

THE AGE OF THE RAG'NAROK  
**CONFRONTATION**<sup>®</sup>



ARMY BOOK

**THE RAM**  
**OF ACHERON**



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
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
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COPYRIGHT REGISTRATION: September 2009 – ISBN : 978-2-358830-06-5

*Confrontation: The Age of the Rag'narok*® is published by Rackham Entertainment S.A.S. with a capital of 1 000 000 €

RCS Paris B 508 820 024

c/o Connell Speirs et Associate, 3 rue Léon Jost, 75017 Paris

Legal representative : Nathalie Lamri

Printed in China

# INTRODUCTION

A tide of undead, led by Lords from beyond the grave, strewn about, alive through tainted spirits: such is the horde of Acheron in all its macabre glory.

This army has two advantages: the fear of its adversaries caused by those who compose the bulk of its troops and the desire for power that motivates the Necromancer masters of Acheron.

Under the sign of the Ram, emblem of the immortal alliance forged with the horned Lords of the Abyss, Acheron has amassed its power... century after century. For the liches and necromancers who form the army's elite fighters, only the accumulation of power and knowledge can satisfy their vices. Condemned to die, the living, friend and foe, serve only to strengthen the power of Acheron. The mana necessary for the resurrection of the dead never fails those who travel as masters throughout the realms of Darkness. They are patient, surviving intrigues forged in the shadows of the larger families, waiting for the right time to resurrect the most useful servants or the most ruthless adversaries.

In this book you will find all the necessary elements to play an army of the Ram of Acheron.

**Universe** describes how the Acheronians regard the Rag'narok. You will also find a short summary of the history of this army as well as a description of their land.

**The Troops** chapter presents all the fighters available, from the simplest zombies to the most powerful creatures, including war machines.

**Armies of the Rag'narok** presents each faction of the Ram of Acheron, including their strengths and weaknesses. This section also describes the Incarnates of the Ram of Acheron: their characteristics, their stories, their special abilities, and their artifacts.

**Travel Journal** is a collection of rituals and communions shared by Incarnates as well as artifacts famous across Creation..

Finally, the **Cadwallon** section describes in detail the culture of Acheron: new distinctive features, new cultural profiles, new trades, etc., for the tactical role playing game *Cadwallon*.



## THE RAM OF ACHERON

**Headquarters:** The city of Acheron

**Leader:** Feyd Mantis

**Totem:** Ram

**Alliance or alignment:** The Meanders of Darkness

**Factions:** House Brisis, House Hestia, House Mantis, House Vanth

**Mortal Enemy:** The Kingdom of Alahan.

### ORIGINS

**Country of origin:** Acheron (City of)

**Language :** Barhan

### COMPANIES

**Gift of the Ram:** Fighters with this gift automatically pass Courage tests. During an assault, its Fear value is always regarded as the highest Fear value when determining if a unit must perform a Courage test. This gift has no effect against fighters with the Hyperian ability.

**Primary element of the magicians:** Darkness

**Cult of the faithful:** The Trinity of the Abyss



FIRST PART  
**UNIVERSE**



# THE BARONY OF ACHERON



During the secession from the kingdom of Alahan, the powerful families of Acheron divided themselves into two camps: those who remained loyal to the Lion and the renegades. The principal architects had been under the thumb of the Black Togas for a few years; the traitors had no difficulty in crushing those faithful to the crown. Consequently, the deceitful Houses became known as the Dark Houses.

Of these Houses, only four have survived: Brisis, Hestia, Vanth and Mantis. Although their founders had been part of the Black Togas, the Houses of Scourge, Lazarian, Sarlath and Tanit did not develop until after the secession of their barony (see *Army Book: Pandemonium*).

The majority of the Dark Houses do not consist of a single family. Over time, they have absorbed less powerful Houses through weddings and intrigue. The progeny of a dominant House forms a dynasty, and a dynasty's representative is known as a "dynast". The subjected Houses are called lines, and the representatives of a line are known as "lieges". For example, within House Mantis, Nimrod Mantis is a dynast and Sophet Drahas is a liege. Within the hierarchy of the Ram, a dynast has greater status than a liege.

The dynast with the highest rank is called "Father" or "Mother", by the whole family. It represents its House in the Eternal Circle, the supreme authority of the Order of the Ram. For this reason, the fathers and mothers of the Dark Houses are also known as the "Eternals".

The Dark Houses all have a gathering place, an ancestral ruin of their family, or a building constructed in the decades following the revolt. These places are collectively known as the Claws of Terror because they are symbolic of the cruel grip the Ram has on Acheron.

Once a fertile land, Acheron has neither seasons nor days, if a day is measured by the short period during which Lahn is at its zenith and struggles to transform the eternal night sky into a heavenly maelstrom. The fiefs of Acheron are black and nearly sterile. The unfortunate serfs, tied to their land and their Lords, spend their entire lives struggling to extract enough from the land to survive.

Phantom villages and ruined buildings are pock marks on the landscape, evidence of a past life. Some buildings suffered the ravages of time quicker than others, as if the land itself chose what was allowed to remain.

Here and there, villages stubbornly cling to a land that regretfully yields benefits. The population of Acheron is mainly made up of the living though, over time, the dead inexorably undermine the supremacy of the living.

The Darkness has created a flat and desolate landscape, eroding the hills that delineated the lands of the Dark Houses. Today there is hardly any distinction between the fields of a Brisis or of a Vanth. Their lands are wide, desolate stretches of blackness beaten by strong and icy winds or blistering hot blasts from the hells themselves. Even the mines that made the barony a commercial powerhouse have been abandoned: the weapons of Acheron are now forged from tortured souls and Darkness.



# WHAT OUR FATHER TAUGHT ME

## Who are we?

We are the last true nobility. Our hearts pump the blood of tyrants through our veins. We reign because we are the strongest and most powerful!

## What are our qualities?

Our remarkable ambition is the source of our glory. It consumes us and torments us, but with each passing day it makes us more powerful. We are not afraid to learn from the ancient knowledge "prohibited" by those who are afraid to use it. No obstacle can deter us, not even death.

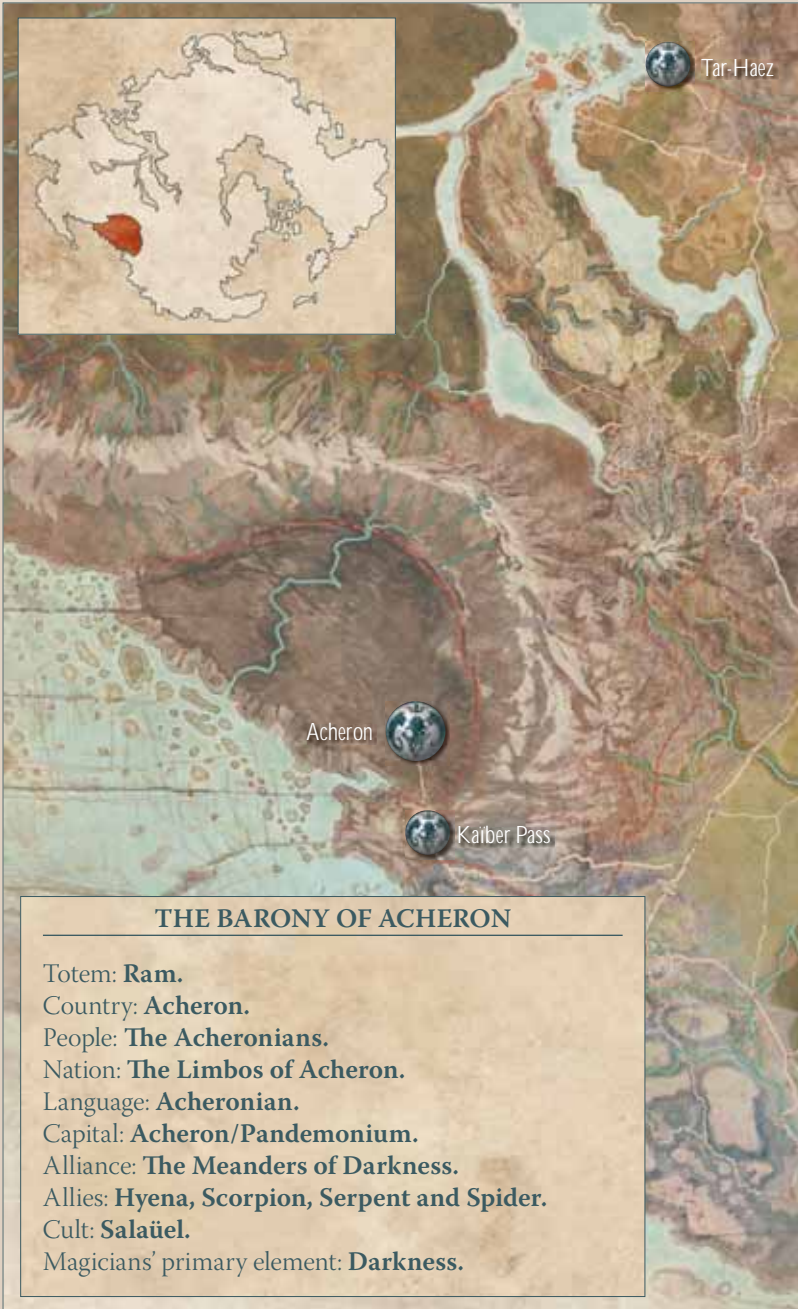
We recognize our role in creation: to reign over all things.

The acts of common people are driven by fear of death. We have passed that stage; Vice has freed us from such animalistic fears.

## What is important in life and in death?

An Acheronian must inspire respect. It does not matter if respect is gained through admiration or the fear others reserve for us.

Obtaining the privilege of immortality is the goal of us all. After this step is complete, the true rise to power can begin.



**THE BARONY OF ACHERON**

Totem: **Ram.**  
 Country: **Acheron.**  
 People: **The Acheronians.**  
 Nation: **The Limbos of Acheron.**  
 Language: **Acheronian.**  
 Capital: **Acheron/Pandemonium.**  
 Alliance: **The Meanders of Darkness.**  
 Allies: **Hyena, Scorpion, Serpent and Spider.**  
 Cult: **Salaüel.**  
 Magicians' primary element: **Darkness.**

CHRONOLOGY	
666	Foundation of the order of the Black Togas, which will later become the order of the Ram.
672	Pacts are sealed between the Acheronians and the gods of Darkness.
675	The barony rebels and the war against the kingdom of Alahan begins. First battle of Kaiber.
1 001	Second battle of Kaiber.
1 003	Battle of the Ynkarô. Acheronians deploy troops on the Leäk-Shear
1 004	Battle of the flying fortresses.
1 005	Siege of Acheron.
1 006	The Gates of Hell. Third battle of Kaiber. End of the Siege of Acheron

A	B	C	D	E	F	G	H	I	J	K	L	M
a	b	c	d	e	f	g	h	i	i	k	l	m
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
n	o	p	q	r	s	t	u	v	w	x	y	z

*"Then, the time of the Ram will come. Those who know death, who have embraced it as a loving and faithful slave, will surely see the signs. Saläuel, the Lord of Darkness, he who brings Evil and Knowledge, Sire of the Abysses, shall appoint his champion - the Incarnation of Vice.*

*This individual will lead the faithful to victory through death. This individual will raise the banner of eternal war, the Ragnarok.*

*This individual shall raise the army of the dead and will be served by only the mortals worthy of worshipping Darkness.*

*Saläuel will not step foot on Creation until the last days of the living: truly, the wheel of death has crushed half of them; it has already reduced the time of their reign, the reign of life and of the Light, by half.*

*When the time comes, His beloved daughter, the Queen of Vice, whose face burns hearts and souls, will proclaim the end of the age of peace. A hundred generations of men will have passed; a hundred generations of men will not be seen again.*

*When the faithful emissary of the Lord of Darkness, Belial, whose forgeries harvest life obscuring the Light, finally stands on mankind's land, the last era will be ushered in!*

*And so shall the black harvest of the eternal war begin. When Lahri hides his face in the sky, it will be time to prepare to confront death and harness it.*

*Finally, to herald the beginning of the time of the dead, following the previous era, the first of three will come, an emissary of an even greater evil. Beyond Evil, in the heart of Darkness, is indeed the source of corruption: the master whose name cannot be written, seven sins and three crimes, the Vice multiplied by blood.."*



*- The Codex of Saläuel, Feyd Mantis*

**What makes us better?**

We draw our strength from the hatred that we devote to our enemies and our vices. Our sins are great. Yet, our adversaries are abused far worse – especially those who do not submit to *their* vision of the world. We draw upon their contempt; their weakness and jealousy inspire us; we will never be satisfied with what we have.

**What is good?**

*Good is employing all means at our disposal to increase our own influence as well as that of Acheron.*

*It is our duty to protect our honor, more so the honor of our gods, the Trinity of the Abyss, and that of our sovereigns... the Fathers and Mothers of the Dark Houses.*

*It is good to nourish our vices because they fuel us in return.*

**What is evil?**

*Possession of power and the refusal to use it is the greatest sin that we can conceive.*

*It would be a flaw not to listen to the brooding desires that Darkness inspires us to act on.*

*To give in to fear, to grovel, to flee...these things disgust us.*

**What is Creation?**

*Creation is the work that the gods created using infinite amounts of mana. One day we will be strong enough to make us the equals of the gods!*

**Where do we come from?**

*We are the disassociated children of the Kingdom of Alahan: the Barhan, descendants of the Keltois, who are themselves the children of Kel. The children of Kel do not know where they come from. Thus, it is difficult to discover more about our ancestors.*

**Why do we die?**

*People die because they are weak.*

**What happens after death?**

*The soul leaves the carnal envelope and journeys to a place that contains the souls of all beings that have been endowed with consciousness. We call this place "Eternity". We call back the souls of our comrades and slaves so they may continue to live after death.*

**What is the meaning of life?**

*A true master is one who imposes his will. Let inferior beings make sacrifices for their masters! Kindness leads to hypocrisy and corruption; fear imposes loyalty. We only obey those stronger than us, because they deserve to command.*

**Why can we use magic?**

*Mana is the flesh and blood of creation. The knowledge accumulated over the ages allows magicians to use elemental energy, through mana, to shape reality. Necromancy is the path that allows us to manipulate the dark energies of death.*

**Why can we use divination?**

*In recognition of our devotion and the sacrifices that we offer up, the gods of the Trinity of the Abyss bequeath to us a portion of their powers.*

**What are our holy texts, our mythological stories?**

The Codex of Salaüel, written by Feyd Mantis, is the book that gathers the dogmas of worship of the Trinity of the Abyss. It is a short book written to satiate the appetite of our serfs; it serves to satisfy their hunger. It is secretly distributed throughout all Aarklash in surreptitious shops using clandestine printing presses.

*Very few people have a complete edition of the Codex of Salaüel. It contains many revelations of the Divine Baron Mantis. In it, an attentive reader may discover new avenues for exploration of his worship.*







### **I have heard of other powers, what about ...**

**Light?** *Light is synonymous with stagnation. Nothing changes, everything is fixed, and there is no reason to exist! Light is the true end of the world.*

**Destiny?** *Destiny is a wild animal. It must be tamed to serve his masters, or be exterminated.*

**Darkness?** *Darkness manipulates, alters, kills the weak, and allows the strong to increase his power. No other elements would have enabled us to conquer death.*

**The four elements?** *The raw materials of Creation.*

**The gods?** *The gods are entities hidden by many faces. We know that the same god can be honored among several people in different manners. Their motives, however, elude us.*

**The Elemental Lords?** *Kings and queens of other worlds. We must deal with them according to our needs.*

**Dragons?** *We dedicate sincere admiration for these creatures that embody our ideals so well. Unfortunately, they are headed in one direction. Regardless, we will raise them again in our service.*

**Atrocities?** *We greedily seek them and our desires are shared concerning them. Evoking their existence is the surest way to revive the atmosphere of an orgy that goes on indefinitely.*

**Immortals?** *The Immortals are the source of power through their very nature and their knowledge accumulated during the ages. We remorselessly control the lesser intelligent of their type, forcing them to serve our causes. The others are considered with the greatest of caution.*

**Elemental Realms?** *The Elemental Realms are other worlds that we have access to through our numerous magic portals. Only nations ruled by magicians truly understand the strategic value they represent in the wars that lie ahead.*

**Unfinished Realms?** *What tyrant does not dream of a world that he could shape to his will? We are prepared to pay huge rewards to anyone who will give us reliable clues on the location of Unfinished Realms.*

**What is the Rag'narok?** *The Rag'narok is the end of a cycle of which nobody, not even us, understands the mechanisms. Mortals are as afraid of it as they are the end of their pathetic existence.*

*The Rag'narok is merely the death of Creation. It does not worry us because we are the masters of death. We use our enemies' own fear to destabilize them, encouraging them to make mistakes. We prepare our armies in expectation of our hour of glory, when the end of time will allow us to make Creation our slave for all eternity!*





## THE HOUSES OF ACHERON

Only a handful of noble houses, which were once the pride of Acheron, have survived all the purges that shook the Black Togas and the Order of the Ram. These families have, over generations, absorbed or destroyed the weaker houses. Each House is involved in border disputes. The conflicts between the Houses are numerous, and often bloody.

Following the example set by the baronies of Alahan, each House has a leader and a favored meeting place, typically where the family Citadel once stood. These strongholds are commonly referred to as the Claws of Terror.

Each House of Acheron specializes in a form of power, marking its individuality and the depth of its knowledge.

- Unquestionably, the largest House of Acheron is the House of **Brisis**. Its Mother, Rhea, conducts the affairs of her large family with tact and firmness. Brisis exploits its many contacts across the whole of Aarklash to increase its influence, conducting negotiations with the other peoples of Darkness.

Generally, when the peoples of Aarklash think of a necromancer, they imagine a member of the House of Brisis.

- The few remaining original members of the House of **Mantis** can be counted on the fingers of one hand. The Divine Baron Feyd Mantis does not need the support of his family to exert his omnipotent authority from the top of his cathedral constructed with stones from his former palaces. He is the most powerful man in Acheron, and all Acheronians are worthy to be his slaves. The Divine Baron is arguably on equal footing with the gods!

- The House of **Vanth** is the oldest of the families of Acheron. They were fine politicians and preeminent merchants during their time answering to the Kingdom of Alahan. Now, the House of Vanth exercises its evil machinations from the crypt.

Masters of demonology and guardians of numerous secrets, the necromancers of the Vanth family are able to call upon all of the horrors of the Abyss, and to unleash them on Aarklash.

- The Faithful and Magicians from the House of **Hestia** are as powerful as they are Machiavellian, like Ganzhyr, the most renowned of the family. Great rivals of the House of Brisis, Hestians are masters of the arts of infernal fire, and their lessons are very popular. Making an enemy of Hestia promises suffering - taking it as an ally makes it an inexhaustible source of concern.

# A CURSED BARONY



The barony of Acheron traces its origins back to the early kings of Alahan, and some of its Fathers are older still.

The true birth of the nation of Acheron took place in 675, when the Kingdom of Alahan united against Acheron, bent on destroying it. This most horrible of wars, that has continued to this day, gave birth to this new state.

In 666, the dean of the Academy of Acheron, Kaïan Draghost, founded the order of the Black Togas after he was denied entry into the Chroniclers, the assembly of the most powerful magicians of Aarklash. He dedicated this new secret society to the study of the darkest secrets of magic. Two years later, in 668, the “Divine Baron” Feyd Mantis joined the Black Togas and shared the leadership with Kaïan Draghost. Their goal was immortality: Draghost wanted power and Mantis feared death. The two masters of the order then began a recruitment campaign throughout the country. They wove a dense network of disciples in the Kingdom of Alahan and beyond, recruiting members whose deeds would resound through the ages. Thus, some Dirz (see *Army Book: Creatures of Dirz*) began performing fruitful research on the gems of Darkness within the order.

During this period, the Black Togas journeyed often and acquired a tremendous amount of knowledge, uncovering the mysteries of necromancy. The House of Vanth was enlightened by a bold journey to, and exhaustive charting of, the infernal realms.

In 670, during one of these journeys, Kaïan Draghost and his most faithful disciple, Armariel of Brisis, discovered the remains of powerful creatures, deposed immortals, whose bodies yielded prodigious reserves of gems of Darkness. They collected and cared for Sariel, one of the immortals who had survived. On this occasion, the fallen angel joined the Black Togas and merged its essence to that of Armariel, with disastrous consequences ...

The disciples of the sect engaged in the utmost of wicked practices, in pursuit of power and immortality. In 671, their research had progressed to the limits of mere mortals. To continue their quest, the masters of the Black Togas announced that it was necessary to end the pacts with the powers of Darkness. Faced with this prospect, many of the chief conspirators decided to leave the organization for fear of losing what little soul they had left.



A year later, in 672, the cowardly traitors were summoned to a massive orgy to celebrate the birthday of Feyd Mantis. Mantis, assisted by Kaïan Draghost and his faithful followers, slew them all. The massacre was dedicated to the opening of one of the first portals to the Abyss. Only the Divine Baron and the magician ventured into the portal.

