sacred armor stopping many of the giant's blows. The great winner of the challenge is thus Pierre Mattern, who already landed first place at December's Confrontation Open, and who left, this time, with... his own weight in metal Confrontation products! Which represented almost all of the Confrontation line. Congratulations to Pierre for this new line to his successes!

<Not translated: the Confrontation: Age of Rag'narok rules preview>

NUMAE, DAIKINEE GUARDIAN

Numae is one of these divinely chosen individuals whose feats set ablaze the battlefields of the Rag'narok. Guided by his instinct, he leads his brothers in battle to protect the Eternal forest. Numae was born in 951, from a military officer father and a vestal of Earhe mother. His mother, struck by the curse of their people, died while giving him birth. Numae was raised by his father and his aunts.

Quite early he showed signs of an intense sensibility and overflowing imagination. He told tales of battles from a terrible war, in which he served under the orders of his father, who he admired. He claimed to have seen this war to come in dreams; he was persuaded to have a determining role to play in it. At the time, the Rag'narok was still no more than a feared hypothesis. For the people of his village, the whimsies of the turbulent Numae had nothing of a prophecy. At best they were unpleasantly noisy.

Each morning, Numae would, with great fanfare, throw himself in a new battle. The other children became bored of these bellicose games in which Numae would be terribly authoritarian.

Abandoned by his play companions, Numae got into the habit of acting out his battles alone, in the forest, which amused the faves. Armed with the patience of immortals, they became his new play friends.

Numae was at the dawn of his adolescence when his father was killed in an akkyshan ambush. Shaken, he closed in on himself.

Lost, tormented, Numae held tight to his only certainty: he would become a great warrior and play an important role in a war to come. He decided to become a soldier, like his father. His aunts tried to dissuade him, but Numae no longer listened to anyone but the faves, who tried as best they could to channel his anger. They encouraged the solitary elf to follow the call of his destiny. They then taught him to listen to the secret whispers of the forest, and revealed the art of war to him. Thanks to them, Numae was exorcising his grief while preparing for the war to which he would devote his life.

THE SOLDIER OF THE RAG'NAROK

Numae's aunts believed that the unbridled imagination of the orphan and his privileged relationship with the fayes were the sign of a predisposition to divination. In their efforts to change his train of thought, they introduced him to the faithful of Earhe: they were hoping to awaken a vocation in him. The faithful discovered with astonishment that Numae had simply been announcing the Rag'narok from his earliest age, without even knowing its name or its meaning. They attempted to convince him to join the cult of Earhe. It seemed natural: his mother had been in the service of the goddess, he was an orphan, and the gods had chosen him to be their messenger. Numae would learn to moderate his temper. The discipline of the cult would help him find his destiny.

Numae let his anger strike out. His instinct rebelled against the restraints that were being imposed on him. "The time for prayer is at an end", he claimed. His destiny, just as that of all Daikinees, was to fight! Faced with such determination, the faithful resigned themselves to let Numae go on his way.

Having reached adult age, Numae left his village without a look back. He presented himself at the nearest barracks and enrolled in the Quithayran royal army. Despite his prowess in combat and his qualities as a leader, his imagination and impulsiveness did not go well with the discipline and hierarchy of the army. All of his demands were refused: he wasn't immediately sent into battle – and much less at the head of a unit – and he wasn't exempted from training and drills, which he thought were pointless. Numae had to learn to live with his brothers-in-arms. He was a warrior, he became a soldier.

Years passed and Numae proved himself. His knowledge of the forest and of the customs of the fayes made him an excellent guardian. Passionate and impulsive, he was sometimes hard to control, but there was no doubt of his devotion. He sometimes took refuge among his faerie companions. His superiors looked the other way. This intimacy with the fayes caused in his comrades a reverent fear which eased his ascension in the military hierarchy.

THE FAERIE GUARDIAN

In 999, Numae led his unit into combat on the shores of the Ynkaro, at the very place where his father had died years beforehand. After three days of tracking, he and his men caught up to a band of akkylanian deserters, led by a renegade inquisitor, who had looted a temple further north. Numae was an exceptional warrior and an accomplished tactician. The battle quickly turned in favor of the Daikinees. The clash of battle attracted a band of Impures. The half-elves quietly surrounded the warriors, before rushing into the fray. Humans and elves were caught by surprise and massacred. Numae became aware of the danger too late. He spun and killed the first two Impures, skewered the third on the next one's blade, dodged, and fainted. He fought like a cornered beast, but was feeling the tiredness from the previous battle. The Impures were too many, too well organized. The issue of the fight was unavoidable. The last thing he heard, as he collapsed, was the victorious clamor of the half-elves. Then everything went black.

When Numae came to, he was lying on the shore. Many fayes were staring as though he had come back from the dead. The impetuous elf was the sole survivor of his unit. The Impure had disappeared with the treasure from the temple, but his instinct was telling him they were still close. Numae, determined to avenge his comrades, convinced the fayes to fall in under his orders. Accompanied by sylvan spirits, Numae worked his way up the Ynkaro to the Impures' bivouac. Measuring the importance of the Daikinee's quests, the fayes gifted the Secret of the chameleon to him. This talisman allows the elf to come closer without being seen. Then, taking advantage of a diversion made by the fayes, the drunk with fury guardian ran to his vengeance.

In a flash, Numae slew all of the bandits who were watching over the loot. When his blade tasted the blood of the band's leader, his memory came back: he remembered falling under the blows, remembered that Earhe had brought him back to life. Transfigured by this revelation, he stood in the nascent dawn above the bodies of the Impures, his blade dripping with blood. He was an Incarnate, guardian of the Eternal forest and champion of Earhe.

Upon his return, he was celebrated as a hero and promoted to an officer's rank. A short time later, the Rag'narok began and Numae, answering the call of his instinct, left for battle.

Numae's dreams as a child have been made flesh. He now leads his brothers in the ultimate battle. This is his destiny.

The Secret of the Chameleon

Numae gains Scout (G). Before the start of each opposition, he can also grant Scout (G) to two Daikinee elves who have Leadership/X. This bonus lasts until the end of the opposition.

Universe - Cynwäll

The Cynwäll Ways

The elves Cynwälls say that there are several ways to the Noësis, the ideal of truth on which their republic rests. The Rag'Narok brought them out of their reserve and the fury of the fighting is now testing their legendary concentration. The quest for Truth now passes through that of victory. Each Cynwäll way pursues it in its own way, for the glory of all the Dragon people.

Follow Your Way

The quest for the Noësis, the Truth, is one of the main aspects of the Cynwälls' philosophy and lifestyle. It is expressed in detachment from material things and respect for a moral subject to many interpretations. The Cynwäll Ways are all paths that lead to the Truth; they were opened in the wake of the first Cynwälls who reached Noësis. Some focus on austerity, others on balance, others on identifying with principles of perfection.

The Ways offer those who wish a proven and, more often than not, documented philosophy. Each Cynwäll is unique, yet the quest for Noësis must be a solitary achievement. Any individual can freely change his or her way, depending on the events that punctuate his or her existence and change his or her point of view. A Cynwäll can even create his own path and hope that one day his brothers will follow in his footsteps.

The Light Dragon

Emblem: Wings of Light

Sanctuary: Laroq (Darakÿn)

Mentors: Dragon Lord Elran, & Angrim Maloth, Cynwäll wÿrm

Favored Allies: Empire of Akkylannie, Kingdom of Alahan, & Utopia of the Sphinx

The Way of the Light Dragon, one of the oldest and most conservative, is the way taken by the dragon knights and leaders of the Cynwäll nation. Its main representatives gather in Laroq, capital of the Republic of Lanever and stronghold of draconic chivalry. Their way to Noësis is inspired by their winged companions: they seek the balance between bestiality and reason, the very balance that gives all their nobility to dragons.

The historical pacts which bind the Cynwälls to the dragons of the peaks are at the origin of this prestigious Way. Each family affiliated with the Way of the Light Dragon has, for generations, maintained privileged links with one or more Cynwäll dragons. This ancestral bond allows magicians to invoke the power of the Draconic Pact to call their guardian dragon to the rescue. This bond is so powerful that the followers of this Way grow stronger and more resilient in the presence of the dragons, as if the Lords of Heaven are lending them some of their legendary power.

The Cynwälls of the Light Dragon are few. They are nevertheless very influential on the military and political Cynwäll chessboard. They form the vanguard of the Republic armies and can intervene anywhere in Aarklash with staggering speed. They are the ones who make the Cynwälls look like proud warriors in armor riding majestic dragons.

At “merely” ninety-eight years old Nalkyr Maloth is regarded by his peers as an inexperienced young dragon. He is distinguished by an unusual thirst for knowledge and a great curiosity for Aarklash. Few dragons get involved as much as he does in the events that have turned the continent upside down. He is also one of the few dragon-mages of Lanever; although he is a little less vigorous than his fellows, his spells have often changed the tide of battle. Because he represents the generation of Rag'Narok dragons and knows how to reconcile liveliness and wisdom, Nalkyr Maloth was chosen to guard the sacred scrolls which seal the alliance between the Cynwälls and the dragons. It is an honor that he replaced Corzar Maloth, who died during the second battle of Kaïber, and now sits in the allianwë, the assembly which advises the Guide.

