



GREY HAVOC!

THE CHRONICLES OF THE WORLD OF RACKHAM



NEWS

October-November new releases
Sneak preview: The Fault of Kaïber

WORKSHOP

Painting: Guard of Alahan / Griffin Conscript
Scenery: The Temple of the Lion

STRATEGY

Battle report: The Battle of the Pillar
where the Demonic Host encounters the Fiery Guard

UNIVERSE

Portrait: Kaëliss, Second Incarnation
The Stronghold of Kaïber / The Houses of Acheron

GAMING AIDS BOOK

Kaïber campaign for Rag'Narok
The adventures of Syd de Kaïber for Confrontation

11 EXCLUSIVE CARDS

“

At night, the stronghold looked like a constellation. Torches and braziers twinkled like so many stars and sketched a dotted outline of its cyclopean layout. Out in the first line was the Castle of the Lion, a fort built in the middle of the pass and backed on to the great wall called the Grey Barrier. This wall blocked the pass from one side to the other, and was supplemented on both sides by counterforts built up along the cliff faces and surrounding the castle from above.

”



THE MOUNTAIN-WARRIERS are immortal fighters who have been watching over their domain ever since the creation of Darklash. A very long time ago they waged war against the dwarves of Tir-Ná-Ber for the control of the Debris until the day that the latter realised that the mountain was also an ally. At the end of this war, after having honoured the memory of their fallen warriors, these two peoples banded in friendship. In the age of the Raq'narak the giants reappear and lend their unyielding strength to the dwarven lords of Tir-Ná-Ber.



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CAUTION !

Some articles in this issue mentions accessories that must be handled extremely carefully: the modelling knife with which one can cut oneself, the cyanoacrylate glue that bonds very quickly... We recommend that the youngest players and collectors only do the following activities under adult supervision and always carefully read and follow the instructions supplied with this material.

Printed by Saint-Paul imprimeur (55 000 BAR-LE-DUC)

CRY HAVOC!

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Kolghor (Orc)

Troll of the Behemoth

The Wild Beast of Dracynrän (Nexus)

Kaëliss, Voice of the Pariahs

(second incarnation)

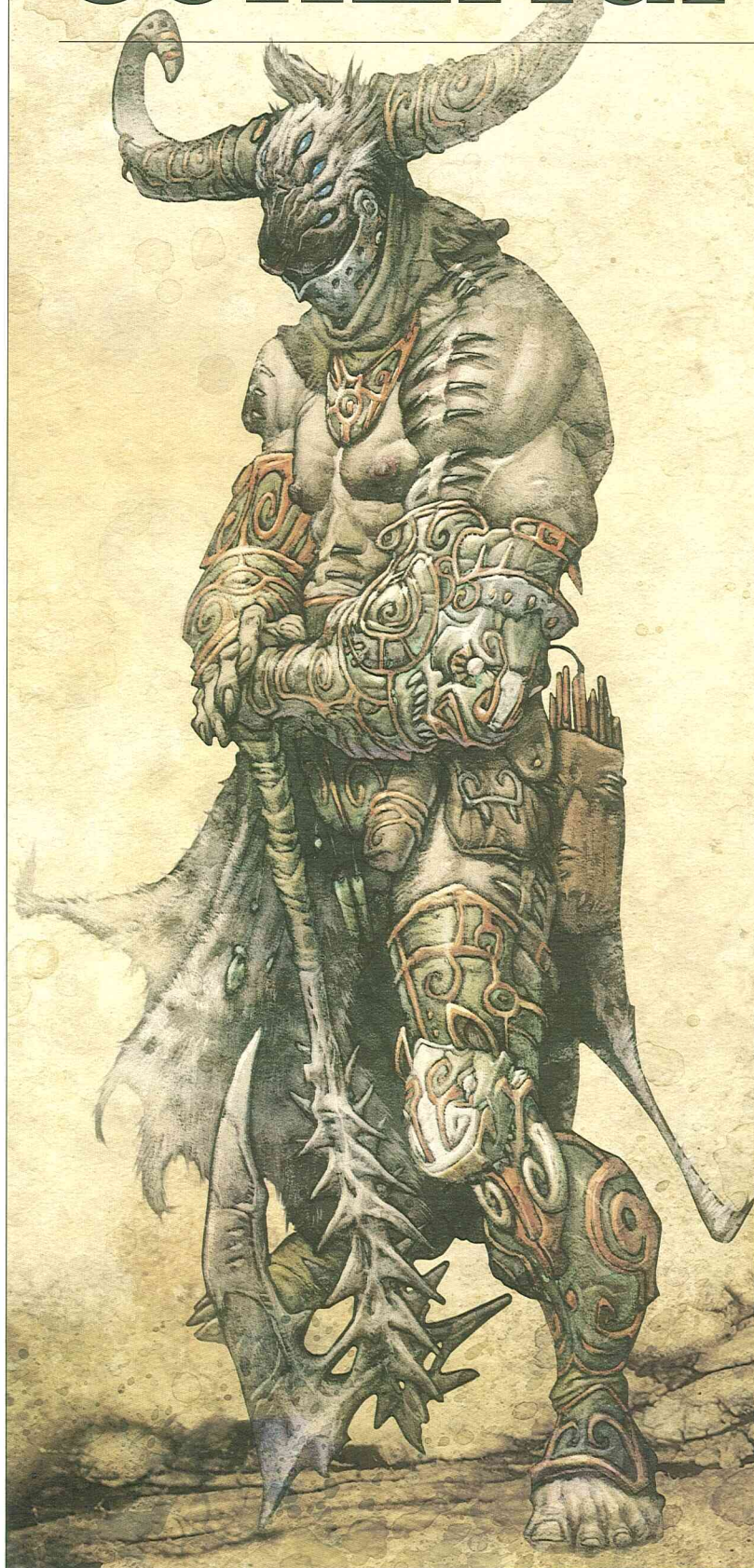
The Voice of the Pariahs (Kaëliss)

Nelphaëll (Cynwäll)

These cards may not be sold separately!



editorial



“CRY HAVOC! SHOW NO MERCY!”

TO THE NORTH LIES A LAND OF FEAR SWEEPED BY DASH-LADEN WINDS.

TO THE SOUTH STRETCH FERTILE PLAINS AND SUNNY PLATEAUX.

SEPARATING THESE DOMAINS ARE IMPASSABLE MOUNTAIN PEAKS THAT ONLY A HANDFUL OF INTREPID MERCHANTS JOURNEY THROUGH WITHOUT WORRYING ABOUT THE WARRIORS OF THE WINDS OR THE MORBID PATROLS OF ACHERON. THIS PLACE IS THE CHAIN OF THE BEHEMOTH MOUNTAINS.

THIS SECOND VOLUME OF CRY HAVOC! VENTURES INTO THE KAÏBER PASS. THIS IS THE OPPORTUNITY FOR RACKHAM TO PRESENT THE DESCENDANTS OF THE ORCS' SECOND EXODUS AS WELL AS THE PROTAGONISTS OF THE BATTLES OF KAÏBER.

IN THESE PAGES YOU WILL DISCOVER THE MILITARY ORGANISATION OF THE ALLIANCE OF LIGHT, A PRESENTATION OF THE OBSCURE HOUSES, THE ACCOUNT OF A GOBLIN MERCHANT WHO CAME TO UNDERSTAND AT HIS EXPENSE THAT THERE IS ONLY A FINE LINE BETWEEN LIGHT AND DARKNESS, AND MUCH, MUCH MORE.

THIS TIME THE GAMING AIDS LINGER ON THE LIFE OF SYD DE KAÏBER FOLLOWING THE EVENTS OF THE KAÏBER FAULT (FOUR INCARNATION SCENARIOS), AS WELL AS ON BATTLES (READY TO PLAY) THAT ARE THE EVERYDAY LIFE OF THE TROOPS STATIONED IN THE BEHEMOTH MOUNTAINS. THIS BOOKLET ALSO PRESENTS THE RULES OF A NEW ARMY OF ORCS.

WE HOPE YOU ENJOY THE ISSUE.

AND DON'T FORGET: NO MERCY!

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◆ VIRAE, THE QUEEN OF THE FIANNAS ◆

UKBAHE 02



The high priestess of Fiann in the city of Kel-An-Tiraidh is reputed for her great sense of honour and her ardour in combat. King Cromlan of the Sessairs clan always takes care to listen to her advice, so much so that the druids, being jealous of her influence, have ironically nicknamed her the "queen." This nickname has spread among the clan's warriors and Virae's exploits have rapidly turned irony into deference. The warrior priestess is the queen of the Fiannas, the one who distinguishes the strange ways of the goddess Danu and slays her enemies.

THIS BLISTER PACK INCLUDES:

2 MINIATURES AND 9 CARDS: VIRAE, FIANNA PRIESTESS (REFERENCE CARD), SINSHERA (REFERENCE CARD), THE QUEEN OF THE FIANNAS (EXPLANATORY CARD), THE RUNE OF METAMORPHOSIS (RELIC, 16 A.P.), ICON OF THE EARTH-GODDESS (MAGIC OBJECT, 12 A.P.), CIANATH'S WISDOM (COMMUNION, 21 A.P.), THE ENCHANTMENT OF FIANN (MIRACLE, 10 A.P.), VIGOUR OF THE GODDESS (MIRACLE, 12 A.P.) AND SACRAMENT OF THE WILDCAT (EXPERIENCE CARD, 8 A.P.).

VIRAE, FIANNA PRIESTESS.
RANK: KELT ZEALOT, 125 A.P.

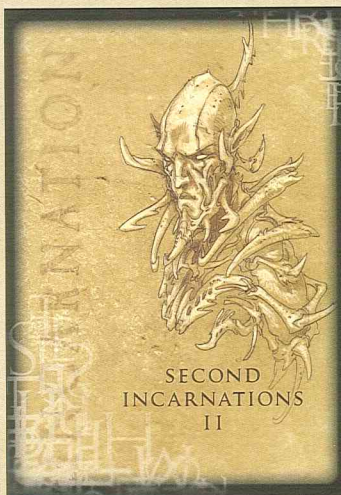
SINSHERA.
RANK: CREATURE OF THE KELTS. 52 A.P.



The queen of the Fiannas' aptitudes make her a very versatile champion. A Warrior-monk and a commander, her simple presence allows the Fiannas in her army to get the "Reinforcement" ability. The rune of metamorphosis eases the transformation of the army's spasm warriors and allows them to become Independents in Rag'Narok. Thanks to these miracles, the queen of the Fiannas and her wildcat, Sinshera, can just as well carry out terrifying onslaughts as they can ensure a defence perimeter.

◆ SECOND INCARNATIONS II ◆

UKSIAC 02

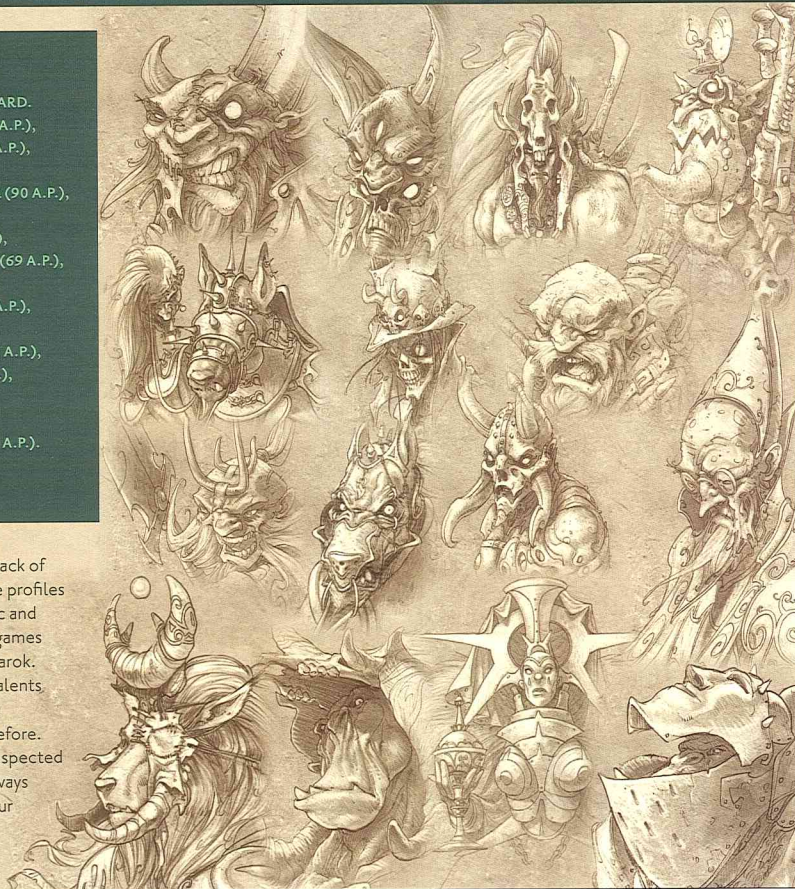


The Incarnates rhythm the bloody melodies of the Rag'narok. The echoes of their feats can be heard in the four corners of Aarklash... The gods grant new powers to the rashest and most valiant of their champions.

THIS PACK INCLUDES:

16 CARDS: INTRODUCTORY CARD, ARAQSALIL THE SKINNER (60 A.P.), BAAL THE CONQUEROR (145 A.P.), BARON OZÖHN (120 A.P.), BYSRA THE BLACK WANDERER (90 A.P.), CYPHER LUKHAN (140 A.P.), KAËL THE IRASCIBLE (150 A.P.), KAHINIR, ARMOURER DWARF (69 A.P.), KALYAR, WAR CHIEF (97 A.P.), THE PRIESTESS OF STEEL (63 A.P.), THE BOGEYMAN (52 A.P.), MISAN THE CLAIRVOYANT (45 A.P.), SYRIAK, PACK LEADER (90 A.P.), TÖRK THE ANIMAL (80 A.P.), UMRAN KAL (171 A.P.) AND YH-AZAHIR THE MAD (75 A.P.).

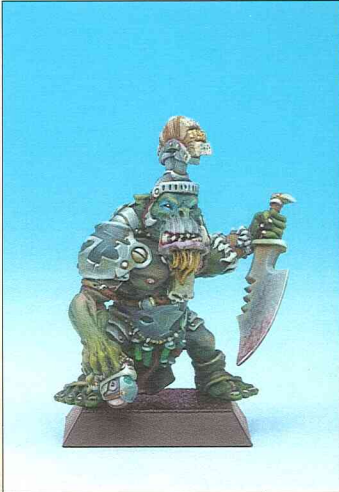
The Second Incarnations II pack of cards includes new reference profiles for 15 of the most charismatic and valorous Characters for the games of Confrontation and Rag'Narok. Some have perfected their talents and have become even more formidable than they were before. Others have developed unsuspected powers, thus inventing new ways of meting out death. The hour of the final battle has come.



◆ ORC RAPTORS ◆



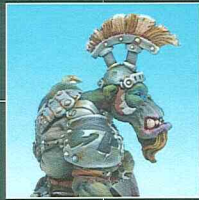
UKORSP 03



THIS BLISTER PACK INCLUDES:

2 MINIATURES AND 2 REFERENCE CARDS: ORC RAPTOR (REFERENCE CARD) AND THE ORC RAPTORS (EXPLANATORY CARD).

RANK: ORC SPECIAL. 24 A.P.



Orc raptors are specialists in surprise attacks on Griffin and Scorpion convoys that travel through Bran-Ö-Kor. They equip themselves with material stolen from the enemy. The orcs' natural brutality, supported by the best Akkylannian steel, is then increased tenfold by the combat drugs stolen from the Syhars.

Special troops for the orcs of Bran-Ö-Kor, the raptors are talented warriors (INI 3, ATT/STR 4/7, DEF/RES 3/6) endowed with the "Scout" and "War cry/6" abilities in addition to "Brutal." They are bound to the clan of the Trackers of Bran-Ö-Kor. The combat drugs stolen from the Scorpions allow them to get additional points once per game wherever the need is felt most.

◆ BLACK PALADINS OF ACHERON ◆



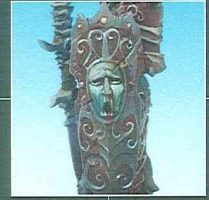
UKMVP 06



THIS BLISTER PACK INCLUDES:

3 MINIATURES AND 2 CARDS: BLACK PALADIN (REFERENCE CARD) AND THE BLACK PALADINS OF ACHERON (EXPLANATORY CARD).

RANK: ACHERON SPECIAL. 41 A.P.



The black paladins of Acheron are surrounded by a morbid aura of prestige. These warriors marked by Darkness are loyal beyond reason to the ideals of the Ram. The Codex of the Scourge, a tome written by Kaïn, is the basis of their order's doctrine. Tenacity and force play an essential role in it, as well as a certain form of honour: a black paladin honours an enemy he judges worthy of him by annihilating him in the most summary way possible.

The black paladins are warriors for whom war is a way of life. The "Righteous," "Counter-attack" and "Sequence" abilities make them dangerous fighters in a fray, even against multiple opponents. Before battle the black paladins can pledge allegiance to the Codex of the Scourge. They can then become Scourges of the soul (Loyal/1, count in the aura of faith of all faithful of Acheron) or Scourges of battles (Hard-boiled).

◆ GOBLIN SPEARMEN 2 ◆



UKGBTR 04



THIS BLISTER PACK INCLUDES:

3 MINIATURES AND 1 CARD: GOBLIN SPEARMEN (REFERENCE CARD)

RANK: GOBLIN REGULAR. 7 A.P.



The officer had projectile weapons built with whatever he could get his hands on: forks, knitting needles, string... He gathered all his troops and posted a drawing representing a Wolfen on the palisade of the camp. "OK, now listen up. You're going to practice firing at this and..." "You heard what he said?" interrupted a voice in the group. "Fire!" The projectiles flew and got stuck in the palisade. The officer was miraculously unscathed. "I think you get it," he said. "Lesson over."

The goblin spearmen are back with a completely new sculpture endowed with a deliciously wacky charm. The threat they pose isn't due to their limited individual capacities (AIM 2, Spears/STR 2, range 10-20-30), but rather due to the number of these pests that can be deployed. At 7 A.P. per spearman their shots are certainly not powerful but definitely numerous!

◆ LITURGY ◆



UKDIAC 01

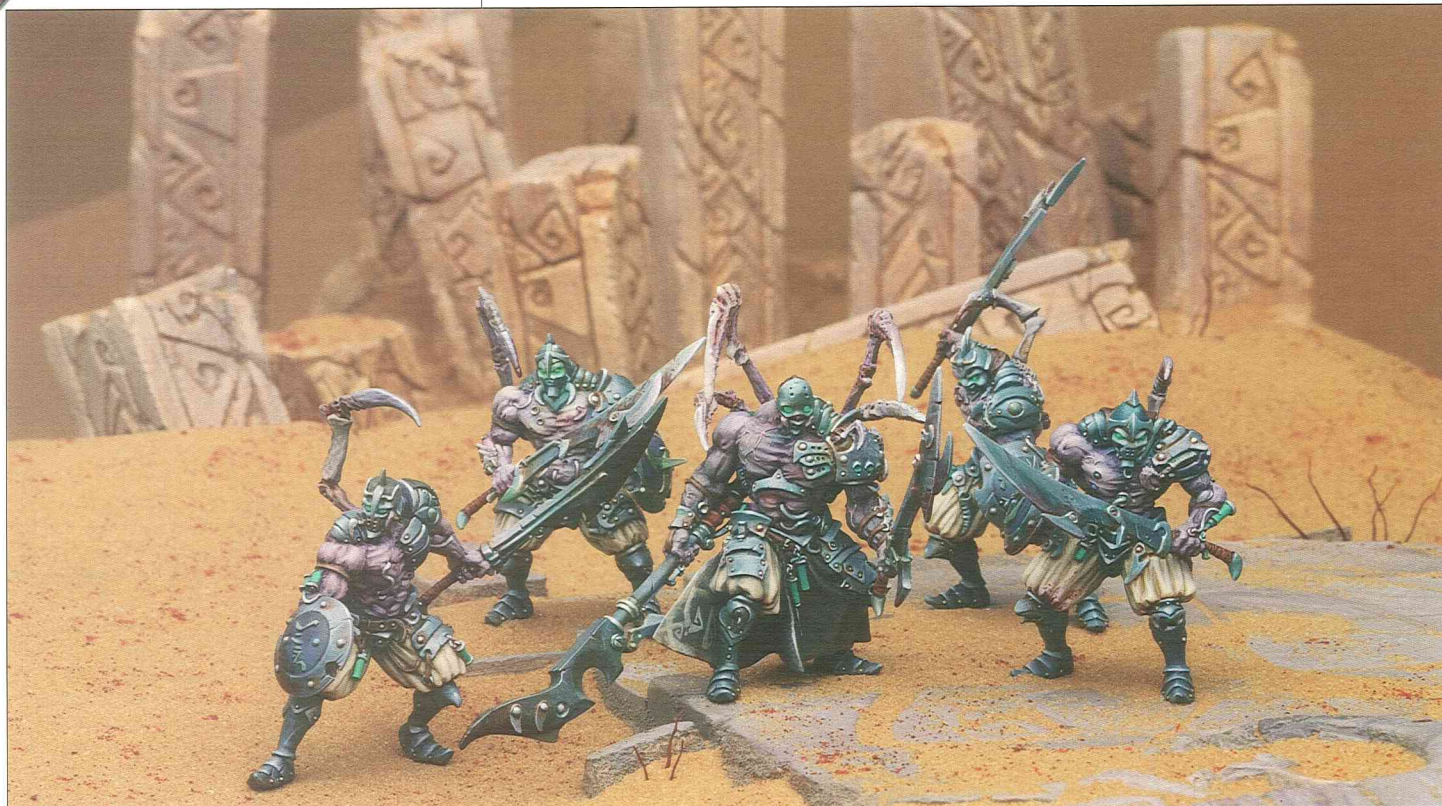


THIS PACK INCLUDES:

16 CARDS: INTRODUCTORY CARD, CONSECRATION (ARTEFACT, 3 A.P.), LITURGICAL INSTRUMENT (ARTEFACT, 8 A.P.), BLADE OF IMMOLATION (ARTEFACT, 6 A.P.), THE VIRTUES (EXPLANATORY CARD), MINOR VIRTUES (EXPLANATORY CARD), MAJOR VIRTUES (EXPLANATORY CARD), THEOGONAL VIRTUES (EXPLANATORY CARD), THE RELICS (EXPLANATORY CARD), AEGIS OF LAHN (RELIC, 13 A.P.), THE VELLUM OF THE OBSCURE (RELIC, 15 A.P.), THE PETRIFIED EMBLEM (RELIC, 10 A.P.), THE REMAINS OF THE BLOODTHIRSTY (RELIC, 15 A.P.), KELGAR'S ASHES (RELIC, 13 A.P.), THE AMBER OF THE ABYSS (RELIC, 15 A.P.) AND CLAWS OF TORTURE (RELIC, 12 A.P.).

A very long time ago the gods were chased from Aarklash. Yet their fratricidal war was far from over: it is now fought on the invisible paths of faith.

The Liturgy pack of cards is an extension for Divination, the supplement devoted to the faithful and Warrior-monks. Liturgy explores and develops the possibilities given by these two types of fighters. In addition to a selection of legendary artefacts, it offers them two new types of capacities: the mysterious virtues, which greatly increase their ability to cause miracles to happen, and relics, objects of worship endowed with their own powers.



ALCHEMISTS OF DIRZ THE DOMINATORS



THIS BOX INCLUDES:

5 MINIATURES AND 7 CARDS: THE KERATIS WARRIORS (EXPLANATORY CARD), CYPHER LUKHAN (SECOND INCARNATION REFERENCE CARD), THE DOMINATOR (EXPLANATORY CARD), MUTAGENIC SURGE (MAGIC OBJECT, 14 A.P.), KERATIS WARRIOR (2 REFERENCE CARDS) AND CYPHER LUKHAN (HYBRID REFERENCE CARD).

CYPHER LUKHAN
SECOND INCARNATION
RANK: SCORPION ELITE CHAMPION
140 A.P.

KERATIS WARRIOR
RANK: SCORPION ELITE
33 A.P.

T

he technomancers of the Scorpion have forged the flesh and the deadly weapons of the Keratis warriors. These fighters, created for war, know no pity: the blood-filled paths they slash into their enemies' ranks are the most visible testimony to their masters' success. An invincible champion has risen from their caste: Cypher Lukhan, hero of the Scorpion people and nightmare of those mad enough to want to invade his homeland.

The Keratis warriors and their sinister champion, Cypher Lukhan, are back with new sculptures and new gaming profiles! The Keratis warriors can be assembled with two different weapon combinations: sword and shield or two swords. Each configuration corresponds to a specific profile and offers its own particular strategic advantages (different characteristics and abilities).





DWARVES OF MID-NOR YH-SABAHAL, LIVING LEGEND OF MID-NOR



THIS BOX INCLUDES:

5 MINIATURES (YH-SABAHAL, 3 DEMONIC SATYRS AND A BONUS CANOPIC DOLL) AND 7 CARDS: YH-SABAHAL, DOMINANT (REFERENCE CARD), THE WINGED FURY (EXPLANATORY CARD), ARMOUR OF THE ENSLAVED (MAGIC OBJECT, 21 A.P.), THE SCOURGE DOLL (MAGIC OBJECT, 18 A.P.), SEFHRÀ THE DEMONIC (MAGIC OBJECT, 30 A.P.), DEMONIC SATYR (REFERENCE CARD) AND THE DEMONIC SATYRS (EXPLANATORY CARD).

YH-SABAHAL
RANK: LIVING LEGEND CHAMPION OF MID-NOR. 320 A.P.

DEMONIC SATYR
RANK: IRREGULAR OF MID-NOR. 18 A.P.

T

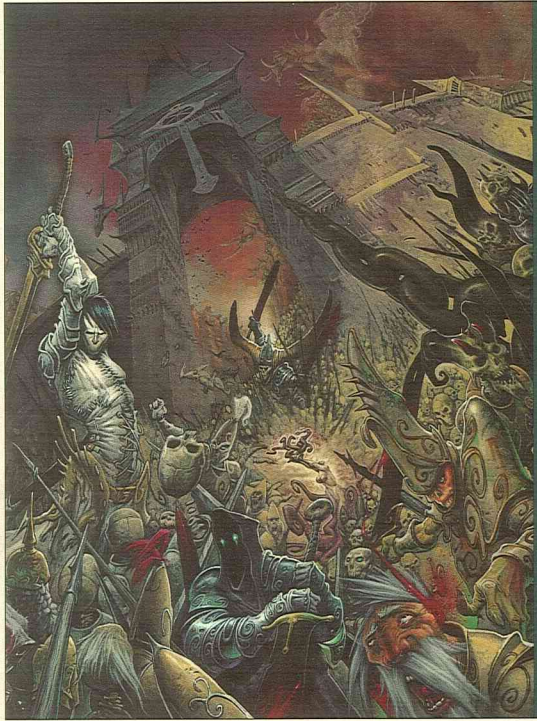
he peril represented by the dwarves of Mid-Nor is no longer only underground. The sons of the Despot have set out on the conquest of the heavens. Leading them is Yh-Sabahal, a Dominant of Mid-Nor, the first of the prowlers of the Abyss and the lord of the infernal colony that bears his name. Like a flock of carrion fowl hungering for carnage, these warriors rise into the sky by the hundreds and swarm down onto their enemies from all sides. Endowed, among others, with the "Possessed," "Brutish charge" and "Born killer" abilities and excellent

combat characteristics, Yh-Sabahal is a serious challenge to all the champions who were thought invincible up to now. The Winged Fury is also a Commander-in-Chief ready for the Rag'narok: "Leadership/30," FEAR 9 and DIS 8. Without forgetting, of course, that he can fly and can transmit his leadership to all troops within range no matter which altitude level they are located at. Yh-Sabahal is escorted in the skies by demonic satyrs, vicious creatures (Possessed, Survival instinct) willing to sacrifice themselves to protect their master.





UKCYAV 01



THIS BOX INCLUDES:

LIMITED EDITION TO 5000 COPIES

5 CARDS: SYD DE KAÏBER (REFERENCE CARD), THE HERO OF KAÏBER (EXPLANATORY CARD), THE NOBLE ECHYRION (SPECIAL CAPACITY, 20 A.P.), THE DARK ECHYRION (SPECIAL CAPACITY, 20 A.P.), THE PUPPETEER'S TORMENT (SPELL, 15 A.P.).

1 NOVEL BY WILLIAM HAWK:
THE KAÏBER FAULT

RANK: CYNWÄLL SPECIAL. CHAMPION.
105 A.P.

"His hair flowing in the wind, his body chilled by the icy cold, Syd heard the rumble coming from the chasm, the damp and haunting sound with which all warriors learned to live. The hammering of the forges of Kaiber never fell silent and made the heart of the fortress beat to its rhythm. The dragon began its descent and glided towards the Gate of the Righteous."

Syd de Kaiber is a fighter of exceptional versatility endowed with the "Bravery," "Leadership/10," "Concentration/2," "Sequence" and "Bane/Acheron" abilities. The one they nickname the "Hero of Kaiber" can transmit his leadership to all armies of the Ways of Light and lead them to victory, especially when confronting the Living-dead of Acheron. Syd de Kaiber hides a great secret: the Echyron, an arm forged out of the steel of the Cynwälls. This mysterious artefact is bound to Light and to Darkness: sometimes it galvanises Syd and supports him in combat, sometimes it proves to hold very dark powers... Let's not unveil too much so as not to give away the incredible revelations made in The Kaiber Fault!



BLACK PALADIN CHAMPION
• KAÏN THE SCOURGE •



UKMVCH 06



THIS BLISTER PACK INCLUDES:

1 MINIATURE AND 7 CARDS: KAÏN THE SCOURGE (REFERENCE CARD), THE SCOURGE OF ACHERON (EXPLANATORY CARD), THE CODEX OF THE SCOURGE (RELIC, 19 A.P.), THE FIST OF KAÏN (MAGIC OBJECT, 23 A.P.), STRENGTH OF THE REBEL GOD (COMMUNION, 30 A.P.), HONOUR OF THE BLACK PALADINS (MIRACLE, 19 A.P.) AND SALAUËL'S ABSOLUTION (MIRACLE, 14 A.P.).

RANK: ACHERON ZEALOT. 147 A.P.

After having won countless victories over the decades and having written the Codex of the Scourge, the Fathers of the Houses of Acheron authorised Kaïn to found the Order of the Black Paladins. Their caste is not numerous, yet it has already earned a terrifying reputation in combat. A good number of heroes of Light secretly hold Kaïn and his warriors in esteem, considering them to be opponents as valiant as themselves... but vowed to Darkness.

Kaïn the Scourge combines the threat posed by a black paladin champion with the sinister powers of a Zealot Warrior-monk. It is at the heart of a battle that he shows the full potential of his strengths. His artefacts, the Fist of Kaïn and The Codex of the Scourge, increase his capacity and turn this exceptional fighter into a true killing machine. With Kaïn at their sides the black paladins become an autonomous and deadly strike force, especially when their chief has been endowed with his combat miracles.