### THE NIGHT OF THE SCARLET TOGAS

#### Year 672, Castle of Feyd Mantis (barony of Acheron)

The large banquet hall of Feyd Mantis's castle is the stage for an immense scene of debauchery. Nearly 300 men and women are entangled in a huge orgy where lust and vice know no limit.

At midnight, when Kaïan Draghost rises, more than half of the assembly twists in pain as though suffering the effects of a slow and incapacitating poison. With a nonchalant gesture, the magician identifies his victims.

"Strength grants the right of power. Those who have a spirit too weak to embrace our ambitions join the ranks of our enemies. As a courtesy to your participation in our ascent, we grant you the privilege to participate in this experiment. We will invoke death itself in order to open a portal to the Abyss."

Scholars know little about this initial voyage. The two travelers brought back impious knowledge, and their wicked souls were so tainted they had to feign death and enter seclusion.. Their bodies, marked by their experiences while they lived in the Abyss, were too conspicuous to allow them to appear in public. Armariel of Brisis, the most faithful among the faithful of Feyd Mantis, pretended to be a loyal servant of the crown. He was officially appointed the new Baron Acheron.

The sect of the Black Togas, purged of its weakest members, was renamed the Order of the Ram and patiently built a new web of intrigue and power ... Until the fateful day when Armariel, the Baron of Brisis, was unmasked by the Chimera in 675. Retaining a portion of the essence of Sariel, the deposed immortal that he had discovered long ago, the new Baron drew the attention of this extraordinary creature. All his spells could not conceal his tainted soul, a soul distorted by an unquenchable thirst for power and knowledge. The Chimera probed this abyss of depravity and, lacking the capacity to deliver justice, denounced the necromantic practices of the Order of the Ram to the entire kingdom.

King Michaellis summoned members of the Order to go to Kalienne for trial while many of the dark mages became victims of mob violence.

In response, the barony of Acheron sent a huge army of undead to take Kaiber Pass. This started the First Battle of Kaiber. The fate of the battle was not favorable...neither for the Acheronians, who failed to circumnavigate the fortress, nor for the Alliance of Light that was barely able to hold the pass.

### FIRST BATTLE OF KAIBER

#### Year 675, Kaiber Pass (barony of Acheron)

A legion of undead, led by Rhea of Brisis, tried crossing the pass to establish a bridgehead on the other side of the Behemoth mountains. Repulsed by an Akkylannian and Barhan coalition, the shambling mass could not penetrate enemy lines... despite Kaïan Draghost's reinforcements and despite Sariel and Feyd Mantis summoning the Trinity of the Abyss to the battlefield.

However, in the air above the battle, Kaïan Draghost and the dragon Maloth Vimr clashed. Unleashing magical power, the magician defeated the dragon and merged with it, becoming the terrifying monster that we know today. Even so, this battle did not allow Acheron to regain control of its former strongholds in the surrounding mountainous area.

It was after this battle that Acheron acquired its final borders. The arrival of the Lord of Darkness, Salauël, his daughter Dhalilia, Queen of Vice, and his herald, Belial, the Prince of Darkness, required the opening of a giant portal. The passage of the three immortals permanently anchored the portal on Aarklash, preventing it from ever being closed. The portal spewed an endless dark cloud into the atmosphere, forever blackening the sky over Acheron. Subsequently, the midday sun is barely discernible in Acheron's sky.

### TIMELINE

666	Kaïan Draghost founds the Black Togas.
668	Feyd Mantis joins the Black Togas.
670	Sariel joins the Black Togas and provides them with gems of Darkness.
671	The Black Togas make a pact with Darkness.
672	The night of the Scarlet Togas: the Black Togas purge their ranks and open their first portal to the Abyss. The Black Togas become the Order of the Ram. Feyd Mantis fakes his death; Armariel of the House of Brisas becomes the Baron of Acheron.
675	Rise of Acheron. First Battle of Kaiber (Dragon-Griffon-Lion).
832	Battle of the Earth Wall (Immobilis).
999	End of the Era of the Autarchs. Fall of the Throne of Stars (Wolf). Battle of Tycho (Lion)
1000	Battle of the Old Wall (Griffin).
1001	Second Battle of Kaiber (Dragon-Griffon-Lion).

The forces of Light could hardly contain the Acheronian onslaught, securing the border of the new state and condemning them to an eternal vigilance. If they failed, the armies of the undead, which do not eat or sleep, would be able to pass by Kaiber fortress for the foreseeable future.

Penned in by the impregnable Kaiber fortress, the Acheronians had little opportunity to utilize the strength of their legions of undead. The last major battles fought by this army during the Age of Steel took place in 832, when an Acheronian force tried to invade the ruins of Cadwallon. The Battle of the Earth Wall ended in a crushing defeat. Nevertheless, the episode permitted Acheron to install a lasting presence north of Lanever and its surrounding areas.

Some heroes exemplified themselves here or there. Some small forces were able to escape Acheron using the endless tunnels running beneath the Behemoth Mountains; they were the exception. The Era of the Autarch began when these young prodigies set out, searching for recognition, power and protection.



### BATTLE OF THE EARTH WALL

#### Year 832, Cadwallon

In the ancient ruins of Cadwallon, ragged mercenaries led by Vanius, an individual with a questionable past, began to spread lies that he and his band were Acheronians for the purpose of accumulating wealth and power (see *Cadwallon, Players Manual*). Their reputation eventually reached the ears of Feyd Mantis. The Divine Baron had a powerful ally not far from the city: the Lich, Sophet Drahas.

The Acheronians, avid collectors of artifacts and gems, had discovered a favorable hideout in the ruins on the outskirts of Cadwallon. An army of undead led by three powerful liches was hastily sent to occupy the premises. What wonderful treasures this city must conceal! Surely it must have corpses of ancient and fantastic creatures from eras past, artifacts of inordinate power, and much more.

The confrontations between the liches supposed to command this outpost left only Sophet Drahas victorious, but at the price of weakening his forces.

The mercenaries were outnumbered by the Acheronians. Yet, inspired by a mystical and mysterious tarot, the defenders crushed Sophet Drahas's forces at the Battle of the Earth Wall, compelling him to make a humiliating retreat. Feyd Mantis, furious at this loss, bound the Lich to his throne and ravaged Tar Haez, the fief of this clumsy servant.

## THE ERA OF THE AUTARCHS (999)

The year 999 is known as the Era of the Autarchs, recognized and so named by Feyd Mantis. This era occasionally saw the rise of individuals that were thralls to a Father of Acheron. More often, independent necromancers and warriors (i.e., those not associated with a family) aspired to join one of the Dark Houses - or to form their own.

Their audacity and desire for recognition led them to intervene on Aarklash, striking quickly and using all of the resources that the greed and blindness of men could offer them.

The most famous Autarchs of this era are undoubtedly the Gorgon and Llyr (see *Army Book: Lahmars*). Among the lieges that marked this era with their footprint, Azael the Infidel stood out after cutting down one of the most powerful, oldest, and prestigious Wolfen packs: the Throne of Stars (see *Army Book: Wolfen*).

In 999, Azael accomplished this feat while accompanied by her loyal guardian- the Skull Warrior Melmoth. Having entered into an alliance with creatures from the Abyss, she launched her forces to destroy the stone circle of the Throne of Stars, taking advantage of the reduced number of Wolfen in the pack following a battle against the followers of Vile-Tis. The army of Darkness laid waste to the Wolfen guarding the sacred place and plundered their hallowed tombs.



## THE FALL OF THE THRONE OF STARS

### Year 999, Caer Mna

Azael's plots had born fruit: creatures from the Abyss agreed to participate in the attack on the stone circle of Caer Mna. A few months later, after careful underground progression, the small army was in position only a few miles from the pack's den. Taking advantage of daylight and proceeding at a rapid pace, Melmoth positioned his troops for an assault, waiting for Lahn to sleep before calling upon his Abyssal allies who were no longer handicapped by the light.

The Wolfen were overconfident, and had not posted a sufficient number of sentinels...Within minutes, the fate of the battle swung in Azael and Melmoth's favor. The Wolfen, emerging from sleep, destroyed a few zombies and dismembered a number of possessed prior to being cut down by Martyrdom, the Skull Warrior's carnage blade.

The pack leader, Killyox, was defeated and fled. The possessed plundered the tombs, collecting artifacts, while Azael raised the Wolfen buried in the graves.

In 999, a necromancer of unknown origin brought a new victory to the cursed barony. The Gorgon, an undead monstrosity, joined the ranks of the forces of darkness without revealing any particular allegiance to any of the Dark Houses. She managed to persuade the forces of the Lion to destroy the island of Tycho. Her goal was to free a being of unfathomable power, an Atrocity (see *Army Book: Lahnars*). In fact, the Gorgon was an emanation of Araxe, another Atrocity, incarnated during its fight with Meliador.

The defeat that sounded the end of this short and violent era

## THE DESTRUCTION OF TYCHO

### Year 999, Isle of Tycho (Barony of Allmoon)

Tycho is a desolate island, half ice and half rock. A strong community of lunar mages live there, forgotten by all, watching over the body of Briareus, the god of Disease, an Atrocity.

The community was too powerful to be defeated by the Gorgon and the few mercenaries she had hired. Instead, she managed to incite the fanatical Barhans, the Swords of Lahn, to attack the mages' lair.

As the battle started, she merely followed the Barhans taking advantage of the confusion introduced to the island. The plan worked perfectly despite the unexpected arrival of an Alahan hero.

Showing a great deal of cunning, the Gorgon lured her enemies into a trap, sacrificed her mercenaries, and reached the prison of ice in which Briareus rested. With a piercing shout, she awakened the Atrocity and, in its fury, it shattered the island casting both dead and living into the icy waves of the frigid sea.

occurred during a failed foray into the Behemoth Mountains. It was after this setback that Feyd Mantis officially announced that the year 999, mirroring the year which saw the birth of the Black Togas, 666, would be the Era of the Autarchs, an era which lasted only one year and ended with the first defeat of an Autarch. The Divine Baron's desire was overcome and he was devoured by madness. Yet, those who had carefully read the Codex of Salauel understood that this decision was dictated by his flawless knowledge of the prophecies: Feyd Mantis undoubtedly sealed the fate of Aarklash by precipitating the arrival of the end of time.



## THE RAG'NAROK

The end of the Era of the Autarchs corresponds to the beginning of a new age, or more specifically, the end of all ages: the Rag'narok. This period will bring only triumph and death: triumph for the meanders of Darkness, death to their enemies. Of course, Acheron is the undisputed seat of a new order that promises to destroy Aarklash. From the outside, fighting seems to be the sole reason Feyd Mantis and his followers are participating in the Rag'narok. Yet, every battle initiated by the Acheronians is very advantageous to the army of undead. Thus, the cleansing campaign started in 1000 by the forces of Light (see *Army Book: Temple*) has come up short in all aspects regarding the barony of Acheron.



In the Battle of the Old Wall, Akkylanie forces were crushed by a group of ghouls led by Chagall the Hungry and supported by the last heavy centaurs of Acheron still animated by the necromantic arts.

In the aftermath of the Battle of the Old Wall, the forces stationed in the outposts of the fortress were recalled or consolidated, limiting the ability of the war staff of Kaiber to predict the movement of Acheronian troops. This was the goal of Feyd Mantis and Kaian Dragghost all along. They then amassed an army; no one noticed that a major offensive was coming.

#### BATTLE OF THE OLD WALL

Kaian Dragghost devised a reconnaissance mission to assault the outposts of the Light. This attack took place at the Old Wall, pitting the Acheronians against a garrison of Akkylannians reinforced by riflemen and cannons. The core of the army was comprised of the most cunning ghouls led by their champion: Chagall.

The undead centaurs drew the bulk of the Akkylannian shooting while the ghouls slipped to the foot of the ramparts. In the blink of an eye, the scavengers were atop the walls. The cannons and their crew emplaced on the ramparts were broken by the ghouls' agility. Finally, panicking, the Akkylannian commander ordered his men to fire on the crowd, in defiance of the elementary rules of war. The rifles and cannons mowed down the soldiers of Merin, leaving the undead free to charge the cannoners and fusiliers. The massacre that followed provided the ghouls with enough corpses to feast for many days...

Simultaneously, Cyraelle the Pale (see *The Fault of Kaiber*) put in motion a Machiavellian plan to weaken the commander of the Kaiber stronghold. His strategy also aimed to raise unexpected and powerful allies: undead dragons.

The plan worked flawlessly, but the keen resistance by the forces of the Alliance of Light managed to repel the final Acheronian assault.

#### SECOND BATTLE OF KAIBER

##### Year 1001, Kaiber Fortress (barony of Daneran)

A powerful necromancer, the lich Sorokin of Vanth, infiltrates the fortress in the shape of the youngest son of Kiro, the Cynwall commander of Kaiber Fortress. On this day, he was awakened by Cyraelle the Pale. Taking control of Kiro, Cyraelle forced him to break the seals that protected the slumber of the dragons that fell defending Kaiber. Simultaneously, a raging ocean of undead launched a disproportionate attack, guided by the most powerful champions of the Ram: Melmoth, the giant Skull Warrior, Rhea of Brisis, and even Feyd Mantis himself. The first defenses of the fortress were swept away. The first line's retreat quickly became a rout, while the last remnants of defenders tried to contain the advance of the victorious army of Acheron. Colliding on the bridges that cross the fault that tears Instead, she Kaiber Pass, the forces of Light were barely able to contain the host of the dead time and time again. Noticing that it risked losing a large portion of its forces, especially the precious necro-animated dragons, the Acheronian war staff decided to retreat, leaving a fortress in ruins in its wake.







Under the apparent military defeat, or at least the mixed success, the Fathers of the Dark Houses put a project of unprecedented scope in motion: the ritual of Eternity. Feyd Mantis and Kaïan Draghost foresaw an opportunity to make a ritual so powerful that it could only succeed under the Rag'Narok's exceptional circumstances.

Since the beginning of time, the gods have retreated from Aarklash. For the masters of the cursed barony, who knew how to overcome time to avoid the dangers of the age, this situation could not last. The bleeding of time should be stopped. The return of the gods must be planned and organized so that the true masters of Darkness, the Trinity of the Abyss, can return to Aarklash.

However, this plan was not met with unanimous acceptance. The Mother of House Tanit did not see what benefit there was for the Fathers and Mothers of the Dark Houses to summon the gods... gods which could weaken their power. She raised this question with the Masters of the barony: "Why bring back the gods?" The Divine Baron replied, "...because we have the power, and because power must be exercised." This answer proved sufficient enough to satisfy Selith Tanit, the great librarian and Mother of the House of Tanit.



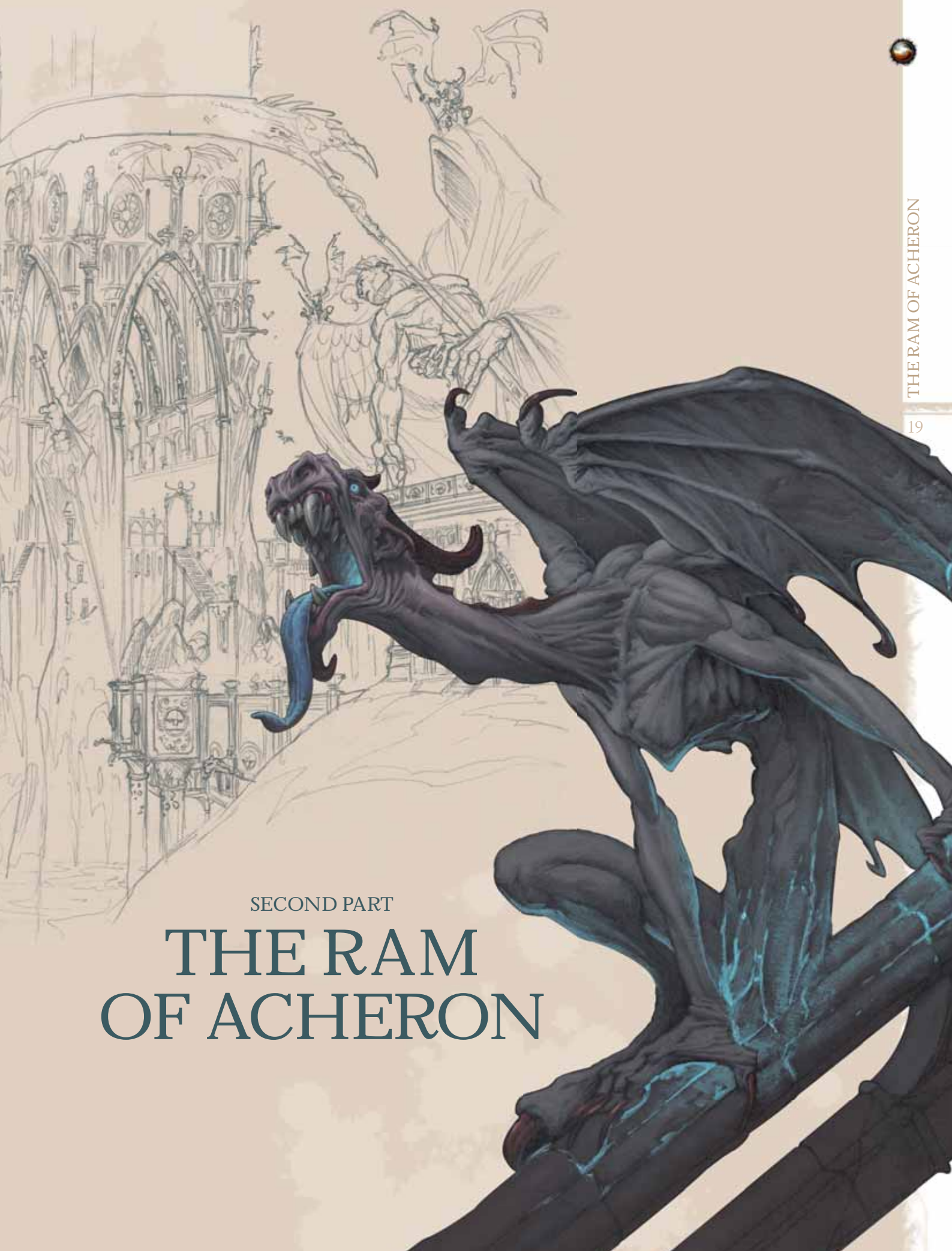
The fiercest opponent of the ritual of Eternity, however, was the fallen angel Sariel. Despite all the kindness that the Divine Baron had shown him, Sariel fought fiercely against the establishment of the elements necessary to carry out this great plan. Unfortunately for him, his discretion had not allowed him to gain a sufficient enough influence, and he failed to thwart the will of Feyd Mantis. At least two Dark Houses, Lazarian and Tanit, initially gave Sariel their support. When the House of Tanit joined Feyd Mantis, this fragile coalition collapsed. The next morning, Sariel's throne was empty and rumors told of a confrontation between the fallen angel and Kyllion, the Paladin, at Kaiber Pass. Rather than fight, the two had engaged in a lively discussion...and to everyone's surprise, the Paladin had allowed his adversary to pass.

Thus, the ritual slowly went forward. It was of an unimaginable scope: it required that the faithful and the magicians of Acheron gathered in ceremonies consuming incredible power. These ceremonies demanded the sacrifice of countless lives, undoubtedly more lives than existed in the cursed barony. The Divine Baron's plan was to use those that would be caught in the Rag'narok to feed the monstrous ritual.

Feyd Mantis yearns to be the architect of a victory that no one will ever forget. Not only will the cursed barony prevail in the Rag'narok, but it will break the cycle of eras on Aarklash in order to save it, as is always the case, at the end of an era of battles. Once time has stopped, this era will never end!

To those who declare this task an impossibility or a lie, Mantis replies that he offers the only hope of survival for them and describes the devastation that all civilizations of the preceding cycles have known. No winner has survived long enough to savor his victory. Acheron, mistress of death, intends to revel in its success.






SECOND PART

# THE RAM OF ACHERON

# RAISING AN ARMY






During a game, each player controls a company. Like a medieval army, this company is composed of several smaller groups, called banners. Banners are then divided into units. During this preparatory phase, each player chooses his units to build banners that conform to the strategies of the chosen people. These choices are written down on the company sheet (see Appendixes).

Once the player has chosen his units, he determines their number of fighters and composition. A unit can include only one Incarnate.

A company must have at least one Incarnate to lead it. The Incarnate with the highest Authority  is the Commander of the company. If there are several eligible Incarnates, the player chooses the Commander from among them.

## ORDER OF THE BANNERS

Each army is built according to a precise structure: the order of the banners.

The order of the banners is presented as a list of five slots. Each slot is optional, except for the one marked with a “!”, which is a compulsory slot. Each slot indicates the unit’s Category (infantry , cavalry , creatures , war machine , or titan ) along with their Rank in parenthesis where applicable.

A banner is complete when all five slots are filled. Each slot can only be filled once per banner. A company can include an unlimited number of banners. However, a new banner can only be created if the previous ones have been completed.