A former comrade-in-arms of Esneh, the Guide of the Cynwäll Nation, and Larnessÿm, mentor of the Army of the Republic, ****Dragon Lord Elran**** is a key figure in Laroq. Called by the Rag'Narok, he burns to take up arms and join the battlefields with the dragon Angrim Maloth. The latter, however, insists that his friend stay close to the Guide, at least for the moment. The Cynwälls are exposed to the dark forces of the Spider and the Ram, he says, and it is best that the Light Dragon does not stray from its sanctuary.

The military operations of this route were nevertheless multi-fold at the borders of Lanever, from Ashinân to Avagddu. Elran tirelessly pursues his quest by testing his composure in the fury of battles.

The Blade of Truth

****Emblem****: A Cynwäll saber vertically through a ring of fire.

****Sanctuary****: Aneirin (Cyn'Shear)

****Mentors****: General Samo Aölyss.

****Favored Allies****: Empire of Akkylannie & Kingdom of Alahan

The Blade of Truth is the Way of the Cynwälls who dedicate their lives to war and seek the Truth in the tumult of battle. Created during the first conflicts in which the Republic was engaged, it experienced a real boom after the first Battle of Kaïber. The Cynwälls who follow this way gather today in Aneirin, a fortified city bordering the Leâk Shear and strategic node of the war between Lanever and Ashinân.

The Blade of Truth consists mainly of professional soldiers, field officers and many militia groups. It collaborates with the Empire of Akkylannie and the Kingdom of Alahan to coordinate the Cynwälls' troops within the Alliance of Light. This Way maintains garrisons on all fronts where the Alliance of Light is engaged, including Djaran and Kaïber. It also hosts allied regiments in Aneirin and supervises them during operations in the forest.

The disciples of the Blade of Truth are known for their determination and rigor. They prioritize efficiency in all aspects of their existence, so they quickly get tired of long speeches; their presence in the Cynwäll political scene is summed up as categorical statements. As members of the military, they attach great importance to respect for the hierarchy and encourage their brothers to place their skills at the service of the community at every opportunity.

The Blade of Truth established the tradition of the use of force in the Cynwälls armies. Before each battle, they sincerely ask their opponent to surrender, in pain of having to "resort to force". If the opponent agrees, he will be treated with consideration and dignity. In case of refusal, he will be granted no mercy: the disciples of the Blade of Truth are then closed off to any feeling.

****General Samo Aölyss**** is undoubtedly one of the best warriors of Lanever and the Alliance of Light. His charisma and expertise in all forms of combat, both on foot and on the back of a dragon, earned him great popularity. One claims that the general is so close to the Truth that he is able to guess the weak points of his enemies and see clearly through their strategy. His martial and military exploits are able to attest to it and are taught in the Cynwälls' military academies.

The faithful of the Noesis know that these rumors are well founded. Equanimous monks share a similar power, which they call "murderous vision", but they have never been able to extend it to the entire battlefield as the general has done in the past. Samo Aölyss, however, never studied the mysteries of divination. Some equanimous have approached the Blade of Truth mentor in an attempt to discover the source of his power.

Samo Aölyss, for his part, does not consider himself worthy of such praise. He believes that he is still far from the Truth and is desperate to find opponents capable of making him progress. He secretly is in contact with the best generals of the continent, including those of the Meanders of the Darkness, in the hope of advancing in his quest.

The Elders' Legacy

****Emblem****: A mechanical mask whose forehead is decorated with a gem of Light.

****Sanctuary****: Wyde (Cyn'Wyde)

****Mentors****: Anhereg.

****Favored Allies****: Utopia of the Sphinx

The Way of the Elders' Legacy is dedicated to the manufacture, maintenance and study of Cynwäll constructs. It gathers the majority of the Cynwälls heliasts, many scholars as well as adventurers called "quest seekers". Created after the discovery of the first Sphinx constructs were cut down in the foundations of the ancient temples of Lanever, the Way of the Elders' Legacy has long been kept away from the battlefields. Its members are scattered throughout Lanever and beyond, forming a vast network of contacts.

Heliasts used to be content with occasional support for troops and repair of fighting constructs. Researchers exploited the discoveries of the seekers, attempting to unlock the secrets of the Elders.

However, the revelations of the seeker Mehöl changed everything. Possessed by Kulden, a guardian of the Sphinx legends, he revealed to the Cynwälls valuable secrets about the technology of Utopia and the locations of armies of ancient constructs. Recovering them was not without risk; but now, a mechanic legion that never tires or feeds has joined the Cynwäll army.

The discoveries of the Elders' Legacy greatly reduced the research time of many projects related to constructs. Anhareg has thus developed the battle workshops that equip the Dragon armies of today: mobile repair stations that restore damaged constructs at an amazing speed. Today, the constructs repair the constructs. They could even create them themselves, if it did not raise a philosophical debate within the Elders' Legacy. The Heresy of Dirz actually shows that the creature sometimes evades the creator. The Cynwälls therefore refuse to allow such autonomy to the constructs before mastering the process themselves.

The Heliasts and their mechanical warriors now fight their own battles, but the quest for Truth is not over. The disciples must not only control the Elders' Legacy, they must also understand and harness the mysterious energy that drives it, or this formidable power could be turned against them.

The revelations of Kulden, the guardian of the Sphinx, still have a fundamental role to play: they could allow the Cynwälls to unlock the secrets of constructs control. Time is running out: the other Ways, led by the Blade of Truth and the Army of the Republic, are calling for the immediate deployment of all available constructs to Kaiber.

This quest also has another importance: the identity of the Cynwälls. The heliasts and seekers know that they are the heirs of the Sphinxes. They must find the path to their own Truth in order not to be blinded by that of the Elders.

Originally from Laroq, **Anhareg** is the heliast who revealed the secret of Mehöl and led the armies of Lanever to conquer the forgotten sanctuaries of the Sphinx. After his victory, he moved his study to Wyde, where, along with a team of magicians of the Solaris path, he is working hard to exploit his fabulous discoveries. His peers remain very attentive to his work, especially that which aims to control the cyanhydres, constructs with fantastic power, made by the Sphinxes at their peak. His work on radiance glyphs enhances the power of Solaris magicians, the magic path of the Cynwälls. It also allows for the design of more powerful combat constructs, such as quasars.

The Army of the Republic

****Emblem****: The Dragon of Lanever

****Sanctuary****: Fort Argara (Darakÿn)

****Mentors****: Counselor Lärnessym.

****Favored Allies****: Empire of Akkylannie, Kingdom of Alahan, & Utopia of the Sphinx

The Way of the Army of the Republic is the most popular Way in Lanever. It brings together those who are proudly involved in the civic activity of their nation. It is the Way of choice for patriots and representatives of the republican administration: tribëns* (magistrates of the Guide), members of ashendils* (city assemblies) and regulators* (city leaders). The Army of the Republic is the most important branch of the republican administration. It has many garrisons throughout Aarklash.

Although it does not have a particularly prestigious status, it is at the heart of the political and military system and collaborates daily with all the other Ways. It follows the Light Dragons, provides logistical support to the Blade of Truth and the Elder's Legacy, accompanies the warriors of the Equanimous Monasteries, and coordinates the activities of the Way of the Trihedron. All of this requires competent administration and considerable resources; the Republic's military has always provided both with enthusiasm and without fail. Whether they are artisans, farmers or government officials, the soldiers of the Republic put at its service the know-how they have acquired throughout their civilian lives.

Even when they return to civilian life, the brothers-in-arms continue to look out for each other and train together in _shenras_, the Cynwäll martial art. This camaraderie helps to strengthen the solidarity of the Lanever people.

Fort Argara, the sanctuary of the Army of the Republic, stands like a beacon west of Laroq. This recent stronghold - completed in 966 - guards the mouth of the Leâk Shear and the Behemoth Mountains and is largely based on the fortresses of Tir-Nâ-Bor. It is at the heart of a network of small garrisons stationed in fortified outposts. Its manpower is regularly renewed by the influx of citizens, who come to perform their annual and compulsory military service.

****Lärnessym****, mentor of the Army of the Republic sometimes likes to say that his friend Elran of the Light Dragon is the shield of the Guide while he himself is the sword. This elf with a body marked by a lifetime of battles is the personal military advisor of the Guide. As such, he has considerable power. It is most often at his initiative that special sessions of the _allianwë_ are held or that mentors from other Ways are summoned when major decisions must be made. Since the entry of the Cynwälls into the Rag'Narok, Lärnessym has been called upon more and more to lead armies on maneuvers outside the borders of Lanever. After all these years away from combat, the respectable Cynwäll is proud to take up arms to defend his homeland. He nevertheless fears to cross the path of the devourers of Vile-Tis and more particularly that of the Impure half-elves. Lärnessym knows that his bastard son, born when he was young from a passionate affair with a Barhan, has joined the disciples of the Beast.

The Equanimes Monasteries

****Emblem****: The silhouette of a dragon rising in a solar disk.

****Sanctuary****: The monasteries of Anteos (Oth-Aÿr), of Gunra (Cyn'Shear), of Khitali (Allyvie) and of Maelhÿnn (Cyn'Wyde).

****Mentor****: Adjaïs

****Favored Allies****: Kingdom of Alahan, Utopia of the Sphinx. The monasteries are also open to all those who sincerely wish to be initiated into the mysteries of Noësis.

The Way of the equanimes is placed just behind that of the Army of the Republic in terms of numbers and popularity. It advocates the search for Truth through divination, meditation and an intensive practice of _shenras_, the martial art Cynwäll. For the disciples of this Way, the search for Noesis is as much inner as outer.