IMMORTALS OF DARKNESS
• IRA TENEBRÆ •



UKELTN 02



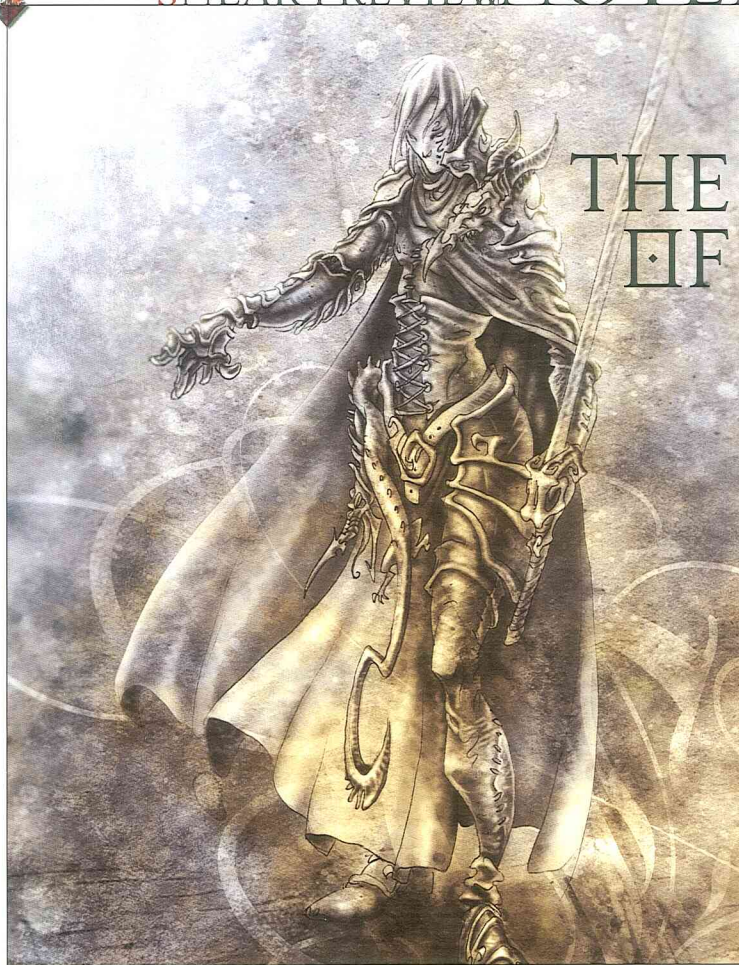
THIS BLISTER INCLUDES

3 MINIATURES AND 2 CARDS: IRA TENEBRÆ (REFERENCE CARD) AND IRA TENEBRÆ SUMMONING (MIRACLE, 12 A.P.).

RANK: REGULAR IMMORTAL OF DARKNESS. 18 A.P.

The Cadwë awoke with a startle when the night wind hit his face. The window was open. With his half-open eyes he could make out a figure that stood out in the moonlight. A top hat, the smell of death... the Bogeyman. "All your life," said the living-dead, "you have used Darkness to get what you wished for. Now Darkness is coming to take your soul." The door of the room opened suddenly and a wave of guards flowed in. Darkness then came to life.

The Ira Tenebræ are Immortals of Darkness endowed with well-balanced combat characteristics (INI 3, ATT/STR 3/6, DEF/RES 3/5, FEAR 6). They give valuable support to all armies of Darkness in which they are deployed. The Ira Tenebræ can be summoned by the faithful of all the peoples of Darkness thanks to the miracle with which they are supplied.



THE FAULT OF KÄIBER

DAY AFTER DAY DARKLASH SEDUCES A GREWING AND EVER-MORE ENTHUSIASTIC FAN BASE WITH ITS GAMES BASED IN A FANTASY UNIVERSE. WHILE RAG'NAREK IS CONQUERING THE GAMING TABLES, RACKHAM IS ABOUT TO SURPRISE YOU WITH A NEW WINDOW IN ITS PERCEPTION OF FANTASY: A NOVEL BY WILLIAM HAWK, SUPPLIED TOGETHER WITH THE FIRST CYNWÄLL HERE!

This excerpt from The Käiber Fault is also the opportunity to get to know its author better.

A passionate reader of the universe of Robert E. Howard and of J.R.R. Tolkien, of whom he willingly claims that "Reading Howard is discovering the alphabet of fantasy; reading Tolkien is appreciating the wealth of grammar," William Hawk (aka Mathieu Gaborit) is no less a player of miniatures games as well as role playing games. He was born in 1972. After a noteworthy start as an author of role playing games (Agone) he was taken by a fever for writing and proposed scenarios for the video game industry. He worked notably for Kalisto (DarkEarth and Nightmare Creatures).

Excerpt from chapter II

They had been on the specters' trail since the suburbs of Manilia. Most of them were renegades who had broken their ties to Acheron and were letting their instincts guide them along the magical winds that pervaded this old and legendary land. A blind rage, craving for murder to soothe the pain in their soul, was consuming their entrails like a dark and unquenchable fire. They wandered along the Moaning Cliffs and became dangerous only when they started to band together. This particular pack had developed on the ashes of a battlefield, east of the estuary leading to the Ephren Sea. This pack had sown death along its way, and so far escaped the search parties led by soldiers of the kingdom of Alahan.

I

Syd had answered the call of the baron of Algerande, the one they called the Diplomat. Syd and his two companions made up a trihedron, an autonomous unit that could operate over all the territories controlled by the Alliance of Light to hunt the damned.

The three had positioned themselves at the edge of the forest. Nelphaëll had just kneeled down behind an oak tree. Both men looked away. Moving slowly, she untied the straps of her mask and exposed her pale skin to the breeze blowing through the branches. Her delicate features stood in contrast with the darkness of her eyes, those two black stones sealed by an oath. She tied her long honey-colored hair in a ponytail and picked up a mother-of-pearl case from her lap. She cautiously unsealed the lid and took the construct from its casing and out into the night light. The creature shuddered a first time at the touch of the fragmented moonlight. The elf lightly brushed her palm against the iridium hairs covering its abdomen, and

II

guided the unfolding of the tail with her index finger.

In her eyes, all the construct's magic was in that ringed tail she had so often studied, examining every symbol-engraved joint under a magnifying glass. The sting at its end was a crystal sphere two inches wide, with a hundred and twenty-two facets.

Like many Cynwäll, she saw the construct as a relay between herself and the world, a front filtering her emotions much like her mask. She put the creature down in the palm of her hand and closed her eyes in meditation. She was purging her mind, emptying it to give the construct access to her consciousness. Her lips were silently moving to the rhythm of the hundred and twenty-two precepts of true Empathy. Gradually, the silence settled around her. The echo of nature merged with the pounding of her heart that beat the time of the enchantment.

The hairs of the construct started to sting her skin. It climbed along her arm, leaving small beads of blood as a sign of its passage, then paused

III

"You will stay here. Stop them from reaching the edge of the woods. The wind is with us, too strong for them to try going against it and down the cliff. I will go in alone, provoke them, and make them come out. Soïm will stay outside. You'll cover us from here."

The monk nodded his approval.

The two elves left the forest behind them and set out in the open. They advanced in long and steady strides, their eyes never leaving the front of the inn. The sky was clear above their heads, with a high and full moon. They passed a wooden fence and split up. Syd alone went up to the porch, a huge terrace of cracked stones. He could hear no noise from behind the building closed shutters.

The main door had been left ajar. Syd sniffed and felt the stale smell of decay coming from the half-open door sting his nose. The Echyron tensed and sent a wave of sharp pain to his skull. He ignored it and pushed the door open with the tip of his sword.

V

on her shoulder before climbing on her face. The empathy was dawning, relayed by the creature's hairs picking up her heartbeat. At first blocked by the construct's body, her sight started to come back, filtered through the magical fluid.

The construct had clasped her skull like a giant's hand. Its legs had grown again and now joined at the back of her head. The tail had settled over her right eye and extended outward like a field glass. Through the crystal sphere, Nelphaëll could see every detail more than three hundred yards away. From now on, she could impart her will to the construct with but a thought, and her aim would always be true.

Weapon in hand, she stood back up and came near Syd.

"Your orders?"

Syd kept his gaze on the moor. At last, the specters had left the forest to reach that old inn standing on the edge of the cliff. This was a perfect dead-end to finish a hunt that had lasted far too long already.

IV

The common room was in complete darkness. He stayed still, every sense alert while his eyes adapted to the darkness. For him, fear was not a legitimate emotion. It was a corruption of the mind, much like courage. War, be it on a personal scale or on the scale of the world, was waged by the mind. The ethics of lucidity, he had told Soïm on the very day they had created the trihedron.

He trod noiselessly to a supporting beam, put his back against it, and glanced on both sides. The specters were nowhere to be seen, but his dragon's claw felt their presence. The tension in his back made knots in the muscles of his shoulders. A cursory examination of the kitchen revealed nothing. After a stealthy look around, he was convinced the damned had taken refuge upstairs.

He climbed the stairs and paused in front of a narrow corridor flanked by old wooden doors leading into the inn's guest bedrooms. The place was vibrant with evil influence. He grabbed his sword's guard and went slowly forward. The floor creaked under his boots. From the corner of his eye, he saw a glistening light on the jaw of

VI

the dragon covering his left shoulder. This was a warning. Evil was there, very close. Hidden in the shadows. And Syd smiled under his mask when the specters sprang up from the walls.

He was up against ethereal creatures, souls torn between this world and the world of Darkness that were pulling themselves out of the walls with a sucking noise, like dead men climbing out of their graves. For them, a Cynwäll elf was a true feast, a materialization of the deep vital energies inspiring the fight of the Alliance. The specters jostled one another with a sound of rustling cloth as they rushed forward, intoxicated by the nature of their prey. Their emaciated hands held their heartrenders, slim blades set with black stones.

Syd smoothly moved to the middle of the corridor and attacked the first opponent to come within range of his sword. The creature was able to deflect the edge of the blow, but the power of the attack savagely sent it back.

Syd had anticipated that parry. The blow had begun the expansion of energy, and the impact was meant to amplify the strength of future

VII

Syd turned about to confront two specters appearing behind his back. His sword had turned with him and now fell back like a cleaver between them, separating his opponents. Chaos may be foreseen, his master would assert, but the sum of chaos may be perceived only at the edge of Neosis.

For a brief moment, he lost his upper hand. The fabric of the damned he had just slain was permeated with Darkness that weakened the dragon's claw. His move was not as efficient as he had hoped; the sword met only empty air. He felt a bite on his thigh and gave up two-handed swordsmanship. The Echyryon became a weapon in itself. Its bare hand turned aside a heartrender in a shower of dark blue sparks and went for the creature's head. There was a slimy feeling, as if he had put his hand in decaying seaweed. He fiercely rummaged about the black void beneath the hood, shredding the specter's consciousness. The others swept back through the corridor's walls.

Syd caught his breath and elicited the joints in the artifact, who answered from the shoulders

IX

attacks. An illustrious knowledge throbbed in his veins. His master-at-arms had taught him the primary art, the one rising from the invisible folds of chaos.

Master it, he would say repeatedly. It holds energy, and that energy holds strength. For only one second, there are as many futures as there are blades crossed. Your will must be like metal, Syd. Remember however that willpower never forges the chaos; it is the opposite. Always the opposite.

The deflected sword dived to the ground, leading one of the specters to believe the elf had lost his advantage. Syd used the Echyryon's supernatural strength to reverse the trajectory of his own blade. It cleft the air from bottom to top, tearing the damned apart on its way. There was a howling, a shrill that linked for an instant both part of its torn soul. Under the slit hood, Syd saw a breach appear between this world and the Kingdom of Darkness, an insubstantial gap sealing forever the fate of the wandering spirit. The tattered clothes that had covered the creature fell to the ground.

VIII

down to the wrist. His hand felt heavier and was slower to respond. The dead soul between his fingers had numbed the mana animating the artifact. The fight however had answered his wishes. He was not here to take on the entire pack. Just to stir them up, give them a taste for an easy prey. He went back down and crossed the common room without a glance for the shadows that were beginning to surface between the beams in the ceiling.

Soïm was waiting outside. He was sitting cross-legged in front of the door, with his eyes closed. A drizzle was falling on his torso, every drop tamed into following the curves of his tattoos.

"They are coming," said Syd.

The equanime nodded and silently unfolded his legs.

The specters appeared through the inn's front wall.

X

OLD BONES

My dear daughter, it has been a very long time since I last wrote you. What can I tell you? The life of a cemetery guardian is rather dreary and not very exciting, yet it suits me. I maintain the last resting place of companions who went on the same adventures as me when you were still only a child.

But I'm writing you for another reason. Something very troubling happened last night. As the years go by it sometimes happens that I suffer from insomnia. I then wander among the graves of my friends and relive the battles of past times. Suddenly the unmistakable creaking sound of the entry gate being opened tore me from my reveries. Hiding behind a stele, I could see a group of men moving towards an isolated part of the cemetery. I followed them at a distance, whisking from behind one tombstone to the other. Despite the darkness of the night I could make out the attire of Akkylannians and other Barhans beneath their cloaks. They then entered a mausoleum. I waited for several minutes for them to come out before I risked venturing inside myself.

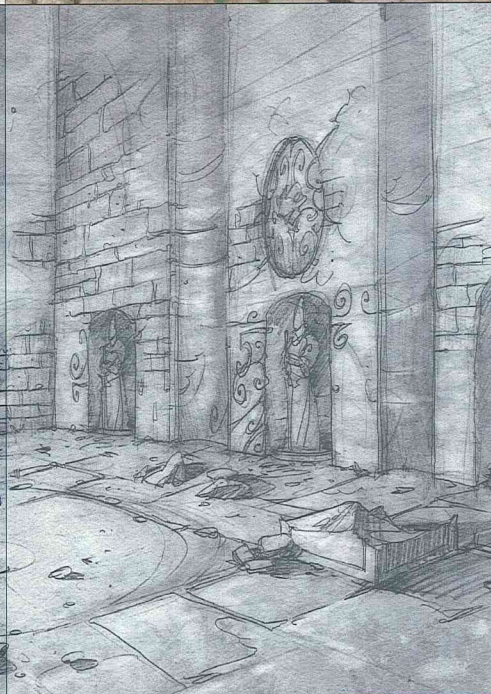
A secret staircase had been uncovered in the centre of the tomb. I climbed down the steps and found myself in the middle of a crypt. It must have been absolutely sumptuous... before it was desecrated. The first thing I noticed were the statues of guards standing in front of niches. They were fine works of art, that's for sure. I took a close look at one; they were simply marvellous. If only you knew... They were sculpted in a strange stone closely resembling metal and could have been taken for empty suits of armour if they hadn't blended in so harmoniously with the rest of the chamber.

SO28: AN OPEN GRAVE

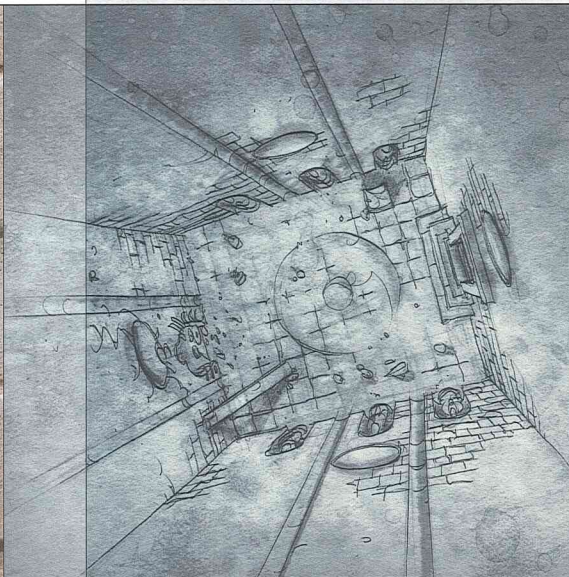
In this Workshop we again treat a setting created for *HYBRID*. This time it is a Barhan crypt that was desecrated by the Scorpions to rob it of the corpses of illustrious warriors. Close your eyes...

No, actually keep them open or else you can't read the rest of this article.

Just let your imagination flow and go on a journey to Kallienne...



TIME HAD COME TO A STANDSTILL IN THIS PLACE.



Only then did I notice that in this place the rock was different from that of the mausoleum. The one at the level above is grey, dirty and rough. Here it had a noble feel to it, was smooth with a very elegant grain. The whole room was carved with bas-reliefs and arabesques. The warriors who were once buried here must have been very valorous for them to have been given such a vault. Yes, were once, for their tombs were empty and the broken steles were scattered on the ground among the debris, the sand and the dust. It really broke my heart to see such great warriors disrespected like that, their remains and their memories disdained. But what else could one expect from the alchemists of Dirz and their creations? An accursed glyph well known and feared by those who have already fought them had been fitted and bolted over a Barhan symbol. Hanging over an opening in the rock was a kind of mechanical bridge made of metal and



wood and many gears. These materials were totally corrupted and stood out in stark contrast with the noblesse of the material of the rest of the crypt.

The noise of combat could then be heard coming from the depths. I got back out of the crypt; these games aren't for people of my age. Being accompanied by the fiery female warrior, these people wouldn't need my help.

So tell me, my daughter, is your husband still in Our Majesty's service in a regiment of reapers? Have you had any news from him lately?

FAR FROM THE TUMULT OF THE BATTLEFIELDS, THE HEROES OF OLD NOW REST IN PEACE.



GETTING ONE'S HANDS DIRTY

Making realistic scenery and settings using plaster needs the effect of texture to be rendered. The texture that we'll be working on in this issue is that of stone and rock, since this is the ever so multifaceted material that most of the elements of the scenery created for *Cry Havoc!* are made of. There are countless ways in which the texture of stone can be simulated. However, certain characteristics must be taken into account depending on the effect one is seeking: grain, wear, hardness and brittleness. The two last characteristics are less important than the first two, but they can have an influence on the realism of your settings.

You can get a grain in several different ways.

- One is to mix other materials into the plaster while preparing it. Depending on the grain one wishes to get, one can mix more or less fine sand, gravel, sawdust (1)... Like this one gets a textured plaster whose grain may seem unusual, thus creating very interesting "accidents" when carving it. (However, a grain that is too coarse isn't great for simulating stones hewn for the construction of buildings.)
- Another solution is to work the plaster once it has been removed from its mould using various tools. The most useful ones for this task are metal or



plastic brushes. The plaster, which is smooth when removed from its mould, can then be worked for a more or less long time to get the type of stone one wants. The more one taps the plaster with a brush, the more it will be textured and pitted (2). The engraving creates the grain. It is therefore sometimes easier and faster to use the first method where the grain appears as part of the material rather than having being caused by the brush's action. One should select the method depending on the result one wants to get.

- One can also spread white carpenter's glue onto the surface of the plaster one wants to give texture to and then sprinkle sand onto it (3). This easy and

quick method nevertheless gives less realistic-looking results when simulating materials. It is, however, very good for simulating gravel, sand and accumulated dust.

Everything that is created or built one day endures the ravages of wear, be this due to time, weather or use. Simulating this wear accentuates the realism of the setting. To do so one once again simply uses a brush made of metal or plastic. It is important to keep in mind that when it comes to stone, the parts that stick out the most are the ones most likely to be damaged. Therefore one must concentrate most on ridges, angles and other protuberances. The harder the brush one uses, the more the plaster is marked and therefore appears more worn and damaged. This also depends on the pressure one puts on the brush when using it. The result also varies depending if the plaster one is working is still humid or already dry. The effect of water on stone can also be rendered using a metal brush. To do so one rubs the plaster up and down instead of tapping it. This carves grooves into the plaster that look like they were caused by erosion (4). Do, however, take care not to mark the plaster too much since the action of water, which is less perceptible, shouldn't be too accentuated. One must only put slight pressure on the brush so as to create shallow grooves.

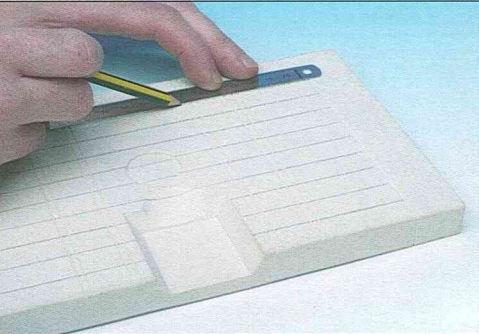
And finally, the stone's hardness and brittleness can be rendered by working the plaster at different times. To get a brittle stone it is easier to work the plaster when it is still humid, whereas to get a more solid stone it must be worked when it is dry. This also counts for the stone's hardness. When the plaster is humid it can be torn, slightly twisted and shaped.

These methods can also be fully or partially combined. Once these couple of points have been taken into account, it is up to you to observe and experiment in order to obtain a variety of rock-like effects and textures that will give realism to your settings.

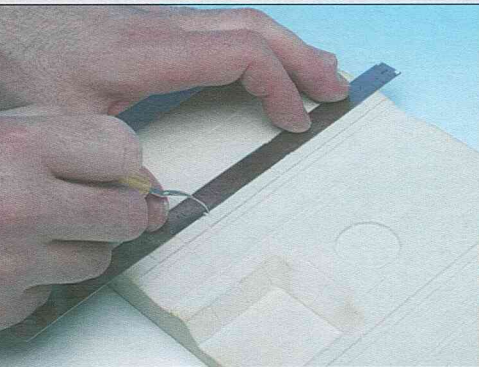
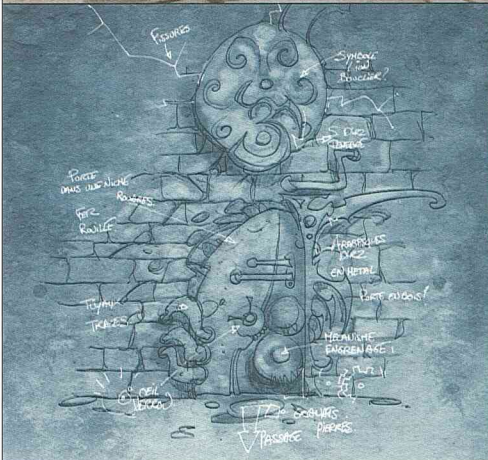


TUTORIAL

Other than the effects of texture (to simulate stone and also floating), working plaster in order to create a stone wall also has to be planned and follow certain steps and methods.



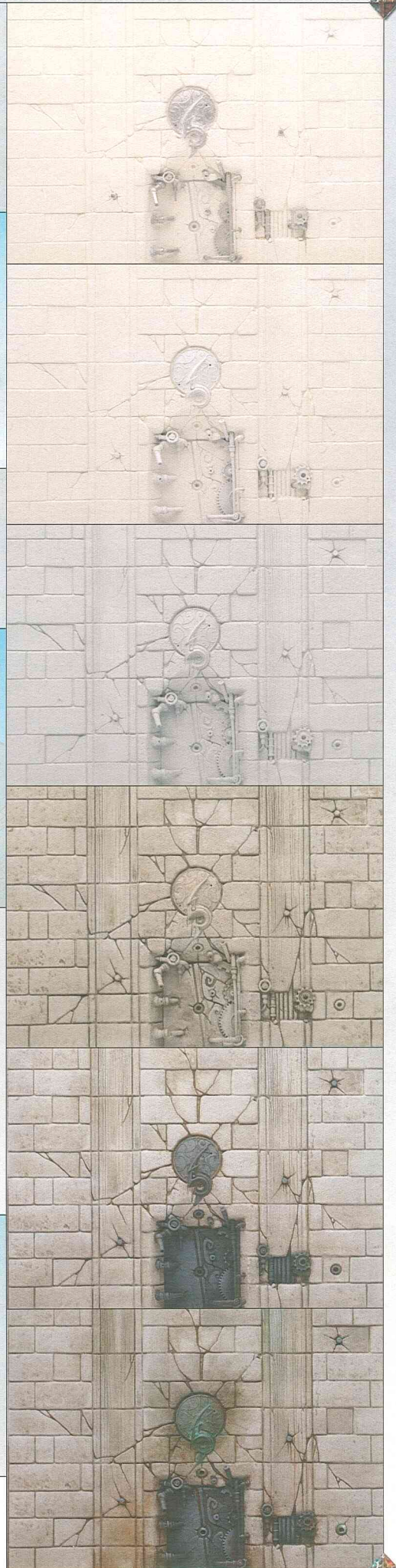
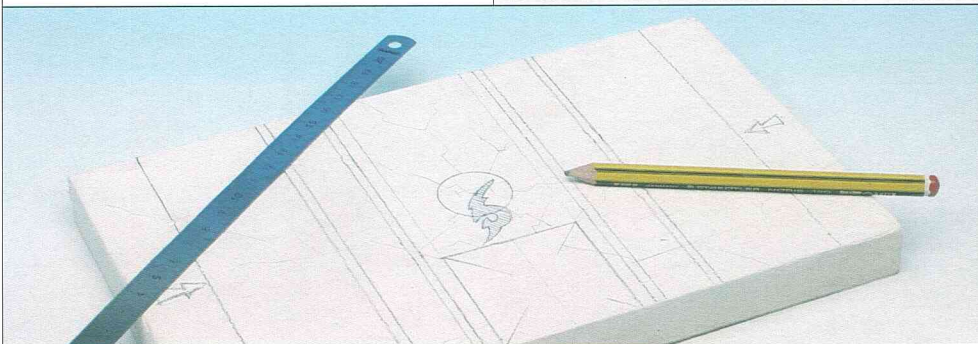
Then one traces the horizontal lines that limit the various layers of stones that were used to raise the wall. One must then let each stone appear one after the other by tracing and then engraving the last vertical segments.



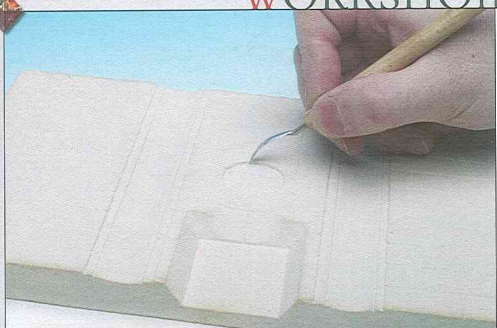
Now that the wall has been built, one has to give it texture (if this hasn't already been done by mixing material into the plaster) and add the natural wear of the stone (by working it with brushes).

The first step is to make preliminary sketches and then a more detailed plan of the setting one wishes to build in order to have a fairly precise vision of the result one wants to obtain. Once this has been done one can begin casting the various elements of the scenery needed (see *Cry Havoc!* volume I).

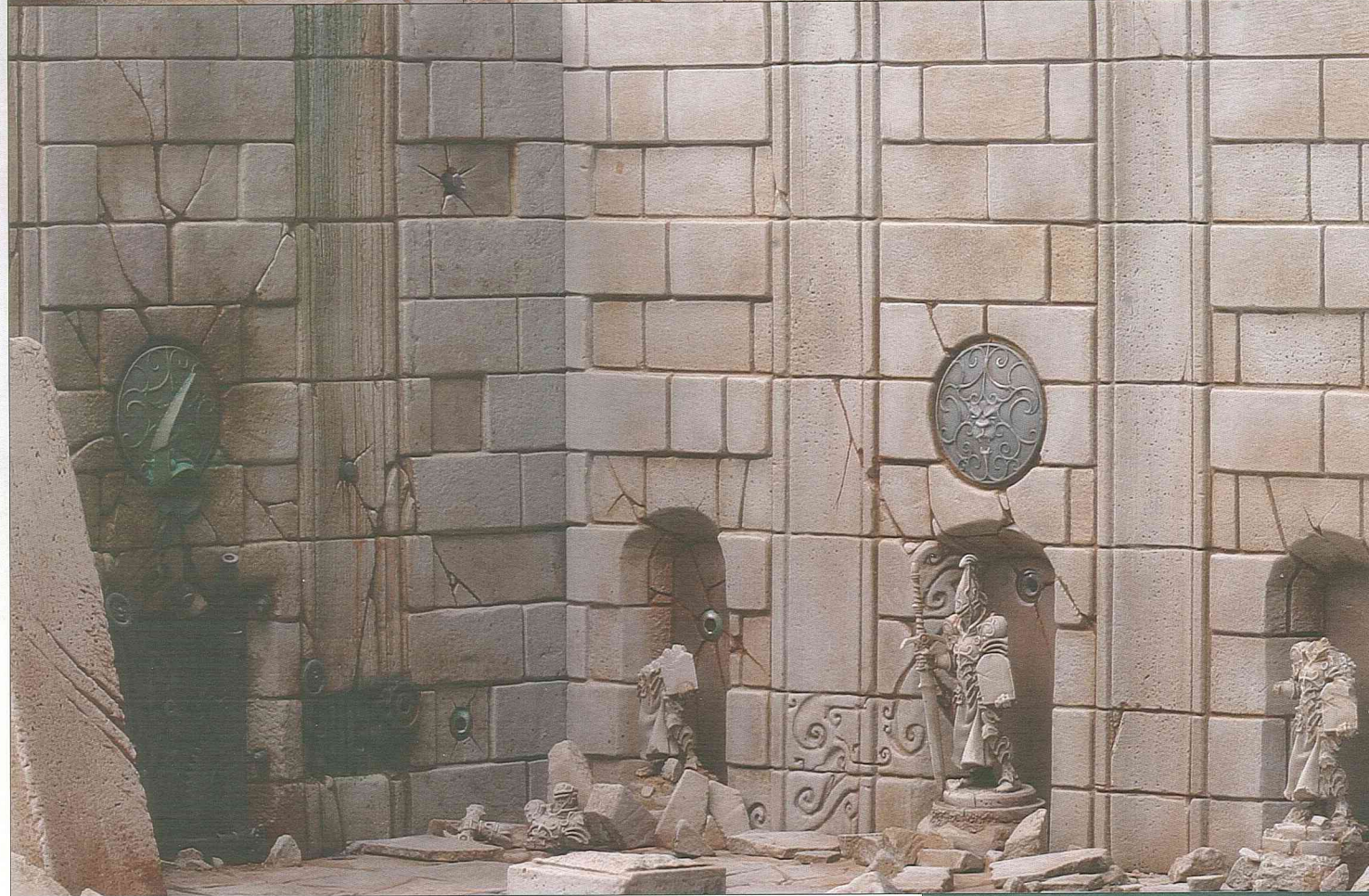
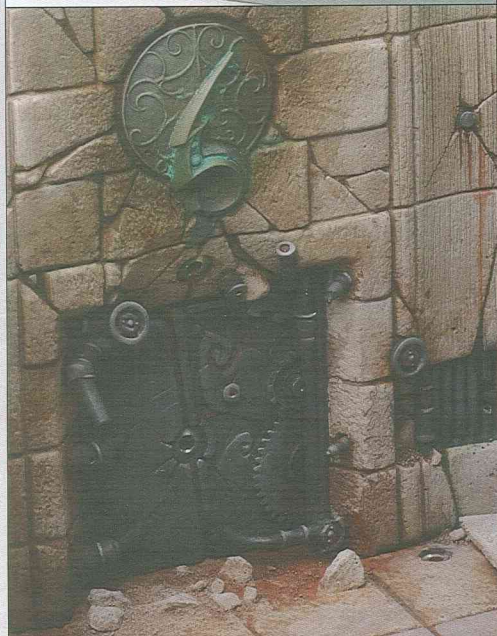
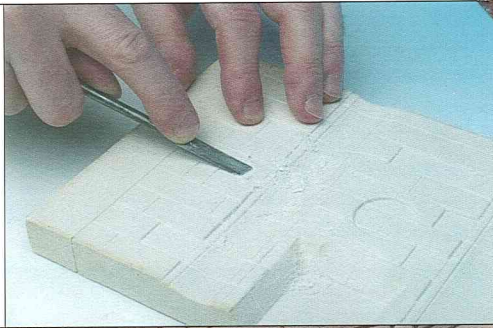
The next step is the actual decoration of the setting. In this step the details are added and the arabesques are sculpted. The details can be carved into the plaster or glued to it if you chose outside elements taken from your leftovers or extra pieces. Carving all the details can be pretty risky since anyone can make a wrong move. Practice makes perfect!