- Unit infantry  (  ) !
- Unit infantry  (  /  )
- Unit infantry  (  /  )
- Cavalry unit or Creature  /  (  /  )
- Infantry unit or Creature  /  (  /  /  )

! *Priority Slot. This needs to be filled first.*

## UNITS

In this section, the units of the Ram of Acheron are reviewed. Each unit is described under its designation. A few paragraphs then present its story, its tactical deployment and the technical information needed to play the unit.

The composition of a unit gives its potential number of fighters, from standard to maximum, as well as the number of special fighters available.

The “Cost of a unit” table gives its value (in army points or A.P.) depending on the number of fighters, its equipment options and its potential special fighters.

## Unit Composition

- **Category:** Indicates the unit’s nature (and Rank). This information is used to respect the order of the banners.
- **Numbers:** Indicates the unit’s standard and maximum number of fighters.
- **Equipment:** This is included in the unit’s cost. With the exception of Incarnates, all of the unit’s fighters are equipped in this manner.
- **Special fighters:** Indicates the nature of the special fighters that the unit may include. Each special fighter replaces one of the unit’s standard fighters at the cost indicated in the table. The number of special fighters allowed per unit is indicated in the “Cost of a unit” table.

## “Cost of a unit” Table

- **Standard and maximum number of fighters:** For each kind of unit, a table gives the A.P. value of a unit including the standard number of fighters and the maximum number of fighters. This table also indicates the number of special fighters allowed.
- **Extra fighter:** This value indicates the cost in A.P. for each fighter that may be added to the standard unit.

## THE RAG’NAROK

The troops of the barony of Acheron are gathered into companies under the totem of the Ram. The Ram started its hostilities well before the Rag’narok and its army is now prepared to march against the enemy. All it lacks is a way out of the isolated valley which the Behemoth Mountains and the mighty Kaiber Fortress impose on it. The doors of hell have provided this way. Now, countless units of undead thralls led by the powerful Skull Warriors descend on Aarklash, preceded by vicious units of Ghouls and Gargoyles. The Black Paladins and heavy Centaurs are tasked with crushing any resistance, especially when a misfortunate enemy fails to yield to fear or the strength of the thralls.



## The Acheronian Army

The barony of Acheron is one of the few protagonists of the Rag'narok to have a permanent and unified military force. The large-scale use of the undead greatly simplifies its logistics: animated corpses can be piled anywhere without special precautions and do not require provisions. This allowed the Acheronians to assemble considerable forces, among the largest to ever set foot on Aarklash.

The military is divided into two parts. On the one hand, the "internal armed forces" are responsible for the defense of Acheron and launch offensives from within the cursed barony. On the other hand, groups of armed Pandemonics (see *Army Book: Pandemonium*) are the attack force and have absolutely no defensive role.

Feyd Mantis is the supreme commander of the Acheronian armed forces and personally commands one of the internal armed forces. There are four such divisions: the army of Brisis, the army of Hestia, the army of Mantis and the army of Vanth. Each army division consists of tens of thousands of fighters, a force comparable to that of a major nation.

Each Father or Mother of a House leads a division of the army and answers only to the Divine Baron. The Fathers and Mothers are equals, at least officially. In fact, the permanent power struggles make it possible for one of them to temporarily ascend in rank. However, under the steel reign of Feyd Mantis, each of them has learned that excessive influence is seen as a threat to the power of the baron. In general, those that do rise are not given the opportunity to be threatening for very long. The Masters of the Dark Houses have learned to avoid positions that seem overly advantageous.

With the fall of Kaiber and the development of the portals to the Abyss, the four internal armed forces have largely ceased to constitute a defense force. Their attacks are often pointed outward. Since the beginning of the barony, there have been only two attempted invasions, and both were complete failures serving only to provide more corpses to be raised as undead. Thus, the Acheronian armed forces were able to turn their attention to external objectives.

Despite the number and ferocity of the Acheronian fighters and despite the high degree of organization of the military forces of the barony, Acheron gives the impression that it is not the strongest protagonist of the Rag'narok. In fact, all their effort and organization is geared towards making war, not winning - at least not immediately. The army of Acheron carefully executes a precise plan prepared by Feyd Mantis himself. His goal is not to crush any resistance or conquer his enemies, but to feed a formidable ritual with sacrificial victims. The battles the Acheronians have often engaged in usually have targets of low value, often having no strategic relevance. Thus, the invasion of the capital city of the Kingdom of Alahan was easily repulsed. The ruthless guerrilla war started in the plains of Avagddu and led to a chaos from which no one has benefited. However, the objectives of these attacks have been largely achieved: the confrontations of the Rag'narok multiply.

The Dark Houses and their military organizations are deeply marked by the necessities of this great plan and the peculiarities of the massive armies of undead. The councils of war are primarily a place of bitter negotiations. Sometimes the negotiations include who will be in charge of a battle that promises interesting spoils. More often, they plot to avoid missions where no one is expected to survive. Fortunately, the armed forces of each House, composed largely of undead, can be managed in an accountable way: deduct the thralls lost, mobilize the necromancers, and collect fresh corpses. To gather the latter, the magicians channel resources of mana to the location of necro-reanimation, mobilize the 'new' troops, march them towards assembly points, and so on.



## The Dark Houses

The player can affiliate his company to one of the four factions presented hereafter. The company can include only fighters (troops and incarnates) whose description indicates that they are either part of this faction or part of no specific faction.

Unless mentioned otherwise, a company that is not affiliated to any faction can use any profile.

The description of each faction includes information describing the universe of Aarklash, which also constitutes gaming tips:



**Mother or Father:** The leader of the faction.

**Favorite Allies:** The armies this company can ally with.

Each description also includes an insert indicating the rules reserved to this faction.

**Advantage:** A company of this faction benefits from the advantage indicated here.

**Disadvantage:** A company of this faction suffers the disadvantage indicated here.

**Order banners:** A company of this faction must respect this order of the banners.

## AZAEI THE INFIDEL

*"Injustice will soon be done."*

### Incarnation

Azael danced in a tavern in Kalienne. Her pleasing physique and taste for art promised her a comfortable life. Having superior intelligence and high ambitions, Azael would not be satisfied with such mediocre prospects.

One of her lovers introduced her to the elemental magics, just for fun, and was surprised to see that she was remarkably gifted. Unfortunately, during an argument one evening, Azael accused the man of being unfaithful and said he deserved a contemptible end. This enraged him and he reared back to hit her. Reflexively, Azael released a poorly controlled spell killing her companion in the process. Fearing she would be hanged from the gallows, she took refuge in the city slums, where her plight attracted the attention of powerful under-lords seeking a young intelligent woman for sensitive missions.

Azael, who was short of expedients, readily accepted the offers from her mysterious employers as they would allow her to further explore the mysteries of magic. Unwittingly, she had linked herself to Darkness: its silent sponsors were professional spies working for the Divine Baron himself.

Azael proved as good a spy as magician. Her gift for magic and her insatiable inquisitiveness piqued the curiosity of several Fathers. It was decided that they should entrust one last mission to the young magician. If successful, Azael would be called back to Acheron for further training. Feyd Mantis appointed one of his most loyal lieutenants to observe the course of this test: Melmoth, the Skull Warrior.

Azael infiltrated the royal palace under the guise of a dancer in order to obtain information on the placement of Barhan troops.

The mission experienced early success, then abruptly changed when Agonn (see *Army Book: Lahnars*) made his appearance in the royal court. Azael immediately fell madly in love with him and began to neglect her duties. It was no longer possible for her to attend to high-ranking military officers. Doing so would have jeopardized her fledgling romance with the young hero.

Feyd Mantis was furious and threatened to punish the adulterous woman, but Melmoth convinced him to wait because he perceived a favorable outcome. It would be. Azael proposed to the soldier to become her lover. To her great surprise, Agonn refused. He could read an inkling of contempt in her eyes, contempt covering excessive rage. Unable to contain her rage, she cast one of the curses she knew and unwittingly revealed her true identity. Once again, Agonn astonished her by suppressing his fear. He pulled out his sword and dealt a mortal blow to the young woman, decapitating her.

Instead of dying, the apprentice necromancer felt her soul explode into countless fragments, while a formidable force Incarnated it. Understanding what happened; Melmoth decided to save the young woman and opened a portal to the Abyss. The information Azael gleaned had bought her the Divine Baron's forgiveness. Her exploits alongside Melmoth offered her a place among the Autarchs.

The Infidel's ascension was remarkably fast, as if Vice itself called her to do great things. There is no doubt an even more grandiose destiny awaits Azael during the Rag'narok!





## Tactics

Azael is both a talented necromancer and an equally talented fighter. She is also a true captain. Her precious mixture of magic and martial ability allows her to successfully confront any opponent, including other Incarnates. Accompanied by one or two magicians, she can become a real nuisance to the enemy by launching several Rituals at a time such as Curse, Eternal Regrets, and Ritual of Flesh. With her familiar, the Companion of the Tomb, she has access to any ritual, which offers her a vast array of choices!

## Unit Formation

Azael can join any Rank 1 or 2 Ram unit. She does not replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

Azael is not associated with any Ram faction; she may join any Ram company.

## Recruiting the Incarnate

**Azael:** 195 A.P.

**Resurrection/Duel:** 4 Elixir points

**Azael and Melmoth:** Azael the necromancer and the Skull Warrior Melmoth can join the same unit. The player chooses which of the two the leader is.



## Attributes

Azael has 1 point to spend on artifacts and rituals.

**Companion of the tomb (1):** Azael obtains a Value 1 or 2 ritual from *any* Army Book. She also obtains the path of magic needed to cast it.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of her enemies in contact with her to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Azael.





# THE ALMIGHTY SKULL

*"The purpose of any life is to end. Here is your proof!"*

## Incarnation

The Almighty Skull is the commander of the Skull Warriors, the leader of all leaders, whose name alone strikes fear in the heart of the most valiant warriors. He is a being whose power would surely worry the Fathers and Mothers of Acheron, if he were not pledged to Darkness.

As head of dark legions, the Almighty Skull has shed the blood of countless victims through the centuries. His despicable saga dates back so far that nobody knows anything about the origins of the legendary warrior, not even the Almighty Skull himself. He is the oldest incarnation of Vice, driven by a thirst for blood and carnage that is unequalled. It is sometimes said that this living legend was the very first Incarnate created by the higher powers who secretly direct Aarklash. Fools and madmen believe that he is the shadow of Salauel, the major god of the Trinity of the Abyss.

An undead warrior that has walked Aarklash for centuries has nothing to prove to anyone. His survival is the best proof of his worth. Beneath his hubris lies a terrifying secret, a secret monstrous enough for the Almighty Skull to feel the icy grip of fear, a secret he tries to hide behind his power.

The Almighty Skull has been Incarnated for so long that he understands the disaster that changed the higher powers, whoever they are, and he has seen the final confrontation that dictates the collapse of all civilizations. Moreover, he will only be a puppet, doubly cheated since he knows that victory is not possible and that he must still participate in all of the battles.

War is all that remains for him. In exchange for immortality he abandoned everything, including his family and his people, until his identity was forgotten over the ages, all in the name of survival and for his love of combat. Incarnated a few years after the year zero, the Almighty Skull has continued to haunt the battlefield, increasing the death toll and casting curses to try and reclaim what he lost when he was incarnated. He has yet to find it... Every time war ceases, every time battle yields to an era of peace, he disappears and waits in a secret retreat until a more favorable time occurs.

The Almighty Skull joined the barony of Acheron to participate in the first battle of Kaiber and offered his allegiance to Feyd Mantis...which was readily accepted. A form of respect has developed between them and has never failed. Both share a heavy secret and in their reciprocal presence they find some comfort: they both discovered the bitter price of eternity and damnation, a secret known only to those who have traded their soul in exchange for power. Both understand that the Rag'narok has no winners, only death and destruction to those who had the boldness or the folly of choosing a camp. The Almighty Skull made his choice as a youth afraid of death; the Divine Baron chose his camp because he aspired to gain power which is not accessible to mortals.



Shortly after his appointment to head the armies of Acheron, the Almighty Skull also received the title of "executioner" on behalf of the Dark Houses. The tasks he has partaken in on behalf of his new masters have never been publicized. The Almighty Skull acts with such brutality that the memories themselves are destroyed and no one can recall, or even comment on, his actions.

Over the years, the barony of Acheron has adorned him with rich presents, as monstrous as they are powerful, as if Feyd Mantis has tried to soften the plight of someone whose suffering is so atrocious that even the shriveled heart of the Divine Baron sympathizes for it.

## Tactics

There has never existed a more dangerous or effective fighter than the Almighty Skull. He is one of the best commanders an army can have. Having an exceptional resistance and equipped with his black armor, it is unlikely he will be injured. The Almighty Skull's qualities do not end there: he is a born killer with a relentless attribute, whose superior strength is magnified by his black weapon. When equipped with his reserved artifacts, this living legend embodies the symbol of Acheron's inevitable victory!

## Unit Formation

The Almighty Skull can join a unit of undead thralls or black paladins. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

The Almighty Skull is not associated with any Ram faction; he may join any Ram company.

## Recruiting the Incarnate

**The Almighty Skull:** 370 A.P.

**Resurrection/Duel:** 7 Elixir points

**Black Weapon:** Failures obtained on Strength tests, hand-to-hand combat and ranged attacks, are re-rolled once more.

**Black Armor:** Successes obtained on enemy Strength tests against this fighter are re-rolled once more.

**Escort:** All damage points inflicted on a fighter with the “Escort” ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on “Escort” fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the “Escort” fighters), the excess damage is applied to the fighters with the “Escort” skill.

**Almighty Skull:** The Almighty Skull benefits from the effects of the spell “Drain Life” every time an enemy fighter is eliminated by his unit. When an enemy fighter is eliminated by the Almighty Skull’s unit, a fighter belonging to the Almighty Skull’s unit (that was previously eliminated) is placed back into play in formation with the unit and out of contact of any opponent. If this placement is impossible, Drain Life has no effect.

**Implacable:** After performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

**Born Killer:** When the fighter performs a Hand to hand Attack test, the player rolls an additional die. This die is not a bonus die, so it can be re-rolled.

## Attributes

The Almighty Skull has 3 points to spend on artifacts and rituals.

**Nightfall (2):** The Almighty Skull may freely distribute the wounds it inflicts, ignoring the rules of contact, as long as the wounds are distributed to fighters sharing the same profile as those in contact with him.



**The Wailing Tabard (1):** No fighter is immune to the Almighty Skull’s Fear. Courage tests must be carried out every turn. Skills that can automatically pass Courage tests are ignored.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of his enemies in contact with him to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding the Almighty Skull.

# HOUSE BRISIS

**Crest:** A scepter wrapped in purple ivy  
**Headquarters:** Erebus, the dark heart of the kingdom  
**Mother:** Rhea of Brisis  
**Favorite Allies:** Spider, Stag, Hydra, Hyena and Scorpion



The House of Brisis is the largest of Acheron: there are about eighty dynasties, a small army of lieges, and countless servants. At meetings of the Order of Ram, it speaks on behalf of the Autarchs, the influential Acheronians independent of any Dark House. Therefore, Brisis has a wide range of skills and great influence, even outside of the borders of Acheron.

The House of Brisis excels in the role of ambassadorship for the barony. It has always been fascinated by the mysteries of magic, and as such, has retained much of its Barhan heritage even after joining the Meanders of Darkness. Rather than deny their origins or side with the revolt, the leaders of this noble family opted to adjust their goals for their new ideals: influence, power and wealth. The concepts of honor and reverence are still part of their vocabulary, and still, unlike their Barhan ancestors, they prefer the vices of despotism to the virtues of the monarchy.

Thus, Brisis is viewed as affable and refined...as long as one does not directly attack one of its members. The spirit that gathers the family around Rhea of Brisis, the Mother of the House, is particularly pronounced and has largely contributed to the popularity of Brisis among the Autarchs. To cut down a member of Brisis is to cancel any favors it owes, to destroy a portion of the fortune of the House, and to lead to troublesome questions of succession. For all these reasons, Brisis family members watch over one another and are ruthless when one of their numbers is in danger.

Thanks to the impressive size of their House as well as the presence of their ambassadors and necromancers on the battlefields, Brisis has a veritable army of undead. These qualities reinforce their political influence; the Autarchs and the allies of Acheron can request Brisis's support when they raise their banners. Brisis is always happy to contribute to the cause of the Meanders of Darkness, especially if they benefit from it and use it to glean favors. The endless tide of undead never fails to overwhelm the enemies of Acheron!

## PLAYING THE HOUSE OF BRISIS

The player can choose any Ram order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the House of Brisis benefits from the advantage and disadvantage below.

**Advantage of the House of Brisis:** Who dares defy the never-ending tide of undead? Any unit of the House of Brisis can disengage without any of its fighters being eliminated and can declare an assault against the unit from which it just disengaged. This supersedes the Disengagement Rule (see. *The Rulebook*, p.93).

**Disadvantage of the House of Brisis:** Whenever a friendly Incarnate is eliminated it must be resurrected as soon as conditions permit (based on the Incarnates description).

### Order of banners:

- Infantry unit (👤) (👤)!
- Infantry unit (👤) (👤)
- Infantry or Titan unit (👤) (👤) (👤/👤/👤)
- Infantry or Creature unit (👤) (👤) (👤/👤/👤/👤/👤)
- Cavalry or War Machine unit (👤) (👤) (👤/👤/👤/👤)

! Priority slot. It must always be picked first.

## RHEA OF BRISIS

*"Seal our pact in blood."*

### Incarnation

The House of Brisis was one of the most prestigious in all the Kingdom of Alahan. Its members were distinguished by their talents over successive generations. Art, commerce, diplomacy or magic: Brisis's members were known for their intelligence and ability to excel in fields that impassioned them. Their family came from Acheron, but was dispersed throughout the kingdom by virtue of marriage.

Rhea of Brisis and her twin brother Armariel were born in 932 at Castle Brisis to a mother and father who had never conceived children and had lost faith that such a miracle was even possible. The unexpected birth was welcomed as a true blessing. Nature had bestowed dazzling beauty on the twins.

The two children, uplifted by the infinite love of their parents, proved worthy of their legacy. Promised to have glory and success, they showed an early affinity with mana and embraced the career of the mystic. Armariel, the more reserved of the two heirs, joined the Academy of Magicians in Acheron far ahead of his time while his sister Rhea, whose father was constantly singing her praises, chose to remain in the world and explore magic alongside the best tutors.

The years passed and both became preeminent members of the Order of the Chimera. Armariel, who managed the family business, was approached to become the successor to Kaïan Draghost, the Dean at the Academy of Magicians in Acheron. Rhea's beauty made her an excellent choice for ambassadorship. However, time took its toll, and Rhea's heart became enveloped with conceit and vanity: her beauty had reached its peak and she became afraid to lose it. The fear of old age soon became a nightmare and then turned into an obsession. Her fairy tale ended and was replaced with horror.

Rhea had long attracted the eye of Feyd Mantis, Baron of Acheron, and was eventually seduced by this man's fiery reputation. In the same manner as her father, the Divine Baron managed to make her forget her fears through his unyielding flattery and attention.

Her slow lapse into Darkness had begun years earlier in the secrecy of her bed chamber and was now accelerated with new revelations. She soon joined the sect of the Black Togas, to which her brother also belonged, and succumbed to all of its vices. Rhea discovered bloody rituals that could slow, or even reverse, the passage of time on her carnal envelope. It was during this period that she became acquainted with Maldegen Dirz, an Akkylanian alchemist, with whom she had a passionate affair (see *Army Book: Creatures of Dirz*).

Rhea also learned of the terrible secret surrounding her birth: her parents had made a pact with Darkness to have children; the violence she had suffered was the toll claimed by Dhalilia,



the powerful demon queen who had possessed her mother. This beast was the source of her beauty; it was the source of her power. Armariel had been rejected by the demon queen because he had had the audacity to try to protect his mother.

The forfeiture was complete when Rhea of Brisis realized that she was only the Divine Baron's doll, his plaything; Feyd Mantis's heart belonged to Scaëlin, the Daikinee princess and soon to be Akkysan matriarch. Fully realizing the measure of sorrow and emptiness of her life, the beautiful sorceress gave her wounded soul to Dhalilia, Queen of Vice. Vice, as a reward, made her an Incarnate. The pact made many years earlier with the Brisis family finally revealed its Machiavellian scale. The victim became the executioner: Rhea killed her father, transforming him into an undead thrall that, to this day, continues to serve Darkness.

From that day forward, the heart of Rhea of Brisis belonged to Darkness.

The magician led an army of undead that swept over the forces of Light during the First Battle of Kaiber. She gathered the members of her family around her, protecting those who agreed to join her with the instincts of a mother and corrupt-



ing the rest without remorse. Finally, she consolidated the already colossal fortune of her House and became the principal ambassador of Acheron.

Feyd Mantis and Kaian Draghost made her the mother of her own Dark House and entrusted her with the Seal of Erebus, one of the most powerful artifacts of Acheron. In 1000, she attended the Ritual of the Dawn, which sounded the hour of the Rag'narok, from atop the Alchemical Tower embodying the triumph of Dirz, her former lover.