The equanimous disciples, united by a mutual trust that strengthens their faith, gather in monasteries. Theoretically, the establishment of an equanimous monastery requires the authorization of the higher authorities of the Noësis cult. In reality, however, the organization is tolerant enough to allow any faithful equanimous to try the adventure. He is then left to himself and must build his monastery with the help of his followers. There are therefore equanimous monasteries everywhere in Lanever, usually in places conducive to meditation: away from cities, in the forest or on the site of ancient temples. Bearing the name of their creator, monasteries serve as places of worship but also as schools and training centers for all _shenras_ followers, i.e., the majority of the Cynwäll population.

The most important monasteries have several centuries of existence: Anteos, Gunra, Khitali and Maelhÿnn are the most famous and influential. Each of them is distinguished by its style of _shenras_, hosts hundreds of believers and enjoys the status of military barracks. Volunteers never fail when the authorities of the Republic come knocking on their door to ask for their assistance in war operations.

Although it promotes meditation and detachment, the Way of the Equanimes is also close to the people and open to the outside world. Many Equanimous disciples travel through Aarklash in search of the Truth and report to their brethren the events they witness. Because they saw before their brothers how much Darkness was eating away at Aarklash, the equanimes were the most fervent supporters of the entry of the Republic of Lanever into the Rag'Narok. Even before the first regiments of the Army of the Republic left the fatherland, they were already fighting on the side of their allies.

Daughter of a great master of Anteos, ****Adjaïs**** is a true living legend for her people. A prodigy of beauty and talent, this equanimous warrior combines with extraordinary elegance the ardor of youth and the wisdom of the ancients. For many, she is the Noësis incarnate and represents the perfect balance between all the forces that govern Creation.

By mutual agreement, the mentors of the other paths took Adjaïs under their protection. They train her as quickly as possible in the art of war, so that she becomes a competent and charismatic commander. Thus, the young woman will be able to lead an army and fight alongside them in the Rag'Narok. Even if she still doesn't master the subtleties of military strategy, Adjaïs learns quickly... very quickly.

The Warriors of Truth

Truth, say the disciples of the Noesis, is universal. The equanimous are tolerant and their monasteries are open to anyone who comes in peace and sincerely wishes to follow their path. It is not uncommon to see representatives of other peoples of Aarklash come forward, seeking refuge, spirituality or simply the Truth.

Some become warriors of Truth, disciples of Noësis who were not born elves. Mostly human, they are trained to handle weapons that are too heavy for elves and learn a fighting style that favors striking strength and wearing heavy armor. If all Cynwälls make good use of the courage, brutality and tenacity of the warriors of truth, they are particularly numerous within the Blade of Truth and Equanimous Monasteries.

The Way of the Trihedron

****Emblems****: Three pillars. The right one is blue, the middle one is golden and the left one is white.

****Sanctuary****: Mount Vanora (Darakÿn)

****Mentor****: Aquilon, Ruby Eye and Phantom Fist.

****Favored Allies****: None. The Trihedron lives in secrecy.

The Way of the Trihedron is the way of the shadows, of secrecy and of the hidden truth. It brings together Cynwälls known for their expertise in a particular field, chosen for their discretion and capable of any sacrifice for the good of the nation.

Lanever's government often calls upon special units, the Trihedrons, to carry out covert operations or assist its allies with efficiency and elegance. These groups of three fighters receive full financial and logistical support from the Republic and are required to maintain absolute discretion. One of these Trihedrons; Commander Syd de Kaïber, the assassin Nelphaëll, and the equanimous monk Soïm, distinguished themselves during the Second Battle of Kaïber. Without them, the fortress would certainly have fallen to the forces of Acheron.

Many of the members of trihedron live a double life and are ordered not to fall into the hands of the enemy alive. After a profound questioning that leads them to burn the final chapters of their copy of the _Teachings of Akaris_, they join the Trihedron. Some are faking a moral crisis and feigning to continue their old way in another aspect. Others turn their backs on their old life and go to Mount Vanora, the sanctuary of the Trihedron and headquarters of the Cynwälls' secret service.

The varsÿms Cynwälls, scouts of the Dragon army, are often the first to hit the opponent and specialize in surgical strikes. A number of Trihedron agents come from their ranks and form the corps of the varsÿms killers. Gifted with exceptional reflexes and capable of delivering masterful blows of superhuman strength, they are equipped with helianthic weapons and carry out the most perilous missions. They are constantly watched over by their brothers of the Trihedron, as their personal quest for the Truth leads them dangerously close to the Darkness. A few disappeared on a mission, killing their companions before vanishing without a trace. These renegades are hunted mercilessly but all seem to have the same goal: to become Incarnate.

The three mentors of the Trihedron Way are known only by their nicknames: **Aquilon, Ruby Eye and Phantom Fist**. These three enigmatic figures, funded by the Republic's coffers, have walked the shadows of Aarklash for several years. Aquilona former disciple of the Light Dragon, who is none other than one of the khidarÿms who serve as Esneh's bodyguards. His position allows him to watch over the Guide's security and coordinate the Republic's counter-intelligence activities. Ruby Eye is a chronomancy synchronime from the city of Llÿaran. The people he speaks to believe him to be demented when he claims to be able to stop time. When his eyes turn red, however, strange things happen. Phantom Fist is an equanimous warrior-monk who has lost his memory. No one knows where he got the power to uncover illusions and lies. No one can lie to him, which explains his sinister and melancholic character.

The Chimera

The Chimera, Immortal of Light and legendary ally of the lions, leaves her secret reserve to illuminate the battlefields of Rag'narok. This issue of Cry Havoc contains the card of the Messenger of Light, who is none other than the Chimera in human form. Discover the most powerful magician in Confrontation

The Chimera has chosen to fight against the evil in Aarklash and to help men better themselves. A messenger of Light and Virtue, she helped create the kingdom of Alahan and has watched over its champions since time immemorial.

Her powers allow her to adopt many faces; the most famous are those of a woman of radiant beauty and that of a chimerical lion who stops at nothing in battle.

As long as a virtuous Lion protects the Light, the Chimera will be there to help him in his fight.

Thanks to Power 15 and Spirit of Light, this character is able to cast almost all rituals and spells of Light or Primagic without having to cast a die. Its high strategic value is justified by the large number of rituals and spells it can acquire to support Lion's Army. Awareness and Recovery/3 round out her mystical arsenal and make her a living icon of magic in both Confrontation and Rag'Narok.

The Messenger of Light is not made for hand-to-hand combat, but she is not unarmed when facing her enemies. Her immortal nature and the protection granted to her by the Light give her Love of the Gods, Defense 6 and Resistance 10, which is more than enough to withstand the most violent assaults. She then has the freedom to fight back with her powerful magical arsenal.

However, the Messenger of Light is vulnerable to artillery fire, as well as to opponents who are resistant to magic (<<insensitive/X >> skill, for example) and/or have enough combat skills to get past her defenses. In the rare cases where magic supremacy is no longer enough, it is better to adopt an appearance more adapted to the ferocity of combat: the Chimera!

The Chimera

The Chimera exchanges a few power points in (POW 10) for a fantastic increase in its combat characteristics. The Chimera's hand-to-hand potential rivals that of the Living Legends, and this is before any sorcery she might use to increase her power.

Even in this Lion-like form, the Chimera casts the majority of spells without throwing dice. Beware, however, of the <<Let there be Light >> ritual. With a difficulty of 15, they require an incantation test with a reduced probability of success. Always keep enough gems in reserve to increase their chances of success.

While the Messenger of Light supports the army as a whole, the Chimera is a war beast that annihilates all enemies around her.

Adopting the appearance of the woman she was during her mystical wandering, the Chimera presented herself to the Ylliar and Lahnar. She advised them to fight the envoys of Darkness effectively. Drawing on her mortal memories, she taught them a language that would allow them to imitate her natural link with the principle of Light. The Chimera had to show herself to the mortals in her true form.

The Chimera and the Messenger of Light (card provided with this issue) are two profiles for the same Character. Any effect reserved for one or the other is valid for both.

The Chimera can adopt either of the two forms to fight. Only one of them can be present in a camp at any given time if several players are allied during a game. During each maintenance phase, the player who controls a Chimera may declare that it is changing form. He then intervenes with the miniatures. If this change is not physically possible or involves the manipulation of another figure, the Chimera cannot change form.

The Messenger of Light can be represented by any female Lion figure. However, she must be identified at the beginning of the battle.

When building weapons, if the player has the Messenger of Light card, the Chimera is considered a pure magician with Power 15.

The Battle Of The Mirages

When the first battle of Kaiber broke out, the Chimera realized that the Darkness had returned and would stop at nothing to bring horror to Aarklash. To allow the mages of Alahan, eternal defenders of the Light, to fight back, she undertook a holy quest. Her journey led her to a shrine in Gandhar, the Kingdom of Illusions. There lay the Perfect Gem, an artifact of extraordinary power. Leading a Barhan army, she defeated the guardians of the shrine, mirages that took on the appearance and strength of their most powerful enemies. The perfect Gem is now under the care of the Chimera. It grants its power to the Light and serves the cause of Virtue in the Rag'narok.

Forces in presence : << The battle of the mirages >> opposes the following armies.

-Kingdom of Alahan: 2000 A.P. of fighters, including the Chimera. It cannot be endowed with the Perfect Gem or the Chimera of a Thousand Faces.

-Mirages of Gandhar : 2000 P.A. of fighters chosen freely from any army, without consideration of alliance. They are considered to be part of the same people for the purposes of command rules (and unit formation in Rag'Narok). For all other aspects of the game (attribution of artifacts, etc.), they remain linked to their original people.