WORKSHOP SCENERY



The last thing left to do before painting your setting is adding life to it. This means giving it the marks of the passage of time and of men. Thus, using the appropriate tools, one must add cracks, damaged edges and ridges and all other marks of wear and tear caused by man (or any other being such as an aberration, a minotaur, etc.) that one wishes.





PAINTING MATTER: RUST

Inspiration often comes from observing the reality, shapes and textures surrounding us. Expressing these images using paint gives life to miniatures and renders matter more realistic.

Many of you have noticed that we regularly use numerous effects simulating matter on our figurines depending on the realism and the atmosphere sought for each army.

The presence of numerous metallic parts such as weapons and armour gives many painting options when trying to show the wear of time and the neglect for their equipment of some warriors.

The following article covers the elements needed to easily reproduce these effects on your miniatures and your war machines.

Rust is the result of a chemical reaction between oxygen and iron. This reaction is called oxidation.

Rust develops over time and varies in shape and colour. The blade brandished by the fleshless hands of a servant of Acheron is damaged by centuries of battles, blows, rust and grime; the combat suit of a Thermo-priest on active duty will slowly oxidise due to the weather; a Dasyatis's armour will be stained by the bloodbaths it causes.

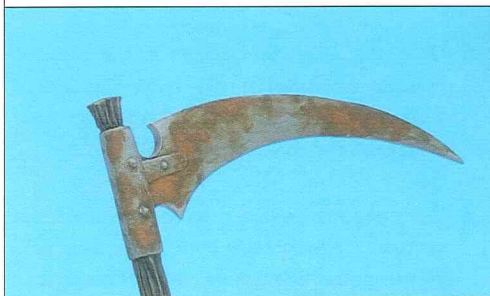


SHAPES AND COLOURS

Rust generally develops first in the hollows and gaps in a metallic structure, at the joints of a suit of armour and around the heads of bolts and other places where metals are assembled together.

Rust has a reddish colour going from dark red to orange and even yellow. These colours will stand out more if the metal onto which they are applied is also coloured. Thus a metal with a bluish, purplish or even greenish hue will contrast more with the orange and yellow tones in coherence with the miniature's colour scheme.

Contrast and readability are the two elements to give privilege to.





BEFORE RUST

The blades that serve as the base for the various examples of rust have been painted in order to get a neutral metallic effect by going from a medium-dark grey base to very dark grey in the hollows, and then making parts lighter using lighter greys and even white on the parts that stick out the most such as rivets and edges. In order to simulate a blade's wear, small scratches were painted using fine diluted white lines and a few painted cracks have been added.

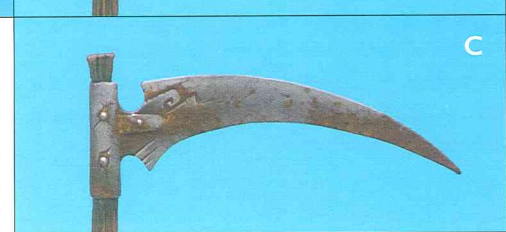
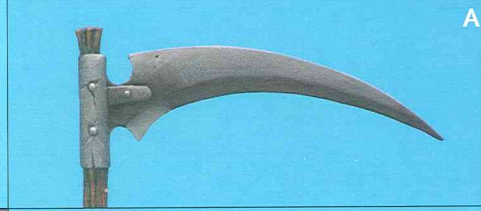
The wood was painted green using a wash in order to make it look worm-ridden, thus strengthening the worn and badly neglected aspect of the whole.



LIGHT RUST EFFECT



SPOTTED RUST EFFECT



A A dense and mastered wash of red and black is applied to the grey base beginning with the hollows. Several layers may be needed, which get more and more opaque as one nears the hollows. The blending with the blade's grey is gotten by playing with the paint's transparency.

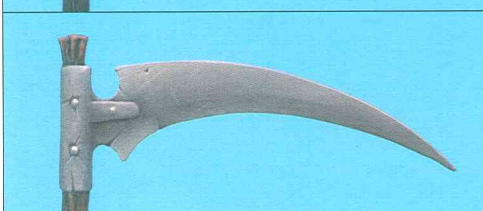
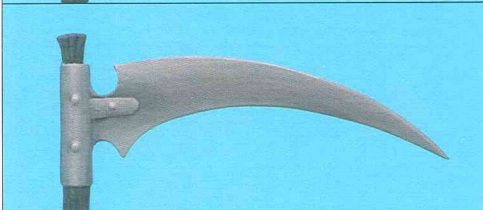
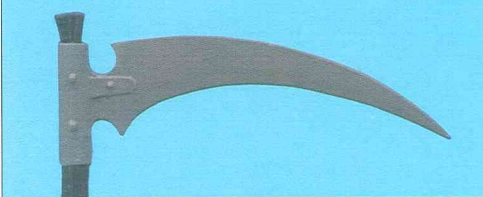
B Using an orange-brown, at first mixed with red-black and then pure, the operation is repeated while limiting the area so as to leave a ring of dark red around it. The rust is lighter and lighter towards the middle of the surface it covers and in the hollows.

C Using this same method, yolk yellow is added to the orange-brown in the depths of the hollows and in the most rusted zones. This step isn't always necessary, for rust can remain orange without turning to yellow. The colour context determines to what point one pushes the lightening of the colours.

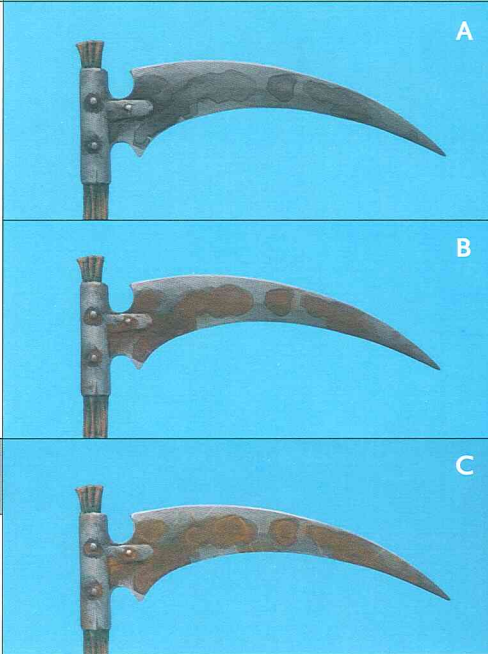
A Using the same red-black as in the previous example, the blade is sprinkled with a fine layer of extremely small spots. The consecutive spots give it a texture that spreads over the rusted parts.

B By adding orange-brown to the red-black the spots are made lighter in their centre, thus making the spotted effect more precise. One doesn't add new spots but remains within the limits of the first ones. The blending by transparency is preserved and allows a too marked effect to be avoided which would make the rust lose its realism.

C The yolk yellow is added to the spots and makes the texture very visible. The blend of rust strengthens the illusion of a metal that is slowly being transformed.



WIDESPREAD RUST EFFECT



- A** Large spots of diluted red-black are applied, partially blended with the metal base and also with each other. The very liquid paint naturally leaves a ring that one can use by taking advantage of the concentrations of pigments in the edges of the ring.
- B** Using orange-brown, the centre of the spots is made lighter while respecting the parts blended in the previous step. One continues applying this effect in coherence with the first spots in which the lighter parts remain centred.
- C** The centre of the spots is then made lighter with yolk yellow and is blended into the previous layers. In this example the dilution of the paint allows one to play with the rings. The effects of the true material become those of the matter one wishes to simulate.

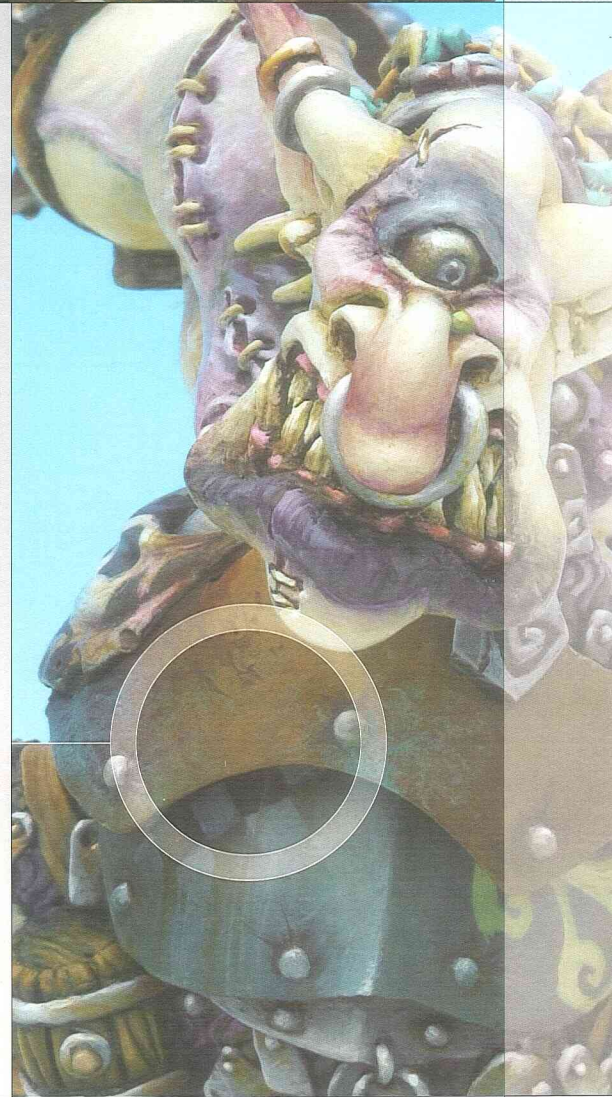


In some cases it can be interesting to use the thickness of the paint like a painter uses a knife when painting on canvas to give texture to his work. One can add a mix of glue and fine sand to give texture to certain large surfaces, especially when painting war machines such as the dwarven chariot.

The various techniques described can be used depending on the desired effect, but the miniature one chooses also influences the choice of technique. A very textured suit of armour that is marked by numerous hollows is best adapted for the first method, which makes most of the contours, whereas an effect of widespread rust, which is more adapted for larger surfaces, would be perfect for a plate of armour such as the one worn by a black troll. In the troll's case the large surfaces of his armour let us use various colours in order to highlight the rust on the upper part and the wear of the metals on the lower part.

A whole variety of the colours used in this example, going from browns to red, can be used to create realistic and efficient rust effects.

After having worked on the rust one can accentuate the effect and go back to the metal and rework certain edges. The metal's shine, which may have been altered while rusting, is then restored.





THIS IS A STEP-BY-STEP GUIDE TO THE PAINTING OF THE GUARDS OF KALLIENNE, THE CAPITAL OF THE KINGDOM OF THE LIONS. ALL ALONG THIS ARTICLE YOU WILL FIND VARIOUS COLOUR SCHEMES THAT CORRESPOND TO THREE OTHER BARONIES OF ALAHAN.

PAINTING: THE GUARDS OF ALAHAN



STEP 1 – THE BASE COLOURS

After removing the excess metal, “pinning” the miniature and applying a white undercoat (steps covered in the previous issue), several thin and diluted layers of the base colours are applied onto the whole of the miniature so as to get a very opaque result. When painting troops it may be a good idea to work on several miniatures at the same time (usually four).

The base layers of paint are first applied to the parts of the miniature with the biggest surface area while taking care not to paint over the edges.

STEP 2 – THE FACE

The face is made lighter by adding white to the flesh-coloured paint for the parts most exposed to light and using pure white for the parts that jut out most (nose, chin and cheekbones). The hollow parts are accentuated by adding medium brown to the base colour. The eyes are first painted black and then the eyeball is painted white. To finish, the irises are painted black with a fine-tipped paintbrush.

STEP 3 – THE VEST

On a dark brown base the vest is made lighter by adding medium brown to the folds. The laces are made a bit lighter by adding a touch of white. The belt is made lighter by adding a bit of ochre-brown to the earth-brown.

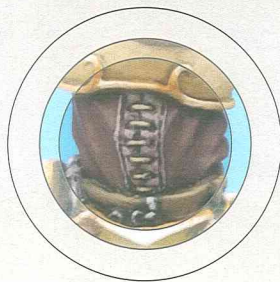
After having applied a black wash, the belt’s metal buckles are painted grey and then made lighter until white in order to create shine.

STEP 4 – BREECHES AND SCARF

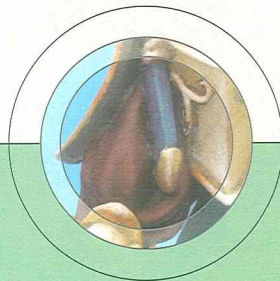
The breeches’ and scarf’s base colour are a mix of dark red and dark brown. A second layer of dark red is added while leaving the hollows very dark, and then red is added to the dark red to brighten the parts that stick out the most.



STEP
2



STEP
3



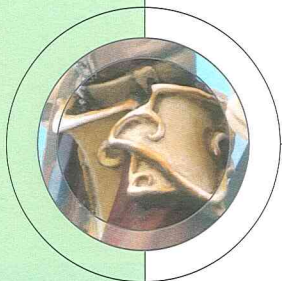
STEP
4



AFTER THE UNDERCOAT, THE BASE COLOURS ARE APPLIED TO ALL PARTS OF THE MINIATURE.



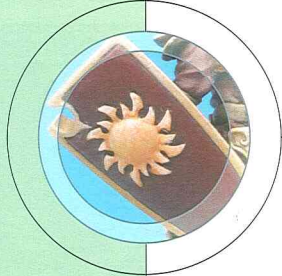
ON THIS PHOTO ONLY THE CLOTHES, THE LEATHER AND THE SKIN HAVE BEEN TREATED.



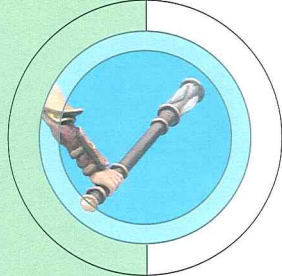
STEP 5



STEP 6



STEP 7



STEP 8

STEP 5 – THE ARMOUR

The armour is the dominant part of the miniature and is painted in order to give it an overhead illumination. Indeed, the lighter parts are applied in such a way as to suggest a light coming from above to make the shapes stand out. The armour's base is golden-brown to which white is progressively added to get a lighter colour for the parts of the plates facing upwards. Each border is then made to stand out using a dark-brown wash and painted with yolk-yellow. The parts facing towards the overhead light are made lighter using white in coherence with the armour's lighting.

STEP 6 – THE DETAILS

A blue base is applied to the helmet's crest and is then made lighter by adding white while insisting on the top of the plume and on the tufts most exposed to light. A dark-brown wash is applied to the crest's base to clearly separate it from the helmet. The sheath is first painted with a dark-blue base and then made lighter using turquoise. The dagger's hilt is painted dark-grey and then a black wash is applied to make the shapes stand out. After applying a layer of grey it is given a shine by shading it with white until reaching pure white.

STEP 7 – THE SHIELD

The miniature's colours are also found on its shield, which is painted separately. The field is painted the same way as the red clothes while taking care to lighten and darken it depending on how the shield will be positioned on the miniature. The inside of the shield is painted dark-brown and made lighter using medium-brown. The gold decorations are done in the same way as the armour's borders. The grips are painted leather-brown, made to stand out from the shield using black wash and made lighter with light-brown.

STEP 8 – THE MACE

The mace's handle is painted using a mix of brown and black; the pommel is painted ochre-brown and the iron head is given a medium-grey base. The handle then gets a layer of black wash and is made lighter using dark-brown to which a bit of green-blue has been added and then a touch of white. The iron head is shaded lighter to reach white on the upper parts as if illuminated from above and an earth-brown wash is added to the hollows.



ONLY THE ARMOUR IS HIGHLIGHTED.



ALL THAT'S MISSING ARE A FEW DETAILS AND THE FINISH.



Guard of Daneran
Fighter at the Kaiber Pass



Guard of Allmaan



Guard of Dariman



THE GRIFFIN CONSCRIPT IS A MINIATURE WEARING HEAVY ARMOUR AND MOST OF THE PAINT JOB CONSISTS OF CORRECTLY WORKING THE METALLIC EFFECTS AND LIGHTING.

AFTER HAVING PREPARED THE MINIATURE ONE CAN BEGIN WORKING THE METALLIC PARTS.

PAINTING: THE CONSCRIPTS OF THE GRIFFIN



STEP 1 - THE SPIRIT OF METAL

The armour's base colour is a dark-brown that will progressively be made lighter while giving it a metallic effect. A medium-grey colour is added to the base colour of the armour plates while leaving the dark-brown colour in the gaps of the joints. Simulating the effect of light on the armour's surface as if an overhead light were reflected in it provides the metallic sheen. The colours are shaded lighter and lighter the nearer one gets to the parts of the miniature facing upwards since these are in the axis of the theoretical source of light.

STEP 2 - BLENDING AND TRANSPARENCY

This principle is applied to the whole of the miniature and medium-grey is added to the plates and blended with the previous layer of paint by transparency, followed by a lighter grey and then a very diluted white.

Blending by transparency consists of diluting the paint so as to make the limits between it and the previous layer vanish yet without going through the numerous steps of intermediate shades. Transparency is enough to gently go from one colour to the other, and this is repeated while making the area that is made lighter smaller every time until one reaches the final sheen.

STEP 3 - TEXTURE AND GRIME

Just before reaching the final sheen, the shadows are accentuated by adding light layers of dark-green wash in the dark parts. A bit of earth-brown wash can also be used in certain hollows to simulate dirty or rusty areas.

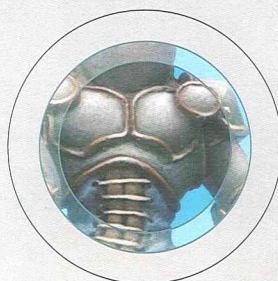
This step must be done before finishing the lightening of the armour in order to avoid losing the quality of the shiny parts by covering them.



AFTER THE UNDERCOAT, THE BASE COLOURS ARE APPLIED TO THE WHOLE OF THE MINIATURE.



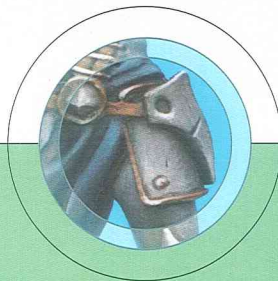
IN THIS PHOTO ONLY THE CLOTHES, THE LEATHER AND THE SKIN HAVE BEEN TREATED.



STEP 2



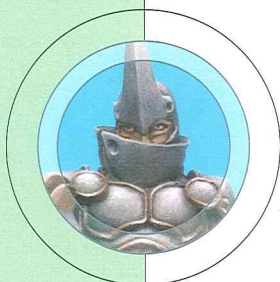
STEP 3



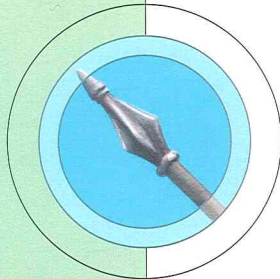
STEP 4



SPARKLES ARE PLACED ON THE PARTS OF THE SHIELD THAT STICK OUT.



STEP 6



STEP 7

STEP 4 - SPARKLES

The metallic effect takes on its full meaning with the final sparkle, the well-placed white spot relative to the position of the lighting. The effect is gripping if the shades are coherent in relation to the general direction of the light: the sparkle seems especially realistic and gives it texture. Generally sparkles are placed directly in the axis of the source of light on the parts of the miniature that stick out.

STEP 5 - THE SHIELD AND BORDERS

The shield's field gets a dark-blue base lightened by grey and the shadows are strengthened using a thin dark-brown wash. The symbol of the Griffin is painted the same way as the armour's borders using an orange-brown base lightened with a light beige and then white. The same principles of getting a metallic effect are applied to these zones and the shield is painted while taking into account its final position on the miniature in relation to the overhead source of light and its reflections.

STEP 6 - SKIN

The colour of the miniature's skin is really the only element that contrasts with the armour's colour. In order to remain distinct the skin is separated from the armour by a fine, very dark brown line and then shaded and lightened in a contrasted way. The base is shaded with an earth-brown in the hollows and under the nose and then the jutting parts of the face (nose, cheekbones) are lightened using white.

STEP 7 - THE WEAPON

A dark-brown base is applied to the mace's handle, a dark-red brown one to its leather parts and a dark-grey one to its iron head. The wooden handle is then made lighter by adding light-green, the leather is worked

using orange and the iron head is progressively shaded to a pure white. A thin dark red-brown wash is applied to the iron head's base to give heat to its colour and to give it a certain vibration. Like for the armour, the metal can be given thin colour washes to give it texture and to vary the shades of reflections.



THE METALLIC EFFECT TAKES ON ALL ITS MEANING WITH THE FINAL SHEEN.



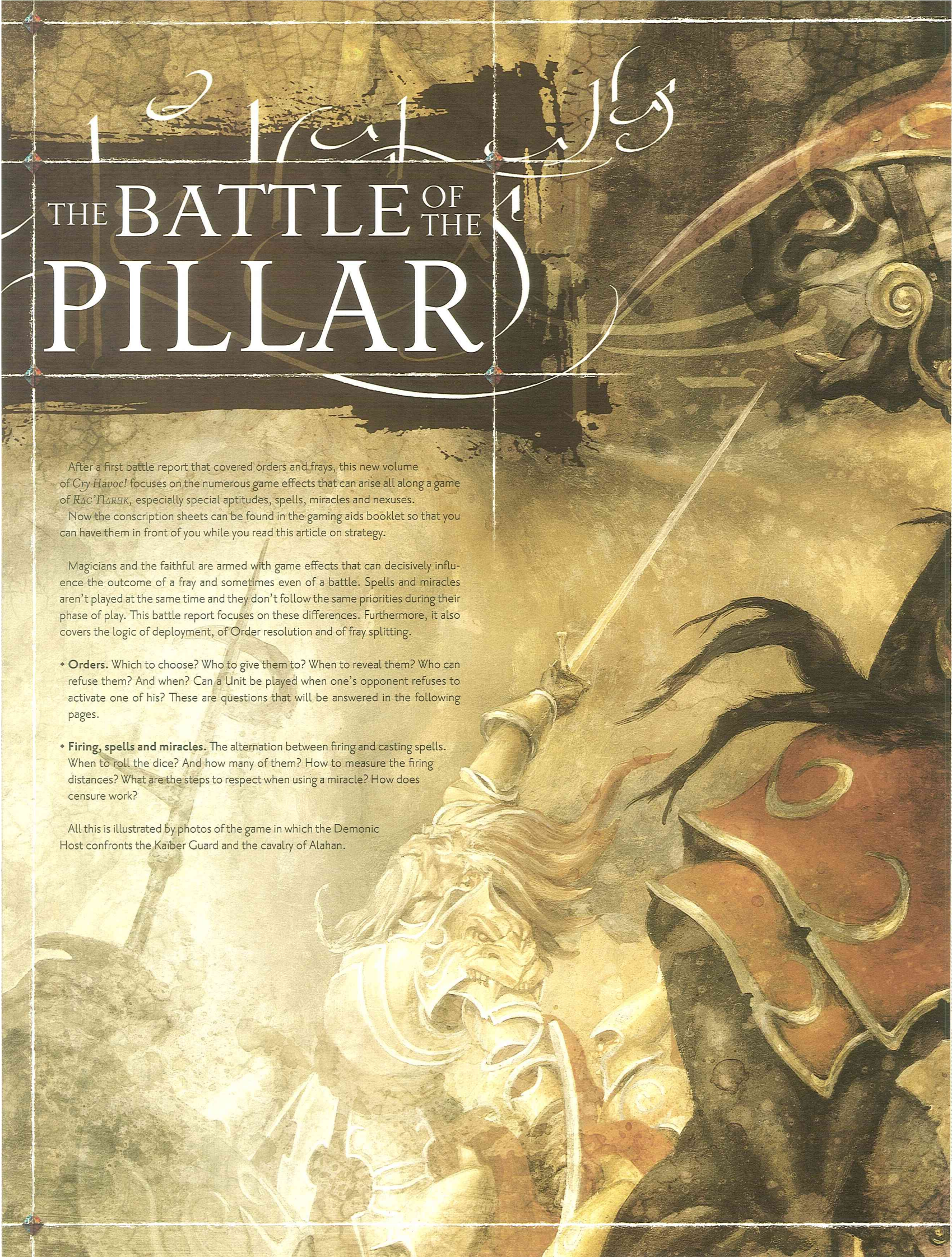
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THE BATTLE OF THE PILLAR

After a first battle report that covered orders and frays, this new volume of *Cry Havoc!* focuses on the numerous game effects that can arise all along a game of *РАГ'ПАРНК*, especially special aptitudes, spells, miracles and nexuses.

Now the conscription sheets can be found in the gaming aids booklet so that you can have them in front of you while you read this article on strategy.

Magicians and the faithful are armed with game effects that can decisively influence the outcome of a fray and sometimes even of a battle. Spells and miracles aren't played at the same time and they don't follow the same priorities during their phase of play. This battle report focuses on these differences. Furthermore, it also covers the logic of deployment, of Order resolution and of fray splitting.

- ♦ **Orders.** Which to choose? Who to give them to? When to reveal them? Who can refuse them? And when? Can a Unit be played when one's opponent refuses to activate one of his? These are questions that will be answered in the following pages.

- ♦ **Firing, spells and miracles.** The alternation between firing and casting spells. When to roll the dice? And how many of them? How to measure the firing distances? What are the steps to respect when using a miracle? How does censure work?

All this is illustrated by photos of the game in which the Demonic Host confronts the Kaiber Guard and the cavalry of Alahan.





THE DEMONIC HOST

UNIT 1: The Heirs of the Hydra

- Yh-Ibenseth equipped with the “Aralith” artefact and the Tentacular Appendices.
- Mahal the Enchanter endowed with the “Summoning of Darkness,” “Source of Darkness” and “Heir of the Hydra” spells as well as a “Doll of Escape” bound to Yh-Ibenseth.
- 16 warriors of the Abyss equipped with kukris (INI +1).

UNIT 2: The Unholy Worms

- Kanizhar the Cannibal equipped with the “Mask of the Torturer.”
- 4 Incubuses of the Despot

UNIT 3: The Gangrenous Guard

- Akaranseth (Leader) equipped with Yh-Ibenseth’s canopic doll and a cyclopean-doll.
- 1 collector of the Despot endowed with the “Resurrection of the Possessed” miracle.
- 8 scourge bearers.
- 1 master of puppets.

UNIT 4: The Slaves of the Abyss

- 3 prowlers of the Abyss of which 1 is Leader.

UNIT 5: The Eye of the Abyss

- Cyclops of Mid-Nor.

UNIT 6: The Flames of the Abyss

- 2 fire-spitters of Mid-Nor.

UNIT 7: The Scavengers of the Despot

- 6 reapers of Mid-Nor.

UNIT 8: The Chasm Eaters

- 9 warriors of the Abyss (including 1 Leader) equipped with kukris (INI +1).

ARMY’S COST: 54 miniatures for 1383 A.P.

Mahal the Enchanter stopped suddenly and turned his scar-covered face towards the warriors silently following him through these forgotten tunnels. He stared fixedly with his dead eyes at Yh-Ibenseth and broke into a mysterious laughter. He waited for all eyes to be looking at him before letting his morbid euphoria flow freely.

“Yes, Mid-Nor has guided me. He has let these images appear in my mind to show me the way. His voice echoes in my head, Yh-Ibenseth.”

His body trembled and his tentacles waved frantically above his head. He grabbed one of his dolls, held it between his fleshless fingers with all his might and continued with his strange speech.

“His voice has told me how the magicians of Light have imprisoned him in this tomb centuries ago. Yes, these tunnels will lead us to him... There, in the mountains that surround the fortress of Kaïber. I know the ritual, yes, I have the power to free him.

Let’s hurry, Yh-Ibenseth, the return of Mid-Nor must happen. Those who slow us down, let’s devour them! Their flesh will feed our army. We are no longer very far; I can hear Mid-Nor’s thoughts... Yes...”

The reapers have the “Scout” ability. They can therefore be deployed anywhere on the battlefield except in an area 20 cm around the Pillar of Subjugation. This pillar is endowed with the “Sanctuary/20” ability (no scout can be deployed within less than 20 cm of its base).

For this battle Mahal the Enchanter is provided with spells that can only be used in this scenario. However, these can be adapted in order to play this scenario using other armies.

SHECK OF DARKNESS

Gems: 1 Darkness. **Path:** Elemental.

Difficulty: 6 + targeted nexus’s RES.

Area of effect: Special.

Range: 15 cm.

Duration: Instantaneous.

Frequency: Unlimited.

This spell can only target a nexus. If the incantation is successful, the nexus suffers a Damage Roll (STR equal to the POW printed on the magician’s reference card). Before rolling the dice the magician can sacrifice as many additional gems of Darkness as his reserve allows. The Damage Roll’s STR is increased by 2 points for every gem sacrificed in this way.

This spell can be cast several times per round on the same nexus.

RITE OF DELIVERANCE

Gems: 5 Darkness. **Path:** Cabala.

Difficulty: 10 plus half the number of gems of Light held in the Pillar of Subjugation’s reserve (rounded up to the nearest integer).

Area of effect: Special.

Range: 15 cm.

Duration: Instantaneous.

Frequency: 1.

This spell can only be cast on the Pillar of Subjugation, even if it has been destroyed (in which case the incantation’s difficulty is 10). If the incantation is successful, then Mahal the Enchanter manages to break the spell holding Mid-Nor prisoner in the sanctuary...



THE FIERY GUARD

UNIT 1: The Torches of Daneran

- Dragan d'Orianthe equipped with the "Lance of the Heliaste" artefact and a "Shield of the Baronies/5."
- 1 mounted musician of the Lion.
- 1 mounted standard-bearer of the Lion.

UNIT 2: The Lances of Daneran

- 4 mounted knights of the Lion.

UNIT 3: The Emissaries of the Chimera

- Sardar Tillius equipped with the "Orb of Power" artefact and the "Summoning of Light," "Seal of Dellar'n" and "Tenacity of the Chimera" spells as well as the "Seal of Isin" ritual.
- 1 bard of Alahan endowed with the "Sad Gaze" spell.
- 9 guards of Alahan equipped with war picks (STR +2).

UNIT 4: The Defenders of the Pass

- 1 pythia of Azël (Leader) endowed with the "Occult Dubbing" miracle.
- 8 guards of Alahan equipped with war picks (STR +2).

UNIT 5: The Streaks of Light

- 12 archers of Alahan including 1 Leader.

UNIT 6: Syd de Kaïber

- Syd de Kaïber

ARMY'S COST: 40 miniatures for 1400 A.P.

Syd de Kaïber begins the game at the edge of a sanctuary shielding nexuses (see below). He can then join any Lion Unit in the usual way.

Lost in his thoughts, Sardar Tillius was startled when Dragan d'Orianthe laid his tired and heavy hand on his shoulder. He suddenly became aware of his own exhaustion and authorised a short break. Yet the baron's voice didn't betray any emotion when he spoke in the chill of the early morn.

"We are approaching the sanctuary, Sardar."