The death of Armariel at the claws of the Chimera (see *Army Book: Lahmars*) dealt a deadly blow to Rhea. Separated from the only man who had always been faithful and sincere to her, the Mother of the House of Brisis became an infinitely cruel woman, avid of and hungry for carnage. Belial himself now considers her with increasing interest and Rhea knows it. In the name of Vice, will she manage to conquer the heart of a demon to bend its will to hers?

## Tactics

Rhea of Brisis is proficient at casting the most powerful rituals of the Ram. She has no place in melee: she is better off leaving that task to her followers, of which she prefers as many of as possible.

This magician has access to two artifacts that allow her to occupy any position on the battlefield, from the front line to rear support. The "Seal of Erebus" increases the number of rituals that she is entitled to, and the "Beauty of Dhalila" deprives her enemies of their valuable skills.

## Unit Formation

Rhea of Brisis can join any Ram unit. She doesn't replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

## Recruiting the Incarnate

**Rhea of Brisis:** 295 A.P.

**Resurrection/Duel:** 6 Elixir points

**Catalyst:** Energy tests of catalysts are resolved by rolling an additional die. The player keeps the best result.

**Magister:** Failures on Energy tests have to be re-rolled once more.

## Attributes

Rhea of Brisis has 3 points to spend on artifacts and rituals.

Rhea of Brisis is a magician from the path of necromancy. She has mastered the elements of Air, Water and Darkness.

**Beauty of Dhalilia:** All fighters in a unit with Rhea of Brisis, with the exception of other Incarnates, gain the "Escort" ability. All damage points inflicted on a fighter with the "Escort" ability is transferred to the fighters of the same unit that do not have this skill, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on "Escort" fighters). If any damage is left over (e.g. the unit has been annihilated, except for the "Escort" fighters), the excess damage is applied to the fighters with the "Escort" ability. This damage is distributed on the unit by the player controlling the unit.

**Seal of Erebus (3):** Rhea of Brisis acquires 3 points in Value of rituals. Rituals she casts ignore the effects of "Insensitive".

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of her enemies in contact with her to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Rhea of Brisis.



# CHAGALL

*“Chagall kills to live and lives to kill.”*

## Incarnation

The one called “The Hungry” and “The Dog of Darkness” is one of the most voracious champions of Acheron. He is said to be controlled by his appetite for both human flesh and perversity. Some believe he has degenerated, but this is false. His intelligence has grown over time, especially as the number of his victims grows!

Chagall rarely speaks, although he is perfectly capable of speech. He seldom feels the need to talk, but when he does, his words are kept to a minimum. The bestial killer does not speak of his origin and for good reason: he barely remembers it.

Chagall began his existence in a colony of Ghouls hidden in the depths of Cadwallon. The scavengers used the vast underground of the City of Thieves to plunder cemeteries and ambush adventurers who dared leave the city and enter their lair. Chagall’s agility and malice were remarkable: he had taken the treasures of his previous victims and placed them in strategic locations to attract future prey and remained elusive in all circumstances. Facing his band in the maze-like sewers was a horrific challenge and his sector was famous for being cursed by the “sewer men”.

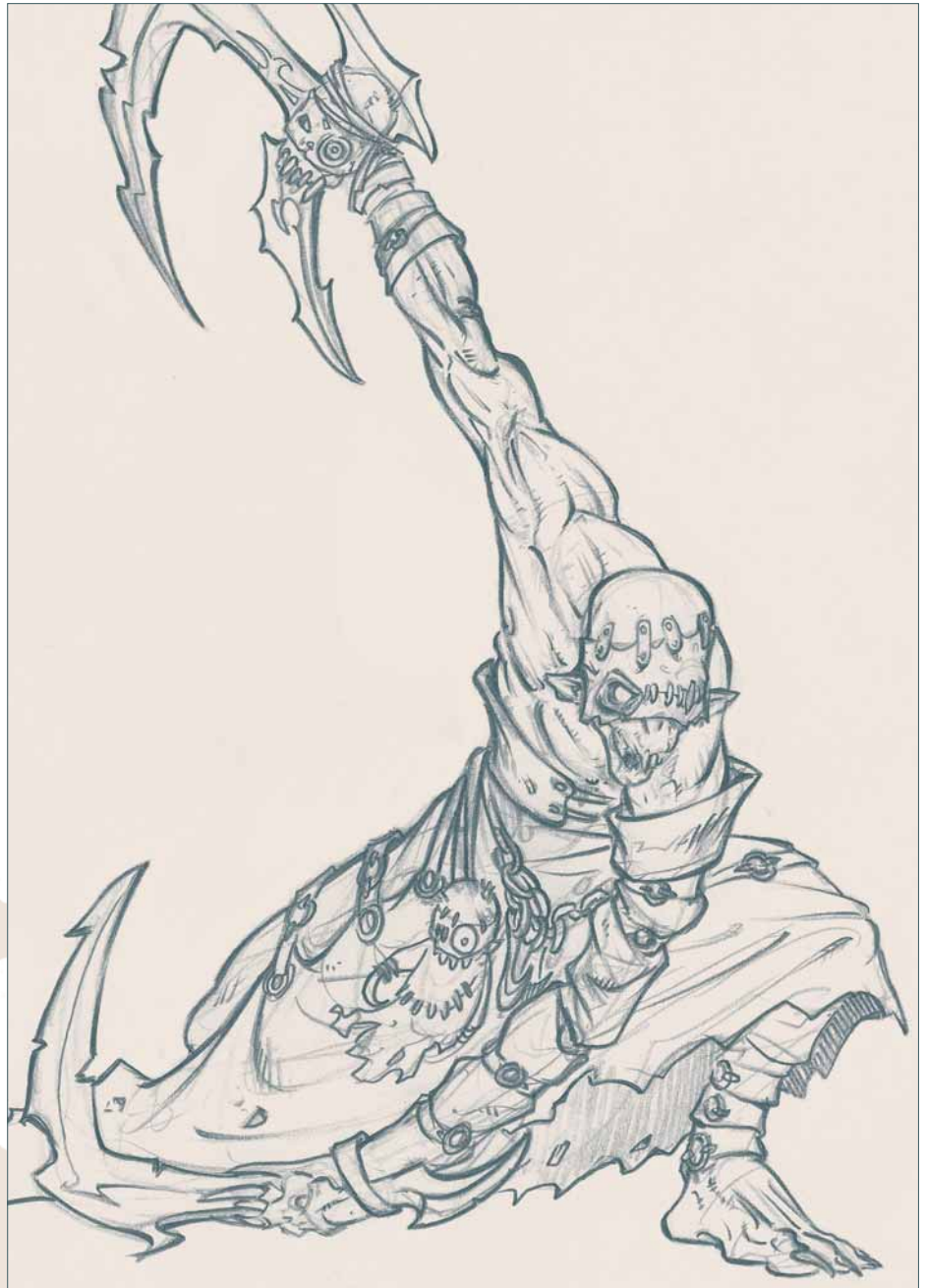
One day, the minions of the Guild of Usurers, secretly commissioned by the necromancer Sophet Drahas, located the colony of Chagall. The King of Ashes had dispatched several emissaries to place the Ghouls under his jurisdiction, but none of the emissaries returned. Chagall, the perverse, the Bloody Dog, refused to submit to any master. Infuriated, Drahas sent a heavily armed group under the command of one of his apprentice necromancers to eradicate the rebels. No one returned, and the Ghouls had disappeared. Sophet Drahas was satisfied with this victory even though it had cost him dearly.

However, this battle is where Chagall’s memories begin. The Userer’s warriors were trapped like their predecessors and fought

fiercely, battling for their own survival. They fell one by one, carried into the darkness by the flesh-hungry Ghouls. The apprentice necromancer was the last...pierced through the heart by the blades of Chagall.

The killer carried his prey to his den and began his feast on the corpse when he found the necromancer’s gems of Darkness. Excited by the fury of battle, the smell of fresh blood, and the energy that seemed to emerge from these treasures, he broke the gems and quickly swallowed them as a primitive warrior eats the heart of his fallen enemies: to appropriate their strength.

The corrupting influence of Darkness did not wait: Chagall immediately felt the gems begin to devour his entrails and became insane from the pain. He frantically attempted to appease the appetite of destruction that Darkness afflicted





him with by eating the necromancer, then all the remaining corpses of the moneychangers. Immediately after he had consumed them, the bloody scraps were disintegrated by the Darkness that ate at him once again. Chagall then threw himself on his own kin and devoured them all, sometimes eating them alive. He continued his fatal journey consuming all living beings that passed by him until, exhausted and wounded by his many battles, the evil Ghoul began to devour himself. Thus, Chagall tore off both hands and feasted on them.

Chagall's bloody journey had not escaped the peering eyes of Vice, who watched the brutal, vicious, and downright greedy Ghoul. The divinity incarnated Chagall before knowing whether his appetite or his blood loss would kill him first.

During the following decades, Chagall traveled Aarklash extensively in search of victims to devour. His hunting technique and his sadism evolved along with his intelligence. Even if he retained the appearance of a monstrous butcher whose hands are weapons, Chagall is able to reason and can even devise increasingly complex strategies.

Chagall, once an exaggerated Autarch, joined the House of Bris in the first years of the Rag'narok. He plays the role of torturer, executioner, and dog of war that is lent to the other nations of Darkness. His existence remains unchanged, but he now has major support. Slowly, inexorably, time has made him a lord of war like Aarklash has never known.

## Tactics

Thanks to his three Hand to hand combat dice and “Sequence” ability, Chagall is a nightmare for many units, especially those with poor protection. Equipped with the “Fangs of Darkness” artifact, Chagall tears through even the heaviest armor as though it were paper mache. The avalanche of blows he delivers makes it possible to eliminate opponents with a strong Resilience and several points of health, such as creatures and Incarnates, in the blink of an eye.

However, Chagall has poor defense and is not very resilient. Equipping him with a Dark Tabard or an Obsidian Skull increases his life expectancy and makes him a tireless butcher.

## Training unit

Chagall may join any unit of Ghouls. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

## Recruiting the Incarnate

**Chagall:** 175 A.P.

**Resurrection/Duel:** 3 Elixir points

**Sequence:** Each or received on a Hand to hand attack test gives one bonus die.

## Attributes

Chagall has 2 points to spend on artifacts.

**Fangs of Darkness (1):** Chagall acquires the “Ferocity” ability. The results +, and are interpreted as “4” when performing Strength tests in Hand to hand combat.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of his enemies in contact with him to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Chagall.



# HOUSE HESTIA

**Crest:** An eclipse.

**Headquarters:** Hades, the burning world

**Father:** Ganzhyr

**Favorite allies:** Stag and Hyena



At the time when the barony of Acheron was still a subject of Alahan, Hestians had already been characterized by their blazing and ruthless temperament. In the eyes of the Barhans, this family of knights and strategists represented the quintessential Acheronian nature: its members were the most sinister servants of the Light, ready to sacrifice everything to achieve their goals. Time and time again, Hestia proved their loyalty to the crown through their extraordinary feats of arms. In their eyes, honor has always been synonymous with strength.

Hestia basked in Darkness through its pride. Some of them chose to serve Feyd Mantis, the tyrant, rather than King Michaellis (see *Army Book: Lahnars*) who they felt was too complacent and too weak. The civil war in which the secessionist executed loyalists was as short as it was bloody.

The House of Hestia has zealously served Acheron for three centuries, unendingly driving fire and destruction to its enemies' core. The other Houses' plots and intrigues have held no sway over the Hestians: no one dares defy a centaur champion able to light a blazing inferno with a mere glance. The power of the infernal flames consumes Hestia from within: those who are defeated turn to ashes and never have to suffer the shame of their defeat.

Three centuries of perpetual war have exacted a heavy toll among the dynasts of this House. Today, Hestia looks to the undead to perpetuate the blood of the family and the power of the infernal flame. After their defeat in the Black Woods, many Keltois of the Drune clan, those having similar characteristics to the House's members, joined Hestia. A new generation, even more destructive, will be born from the ashes of the Ragnarok!

## PLAYING THE HOUSE OF HESTIA

The player can choose any Ram order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the House of Hestia benefits from the advantage and disadvantage below.

**Advantage of the House of Hestia:** The infernal fire serves Hestia. All fighters that have Energy can use the spell "Hellfire". The targeted miniature must undergo a Strength test with an action value 4. This spell costs 5 mana points.

**Disadvantage of the House of Hestia:** The infernal fire consumes Hestia! Incarnates from a House of Hestia company turn to ashes when they are eliminated and they are removed from the game (they cannot be resurrected).

### Order of banners:

- Cavalry unit (🔥) (🔥🔥/🔥🔥🔥) !
- Infantry unit (🔥) (🔥/🔥🔥)
- Infantry unit (🔥) (🔥/🔥🔥🔥)
- Cavalry or War Machine unit (🔥) (🔥🔥/🔥🔥🔥)
- Creature or Titan unit (🔥) (🔥/🔥🔥🔥)

! *Priority slot. It must always be picked first.*





## GANZHHR OF HESTIA

*"My anger gives me my power. My power grants me strength. My strength promises me victory. My anger's flame is unquenchable...it heralds the hour of my victory!"*

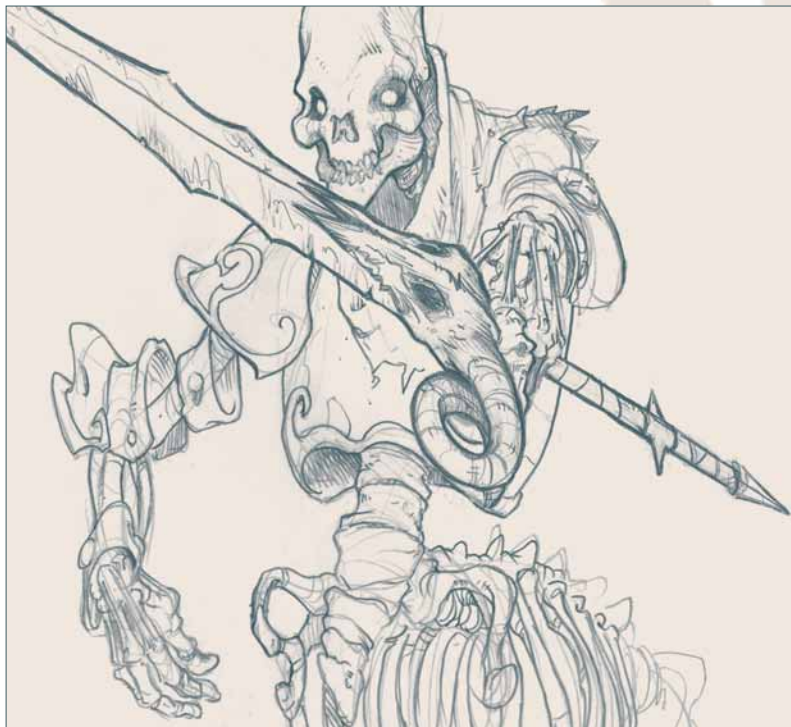
### Incarnation

Ganzhhr of Hestia was once a knight at the court of Kallienne (see *Army Book: Lahnar's*) during the time the sect of the Black Togas began to extend its influence in Acheron and the other baronies. The Hestians were counted among the most loyal subjects to the crown of Alahan and for many years had held the ear of the royal House. Feyd Mantis saw this prestigious family as faithful friends, but also as enemies he would eventually have to eliminate...or corrupt.

The Hestians were not entirely satisfied with the manner in which the kings of Alahan ruled. This kingdom was the most powerful of the human nations; its army was large and well trained. The Hestian strategists did not understand why the Kingdom refused to expand its territory because, sooner or later, its neighbors would strike first. For their part, the warriors of this family desired to include their names in the annals of Alahan. The answer that was given to their requests, king after king, was invariable: "Such is not the path of Virtue." Finally, the entire House gathered behind Ganzhhr of Hestia, cousin to the leaders of the family, to once again assert their views and try to convince King Michaelis to begin the conquest of Aarklash.

Ganzhhr of Hestia was a tireless fighter and a staunch defender of the crown. During the previous thirty years, he had participated in several military campaigns for the Ways of Light and returned wearing the laurels of glory. His dark armor, tolerated in Acheron, and his combativeness earned him the nickname "Knight of Arakin", the Barhan god of war, from his peers. However, even his closest family members had no idea of his heart's burning pride and ambition.

Ganzhhr's charisma and fiery rhetoric was not enough to convince King Michaelis. Upon hearing the same answer given again, the Knight of Arakin felt his blood begin to boil. He, who had only known victory, failed the crusade of his ancestral House. Unable to accept his personal defeat, the proud Ganzhhr left the service of the king. This was the moment that Feyd Mantis, who had witnessed the public humiliation of Ganzhhr, chose to act. Mantis accompanied the furious knight as he returned to Acheron. He offered words of support to Ganzhhr and revealed the existence of the Black Togas to him. Once the secret was out, the Baron pondered the odds that the knight would draw his weapon, leading to a duel. After a moment's hesitation, Ganzhhr renounced his role as defender of the Light. The king was weak, he thought. The future of Hestia was to conquer Aarklash. Vice incarnated Ganzhhr the instant he chose to serve ambition rather than Virtue.



Ganzhhr of Hestia became the guardian of the Seal of Hades and one of the most loyal allies of the Black Togas. He developed the power of the infernal flame and studied necromancy under the supervision of Kaian Draghost. He drew up plans for the military conquest of the territory of Acheron by the Black Togas with Feyd Mantis. During the Acheronian revolt, he took command of his House, asserted his will, and murdered his opponents.

Ganzhhr of Hestia's martial and political power has grown over the past three centuries. The Father of the House of Hestia is also minister to the throne of Feyd Mantis and general of the armies of Acheron. He was quick to experiment with the most dreadful necromantic arts and has become an invincible warrior. Today, the knight of Darkness is no longer just himself: he is one with his steed and he embodies everything he once fought to destroy.

Since opening the doors of the Abyss, Ganzhhr of Hestia spends less and less time in Acheron: he is realizing his dreams of grandeur and terror by setting fire to Aarklash!

### Tactics

Ganzhhr of Hestia is an exceptional warrior, strong and solid. His place is in battle, surrounded by a cavalry unit that, including him, is indeed a terrifying sight - especially considering his capabilities as a magician. Equipped with the Seal of Hades, he inflicts considerable damage on his opponents and is proficient at lightning strike warfare and rituals such as "In Pulverum Revertis", "Funeral" or "Shroud of Flesh". It is also possible to make him an excellent incarnate-hunter by equipping him with a weapon of the Abyss, or to make him a ruthless commander using Black Diamond and the ritual "Curse".



## Attributes

Ganzhyr of Hestia has 3 points to spend on artifacts and rituals.

Ganzhyr of Hestia is a magician from the path of necromancy. He has mastered the elements of Fire and Darkness.

**Forgery of Hades:** Ganzhyr of Hestia can initiate this spell on any unit he can see. The targeted unit gains Reach. A fighter with a weapon that has Reach can attack enemies he is in contact with and those within 3 cm of him. If the targeted fighters already have a weapon with Reach, they can instead attack opponents within 6 cm of themselves. Forgery of Hades costs 5 mana points.

**Hestia's Coat of Arms (1):** Ganzhyr of Hestia's unit ignores the effects of "Hyperian".

**Seal of Hades (3):** Ganzhyr of Hestia acquires 3 points in Value to all rituals. The result of Strength tests carried out by him, whatever their origin, are read one column to the right on the universal table of resolution.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of his enemies in contact with him to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Ganzhyr.

## Unit Formation

Ganzhyr of Hestia can join any Ram cavalry unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

## Recruiting the Incarnate

**Ganzhyr of Hestia:** 500 A.P. (heavy cavalry)

**Resurrection/Duel:** 10 Elixir points

**Reach:** A fighter with a weapon that has Reach can attack enemies he is in contact with and those within 3 cm of him.

**Black Armor:** Successes obtained on enemy Strength tests against this fighter are re-rolled once more.



# THE GORGON

*"The eyes are the mirror of the soul."*

## Incarnation

Like a few of the lords of Acheron, the Gorgon's history begins well before the revolt of the tenth Barony. Indeed, the birth of the Gorgon dates back to the creation of Aarklash, when two gods united in Darkness to engender the Atrocities, infinitely evil beings. The Atrocities, as varied in their appearance as they are in their monstrous powers, were released on Aarklash to sow chaos and undermine the work of the other gods.

Many heroes confronted the Atrocities through the ages, but only the Alahaars, founders of Alahan and ancestors of the Barhans (see *Army Book: Lahmars*) managed to permanently remove the threat that the Atrocities represented. Araxes, an Atrocity that had mastered the magic of Darkness and that was able to petrify its victims with a glance, was among the last to be neutralized. Using a powerful ritual, an Alahaar magician named Verion managed to imprison Araxes in an ancient Keltois tomb along the cliffs of Algerande.