Situation: See diagram. The battlefield measures 120 x 60 cm.

-Three altars constitute objectives of 10 cm on each side. An objective is controlled by the player who has the most fighters within 10 cm of the objective's base. These conditions are verified at the end of the maintenance phase.

-Obstacles 15 cm long and 5 cm wide are set up on the battlefield. They are impassable, indestructible and block the lines of sight.

Obstacle | Altar | Gandhar deployment area | Lion deployment area

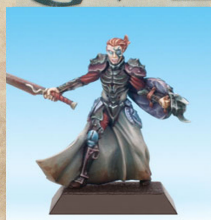
Each player has three of these obstacles which are placed in turn (starting with the youngest player), before the deployment phase and more than 20 cm from the altars.

Deployment: See diagram. Scouts cannot be deployed in the control area of the other players.

Victory conditions : The kingdom of Alahan wins after the sixth round if it controls at least two altars, including the #1 Alter.

The mirages of Gandhar win if they eliminate the Chimera or if the kingdom of Alahan does not fulfill its objective.

Duration: 6 rounds.



Name : Numaë, Daikinee Guardian League :
 Origin : Quithayran Race : Elf
 Culture : Scarab Motivation :
 Feats : Regeneration/3, Leadership/3
 Distinctive feature(s) : Incarnate, Scout
 Trade(s) : Bandit (2), Officer (2)
 POT : 5 XP :/.....

SIZE : Medium (3)
 MOV : 5
 POW : 3 d6
 FEAR : -
 DEF : 3
 MAS : 4

| HEALTH POINTS | |
|----------------|-------|
| Unhurt | ■■■■■ |
| Light Wound | ■■■■■ |
| Serious Wound | ■■■■■ |
| Critical Wound | ■■■■■ |
| INCapacitated | ■■■■■ |

Stunned

-1
-2
-3
(-4)

PROTECTION
 PRO : 4 Mod : 0

| PUGNACITY* | | SLEIGHT | | STYLE | | OPPORTUNISM | | SUBTLETY | | DISCIPLINE | |
|----------------|-------|-------------------------|-------|----------------|-------|--------------|-------|------------|-------|-------------------|-------|
| Bash | ■■■■■ | Activate/Open/Close | 1d6 | Disguise | ■■■■■ | Abjure | ■■■■■ | Argue | ■■■■■ | Analyse | ■■■■■ |
| Charge | ■■■■■ | Aim | ■■■■■ | Dominate | ■■■■■ | Channel | ■■■■■ | Barter | ■■■■■ | Command | ■■■■■ |
| Drive | ■■■■■ | Climb | ■■■■■ | Examine | ■■■■■ | Conceal | ■■■■■ | Consecrate | ■■■■■ | Confound | ■■■■■ |
| Endure | ■■■■■ | Design | ■■■■■ | Fanaticize | ■■■■■ | Crook | ■■■■■ | Cypher | ■■■■■ | Coordinate | ■■■■■ |
| Exult | ■■■■■ | Design | ■■■■■ | Fend off/Parry | ■■■■■ | Distract | ■■■■■ | Disarm | ■■■■■ | Defend | ■■■■■ |
| Force | ■■■■■ | Enchant | ■■■■■ | Get up | 1d6 | Dodge | ■■■■■ | Feel | ■■■■■ | Heal | ■■■■■ |
| Impress | 1d6 | Evoke | ■■■■■ | Incantate | ■■■■■ | Fool | ■■■■■ | Foretell | ■■■■■ | Improve | ■■■■■ |
| Incantate | ■■■■■ | Feign | ■■■■■ | Lunge | ■■■■■ | Hide | ■■■■■ | Identify | ■■■■■ | Incantate | ■■■■■ |
| Intimidate | ■■■■■ | Incantate | ■■■■■ | Preach | ■■■■■ | Hunt | ■■■■■ | Incantate | ■■■■■ | Look out | ■■■■■ |
| Revoke | ■■■■■ | Mediate | ■■■■■ | Ride | ■■■■■ | Incantate | ■■■■■ | Poison | ■■■■■ | Pray | ■■■■■ |
| Slash | ■■■■■ | Operate | ■■■■■ | Seduce | ■■■■■ | Peek an eye | 1d6 | Repair/Fix | 1d6 | Reload a bow | 1d6 |
| Smash | ■■■■■ | Operate | ■■■■■ | Shift position | 1d6 | Put to death | 1d6 | Sermonize | 1d6 | Reload a crossbow | 2d6 |
| Snap out of it | 1d6 | Pierce | ■■■■■ | Strike back | ■■■■■ | Recharge | ■■■■■ | Speak | 1d6 | Reload a firearm | 3d6 |
| Subdue | ■■■■■ | Sail | ■■■■■ | Stunt | ■■■■■ | Sabotage | ■■■■■ | Study | ■■■■■ | Search | ■■■■■ |
| Swim | ■■■■■ | Shoot | ■■■■■ | Summon | ■■■■■ | Steal | ■■■■■ | Study | ■■■■■ | | ■■■■■ |
| | ■■■■■ | Slither | ■■■■■ | Feint | | Survive | ■■■■■ | Sublimate | ■■■■■ | | ■■■■■ |
| | ■■■■■ | Take out a weapon/a gem | 1d6 | | | Wrestle | ■■■■■ | Taunt | ■■■■■ | | ■■■■■ |
| | ■■■■■ | Tinker | ■■■■■ | | | | ■■■■■ | | ■■■■■ | | ■■■■■ |

■ ■ ■ ■ ■ PUG + 3 ■ ■ ■ ■ ■ SLE + 2 ■ ■ ■ ■ ■ STY + 4 ■ ■ ■ ■ ■ OPP + 2 ■ ■ ■ ■ ■ SUB + 3 ■ ■ ■ ■ ■ DIS + 3

| RANGED WEAPONS | POW | Rate | Range | Rel. | SIZE | Conc. |
|----------------|-----|------|-------|------|------|-------|
| | d6 | | | | | |
| | d6 | | | | | |
| | d6 | | | | | |
| | d6 | | | | | |

| REACH | |
|-------|---|
| 7 | 7 |
| 6 | 6 |
| 6 | 6 |
| 4 | 2 |
| 4 | 6 |
| 6 | 3 |
| 3 | 3 |

| MELEE WEAPON | Par. Mod. | DAM | Type | Reach | SIZE | Conc. |
|--------------|-----------|-----|------|-------|------|-------|
| Sword | - | +2 | S | 1 | 3 | -1 |
| Short Sword | - | +1 | S | 1 | 2 | 0 |
| Buckler | +2 | -1 | B | 0 | A | NA |



*: Dominant Attitude



The Secret of the Chameleon

Numaë acquires the Distinctive Feature "Scout". Before the beginning of each combat, he may also assign "Scout" to two Daikinee Elves within his Leadership/X range. This bonus lasts until the end of the combat.

KNOWLEDGES

| | | | |
|----------------------------|-------|---------------------|-------|
| Administration : Cadwallon | ■■■■■ | Fiefdom : | ■■■■■ |
| Administration : | ■■■■■ | Fiefdom : | ■■■■■ |
| Culture : Scarab | ■■■■■ | Fiefdom : | ■■■■■ |
| Culture : | ■■■■■ | Language : Daikinee | ■■■■■ |
| Faction : Fayes | ■■■■■ | History : Daikinees | ■■■■■ |
| Faction : | ■■■■■ | Strategy | ■■■■■ |
| Faction : | ■■■■■ | Leagues | ■■■■■ |
| Region : Quithayran | ■■■■■ | | ■■■■■ |
| Region : | ■■■■■ | | ■■■■■ |

CONTACTS

| NAME (ATTITUDE) | Intimacy | Localization | Page |
|------------------------|----------|--------------|------|
| Qeanimrül (SUB) | 3, ■■ | | |
| Wander World (DIS).... | 2, ■■ | | |
| | ■■ | | |
| | ■■ | | |
| | ■■ | | |
| | ■■ | | |
| | ■■ | | |

EQUIPMENT

| | Weight | Weight |
|-------------------------------|--------------|--------|
| ■ Buckler | 3, ■ | |
| ■ Sword | 2, ■ | |
| ■ Short Sword | 2, ■ | |
| ■ Purse | 1, ■ | |
| ■ Cuirasse (Superior Quality) | 20, ■ | |
| ■ Backpack | 2, ■ | |
| ■ Uniform | 3, ■ | |
| ■ Used Clothes | 2, ■ | |
| ■ Stuff | 1, ■ | |
| | | |
| Ducats : 105 .. | TOTAL (Kgs): | 30 |
| | Bulk : | 0 |

THE RAG'NAROK

THE EMBRACE OF DARKNESS

THE INITIAL BATTLES OF THE RAG'NAROK SCARED EVERYONE. TODAY, THE ARMIES OF DARKNESS ARE AT THE GATES OF THE DOMAIN OF LEGENDS, THE GRIFFIN AND LION SANCTUARY.

FOR YEARS, BATTLES WILL BE FOUGHT ALONG THESE BORDERS THAT HAD BEEN SPARED THANKS TO THE PROTECTION OF AKKYLANNIE AND ALAHAN. THIS IS A TURNING POINT IN THIS APOCALYPTIC SIEGE. LIGHT NEEDS ITS HEROES NOW MORE THAN EVER AS DARKNESS CAPTURES THEIR CAPITALS, ARCAVIA AND KALLIENNE, IN ITS DEADLY EMBRACE.