The troop had been on the move for two days through hostile territory. Not a single soldier has protested... They all knew the stakes of their mission: prevent the liberation of an ancient evil buried in the mountains. However, they ignored the nature of this evil and Sardar made sure that they knew nothing and weren't given the slightest clue.

Three days earlier, when magic revealed the presence of the Possessed in the region to Sardar, he understood the reason for their coming. They were here to free their master.

Sardar immediately demanded that an army be raised to protect the demon's prison, but no men were available at Kaïber. With little hope left he sent messengers and was resigned to confronting the horde of the Possessed alone, aware of the futility of his sacrifice. When he reached the outpost guarding the valley, he was surprised to see that his efforts hadn't been in vain. Dragan d'Orianthe was expecting him, accompanied by his knights and reinforcements that were available there.

"Sardar! Now is not the time to meditate. The enemy is in sight and our scouts have reported Syd de Kaïber's presence in the sanctuary. The time has come to send these dwarves back into their tunnels!"

In order to save A.P. we have chosen not to integrate the Elemental of Light in the Fiery Guard as a Unit. However, Sardar Tillius, who has the necessary spell, can summon it.

Right before the battle Sardar Tillius has prepared a spell (Frequency:1; Intensity: 0) made to seal the entrance to the cave from which the dwarves of Mid-Nor appeared. It can only be used during this battle.

WEB OF LIGHT

Gems: 3 Light. **Path:** Shamanism.

Difficulty: 8

Area of effect: Special.

Range: 40 cm.

Duration: Instantaneous.

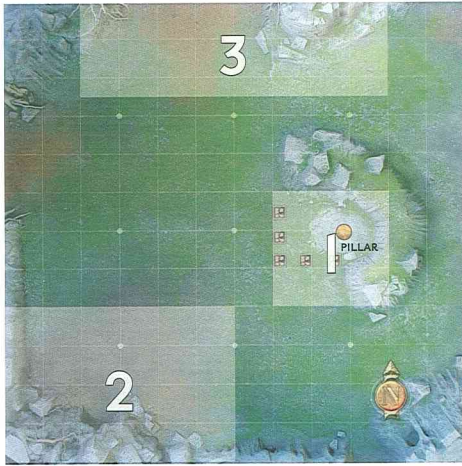
Frequency: Unlimited.

This spell can only target the cave from which the Mid-Nor dwarves' reinforcements can appear. If the incantation is successful then the expected reinforcements cannot enter the game.



THE BATTLEFIELD

The tabletop measures 120 x 120 cm and is divided into three zones.



1. The central zone corresponds to the **sanctuary** where Mid-Nor patiently awaits his hour of liberation. This strategic point covers an area of 25 x 25 cm of which only an area of 15 x 15 cm can be moved through. In the centre of this zone rises the Pillar of Subjugation surrounded by five Spirals of Disintegration. These elements are nexuses. The full rules on using these game elements are explained in the Gaming Aids of *Cry Havoc!* volume 01.
2. In the south lies the **Mid-Nor dwarves' deployment zone** which covers 60 x 40 cm in front of the mouth of an underground complex. (The cave covers 10 x 10 cm on the tabletop.)
3. The northern part of the battlefield is a wooded and rocky zone. This is where the **Fiery Guard** enters before deploying in an area of 80 x 25 cm.

The battle lasts five rounds at the end of which the two camps count their accumulated victory points.

NEXUSES FOR THE LIONS

The valiant defenders of Light have two objectives. First of all they must prevent the dwarves of Mid-Nor from breaking the spells that protect the sanctuary and from waking the entity slumbering there. Their second priority is to reduce the enemy army to bits and, if possible, seal the network of tunnels that gave the enemy access to the sanctuary in order to prevent the arrival of reinforcements. The elimination of enemy characters is a quick way of winning a large number of victory points. The Lions must therefore strike hard and fast.

THE PILLAR OF SUBJUGATION

The Pillar of Subjugation is a column invested with the power of Light. The glyphs covering it keep Mid-Nor imprisoned in this sanctuary.

The Pillar of Subjugation is a unique nexus. It doesn't need a catalyst. It activates itself automatically (see *Cry Havoc!* I) when the servants of Darkness near it. Furthermore, it generates gems of Light that allow it to maintain its control over the demon and it also acts as the catalyst for the Spirals of Disintegration defending the sanctuary.

Trial: -

Sacrifice: -

Area of effect: 20 cm

Duration: Instantaneous.

Loads: Unlimited/Unlimited.

Base: 5 x 5 cm.

Structure: 4

RES: 6

Abilities: Hostile/Darkness. Sanctuary/20.

Large Size.

POW: 6

At the beginning of the game the Pillar of Subjugation has 12 gems of Light (which is equal to the maximum capacity of its mana reserve). During the mana recovery phase it recovers gems in the same way as an Adept of Light. Furthermore, a result of "1" on its Mana Recovery Roll is not an automatic failure!

The Pillar of Subjugation can act as catalyst for the Spirals of Disintegration surrounding the sanctuary. The activation conditions are as follows.

- If a miniature representing a fighter of the Meanders of Darkness is within 20 cm or less of a Spiral of Disintegration before a round's Tactical Roll is made, then the Spiral is automatically activated by the Pillar of Subjugation. If there are several enemy fighters within range, then the closest one is chosen to be the target. This choice is made by the player of the Ways of Light. Two gems are paid for the sacrifice. Yet the Pillar of Subjugation doesn't activate any nexuses if it only has two gems of Light left in its reserve.
- The Pillar of Subjugation is activated before each round's Tactical Roll.
- It can activate more than one nexus per round. If it has enough gems available it can activate all five Spirals of Disintegration in the same round.
- It doesn't have to have a line of sight onto the target: for it to be targeted it just has to be within the area of effect of the nexus being used.



THE SPIRALS OF DISINTEGRATION

Five Spirals of Disintegration protect the sanctuary from Darkness. They can only be activated by the Pillar of Subjugation as described above.

Trial: POW 8

Sacrifice: 1 to 5 Neutral mana.

Area of effect: 10 + 3d6 cm

Duration: Instantaneous.

Loads: Unlimited/1.

Base: 2.5 x 2.5 cm.

Structure: 3

RES: 4

Abilities: Hostile/Power. Normal size.

When a Spiral of Disintegration is activated by the Pillar of Subjugation, the target aimed at is always the fighter of Darkness closest to the Spiral.

The targeted enemy can be at any altitude level. To determine if a miniature at a different level is within the area of effect, add 5 cm for every level of difference to the distance between it and the nexus.

If the activation is successful, the targeted miniature suffers a Damage Roll (STR 4).

THE AWAKENING OF MID-NOR

The objective of the Despot's henchmen is completely focused on the sanctuary. They must weaken its defences by destroying the nexuses protecting it as well as the Pillar of Subjugation, which in a way is a magical lock. Once the pillar has been destroyed the demonic dwarves' goal becomes awakening the entity. To do so Mahal the Enchanter absolutely must survive the battle for only he can cast the spell that pulls the demon from its slumber.

REINFORCEMENTS

During the battle other dwarves of Mid-Nor can join their brethren. At the beginning of round 3, before the Tactical Roll, the Mid-Nor player must roll 1d6. On a result of “5” or “6” a Unit of ten warriors of the Abyss comes out of the cave and enters the game.

If the result is less, then the roll must be attempted again at the beginning of round 4 but this time the reinforcements arrive on a result of “3” or more.

If both these tests fail then the reinforcements arrive at the beginning of round 5.

No matter what the case is, this rule replaces the one concerning reserves (see *RAG'NAREK*), meaning that no Discipline test (difficulty 7) has to be made for these reinforcements.

At the moment that it enters the game this Unit of reinforcements must be placed touching the mouth of the cave. If this isn't possible due to the presence of other miniatures, be they friend or foe, then the arrival of these reinforcements is postponed until the next round. In this case no roll of the dice has to be made: the reinforcements arrive automatically but are delayed. They are nevertheless subject to the same rules of positioning.

This new Unit can be given and carry out Orders right from its first round in the game.



VICTORY CONDITIONS

At the end of the battle...

The **Lion** player gets victory points (VP) in the following conditions:

- 3 VP if the Demonic Host's reinforcements couldn't enter the game because Sardar managed to seal the cave's mouth using the Web of Light.
- 2 VP if Mahal the Enchanter was killed.
- 2 VP if Yh-Ibenseth was killed.
- 1 VP if Akaranseth was killed.
- 1 VP if Kanizhar the Cannibal was killed.
- 1 VP for every complete 100 A.P. of enemy fighters killed. (The Mid-Nor reinforcements are counted but not the enemy Characters killed or the summoned fighters.)

The **Mid-Nor** player gets victory points (VP) in the following conditions:

- 4 VP if Mahal the Enchanter managed to successfully cast the “Rite of Deliverance” spell onto his objective.
- 3 VP if the Pillar of Subjugation was destroyed.
- 1 VP for every Spiral of Disintegration that was destroyed.

THE FIERY GUARD

Ivo: “I think that Willem will do the maximum to invade the sanctuary right in the first rounds of the game. If he manages to destroy the Spirals of Disintegration quickly he can transform this zone into an entrenched position allowing Mahal to proceed with the ritual to free the Ymsur without risking being reached by my shock troops. I therefore plan to place the Lances of Daneran on my left flank to perform an outflanking manoeuvre. My archers will place themselves in the middle to defend the Pillar of Subjugation and to underpin the actions of the Spirals of Disintegration. The guards of Alahan armed with war picks will charge the enemy head on in order to increase their strike force. Sardar Tillius will help them with his spells and will summon an Elemental of Light to give them more support. Syd de Kaiber will ensure the sanctuary's defence on his own in the first rounds. And last but not least the Torches of Daneran, commanded by the formidable Dragan d'Orianthe, will be deployed behind the main body of my army to get more room to manoeuvre in case of unexpected events.

My plan is a simple one: engage in combat as quickly as possible and kill a maximum of characters to win victory points. I prefer taking risks while keeping the sanctuary's defence to a minimum instead of rushing towards the centre of the tabletop with my cavalry where it would have a hard time moving and would lose the advantage of its charge once surrounded by the enemy. The mounted troops will therefore remain at a certain distance so they can intervene in the hot-spots and ram into enemy Units.

It's a risky plan but I'm sure that the Lions' mobility and bravery will make all the difference.”

THE RED DRAGON'S OPINION

Now that's a very risky plan. Syd de Kaiber alone will doubtlessly not be enough to hold out against the Demonic Host. Indeed, this enemy has many fast-moving troops and formidable artillery to destroy the Spirals of Disintegration.

Yet making the most of the speed and power of the heroic cavalry of the Lion may well allow the sanctuary to be held and secured before the arrival of the slower main body of troops. The Lion player can win up to 14 victory points simply by eliminating the opponent without even counting the Mid-Nor commanders! Why let such an opportunity slip by? It may not be as bold yet it is so much more profitable!



THE DEMONIC HOST

WILLEM: “We'll keep it simple! The Units of Regulators will be sacrificed to shield against the archers of the Lion. The more mobile troops, the Slaves of the Abyss and the Scavengers of the Despot, will be sent to slow down the cavalry and try to annoy the archers. I count on using the Unholy Worms and the Gangrenous Guard as bait on my left flank to stretch the front. The goal is to find as little obstacles as possible between my troops and the sanctuary. All the rest is aimed at the main objective. In the first round the cyclops of Mid-Nor can destroy a Spiral of Disintegration and so can a fire-spitter. I hope to have enough mana to control the Elemental of Darkness in the first round and attack the Pillar of Subjugation in the second round.”

THE RED DRAGON'S OPINION

Taking the Despot's servants' objective into consideration, it may be wiser to defer this Elemental's invocation to a later round. Like this Mahal the Enchanter can run during the first round and thus get nearer to the sanctuary. Being nearer, the Source of Darkness should then supply him with enough gems to summon the Elemental, maintain it subjugated and use his other spells.



“The first part of my plan is to rase the sanctuary in three rounds! The second one is more difficult: securing the arrival of Mahal the Enchanter. His Unit will obviously be the target of the enemy cavalry. It will take me all five rounds to get within range. This is too long to hope that the Adept manages to get the pillar within his spell's range without meeting any trouble. One has to hope that the nexuses will be disabled.

I'm taking bets! Who thinks that Mahal the Enchanter runs faster than a knight of Alahan? Even Ymsur doesn't know that!”

DEMONIC PREPARATIONS

Before the approach phase Willem determines which capacity the master of puppets gives one of his Characters. He decides that Akaranseth is Ambidextrous.

The Unit that is targeted by the “Bane” ability must also be chosen. After selecting these at random the scourge bearers have Bane/Mounted knights of the Lion and Akaranseth has Bane/Guards of Alahan.

BEGINNING OF THE GAME

The Fiery Guard gets the advantage by winning the Tactical Roll.

The troops of Alahan are less in number: six Units of Lions against eight for the dwarves of Mid-Nor. So Ivo, the Lion player, has the right to two refusals.

1. **Ivo** asks Willem to place one of his Units. Willem places the cards of the **Slaves of the Abyss** (Unit 4) face down on the tabletop.
2. **WILLEM** gets the lead and solicits Ivo who places the **Streaks of Light** (Unit 5).
3. **Ivo** gets the lead and asks Willem to place one of his Units. **The Eye of the Abyss** is placed on the battlefield (Unit 5).
4. **WILLEM** asks Ivo to place one of his Units and he refuses. So Ivo has only one more refusal available to build his strategy.
5. **Ivo** gets the lead: Willem places the **Chasm Eaters** (Unit 8).
6. **WILLEM** asks Ivo to place one of his Units. Ivo refuses a last time to give in to Willem’s demand and gets the lead.
7. **Ivo** asks Willem to place one of his Units. The card of the **Flames of the Abyss** (Unit 6) is placed face down.
8. **WILLEM** asks Ivo to place one of his Units. Ivo places the **Emissaries of the Chimera** (Unit 3).
9. **Ivo** asks Willem to place one of his Units. Willem places the **Gangrenous Guard** (Unit 3).
10. **WILLEM** asks Ivo to place one of his Units. Ivo places the **Torches of Daneran** (Unit 1).
11. **Ivo** asks Willem to place one of his Units. Willem places the **Unholy Worms** (Unit 2).
12. **WILLEM** asks Ivo to place one of his Units. Ivo places the **Defenders of the Pass** (Unit 4).
13. **Ivo** asks Willem to place one of his Units. Willem places the **Heirs of the Hydra** (Unit 1).
14. **WILLEM** asks Ivo to place one of his Units. Ivo places the **Lances of Daneran** (Unit 2).
15. **Ivo** places **Syd de Kaiber** (Unit 6).

Then Willem places his Scouts: the **Scavengers of the Despot** (Unit 7).



WILLEM: “The Pillar of Subjugation, the Spirals of Disintegration and the Lions’ field of vision make the deployment of these Scouts difficult. I decide to place them near a maximum number of Units, either to strike at Sardar or to hinder Dragan d’Orianthe. A round of respite for my Units in the centre wouldn’t be too much to ask for.”



Ivo: “The way the reapers of Mid-Nor are placed surprises me. I expected them to appear near the Lances of Daneran. Willem is playing with my nerves by placing this flying Unit near Dragan’s detachment. This risks foiling my plans...”

PLEASE NOTE: It isn’t always mentioned in the listing below but the Units are obviously all deployed (excepting Scouts) using cards placed face down.



THE LION REACTION

Ivo: “The positioning of the dwarves of Mid-Nor looks a lot like they’re ready for a frontal attack. Willem has built a powerful front to protect the Heirs of the Hydra and therefore Mahal the Enchanter, and also to slow my advance as much as possible.

The presence of the cyclops of Mid-Nor at the eastern edge of the Demonic Host’s deployment zone also reveals the second part of Willem’s plan: to quickly demolish as many Spirals of Disintegration as possible as well as the Pillar of Subjugation in order to accumulate victory points and ensure the security of his Adept. It’s bold... and well calculated. The Despot’s henchmen’s tenacity and resilience will be giving me more than enough to worry about. I was rather expecting a gathering on the eastern side and an offensive charge against the sanctuary (which is why I placed the Lances of Daneran on my left flank).

I also fear that the fire-spitters won’t fire at my troops and will rather target the nexuses. Despite their lack of precision these weapons can cause great

damage and the early destruction of one or more of the spirals would force me to devote too many troops to the protection of the sanctuary.

My Lions will have to be brave and offensive in order to eliminate a huge number of the Despot’s servants as quickly as possible. I will have to avoid getting my cavalry bogged down in the middle of the battlefield at all costs.”

THE MID-NOR REACTION

WILLEM: “This is pretty much what I expected. The archers are there to harass my attack on the sanctuary. I’m surprised that I’m not facing more troops on my right flank. Maybe Ivo wants to surround me in the sanctuary, to let me enter and then close his Units on me in a pincer movement. My deployment looks like it’s made for a movement in line, and that is what I’ll do. I will attack with two targets in sight: the sanctuary and Sardar Tillius. The Chasm Eaters are a decoy and they’ll never get into hand-to-hand combat if Ivo showers them with arrows. In the meantime the other Units will break away...

I’m worried about the Lances of Daneran because I don’t know how to stop them. They’re too mobile to be blocked for a long time by my Units of foot soldiers and I need the little bit of cavalry I have to take care of the archers...”

THE RED DRAGON’S OPINION

Each mounted knight of the Lion can be a Unit on his own. Ivo could take advantage of Dragan d’Orianthe’s high DIS rate and the additional orders thus given to split his cavalry into two equal Units. One of them could have been placed slightly to the edge of the army’s main body to give quick support to Syd de Kaïber, who is alone facing the Demonic Host, and to protect Mid-Nor’s tomb. Furthermore, this would have forced Willem to revise his strategy for the reapers of Mid-Nor while thinking even more about the potential target of their assault.



Before making the Tactical Roll...

- **WILLEM** has only one Toxic point. Indeed, the Unholy Worms (Unit 2) are a Unit of 198 A.P. of Toxic fighters. Willem has the choice between giving this point to the incubuses of the Despot or to Kanizhar the Cannibal. He chooses the latter.
- **Ivo** doesn't have any game effects to take care of at the start of a round for the Lions of Alahan.

TOXIC/X

In each round, for every 300 Δ.P. of fighters (including the magic objects, spells, miracles and experience cards they have) who have this ability and are still on the battlefield, the player controlling them gets one Toxic point to assign them.

These points are distributed among the fighters depending on their Toxic/X value. If an Independent fighter is in a Unit whose Toxic/X value is different than his, then they are given to him separately. Furthermore, in order to affect troops one must have enough Toxic points to affect all members of the Troop present in the Unit. This means that two Toxic points are needed to affect six incubuses of the Despot (Toxic/2) in a same Unit.

- TOXIC 0 TO 1:** 1 TP affects up to 10 fighters.
 - TOXIC 2 TO 3:** 1 TP affects up to 5 fighters.
 - TOXIC 4 TO 5:** 1 TP affects up to 3 fighters.
 - TOXIC 6 TO 7:** 1 TP affects 1 fighter.
 - TOXIC 8 TO 9:** 2 TP affect 1 fighter.
 - TOXIC 10 TO 11:** 3 TP affect 1 fighter.
- And so on for every 2 Toxic points.

The choice of the Units affected by this ability is made right before the Tactical Roll. When a fighter who benefits from the effects of this ability makes a Damage Roll against an enemy without killing him, he makes a second one (STR Toxic/X). If this second Damage Roll kills him then it can neither generate another one nor cause a devastating attack.

The effects of this ability apply until the end of the round for the fighter benefiting from it.

Ivo wins the Tactical Roll with a final result of "15." He therefore gets four additional Orders for the Fiery Guard. Willem gets a "!" An automatic failure: he gets only one additional Order for his Demonic Host.

Ivo: "My priority in this round is to advance my foot soldiers as fast as possible towards the central zone to block the Despot's henchmen near the Spirals of Disintegration. I'm counting on my valiant guards of Alahan to hold back the enemy troops in the following rounds. Like this my powerful cavalry can rush at isolated targets or can smash into the most resistant Units. I'm also counting on the Spirals of Disintegration; I'm convinced that their lightning bolts will sow

panic among the dwarves of Mid-Nor. Yet the presence of the cyclops of Mid-Nor so close to the Pillar of Subjugation makes me worry that my offensive strategy turns against me. This creature has considerable destructive capacities and risks causing me some serious trouble.

I have a bad feeling when I look at the miniature of Mahal the Enchanter. I seem to have forgotten something about him, but I can't figure out what..."



THE RED DRAGON'S OPINION

The "Toxic/X" ability is very useful when faced with enemies with a low RES. In a Unit it can be an advantage to give Toxic points to the troops rather than to Independent fighters accompanying them. The Unit's potential is then strengthened, thus allowing it to eliminate enemies with greater ease and to win precious time.

WILLEM: "It's on! Normally nothing should prevent me from advancing as far as possible! It's a headlong rush. The only thing bothering me is Mahal the Enchanter: if I want to summon an Elemental of Darkness in this round I will have to give him a Walk counter. (I fear that I won't be able to make him run at all during the game.)

Other problem: I have only one additional Order, so it seems obvious that Ivo can see what I'm up to.

My fire-spitters' shots are aimed at the Spirals of Disintegration. These are each worth one point and their destruction gives the other dwarves of Mid-Nor a better chance to survive."

Phase 1: RALLYING

No troops to be rallied.

Phase 2: ENTRY OF THE RESERVES

No reserves can enter in this round of the game.

Phase 3: ORDER ATTRIBUTION

The Order counters are attributed double-blindly, meaning that neither of the players is aware of his opponent's choices.

Phase 4: FIRST FIRING AND INCANTATION PHASE

No rapid action is announced before revealing the Order counters.

Ivo: "I decided not to summon the Elemental of Light in the first round so I can move Sardar Tilius and keep him in contact with his Unit. I'll have it summoned in the next round, which, with a bit of luck, will allow me to place the Elemental of Light directly into contact with the enemy and thus take him by surprise."

THE RED DRAGON'S OPINION

Magicians who master the path of Hermetism or of Necromancy don't suffer mana recovery penalties when they're engaged in hand-to-hand combat. If they have an escort or the power needed for their own defence they can get near frays without having to fear a diminishing of their magic capacities.



Phase 5: MOVEMENT

The Orders are revealed following the sequence determined by the Tactical Roll. Ivo gets the lead thanks to his final result of "15."

1. **Ivo** asks Willem to reveal an Order. The **Heirs of the Hydra** (Unit 1) march towards the sanctuary.



2. **WILLEM** asks Ivo to activate a Unit. Ivo refuses for the first time in this round.

3. **Ivo** gets the lead and asks Willem to play. The **Chasm Eaters** (Unit 8) make a running movement. The Discipline Roll needed to be made for this action (difficulty 4) is successfully passed.

4. **WILLEM** asks Ivo to reveal an Order: a Run for the **Lances of Daneran** (Unit 2) is revealed. This Unit is a Detachment: no test of Discipline has to be made to carry out this Order.

5. **Ivo** asks Willem to reveal an Order. The **Unholy Worms** (Unit 2) also run and the Discipline test needed to do so is successfully passed.

6. **WILLEM** asks Ivo to reveal an Order. Ivo refuses a second time.

7. **Ivo** gets the lead and asks Willem to play. The **Scavengers of the Despot** (Unit 7) make a running movement (the Discipline test is passed). Willem decides that this Unit takes off and flies to Level 1. In this case the second MOV rate is reduced by 5 cm for the fighters to fly to Level 1 before they move and the distance they can cover is determined (20 cm in the present case).

8. **WILLEM** asks Ivo to reveal an Order. The **Streaks of Light** (Unit 5) carry out a Movement and Firing Order. This Unit is moved. The firing will be done in phase 7.

9. **Ivo** asks Willem to reveal an Order. The **Flames of the Abyss** (Unit 6) move before firing. This Order will therefore be resolved in phase 7.

10. **WILLEM** asks Ivo to reveal an Order. The **Emissaries of the Chimera** (Unit 3) get an Order to run (the Discipline test is passed).

11. **Ivo** asks Willem to reveal an Order. The **Gangrenous Guard** (Unit 3) runs (the Discipline test is passed).

12. **WILLEM** asks Ivo to reveal an Order. The **Defenders of the Pass** (Unit 4) start running (the Discipline test is passed).

13. **Ivo** asks Willem to reveal an Order. The **Slaves of the Abyss** (Unit 4) run (the Discipline test is passed).

14. **WILLEM** asks Ivo to reveal an Order. The **Torches of Daneran** (Unit 1) move to their right.

Ivo: "I hesitated a lot before moving Dragan d'Orianthe and his knights to my right flank. I had planned to use them to protect the sanctuary, but the arrival of the Scavengers of the Despot has messed up my plans. So I decided to send the Torches of Daneran to assault the enemy troops on the western side to attempt an outflanking manoeuvre and see how Willem reacts. If they should run into any problems their phenomenal movement capacity can bring them back to the middle in no time."

15. **Ivo** asks Willem to reveal an Order. The **Eye of the Abyss** (Unit 5) runs.

16. **WILLEM** asks Ivo to reveal an Order. **Syd de Kaiber** (Unit 6) starts running. The elves' legendary celerity (MOV = 12.5) is confirmed!

Phase 6:
DIVINATION

Until now the faithful don't have a single point of Faith. Indeed, this is the game's first divination phase.

- ♦ **The pythia of Azël** has the "Faithful of Arin/10" ability, which lets her count all friendly miniatures located within a radius of 10 cm around her base to determine her amount of Temporary Faith (TF) points available. Her rank lets her get one TF point for every even incomplete lot of three friendly miniatures located within this radius. There are 14 of them in the first round: the pythia of Azël therefore gets five Temporary Faith points.

- ♦ **The collector of the Despot** has the "Faithful of Mid-Nor/10" ability. Fourteen miniatures are present within a radius of 10 cm around his base so he gets five Temporary Faith points. However, Akaranseth has the "Loyal/1" ability and therefore gives the collector of the Despot one additional TF point instead of counting as a miniature in the latter's aura of faith.

Taking turns and following the decreasing order of their faithful's DIS rates, Willem and Ivo announce that they aren't calling on these fighters' gods.

THE RED DRAGON'S OPINION

It is strange that Ivo didn't use the pythia of Azël's "Occult Dubbing" miracle. Since its effect can last several rounds, it would be in his interest to use it as early and as often as possible. With five TF points he can call it onto the pythia of Azël on a result of "2" or more, or better yet he could try to call it onto the pythia of Azël and four guards of Alahan at the same time. The Divination Roll's difficulty then becomes 10 and Ivo could choose either to attempt a Divination Roll with a single die and to get a result of "5" or more, or to lower his value of TF in order to roll more dice.



Phase 7:
SECOND FIRING AND INCANTATION PHASE

Marksmen and magicians act in the decreasing order of their INI rates.

- ♦ Willem announces that **Mahal the Enchanter** wishes to summon an Elemental of Darkness. He sacrifices an additional gem to roll 2d6 for the Incantation Roll instead of just one. There is no difficulty to be exceeded for these spells. A "3" and a "5" are gotten. The second result is added to the Adept's Power (POW: 6)

to get a final result of "11." This amount determines the relation between the Elemental and its summoner (see box). In this specific case this relation is Obedience. This is enough to command the Elemental like any other Unit. The invocation is successful: Willem places the Elemental of Darkness within 15 cm of the Adept's miniature in the sanctuary's direction.

THE RED DRAGON'S OPINION

Summoning an Elemental of Darkness right in the first round allows Mahal the Enchanter to empty his reserve, which increases his chances to win more gems when making his Mana Recovery Roll. Yet the risk is high that this turns to his disadvantage. First of all the lictor must spend gems of Darkness in order to retain control over the creature. Secondly this invocation has slowed him in his movement towards his objective because he wasn't able to run. And finally the Elemental's presence gives a slight strategic advantage to Ivo since the creature is a Unit on its own, which gives Ivo the right to a third refusal. Furthermore, the Elemental will have to be given Orders and this will tap Willem's reserve of additional Orders. If he had waited for the next round to proceed with the summoning he could have moved Mahal the Enchanter closer to the sanctuary and kept the surprise effect by summoning the Elemental directly into contact with an opponent or nexus.



ELEMENTALS

If the summoning of an Elemental is successful, then the final result determines this magic being's behaviour.

21 OR +: Symbiosis	6 TO 10: Alliance
16 TO 20: Synergy	1 TO 5: Discard
11 TO 15: Obedience	0 OR -: Removal from the game

Δ counter is placed on the card to mark the line corresponding to the final result of the invocation. After each Mana Recovery Roll the counter is moved one line downward and the corresponding effects (which are different depending on the Elemental!) are applied.

If the magician spends three gems of the Elemental's Element, the counter isn't moved.

If he spends five then the counter is moved one line upward.

The magician cannot summon another Elemental as long as the first one is present on the battlefield. If the magician is eliminated, then the Elemental is removed from the battlefield at the end of the round.





♦ **The Streaks of Light** (Unit 5) let their arrows rain down on the Chasm Eaters (Unit 8). The two ranks can fire and Ivo must therefore roll 12 dice! Unfortunately for him, the archers only cause three deaths among the warriors of the Abyss.

Ivo: "The strings on their bows were probably wet..."

♦ **The Flames of the Abyss** (Unit 6) open fire and target the Spiral of Disintegration 2. These marksmen fire with a difficulty of 7 since their target is within medium range. Willem succeeds two shots and places the dispersion template on the Spiral of Disintegration. No other target is located beneath the template: nothing else is hit. The two shots inflict four Wounds: the Spiral of Disintegration 2 is destroyed!

Ivo: "I was right to fear that the fire-spitters would attack the Spirals of Disintegration instead of my troops. Willem played this well. With one nexus less right in the first round, the sanctuary's defences are considerably weakened."

THE RED DRAGON'S OPINION

Willem was wise to order his fire-spitters to fire at the Spirals of Disintegration. Yet seeing the difficulty of the shots and the probability of dispersion, his chances of hitting would have been better if he had chosen to target the enemy foot soldiers. Yet he didn't forget that decimating the enemy wouldn't have given him any victory points and the risk ended up being worth it. Never let oneself be distracted from one's true objective!



Phase 8: HAND-TO-HAND COMBAT

FRAY I

The cyclops of Mid-Nor (Unit 5) attacks the Spiral of Disintegration 3 and inflicts it with four Wounds.

The nexus shakes and crackles with energy before crumbling into dust.

Ivo: "Two Spirals of Disintegration in one round! This is a catastrophe! I underestimated the destructive power of the cyclops of Mid-Nor and defending the sanctuary won't be easy in round 2. Syd de Kaiber had better surpass himself to prevent the monster from causing even greater damage."

WILLEM: "Things are going pretty well! I'm concentrating on the sanctuary. If I destroy the Pillar of Disintegration, there won't be any more lightning bolts. Two precautions are better than one: the cyclops of Mid-Nor and the Elemental of Darkness will devote themselves to this task in the next round. The position of the Lances of Daneran will give me some respite."