The Seal of Verion kept Araxes imprisoned for six centuries, until a magician named Meliador (see *Army Book: Lahmars*) unintentionally broke the Atrocities "chains". Weakened by his captivity, Araxes emerged from its hiding place after the magician departed. Araxes took on the name Gorgon so as not to arouse suspicion; it remained shrouded in darkness for a few years to study the world and recover some of its lost powers. A plan of infinite malice germinated in its mind: it must seek out and find a trace of the other Atrocities and awaken those which had been imprisoned such as it had. Together, they could establish their domination and found a kingdom of Darkness.

Above all, the Gorgon sought to eliminate Meliador, the last mortal to have seen the Seal of Verion and that was able to reconstitute it. The Gorgon's power allowed it to easily replicate the effects of necromancy and to pose for an Acheronian; using the commander of a small company of undead, it set a trap for Meliador in a deserted village. The magician had also matured and his power easily rivaled that of this new opponent. The confrontation between Light and Darkness was so violent that it attracted the attention of both Vice and Virtue. Vice, seeing that an atrocity had survived and that it stood opposed to one of its twin's champions, immediately incarnated The Gorgon. The abomination's sudden surge in power changed the tide of the battle and Meliador had to flee to avoid being swept away in a portal of Darkness.

The Gorgon could not pursue its opponent, who used wind magic to

escape. Realizing it no longer had the element of surprise and that a new confrontation with its opponent could lead to its defeat, The Gorgon went into hiding, taking refuge among the Acheronians, and began to research the fate of the other Atrocities. Its first journey led it to a crooked tree, bent by the Darkness and guarded by a champion of the Light. The Gorgon defeated the champion using its petrifying gaze and pulled one of the branches from the tree of the Atrocities. From this branch, it created a scepter: the symbol of its quest.





The Gorgon reappeared a few months later at Tycho, in the midst of a battle pitting the Lahnar versus the last Ylliaar separatists (see *Army Book: Barhan*). The carnage allowed The Gorgon to release Briareus, the god of Disease, from the glacier in which it was frozen. The island was swallowed and the tragedy sowed the seeds of a deeper ideological conflict in Alahan.

Thus, The Gorgon and Briareus have released numerous Atrocities from the prisons in which they were contained. The location of the remaining Atrocities is kept in the libraries of Acheron. The Gorgon joined the House of Hestia, whose limited manpower encourages recruitment beyond its members. The Gorgon felt the presence of an Atrocity of incredible power locked away in Erebus, the Central Kingdom of Darkness, and now eagerly seeks to awaken it. Soon, the humans, whether they be Akkylannian, Barhan, Keltois or even Acheronian, will bend under the yoke of the true heirs of Darkness.

## Tactics

The Gorgon is not just a talented magician hiding more than one trick up its sleeve: it is capable of delivering devastating magic attacks or to increase the capacity of the units in its company. Poorly equipped for melee, it is better to leave The Gorgon in reserve and to equip it with destructive and strategic rituals such as “Return to Dust”, “Macabre Invocation” or “Gates of Hell”: all typical of the House of Hestia.

The Gorgon is also able to change the order of the banners using the Scepter of the Atrocities, an artifact reserved for it. The Gorgon is then joined by abominable and heinous creatures!



## Unit Formation

The Gorgon can join any Ram unit. It doesn't replace a fighter, but is added to the fighters already there. Its cost is added to that of the unit.

## Recruiting the Incarnate

**The Gorgon:** 210 A.P.

**Resurrection/Duel:** 4 Elixir points

**Abomination:** Courage tests taken against the Fear of fighters with Abomination are rolled with a bonus die. The opponent removes the best roll.

## Attributes

The Gorgon has 2 points to spend on artifacts and rituals.

The Gorgon is a magician from the path of necromancy. It has mastered the elements of Fire and Darkness.

**Eternal apathy:** The Gorgon can cast this spell at the time when an enemy it can see is eliminated. The target miniature cannot return to play in any way (invocation, prayer, resurrection, etc.).

**Scepter of Atrocities (1):** In a company containing The Gorgon, up to two units in the order of the banners may be replaced by a Creature Unit or Titan Unit (/ (/////). This includes the Priority Slot.

The unit recruited represents the Atrocities. Its members acquire the “Abomination” ability. Courage tests taken against the Fear of fighters with Abomination are rolled with a bonus die. The opponent removes the best roll.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of its enemies in contact with it to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding The Gorgon.

# MAISON MANTIS

**Crest:** A ram

**Headquarters:** The city of Acheron

**Father:** Feyd Mantis

**Favorite allies:** Spider, Scorpion and Hyena

The House of Mantis reigns over Acheron and the Order of the Ram with an iron fist. The members of the House of Mantis are tyrants that with a single word can silence a meeting, raise an army, or execute thousands of innocent people. Their arrogance, wealth, and status could easily lead to the jealousy of other Houses if their situation was not so precarious: assassinations and conspiracies are rife within the ranks of the House of Mantis. The heirs of blood have been swept away by the intrigue and fratricidal paranoia of Feyd Mantis, the Father of Acheron. This House has restricted its number of dynasts and each one has become an overlord of a host of lieges, wielding extraordinary influence. Some of the dynasts could even (and secretly wish to) found their own House.



The way of the House of Mantis is one of power without limits, as long as its monstrous Father is satisfied. The plots of the other Houses, however ruthless they may seem, are child's play in the eyes of Mantis. Centuries of conspiracy have made them as cruel as they are Machiavellian; very little affects them and even less harms them outside of their own.

Failure is not tolerated and competition is fierce to gain the favor of the lords of the reigning House. The worst enemy of a member of the House of Mantis is another Mantis member!

Mantisians do not join the Ragnarok seeking victory; from their point of view, death will always win the war...and death is on their side. Since the final victory is inevitable, they go forth to battle in pursuit of pleasure, prestige and, above all else, power. Nothing gives them more pleasure than to walk inexorably towards their enemies and have them flee from the invincible undead legions. The House of Mantis has eternity before it. No one can escape Mantis, because no one escapes death!



## PLAYING THE HOUSE OF MANTIS

The player can choose any Ram order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the House of Mantis benefits from the advantage and disadvantage below.

**Advantage of the House of Mantis:** Evil is eternal. The units of the House of Mantis take one point of damage fewer during each combat.

**Disadvantage of the House of Mantis:** The units of the House of Mantis cannot Run unless a game effect allows it or forces the unit to do so. It is useless to run, death is inevitable.

### Order of banners:

- Infantry unit (👤) (🏳️) !
- Infantry unit (👤) (🏳️/🏳️/🏳️)
- Infantry or Creature unit (👤) (🏳️) (🏳️/🏳️/🏳️)
- Cavalry or War Machine unit (👤) (🏳️) (🏳️/🏳️/🏳️)
- Creature or Titan unit (👤) (🏳️) (🏳️/🏳️/🏳️)

! Priority slot. It must always be picked first.

## FEYD MANTIS

*"Vice? You do not know Vice. Vice is decadent, noble and pure!"*

### Incarnation

Feyd Mantis was, from his adolescence, the black sheep of his family. Heir to a noble House of Acheron, he showed extraordinary intelligence early on, and exceptional physical prowess. Nevertheless, he seemed possessed by an irrepressible desire to push the limits of the moral and religious society of his time, and had forged a very questionable reputation throughout his years. His thirst for knowledge, enlightenment and charisma did not fail to attract the attention of the barony's philosophers.

Having ridiculed certain notables in the kingdom and having performed incredible feats, the young Mantis quickly became the darling of the members of the court. Everywhere he went, he left no one impartial. He maintained a tempestuous relationship with his family but never failed, even after his father refused to feed him, to find a sponsor to host him. The life of Feyd Mantis was forever changed after one such family dispute; he was welcomed by Khalaal, dean of the Cult of Arin and dignitary of the House of Vanth. The young man developed a real fascination with the cult and temporarily suspended his public provocations.

Feyd Mantis used his intelligence and intuition in the service of his family during the following twenty years. In munitions, commerce, navy, treasury, and even literature, his personal influence experienced such an expansion that he naturally became the Baron of Acheron. In private, however, Feyd Mantis had little or no change: the intoxication for that which was prohibited was increasingly stronger and with maturity increasingly more sophisticated excesses became available. Because he claimed that his vices were inspired by the gods themselves, Feyd Mantis soon earned the nickname "Divine Baron". Flattered, he adopted it and made it the emblem of his licentious nobility.

Unable to sacrifice his ambitions and flaws on the altar of priestly life, Feyd Mantis founded the Black Togas as a means of reconciling his vocations. He took the lead with Kaïan Draghost then, guided by his friend Khalaal of Vanth, relished in the spiral of depravity and power through worship of the Trinity of the Abyss.

The conspiracy of the Black Togas saw a golden age under the reign of the Divine Baron. Feyd Mantis's influence and wealth allowed him to seduce and corrupt the Alahan elite and even beyond. The climax was reached during the Night of the Scarlet Togas, during which Feyd Mantis carried out his first purge and opened a portal to the abyss using the blood of those he judged unworthy of satisfying his vices.

There, in the heart of Darkness, Feyd Mantis was no longer satisfied to achieve his foolish dreams: he spoke to them and cherished them. He came into contact with the demon prince Belial and promised the demon, in exchange for its sinister blessing, to adore it and release it on Aarklash. When he returned through the portal of Darkness, Feyd Mantis had become one of the most powerful Incarnates the continent would ever know.



Feyd Mantis has reigned over Acheron and his Dark Houses for more than three centuries and nothing has ever seriously threatened his power. His free spirit, wizened by Vice, easily sees through the intrigues of other Fathers and Mothers.

The Divine Baron has won immortality, has achieved Harmony (see *Rules of the Game*, p. 112), and has changed the face of Aarklash. His quest for power seems limitless, and yet his gaze is beyond mere temporal power: well beyond Destiny, the Light and Darkness. His path is that of free will, the principle which has governed his entire life and allowed him to betray the Dark Gods themselves...and has made his life so remarkable. Feyd Mantis, the philosopher, is free. He truly despises those who give themselves to evil. He knows, deep in his heart, each individual reveals his true nature when confronted with the most absolute horror. By becoming the incarnation of Vice, Feyd Mantis engages every man, from king to serf, to confront him and to become a better man.



## Tactics

Feyd Mantis combines the best evidence of faith and best strategist of Acheron. Like all faithful, he finds his place in the midst of a large unit, and if possible, a unit that provides him safety in numbers, magic resistance, and an optimum number of Faith points. Unleash him, and then release the power of the Abyss through the most destructive communions of the Ram.

Feyd Mantis is also an adequate fighter. When given the "Call for Belial" communion and accompanied by an elite unit, he makes his way to the front lines and disappears, starting with the third round, to make way for Belial, Incarnate Titan. Let the massacre begin!

## Unit Formation

Feyd Mantis can join any Ram unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

## Recruiting the Incarnate

**Feyd Mantis:** 405 A.P.

**Resurrection/Duel:** 8 Elixir points

**Black Weapon:** Failures obtained on Strength tests, hand-to-hand combat and ranged attacks, are re-rolled once more.

**Black Armor:** Successes obtained on enemy Strength tests against this fighter are re-rolled once more.

**Devotion:** Failures on Fervor test are re-rolled once more.

**Strategist:** The fighter's Authority oppositions are resolved rolling one bonus die. The player keeps the best.

## CALL FOR BELIAL

**Cult:** Dark Trinity

**Value:** 3

**Difficulty:** 9

**Duration:** End of the Game

**Aspect:** Feyd Mantis (Private)

**Faith:** 15

**Target:** Faithful

Call for Belial cannot be called until the beginning of the third round of play. Feyd Mantis is removed from the game without any benefit to the opponent. The miniature of Belial is deployed within 15 cm of the spot where Feyd Mantis once was, and out of contact with any enemy. Belial comes into play for free, unharmed, and equipped with its reserved artifacts.

The call for this communion will fail if any miniature other than that of Feyd Mantis must be moved to deploy Belial.

## Attributes

Feyd Mantis has 3 points to spend on artifacts and communions.

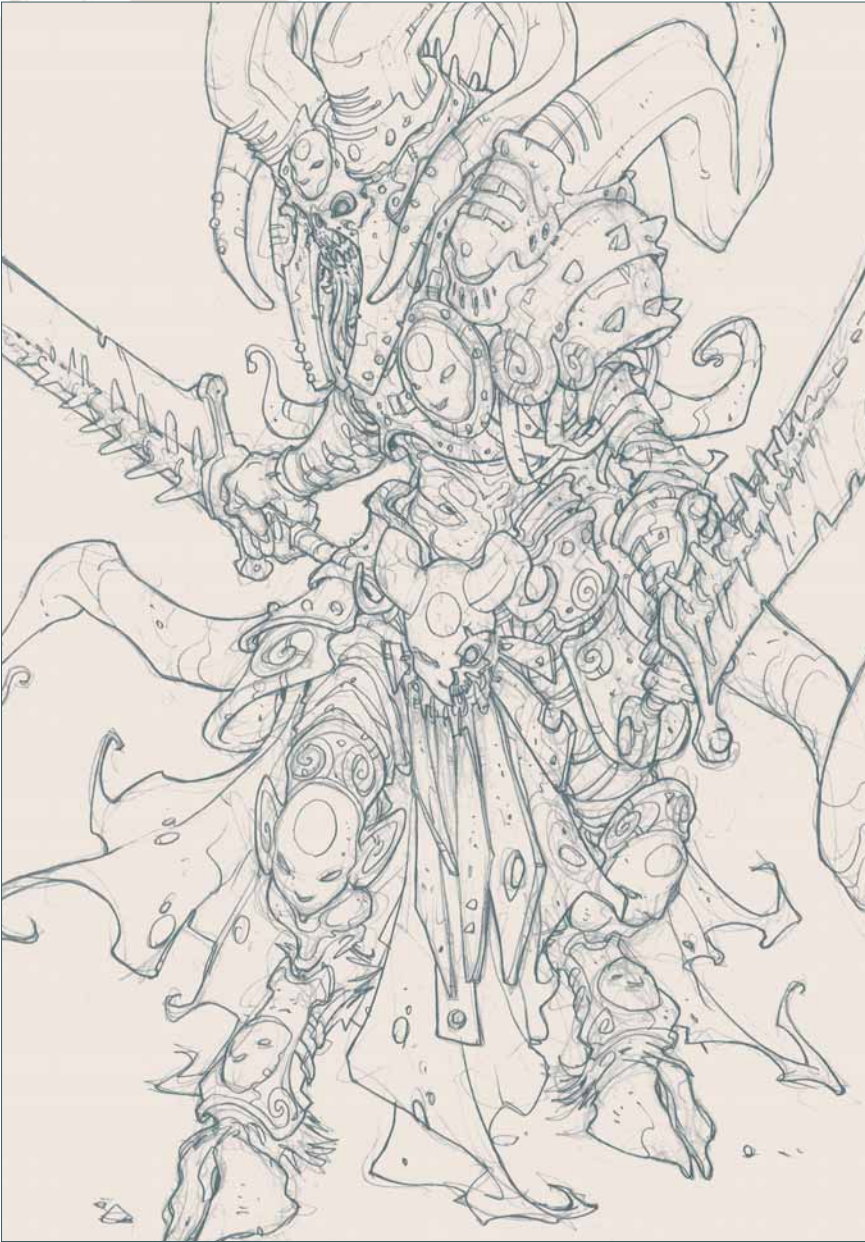
Feyd Mantis is a faithful worshiper of the Trinity of the Abyss. He has mastered all three aspects of Divination (alteration, destruction and creation).

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of his enemies in contact with him to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Feyd Mantis.

FEYD MANTIS				
	10	5	7	7
	2	7	5	9
	-	-	-	-

BELIAL				
	20	3	10	10
	3	7	11	6
	-	-	-	-



## MELMOTH

*"You cannot kill me. Death does not want me."*

### Incarnation

Melmoth's tribe, subservient to the Sessairs, was formed of a large band of human mercenaries who often aligned with the Paths of Destiny rather than follow the Ways of Light. Everyone in the tribe, whether they were man or woman, was educated in the art of combat.

At the prime of his life, Melmoth embodied the power of his clan. He had known the golden age of the mercenaries and had defeated both current heirs, the twins Malal and Lenaic, while sword fighting them on his knees and teaching them how to fight. The proud weapon master stood beside the new head of the clan, Lenaic, during his coronation.

At Lenaic's initiation, Melmoth's tribe proposed an alliance with another Sessair tribe. The young king wanted to build a small nation and finally join the ranks of the Light. The time had come to leave the barbarous ages and enter an era of civilization, he said. This decision led to growing discord between the ruling brothers and deeply divided the clan. At the banquet held to seal the alliance between the two clans and solidify their independence from the Sessairs, Malal and his partisans assassinated the guests and threatened the same fate to their brothers. This heralded the beginning of a terrible tripartite war. Lenaic's supporters, opposed to the insurgent Malal, had to face the wrath of their former allies.

Once again, Melmoth donned his armor and took up his weapons to protect his own. He alternated between both sides; at times fighting beside one brother, at other times his twin. When Melmoth realized that the horrors committed by both parties made reconciliation impossible, the venerable warrior descended into madness. Calling on his warrior soul, he longed for battle and engaged in an orgy of violence that his family had never known. He was repeatedly the sole survivor of battles in this war, continually sustaining life-threatening injuries. His exploits and his terrible reputation drew the attention of Vice, whose corrupting touch had already soiled Malal's heart.

At the conclusion of the war, Melmoth and Malal were both incarnated and reigned over their clan's shell of a city. The land of their ancestors became

known as the Plains of Tears. Darkness had demanded the blood of their brothers in pledge of the powers granted to Malal. The prince, now paranoid, killed Melmoth on the steps of the palace where he celebrated his individual and absurd victory. The former weapon master was now a figment of the memory of his tribe, he had lived and died with it.

However, death would not be the end of Melmoth's story. He was resurrected many years later by Mantis and became a Skull warrior.

Melmoth has served the House of Mantis for the past three centuries and has killed at least one person each and every night. Only his thirst for carnage manages to temporarily overshadow the memories that haunt him. This has led him to partake in battle as often as possible, sowing destruction throughout Aarklash. His extraordinary resistance to damage and his ability to absorb the vital energy from his enemies using Martyrdom, his carnage blade, have largely contributed to his reputation of invincibility among the legions of Acheron...





before and during the Rag'narok. Melmoth is the emissary of weapons of Acheron.

The sinister Skull warrior found a partner in the infidel Azael, whom he saved from certain death at the blade of the champion Agonn. The Autarch necromancer seems to exert a peculiar fascination on Melmoth, who acts as her personal guardian.

### Tactics

Melmoth is a brute. His great strength and exceptional endurance allow him to assault the front lines, facing enemies who, at first, may seem much more impressive than he. Thanks to Martyrdom, his sword, and his ability to naturally regenerate, you can count on him to face many, many fighters. It is important to be wary of enemies capable of inflicting large amounts of concentrated damage in a short time, such as cavalry, for example.

MELMOTH

☀️ ●●●●

	7	3	8	5	3
	3	5	8		
	-	-	-		

## Unit Formation

Melmoth may join any Ram unit of undead thralls. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

## Recruiting the Incarnate

**Melmoth:** 235 A.P.

**Resurrection/Duel:** 5 Elixir points

**Skull Warrior:** Melmoth is a Skull warrior. Melmoth's unit gains the Regeneration ability: The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each or cancels a damage point.

**Azael and Melmoth:** Azael the necromancer and the Skull Warrior Melmoth can join the same unit. The player chooses which of the two the leader is.

## Attribute

Melmoth has 1 point to spend on artifacts.

**Martyrdom (1):** Melmoth regains one point of health for each point of damage he causes an enemy to lose.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of his enemies in contact with him to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Melmoth.



# HOUSE VANTH

**Crest:** An angel with wings covered in esoteric symbols

**Headquarters:** The city of Acheron

**Mother:** Ejhin

**Favorite allies:** Hydra

Aarklash's history books depict history from the eyes of the winners, and very seldom do they contain the truth. Thus, they tell that the conspiracy which led to the uprising of Acheron began in 666 with the creation of the Black Togas. However, corruption, the daughter of the eternal ambition of men, is as old as time itself.

The House of Vanth is the oldest House of Acheron. It is this House with which the reign of Darkness really began. Its members derive their power from the world of the dead, but also that of the damned: they have honored the Dark Immortals since the foundation of their family. Throughout their history, the Vanthites have worked for the glory of Darkness and the misery of mortals. They have conspired to make Acheron what it is today and were the first to follow the Divine Baron, Feyd Mantis.

The mysterious Vanthites, their lips sealed by the secret of their family, have always preferred to act in the shadows. Patience and deceit are the two virtues of these Machiavellian individuals: confidants, advisers and confessors, they infiltrate the entourages of the sovereigns and sow corruption in them. The diabolical House of Vanth has instilled the taste for power in the ambitious heart of Kaian Draghost. They urged Feyd Mantis to succumb to all temptations. Thereafter, they provided maps of the Dark Kingdoms to the sect of the Black Togas.

The members of the House of Vanth passionately hold communions and rituals of invocation. Their family tree is filled with Immortals having strange names, and their tainted blood acts as a conduit for the forces of the afterlife. They have gained the favor of demons and can, if they wish, call upon the true infernal legions. The Vanthites only conceal themselves when they are acting incognito throughout Aarklash and are not within the borders of Acheron. Some of them are expert intelligence gatherers, able to interpret the secret desires of their interrogators. Increasingly, many others develop the stigmata of their demonic heritage and are gradually possessed by bloodlust.