The Rag'narok wrecks havoc on every front (see *Cry Havoc* Vol. 14 and 15). This issue explores one of these fronts and will be supplemented by other articles. Each of these fronts evolves in parallel with the others. Together these articles provide an overview of the first wave of battles unleashed on Aarklash.

This article provides details on events that occurred between 1003 and 1008 from the borders of the Kingdom of Alahan to those of the Empire of Akkylannie. This broad geographic area is a theatre of operations for the Tree-Spirit, Hyena, Griffin, Lion and Serpent armies. Other peoples, in particular the Ram and the Scorpion, join in to defend their interests or support their allies.

The battles of the Embrace of Darkness are characterized by the aggression of the peoples of Darkness. Faced with this threat, the rulers of Akkylannie and Alahan face some difficult choices.

The Embrace of Darkness is tightening around the Griffin and the Lion. Will it strangle them?

ALLIANCES

THE PATHS OF DESTINY

For decades, the involvement of the orcs of the Behemoth in the war opposing Acheron to the Alliance of Light at Kaiber has grown steadily. After the battle of Nelrid-Thól (see *Cry Havoc* Vol. 8), omens warn the Tree-Spirit: the orcs must leave the Behemoth or they will be destroyed.

In the spring of 1004 their chief, Vijkhal the Brave, comes up with a plan. He decides that the orcs will support the Eagle by joining the flying fortress of the Faathi, which ran aground in Avagddu after the battle of flying fortresses (see *Cry Havoc* Vol. 14). His tribe sets off on the long path of exodus.

Three convoys leave the Behemoth camps. The first is led by Kolghor, his mission is to make it to Bran-Ô-Kor along with a few followers to prepare a unification of the two tribes. His route takes him through Cadwallon where Tree-Spirit emissaries have already traveled to seek allies (see *Cry Havoc* Vol. 16). A few have settled in the Free City and have even become Free Leaguers. After a few Cadwë adventures, Kolghor leaves the city with new Cadwë allies and continues on his journey. He reaches Bran-Ô-Kor in 1005 in time for the trials of Jackal's den (see *Cry Havoc* Vol. 15).





The second convoy is led by Vijkhal, with his loyal friend Tumahk and an escort. He attends the Court of Dragan d'Orianthe, Baron of Daneran, to seek permission to cross his land. Unfortunately, the outcome of the negotiations is not as expected. The Baron is a stern lord, having lost all compassion over many years of war. His Barony was already suffering dearly because of the Ram and various raiders. He refuses to see a tribe of starving orcs journey across his land. He turns down Vijkhal's request and orders him off his land. In the Rag'narok, the Lion knows its allies and the Tree-Spirit is not one of them.

While Vijkhal has to deal with this unexpected disappointment, a third convoy bypasses Kaiber and comes to a stop in the village of Bayons on the border of Daneran. The tribe's men, women and children, an entire population, have gathered under the command of the stone warrior, Grakkha.

The situation seems inextricable. Caught between Light and Darkness, Vijkhal orders his people to march Northwards at all costs while he seeks support from Gorgyn the Lion, the King of Alahan, triggering a conflict between the orcs of the Behemoth and the regiments of Daneran, then those of Icqur: Dragan d'Orianthe, realizing his authority is in question, issues a warrant for Vijkhal's arrest.

However, the endurance of the Behemoth orcs finally triumphs: though relentlessly tracked down, Vijkhal manages to evade his stalkers. Upon arriving in Kallienne he surrenders and seeks an interview with Gorgyn. Amazed by Vijkhal's courage, the king agrees to meet him. The tribal chief's arguments and the reports of his officers on the honorable attitude of the orcs convince the sovereign to support the Tree-Spirit's cause. He even suggests Vijkhal should join the ranks of Light and offers his tribe asylum. Vijkhal declines the offer, convinced that the only path his people should follow is that of Destiny.

In the beginning of 1005 the exiled of the Behemoth are freed and escorted by their former enemies to the border of Avagddu, North of Laverne. As a gesture of gratitude to the king, the orcs help the Barhan regiments push back the Drune incursions into Lion territory. This is the first step bringing Destiny and Light closer together.

After this bloody exodus King Gorgyn summons all his barons. During a memorable meeting, he reminds them that virtue becomes vanity when selfish; its very vocation is to be put at the service of others, no matter if they are human, elven, wolfen or ... orc. Only then, the King says, will Light triumph over Darkness.

THE MEANDERS OF DARKNESS

Since the second battle of Kaiber (see *The Fault of Kaiber*), the Obscure Houses of Acheron have rebuilt their hordes. Between 1003 and 1006 they were absent from the battlefield, but the havoc they wreak behind the scenes is worth any military invasion. Their agents weaken the enemy through corruption and heresy. The chain of command of the forces of Light is weakened, as illustrated by the Lion's crisis during the exodus of the Behemoth and the Hyena's rapid capture of Northern Akkylannie.

In 1006, the Ram opens the "Gates of Hell". Thanks to the sects they created on Aarklash, the Obscure create Portals of Darkness in places where Light is absent and that Destiny has forgotten. Armies of demons and living dead appear, leading to horrendous battles in all four corners of the continent. The Lion, the Ram's hereditary enemy, is seriously hurt.

The Serpent, for its part, focuses its efforts on the archipelago of the Fangs of Fire in the Ephren Sea. Many Ophidians seek revenge on Akkylannie after the destruction of the Erratum (see *Ashes of Wrath*). Consumed by this desire, between 1003 and 1004 they enslave the population of pirates living in the archipelago. S'Ygma, the magician, craving artifacts and wealth, sets up his headquarters in the jungle of Iron Cove. Thanks to the hypnotic magic of the Enskēm, he creates an assembly of pirate captains to serve his whims and leads a coalition of pirates to harass the Griffin.

The Ram's warships, as well as those from the guild of the Blades from Cadwallon, arrive rapidly to reinforce the Serpent fleet and they are paid with treasures discovered in the pirates' hiding places. The Scorpion joins them in the fall of 1004 after its victory in Ogh-Hen-Kir (see *Cry Havoc* Vol. 15). This fleet of Darkness progressively takes control of the Ephren Sea. The last independent pirates are either chased away or dealt with; the convoys of Light are under increasing pressure.

The siege of Djaran, one of the enclaves of Light on the shores of the Syharhalna, starts in the spring of 1004 (see *Cry Havoc* Vol. 14): the blockade imposed by the fleet of Darkness over the following months prevents supplies from arriving to the Temples of the East and South. The Serpent savors its revenge by slowly strangling the Griffin.

In 1005, the terrible fleet of the Fangs of Fire is so sure of its power that it grows bold and launches daring raids on the shores of Alahan and Akkylannie. While the initial attacks are highly successful, the Ophidians and their allies soon face armed populations dedicated to defending Light.

Since 1003 the Griffin has been prey to the Hyena's fury. After gathering a thousand soldiers in the old stone circle at Caer Laen, Shurat, the devourer, destroys the Griffin outpost of Aldalen (see *Cry Havoc* Vol. 12), the main supply point for the Temple of the North. The warlord steals ships loaded with metal and food and entrusts the Impure of the Ynkarð, who are skilled in navigation, with landing in the Northern parts of Akklyannie.

Shurat is the leader of the army of Carnage, the Beast's most violent revelation. During his travels he is joined by Bysra, the haruspice who had turned him into a devourer, as well as by Meyleen, the eclipsant, and the profaners, Nemetis and Styx. Together, they plan on destroying Arcavia, the Griffin capital and sanctuary to the cult of Merin.

The mayhem they cause pleases the new dark allies of the devourers. Yet it masks more complex intentions: by destroying Arcavia, the Hyena will show mortals that no god, not even one adored by a people of fanatics, can save them from the torments of

the Rag'narok. By knocking down the pillars of their faith the devourers hope to cause a revolution that will end divine hegemony on Aarklash.

The devourers establish a beachhead in the port of Hirmos where they launch a series of land and sea raids. Soon, most of the ports on the Migol Sea are destroyed.

When the Griffin army arrives from Denda Cartho to take back Hirmos, the devourers have already abandoned the city. They steadily plunge into the forest, far from the wide roads and plains required for compact regiments and imperial cannons to maneuver. The disciples of the Beast split into groups led by masters of carnage and Incarnates: led by Shurat, the revelation of Carnage is now joined by those of Blasphemy, Eclipse and Rebellion.

The devourers attack every city they come across and bestow the truth of the Beast onto the population. Any Akklyannian that remains loyal to Merin is condemned to quenching the devourers' thirst for blood. However, most of the population suffered one way or an

other from the harsh rule of the Inquisition and holds a grudge of some Kind against it; many are those who, given this opportunity to be free and obtain revenge, side with the Hyena army. Denda Cartho and Carthag Fero are soon besieged by the lost children of Merin and the warriors of Vile-Tis. The emissaries of Acheron, who were sent to the devourers' warlords, rapidly disappear into the maelstrom along with the cults they were supposed to create. Chaos spreads beyond the borders of the Griffin, in particular to Avagddu and the baronies of Luishana and Manilia.

In 1005, civil war breaks out in North and South Akklyannie. The cries of the devourers answer the pleas of the insurgents led to the burning pyre by the Inquisition. In the spring of 1006, after two years of desperate resistance, the City of Denda Cartho falls. The Beast is out of control.