Phase 9: MANA RECOVERY

- ♦ Thanks to the Orb of Power, two dice are rolled instead of one for **Sardar Tillius** to recover mana. The better result is kept to determine the final result. The results on the dice are "6" and "2." The "6" is kept. Ivo adds his Adept's POW to this and subtracts the number of gems he has available (equal to his POW rate at the start of the game). The final result of Sardar Tillius's mana recovery is therefore $6 + 6 - 6 = 6$. So Sardar Tillius's rank of "Adept" gives him five additional gems, which brings his total number of gems to 11 for the next round.
- ♦ A "1" is rolled for the **bard of Alahan**. Because of this automatic failure the Warrior-mage doesn't get any additional gems.
- ♦ **Mahal the Enchanter** recovers five gems thanks to a result of "9." Willem decides to sacrifice these gems to strengthen his control over the Elemental of Darkness (see Elementals).
- ♦ **The master of puppets** gains two mana gems. He reaches his maximum ($2 \times \text{POW}$), meaning four.



Before the Tactical Roll the Spirals of Disintegration go into action and fire at the nearest henchmen of Darkness.

- ♦ **Ivo**, being the Lion player, is the one who manages these game effects. Spiral of Disintegration 4 inflicts a Wound on the cyclops of Mid-Nor (Unit 5). Spiral of Disintegration 5 doesn't inflict the Chasm Eaters (Unit 8) with any damage. Then the fighters' special capacities are used.
- ♦ **WILLEM**, in accordance with the rule concerning Toxic/X, has a single Toxic point. He again gives this bonus to Kanizhar the Cannibal.

TENTACULAR APPENDICES

Before the Tactical Roll is made, the friendly magicians and faithful of Mid-Nor laced within 10 cm or less around Yh-Ibenseth or the bearer of his canopic doll can awaken the power of the Tentacular Appendices. Each gem of Darkness or TF paint spent allows 1 counter to be placed on this card (max: 6).

These counters can be discarded during the game to give Yh-Ibenseth one or several powers.

- ♦ **Aggression/3**: This power is activated right after the Tactical Roll. Yh-Ibenseth acquires the "War fury" ability. Each additional counter spent for this power increases its STR by 1 point. These effects last until the end of the round.
- ♦ **Sovereignty/3**: This power is activated right after the Tactical Roll. Yh-Ibenseth's Fear rate is increased by 1 point until the end of the round. This bonus is transmitted by Leadership in *RAG'NAREK* but not in *CONFRONTATION*. This power can be used only once per round.
- ♦ **Avoidance/X**: This power is activated as soon as Yh-Ibenseth suffers a Damage Roll. Roll 1d6. The number "X" of counters spent on this power before the test is added to the result. If the sum of the result on the die and the counters is 7 or more then the Damage Roll is cancelled. A result of "1" is an automatic failure. The spent counters are lost, whatever the roll's result. This power can be used several times per round, but only once for each Damage Roll.

Willem wins the Tactical Roll with a final result of "12." He gets four additional Orders. Ivo's luck has abandoned him and he gets a "1." This result gives him only one additional Order for round 2.

Ivo: "With two Spirals of Disintegration less and the risk of seeing my war-staff blocked by a dive attack, this round looks like it's going to be tough. I entrust my archers with the destruction of the Chasm Eaters and decide not to rush my army towards the sanctuary. My troops are outnumbered and wouldn't be able to resist being surrounded.

Syd de Kaïber will slow the enemy down while waiting for the Lances of Daneran to arrive. My two Units of guards of Alahan will try to stop the Demonic Host's advance and will do their best to keep the scourge bearers at a distance. I don't want to see all these dwarves of Mid-Nor teeming around the sanctuary!

The situation is serious. I'm taking a huge risk by attacking Willem's front line, but to win I have to eliminate a maximum number of enemy troops. If my in-

fantry can take the impact, the cavalry's actions in the next round will be all the more efficient.

THE RED DRAGON'S OPINION

Ivo's waiting game threatens to cause him his ruin. While Willem is concentrating stubbornly on his main objective, Ivo is thinking about the risk of seeing the nexuses fall one after the other. Syd de Kaïber won't be able to prevent the creatures of Darkness from destroying the sanctuary's defences on his own and the Lances of Daneran risk arriving too late to prevent the liberation of Mid-Nor.



WILLEM: "The first round went much better than I had hoped for! It's rare that a plan survives the first moments of a battle. We will see if this continues in round 2. The Pillar of Disintegration is my main objective. The cyclops of Mid-Nor and the Elemental of Darkness will be able to bring it down. I prefer using these two fighters to avert the risk of a heroic deed by Syd de Kaïber.

The shielding operation is working well because while the Chasm Eaters are enduring all the enemy fire, the Slaves of the Abyss will target either the marksmen or Sardar Tillius. I fear that this decision can only be made in the next round.

The advance is going well. I was scared of being surrounded in the sanctuary, but I have the impression that Ivo is waiting for me... Is this hiding something?"



THE RED DRAGON'S OPINION

Taken by the heat of the action, Willem forgets to feed Yh-Ibenseth's Tentacular Appendices. Yet his collector of the Despot still has five TF points available to invest in this special capacity using the doll carried by Akaransest. This is really a shame because these points will be lost at the beginning of the divination phase of the round being played.

Let's hope for Willem that he won't have to regret his carelessness...



Phase 1: RALLYING

None.

Phase 2: ENTRY OF THE RESERVES

No reserves can enter the game in this round. Willem is impatiently waiting the next round while keeping his fingers crossed.

Phase 3: ORDER ATTRIBUTION

The Order counters are attributed double-blindly.

Phase 4: FIRST FIRING AND INCANTATION PHASE

No rapid action orders are given. However, Sardar Tillius attempts a rapid invocation.

Sardar Tillius tries to summon an Elemental of Light. Ivo decides to invest three additional gems to roll a total of 4d6. The best result of this roll is "4," which, added to his Adept's Power, gives a final result of $4 + 6 = 10$. The spell is cast successfully and the Elemental of Light behaves as an Ally.

Unfortunately for Ivo, Willem uses his master of puppets to interfere! This magician cannot spend the gems needed to absorb this spell. Indeed, he should have sacrificed the same amount of mana as Ivo did for the invocation, but he doesn't have enough gems to do so. So he decides to only spend one gem to try and "counter" the invocation. A Power Roll is then made. He gets a "6" and rolls again for a result of "11," meaning a final result of "13" because the master of puppets has a POW rate of 2. This total is greater than Sardar Tillius's final result. So the Elemental of Light won't be arriving in this round.

Ivo: "Willem really got me there... This'll teach me to neglect the rules of counter-magic."

Phase 5: MOVEMENT

The Order counters are revealed. Willem has the lead thanks to his "12" on the Tactical Roll. Ivo has the right to three refusals because the Demonic Host now includes an additional Unit: the Elemental of Darkness (Unit 9).

1. **WILLEM** asks Ivo to reveal an Order. Ivo uses his first refusal.

THE RED DRAGON'S OPINION

Now that's bewildering... Willem has the possibility to charge first and to block Dragan d'Orianthe's Unit with his reapers of Mid-Nor, thus preventing it from charging the prowlers of the Abyss. Instead he asks Ivo to activate one of his Units, but he, against all odds, doesn't take advantage of this opportunity handed to him and uses his right to refuse.



2. **Ivo** gets the lead and asks Willem to reveal an Order. The **Elemental of Darkness** runs towards the Pillar of Disintegration and "engages" it.

3. **WILLEM** asks Ivo to reveal an Order. Ivo refuses and gets the lead.

4. **Ivo** asks Willem to activate a Unit. The **Flames of the Abyss** (Unit 6) advance to fire (in phase 7).

5. **WILLEM** gets the lead and asks Ivo to reveal an Order. The **Lances of Daneran** (Unit 2) make a running movement.

6. **Ivo** asks Willem to play. The **Scavengers of the Despot** (Unit 7) fold their membranous wings and dive attack the Torches of Daneran!

THE RED DRAGON'S OPINION

And what had to happen happens... The powerful baron of Daneran and his war-staff will be reduced to crushing insignificant opponents when they could have been eliminating the prowlers of the Abyss while getting nearer to the other combats.



7. **WILLEM** gets the lead and asks Ivo to activate a Unit. Ivo reveals a Movement and Firing counter for the **Streaks of Light** (Unit 5).

8. **Ivo** asks Willem to reveal an Order. The **Slaves of the Abyss** (Unit 4) start running and... jumping!

9. **WILLEM** asks Ivo to reveal an Order. Ivo uses his third and last refusal.

10. **Ivo** gets the lead and asks Willem to activate a Unit. The **Chasm Eaters** (Unit 8) run (the Discipline test is passed).

11. **WILLEM** asks Ivo to reveal an Order. The **Emissaries of the Chimera** (Unit 3) march.

12. **Ivo** asks Willem to activate a Unit. The **Gangrenous Guard** (Unit 3) marches.

13. **WILLEM** gets the lead and asks Ivo to reveal an Order. Ivo announces a charge by the **Defenders of the Pass** (Unit 4) at the Gangrenous Guard. The latter is a fear-inspiring Unit. A Courage Roll has to be made to be able to charge it. The Lion Unit's Courage rate is equal to the pythia of Azël's for she has Leadership/0 (COU: $6 + 1$ since she's a Leader, meaning 7). Moreover, it is greater than the opponent's Fear. Because Bravery cancels the rule concerning the result of "1" on Courage Rolls, no roll has to be made: the Unit rushes at the enemy without the slightest hesitation.

14. **Ivo** asks Willem to activate a Unit. The **Unholy Worms** (Unit 2) march and engage in combat with the Defenders of the Pass. When they are activated, the Unholy Worms get the "Corrosive spit" of the "Larva of the Ymsur" card.

THE LARVA OF THE YMSUR

Like the other incubuses of the Despot, Kanizhar the Cannibal can use the secretions of his corrupted organism. In each round, at the moment when he is activated, he can be given one of the following capacities:

- Coat his weapon with corrosive spit: STR + 3 until the end of round.
- Concentrate his vital fluids on his wounds: he gains the "Regeneration/5" ability until the end of the round.

If the second effect is chosen, Kanizhar the Cannibal can furthermore inflict one light Wound on a friendly miniature in base-to-base contact with him if he fails his Regeneration Roll. He must then roll the die again. Kanizhar the Cannibal can use this process only once per round.

15. **WILLEM** asks Ivo to reveal an Order. Ivo announces a charge by **Syd de Kaiber** at the Elemental of Darkness. A Courage Roll is made for the Cynwäll Character: it is successful. The hero of Kaiber is up to his legendary reputation.

16. **Ivo** asks Willem to activate a Unit. The **Eye of the Abyss** (Unit 5) marches towards the Pillar of Subjugation and engages Syd de Kaiber, while he's at it.

17. **WILLEM** asks Ivo to reveal an Order. The **Heirs of the Hydra** (Unit 1) march.

Phase 6: DIVINATION

The previous round's Temporary Faith points are lost. The new amounts are now calculated and can be used until phase 6 of round 3.

- **The pythia of Azël** gains six Temporary Faith points (18 miniatures are present within a radius of 10 cm around her). She immediately calls on Arin.

Without knowing the miracle being called, Willem announces that his collector of Mid-Nor censures his opponent. He spends four of his faithful's Temporary Faith points. So the Warrior-monk of Azël loses four Temporary Faith points.

Ivo announces that the pythia uses an Occult Dubbing on herself and the guard of Alahan standing in front of her at the front line. The Divination Roll's difficulty being 5 plus the number of targets, it is therefore equal to 7. Ivo rolls the die and gets a "3" to which he adds the pythia of Azël's TF, thus giving him a final result of "5." So Arin ignores his servant's

call and the pythia loses her last two TF points because the miracle's Fervour is equal to 4 (twice the number of targets).

Ivo: "Another failure! I'm really beginning to lose patience. I'm tired of seeing Willem rub his hands and snigger gleefully on the other side of the table..."

Phase 7: SECOND FIRING AND INCARNATION PHASE

- **The Streaks of Light** (Unit 5) have the highest INI of this phase. So they are the first to act and target the warriors of the Abyss. Four of the archers of Alahan take aim at the Leader. The eight others shoot at the Regulars accompanying him. The firing distance is therefore measured from base to base for those firing at the Leader while that of troops firing at other troops is measured from Unit to Unit. The range is Medium. The Heirs of the Hydra lose three warriors of the Abyss and their Leader.

Ivo: "Let's be frank: what a relief."

THE RED DRAGON'S OPINION

Lesson 1: *Never, ever place a Leader in the front rank. Such a fighter isn't any better than other fighters of the same type in hand-to-hand combat so it's best to spare him by keeping him in the hind ranks.*

- **The Flames of the Abyss** (Unit 6) once again aim at the Spirals of Disintegration. The first shot hits Spiral of Disintegration I as well as Syd de Kaiber who is under the dispersion template that is placed onto the nexus for this shot. On a result of "4" or more on 1d6 this Character is victim of a Damage Roll (STR 4). This roll is only of STR 4 because miniatures that are under the template after dispersion, if they are hit, suffer damage of STR equal to half the STR of the artillery being used.

The Spiral of Disintegration suffers two Wounds and the valiant Cynwäll gets away with a single Wound. The second projectile strays slightly from its trajectory due to a failed Aim Roll made for the second fire-spitter of Mid-Nor. The dispersion template is used: four targets are covered and are therefore potentially hit. The Aim Roll's result being "3," the Pillar of Subjugation isn't hit and Syd de Kaiber barely escapes death. On the other hand the Elemental of Darkness and the Spiral of Disintegration I are hit and are each inflicted with one Wound. This is enough to destroy the nexus.

Phase 8: HAND-TO-HAND COMBAT

There are three frays in round 2.

FRAY 1 The Defenders of the Pass must hold...

The Gangrenous Guard (Unit 3), supported by the Unholy Worms (Unit 2), confronts the Defenders of the Pass (Unit 4). Willem wins the Tactical Roll so it is up to him to split the frays in this round.

1. Akaranseth confronts a guard of Alahan.
2. Three scourge bearers encounter four guards of Alahan of which one is also in base-to-base contact with two incubuses.
3. Kanizhar the Cannibal confronts a guard of Alahan.
4. Three incubuses of the Despot fight two guards of Alahan of which one is also in base-to-base contact with a scourge bearer and the other is in base-to-base contact with Kanizhar the Cannibal.

1. Akaranseth versus a guard of Alahan.

The Initiative Roll makes Akaranseth the attacker and the guard of Alahan the defender.

	ATTACK	DEFENCE
MID-NOR	2	0
LION	0	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	9	2/2
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	9	0/1
	DAMAGE	WOUNDS
MID-NOR	2	1

The guard of Alahan is killed.

2. Three scourge bearers versus four guards of Alahan

The Initiative Roll makes the scourge bearers the attackers and the guards of Alahan the defenders.

Ivo decides that the guard of Alahan who is also in base-to-base contact with two incubuses of the Despot will not take part in this fight in order to try and preserve his combat die.

	ATTACK	DEFENCE
MID-NOR	3	0
LION	1	2

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	7	2/3

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	7	0/1

	DAMAGE	WOUNDS
MID-NOR	2	2

Two guards of Alahan perish at the scourge bearers' cleavers. Willem chooses not to remove the guard of Alahan who is in base-to-base contact with the incubuses to leave them the possibility to quench their thirst for blood.

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	5	1/1

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	5	0/0

	DAMAGE	WOUNDS
LION	1	0

The unfortunate guard of Alahan doesn't strike strong enough to harm the dwarves of Mid-Nor.

3. Kanizhar the Cannibal versus a guard of Alahan

The Initiative Rolls are made: Kanizhar the Cannibal gets the advantage.

	ATTACK	DEFENCE
MID-NOR	2	0
LION	0	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	8	1/2

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	8	0/1

	DAMAGE	WOUNDS
MID-NOR	1	1

The guard of Alahan is killed by Kanizhar the Cannibal's blows.

4. Two incubuses of the Despot versus a guard of Alahan

The Initiative Roll makes the incubuses of the Despot the attackers and the guard of Alahan the defender.



ROUND 2. FRAY 1.

	ATTACK	DEFENCE
MID-NOR	2	0
LION	0	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	7	2/2

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	7	0/1

	DAMAGE	WOUNDS
MID-NOR	2	2

The fifth guard of Alahan is chopped up by the incubuses of the Despot.

Five guards of Alahan die in the first fray but the courage of the Defenders of the Pass is infallible: they bravely hold their positions despite a balance of power that is crushingly in favour of the Possessed.

IVO: "I underestimated the scourge bearers. These fighters are a nightmare for Regulars as well as for the guards of Alahan. I can't wait for a Veteran profile for these fighters! They should be able to hold until the Torches of Daneran arrive, but how many will still be standing in the following round? Let's hope that Sardar Tillius succeeds his invocation..."



FRAY 2 The reapers of Mid-Nor came from the sky!

During the movement phase the Scavengers of the Despot (Unit 7) dive attacked the Torches of Daneran. However, these Irregulars are much too weak (even with the +2 in INI, ATT and STR given by the dive attack) to threaten the Lions' war-staff. The clash is bloody! The Lion musician is inflicted a Wound and three reapers of Mid-Nor are cut to pieces. At the end of the fight the balance of power is in favour of the Lion Unit: the reapers of Mid-Nor fail their Courage test and are Routed.

WILLEM: "Well, I didn't have much hope and a Wound inflicted on the musician is a good result after all. Yet this leaves me with the impression of having sent mosquitoes to attack a bulldozer!

More seriously, this attack's goal was to slow the Lion war-staff's charge against more powerful Units. I have the intention to carry out my plan of attack to prevent Sardar Tillius from getting near the cave."

FRAY 3 Light endangered

This fray is very important because it concerns the scenario's main objective. The cyclops of Mid-Nor and the Elemental of Darkness are in base-to-base contact with both the Pillar of Subjugation and Syd de Kaiber. These two creatures represent a grave danger for this nexus. Ivo has wisely charged the Elemental of Darkness. Determined only to reach for his objectives, Willem decides to first resolve the Elemental of Darkness's attack against the Pillar of Subjugation, thus depriving Syd de Kaiber of all hope of slaying the creature before it can damage the nexus.

Willem decides to use all of the Elemental's combat potential against the Pillar of Subjugation and inflicts it with three Wounds, which isn't enough to destroy it. Nevertheless, the cyclops of Mid-Nor finishes the job by bringing down the Pillar of Subjugation!

Angry for having been taken by surprise by these two creatures, Syd de Kaiber decides to finish off the Elemental of Darkness.

	ATTACK	DEFENCE
LION	2	0
MID-NOR	0	0

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	9	2/2
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	9	0/0
	DAMAGE	WOUNDS
LION	2	2

Syd de Kaiber sends the Elemental of Darkness back to its Realm but the harm has been done: Mid-Nor's prison is already "half" open!

THE RED DRAGON'S OPINION

Willem having won the Tactical Roll, Ivo didn't have a chance of efficiently defending the Pillar of Subjugation. This being said, he could have caused much more damage if he had exploited Syd de Kaiber's potential more fully. The Cynwall's two opponents not having any combat dice left, Ivo could have reduced his elven champion's ATT and DEF rates to give him an additional attack. Furthermore, the Elemental having already suffered a wound, Syd de Kaiber could have contented himself with only one attack against it and devoted the two others to the cyclops of Mid-Nor.



ROUND 2. FRAY 3.

- CYCLOPS OF MID-NOR
- ELEMENTAL OF DARKNESS
- SYD DE KAIBER

Ivo: "Syd de Kaiber has proven his worth. I hoped that the nexus would hold one more round to allow my knights to intervene. In a way things are much simpler now: all I can do is make Willem's troops pay a heavy price and prevent Mahal the Enchanter from performing the ritual!"

WILLEM: "Now that's done. I thought that the biggest part of my forces would be needed to reach this objective. I'm relieved but the hardest part remains to be done: to move faster than the mounted knights of the Lion and bring Mahal the Enchanter within spell range.

Unfortunately Syd de Kaiber is standing on my road to victory and it will be hard to get rid of him."



Phase 9: MANA RECOVERY

- ♦ **The bard of Alahan** once again fails his roll. He keeps his four mana gems in his reserve.
- ♦ **Sardar Tillius** recovers four mana gems. His reserve reaches its maximum (2 x POW (6)) meaning twelve mana gems.

- ♦ **Mahal the Enchanter** recovers nine mana gems. He doesn't need to feed the Elemental of Darkness since it has been sent back to its elemental Realm after having served as a diversion against Syd de Kaiber.
- ♦ **The master of puppets** recovers the gem spent to perform counter-magic. This will probably be remembered as a heroic feat of arms if he survives the battle!



ROUND 3

Before making the Tactical Roll...

- **WILLEM** still has one Toxic point available. In this round he decides to give it to the incubuses of the Despot. One Toxic point can affect up to five fighters with the "Toxic/2" ability. There are no Toxic points left for their commander.

THE RED DRAGON'S OPINION

Once again Willem doesn't invest his collector of Mid-Nor's TF points in Yh-Ibenseh's Tentacular Appendices. This goes to show that in RAG'NAROK it is often better to invest AP in troops rather than in artefacts, since it can be tricky to remember all the optional effects in the heat of the action.



- **The Pillar of Subjugation** having been destroyed, Ivo doesn't have any game effects to play as an introduction to this round. He uses the time to think about his strategy.

Ivo wins the Tactical Roll. A final result of "12" gives him four additional Orders for his army. Willem also gets four additional Orders for the Demonic Host.

Phase 1: RALLYING

Willem passes the reapers of Mid-Nor's Discipline test.

Phase 2: ENTRY OF THE RESERVES

Willem attempts to have his reinforcements enter. The scenario specifies that he must get a "5" or a "6" in the third round in order to get them. He rolls the die and gets a "3."

No reserves are deployed in this round following this scenario's rules.

Phase 3: ORDER ATTRIBUTION

The Order counters are attributed double-blindly.

Ivo: "The Lances of Daneran finally get the enemy within their charging range. As for Syd de Kaiber, he must prepare to change targets if needed. Indeed, Mahal the Enchanter is nearing and only Syd de Kaiber is in a position to block his way. The best would be to finish off the cyclops of Mid-Nor and then take care of the Heirs of the Hydra, a Unit full of Characters... and therefore full of victory points. The combats in the sanctuary's zone are bound to be fierce and deadly.

My second priority in this round is to weaken the scourge bearers. I have to get rid of them quickly or else they'll end up ripping my two guards of Alahan Units apart. Only Dragan d'Orianthe can slay them but he may be slowed down by the prowlers of the Abyss who are right behind him. My archers must attract them by slaughtering the Chasm Eaters. With the multiplication of combat zones I have a chance of durably dividing Willem's forces and moving my knights as I wish."



MID-NOR (The Demonic Host)

- Unit 1: The Heirs of the Hydra
- Unit 2: The Unholy Worms
- Unit 3: The Gangrenous Guard
- Unit 4: The Slaves of the Abyss
- Unit 5: The Eye of the Abyss
- Unit 6: The Flames of the Abyss
- Unit 7: The Scavengers of the Despot
- Unit 8: The Chasm Eaters
- Unit 9: Elemental of Darkness

LION (The Fiery Guard)

- Unit 1: The Torches of Daneran
- Unit 2: The Lances of Daneran
- Unit 3: The Emissaries of the Chimera
- Unit 4: The Defenders of the Pass
- Unit 5: The Streaks of Light
- Unit 6: Syd de Kaiber
- Unit 7: Elemental of Light

WILLEM: "The Lances of Daneran will probably charge the Heirs of the Hydra. I'm counting on Yh-Ibenseh's strength to play for time. I can't divide this Unit too much because Syd de Kaiber's presence makes things dangerous for Mahal the Enchanter. I must finish destroying the sanctuary and will take care of Syd in the next round by summoning another Elemental of Darkness. As for the others, I will try to get the tactical advantage by charging or counter-charging.

To take care of the archers, two Units will charge the Streaks of Light. They will be kept busy letting their arrows rain down on the cyclops of Mid-Nor,

who absolutely must destroy the remaining Spirals in this round or else I'll be missing the resources needed to dominate this part of the battlefield."

THE RED DRAGON'S OPINION

In this kind of situation the division of a Unit during the thrust is useful. This allows fighters to be freed so they can be moved towards the battle's objectives more easily.



Phase 4: FIRST FIRING AND INCANTATION PHASE

Ivo announces rapid Orders for the Fiery Guard. The Streaks of Light execute rapid Fire against the Chasm Eaters (Unit 8). Being at short range, this operation is fatal for these warriors of the Abyss!

Ivo: "Perfect! The disappearance of the Chasm Eaters leaves the field clear for my archers and Willem knows this. All I have to do is hope that his prowlers of the Abyss will charge the Streaks of Light (Unit 5) rather than the Torches of Daneran (Unit 1)."

No rapid incantation is announced.

Phase 5: MOVEMENTS

Ivo has the lead for he got the better final result on the Tactical Roll.

1. **Ivo** asks Willem to reveal an Order. Willem obeys and announces a charge by the **Slaves of the Abyss** (Unit 4) against the Streaks of Light (Unit 5). The prowlers of the Abyss inspire fear and Ivo must do a Courage test for his archers of Alahan. Unfortunately he gets a "1."
Despite the "Bravery" ability this result isn't enough. Luckily for Ivo his archers of Alahan's domination factor is greater than that of the prowlers of the Abyss. So the Lion Unit goes into a state of "Control." Its members suffer the penalties but don't try to flee.

Ivo: "Willem has grabbed the bait. The archers will probably suffer but Dragan d'Orianthe is free to move towards the scourge bearers."

WILLEM: "What a mistake! Instead of announcing this charge I should have announced a March by the Heirs of the Hydra and endured the charge by the Lances of Daneran. Mahal the Enchanter would then have moved towards my objective. I made an error in the priorities of my objectives. I blame this on the destruction of the Chasm Eaters."

2. **WILLEM** asks Ivo to reveal an Order. Ivo announces a Charge by the **Lances of Daneran** (Unit 2) against the Heirs of the Hydra (Unit 1). Willem reacts and announces a Charge Reception for this Unit of warriors of the Abyss.

THE RED DRAGON'S OPINION

Ordering a Charge Reception against a Unit whose STR is increased when Charging can be disastrous if it is played with haste (see 2.). The

presence of a great number of opponents around the charging Unit's members gives them the opportunity to make the most of their Charge by making devastating attacks.

The mounted knights of the Lion go from 7 to 15 in STR when charging! As long as the dice are merciful, the Lances of Daneran will easily trample the warriors of the Abyss (RES: 4)!



3. **Ivo** orders the **Emissaries of the Chimera** (Unit 3) to charge the Gangrenous Guard (Unit 3).

4. **WILLEM** asks Ivo to reveal an Order. Ivo refuses.

5. **Ivo** asks Willem to reveal an Order. Willem announces Movement and Firing for the **Flames of the Abyss** (Unit 6). The Unit is moved. The firing is resolved in phase 7.

6. **WILLEM** gets the lead and solicits Ivo who announces a Disengagement for **Syd de Kaiber**. The elf's INI Roll is successful and he marches towards the Heirs of the Hydra (Unit 1).

7. **Ivo** has the lead again. He asks Willem to reveal an Order. Syd de Kaiber having disengaged, the **Eye of the Abyss** automatically succeeds his disengagement. This movement allows him to engage the Spirals of Disintegration 4 and 5.

WILLEM: "I could have chased Syd de Kaiber but I preferred ensuring victory points."

8. **WILLEM** asks Ivo to reveal an Order. Ivo reveals an "Immobile" counter for the Defenders of the Pass (Unit 4).

9. **Ivo** asks Willem to announce an Order. Willem reveals an "Immobile" counter for the Scavengers of the Despot (Unit 7).

10. **WILLEM** takes the lead and asks Ivo to continue proceeding with his movements. The Torches of Daneran succeed their disengagement and engage the Unholy Worms (Unit 2).

Ivo: "I don't get any charging bonuses for this engagement, but I could let myself wait another round before sending Dragan d'Orianthe into combat."

The Unholy Worms (Unit 2) having been engaged by the Lion war-staff, they can no longer be activated. However, this doesn't prevent them from using their special capacity. Willem decides to give them Regeneration/5.

Phase 6: DIVINATION

The amounts of Temporary Faith points are calculated.

The pythia of Azél gets five TF points. Ivo announces that this faithful calls on her god, Arin, but the collector of the Despot is watching her closely... As for him, he has one TF point more than the warrior-mage of the Lion. Yet he isn't able to use his miracle for the moment: the conditions to do so are not met.

So Willem decides to reduce the pythia of Azél's reserve of Temporary Faith points by sacrificing five of his warrior-monk's Temporary Faith points. The faithful of Arin therefore loses all her potential whereas the collector of the Despot still has one TF point left. His censure has silenced the Lion faithful who is more accustomed to leading valkyries of Alahan. Indeed, a faithful cannot use this miracle if he has no more Temporary Faith points left.

The pythia of Azél won't be dubbing any guards of Alahan in this round.

Phase 7: SECOND FIRING AND INCANTATION PHASE

♦ **Sardar Tillius** is the fighter with the highest INI to act in this phase, so his action is played first. He again attempts to summon an Elemental of Light, this time using eight gems. The Power Roll is successful and the Elemental appears with an "Alliance" level of control. The master of puppets again tries to counter this spell... and fails! Thrilled, Ivo places the Elemental of Light (Unit 7) at a distance of 15 cm from the Lion Adept, in base-to-base contact with the Gangrenous Guard (Unit 3).

♦ **Mahal the Enchanter** summons the Elemental of Darkness again. His invocation's final result is "22." Willem refers to the "Table of Elemental Behaviour" and sees that this result gives his magician a +1 in ATT and in STR and gives this Irregular Elemental a +2 in ATT and in STR.

THE RED DRAGON'S OPINION

Willem, who until now has shown great wisdom, strangely decides to place his Elemental of Darkness away from the fray. Yet with the bonuses he gets he could have seriously menaced the mounted knights of the Lion.



♦ **The Flames of the Abyss** have moved and have Sardar Tillius within their field of vision. The distance and the movement generate a difficulty of 8. The two marksmen fail. Following the Dispersion Roll, three guards of Alahan perish and the master of

puppets is inflicted with one Wound! If he manages to catch those careless enough to shoot at him, they will be given a rough time!

Phase 8: HAND-TO-HAND COMBAT

The Orders given at the beginning of round 3 have intensified the combats and now five frays are being fought.

FRAY 1

Δ good man does good deeds

The Torches of Daneran (Unit 1) have left the Scavengers of the Despot (Unit 7) to their confusion and have engaged the Unholy Worms (Unit 2) in a merciless combat. Sure of themselves, they launch a general attack. Only the standard-bearers and Dragan d'Orianthe take part in the fray. This is done without taking into account the tenacity of the incubuses of the Despot. The baron of Doriman's attack is effective for it kills the dwarf of Mid-Nor, but the latter is Possessed and therefore inflicts him in return with a Wound that the Shield of the Baronies... doesn't absorb! However, the "Toxic/X" ability doesn't manage to inflict the baron with a second Wound. In the other duel the standard-bearer is Wounded after a counter-attack by Kanizhar the Cannibal.

At the end of this combat the incubus of the Despot killed by Dragan d'Orianthe doesn't manage to regenerate and is removed from the game as a Loss.

Ivo: "The incubuses of the Despot have shown unexpected tenacity and the Torches of Daneran have paid a high price for my overzealousness. I should have kept at least one die in defence..."

SHIELD OF THE BARONIES

This object's cost in Δ.P. is proportional to the RES bound to it. (In this specific case the Shield of the Baronies has been put into play for 13 Δ.P.) Only Characters of Alahan with a RES of 7 or higher on their reference card can be equipped with a Shield of the Baronies.