The Rag'narok has arrived, and with it comes the reign of darkness!



## PLAYING THE HOUSE OF VANTH

The player can choose any Ram order of the banners to build his company, but he can only use one at a time. Only the order of the banners of the House of Vanth benefits from the advantage and disadvantage below.

**Advantage of the House of Vanth:** Demons grant favors to their children. Mystics of the House of Vanth can control an additional summoned unit.

**Disadvantage of the House of Vanth:** Vanthites thirst for blood! Any units of the House of Vanth that performs a Run move must move its entire movement value.

### Order of banners:

- Infantry unit (👤) !
- Infantry unit (👤) (👤 / 🏹)
- Infantry or Creature unit (👤) / (👤) (🏹 / 🏹)
- Creature or War Machine unit (👤) / (🏹) (🏹 / 🏹)
- Cavalry or Titan unit (👤) / (👤) (🏹 / 🏹)

! Priority slot. It must always be picked first.

## EJHIN DE VANTH

*"Listen to the song of Vice, as it revives your soul!"*

### Incarnation

In recent years, the House of Vanth has been characterized by the rapid pace with which its leaders succeed one another. Khalaal of Vanth, faithful friend of Feyd Mantis, disappeared leaving the warlock Irin of Vanth as his successor, who himself has recently yielded his position to his goddaughter Ejhin. Acheron has never known a Mother so young, so strong, and so promising.

Nobody has come forward to claim paternity of the child nor does anyone know the child, which has raised many questions in the other Dark Houses...and for good reason: the muse of Vanth is neither completely human nor is she completely demon.

Since her mysterious appearance in the Order of the Ram, Ejhin of Vanth has become an icon in the eyes of her family. She is the fruit of a communion in which all the dynasts of the House of Vanth invoked the power of Salaüel through a dark portal opened in a fountain of their own blood. Ejhin, daughter of every Vanth, has emerged in all her macabre glory. Incarnated from her conception, she was ready to spread the word of Vice on Aarklash.

The concentration of demonic blood in her veins is so high that the Immortals of Darkness regard her as one of them, and they allow her to call on them without the threat of consuming her soul. Ejhin is the "Child of Vice", a messenger of an eternity of Darkness whose arrival was first announced to Vanth by the demons.

Most of the mystics of the Dark Houses know the prophecy of the Child of Vice, passed from Feyd Mantis to Khalaal of Vanth in the first months of their friendship. The consensus was that this messenger of the Rag'narok was Sariel, the Immortal winged one, whose discovery enabled the Black Togas to exploit their first gems of Darkness. This prophecy has been discredited due to the release of Sariel on Aarklash: Acheronians estimate that the age of the Child of Vice has passed, and that they themselves are the heralds of the Age of Destruction.

Ejhin secretly laughs at the vanity of her peers and believes that the Age of Darkness is still in its infancy. She is a visionary, an evil genius who wants to make Aarklash a hellish place that even the most perverse Acheronians cannot imagine. The Child of Vice encourages the House of Vanth to set aside their temporal concerns. They should embrace their true nature and fulfill their ultimate destiny: to make the Rag'narok the end of the world. Only the most powerful Vanthites can bear the weight of such a secret, and they unconditionally





support Ejhin. Many members of the House of Vanth use her blood for their celebrations and invocations. It is indeed the fluid of Darkness from which emerge the most fantastic demons. They gave her their dark blessings: any harm intended for Ejhin is diverted to those around her.

The ritual of eternity is not only intended to stop time and grant the Acheronians victory: its greatest effect will be the destruction of the cycle of life which will allow mortals to escape natural death. Resources will surely dwindle, then quickly run out; without death, Vice will reign supreme across the whole of Aarklash. Having reached the height of her power, Ejhin will offer up the key to Creation to beings that roam in Darkness.

The prayers of Ejhin of Vanth herald total annihilation, a cataclysm that no one, not even the Acheronians, can survive. The Child of Vice dreams of primordial chaos from which a new Creation will emerge.



## Tactics

Ejhin of Vanth should join a large unit, where the number of Faith points generated and her “Loved by the gods” ability allow her to summon evil through the most difficult communions. If she joins a small escort she can use the Seal of the Corrupt to sacrifice friendly fighters to gain Faith points. She can then call lesser communions, but without the chance to censor her enemy’s faithful.

Ejhin of Vanth also shines in her own right. The miracle “Blessing of Evil” protects her from a premature elimination by diverting the damage she would receive onto the fighters closest to her, including enemy fighters!

## Unit Formation

Ejhin of Vanth may join any Ram unit. She doesn’t replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

## Recruiting the Incarnate

**Ejhin of Vanth:** 205 A.P.

**Resurrection/Duel:** 4 Elixir points

**Loved by the gods:** On Fervor tests, +, and results are read as .

## Attributes

Ejhin of Vanth has 2 points to spend on artifacts and communions.

Ejhin of Vanth is a faithful worshiper of the Trinity of the Abyss. She has mastered the aspects of alteration and destruction.

**Blessing of Evil:** Ejhin of Vanth can call this miracle when she undergoes a Strength test. The Strength test is redirected to a friendly or enemy fighter in contact with her. This miracle costs 5 Faith points.

**Seal of the Corrupt (1):** The use of the Seal of the Corrupt is declared when Ejhin of Vanth draws on the faith pool of her unit. The player designates as many friendly fighters in the line of sight of Ejhin as he wishes. The designated fighters are eliminated and Ejhin’s unit gains a number of Faith points equal to the sum of the health points (and/or structure points) that the eliminated fighters had when eliminated.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of her enemies in contact with her to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Ejhin of Vanth.

## CMYR DE VANTH

*"Bad blood doesn't lie!"*

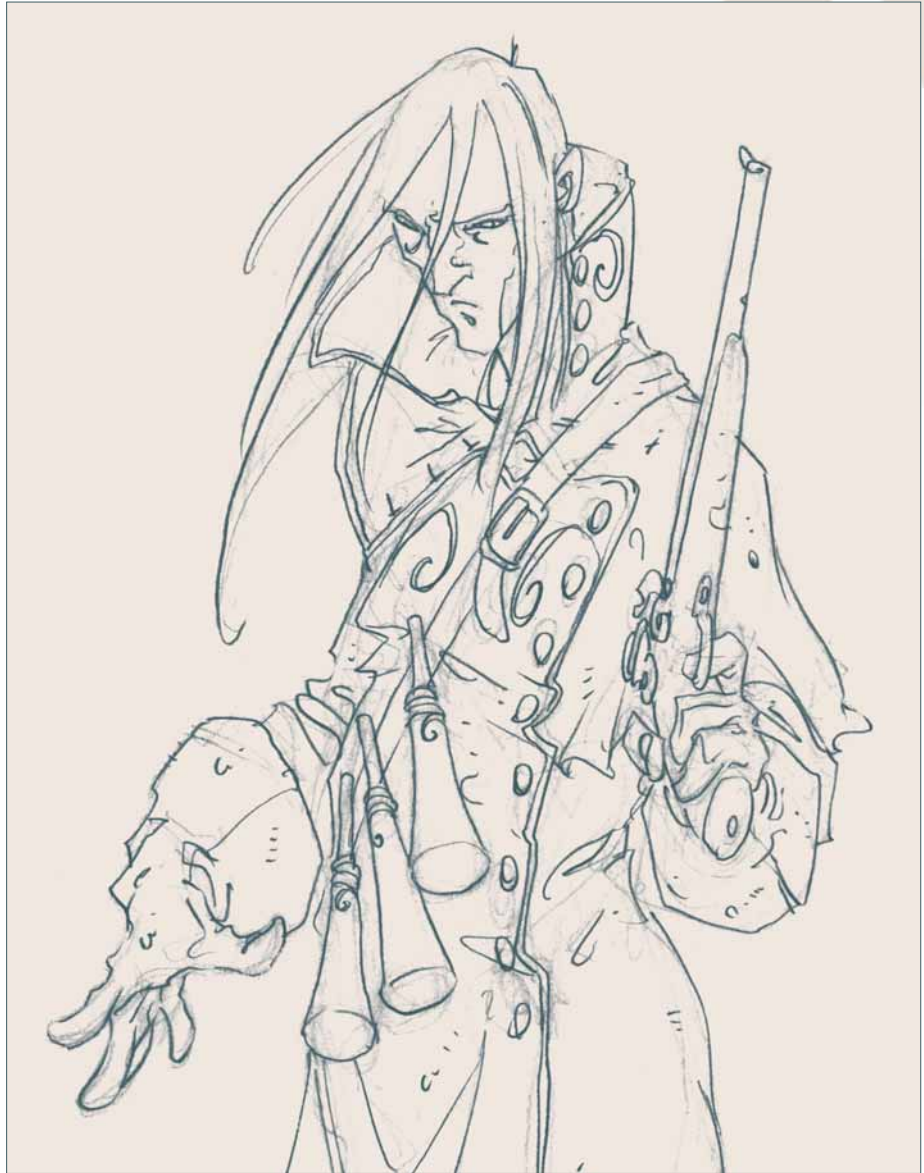
### Incarnation

Like all Dark Houses, the House of Vanth conducted a purge within its ranks during the uprising of Acheron. It was not a question of eliminating anyone loyal to the crown of Alahan, because all Vanthites were already damned, but of eliminating those uncontrollable, rebellious, or troublesome members. And, like all Dark Houses, Vanth claimed to have eliminated all of their undesirable members, down to the last one. This was not the case: several of them had managed to escape. A lesser family had taken refuge in the barony of Kallienne. The couple and their three children had abandoned their old way of life, converted to worshipping the sun god Arin, and changed their name to abandon their past. However, the past did not forget them.

The Dinasyn family members, unaware of their true origin, have rendered great services to the crown of Alahan throughout their generations. Nobody could explain the strange power of their blood, able to give them the beauty of a devil or the ugliness of Vice, that continually enabled them to accomplish amazing feats. Many years after the Acheronian uprising, Gadraan Dinasyn bathed his family in honor by becoming the greatest agent of Baron Kelgar (see *Army Book: Lahinars*).

Cmyr Dinasyn, son of Gadraan, was a rebel who faulted his father for his father's frequent absences. He became a reaper, like his father, and longed to forge a reputation great enough to overshadow his father's. From Kallienne to Kaiber, from Laverne to Manilia, Cmyr became a continual annoyance to his officers. The reapers were known for their insolence, but Cmyr had an abundance of it. Cynical and sinister, he desired to track down malefic beings and search out Vice, wherever it was and whatever its appearance. "The demon speaks to me", he said.

Cmyr of Vanth settled down, and acted as though he had matured. He entered the service of his father and quickly became one of his best detectives. The young man denounced several major conspiracies and mercilessly punished their instigators. Cmyr and his men quickly acquired a reputation even more daunting than that of the inquisitors of Akkylannie.



Slowly and patiently, Cmyr's past caught up with him. The reaper initially studied reference books covering the Darkness to better accomplish his tasks, eventually studying them out of interest alone. His methods of investigation soon called upon the capabilities of the Abyss. Month after month, the evil influence became increasingly stronger and Cmyr became as vicious as the monsters that he tracked. The demon, whose presence Cmyr felt in the streets of Kallienne, was both his best friend and worst enemy. His soul became black and his quest for justice gradually became the pretext for demonstrations of violence. The quarrels that had previously separated him from his father began once again, but this time with an unmatched intensity. One day Cmyr challenged Gadraan to a duel... and lost.

Cmyr lay on the cobblestones, fatally wounded but refusing to die. Filled with anger and spite, he prayed to the Darkness, asking it to help him achieve his task, so he could take revenge and achieve the greatness he dreamed of. Thus, he sold his soul in exchange for power so great that it returned him from the dead. Infused with his new power, the young man stood up and defeated Gadraan; Vice suppressing Virtue.



A portal of Darkness, soon followed by dozens of others, opened near the front gate to Kallienne and out poured a flood of undead. The Battle of Kallienne had started. Cmyr used one of the portals to travel to Acheron.

The ambitious Cmyr was now unable to serve the Light, became lost in the maze of Darkness, and joined the Order of the Ram. Once there, Ejhin of Vanth unveiled the secret of his family and allowed him to reclaim his true name: Cmyr of Vanth.

After having reinforced his reaper units with new recruits, Cmyr had become the demon he once fought to eradicate. Like a shadow of his father, he is the principal intelligence officer of Acheron. He doesn't let that slow him down; he frequently takes up arms intent on sowing chaos everywhere he goes.

## Tactics

Cmyr of Vanth offers two interesting strategic resources to the Ram: scouts and snipers. His presence helps Acheron convince reapers, who have previously pledged loyalty to Alahan, to join the thralls of Darkness and to use their talents in service of its servants. Cmyr is also a sniper who can shoot down targets at a much greater distance than that of the other reapers. He is an excellent Incarnate hunter!



## Unit Formation

Cmyr of Vanth may join any Ram unit. He doesn't replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

## Recruiting the Incarnate

**Cmyr of Vanth:** 165 A.P.

**Resurrection/Duel:** 3 Elixir points

**Sniper:** On ranged Strength tests, +, and results are read as .

**Reapers of Cmyr:** Cmyr of Vanth's presence helps recruit reapers (see *Army Book: Lahmars*) within his company.

If he joins a unit of reapers, Cmyr loses 1 attribute point and his unit gains the "Scout" ability: When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

## Attributes

Cmyr has 2 points to spend on artifacts.

## Feat: Hidden Weakness

For 1 Elixir point, the Incarnate forces one of his enemies in contact with him to lose the use of an ability until the end of the turn. The ability is chosen by the player fielding Cmyr of Vanth.

# SKULL WARRIORS



46

INFANTRY

Skull warriors are the symbol of the power of Acheron. The enchantments that animate their rotten flesh and corrupted bones are a well kept secret. The Acheronian necromancers that are able to raise them are as rare as they are powerful.

Unlike the mass of undead, the bulk of Acheron's army, a Skull warrior has both intelligence and free will. They are the ideal leaders for the mindless undead thralls. In the absence of a strong-willed guide, the shambling masses are content to relentlessly attack all living things. To meet the military needs of the barony, the necromancers continually raise countless dead, far more than they can control. Thus, the creation of a caste of warriors able to guide the legions of necro-animated corpses was essential.

## THE BEST WARRIORS

In the spirit of Acheronians, a leader must be strong and fast. When raised, a Skull warrior enjoys special enchantments that make it faster; as for their strength, the inexhaustible forces that breathed Darkness into their necro-animated bodies is ample enough.

If the quality of these enchantments illuminates the individual superiority of these fighters, they simply don't shed enough light on the Darkness that lives in them: a Skull warrior is too lively, too fast, and too powerful to simply be undead...

even when subjected to special enchantments. All who have had the opportunity to face these terrible fighters has been in unanimous agreement. There is something more to these warriors: a ferocity that no other undead has.

In addition, the necro-animation ritual that raises the Skull warriors does not explain the bond that links them to their escort. Why if they have no intelligence do the undead thralls, who are normally satisfied with stupidly attacking the living, suddenly become attentive bodyguards?

A secret is hidden within the heart of a secret. Skull warriors are not merely undead warriors that were raised with extra special attention. Actually, they are Incarnates that were killed by another Incarnate. The Acheronians choose these bodies because they retain a part of the divine spark that was breathed into them. Nothing can erase this mark, not even complete destruction of the body. Even so, death rarely comes to these great heroes, who have often fallen defending their people and are usually embalmed and buried with great care and respect. Therefore, the Acheronian necromancers must hire a highly-paid band of tomb robbers to steal those remains that are in good enough condition to serve once again, even after centuries of oblivion!



## BACK FROM THE DEAD

The transformation of a deceased Incarnate into a Skull warrior is neither a resurrection nor the birth of a new fighter: it is forfeiture. The consciousness that animates the body retains incomplete memories from the past of the former Incarnate, veiled by the Darkness which has replaced its primary drive. On occasion, the most powerful emotions are maintained and may continue for some time, but the influence of Darkness always has a reason, turning the Skull warrior's emotions against it...changing them to envy, hatred and even contempt for its most sincere love. As for the former Incarnate's less intense feelings, such as hunger, thirst or sleep, they are replaced by a greedy desire for murder, blood and violence.

In addition, if free will is a privilege of a powerful fighter, the magnetism of the dark mana naturally influences their mind, forcing them to join the armies of Darkness. They may have formerly been champions for the Ways of Light or the Paths of Destiny, but there only remain enough feelings left for vague nostalgia that is quickly transformed into visceral hatred.

Within the armies of the Meanders of Darkness, simple logic is enough to easily convince a Skull warrior to join the army that animated it: Acheron and Pandemonium. After all, these armies are the only ones which can re-raise them if they were to be slaughtered and the only one that sustain them in their current condition.

## MASTERS OF THE DEAD

In the armies of the living, Incarnates inspire unwavering loyalty in their troops. Each soldier becomes a bodyguard ready to sacrifice his life to save these admired heroes.

In the armies of the undead, a Skull warrior generates the same devotion, but with their undead followers. They are always accompanied by zombies and skeletons which follow and obey them, making a shield of their bodies in case their leader should be in danger.

The Acheronian necromancers made this special advantage profitable while allowing the Skull warriors to nourish the Dark energies that animate their undead henchmen. Once a Skull warrior is wounded, its body yearns for the dark mana contained in any member of his escort in order to heal its wounds. The servant is destroyed in the process, but it had very little importance anyhow. These types of deaths appear often in the wake of a Skull warrior!

This is not always a voluntary process: Skull warriors can choose which of its trusty servants will offer its existence up for it.

## FAITHFUL, WARRIORS, AND MAGICIANS

In their lifetime, some Incarnates were faithful or magicians. When the body of an Incarnate is necro-animated the knowledge it had prior to death is not dissipated. A former magician Incarnate's body does not lose the ability to manipulate mana, and a former faithful Incarnate that was reanimated can still intercede with the gods. However, as in all other areas, the corrupting influence of Darkness molds these capabilities. Skull warriors use dark mana with supernatural ease and their petitions no longer arrive anywhere other than at the feet of the dark gods.

As for the warriors, they are more subtly altered, albeit no less radically. Over the centuries the necromancers of Acheron have determined that a Skull warrior who was a fighter in his lifetime could face his new state in two ways.

Some consider their state of undeath as a chance to continue their existence and fighting despite their demise. Their will to resist the tomb is so strong that it galvanizes the dark energies which have replaced their vital force, spreading to the servants who accompany them: in their presence, the undead regenerate a Skull warrior's wounds in a supernatural manner.

Others retain a bittersweet nostalgia for the life that animated them, without desiring to return to the stillness of death. The memory of their past existence makes them bitter, slowly poisoning their minds with a stubborn hatred for those who have the chance to live again. Hatred fuels the Darkness, which generates an aura around these tainted Skull warriors. Their bodies, and the undead servants accompanying them, ooze a poisonous acid that can corrode any material.

### SKULL WARRIOR'S ESCORT

*The zombies and skeletons which accompany a Skull warrior are called "thralls". They form both the escort and the raw materials for their master's power. Moreover, thralls are not the only ones who can provide the Skull warriors with such extraordinary mystical abilities. The Black Paladins are known to feed these powers through the strength of their fanatical devotion - and their blood, spilled in defense of the Skull warriors. As long as a Skull warrior is surrounded by its bodyguards, it fears nothing. Even if its servants fail to intercept blows intended for it, a Skull warrior can absorb its thralls essence to regenerate.*

**Escort:** All damage points inflicted on a fighter with the "Escort" ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on "Escort" fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the "Escort" fighters), the excess damage is applied to the fighters with the "Escort" ability.



# UNDEAD THRALLS

*“Oh...no! They rise again!”*

Heard during a confrontation

The bulk of the armies of Acheron is composed of corpses scattered throughout Aarklash by the Rag'narok and raised by necromancers.

Some are the remains of soldiers who died long ago, skeletons whose bones are held together only by the grace of Darkness. Others are zombies created from the decomposing corpses of which the flesh had not yet decayed, bones protruding through it.

The diverse equipment of the undead includes any weapon which can wound and fragments of armor that are of very little utility; the undead no longer fear pain, they can withstand terrifying amounts of damage without faltering.

The undead thralls are driven by the thirst to kill, as if they wish revenge on the living for the insult they suffered in death. How do they tolerate the presence of the living that fight alongside them? Only the Acheronians, blessed by the Ram, appear to escape their deadly vengeance.

With one or more Skull warriors to lead them and confer supernatural powers to them, the undead thralls become a well-ordered army, supported by fearsome mystical abilities.



## STRATEGY

The undead thralls slowly advance without fear of death. When they reach an opponent, they strike it, again and again, until it is content to join them in death.