THE WAYS OF LIGHT

In the first months of the Rag'narok, the core of the Lion army is deployed outside the borders of Alahan to support the alliance of Light, in particular in Akklyannie, Ashinân and the Syharhalna. However, in early 1004 the Lion slowly starts to call back its troops to deal with a number of successive crises.

First, the exile of the orcs of the Behemoth causes a moral and political dilemma. In the name of the Lion's ideals, the population seeks clemency for the orcs. But the Barhan lords, hardened by years of war, refuse to yield. Thereafter, the wars opposing the Tree-Spirit and the Lion aggravate the dispute and an increasing number of officers refuse to fight. After several years of conflict, a meeting between Vijkhal the Brave and King Gorgyn leads to an armistice, irritating the more conservative lords of the kingdom. This incident affects the Lion's unity and benefits the Ram, always on the look out to use the slightest dissension to weaken its old enemy.

1004 is also the year Avagddu becomes a battlefield. The claw of Sarlath (see *Cry Havoc* Vol. 14 and 15) ran aground at Tar-Haez, the historic fiefdom of Sophet Drahas, located in Kelt territory on the border with Alahan. The tribes pushed back by the war seek new land to the South. Skirmishes break out along the chain of fortresses protecting the kingdom's border.

The Kelt tragedy comes to a climax when two Drune armies, the Horned Evil and the Red Scourge, wheel South, burning everything in their path. The Sessairs they defeat during the battle of Dun Scaith (see *Cry Havoc* Vol. 14) find no place to hide and break against the northern fortresses like a wave on rocks. The Drones take advantage of the situation to destroy the Lion's defenses and pillage the lands of Laverne and Luishana. It takes the Lion several months to reorganize its defenses and push the Drones back beyond its borders, costing both sides dearly. In 1005, during the final battles, the Barhans are supported by the orcs of the Behemoth.





The supremacy of the Lion at sea is challenged in 1003 when the Hyena's ships engage in piracy in the Sea of Migol. The maritime threat disappears when the devourers leave the coasts to dig their fangs deeper into the sides of Akkylannie. The respite is short, however: the Serpent's deceitful annexation of the Fangs of Fire in 1004 threatens the safety of the Seas of Migol and Ephren. The Lion's fleet, under the command of Baron Valdenar de Doriman, is already crossing these waters to support the Griffin's war efforts in the Syharhalna.

Light takes the advantage in the initial battles. However, the Serpent receives full support from the Ram and Scorpion navy. Furthermore, the damage inflicted by the Hyena at the Northern Griffin ports and the siege of Carthag Fero rapidly deplete the fleet of the alliance of Light; the power struggle rapidly turns in favor of Darkness. The Lion's ships bravely resist Darkness' armada, but they fail to keep control of the seas. However, they succeed in resupplying the Griffin armies to the west.

The Lion's navy can't prevent its enemies, with their superior numbers, from raiding its shores in 1005. On land, however, plunderers face the paladins of Doriman, whose fury is legendary, and are exterminated with no mercy.

After the second battle of Kaïber (see *The Fault of Kaïber*), many of the Barhan generals believed they

had managed to keep the Ram away from the battles of Rag'narok and the alliance of Light had entrusted the command of the fortress to the Cynwäll. However, this was just a respite: on Feyd Mantis' birthday in 1006, the Ram rises from the dead. Sects implanted deep in various baronies and other areas of Aarklash open Portals of Darkness, the Gates of Hell, from which nightmarish armies emerge.

Having glimpsed the face of death during the battle of Kallienne, King Gorgyn entrusts the command of a number of armies to the major champions of his homeland: Dragan d'Orianthe, Mirvilis d'Allmoon, the Red Lioness, Sardar Tillius and Aldenyss the Quiet. Arakan the Just, a former fugitive, meets royal authorities to offer the Lion his services. The seneschal Phidias de Basarac, a native of Manilia, contacts his friend, Alahel the Messenger, with whom he had fought in the Hybrid Project laboratories (see *Cry Havoc* Vol. 2, *Hybrid*, and its supplement, *Nemesis*). The Lion and the Griffin try in vain to prevent the Ram from opening more Gates of Hell on Aarklash.

1003 to 1006 are difficult years for the Griffin, they suffer a full blown converging of Darkness' Armies. The Hyena attacks its sanctuary; the Serpent destroys its navy and the Temple retreats before the Scorpion. However, these events bring an end to the schism between the Inquisition and the Temple.

Faced with the threat represented by the devourers, the Inquisition, in charge of border safety, instates martial law. It refuses to send reinforcements desperately needed by the Temples of the East and South to fight the Scorpion. Pope Innocent, in his quest for power, keeps contradicting the orders of Emperor Octavius IX in the name of Merin. After the emperor's death in 1005, he takes over command of the Empire.

Cardinal Aerth, the prelate of the Imperial army, attempts to counter-attack the elusive bands of devourers led by Shurat. Unfortunately for him, the contradictory decisions of the Emperor and Pope add to the confusion created by the Ram's agents within the empire. Additionally, the Akkylannian legions' traditional close formations cannot be used in wooded areas and the army is forced to fight on terrain highly favorable to the devourers. The first battles are humiliating for the Imperial army and the devourers capture the North of Akkylannie.

The Griffin cannot allow the Beast to roam its land any longer: the population victimized by the Inquisition are too easily tempted by the revelations of Vile-Tis. The Inquisition responds with terror and burns the forests of the Empire to force the devourers out, but in vain. The Hyena's plans are working: the Griffin is doubting and doubt kills faith.



In 1005, however, the battle of Arcavia is a turning point in the Internal crusade and for the entire Rag'narok. After this battle, a reunified Akkylannie will march to war.

The Hyena is slowed down, progressively it starts to retreat in 1006 when it faces the conscripted armies led by Aerth, Saphon the Preacher, Eschelius the Ardent and Deacon Tiberus. The Griffins slowly make their way North, isolating the devourers, preventing them from receiving potential reinforcements and hunting them down like rabid dogs. The Hyena still holds many enclaves, but order reigns once more.

A united population fights off the raids launched by the Serpent from the safety of the Fangs of Fire.

In 1007 Akkylannie rises from its ashes: with the support of the defenders of Tir-Nâ-Bor and the forces of Cadwallon its legions take back the port of Ogh-Hen-Kir. This victory brings faith back to the fleet of Light in the Fangs of Fire; Valdenar de Doriman and Eschelius the Ardent lead an armada that scores several significant victories over the fleet of Darkness in 1008. Djaran, under siege, welcomes the reinforcements and the path of the crusades is freed once again.

These victories bring hope to the defenders of Light. However, a new threat appears with the resurrection of the Ram...

THE BATTLES

THE EXILE OF THE BEHEMOTH (Free-Spirit against Lion)

THE DEATH OF THE TREE-SPIRIT

The orcs have barely left their camps when the Acheronians invade the mountains. They fight a few brazen orcs who refuse to leave the Behemoth.

After a bloody victory the Obscure attempt to corrupt the Tree-Spirit, unaware that its spirit is already elsewhere, reincarnated into Kamahru, and that its vital essence is contained in a seed that Tumahk carries with him. Furious after this defeat, the Ram chops the tree down and throws it into a crevice. For the orcs, it's too late to turn back!

THE BATTLE OF BAYONS

In the spring of 1004, the regiments of Daneran meet the orcs of the Behemoth as they enter Lion territory. The orcs set up a camp outside the village of Bayons when their chief, Vijkhal, leaves to meet Baron Dragan d'Orianthe. Tensions rise between the orcs and the Barhan regiments and finally explodes when they learn of the baron's refusal and Vijkhal's flight.

Grakkha, the leader of the refugees, rejects the offer of the emissary who attempts to convince the orcs to return to their land: it is already too late, the Ram has seized it! The battle of Bayons begins, the first in the Behemoth's exile. The orcs stand out in assaults of incredible violence. Their relentless attacks overwhelm the Lions who finally engage in a strategic retreat.

The Lion historians will remember this battle specifically because of its ignominious nature: on that day, the veterans of Kaiber were defeated by a group of warriors, women and children.