Every time the bearer of a Shield of the Baronies is hit, 1d6 is rolled before resolving the Damage Roll. On a "5" or more (in this specific case) the Shield of the Baronies suffers the Damage and thus protects its bearer.

This object has a RES equal to that of its bearer and 4 S.P. When it doesn't have any Structure Points left its power wears out and it can no longer be used until the end of the game.



FRAY 2

Nothing can defeat Light

After the Unholy Worms (Unit 2) left the fray in round 2 in order to ready themselves for combat against the Lances of Daneran, the Emissaries of the Chimera (Unit 3) arrive to help the Defenders of the Pass (Unit 4) battle the Gangrenous Guard (Unit 3).

The dwarves of Mid-Nor beat the Lions who lose two men in the fray. A guard of Alahan vainly tries to contain Akaranseth's assaults and succumbs, his skull smashed by the champion's mace. Nearby the pythia of Azël is fighting a scourge bearer who has the advantage yet doesn't manage to harm his opponent. And finally, two scourge bearers don't succeed in bringing down the Elemental of Light.

FRAY 3

Blood calls on blood

The Lions have charged the Mid-Nor dwarves who are attempting to stop their progression by carrying out a charge reception. The mounted knights of the Lion encounter the Heirs of the Hydra (Unit 1).

Ivo wins the Tactical Roll for round 3 and decides to split the fighters in the following way:

1. A mounted knight of the Lion combats Yh-Ibenseth and two warriors of the Abyss.
2. Three mounted knights of the Lion combat four warriors of the Abyss.

1. One mounted knight of the Lion versus Yh-Ibenseth

Aralith, Yh-Ibenseth's sword, forces Ivo and Willem to play this combat first.

The mounted knight of the Lion wins the initiative and decides to use his two combat dice against the Mid-Nor Commander-in-Chief.

The Initiative Roll makes the knight the attacker and Yh-Ibenseth the defender. Able to do so since he is a Character, the Dominant of Mid-Nor decides to lower his ATT and DEF in order to get an additional combat die.

	ATTACK	DEFENCE
LION	2	0
MID-NOR	1	2

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	10	2/2

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	10 (counter-attack)	1/2

	DAMAGE	WOUNDS
LION	1	1

The Mid-Nor Commander-in-Chief suffers a Wound.

Ivo: "I'm getting near to fulfilling one of my objectives. Yh-Ibenseth's death gives me two victory points!"

THE RED DRAGON'S OPINION

If Willem hadn't forgotten to fuel Yh-Ibenseth's Tentacular Appendices he would surely have been able to avoid this Wound!



	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	6	2/2
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	6	0
	DAMAGE	WOUNDS
MID-NOR	2	2

The Mid-Nor Commander-in-Chief uses his Character capacities to carry out a counter-attack that lets him kill the mounted knight of the Lion.

The two warriors of the Abyss who were in base-to-base contact with him can no longer fight due to lack of an opponent.

2. Three mounted knights of the Lion versus four warriors of the Abyss

The Initiative Rolls make the warriors of the Abyss the attackers and the knights the defenders.

	ATTACK	DEFENCE
MID-NOR	3	0
LION	6	0

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	5	2/3
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	5	0
	DAMAGE	WOUNDS
MID-NOR	2	1

One of the mounted knights of the Lion is wounded. He only has one more Wound level left before being killed....

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	8	4/6
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	8	0
	DAMAGE	WOUNDS
LION	4	1

With an eleven-point difference in the knights' favour, all the warriors of the Abyss automatically suffer a Wound.

The thrust movement is then carried out. Yh-Ibenseth benefits from Aralith's effects. He again has all of his combat potential and attacks a wounded knight who cannot defend himself, having used up all his potential.

A second knight falls under the blows of the Commander-in-Chief's demonic sword.



ROUND 3, FRAY 3.

Ivo: "Here again I should have kept a die in defence. I completely forgot Aralith and this cost me dearly. The Mid-Nor dwarves are very gifted at surprises... I'll try to remember that."

FRAY 4 A brutish charge

The Slaves of the Abyss confront the Streaks of Light. The combat's outcome is to the advantage of the Mid-Nor dwarves whose brutish charge caused the death of three archers of Alahan.

Willem: "It was important that I block the archers of Alahan in order for me to fulfil my objectives. If I hadn't done so, Mahal the Enchanter and his followers would have been harassed by arrows. This charge's success is good news. Since Ivo didn't have his archers thrust forward, I think that he'll try to disengage."

FRAY 5 The force of the deep

Willem has placed his cyclops of Mid-Nor between the two last Spirals of Disintegration. The creature manages to demolish them by dividing his attack dice between the two nexuses. All the Spirals of Disintegration are now destroyed and Willem scores two additional victory points.

Phase 9: MANA RECOVERY

♦ **Sardar Tillius** wins seven mana gems. Five are used to make the Elemental of Light's behaviour level become "Obedience."

♦ **The bard of Alahan** wins two gems of Light and his reserve becomes 6.



♦ **Mahal the Enchanter** recovers nine gems of Darkness to reach a total of eleven. Three are sacrificed to preserve the Elemental of Darkness's disposition in regard to the Demonic Host. There are eight gems left in the Adept's mana reserve.

♦ **The master of puppets** only gets one and reaches his maximum (4).

THE RED DRAGON'S OPINION

Willem was very lucky on his rolls of the dice in this round. In no way does this mask his skill. Ivo is in a bad position...



ROUND 4

Before the Tactical Roll Willem decides to attribute his Toxic point to the incubuses of the Despot. Furthermore, he transfers three of Mahal the Enchanter's and two of the master of puppet's gems of Darkness to fuel Yh-Ibenseth's Tentacular Appendices.

WILLEM: "I didn't have enough gems to fuel Yh-Ibenseth's capacities, and now things are better. Since the latter is already wounded I will save these gems to use Avoidance/X, which lets Wounds be avoided thanks to the Tentacular Appendices. So a result of "2" is enough to preserve my Commander-in-Chief. I must avoid losing him in a combat against the enemy cavalry."

Ivo wins the Tactical Roll with a final result of "15." He gets four additional Orders for the Fiery Guard. Willem gets a "9" on his Tactical Roll, meaning three additional Orders for the Demonic Host.

Phase 1: RALLYING

The Streaks of Light are rallied by their Leader.

Phase 2: ENTRY OF THE RESERVES

Willem again tries to have his reinforcements join the battle. This time he needs a result of "3" or more to succeed. He rolls the die and gets a "4:" the Demonic Host's reserve can be deployed on the battlefield!

Phase 3: ORDER ATTRIBUTION

The Orders are attributed double-blindly.

Phase 4: FIRST FIRING AND INCANTATION PHASE

No rapid firing. No rapid incantations.

Phase 5: MOVEMENT

Ivo has the lead.



Ivo: "Willem has a serious advantage in victory points, but he hasn't won the game yet. If I manage to massacre enough of the Possessed and prevent Mahal the Enchanter from performing the ritual of liberation, then Willem won't have won without having lost either. So I have to do all I can to sow confusion among the dwarves of Mid-Nor. To do so I am counting on a series of disengagements and on my cavalry's martial aptitudes. My guards and my archers of Alahan will have to sacrifice themselves to prevent the enemy from moving."



WILLEM: "The first part of my plan worked as I hoped. I already won 8 victory points by having rased the sanctuary and I don't think that Ivo has destroyed 800 A.P. of my army; none of my Characters have been killed yet. However, Mahal the Enchanter has spent a round without moving, so he is late! Everything now depends on this Character. I'm going to continue doing all I can to block Ivo's troops where they are and then attempt a sudden rush forward to reach my goal. My marvellous strategy now looks like a rugby match!"





1. **Ivo** orders the **Streaks of Light** to disengage (Unit 5) and they fail. The valiant archers of Alahan will only be able to defend themselves during the next hand-to-hand combat phase.
2. **WILLEM** asks Ivo to play. Ivo orders the **Lances of Daneran** (Unit 2) to remain immobile.
3. **Ivo** orders the **Defenders of the Pass** (Unit 4) to disengage. This action is successfully carried out.
4. **WILLEM** has his **Elemental of Darkness** charge Syd de Kaiber. In reaction Ivo orders Syd de Kaiber to counter-charge the Elemental of Darkness. He succeeds! Being faster, the elf charges the Elemental.
5. **Ivo** announces that the **Emissaries of the Chimera** (Unit 3) are ready to pursue their opponents.
6. **WILLEM** announces that the **Demonic Host's** reinforcements are running. He may still have time to let them join the battle.
7. **Ivo** announces that his **Elemental of Light** remains immobile.
8. **WILLEM** asks Ivo to reveal an Order. Ivo refuses.
9. **Ivo** gets the lead and asks Willem to reveal an Order, who announces that the **Heirs of the Hydra** (Unit 1) remain immobile. However, Mahal the Enchanter leaves his Unit and marches towards the sanctuary.

WILLEM: "There, it's now or never! I think that not much is missing for Mahal the Enchanter to get within

casting range. At the very least he'll get there in round 5. In any case I don't have much choice, he has to move in this round or else he'll never get there in time."

10. **WILLEM** asks Ivo to activate a Unit. Ivo refuses.

11. **Ivo** asks Willem to reveal an Order. Willem announces a charge by the **Eye of the Abyss** (Unit 5) against Syd de Kaiber.

Ivo: "Syd is going to have a hard time getting out of this one. If the elf dies I will have to find another way to block Mahal the Enchanter and that won't be easy."

WILLEM: "I don't want to have him standing in Mahal the Enchanter's way in the next round."

12. **WILLEM** then orders Movement and Firing by the **Flames of the Abyss** (Unit 6).

13. **Ivo** asks Willem to reveal an Order. Willem announces that the **Gangrenous Guard** (Unit 3) remains immobile.

14. **Ivo** refuses to reveal an Order in response to Willem's demand.

15. At **Ivo's** asking, Willem announces that the **Slaves of the Abyss** (Unit 4) remain immobile.

16. **WILLEM** asks Ivo to give an Order. The **Torches of Daneran** (Unit 1) disengage from the Unholy Worms in order to engage the Gangrenous Guard.

17. In response **WILLEM** orders the **Unholy Worms** (Unit 2) to march on the Torches of Daneran and the Emissaries of the Chimera. The disengagement

of the incubuses is automatic since the Torches of Daneran broke off the combat themselves.

Ivo: "Those accursed scourge bearers make me nervous. Their Unit is almost intact and has been decimating my poor guards since the start of the game. This must stop and I don't see anyone else but Dragan d'Orianthe to eliminate these disgusting creatures. Once again I'm taking a big risk with this action..."

Phase 6: DIVINATION

The Temporary Faith points are calculated.

The pythia of Azél gets three Temporary Faith points. The lack of friendly fighters within 10 cm of her is beginning to be felt.

The collector of the Despot gets four points and censures the pythia of Azél by spending three points just when she tries to call an Occult Dubbing. He can't use his miracle because he must kill an enemy beforehand.

Phase 7: SECOND FIRING AND INCANTATION PHASE

♦ **Mahal the Enchanter** tries to perform the Rite of Deliverance but he is too far from the target.

WILLEM: "I had to give it a try... these few sacrificed gems have shown me the distance to be covered."

♦ **The Flames of the Abyss** fire at Sardar Tillius but he is far and their shots are imprecise and stray into the unoccupied parts of the battlefield.

Phase 8: HAND-TO-HAND COMBAT

There are four frays in round 4. The Units seem to have become bogged down because the combats take place in the exact same positions on the battlefield. The confrontations will therefore be merciless, for no one seems to want to retreat from the battle!

FRAY 1 For what it's worth

Ivo chooses to begin combat with the fray opposing the Slaves of the Abyss and the Streaks of Light. Because of their failed disengagement the archers are forced to place all of their dice in defence. Because of this the prowlers of the Abyss are less effective than in the previous round and only manage to eliminate two archers.

FRAY 2 With a heavy heart

The Elemental of Darkness has returned and has decided to make Syd de Kaiber pay for the brutal end he made the Elemental suffer during its previous apparition. In this plan the Elemental is helped by the cyclops of Mid-Nor.

Syd de Kaiber has the initiative and decides to split his combat dice between his two opponents. Ivo chooses to begin with the cyclops. His elven champion flattens the cyclops of Mid-Nor by inflicting him with a Wound. The cyclops already was wounded at the start of round 2. However, he strikes back with a last attack thanks to his "Possessed" ability. This massive blow is fatal for the valiant Cynwäll elf! The two fighters collapse while the Elemental of Darkness uses its thrust movement to move towards Mahal the Enchanter.

Ivo: "And to top it off he is Possessed... This reminds me of a previous battle."

WILLEM: "I really dig the 'Possessed' ability!"

FRAY 3 When bad luck mingles in

The Lances of Daneran continue fighting the Heirs of the Hydra. The confrontation is by far to the knights' advantage for they eliminate four warriors of the Abyss and aren't inflicted with any Wounds.

WILLEM: "Seven failures for eleven attacks of which one was a triple '1' for Yh-Ibenseh..."

Ivo: "All I have to say is HA HA HA!"



ROUND 4. FRAY 4.

FRAY 4 At the heart of the fray

This is the main encounter of this round. A kind of generalised fray has been formed in the middle of the battlefield. The pythia of Azël, the sole survivor of the Defenders of the Pass, has left the combat. The Torches of Daneran have taken over. They are helped by the Emissaries of the Chimera and the Elemental of Light. The alliance between the Unholy Worms and the Gangrenous Guard is ready to confront them.

Ivo, who won the Tactical Roll, splits the frays. He decides that:

1. The Elemental of Light encounters two scourge bearers;
2. Dragan d'Orianthe fights the collector of Mid-Nor;
3. The mounted standard-bearer of the Lion fights against Kanizhar the Cannibal;
4. The mounted musician of the Lion encounters the master of puppets;



5. Six scourge bearers combat five guards of Alahan among whom one is also in base-to-base contact with an incubus of the Despot;
6. An incubus of the Despot confronts a guard of Alahan.

1. The Elemental of Light versus two scourge bearers

The Initiative Roll makes the scourge bearers the attackers and the Elemental of Light the defender.

	ATTACK	DEFENCE
MID-NOR	1	1
LION	1	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	8	0/1
	DEFENCE DIFFICULTY	ATT. BLOCKED/ DEF. ANNOUNCED
LION	8	0
	DAMAGE	WOUNDS
MID-NOR	0	0

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	8	1/1
	DEFENCE DIFFICULTY	ATT. BLOCKED/ DEF. ANNOUNCED
MID-NOR	8	0/1
	DAMAGE	WOUNDS
LION	1	2

One of the scourge bearers is slain by the Elemental of Light's blows and the other one barely escapes a devastating attack that doesn't cause any damage.

2. Dragan d'Orianthe versus the collector of the Despot

The Initiative Roll makes Dragan d'Orianthe the attacker and the collector of the Despot the defender.

	ATTACK	DEFENCE
LION	3	0
MID-NOR	1	0

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	0	1/3
	DEFENCE DIFFICULTY	ATT. BLOCKED/ DEF. ANNOUNCED
MID-NOR	0	0
	DAMAGE	WOUNDS
LION	1	1

The collector of the Despot is injured and he has only one Wound level left.

THE RED DRAGON'S OPINION

Aware that his opponent wasn't going to defend himself, Ivo could have displayed Dragan d'Orianthe's strength by taking an additional die or by delivering a powerful master strike.



	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	6	1/1
	DEFENCE DIFFICULTY	ATT. BLOCKED/ DEF. ANNOUNCED
LION	6	0
	DAMAGE	WOUNDS
MID-NOR	1	1

Dragan d'Orianthe suffers a Wound but Ivo calls on the Shield of the Baronies. He gets a "6" on the roll of the die needed to activate this object. The shield therefore suffers the Wound instead of its bearer and loses a Structure Point, lowering their amount to 3.

3. Mounted standard-bearer of the Lion versus Kanizhar the Cannibal

The Initiative Roll makes the standard-bearer the attacker and Kanizhar the Cannibal the defender.

	ATTACK	DEFENCE
LION	2	0
MID-NOR	1	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	10	2/2
	DEFENCE DIFFICULTY	ATT. BLOCKED/ DEF. ANNOUNCED
MID-NOR	10	0/1
	DAMAGE	WOUNDS
LION	2	0

Kanizhar the Cannibal escapes death.

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	7	1/1
	DEFENCE DIFFICULTY	ATT. BLOCKED/ DEF. ANNOUNCED
LION	7	0
	DAMAGE	WOUNDS
MID-NOR	1	0

The Leader of the Unholy Worms pays for his luck by not harming the standard-bearer.

4. Mounted musician of the Lion versus the master of puppets

The Initiative Roll makes the mounted musician of the Lion the attacker and the master of puppets the defender.

The master of puppets escapes a deathly fate.

5. Five guards of Alahan versus six scourge bearers

The Initiative Roll makes the scourge bearers the attackers and the guards of Alahan the defenders.

Ivo nevertheless decides to save the fifth guard of Alahan's combat die for the combat that will confront him with the incubus of the Despot. He therefore benefits from only four combat dice.

The scourge bearers kill two guards of Alahan.

6. A guard of Alahan versus an incubus of the Despot

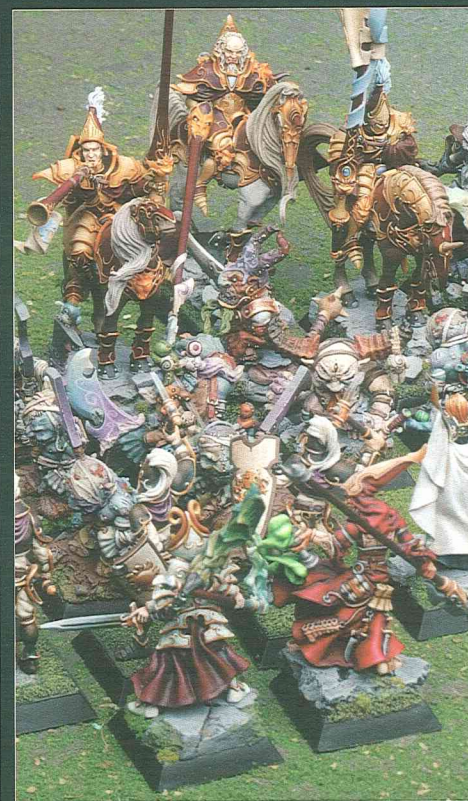
The Initiative Roll makes the guard of Alahan the attacker and the incubus of the Despot the defender.

The incubus of the Despot kills the guard of Alahan.

The Mid-Nor dwarves are the first to make their thrust movements.

PHASE 9: MANA RECOVERY

- ♦ **Sardar Tillius** has a hard time concentrating and only manages to recover three gems. Preferring to save these gems, Ivo doesn't pay the Elemental of Light's maintenance cost so its behaviour level becomes "Alliance."
- ♦ **The bard of Alahan** once again fails his Mana Recovery Roll.
- ♦ **Mahal the Enchanter** is lucky and recovers eleven gems of Darkness. He spends three to satisfy the Elemental of Darkness, which brings his reserve to nine gems.
- ♦ **The master of puppets** recovers two gems and reaches his maximum of four gems of Darkness.



ROUND 5

Before making the Tactical Roll...

- ♦ **WILLEM** has one Toxic point available. He decides to give it to Kanizhar the Cannibal.
- ♦ **Ivo** wins the Tactical Roll with a final result of "12." He therefore gets four additional Orders for his Fiery Guard. Willem fails his Tactical Roll and gets only one additional Order for the Demonic Host.

WILLEM: "Oh no! Ivo will disengage his knights and, if he succeeds, I won't be able to prevent him from reaching Mahal the Enchanter. I won't either be able to get him nearer to the sanctuary using a Retreat, and Fleeing wouldn't let me cast the spell. Furthermore, Mahal the Enchanter's position is far from adequate for this kind of manoeuvre."

Phase 1: RALLYING

No troops to rally.

Phase 2: ENTRY OF THE RESERVES

No reserves

Phase 3: ORDER ATTRIBUTION

The Orders are attributed double-blindly.

THE RED DRAGON'S OPINION

The reinforcements have no chance of reaching the combat zone. Willem should rather have used his only additional Order to have the fire-spitters shoot or, better yet, to give them the Order to "Run," which would have let them come to Mahal the Enchanter's aid by forcing one or two mounted knights of the Lion to turn away from the victor.



Phase 4: FIRST FIRING AND INCANTATION PHASE

No rapid firing. No rapid incantation.



Ivo: "I will finally get the chance to slay Mahal! If the Lances of Daneran manage to disengage, the Enchanter will be blocked in hand-to-hand combat and won't be able to cast the spell of awakening. For my other Units the situation is clear: they have to kill everything that moves and is smaller than one and a half metres! The more losses they cause among the Demonic Host, the more points I gain. Willem will win the game but his victory will be bitter-sweet."



WILLEM: "I'm not sure what to do... I don't see what can still save Mahal... I might as well order a march and a maximum of disengagements to save the biggest number of troops (each trooper killed gives Ivo victory points). I think that I still lead the game in points so I may as well keep this advantage."



Phase 5: MOVEMENT

1. **Ivo** orders the **Lances of Daneran** (Unit 2) to disengage and at the end of their movement they are in contact with Mahal the Enchanter.

Ivo: "Voilà... Mid-Nor isn't going to be stretching his legs today. Mahal is going to have a rough time for the next few minutes!"

WILLEM: "Not so fast! There is only a step between the sublime and the ridiculous!"

Mahal being deprived of his Order, he is considered to have been activated. So Willem decides to try using Mahal the Enchanter's Doll of Escape. Unfortunately he fails! Mahal inflicts the Commander-in-Chief with a Wound (STR = POW = 6). Yh-Ibneseth has a RES of 10, which lets him get away unscathed.

WILLEM: "Actually, maybe there are several steps..."

Ivo: "I don't think any comments have to be made, right?"

2. **WILLEM** asks Ivo to activate a Unit. Ivo orders the **Streaks of Light** (Unit 5) to remain immobile.

3. **Ivo** asks Willem to reveal an Order. The **Flames of the Abyss** (Unit 6) remain immobile.

Ivo: "That's right, go back and play with your cannonballs."

4. **WILLEM** asks Ivo to reveal an Order. The **Emissaries of the Chimera** (Unit 3) remain immobile.

5. **Ivo** asks Willem to activate a Unit. He announces that the **Elemental of Darkness** marches and engages the Lances of Daneran (Unit 2).

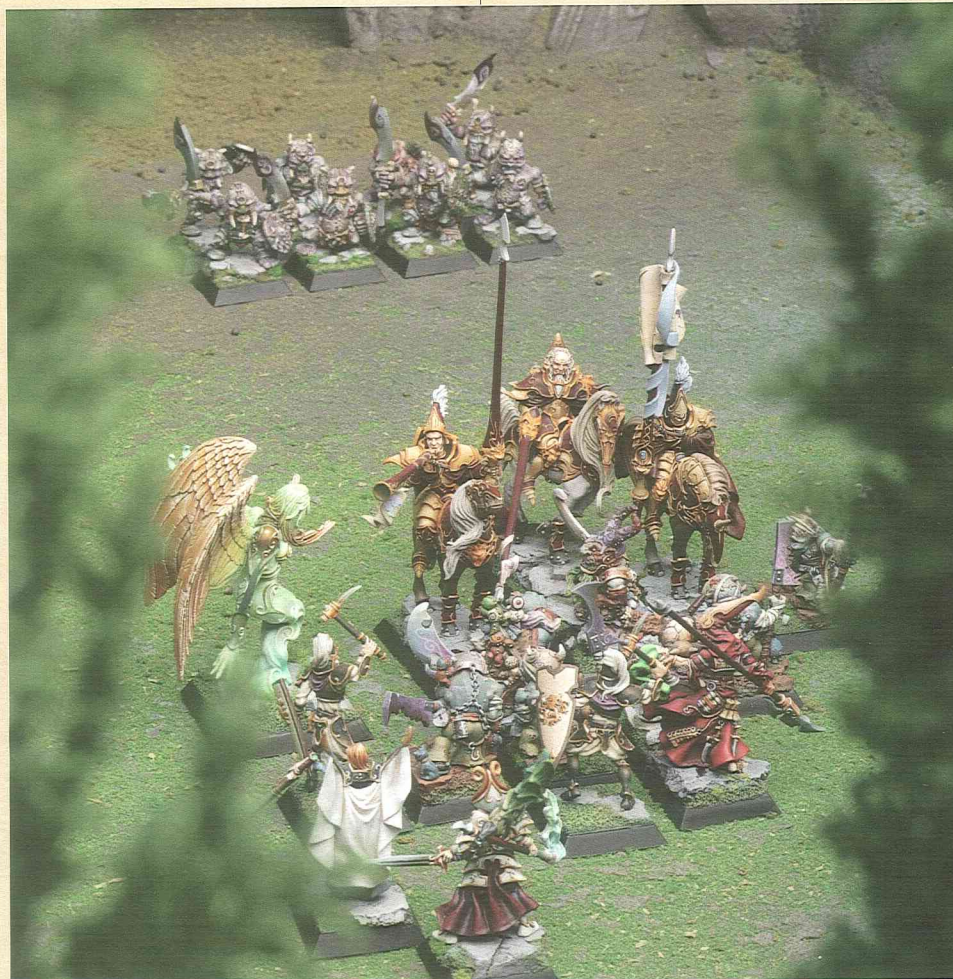
6. **WILLEM** orders the **Unholy Worms** (Unit 2) to disengage. The Initiative Roll is successful and the incubuses of the Despot interrupt the combat.

7. **Ivo** asks Willem to reveal an Order. The **Slaves of the Abyss** (Unit 4) remain immobile.

8. **WILLEM** asks Ivo to act. Ivo announces that his **Elemental of Light** remains immobile.

9. **Ivo** asks Willem to reveal an Order. The **Heirs of the Hydra** (Unit 1) remain immobile.

10. **WILLEM** asks Ivo to give an Order. The **pythia of Azël**, the sole survivor of the Defenders of the Pass (Unit 4), starts marching.



11. **Ivo** asks Willem to reveal an Order. Willem announces that the **Gangrenous Guard** (Unit 3) remains immobile.

12. **WILLEM** asks Ivo to reveal an Order. Ivo announces that the **Torches of Daneran** (Unit 1) remain immobile.

13. And finally, **Ivo** asks Willem to give his last Order. He announces that the **Mid-Nor reinforcements** start marching.

Phase 6: DIVINATION

The amounts of Temporary Faith points are calculated. Neither of the two faithful calls on his god.

Phase 7: SECOND FIRING AND INCANTATION PHASE

♦ **Sardar Tillius** invokes the Seal of Dellar'n against one of the scourge bearers. He succeeds his Power Roll but doesn't have enough gems available to activate the spell. The bard of Alahan will take care of

this for him. (The card says that any allied magician or warrior-mage within a radius of 10 cm from him can activate the Seal of Dellar'n.)

♦ **The master of puppets** attempts to "counter" the spell but fails. There is an explosion that hits all miniatures standing within 2.5 cm of the spell's target! This desperate act manages to eliminate a scourge bearer but also kills a guard of Alahan and inflicts the bard of Alahan with one Wound.

Ivo: "I'm ready to use anything I can to kill the Possessed, though I should have used this spell earlier on in the game."

Phase 8: HAND-TO-HAND COMBAT

Willem disengages his Units from the various combats to lower Ivo's chances of scoring victory points. At this moment in the battle it is obvious that Mahal the Enchanter cannot reach his objective. The battle is turning into a pyrrhic victory. Willem must now lose as little fighters as possible.

There are only three frays.

FRAY 1 Much ado about nothing

Mahal the Enchanter confronts a mounted knight of the Lion while his Elemental of Darkness fights another knight. The dice make lots of noise rolling on the tabletop... Yet without getting any results. No one is injured!

Ivo: "Aaaaarrrrh!"

WILLEM: "Whew!"

FRAY 2 Meeting out death

The combat continues opposing the Torches of Daneran, the Emissaries of the Chimera and the Elemental of Light against the Gangrenous Guard (which was abandoned by the Unholy Worms).

Ivo splits the frays into the following combats:

1. The mounted standard-bearer of the Lion versus three scourge bearers;
2. Dragan d'Orianthe versus the collector of the Despot;
3. The mounted musician of the Lion versus the master of puppets;
4. Two guards of Alahan versus two scourge bearers;
5. Akaranseth and a scourge bearer versus the bard of Alahan.

1. The mounted standard-bearer of Alahan versus three scourge bearers

The Initiative Roll makes the mounted standard-bearer of the Lion the attacker and the scourge bearers the defenders.

	ATTACK	DEFENCE
LION	2	0
MID-NOR	2	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	10	1/3
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	10	0/1
	DAMAGE	WOUNDS
LION	1	1

The valiant Lion standard-bearer rids himself of one of the scourge bearers...



	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	6	1/1
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	6	0
	DAMAGE	WOUNDS
MID-NOR	1	1

... before succumbing to the other.

2. Dragan d'Orianthe versus the collector of the Despot

The Initiative Roll makes Dragan d'Orianthe the attacker and the collector of the Despot the defender.

	ATTACK	DEFENCE
LION	3	0
MID-NOR	0	1



	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	11	3/3
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	11	1/1
	DAMAGE	WOUNDS
LION	2	3



Dragan d'Orianthe kills the collector of the Despot.

3. The mounted musician of the Lion versus the master of puppets.

The Initiative Roll makes the master of puppets the attacker and the mounted musician of the Lion the defender.

	ATTACK	DEFENCE
MID-NOR	1	0
LION	1	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	8	1/1
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	8	1/1
	DAMAGE	WOUNDS
MID-NOR	0	0

The master of puppet's attack has no effect.

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	0	1/1
	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	0	0/0
	DAMAGE	WOUNDS
LION	1	1

The musician of the Lion kills the master of puppets. Akaranseth loses the "Ambidextrous" ability. Indeed, thanks to the "Puppeteer of the Despot" card the master of puppets can give this ability to a Mid-Nor Character within 10 cm or less of him. However, this effect ends when the warrior-mage is killed.

Ivo: "It feels great to kill dwarves of Mid-Nor, especially the master of puppets and the collector of the Despot who made my life hell during the whole battle!"

WILLEM: "The fire-spitters can start breathing easier, for the master of puppets won't be getting at them for their inaccurate shots."

4. Four guards of Alahan versus two scourge bearers

The Initiative Roll makes the guards of Alahan the attackers and the scourge bearers the defenders.

	ATTACK	DEFENCE
LION	2	0
MID-NOR	2	0

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
LION	5	2/2

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
MID-NOR	5	0

	DAMAGE	WOUNDS
LION	2	2

The courageous guards of Alahan kill the two scourge bearers.

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	6	1/1

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	6	0

	DAMAGE	WOUNDS
MID-NOR	1	1

The scourge bearers are endowed with the "Possessed" ability. They therefore only lose one of the two attack dice they have at their disposal and before dying they manage to eliminate one of the two guards of Alahan.

Ivo: "I really do hate the Possessed..."

5. Akaranseth and a scourge bearer versus the bard of Alahan

The Initiative Roll makes Akaranseth the attacker and the bard of Alahan the defender.

	ATTACK	DEFENCE
MID-NOR	2	0
LION	0	1

	ATTACK DIFFICULTY	ATT. THAT STRIKE / ATT. ANNOUNCED
MID-NOR	8	2/2

	DEFENCE DIFFICULTY	ATT. BLOCKED / DEF. ANNOUNCED
LION	8	1/1

	DAMAGE	WOUNDS
MID-NOR	1	1

The bard of Alahan loses his last Wound level due to Akaranseth's repeated blows.