As dangerous as they already are, undead thralls only reach their full potential when led by one or more Skull warriors. An Abyssal Skull warrior, thanks to its miracle, allows them to run faster than horses. The Regenerating Skull warrior grants them regenerative powers, closing their wounds in the blink of an eye. The corpses of their enemies rise again and join their ranks thanks to the spells of a Necromancer Skull warrior. Their blows emit a deadly poison when accompanied by a Toxic Skull warrior. Everything changes, but always with the same result: an inevitable death.

## UNIT COMPOSITION

**Category:** Infantry (Rank 1).

**Numbers:** 5 to 16.

**Equipment:** Various but insignificant.

**Special Fighters:** Abyssal Skull warrior, Necromancer Skull warrior, Toxic Skull warrior and Regenerating Skull warrior.

**Escort:** All Skull warriors have the “Escort” ability. All damage points inflicted on a fighter with the “Escort” ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on “Escort” fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the “Escort” fighters), the excess damage is applied to the fighters with the “Escort” ability.

**Spear:** A Toxic Skull warrior with a spear can attack enemies he is in contact with and those within 3 cm of him.

### COST OF A UNDEAD THRALLS UNIT

Composition	Standard number (1)	Double number (2)	Maximum number (3)	Extra fighter
Standard	225	425	625	+35

(1): 4 undead thralls and 1 Skull warrior    (2): 8 undead thralls and 2 Skull warriors    (3): 14 undead thralls and 2 Skull warriors



## SPECIAL FIGHTERS

**Abyssal Skull warrior (Fervor 3):** The Abyssal Skull warrior can call the “Infernal Displacement” miracle on a unit just before the unit moves. The Skull warrior must have line of sight to the target unit. No matter what type of movement was chosen for the unit, it can move up to 25 cm even if its movement type would normally be less.. This miracle costs 5 Faith points.

**Necromancer Skull warrior (Energy 4):** The Necromancer Skull warrior can cast the spell “Drain Life” every time an enemy fighter is eliminated by his unit. A non-Incarnate fighter that was eliminated and that belongs to the Necromancer Skull warrior’s unit is placed back into play in formation with the unit and out of contact of any opponent. If this

placement is impossible, Drain Life has no effect. This spell costs 5 mana points.

**Regenerating Skull warrior:** The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each or cancels a damage point.

**Toxic Skull warrior:** A Toxic Skull warrior’s unit gains the “Toxic” ability. For each success on a Hand to hand or Ranged Strength test the fighter rolls an additional Strength test for which the result required is always . Successes obtained in this way are added to the initial ones.



# GHOULS

"Let's eat!"

Ghouls battle cry

## UNIT COMPOSITION


**Category:** Infantry (Rank 2).

**Numbers:** 6 to 15.

**Equipment:** Leather armor, Kris x2.

**Special Fighters:** none

## ABILITIES

**Sequence:** Each  or  obtained on a Hand to hand Attack test gives a bonus die.



## COST OF A GHOULS UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	650	+55

(1): 6 Ghouls.

(2): 12 Ghouls.

## STRATEGY

Unlike the majority of the undead, Ghouls are extremely quick. This allows them rapid access to the delicious, delectable flesh of their enemies. Once they appear, they are sure to surprise their opponents: not only do Ghouls run quickly, but they dispatch their prey with the greedy efficiency of a starving Devourer released in an Akkylanian convent on the night of a full moon.





# BLACK PALADINS

*"I am the curse's code of honor, and your death is inscribed on the front page!"*

A black paladin



The Black Paladins of Acheron are surrounded by a macabre aura of prestige. These warriors marked by Darkness are loyal, beyond all reason, to the ideals of their barony. The Black Paladins form the elite troops among the humans of Acheron. These legendary fighters honor a form of perverted spirituality and a very strict moral code that continues to attract the most powerful warriors and the most infamous denizens of Aarklash. Black Paladins do not recognize leadership; for them, only the mastery of war can grant respect. Death does not frighten them, as long as it is not in vain.

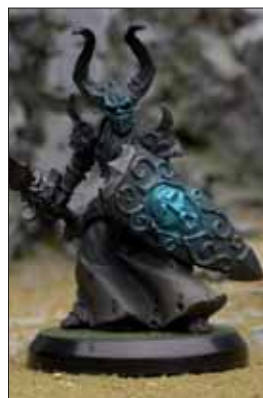
The Codex of the Scourge is the pillar of the doctrines of their order. Tenacity and strength play an essential role to them, like a twisted form of honor: a Black Paladin honors any opponent deemed a worthy challenge by annihilating it.

## STRATEGY

The Black Paladins are the invulnerable rock that crushes all enemy offensives. Secure behind their shields, they are impossible to reach and every strike which misses opens an opportunity for a ruthless counterattack, made even more lethal by their black weapons. Apart from mystics and ranged weapons, the Black Paladins fear nothing.

When they receive the support of one or more Paladin Skull warriors, one would swear that the inevitability of death was incarnated and has begun to demonstrate its omnipotence on the battlefield!

## UNIT COMPOSITION



**Category:** Infantry (Rank 3).

**Numbers:** 4 to 6.

**Equipment:** Black armor, black shield and black sword.

**Special Fighters:** Abyssal Paladin Skull warrior, Necromancer Paladin Skull warrior, Regenerating Paladin Skull warrior, Toxic Paladin Skull warrior.

**Black Armor:** Successes obtained on enemy Strength tests against this fighter are re-rolled once more.

**Black Weapon:** Failures obtained on Strength tests, hand-to-hand combat and ranged attacks, are re-rolled once more.

**Escort:** All Black Paladins have the "Escort" ability. All damage points inflicted on a fighter with the "Escort" ability is transferred to the fighters of the same unit that do not have this ability, up to the maximum health value of the entire unit (add the total current health of each member of the unit; subtract damage that would be inflicted on "Escort" fighters). This damage is distributed on the unit by the player controlling the unit. If any damage is left over (e.g. the unit has been annihilated, except for the "Escort" fighters), the excess damage is applied to the fighters with the "Escort" skill.

### COST OF A BLACK PALADIN UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	475	+80
1 Paladin Skull warrior	450	600	+80
2 Paladin Skull warriors	575	725	+80

(1): 4 Black Paladins

(2): 6 Black Paladins with 0 to 2 Paladin Skull warriors.

**Spear:** A Paladin Toxic Skull warrior with a spear can attack enemies he is in contact with and those within 3 cm of him.

## ABILITIES



**Counter-attack:** The fighter gets one combat die for each failure obtained by his enemy in a Hand to hand Attack test against him. If the fighter is not eliminated, he uses these dice to perform a Hand to hand Attack test once the enemy's attacks have been resolved, as if the fighter had been activated.

**Savage:** Each or obtained on a Hand to hand Strength test gives a bonus die.

## SPECIAL FIGHTERS

**Abyssal Paladin Skull warrior (Fervor 3):** The Abyssal Skull warrior can call the "Infernal Displacement" miracle on a unit just before the unit moves. The Skull warrior must have line of sight to the target unit. No matter what type of movement was chosen for the unit, it moves no more than 25cm. This miracle costs 5 Faith points.

**Necromancer Paladin Skull warrior (Authority 4):** The Necromancer Skull warrior can cast the spell "Drain Life" every time an enemy fighter is eliminated by his unit. A competitor eliminated by the Necromancer Skull warrior's unit is placed back into play in formation with the unit and out of contact of any opponent. If this placement is impossible, Drain Life has no effect. This spell costs 5 mana points.

**Regenerating Paladin Skull warrior:** The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each or cancels a damage point.

**Toxic Paladin Skull warrior:** A Toxic Skull warrior's unit gains the "Toxic" ability. For each success on a Hand to hand or Ranged Strength test the fighter rolls an additional Strength test for which the result required is always . Successes obtained in this way are added to the initial ones.

**ABYSSAL PALADIN SKULL**

	2	7	7		
	-	-	-		

**TOXIC PALADIN SKULL**

	2	7	9	
	-	-	-	

**UNDYING PALADIN SKULL**

	2	7	9	
	-	-	-	

**NECROMANCER PALADIN SKULL**

	2	7	7		
	-	-	-		

**BLACK PALADIN**

	1	7	5	
	-	-	-	

# GARGOYLES



*"Captain! The Gargoyle! It...it moved!"*  
- Last words of Sylla, Cynwall Selsÿm.



Sinister creatures springing out the depths of men's nightmares, Gargoyles are the guardians of the mausoleums of Acheron.

These demonic creatures have a very thick skin and claws capable of tearing metal as though it were parchment. They come in many forms depending on their origin. They have varying intelligence, ranging from the most primitive instincts to more developed capabilities. Gargoyles are as obedient to their masters as they are ruthless to their enemies. Their qualities as discreet and dissuasive guardians are universally recognized. Gargoyles can also be found in armies other than that of Acheron, from the Allyvie forests to the canyons of Bran-Ô-Kor. They are often owned by hermitic magicians, powerful enough to summon Gargoyles, yet subtle enough to avoid being possessed by the Darkness.

## STRATEGY

There are few fighters wilder, more brutal and more brutally effective than a Gargoyle. Solid, terrifying, incredibly fast, these creatures are Acheron's shock troops. As flying creatures they ignore typical obstacles and fall upon their prey like an avalanche of hatred, lacerating their enemies with inhuman ferocity. Their resilience shields them from any retorts, if any opponents remain to retaliate!

## UNIT COMPOSITION

- Category:** Creature (Rank 2).
- Numbers:** 2 to 4.
- Equipment:** None.
- Special Fighters:** None.

## ABILITIES



**Immortal:** immortal creatures are affected by particular game effects.

**Flight:** When it moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	275	575	+140

### COST OF A GARGOYLES UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	275	575	+140

(1): 2 Gargoyles. (2): 4 Gargoyles.

# WAMPHYR



*“There are worse things than vultures hovering over the battlefield...”*

- Saying of the Behemoth.

The Wamphyr are creatures born of darkness, from the same “family” as the Ghouls. Within the Acheronian forces, the Wamphyr fly at the forefront of the armies of the dead, carried by the power of dark mana more than their decrepit wings. They soar above the battlefield waiting for their hour to sound... the hour for feasting!

They descend on their enemies in wild swarms, tearing hot and tasty flesh from their target using the razor-edged spurs which decorate their leathery wings. Then they bury their faces in the gaping wounds they just opened, gorging on blood and fresh meat.

The Wamphyr are an avid abomination released on the surface of Aarklash. They are so monstrous that none of the Fathers, who are always searching to create new horrifying creatures, has dared to claim paternity, and duly so: Wamphyr are the deformed, albeit natural, children of Ghouls that have been transformed by the influences of dark mana.

## STRATEGY

Wamphyr are quick, powerful, and lethally dangerous. They do not have the endurance of a warrior in a suit of heavy armor, but they compensate for this apparent weakness by the sheer number and ferocity of their attacks. Given their voracious appetite, plate armor is like a fabric shirt to them: merely a package to be torn in order to access the tender flesh desired within. Thanks to their wings no obstacle can slow them down when they are looking for fresh meat, the only thing important to them.

## UNIT COMPOSITION

**Category:** Creature (Rank 3).

**Numbers:** 4 to 8.

**Equipment:** None.

**Special Fighters:** None.

## ABILITIES

**Ferocity:** The +, , and results are read as for Hand to hand Strength tests.

**Flight:** When he moves, the fighter ignores obstacles and miniatures. Units with Flight are always in scattered formation.

### COST OF A WAMPHYRS UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	400	800	+100

(1): 4 Wamphyr. (2): 8 Wamphyr.

# CERBERUS

*"Good doggie...gooOOood doggie...Who's a good boy?...  
Aaaargh!"*

Last words of a falconer



Acheronian necromancers still have basic needs, such as love, and there is no reason that they should be deprived of the comfort provided by a pet - a faithful companion to accompany them wherever they may go. Necromancers often throw a corpse's arm or leg in a morbid game of fetch, and their best friends return as quickly as their legs can carry it... In the case of a Cerberus, the beast is fully able to fetch an entire corpse which it has obtained through its own means!

The enchantments that led to the creation of the Cerberi are identical to those used for the Skull warriors. These hellhounds are very lively, much livelier than one might expect from an undead creature.

The packs of Cerberi in Acheron have the same function as their mortal counterparts in the other countries of Aarklash: stalk the wilderness hunting their natural prey. Of course, in the case of the Cerberi it is not rabbit or deer, but rather intelligent beings. For this task, there are few creatures more efficient than a Cerberus. The hellhound moves with a soft step even though it is a massive, powerful creature. Even the most experienced warriors have reason to fear it: a Cerberus's three heads offer twice as much opportunity to benefit from its necro-animated physique.

## STRATEGY

The Cerberi rely on their ability to move silently and scout the enemy's position before the battle begins, usually within range of soft enemy targets.

Their predatory instincts and their three-heads are enough to execute, literally, the rest of the work. They hit hard, their strikes redoubled, and transform their prey into food or materials for their necromancer masters. Even when faced with tough opponents, so large they would be a mouthful, the Cerberus's endurance and strength allow it to mount a response and quietly finish its enemy.

## UNIT COMPOSITION

**Category:** Creature (Rank 2).

**Numbers:** 3 to 6.

**Equipment:** None.

**Special Fighters:** None.

## ABILITIES

**Scout:** When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.



### COST OF A CERBERI OF ACHERON UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	275	525	+90

(1): 3 Cerberi of Acheron.

(2): 6 Cerberi of Acheron.



# HEAVY CENTAURS

*"It is the heavy centaurs of Acheron! Oh, Arin, why have you abandoned us?"*

- Excerpt from a Bahrane epic



The Heavy Centaurs have always been the most powerful undead servants that necromancy can reanimate. Acheronians offer up fortunes for mere bone fragments from centaur skeletons, patiently accumulating enough bone to reconstruct one of these legendary fighters.

Undead centaurs are not slow, quite the opposite: they gallop with the ease of a necro-animated abomination for which weariness is no longer a factor. In addition, an undead centaur is enchanted with a malefic power that grants it speed. Finally, the loss of memory as well as its cognitive skills it suffers from its former life are compensated for by its hatred for the living and a diabolical cunning.

All that remains is the big question that all the specialists of Darkness have posed: why do centaur skeletons have such extraordinary properties in necromancy? The answer remains a secret. Perhaps the men originating from Kel know the answer...

## STRATEGY

Like any unit of heavy cavalry, the centaurs of Acheron act as an enormous hammer intended to crack even the mightiest shell. However, Heavy Centaurs add a key attribute: a touch of terror that ensures they stand an excellent chance of destroying opponents who have become paralyzed with fear. In addition, they are marvels of endurance that only the most powerful blows can harm. As for killing them... It is said that only the artillery at Kaiber has managed to accomplish this amazing task!

## UNIT COMPOSITION

**Category:** Heavy Cavalry (Rank 3).

**Numbers:** 2

**Equipment:** Black armor, shield and spear (Reach).

**Special Fighters:** None.



**Black Armor:** Successes obtained on enemy Strength tests against this fighter are re-rolled once more.

**Spear:** A fighter with a spear can attack enemies he is in contact with and those within 3 cm of him.



## ABILITIES

**Hard Boiled:** An opponent never receives bonus dice on his Strength tests taken against hard boiled fighters.

**Regeneration:** The player rolls as many dice as there are damage points inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  cancels a damage point.

## COST OF A HEAVY CENTAUR UNIT

Composition	Standard number (1)	Extra fighter
Standard	325	+165

(1): 2 Heavy Centaurs.

# PORTAL OF THE ABYSS

*“What on Aarklash is creating this portal in the middle of the courtyard of my fortress!?”*

- The Knight Artamel, moments before his death.

The Portal of the Abyss is a dimensional gateway created by Darkness and used by the Acheronians and some of their allies to send troops where the enemy does not expect their arrival. Aarklash first saw them with bewilderment at the Battle of Kalienne, when hordes of undead used the portals to deploy into the heart of enemy territory.

## STRATEGY

The Portals of the Abyss have a low strategic value, so their destruction is of no great importance. However, they grant the army of the Ram a formidable tactical potential: by linking the deployment zone of an Acheronian company to an objective or the enemy’s deployment zone, the Portals of the Abyss offer fascinating prospects for victory!

## UNIT COMPOSITION

**Category:** War Machine.

**Numbers:** 2.

**Equipment:** None.

**Special Fighters:** None.



## ABILITIES

**Scout:** When the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

**Portal of the Abyss:** At the beginning or the end of its movement, a unit that has at least one member that is in contact with a Portal of the Abyss (from the same company) can be deployed in contact with any other Portal of the Abyss (from the same company). Any fighters whose destination is a Portal of the Abyss and which cannot be deployed in contact with the Portal of the Abyss are eliminated.

### COST OF A PORTAL OF THE ABYSS UNIT

Composition	Standard number (1)	Extra fighter
Standard	100	+55

(1): 2 Portals of the Abyss

## SPECIAL RULES

- Movement: The Portal of the Abyss cannot move.
- Engagement: The Portal of the Abyss does not represent a threat in contact. It can not engage enemies, but it can be engaged by them. Any fighters who disengage from it are not eliminated.
- Incarnate: Incarnates cannot join a Portal of the Abyss unit.
- No formation: The Portals of the Abyss are not required to comply with the rules of formation.

# TRAVEL JOURNAL

*The quest for power and knowledge drives the Acheronian nobility long after their deaths. They are ready to unleash all manner of horrors to follow the trail of a legendary artifact or to reconstitute fragments of a lost ritual. It does not matter that the Lords from beyond the grave are already sitting on mountains of treasure: only their unquenchable thirst for domination matters now!*

Artifacts, rituals and communions can be purchased by Incarnates during company building. Each Incarnate has a number of points indicated in his description. Rank 3 artifacts, communions, and rituals are unique; they can only be given to one Incarnate in the company.

## ARTIFACTS

*The nobles of Acheron collect artifacts as one might collect works of fine art: for passion and prestige. However, the art they covet is prohibited and only the damned recognize the value of such works. Most of these magic objects were constructed in the forges of the Claws of Terror, while others were stolen from the tombs of ancient civilizations before being corrupted by the Darkness.*

The value of each artifact is indicated in parentheses.

**Weapon of the Abyss (3):** Each success on an Attack roll in Hand to hand combat eliminates an enemy fighter.

**Black Weapon (1):** Failures obtained on Strength tests, hand-to-hand combat and ranged attacks, are re-rolled once more.

**Black Armor (1):** Successes obtained on enemy Strength tests against this fighter are re-rolled once more.

**Dark Crest (1):** The Incarnate gains an additional health point.

**Horns of Damnation (1):** The wearer can control a unit summoned by the player, even if the wearer is neither a faithful nor a magician. If the wearer is a faithful or a magician he can control an additional unit.

**Obsidian Skull (1):** The Obsidian Skull is used during the activation of any friendly unit. A fighter in the active unit and chosen by the player is eliminated and the Incarnate in possession of the Obsidian Skull is healed one health point. If the Incarnate is at full health, Obsidian Skull has no effect.

**Codex of Salauel (2):** The faithful equipped with this artifact gains a communion of Value 3.

**Black Diamond (2):** The Incarnate can spend mana points after the Authority opposition. The result of the Authority opposition is increased by as many points as mana points spent.

**Liber Necromantia (2):** The magician equipped with this artifact gains a ritual of Value 3.

**Liber Typhonis (3):** The use of the Liber Typhonis is declared once per turn. The fighter equipped with Liber Typhonis successfully casts any necromancy Value 2 Ritual, even if he is not a magician. No mana points are spent. The ritual cannot be countered.

## SPELLBOOK

*Necromancy was born from the hermetic magic of Alahan and the magical knowledge corrupted by Vice. It diverts and exploits dark energies which accompany the dead on their voyage to the afterlife. The necromancers use it to trap the spirits of the dead, forcing them into slavery, and using them in retaliation against their living enemies.*

## Army of the Dead

Path: Necromancy  
Element: Darkness  
Value: 3  
Mana: 15  
Difficulty: 9  
Target: Special  
Duration: Instantaneous

The magician summons a unit of the Ram with a Rank less than or equal to his. The player chooses the unit's numbers (from the Standard number) including any possible special fighters it can contain.

## Macabre Assembly

Path: Necromancy  
Element: Darkness  
Value: 1  
Mana: 10  
Difficulty: 5  
Target: Unit  
Duration: Instantaneous

Half (rounded down) of the fighters removed from the magician's unit are placed back into play in formation with the unit and out of contact of any opponent. This ritual is not powerful enough to bring back the Incarnate concerned. The fighters who are not placed back into play are eliminated: they can no longer benefit from the effects of this ritual.

## Champion of Death

Path: Necromancy  
Element: Darkness  
Value: 3  
Mana: 15  
Difficulty: 9  
Target: An eliminated Incarnate  
Duration: Instantaneous

The target Incarnate is resurrected without spending any Elixir points, even if it was eliminated by another Incarnate. He joins the company of the Ram and can be included in a unit selected by the player.

## In Pulverum Revertis\*

Path: Necromancy  
 Element: Darkness  
 Value: 2  
 Mana: 15  
 Difficulty: 7  
 Target: Unit  
 Duration: Instantaneous

Each fighter in the targeted unit undergoes a Strength test with action value equal to 6.