THE BATTLE OF CAMARANE

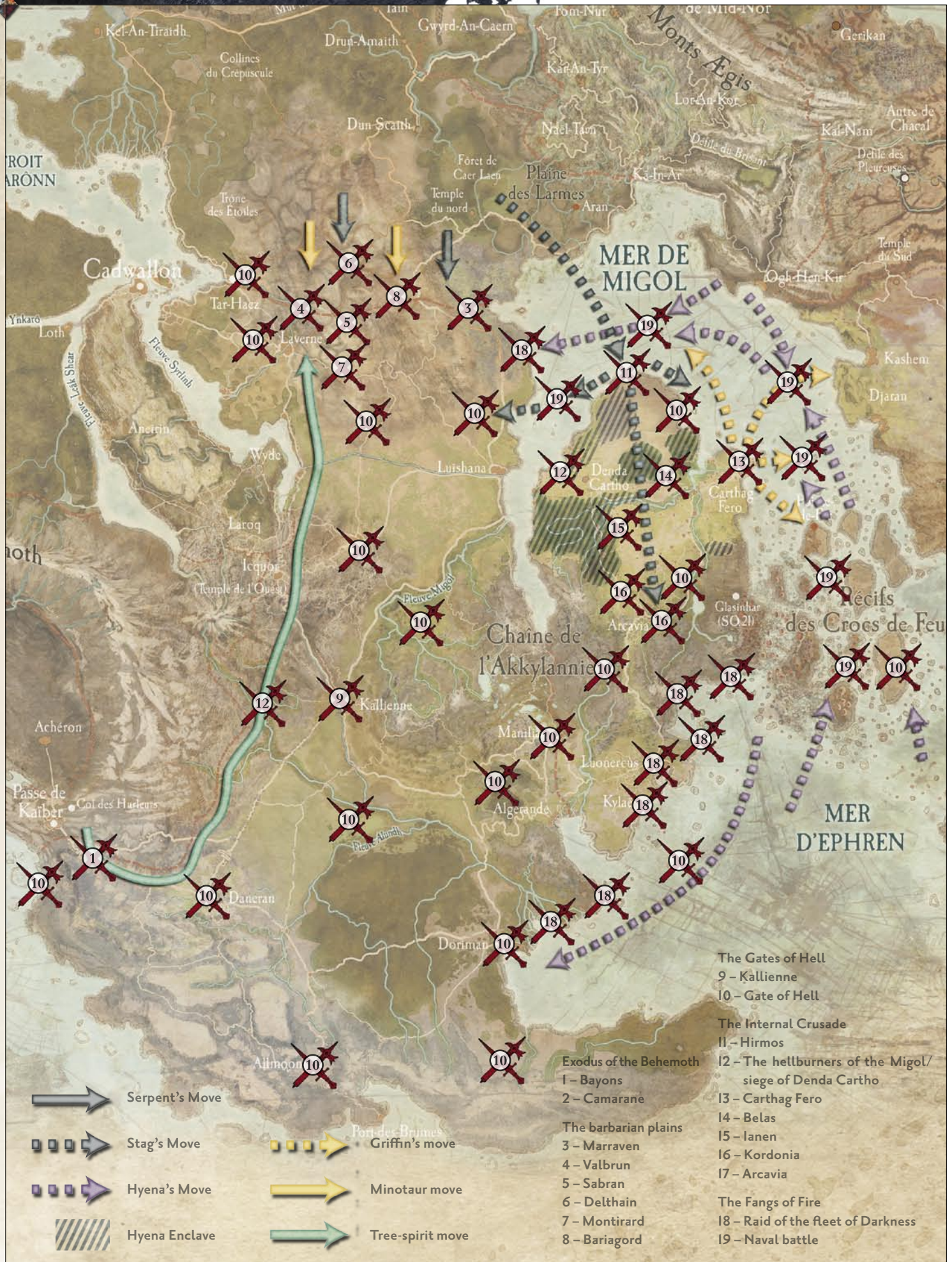
After the battle of Bayons, a number of battles took place during the forced march of the orcs to the North. The Battle of Camarane, in particular, tells of the orcs crossing the border of Icqor and the deep malaise reigning within the Barhan society at this stage of the conflict.

When the orcs arrive at the forest of Camarane close to the border of Icqor, the Lion regiments had been harassing them for weeks. Nevertheless, their remarkable endurance allows them to keep moving forward day and night.

The Lion's chain of command gives the order to attack troops stationed at the border. However, the regiment of dragons of Netzach and many officers refuse to obey orders. They will soon regret their decision: their disobedience causes the Lion's troops to be massacred. The famous archers of Icqor intervene, though too late to change the course of the battle. When night falls and the tumult ceases, the orcs have passed and hundreds of dead bodies lie in the Camarane forest.



UNIVERSE AARKLASH



NORTHERN FORTRESSES (Lion against Minotaur and Stag)

BARBARIAN PLAINS (Lion against Minotaur)

The summer of 1004 is marked by many battles between Barhans and Kelts in the baronies of Laverne and Luishana. Entire tribes cross the border to pillage Barhan villages. Exasperated, King Gorgyn orders the annexation of the tribes' territories located beyond the borders. The Lion's regiments immediately intervene and subdue the barbarians. At Marraven and Valbrun, the Lion pushes back the warmongering tribes living on its land. At the fortress of Sabran where the Akkylannian prophet, Arcavius, once lived, the Lion confronts four tribes: the magicians of the Order of the Chimera bring victory by destroying the hordes of elementals invoked by the shamans.

After the battle of Delthain, the Lion finally manages to calm the Minotaur's fury. An armistice is signed and a number of tribes join the Lion in the spring of 1005.

THE BATTLE OF MONTIRARD (Stag against Lion)

While the Lion and Minotaur fight around the northern fortresses, the Stag sows terror throughout the Kingdom of Alahan. After weeks of fighting, the Drune have suffered severe losses, but don't seem tired of the carnage. During the winter solstice of 1004, Misan the Clairvoyant predicts that the Drones will gather in Montirard before launching an assault on Laverne. Time is running out: the cavalry of Laverne, reinforced by cavalry from Kallienne and Luishana, gather together to lay a trap.

The Red Scourge's troops, already worn out, start giving ground shortly after the battle begins.

The Horned Evil, however, fights for the honor of the princes of Kel and refuses to surrender. The Stag and Lion's cavalries engage in a merciless fight. However, the Drune raiders are outnumbered and rapidly surrender to the Barhan knights. Those that escape are pushed back to the border, which they cross for the last time.

THE BATTLE OF BARIAGORD (Ram and Stag against the Tree-Spirit and Lion)

Bariagord, spring of 1005 sees the end of the campaign led by the Stag into the Lion's territory. After the defeat in Montirard the Drune returned to Avagddu to rebuild their forces. They form a new horde, reinforced by a few of the Ram's regiments arriving from Tar-Haez, and march towards the border.



The Lion army, forewarned by the Kelts of the Southern tribes, is waiting for them at the fortress of Bariagord. To everyone's surprise, the orcs of the Behemoth, recently arrived in Avagddu, join the Barhans. The bravery of the Lion and the power of the Tree-Spirit finally defeat the army of Darkness.

After the battle, the orcs of the Behemoth definitively leave Laverne and journey across Avagddu towards the fortress of the Eagle.

THE GATES OF HELL (Ram)

The Obscure Houses have plotted for years to set up sects throughout Aarklash. In the early months of the Rag'narok, they coordinate with other armies of Darkness and scour the battlefields to collect dead bodies.

During the summer of 1006, Baron Feyd Mantis celebrates his birthday and that of the rebellion of Archeron by opening the Gates of Hell: the rituals of the conspirers allow the Fathers of Acheron to open Portals of Darkness from which hordes of living dead emerge. The first ones appear in the Kingdom of Alahan, already weakened by the political crisis caused by the exile of the Behemoth; many others will be opened throughout the Rag'narok.

THE BATTLE OF KALLIENNE (Ram against Lion)

In 1006, Kallienne, the Lion's capital, is struck with stupor and terror when an army of the Ram led by the Almighty Skull emerges from a Gate of Hell in front of its walls. When the royal horn sounds for a gathering, the Obscure Houses have already captured two of the city's six fortified walls. In an instant, the home of Light has become a battlefield of the Rag'narok.

After the initial panic, the city's population defends itself courageously. Barricades are raised, the crowds cry for weapons; etiquette is forgotten: all that's left is Light against Darkness, Virtue against Vice. Villains and royal guards fight side by side, fighting for every meter of street, shedding their blood along the way. But the incredibly powerful army of the dead is making progress. The third wall falls, then the fourth.

In the sanctuary of the Order of Chimera, another portal opens: from this gate of Light incarnate creatures and magicians appear, including Meliador the Celestial and the Chimera herself.

This is the moment Feyd Mantis had been awaiting, having watched the battle from behind the lines: with Armariel de Brisis, Kaïan Draghost and Ejhin de Vanth's pupil, he invokes the Trinity of the Abysses. As dusk creeps in, the shadow of Belial already appears within the Divine Baron. Warned about Mantis' intentions, the Chimera fights her way across the clouds of morbid angels and molochs hovering over the city. When she attacks her prey, the baron is already in transformation.

Armariel de Brisis, urged on by grudge he holds against the Chimera since the first battle of Kaïber, seizes the opportunity to obtain revenge; he abandons Feyd Mantis and challenges the magician to a duel. His excessive pride will be fatal: although he is one of the most powerful masters of Aarklash, the Chimera is a virtuoso. Without Armariel's support, Feyd Mantis can't complete his summoning and is a powerless witness to his vassal's death. Weakened by the aborted transformation and fearing exposure





to the fury of the Chimera, Feyd Mantis retreats. His legs shaking, carried by Ejhin de Vanth, he crosses the Portal of Darkness once again, screaming in pain and anger.

In Kallienne, the last wall has fallen. The Almighty Skull with his legion and King Gorgyn with his royal guard, are shield to shield. Obeying Meliador's orders, the magicians have taken up position throughout the city, taking great risks to perform the ritual of the seal of Verion, the Celestial being its ultimate bearer. While the magicians whisper the Kelt-sounding incantations that Meliador taught them, a closed circle forms in the sky, which slowly grows until the entire city is covered. The Celestial rises to the firmament in a column of light, leading him to his new incarnation. Sensing that the battle is lost, the

Almighty Skull uses the power of his sword, Twilight, to disappear in a whirlwind of darkness. Meliador lets the energy permeate Kallienne. As if the world were ending, a deluge of lightening bolts hits the city, pulverizing the living dead. When silence finally returns, the Ram's army lies dying in the streets of the city.

The battle is over, but no victory will be celebrated. In the Ram's camp, Feyd Mantis' anger continues to grow. Rhea de Brisis mourns the loss of her brother, Armariel, and Kaiän Draghost mourns that of his most loyal pupil. In the Lion's Camp, King Gorgyn now reigns over a devastated, lifeless city. The Order of Chimera has lost many irreplaceable magicians. They all know that the fortress of Kaiäber does not protect Aarklash from the Ram any longer.