FRAY 3 Barraging down

This battle's last fray opposes the Slaves of the Abyss (Unit 4) against the Streaks of Light (Unit 5). Aware of Mahal the Enchanter's failure, the prowlers of the Abyss defend themselves while keeping in mind the retreat that will be announced for the Demonic Host. The archers of Alahan's attacks don't manage to finish off the prowlers of the Abyss.

Phase 9: MANA RECOVERY

This phase isn't played because it is the last round of the battle. The number of gems the magicians have left has no influence on the victory conditions. The Demonic Host couldn't reach its objective, but what is the battle's outcome for Ivo and Willem?



CONCLUSION

FOR WILLEM:

Destruction of the Pillar of Subjugation: 3 VP
Destruction of five Spirals of Disintegration: 5 VP
Which makes a total of 8 VP

FOR IVO:

List of losses:
15 warriors of the Abyss
1 incubus of the Despot
1 collector of the Despot
5 scourge bearers
1 master of puppets
1 cyclops of Mid-Nor
Which makes a total of 452 A.P.: 4 VP

Ivo: “Remaining faithful to my gaming style, I took too many risks concerning my objectives and I underestimated the capacities of certain enemy Units (particularly the scourge bearers and the cyclops of Mid-Nor). This complicated my task all along the game. Willem’s strategy of destroying the pillar and the spirals has paid off. It’s clear that I should have defended them better. On the other hand engaging all my troops in a defensive operation would have been a mistake. The knights are useless if they can’t make the most of their mobility and the archers need sparsely encumbered lines of sight to be the most efficient. The Fiery Guard is an assault force, not a defensive army. Furthermore, the enemy was clearly superior in numbers and there was a high risk of my troops being surrounded.

During this battle the Lions have shown their great aptitude at manoeuvring and at combating dreadful and tough enemies. Though they lost the sanctuary

and their casualties were high, their tenacity prevented the return of Mid-Nor, which to me is the scenario’s main objective.

This battle shows up to what point the presence of magicians and priests can influence an army’s performance. Without the spells and capacities of the master of puppets, Sardar Tillius and Mahal the Enchanter, things would probably have turned out differently. Not only do these characters add richness and possibilities, they also provide an additional strategic dimension, almost like a battle within the battle.”

WILLEM: “As a whole I am satisfied with this victory. It wasn’t a total one since Mahal didn’t reach his objective and Mid-Nor is still a prisoner, but the destruction of the sanctuary is still a heavy blow for Alahan! I thought it would be difficult to beat the Lances of Daneran at running, and I was right. The first part of my plan unfolded correctly. By using creatures such as the cyclops of Mid-Nor and magic, one can make up for the Mid-Nor fighters’ slow movement. They are solid warriors and the Units of scourge bearers and incubuses of the Despot resisted Ivo’s Units well. The Mid-Nor fighters slaughtered the guards and archers of Alahan without showing any pity! The frays were interesting for they were very violent and the interplay of thrust movements created surprising duels. The master of puppets and the collector survived a round in combat against the standard-bearer, the musician and Dragan d’Orianthe, which is simply incredible!

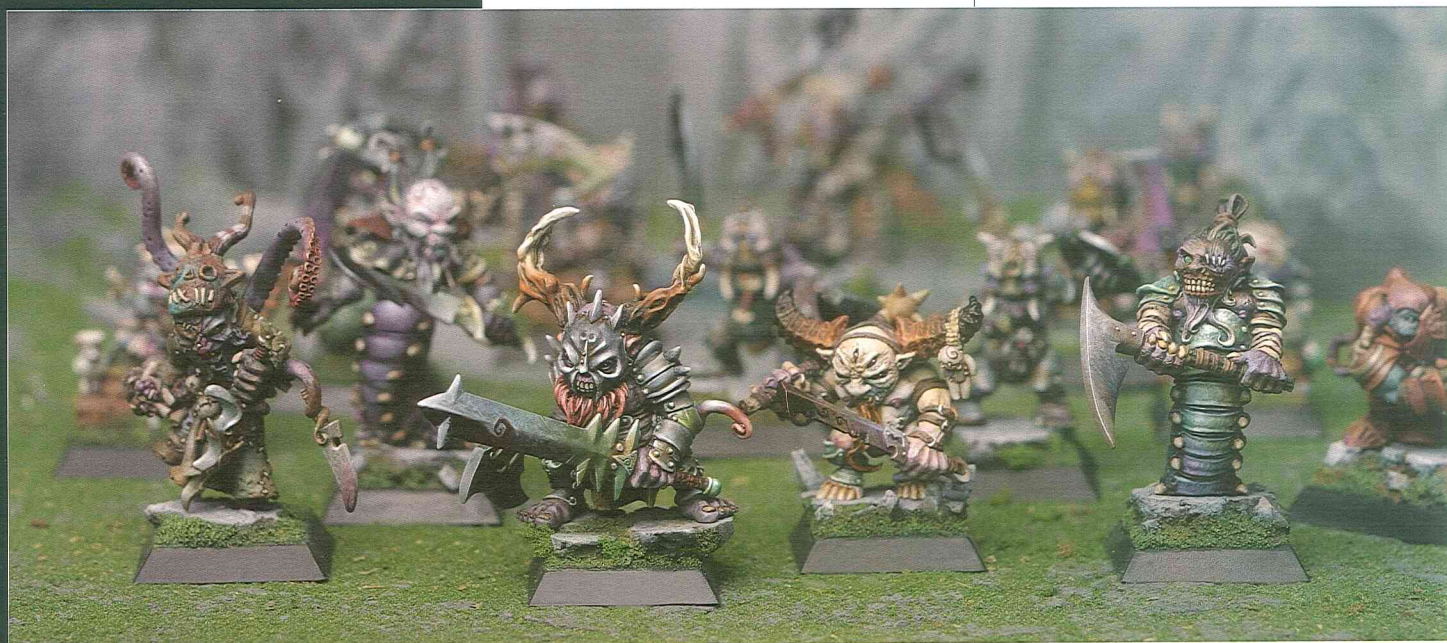
With hindsight I can go over the orders given and analyse the failure of Mahal’s advance, but too many things were happening and influenced each other to

be able to do a realistic analysis. In any case I believe that I have shown that the Possessed can be efficient attackers despite their relatively slow movement. I consider them to be an army that waits, especially because of their summoning spells and the sources of gems of Darkness... It is, however, possible to turn them into a more mobile attack force by adjusting certain Units. Next time we’ll be better prepared!

As the fiends of Darkness often say: I’ll be back!”

THE RED DRAGON’S OPINION

The most powerful troops are also the most delicate to use, for the battle’s outcome often depends on them and a bad positioning can be decisive. Ivo has learned this at a price when seeing his cavalry made powerless because of a questionable deployment. Given Willem’s objective and the relatively short duration of the battle, Ivo should have quickly sent his cavalry to crash through the Mid-Nor ranks and help Syd de Kaiber. But one also must admit that luck abandoned Ivo throughout the game while Willem succeeded incredible rolls of the dice! The gods’ grand designs most definitely remain mysterious...





KÄËLISS THE SAVAGE

THE VOICE OF THE PARIAS

PORTRAIT

“Beware! This Daikinee is like a brother to us. This surprises you? Well, let me tell you about Kaëliiss the Savage.

I remember the day this elf joined the Howling Pack. Like many among us, fate had brought him to Cadwallon where he survived thanks to his cunning and his skill. I myself had only joined the brotherhood of Agyar a short time before. This Daikinee lived in the lower city and was hunted there.

For a while Kaëliiss was a mercenary in the service of the guild of Alchemists, but he quickly left them, aware that he couldn't serve such an employer for

a long time. The grand master then sent several of his henchmen to hunt him down. The hunt ended when the corpses of three of them were found, their throats pierced by arrows with tips of alabaster. I suspect that the Daïkinee didn't part from them empty-handed, though I never found out exactly what he may have stolen from the guild. What I do know though is that a few gold coins don't justify such anger and hatred. There is still a price on his head in the streets of Cadwallon and every once in a while a fool hopes to pocket the bounty. Usually his corpse is found floating in the Ynkarô several days later. The pack protects its kind...

We didn't allow an elf to join our clan right away. Some thought that the Howling Pack was a brotherhood, a community in which only Wolfen could find their place. I didn't think this way. I myself had to suffer this prejudice since the musket isn't always considered to be a very noble weapon for a Wolfen warrior. Kaëliss didn't seem to be offended by this attitude and did everything he could to integrate, sharing our meals, our rites and our customs.

It didn't take long for him to prove himself during a mission in the plains of Avagddu. The deadly precision of his arrows saved many of us. Yet the elf didn't just remain at the edges of the battle, slaying our enemies with his jagged arrows. He didn't hesitate to rush into the fray, matching his skill with his boldness. Only much later did I understand the reasons for his suicidal behaviour...

This adventure made him one of us, a respected member of the Howling Pack, and ever since nobody has questioned the fact that he displays the symbol of Yllia. It often surprises those who hire our services to see a predator, who is often twice his size, show deference for this slender being. Us Wolfen know that honour and valour represent much more than brute force.

As time went by the elf and I became true companions-in-arms. Agyar often sent us on missions together. And I am proud of the fact that we have never failed. The complementarity of our combat styles doubtlessly explains our successes. Little by little this has made us closer. Thus we have learned to know and understand each other better.

Kaëliss was sometimes the victim of nightmares that woke him up in the middle of the night and plunged him into a deep melancholy for several days. I knew that when this happened his past brutally surged back, but I didn't ask him about it, respecting his secrets. One day he told me about the object of his torment. He had been forced into exile for having committed the greatest crime one could for this people struck by Scaëlin's curse: he had killed a woman. He should have died for this but, being a prince by blood, he was banished from the Emerald Forest.

I know that no punishment could ever equal the pain that Kaëliss has caused himself. This woman was his wife... I then understood the origins of the despair that I believed I saw in the insane risks he took in combat. This avowal, this secret that he spontaneously shared with me, made him win my eternal friendship.

The elf finally found his lust for life again.

One day a large part of the pack wanted to see Diisha again and he wished to come with us. The Forest of Standing Stones didn't represent anything to him, yet he had so adopted our customs, even embracing our faith in the moon-goddess, that his decision didn't surprise us. Led by Saphyr, we crossed half the continent to return to the land of our ancestors. You, the humans, could have called this a pilgrimage even though the reasons that motivated most of us weren't religious. I fought many battles and had to support the death of many of my companions, yet nothing could compare to the inner turmoil I felt on seeing the snow-covered branches of the great pine trees of Diisha again. Surprisingly, I am convinced that Kaëliss felt the same emotions. Maybe these majestic trees reminded him of the Emerald Forest?

I'm sure that he was hit by a revelation as if he had understood that these woods would from now on be his home, the place where he had always sought to end his exile. We rushed into the forest, avoiding the territories of other packs and the unavoidable combats an encounter with warriors would have entailed.

One night we performed the rite of the Bloody Fang. Together we shared the exhilaration of the hunt. I saw Kaëliss run with us through the forest and chase his prey, and I saw him kill a deer in the prime of life barehanded. We shared the animal's flesh, though the elf did prefer it roasted. I saw him lift his face to the sky and begin singing a sad song to Yllia's glory. That night changed him. We then all understood that his body was that of an elf but that his soul was that of a child of Yllia.

In the morning we drank the water of the moon. Saphyr used his claws to etch our people's name into Kaëliss's chest and tied Strips of Whispers around his arms. This ceremony invested him with the rage and the violence that inhabits those of my kind. Seeing him wield the weapons of the moon, I sometimes wonder with a smile if he won't start growing fangs and fur one of these days!

Kaëliss said that he would join us later on in Cadwallon. He had set himself the goal of rallying the Lonewolves and Repentants who roamed Diisha without a pack. He had even found a territory that could accommodate his clan, a remote place invaded by fog where death is omnipresent: the banks of the Lake of Moaning Waters. This place was the ter-

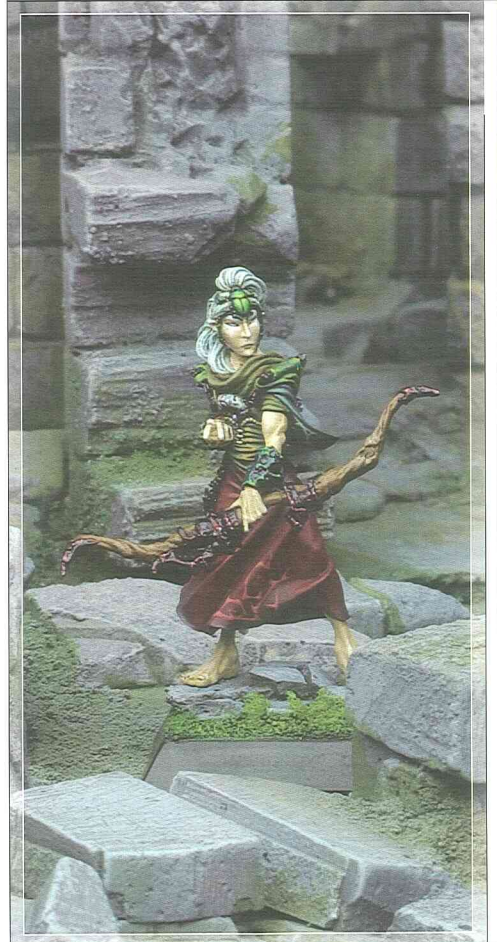
ritory of Ellis's pack before this worg and his warriors betrayed the goddess to join the Beast. I saw the Daïkinee shudder on seeing this place that the Devourers had desecrated as if he himself had been hurt by this sacrilege. He swore to give this place back all its splendour and magic, to erase the traces of devastation caused by the worshippers of Vile-Tis.

I hope that he'll succeed.

If he gathers all the pariahs around him, then Diisha's customs will be transformed. I don't know if the chiefs of the packs will accept the fact that an elf claims a Wolfen territory. I don't know if they'll tolerate that he commands exiles, warriors who they have banned from their packs. This could mean war. Maybe they'll understand that Kaëliss isn't our enemy and that his faith in Yllia is sincere and deep.

I don't know which warriors will accept to submit their will to his, to fight under his orders. Yet experience has shown me that Kaëliss has all the qualities needed to become a great war leader. I know that his will is much stronger than his apparent fragility can make one believe. And he especially has a dream that many could share: uniting the pariahs under the banner of the Howling Pack. Maybe he won't be heard; maybe his adventure is already doomed to failure.

I, in any case, have chosen to believe in it."





THE KAÏBER ALLIANCE:

BROTHERS-IN-ARMS AND FAMOUS UNITS

The battles of Kaïber see warriors clash by the thousands, even by the tens of thousands. At the heart of these gigantic frays the Incarnated may very well play an important role, yet these battles are won or lost thanks to the troops.

In the following texts these soldiers express themselves in the “Brothers-in-Arms” frames and show the Rag’narok under a different light. Furthermore, in the “Famous Units” frames these unknown soldiers are given their share of glory within the framework of Units with special rules in *RAG’NAREK*.

Echelon: Specifies to whom the following bonuses and penalties apply.

Bonus: A bonus is to be applied.

Penalty: A penalty is to be applied.

Colour: The dominating colour of the fighters, which can be used as a painting guide.

THE LEGEND

“Everywhere there was the silent and grim testimony of the anonymous heroes who had given their lives so that the demonic legions could be stopped once again at the gates of the Kingdom of Alahan.”

THE BATTLE OF KAÏBER

The year 675 marked the beginning of the Lions’ greatest tragedy, but also that of one of their most epic events. The existence of Fort Kaïber, the most flamboyant of the citadels of Light, is indeed intimately bound to that of the treacherous barony of Acheron. The first encounter between the Ways of Light and the Meanders of Darkness was the Battle of Kaïber named after the only earthly passage leading to the barony of Acheron by way of Daneran.

Built and developed through the work of thousands of men, helped by the magic of the newly created Order of the Chimera, the Kaïber Pass was named after the village lying at its extremity in the barony of Daneran. Once this passage had been made useable by a heavily loaded chariot, Baron Nocturne made it safe by having numerous guard posts built all along its road. He also encouraged his subjects with a modest financial compensation to found villages in the vicinity of this important route.

The first battle was waged by the 12th Regiment of Kallienne led by the mage Shaon d’Allmoon and the knight Tharn, as well as the 4th Century of Akkylannie under the command of Centurion Viriis. Supported

WHEN LIGHT HOLDS BACK DARKNESS

A mountain pass. Lands soaked with the blood of the brave and the damned. A fortress reputed to be impenetrable. A place filled with history. A name that sounds like death itself... Kaïber!

by the dragons of Laroq who were awakened by the Battle of Kaïber, these units managed to prevent Feyd Mantis, Rhea de Brisis and the fallen Immortal Sariel from getting out of the accursed barony at the head of an army of undead. The demonic troops had to retreat far enough to allow the arrival of reinforcements. The battle had only begun.

CONSTRUCTION

It took many years to build Fort Kaïber and each and every one of these days was a terrible battle. An army of living-dead has no need for a camp, drink or food. Faced with this constant pressure put on them by the treacherous barony, the troops of Light used the help of the magic of the Chimera. Thus masons and workers, assisted by powerful spells of the Guild of Clarity, built walls within weeks that normally would have taken months to raise from the ground. Furthermore it is during this trial that the Lions discovered the underground caves and galleries that lay beneath the Kaïber Pass. These allowed them to hide men and supplies when the attacks were too strong and to attack the enemy from behind when he advanced too far into the Pass.

Despite these efforts their first constructions were reduced to rubble by the relentless pressure of the living-dead. The fort’s first wall had to be abandoned and was never taken back. All that remains of it are a few ruins that are no higher than a man, which the soldiers of Kaïber call the Old Wall.

After this bitter defeat the architects decided to build the fort further back around the fault blocking the Pass, which the commanders could use to install better defences during construction. This time these held strong and the fort was built despite the presence of the troops of Acheron, stretching from one end of the Kaïber Fault to the other.

In the meantime the construction of Kaïber wasn’t just being done in the Pass. While the walls were be-

BROTHERS-IN-ARMS: THE MASONS OF KAÏBER

“Father, why do I have to carry a pistol in addition to my mason’s tools?”

“You see this valley, son? This is where your ancestors built the first walls of Kaïber. But this wasn’t a construction site like any other. Here the battle raged on: the undead were fighting the Lions just a few metres from the workers and masons. Every day one could smell death coming over one’s shoulder and when the lines of defence gave in one had to defend oneself.”

“But we aren’t warriors!”

“At Kaïber, my son, everyone is a warrior.”

ing raised, the king of Alahan, the emperor of Akkylannie and the Cynwäll Guide established the Alliance of Light. Fort Kaïber couldn’t hold without the Griffins’ artillery and the Cynwälls’ dragons. Though it was built on Lion territory, they had to find an agreement with their allies. Thus was born the Code of the Behemoth, a treaty between these three countries that set the rules for their cooperation.

This charter is still in effect today. It influences the daily life in Fort Kaïber just as much as the constant battles.

THREE CENTURIES OF WAR

As soon as the fort was finished it was inaugurated in blood by the more and more gruelling assaults by the living-dead. The Scorpions and the dwarves of Mid-Nor had joined their ranks, making the defenders’ task even more complicated. Yet the walls built with the blood, sweat and tears of the Lions held and never has the Castle fallen into the hands of the invader.

TIMELINE

- 675 Acheron's treason and the Battle of Kaïber
- 676 Abandonment of the Old Wall.
Pact of the Code of the Behemoth.
- 677 Construction of the Grey Barrier and of the counterforts.
Construction of the Workshop of the heliasts.
- 678 Construction of the Castle.
- 679 Development of the heart of the citadel.
- 681 Construction of the Circle.
- 683 Construction of the Gate of the Righteous.
- 690 Construction of the Akkylannian cathedral.
- 900 Construction of the Map Room.
- 971 Kyrò is named Cynwäll Commander of Kaïber.
- 996 Syd, Commander Kyrò's son, loses his brother during a mission behind enemy lines.
- 1001 The second Battle of Kaïber.
- 1002 Projected termination of the fort's reparations.

Galvanised by the completion of the fort's construction, the Alliance of Light tried to lead a counter-attack within the dark barony itself... yet without success. Despite the huge number of troops engaged, the valour of their commander and the wisdom of the dragons accompanying them, the soldiers sent into the shadowy lands only met death, never victory. The rare survivors of these memorable campaigns speak of a desolate land where an endless night reigns and of ceaseless rain that drenches an earth of ashes. During this period the two camps came to accept the idea which was now a fact: that the clash between Light and Darkness would take place at Kaïber.

THE SECOND BATTLE OF KAÏBER

That year this fragile balance was broken. First of all, though the citadel's defenders only noticed it too late, the living-dead slowed the pace of their attacks. Feyd Mantis had decided to launch a massive attack against the fort and he had to spare his forces, this including his "men" as well as his gems of Darkness. When he was ready he gathered tens of thousands of undead fighters coming from all the Acheronian Houses to throw them at the walls of the Alliance.

The exact details of this horrible battle concern Syd de Kaïber more than the fort itself (see The Kaïber

Fault). The citadel withstood yet suffered terribly. The Castle was devastated by the advance of the living-dead, but three of its walls were still standing. The counterfort of the Ponent was destroyed and the Grey Barrier itself was ravaged by the combats that took place in it. Many of the Cynwälls' sacred towers collapsed when the dragons changed the battle's course and the Map Room itself was badly damaged by the bitterness of the combats.

BROTHERS-IN-ARMS

FUSILIERS OF THE GRIFFIN

Long-gun calmly placed the barrel of his rifle on the edge of the loophole and aimed at the sacred tower. His companion let out an exasperated sigh.

"That's a sacrilege, you'll end up in a reconnaissance unit!"

"Not if you shut up."

Long-gun carefully studied each of the dragon-towers, measuring the distance and imagining how the dragons would manoeuvre.

"First of all, why this absurd training?"

"I've seen my friends die, I've seen the Ponent destroyed. I've seen the Castle teem with ghouls. And when I thought I'd reached friendly territory again, sheltered from these damned skeletons, I saw the dragons rise into the sky and attack what was left of our troops. I don't know if this'll happen again, but if it does, I swear by Merin that I won't just sit there and cry like a child. I'll grab my rifle and I'll bring these monsters down."

A NEW FORT

After the second Battle of Kaïber the survivors' main mission is to repair their most faithful companion-in-arms, namely the fort itself. This time, however, this task is made easier by the relative absence of demonic troops. The battle had strained the forces of Acheron as much as it had the fort's walls, and the masons could work without having to constantly throw glances over their shoulders, unlike their predecessors three centuries ago.

Furthermore, despite the losses suffered during the battle, the fort's troops were holding strong. Many Kelts and dwarves have come to honour their ancient pacts with the Lions and Griffins – respectively.

Because of this, just like their predecessors, the fort's Commanders are studying the weaknesses of the living-dead. They are thinking of taking advantage of this opportunity to try to attack the barony in its own terrain once again.



THE PRESENT STATE OF THINGS

"The ancients had learned to live with the smell of death that has been floating in the air of the Behemoth Mountains for too long."

THE KAÏBER PASS

Three centuries ago the Kaïber Pass was one of the most travelled trade routes of Alahan. Today it is a permanent battlefield, a no-man's-land abandoned by the living as well as the dead.

In the northern part of the Pass the forces of Darkness have taken possession of the lands of the tenth barony. Not a soul lives there and only the ruins of Barhan cities and villages remain on this field of ashes that stretches as far as the eye can see. Eternal night and endless storms hide the face of the suns and morbid angels patrol the sky. Here the living are prey and the dead can't even rest in peace.

Yet reconnaissance units are sent from Fort Kaïber and establish semi-permanent outposts in the Behemoth mountain chain and in the forests of petrified trees.

These soldiers, who are regularly replaced by fresh troops, are certainly the bravest ones of the garrison of Kaïber.

South of the fort stretch the green forests of Dane-ran. Yet almost no one lives there. The fear of an invasion of the living-dead still burdens the region, and this fear was strengthened by the second Battle of Kaïber. Despite the patrols organised by Baron Dragan d'Orianthe and the efforts made by the fort's garrison, highwaymen take advantage of the sparse population to hide and attack the rare convoys that pass through the area.

THE VALLEY (1)*

For the soldiers of Fort Kaïber the valley is the part of the Pass that lies between the fort and the Old Wall. Though it is under the influence of Darkness, the valley is considered to be (relatively) safe. The Old Wall is even the first line of defence in case of an attack by Acheron. It is then defended by the shock troops and reconnaissance forces.

Between this advance fortification and the actual fort many memorials have been erected in memory of the workers who died during the construction of Kaïber. Hewn in the most solid of stone, these testimonials of commemoration are nevertheless damaged by the profanations of the living-dead, so after each

battle the fort's masons repair these steles as well as they do the fort's walls.

THE COUNTERFORTS (2)*

These advance fortifications were built on the mountain flanks to protect the Castle and allow the defenders to harass their adversaries with a hail of lead and iron. From the outside the counterforts of the Levant and the Ponent resemble the facades of fortified castles. Inside they continue into the mountain through a network of caves and tunnels, thus making them truly troglodytic fortresses.

Some of these meticulously fortified tunnels lead directly to the Grey Barrier, thus allowing the defenders to move from the latter to a counterfort without the invaders knowing. At the same time, each of these fortifications can also withstand a siege on its own and has a well to supply it with water.

The counterfort of the Ponent is now nothing more than a gaping hole in the rocky façade. But the counterfort of the Levant is still guarded by the fifth and eighth Battalions of Fusiliers as well as the second Foreign Battalion of the Griffins.

THE CASTLE (3)*

The Castle is the first true fortification of the citadel of Light. It is the domain of the Lions and has only failed once during the second Battle of Kaïber. Its west flank collapsed under the enemy's blows and a temporary barricade of wood has replaced it. The Castle's other walls withstood and the archers of Alahan again patrol the venerable battlements. About thirty metres high, the Castle's walls are a beautiful example of Barhan architecture and rival those of the most prosperous baronies. They are regularly repaired and maintained by the mages of the Guild of Clarity, and therefore bear very few marks of the countless battles that have been waged at their foot.

In addition to the internal accesses that link it to the Grey Barrier, the Castle has a gate leading to the valley: the Pride. On each side of this impressive gate of gold and steel adorned with the magic symbols of solaris, two gigantic statues of lions keep watch, symbolising the valour and courage of the soldiers of the Lion.

Usually about 2000 men, all Barhans, defend the Castle. Only the paladins are assigned to the surveillance of the valley, for the sight of the accursed barony would be impossible to bear by those whose morale isn't as hardened as that of these elite troops.

THE HIDDEN FACE OF KAÏBER

Lying isolated in the middle of the Kaïber Pass, the fort is regularly supplied with provisions and material. There is, however, one resource that it cannot do without for longer periods of time: water. During the fort's construction the architects of Light found a network of underground rivers flowing beneath the Pass. The soldiers of the Lion quickly occupied these rivers and the galleries leading to them in order to use them as a water supply.

Unfortunately the source of these rivers lies in Acheron: they are corrupted by Darkness and poisoned. Therefore Alahan had to mobilise its bards and have them cast spells onto the rivers to make them clean and pure. These bards, as well as the soldiers of the Lion, continue watching these networks in order to detect any intrusion, especially since the tragic events of the second Battle of Kaïber.

THE GREY BARRIER (4)*

The Grey Barrier is the second main fortification of Kaïber. It is the domain of the Griffins. This imposing rampart rises almost fifty metres above the ground and in some places it is over twenty metres thick. At its top there are no crenels or arrow slits, but rather portholes like the ones on a warship. Behind their shutters of steel stand the Griffins' 150 cannons, ready to fire at the assailants.

Inside, the Akkylannians have built a maze of corridors. Some lead to the caves of the counterforts, others to the Castle and to the Kaïber Fault. The imperial soldiers have also prepared reserves of weapons and ammunition as well as guardrooms and temporary barracks.

THE KAÏBER FAULT (5)*

The Kaïber Fault completely blocks the pass of the same name and is the fort's architectural keystone. It is thanks to this fault that the Alliance's architects could build the fort and it also served as the final rampart during the second Battle of Kaïber. It is a bit more than fifty metres wide and is crossed by eight bridges: the three bridges of the West, the three bridges of the East and the two bridges of the Elder, named so in memory of Kyllion the Elder, the father of the present Lion Commander.

It is lined on one side by watchtowers and barracks and on the other by the first stalls of the heart of the citadel. The fault is therefore a makeshift line of defence. In case of danger the bridges are barricaded

* The numbers refer to the legend of the map of the fortress on p. 19 of the Gaming Aids booklet.

and the fusiliers get into position in the buildings bordering the fault. If this isn't enough to hold back an army of the living-dead, it is more than enough to allow the forces of Light to retreat in an organised way.

THE HEART OF THE CITADEL (6)*

The heart of the citadel is not a fortification but rather the centre of the fortress's everyday life. This is where the soldiers spend their free time, where the civilians work and where the various nationalities living in the fort congregate and meet. There are many secret passages in the heart of the citadel of which many are only known to a single nation and are used to spy on their allies. Unlike in the rest of the fort, each quarter is under the unquestioned authority of the corresponding nation, in the same way as an embassy.

THE MAP ROOM (6a)*

The Map Room is the citadel's centre of command. High and vast, it has rows of seats all along its walls and a huge table at its centre. The seats are used by archivists and the highest-ranking officers. On the huge table stands a Cynwäll artefact that is essential to the fort's functioning: the Arkäll, a granite sculpture standing on an alabaster base representing a little girl.

The Arkäll can project a three-dimensional image of the fortress that evolves in real time, with the fighters of Light represented by sparkles and those of Darkness by black spots. The Arkäll thus provides a global and perfectly exact vision of the battle and gives the Alliance a considerable tactical advantage. All of Fort Kaïber's Commanders know how to read the Arkäll, but the Cynwäll Commander excels in using it thanks to the Noesis.

The Griffin magistrates guard the Map Room. One of them announces from a pulpit the distance separating the army of the undead from the range of the Griffin cannons.

THE LIEN'S QUARTERS

The Barhan quarters are located in the eastern part of the heart of the citadel. Due to the Lions' chivalric culture, many of the buildings are in fact almost mansions and are therefore slightly fortified. Apart from the small shops and the houses, some buildings stand out from the others.

The Lions' quarters include impressive stables as well as vast enclosures where the knights of Alahan's warhorses can be trained and kept in good shape. The mages of the Order of the Chimera are comfortably put up in a building that includes dormitories, a library and exercise rooms. And finally, lying apart from the other barracks are the quarters of the Paladins of the

Amaranth, an order of paladins that is shunned by the Lions and yet much appreciated by Commander Kyllion.

Not too long ago the Kelts have joined their allies in the fort and the centaurs teach the knights of Alahan the pleasures of their virile and rough jousts.

THE GRIFFIN'S QUARTERS

The quarters of the Griffin lie in the western part of the heart of the citadel. These are mainly made up of small, two or three storey houses, with the exception of the caserns and the cathedral. Built at the orders of the Inquisition, this imposing building covers many of this quarter's houses with its shadow. Behind its doors of bronze pray hundreds of worshipers, inquisitors and templars of the Inquisition.