## Summon Undead

Path: Necromancy  
 Element: Darkness  
 Value: 2  
 Mana: 10  
 Difficulty: 7  
 Target: Special  
 Duration: Instantaneous

The magician summons a Rank 1 unit of Standard size and that does not include any special fighters.

## Burial Shroud

Path: Necromancy  
 Element: Darkness  
 Value: 1  
 Mana: 5  
 Difficulty: 5  
 Target: Unit  
 Duration: Round

The fighters in the targeted unit gain the “Ethereal” ability: on Attack tests taken against an Ethereal fighter, +, + and are interpreted as +.

## Curse

Path: Necromancy  
 Element: Darkness  
 Value: 1  
 Mana: 8  
 Difficulty: 5  
 Target: Unit  
 Duration: Round

The player chooses a characteristic (Strength, Courage, etc.). The targeted unit must re-roll any successful tests using the designated characteristic.

\* Return to Dust

## Portal of the Abyss

Path: Necromancy  
 Element: Darkness  
 Value: 2  
 Mana: 10  
 Difficulty: 7  
 Target: Special  
 Duration: Round

The magician invokes a Portal of the Abyss (see p. 57).



## Eternal Regrets

Path: Necromancy  
 Element: Darkness  
 Value: 1  
 Mana: 8  
 Difficulty: 5  
 Target: Unit  
 Duration: Instantaneous

The unit is subjected to a Courage test (5). In the event of failure, it is in rout.

## Ritual of flesh

Path: Necromancy  
 Element: Darkness  
 Value: 1  
 Mana: 5  
 Difficulty: 5  
 Target: Unit  
 Duration: End of round

The fighters in the targeted unit gain the “Mutation” ability. A unit can use Mutation once per turn, during any characteristic test (Strength, Courage, etc.). The test is resolved using as many additional dice as the Rank of the unit.

## LITANY

Sometimes the worship of the Dark Trinity is a simple contradiction of the cultural and moral values of the other peoples of Aarklash. These are diametrically opposed: where other religions are designed to elevate the soul to a spiritual ideal, the Dark Trinity only aspires to reveal their weaknesses and to strengthen Vice. The Acheronian believers aspire to immortality by giving in to all their vices.

## Absolution of Dark

Cult: Dark Trinity  
 Aspect: Alteration  
 Value: 1  
 Faith: 5  
 Difficulty: 5  
 Target: Unit  
 Duration: Round

The fighters in the targeted unit gain the “Insensitive” ability: When a unit containing a model with the Insensitive ability is targeted by a miracle, spell, communion or ritual, the player chooses if it is affected or not.

## Call of the Abyss

Cult: Dark Trinity  
 Aspect: Creation  
 Value: 2  
 Faith: 10  
 Difficulty: 7  
 Target: Battleground  
 Duration: Round

The difficulty of enemy Courage tests are read one column to the right on the universal table of resolution.

## Brazier of Damnation

Cult: Dark Trinity  
 Aspect: Destruction  
 Value: 2  
 Faith: 5  
 Difficulty: 7  
 Focus: One fighter  
 Duration: Instantaneous

The targeted fighter suffers a Strength test (8).



## Macabre Dance

Cult: Dark Trinity  
Aspect: Alteration  
Value: 2  
Faith: 10  
Difficulty: 7  
Target: Unit  
Duration: Round

The fighters in the targeted unit gain the “Implacable” ability: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per turn.

## Forfeiture

Cult: Dark Trinity  
Aspect: Alteration  
Value: 1  
Faith: 8  
Difficulty: 5  
Target: Unit  
Duration: Round

The player chooses a skill or ability of a special fighter (miracle, spell, or special effect) within the targeted unit. The chosen skill or ability can no longer be used.

## Awakening the Demon

Cult: Dark Trinity  
Aspect: Alteration  
Value: 1  
Faith: 8  
Difficulty: 5  
Target: Unit  
Duration: Round

The unit adds its Attack value to its Strength value for Strength tests.



## Evil Eye

Cult: Dark Trinity  
Aspect: Alteration  
Value: 1  
Faith: 8  
Difficulty: 5  
Target: Unit  
Duration: Instantaneous

Evil eye is called immediately after an enemy test. The test is canceled and must be restarted.

## Possession

Cult: Dark Trinity  
Aspect: Alteration  
Value: 3  
Faith: 8  
Difficulty: 9  
Target: The faithful  
Duration: Round

The faithful, no matter his Rank, becomes an Incarnate of the Dark Trinity. He recovers all of his health points. He also gets one additional Hand to hand and Ranged Attack die. This die is not a bonus die and therefore can be re-rolled. In addition, the mystic pools of his unit immediately gain 15 mana points and 15 faith points. This communion has no effect on a fighter who is already the incarnation of a god.

## Sabbath

Cult: Dark Trinity  
Aspect: Alteration  
Value: 1  
Faith: 5  
Difficulty: 5  
Target: Unit  
Duration: Round

The fighters in the targeted unit gain the “Loyal” ability: the fighter adds 1 extra faith point to his unit’s faith pool.

## Ultimate Corruption

Cult: Dark Trinity  
Aspect: Alteration  
Value: 3  
Faith: 15  
Difficulty: 9  
Target: Unit  
Duration: Round

When activated, the targeted unit is controlled by the player that called Ultimate Corruption. It is regarded as an enemy unit by all companies involved. It cannot voluntarily leave the battlefield.

# CADWALLON

Cadwallon, the jewel of Lanever, would be a rich ornament to the Crown of Acheron. Its catacombs, full of enticing artifacts, are already an irresistible temptation; the opulence of this commercial city only adds to its attraction. Having failed a direct and brutal invasion, the cursed barony now adopts a more subtle approach: corruption. Diplomats, spies and merchants of all kinds have converged on the city to own a piece of it. They were closely followed by all kinds of expatriates, fugitives and defectors that were driven out by the tyrannies of the Baron Feyd Mantis.

## FREE LEAGUER

This chapter presents new elements to create a character belonging to the Acheronians, meaning those belonging to the Ram of Acheron. It doesn't change the rules presented in the *Players Handbook* for *Cadwallon*, unless it is mentioned otherwise.

## The Acheronians

No matter if they are in Cadwallon on official duty or if they are fleeing a fate worse than death that awaits them in Acheron, Acheronians all share the same values. They seek power and wealth with unequalled greed. However, the less ambitious are consumed

by Vice: they aspire to the means of satisfying the lowest of their depraved inclinations, even the most heinous. This lifestyle is very expensive, and those who live it claim to have enough influence to escape the consequences of their actions.

Cadwallon, the city with the heart of gold, is the ideal place to engage in such a quest for wealth and power: everything is for sale, including the worst.

## Distinctive Features

The distinctive features presented here are closely connected to the culture of the Acheronians. They are reserved to characters of this culture. Distinctive features preceded by an asterisk can only be obtained during character creation; all others can be gained through experience.

### Gift of the Ram (passive)

The character, no matter his species, has a FEAR value. In addition, he is always considered as having a fear greater than the Master of his interlocutors. This gift is ineffective against characters with Hyperian.

Gift of the Ram can only be chosen during character creation and only by Acheronian characters.

**Obligation:** Allies, with the exception of those with Gift of the Ram, do not receive a bonus to resist the Fear value of the character (see *Players Handbook*, p. 222).

### \* Demonic Blood (passive)

One of the ancestors of the character is a creature from the Abyss. As a result, the character can control an unusual number of summoned undead. The character's rank in incantation is increased by one level to control these creatures. In addition, he is considered a magician practicing necromancy by the characters having the distinguished

mark "Undead", even if he does not know this path of magic.

**Obligation:** The character must be Acheronian.

### Bribe (active)

The character has mastered the art of buying his fellow man and corrupting even the noblest souls. Every opponent whose control is exceeded by the PI of the character during a struggle for influence is noted on the index card of the character as a contact level 1 (Opportunism).

**Obligation:** All contacts of the character must be in Opportunism.

### Bonded slave

The character is accompanied by an absolutely servile bonded slave that is ready to die for his master. This slave has blind loyalty: he cannot take a target to struggle for influence and nothing can force him to betray his master. He is an undead NPC of potential 1. The character loses this distinctive feature if the slave is eliminated.

**Obligation:** The bonded slave is a morbid puppet.

## Trades

The trades presented here are representative of the Acheronians. They are reserved for characters belonging to this culture. They can be gained during character creation or through experience.

Some trades found in the *Players Handbook* can be used to represent typical Acheronian professions or troops:

- The cutthroat (see *Players Handbook*, p. 143) to create a Black Paladin;
- The officer (see *Players Handbook*, p. 144) is ideal to create Regenerating Skull Warriors and Toxic Skull Warriors.

ACHERONIAN	
PUGnacity	+1
SLEight	-
STYLE	-
OPPortunism	-
SUBtlety	+1
DISCipline	-
Cultural Ability	Intimidate / PUG Pierce / SLE Seduce / SUB
Knowledge	Path of Magic (Necromancy)
Distinctive Feature	Gift of the Ram
Cultural Contact	AK, DR, MN, SC, MV

## Ghoul (Exploration)

On occasion the pernicious influence of Darkness is felt at the heart of life itself. Due to being exposed to excessive negative energies, some beings are transformed into forlorn, half-alive creatures starving for flesh and mana. This is how one becomes a ghoul, often unintentionally, sometimes deliberately.

**Rank 1:** Trudge/SLE, Fly/Soar/OPP, Hide/OPP, Look out/DIS

**Rank 2:** Dodge/OPP, Climb/SLE, Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE)

**Rank 3:** Track/OPP, Search/DIS

**Rank 4:** Survive/OPP, Endure/PUG

**Rank 5:** Elemental feast. The character can use mana to regenerate his life force at the price of one point of mana per box of recovered health.

**Rank 6:** Fight/OPP, Force/PUG

**Equipment:** weapon kit, clothes, satchel and (3) minor immortal Gems (x1).

## Necromancer Skull Warrior (Incantation)

Skull warriors can occasionally resist the inevitable attraction Darkness has on their soul, for a time anyway. They often end up with Cadwallon, which is probably the last place on Aarklash where creatures from their species can continue some semblance of existence. These Skull warriors are unable to eat or drink, yet they still go through such motions if only to persuade others that they still have a spark of humanity. Their submission to Darkness is merely a matter of time.

**Note:** This trade is available to characters that don't necessarily need to have the distinctive feature "living dead" (see *Secrets Volume 1*, p. 53). This remains, however, strongly recommended!

**Rank 1:** Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE), Incantation (Element)/Special, Intimidate/PUG, path of magic (Necromancy)

**Rank 2:** Incantation (Element)/Special, Endure/PUG, Command/DIS

**Rank 3:** Load/PUG, path of magic (Necromancy)

**Rank 4:** Submit/PUG, Dodge/OPP, Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE), Knowledge (undead)

**Rank 5:** Escort. When the Skull warrior receives injuries, he does not check off a box of health. Instead, an ally in its party takes the damage.

**Rank 6:** Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE), Enchant/SLE

**Equipment:** Weapon, Armor, Shield; Exchange; Case of gems; minor immortal Gemstone of Darkness; satchel, worn clothing, 75 D and (3) Black Weapon.



## Abysal Skull Warrior (Divination)

It takes a paradoxical nature to worship the Dark Trinity in Cadwallon. Those who do so cherish the hope of not losing their free will to favor hatred and cruelty inspired by Darkness. An older Incarnate whose soul was shattered into a thousand fragments by the gods is probably the type of person most likely to be living with this paradox. Then they travel to Cadwallon to maintain, for a time, their foolish hope.

**Note:** This trade is available to characters that don't necessarily need to have the distinctive feature "living dead" (see *Secrets Volume 1*, p. 53). This remains, however, strongly recommended!

**Rank 1:** Alter (or Delete), Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE), Intimidate/PUG, Request / DIS

**Rank 2:** Censorship/PUG, Endure/PUG, Command/DIS

**Rank 3:** Alter (or Delete), Load / PUG

**Rank 4:** Meditate/SLE, Dodge/OPP, Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE), Knowledge (undead)

**Rank 5:** Escort. When the Skull warrior receives injuries, he does not check off a box of health. Instead, an ally in its party takes the damage.

**Rank 6:** Exalt/PUG, Slash/PUG (or Bash/PUG, Pierce/SLE, Shoot/SLE)

**Equipment:** Weapon, Armor, Shield; Exchange; symbol of the Dark Trinity; satchel, worn clothing, 75 D and (3) Black Weapon.

## Embalmer (Revolution)

The embalmer occupation is one of the most popular professions of Acheron. Many necromancers rely on these professionals to keep their servants in good condition after, or even before, having necro-animated the most depraved among them. A good embalmer does not just treat the body to avoid putrefaction, even if this is the essence of its business. He "repairs" the damage on the animated corpses, treating them as though they still have a semblance of living, and performs the necessary cosmetic improvements. In addition, an embalmer must be acquainted with fauna plunderers and grave robbers, which enables him to provide his customers with the required embalming fluids and body parts.

**Rank 1:** Accoutrement/OPP, Obfuscating/OPP, Repair/SUB (corpses), Carving/DIS

**Rank 2:** Action/SLE (herbs), Negotiate/SUB

**Rank 3:** Intimidate/PUG, Cheat/OPP, Knowledge (undead)

**Rank 4:** Analyze/DIS, Identify/SUB, Slash/PUG (or Pierce/SLE)

**Rank 5:** Accustomed to death. By spending one die of his RR, the character is immune to the FEAR effects of another character.

**Rank 6:** Repair (Corpses)/SUB

**Equipment:** Clothes; Stock Exchange; Calligraphy necessities and (3) rare Grimoires (x2).

## INCANTATION

The following spells are part of the path of Necromancy. Any Acheronian magician will sell them, at ransom price but without being beggared, merely for the pleasure of propagating the corruption of Darkness! You can also find grimoires for sale, although this trade is under constant surveillance by the Cadwallon militia: indeed it is forbidden to use Necromancy in the public areas of the city.

### ACHERONIAN MAGIC SPELLS (ALREADY PUBLISHED)

Some of the spells have already been published in the *Players Handbook*, under the Spellbook of Necromancy, or under the Spellbook of Darkness.

- *In Pulverum Revertis* appears on page 265 as “Putrescence”;
- *Summon Undead* appears on page 271 as “Morbid puppet invocation”;
- *Curse* appears on page 271 as “Shadows’ diversion”.

## Army of the Dead

**Cost:** 15   
**Difficulty:** 9  
**Target:** One corpse  
**Range:** Board  
**Duration:** Instantaneous

This spell allows you to necro-animate a corpse transforming it into an undead thrall (see below). The corpse can be fresh or very old, as long as all body parts are present in the area.

## Burial shroud

**Cost:** 3   
**Difficulty:** 8  
**Target:** Creature or Character  
**Range:** Within sight  
**Duration:** 3 rounds

The target receives the Very Distinctive Feature *Ethereal* (see Secrets, Volume 1, p. 51). Each gamble can increase the duration by one round.

## Eternal Regrets

**Cost:** 3   
**Difficulty:** 7  
**Target:** Character (Self)  
**Range:** 0  
**Duration:** Instantaneous

The magician benefits from the effects of fear once again, as though a new opposition was started.

## DIVINATION

The following miracles are part of the litanies of Darkness; they are among those that still work in Cadwallon (see *Players Handbook*, p. 306). They are typically called by the faithful of the Dark Trinity. However, any representative of the Meanders of Darkness may learn them.

### ACHERONIAN MIRACLES (ALREADY PUBLISHED)

Some of the miracles have already been published in the *Players Handbook* under the Litany of Darkness.

- *Call of the Abyss* appears on page 300 as “Intimidation”;
- *Brazier of Damnation* appears on page 300 as “Soul theft”;
- *Awakening the Demon* appears on page 300 under the name “Vindictiveness of Darkness”;
- *Possession* appears on page 300 under the same title.

## Absolution of Dark

**Fervor:** 3  
**Difficulty:** 9 (A)  
**Target:** Creature or Character  
**Range:** 5  
**Duration:** 1 round

The target of the miracle can no longer be the target of a mystical effect, either directly or indirectly, unless he wishes to be the target. Additional targets can benefit from this miracle for 2 gambles per target.

## Evil Eye

**Fervor:** 2  
**Difficulty:** 5 (A)  
**Target:** Creature or Character  
**Range:** Within sight  
**Duration:** Instantaneous

This miracle is called in response to an enemy test. If calling the miracle is successful, the enemy’s test dice must be rerolled and the new result will replace the old one. Each gamble can increase the difficulty of this new test by 1.

## Sabbath

**Fervor:** 5  
**Difficulty:** 7 (A)  
**Target:** Zone  
**Range:** Zone  
**Duration:** 1 round

At the beginning of the next round, the allies of this faithful are all considered as having the gift “Loyal” (see *Player’s Handbook*, p. 157).

## Ultimate Corruption

**Fervor:** 8  
**Difficulty:** 9 (A)  
**Target:** Creature or Character  
**Range:** Within sight  
**Duration:** 1 round

The target of this spell is controlled by the player whose character called this miracle.

## EQUIPMENT

Increasingly more of the equipment manufactured in Acheron is forged from mystical steel extracted from mines corrupted by Darkness and are then enchanted with the essence of tortured souls. These pieces of equipment are not regarded as artifacts.

**Black Weapon:** This weapon is capable of twisting itself or modifying its balance to assist its owner in striking his foes while amplifying the damage inflicted with each blow. It confers a minimum Quality of 2 for the Slash/PUG action but imposes a -1 penalty to the final result of all other actions carried out with this weapon in hand. The



characters endowed with the “Demonic Blood” distinctive feature are not subject to this penalty.

**Black Armor:** The souls forged into this armor attempt to intercept incoming blows and to fill voids where a lucky blow might land. However, one needs to be accustomed to the shifting and constant friction that is produced due to this phenomenon. The armor penalty is ignored for the characters endowed with the “Demonic Blood” distinctive feature.



### MORBID PUPPET

**Potential:** 1

**Dominant attitude:** Aggressive.

**Size:** Medium (3)

**Movement:** 3

I	□□□
BL	□□□
BG	□□□
BC	□□□
INC	□□□

**Distinct feature:** Undead.

**Features:**

- PUG 3 (FEAR 4)
- SLE 2
- STY 1
- OPP 1
- SUB 1
- DIS 1

**Natural weapons:** fists.

**Weapons:** Battle Ax.

**Armor:** None. The morbid puppets are too stupid to be able to be fitted with armor.

**Talents:**

- Charge/PUG 1
- Bash/PUG 2
- Endure/PUG 2
- Look out/DIS 1
- Slash/PUG 2

## NEW UNDEAD (LIVING DEAD)

The army of Acheron includes many types of undead (living dead). Because of vast distance separating the evil Barony to Cadwallon, they are an uncommon sight in the Jewel of Lanever. The influx of Acheronian refugees has slowly begun to change this, though.

### Morbid Puppet

They are stupid, but the product of a Dark dimension and thus easily invoked. The morbid puppet is an undead demon.

### CERBERUS

**Potential:** 4

**Dominant attitude:** Aggressive.

**Size:** Large (4)

**Movement:** 4

I	□□□□
BL	□□□□
BG	□□□□
BC	□□□□
INC	□□□□

**Distinctive features:** Gift of the Ram, Scout (Donation), Undead.

**Features:**

- PUG 4 (FEAR 5)
- SLE 3
- STY 1
- OPP 3
- SUB 1
- DIS 1

**Natural weapons:** fangs (equivalent to defenses).

**Talents:**

- Charge/PUG 2
- Trudge/SLE 2
- Endure/PUG 2
- Look out/DIS 3
- Hide/OPP 2
- Pierce/SLE 3
- Hunt/OPP 2
- Fly/Soar/OPP 1

### GARGOYLE

**Potential:** 6

**Dominant attitude:** Aggressive.

**Size:** Large (4)

**Movement:** 4

I	□□□□
BL	□□□□
BG	□□□□
BC	□□□□
INC	□□□□

**Distinctive features:** Gift of the Ram, Undead (Donation), Flight/Theft (Donation).

**Features:**

- PUG 5 (FEAR 6)
- SLE 4
- STY 3
- OPP 2
- SUB 1
- DIS 2

**Natural Weapons:** Claws.

**Talents:**

- Charge/PUG 2
- Endure/PUG 4
- Look out/DIS 4
- Hide/OPP 2
- Pierce/SLE 4
- Fly/Soar/OPP 5

### Cerberus of Acheron

These undead dogs are a nightmare born from the unholy combination of flesh and darkness. No sane soldier would dare face these creatures. Fortunately, Cadwallon is ripe with Free Leaguers. They are both very eager and oblivious enough to accept the responsibility of driving out the undead dogs... when the city is unfortunate enough to be faced with such creatures.

### Gargoyles of Acheron

Rumor has it there are gargoyles within Cadwallon. The Free League militia sincerely hopes that this rumor will never become reality.

ARTICLE	PRO	TYP	SIZE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Black Armor	7	-4	T	BE	Non	10	30 kg	500 D

ARTICLE	DAM. MOD.	TYP	REA	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Black Weapon	+4	T	1	3	-2	BE	Non	10	5 kg	50 D