THE INTERNAL CRUSADE (Griffin against Hyena)

THE HELLBURNERS OF THE MIGOL (Hyena against Griffin and Lion)

In the spring of 1003, the Griffin and Lion's fleets often meet with the devourers engaged in piracy in the Sea of Migol. Aboard ships stolen from the Griffin, the disciples of the Beast raid the coastal cities, seizing many more vessels. The devourers are guided by the Impure, the half-elves of the Ynkarô who excel in naval guerilla tactics.



The battle of the hellburners of the Migol is the last and most striking of this bloody campaign: the reckless devourers launch their pirate fleet in an assault on Denda Cartho. The Griffin and Lion's navy sets off in pursuit, unaware that most of the ships captured, including the man-of-war, *Antimoine*, are hellburners loaded with explosives, shrapnel and inflammable materials. When the fleet of Light finally catches up with the pirates, it is too late: their ships enter the port all sails raised. The explosion blasts the port town to ruins.

The devourers jump ship at the last minute and crowd into small maneuverable sailboats. The heavier ships of Light, damaged by the hellburners or caught amongst the wrecks, are easy prey. Despite being outnumbered, the devourers take advantage of the confusion, pillage the city's weapon workshops and destroy anything they can't take with them. They also steal important relics and maps of the fortifications.

The disciples of the Beast leave a devastated port behind them, the loss of which will affect the campaign in the Fangs of Fire and prevent allied troops from landing during the Internal Crusade.

THE REIGN OF THE BEAST

After the Battle of Hirmos (1003) to the Battle of Arcavia (1005), the Hyena has the upper hand in the Internal Crusade. A number of fortified cities, starving due to the siege and weakened by dissension, fall without even putting up a fight. Even those who bravely resist cannot stop the Hyena. Here are the main battles of this period.

♦ The Battle of Belas

In Belas, the Akkylannian defenders fight till the last man, buying time for the population to flee towards the South. Unfortunately the devourers catch up with them within a few hours.

♦ The Battle of lanen

In lanen, the templars launch a series of brave counter-attacks using a network of tunnels that hinder the movements of armored devourers. However, the slender eclipsantes venture inside and kill the brave templars in the dark.

♦ The Battle of Kordonia

The cannons of Kordonia, after firing day and night for weeks, are finally reduced to silence as they run out of ammunition. The gunners fight till the end with improvised weapons. But nothing can stop Shurat. After his victory, the warlord orders the cannons to be melted down to make armor for his best warriors.

THE BATTLE OF ARCAVIA

At the end of the summer of 1005, the Griffin thalions inform imperial command that the Hyena's warbands are gathering and moving towards Arcavia. The revelations of Blasphemy, Eclipse and Rebellion join under the banner of Carnage led by Shurat.

The Griffin prepares for an unprecedented battle: the Hyena's army embraces many battalions of rebellious Akkylannians.

While the soldiers prepare their weapons, the population is requisitioned to chop down the trees around Arcavia. Some of the wood is used to reinforce fortifications; the rest is burned to deprive the devourers of cover against the cannons. The light of the forest fire can be seen kilometers away.

In the evening, when the shadows of the devourers become visible on the horizon, Arcavia rests in a layer of ashes under a black, sooty sky. The magicians of the Beast summon rain, which falls hot and acrid, reducing visibility and threatening to spoil the gunpowder.

At sundown, the eclipsantes discreetly penetrate Arcavia's defenses in an attempt to open the gates to the city. The Griffins, however, had studied the Battle of Tenseth (see *Cry Havoc Vol. 3*) and are steadfastly awaiting them; the devourers' operation turns into a disaster; and only Meyleen manages to escape. The survivors are chained and join their human accomplices on pyres mounted on the walls. The wood dampened by the rain burns slowly, making their sentence slow and painful.

The devourers respond to their sisters' cries of agony with screams of fury. The spectacle causes self-hatred amongst the insurgent Akkylannians who are faced with the symbol of their years lost in servitude to the Inquisition. The devourers launch a frenetic charge. The initial cannon fire crushes the core of the Hyena's ranks. However, the artillery doesn't get the opportunity to fire a second time: Shurat crosses the lines of defense like a comet, climbs the wall and savagely massacres the gunners. His dismembered victims are thrown over the walls and fall on the devourers, quenching their fury as they assault the ramparts.

Meyleen and Nemetis see an opportunity to destroy the gates of the city. The powers of Blasphemy and the deadly talent of the Eclipse are an effective match: using the barrels of powder stolen in prior battles, the two devourers blow the hinges off the Northern gate.

A bloody wave immediately sweeps across Arcavia: devourers, half-elves and humans spread over the city, drowning the regiments deployed in the streets of the capital. The insurgents who joined the Hyena still bear the same weapons and imperial armor, using it to deceive the defenders and take them by surprise. The riflemen stationed at windows can't fire fast enough to crush the threat. Total confusion reigns. At midnight, half of the city lies in the Hyena's claws.



UNIVERSE AARKLASH

After the initial shock, the imperial army led by Cardinal Aerth does its best to contain the invasion, while the regiments led by Emperor Octavius IX and Eschelius the Ardent protect the imperial palace where thousands of Akkylannians have sought refuge. Not far away, the most powerful of the devourers confront the Empire's elite on the steps of the cathedral of Arcavia. Shurat and his band attack Pope Innocent's guard led by Deacon Tiberius. The Griffin's loyal faithful are helpless: the presence of Styx and the profaners prevent Merin from helping them defend his sanctuary. The defenders are overwhelmed and the Beast captures the Pope, who embodies the divine symbols it seeks to destroy.

Warned by a messenger, Octavius IX faces a dilemma: let the one who incarnates the spiritual unity of the Griffin perish or help his rival. However, the Emperor, aware that Akkylannie needs Merin's Light to counter Darkness, takes command of a unit of Praetorian guards. After a heroic breakthrough, he reaches the cathedral. Taking advantage of this surprise, he plunges the glaive of faith into the Beast's side. This diversion allows Tiberius to leave the battle and take Innocent to safety.

A few moments later, an incredible explosion detonates in the cathedral of Arcavia. The Beast's troops are scattered all around it. Octavius IX sacrificed his life to free the power of Merin's ardent heart! Emerging from the ashes, an immense phoenix deploys its

flaming wings and flies towards the heavens leaving a blazing trail in its wake. Then, a miracle: when the insurgent Akkylannians see this divine sign, their faith in the Ways of Light return. Judgment day has come: believers will find bliss, the unbelievers will be purified. The Griffin army gets back into position and starts reciting the litanies of fire and resurrection.

A few hours later, as the sun rises on the horizon, Styx contemplates the enormous crater where the cathedral once stood. Shurat lies in its depths amongst burnt cadavers and smoking debris. The Warlord opens his eyes; the profaner tells him that the Emperor of Akkylannie is dead and the Army of Carnage is retreating. The battle of Arcavia is over.



Emperor Octavius IX's sacrifice raises consciences with the power of thunder. Cardinal Aerth's sermons, repeated by the Priestess of Steel and followers of Merin, rally the population to the cause of national unity. The Inquisition undergoes deep ideological changes: its leaders slowly become aware of the destruction their intolerance has caused. Merin will pardon those who show remorse. As penitence, they will pay a tax to rebuild the country. All able men are enrolled into the Griffin legions and set off to face the disciples of the Beast.



† THE RESURRECTION OF THE GRIFFIN

The Battle of Arcavia is a new chapter of the Internal Crusade. The devourers now face a population they can no longer divide. With no new recruits to replace their losses, they can't hold onto the lands they conquered. From 1005 till 1007, the imperial army and the Inquisition progressively take back the cities that had fallen to anarchy.

However, much time and blood will be wasted before the Griffin manages to pacify its Northern territory: the Beast roams in Darkness.

And when, in 1006, the Ram opens the Gates of Hell, Akkylannie is not spared.

The Battle of Denda Cartho is the Hyena's last major victory of the period.

The city's army suffered significant losses since the Crusade began, in particular during the Griffin's initial counter-offensives. Its port was also destroyed by the Migol hellburners in 1003. Isolated from the rest of the world, its inhabitants use ingenious tactics to survive. The entire population had become combative and the city established a form of autonomous government in 1004. Internal rivalries and the shortage of resources eventually triggered a series of mutinies that were harshly settled in blood. When Shurat and his warriors finally break through Denda Cartho's defenses in the spring of 1006, they discover a lifeless city.

CHRONOLOGY

1003

Spring Landing of Shurat in Akkylannie
Battle of Hirmos
Summer Beginning of the Internal Crusade

1004

Spring Exile of the orcs of the Behemoth
Siege of Djaran
Siege of Denda Cartho
Summer Exodus of the Fangs of Fire
Siege of Carthag Fero
Battles of the Northern fortresses
Fall Battle of Ogh-Hen-Kir
Winter Meeting between Gorgyn of Alahan and Vijkhal the Brave

1005

Spring – winter The Fleet of Darkness raids the coasts of Akkylannie and Alahan
Summer Battle of Arcavia

1006

Spring Fall of Denda Cartho
Summer Battle of Kalienne
Beginning of the Ram's offensive
Fall End of the siege of Carthag Fero

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Winter Landing of Ogh-Hen-Kir
Beginning of the counter-offensive of the armada of Light