Furthermore, the dwarves of Tir-Nâ-Bor have joined their allies. However, remaining faithful to their traditions, they live apart from the others and only trust the Griffins. Yet they are faithful friends and the most extravagant thermo-priests take pride in mounting the Grey Barrier's cannons onto steam turrets.

THE CYNWÄLLS' QUARTERS

The quarter of the Cynwäll elves seems to be completely turned towards the sun. At its heart about thirty sacred towers rise to the clouds, each one being the sanctuary of a dragon, dead or alive. Even the private quarters of Commander Alderion is a globe of glass and metal perched on a 500 metre high pillar.

Yet the Cynwälls have also raised buildings with more human dimensions: the Exianthe, a library that is as complete as possible on the subject of the art of war; the Workshop, the haunt and sanctuary of the Heliastes; and also the fifteen Equanimous Brotherhoods that are present in Fort Kaïber, each one led by a Noesian Master and counting nearly 200 friars. The Workshop, which is located in the lower storeys of the Cynwälls' quarters, is also one of the oldest parts of the fort. Over the course of the centuries it has changed a lot: the supporting walls of the ground floor have progressively been replaced by pillars, thus giving them more space to work.

THE SCARLET CITY (6i)*

Though the fort is a military installation, it has to be resupplied, and over time the symbol that it represents to all the peoples of Aarklash has attracted a more and more motley crowd. At the heart of the citadel there is now a city made of makeshift buildings and odd houses linked by all kind of bridges in total disorder. Here live the citizens of the peoples of Light, but also dwarves, goblins, wolven and orcs. They work for soldiers in the shadows of the walls and participate or assist in the struggle of Light against Darkness.

BROTHERS-IN-ARMS

GUARDS OF KAÏBER AND CONSCRIPTS OF THE GRIFFIN

On one of the Fault's bridges a guard of Kaïber and a Griffin conscript are telling soldier's tales.

"So, what do you use to fight?"

"I have a choice: mace, sword or spear. But I prefer the sword."

"Why?"

"Because I'm sure to strike first. And you?"

"Same here, but our leader always insists on giving us maces."

"Why?"

"He says that it has more style and that it's better for inspections."

"No combat ready unit has ever passed inspection."

"And no inspection ready unit has ever passed combat!"

The two soldiers laugh loudly, more to forget death than due to joy. They laugh so much that they lose their handkerchiefs. The conscript gives his counterpart a hardy slap on the back.

"You know, for me it's the same, our leader screams prayers into our ears any time he can."

"You're not a believer?"

"Of course I am! If not, why would I be here? But Merin has good ears, no need to shout one's prayers. Especially since that darn leader gets his words mixed up all the time."

"Yet this isn't the right moment to mess up one's prayers."

The guard of Kaïber throws a worrisome glance towards the north. The conscript hesitantly does the same.

"That's for sure."

THE CIRCLE (7)*

This impressive Cynwäll construction is Fort Kaïber's last line of defence. Lined with watchtowers, this wall can turn thanks to mechanisms hidden in the rocky mountain flanks. Like this it always faces the invaders with an intact wall. Until this day the Circle has never been used in combat, though it came very close to being so during the second Battle of Kaïber.

There are no barracks in the Circle. If the Alliance were forced to defend itself in it, then it would have to prevail or die. A last fortification, a Barhan mansion, could, however, be used as a war-staff office or hospital, or also as a guest house for important visitors.

* The numbers refer to the legend of the map of the fortress on p. 19 of the Gaming Aids booklet.

REVIEW OF THE TROOPS

The garrison and the chain of command in Fort Kaiber aren't unchanging. Depending on the losses, reinforcements and replacements, the units and their organisation change and even the Commanders can be replaced. Most of the time this is only temporary, lasting long enough for the Commander to journey to the capital, to his family, or to heal from a bad wound far from the combat zone. However, the Griffins and the Cynwälls tend to have longer rotations than the Lions for the simple reason that the journey is too long to be made as often.

During these changes it is easy to distinguish the new recruits from the veterans: they all wear a handkerchief to lessen the odour of putrefaction that reigns at the border of the accursed barony. The most hardened of soldiers, or those who have committed a crime, are sent to the reconnaissance units that patrol the Pass, defying death every single day. The luckiest of soldiers or those who are to be spared serve in the fort's military police or in patrols sent to the barony of Daneran to scare off pillagers.

And finally, the Allies of Light aren't the only ones to defend the fort's walls, especially after the losses suffered during the second Battle of Kaiber. Dwarves and Kelts support their Lion and Griffin allies. Yet these ancestral alliances haven't been deepened: the Kelts don't like the Akkylannian fanaticism and the dwarves don't trust the Lions very much.

THE WAR STAFF

The war staff of the citadel of Light is made up of three valiant and hardened generals: Kyllion the Younger, the imperial legate Ortho and Commander Kyrò. The Code of the Behemoth gives each of them equal power so their decisions are made by vote. However, each Commander is free to organise his troops as he sees fit as long as he respects the duties imposed by the fort's founding treaty:

- **For the Lions**, the duty to defend the Castle;
- **For the Griffins**, that to defend the counterforts and the Grey Barrier;
- **For the Cynwälls**, that to dispatch the orders within the chain of command and to come to the aid of troops in difficulty.

Until now the collaboration between these three armies has been fruitful despite the strong personalities of the three Commanders. Kyllion the Younger is so bound to justice and honour that he sometimes forgets that war demands one to be so cold-blooded as to be almost cruel. The imperial legate Ortho is a





man whose faith sometimes makes him blind to fear and he too often fights at the front line. Kyrô is still recovering psychologically from the dramatic events that hit him during the second Battle of Kaïber. He will still need some time to become the great Kyrô again. For his shortcomings during this conflict he was judged by the Cynwäll High Court and absolved of his crimes. The valiance that he had shown in the ruins of the Alderion as well as his sincere renouncing of any kind of feeling have convinced the Cynwäll judges that the Commander had made mistakes and wasn't about to make them again, to the contrary. Kyrô especially seems to be the only one able to correctly coordinate the treaty's signatories and their traditional allies.

Yet the Commanders aren't alone. Kyllion the Younger is always accompanied by Aldenryss the Discreet, a falconer of Alahan, and by Drym, a reaper bodyguard. Likewise, Ortho never separates himself from his praetorian guard while Kyrô always carries Sashem, his magic sword forged in the fire of the dragons.

THE LIENS

"Wisdom is a luxury, justice a duty."

The Barhan forces count a bit more than 4000 soldiers. They are organised into **three regiments**, all commanded by Kyllion the Younger: the **regiment of the Castle**, which is made up of the biggest share of the troops, the **regiment of reserves**, which comes

to the aid of the first in case of need, and the **magicians of the Order of the Chimera** who refuse to be incorporated into standard military units, with the exception of several bards.

These regiments are then divided into **hosts** that are in turn divided into **banners**. The banner is the basic military unit around which the whole Lion army is organised. It is made up of about fifty soldiers who most often come from various different corps: archers, lancers, guardsmen but also bards and elite troops. A banner is commanded by a commander who transmits his orders to leaders who are in charge of **lances** and **detachments**, the smallest units of the Lion army.

The **banners of infantrymen and archers** hold the Castle with spearmen at the front line. The host of the Pride's only task is to protect the fort's main gate, and this requires all of its attention. The banners of bravery and the paladins are sent as reinforcements wherever the living-dead seem to be strongest.

The **magics of the Chimera** are so few that they are organised directly into banners, each one bound to a particular Order of the Chimera. All banners are under the responsibility of Seskar Thelune, the official representative of the Manus Hermeticum. However, it is the Guild of Clarity, the true backbone of the Order of the Chimera, that maintains the fortress's ramparts and repairs them during the terrifying battles against the damned legions of Acheron.

The **cavalry banners** are rarely used for the fort's defence, which is by definition static. When they are used, then they are often deployed in coordination with the shock banners in order to counter-attack and pursue the assailants.

FAMOUS UNIT: THE UNBREAKABLES

"We shall leave no one behind."

While everything seemed lost for the Castle, the knights of Alahan managed the impossible and opened a passage through the tide of living-dead to allow their companions to retreat. Galvanised by the moving memory of this desperate combat, some knights have sworn to remain worthy of this fateful moment all of their life.

Echelon: Lance.

Bonus: +1 in RES for every full segment of 200 A.P. of Lions eliminated.

Penalty: The Unbreakable ones can never disengage.

Colour: Gold.

The **reconnaissance banners**, made up mainly of reapers, are among those that suffered most during the second Battle of Kaïber. Yet they continue to operate in the valley, reinforced by soldiers of the fort who are being punished for bad conduct, and by their Kelt allies.

For after the second Battle of Kaïber the Barhan troops had to call on their Kelt allies to replace the losses suffered. Some barbarians have been

integrated into autonomous units such as the Kelt reconnaissance host and their cavalry; others were incorporated into Lion units like the Kelt warriors who now watch the Pride.

**FAMOUS UNIT:
THE PALADINS OF AMARANTH**

"For honour!"

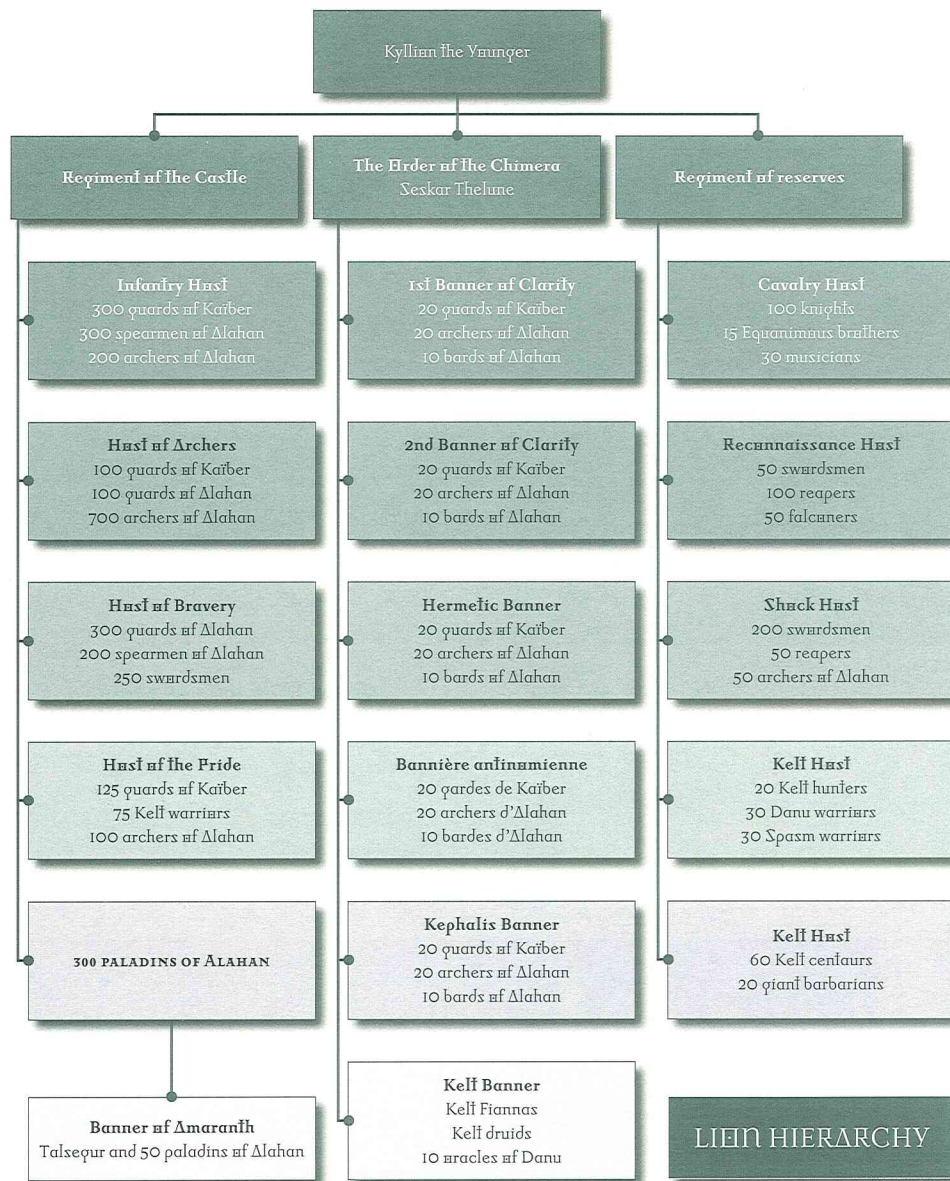
Led by Talsegur, a tough warrior of the barony of Icqur, the Paladins of Amaranth are all fallen knights, stripped of their shields by Barhan justice. Their only hope is to die in an honourable way, thus restoring the honour, rank and title of their family. Because of this they fight without fear of death, which makes them a terrifying elite banner. They live apart from the other fighters in simple houses and are often visited by Kyllion. All they have is the paladins' code of honour and they use any kind of weapon: swords, axes, pistols, flails...

Echelon: Banner.

Bonus: The bonuses given by the following Tactics are doubled: Aggressiveness, Attack in force and Brutality.

Penalty: This banner cannot benefit from the following Tactics: Blocking, Dodge and Protection.

Colour: Amaranth, a purplish red. These paladins all have a carefully trimmed rectangular beard.



THE GRIFFINS

"Merin's children die without fearing Judgement."

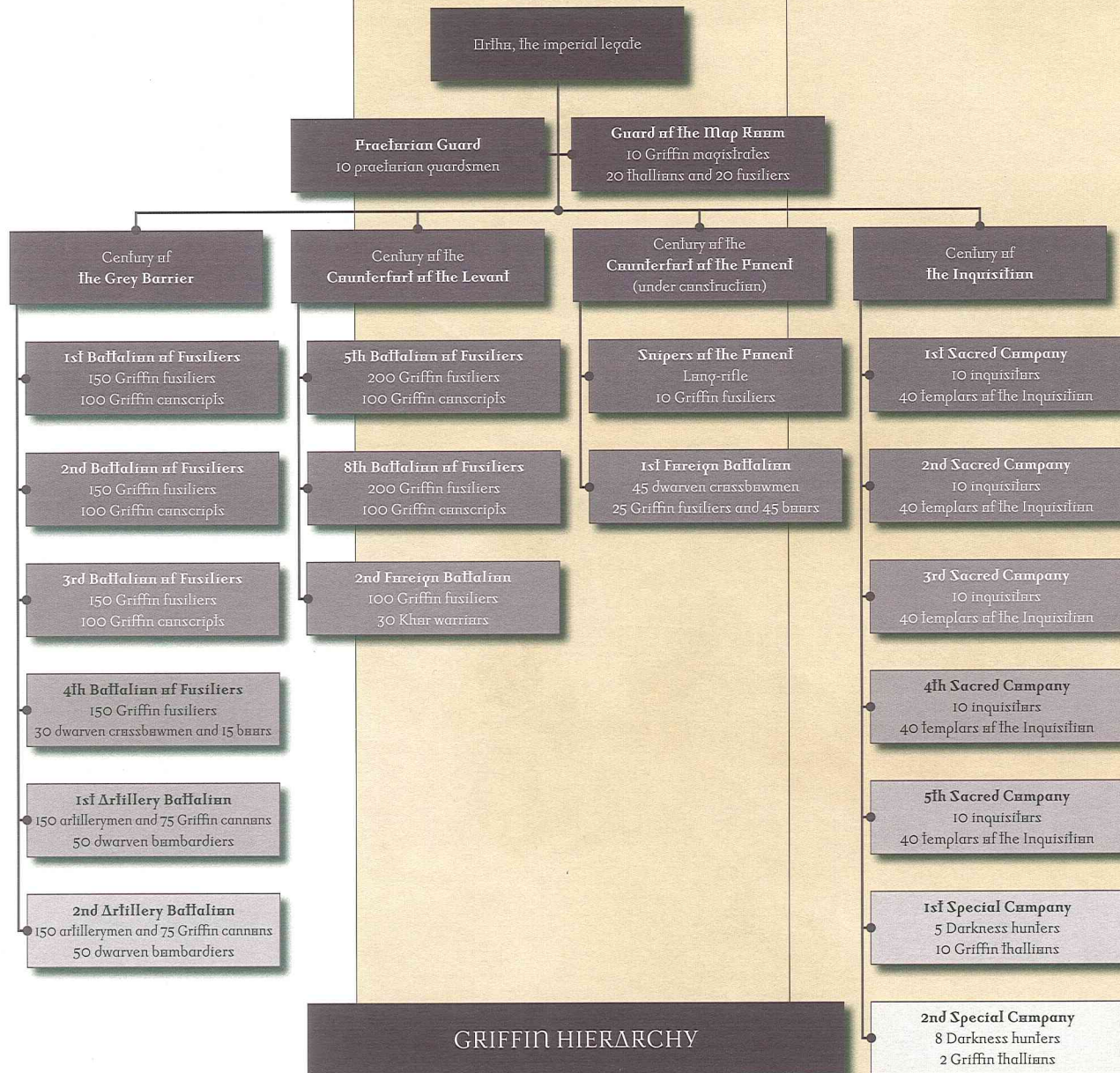
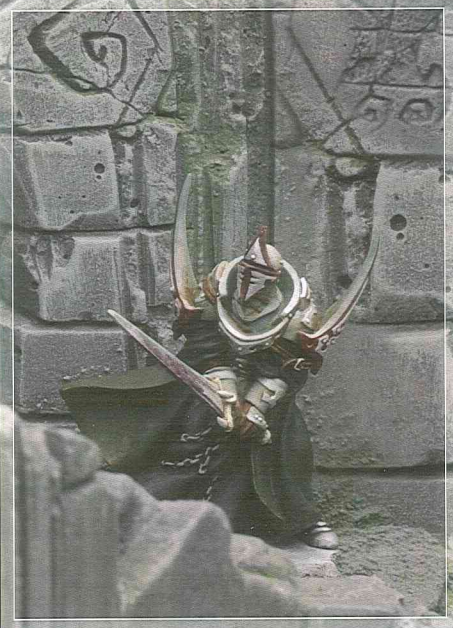
The Akkylannian troops number about 3000 soldiers. They are commanded by the imperial legate Ortho and are divided into **four centuries**: one for the Grey Barrier and one for each counterfort plus a fourth one that regularly escapes the legate's authority, the faithful of the Inquisition.

The Griffin army is organised in a way that is sometimes incomprehensible to its allies of Light and which is explained by the high technological level of the troops of Akkylannie. A knight can fight on his own, but a fusilier needs gunpowder, lead and a rifle that works. This creates troops who don't fight but who permit others to do so. This heightened complexity makes a need for a more complex chain of command and for a greater number of different units. Where the

Barhan hosts are divided into banners, the Akkylannian **battalions** are divided into **companies** that are in turn divided into **platoons**, but it can happen that a platoon is under the direct authority of a battalion commander, etc.

To make this administrative jumble a bit clearer the Griffins give their units numbers instead of names, which only confuses the other peoples of Light even more. Where the Lions would speak of the host of the Red Lioness, the Griffins speak of the 23rd Infantry Battalion.

To avoid troubling the soldiers, the units keep their number even if one of the elements of a sequence no longer exists. This is why the counterfort of the Levant quarters the 8th Battalion of Fusiliers, but no one will ever find the 6th or 7th battalions.



FAMOUS UNIT:
THE FERVENT

"Kill them all, Merin will recognise his own."

In the crucible of the second Battle of Kaiber one of the most terrifying units of the Inquisition was forged: the Devotees of Eschelus. This inquisitor played a major role in the battle and saved the counterfort of the Ponent all on his own according to some. The sixteen inquisitors who accompanied him then refused to return to their units and formed a kind of personal guard for their guide.

Echelon: Squad or detachment.

Bonus: The "Bravery" ability.

Penalty: The "Pariah" ability.

Colour: Grey, in memory of the ashes strewn by the Ponent's explosion.

The Akkylannian army isn't made up of a single block. On one side there are the templars of the Temple and on the other the templars of the Inquisition to which the inquisitors themselves are added. This multitude of special corps, elite units and parallel hierarchy causes further distortions in the Griffins' chain of command.

Like the Lions, the Griffins had to call on the dwarves of Tir-Nâ-Bor after the second Battle of Kaiber. They were directly detached into elite companies or gathered into "foreign battalions" while awaiting a more harmonious organisation.

FAMOUS UNIT:
THE SNIPERS
OF THE PONANT

"We need rifles, many rifles."

The fusiliers of the Ponent suffered so many losses during the battle that the survivors very quickly had many more rifles than they did brothers-in-arms. In the frenzy of the moment they made use of all their weapons and continued fighting with one rifle in each hand. Once the battle's tumult had calmed most of them returned to their battalions, but some were detached to the protection of the counterfort being worked on. Hidden by the scaffolding, they decided to perfect their new method of shooting.

Echelon: Squad or detachment.

Bonus: These irregulars carry two rifles and can therefore resolve two shots per firing phase.

Penalty: These irregulars cannot decide on their own to move away from the nearest enemy unit.

Colour: Red, to hide the fusiliers' wounds and blood.

Furthermore, and this is a secret unknown to all, the Darkness hunters of the 2nd Company of the Inquisition aren't really Darkness hunters but rather **purifiers of Hod**. The Temple's secret lodge deems Kyrô's errors intolerable and has decided to ensure Fort Kaiber's internal security itself. This is the main mission of these infiltrated purifiers.

THE CYNWÄLL ELVES

"Having lucidity for morals."

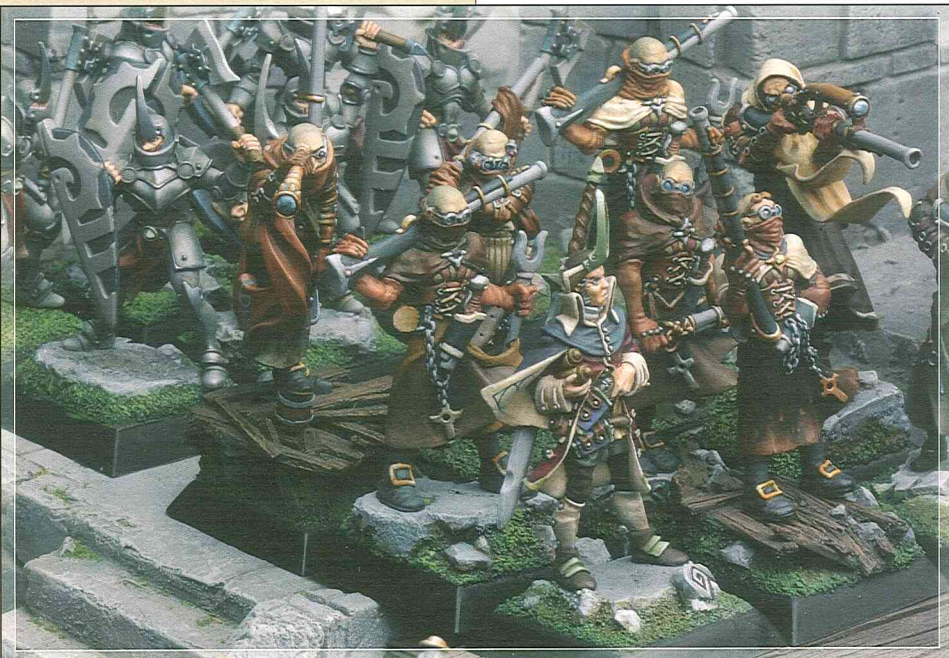
Within the citadel of Light the Cynwälls occupy a particular position. None of Fort Kaiber's fortifications is under their responsibility, but they are in charge of being everywhere, ready to act, thanks to their dragons and their inventions, especially the Arkäll. Furthermore, the Cynwälls haven't dispatched enough troops to Kaiber for them to be split into regiments, battalions and other administrative divisions.

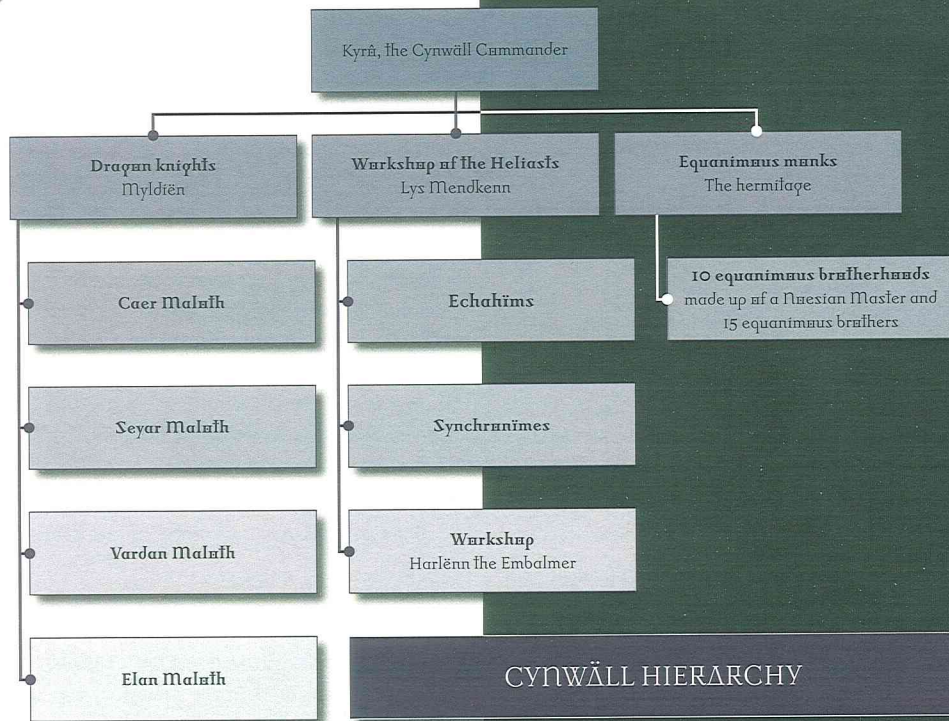
Kyrô has five types of units at his disposal:

- ♦ **The dragon-knights** who guide the four last dragons of Kaiber, the only survivors of the second Battle of Kaiber;
- ♦ **The heliasts**, magician-scientists who have at least partially solved the mysteries of the constructs of the Sphinx. They work in the Workshop and also on the ramparts, transmitting orders thanks to their magical machines;
- ♦ **The echahims**, soldiers equipped with combat stilts who gracefully move above the battlefield, meting out death from above;
- ♦ **The synchronimes** who are also equipped with Cynwäll Constructs and use the sciences of the Sphinx to manipulate time;
- ♦ **The equanimous brotherhood** who use their meditation techniques to perceive the enemy's unconscious movements and break the formations of his units.

The soldiers of Laroq are all considered to be elite fighters and are gathered in small units. Even if they are integrated into the chain of command by army corps – dragon-knights, heliasts and equanimous fighters – they almost always operate within bigger Barhan or Akkylannian units. The only notable exception remains the graceful charge of the equanimous brotherhood against the bridges of the Elder during the second Battle of Kaiber. In all other cases the Cynwäll Commander decides which units he sends his troops to depending on the battle's needs. He can also decide to keep them under his direct control from the Map Room.

Despite this background role the Cynwäll forces suffered great losses during the second Battle of Kaiber. When Kyrô returned to his command one of his first tasks was to restore the delicate hierarchy of his men. He named Myldiën to lead the dragon-knights with the blessing of Caer Maloth, the doyen of the dragons of Kaiber. Likewise, Lys Mendkenn was rewarded





not only for his bravery but also for his clairvoyance by being placed at the head of all heliastic troops of Kaïber, though this displeased the High Court.

For Kyró is not, like his counterparts, the only master in charge. The Cynwälls sent to Kaïber all answer to the High Court, which is an extension of the Guide's authority. It is made up of tribēns who make sure that the Commander correctly carries out his duties.

However, neither one nor the other could change anything at all in the equanimous brotherhood and it is still the Hermitage, the council of the fort's fifteen Noesian masters, which directs the ten monasteries housed in it since the second Battle of Kaïber.

ALLIES

Despite constant resupplying problems, Fort Kaïber isn't isolated from the rest of the world. On the contrary, the primordial role it plays in the Rag'narok practically makes it a required place to spend some time in for the most glorious fighters of Light.

Thus the Red Lioness and Dragan d'Orianthe are closely associated with the fort's history. The former for having led a bitter battle at the foot of the Pride, and also for having thanked the Lion Commander with a hot kiss that is remembered as much as the young

woman's valour. As for the baron of Daneran, he proved himself during the second Battle of Kaïber, which didn't only get him congratulated. His participation in this battle showed, according to some, how far he placed the Alliance's authority above that of his own king.

BROTHERS-IN-ARMS

THE CHARGE OF DRAGON D'ORIANTHE

During the second Battle of Kaïber Dragan d'Orianthe and the future Unbreakables covered the retreat of the Lions from the Castle with a heroic charge through the army of Acheron. Even more heroic yet, the baron and his knights made a rampart using their own bodies that allowed the foot soldiers to fall back in formation. The knights and their warhorses struggled side by side against the living-dead for almost an hour with no other support but their courage and their faith.

ALLIANCE AND STRATEGY

"There's only one enemy: death! No matter what it looks like!"

Fort Kaïber is able to withstand an army of several thousand undead fighters and, at the price of the horrible sacrifices of the second battle, even an army of tens of thousands of soldiers. Thanks to their reconnaissance units the Commanders can foresee



THE ZOMBIE

The Zombie is the song of the survivors of Kaiber. According to legend it was written by the Paladins of Amaranth.

Look, there's a zombie, there's a zombie,
there's a zombie
For the elves, the Kelts and the Griffins
For the dwarves there are no more
Neither are there for the Wolfen
Because they are too slow

We're alive and we're clever
We aren't your average guys
But we still have our honour
We're the guards of Kaiber

In Acheron, the immortal Chimera
Decorates our flags at Kaiber
Heroes of Alahan and model brothers
Rest in peace in your tombs

Our elders have known to die
For the glory of the Lion
We will soon all know to perish
Following our tradition

During our faraway campaigns
Confronting fever and fire
We forget our sorrow
And death that doesn't forget us
We, the guards of Kaiber.



Acheron's attacks up to one month in advance. This of course implies that the scouts aren't captured by the living-dead – which is what reduced the Commanders' forewarning of the second battle to less than a week.

The Alliance of Light's defensive strategy can be guessed from the fort's architecture, and the Castle is its keystone. By attacking it, the living-dead expose themselves to the Akkylannian artillery positioned on the Grey Barrier and to the fire of the snipers entrenched in the counterforts. If ever a living-dead Commander wished to move away from one of the counterforts to directly attack one of the Grey Barrier's two gates, then he would just expose himself more to the other counterfort's fire, which would then become devastating.

If the Castle should happen to fall anyhow, then the Grey Barrier would replace it as the new line of defence, losing the assailants in its maze of corridors. Yet the retreat from the counterforts would have to be sounded, for the only passage between them and the rest of the fort leads through the Grey Barrier.

If the Grey Barrier should also happen to fall, then the survivors would use the Fault as a new rampart. While they struggle on the bridges the rest of the troops and the civilians would retreat into the Circle. This is where, helped by the turning wall, the defenders of Kaiber would play their last hand before letting Darkness flow over Aarklash.

Moreover, the consecutive Commanders have perfected this general strategy. As the second Battle of Kaiber has shown, it is possible and planned to blow up the counterforts using the artillerymen's gunpowder to stop any enemy troops that may have entered them. Likewise, the Cynwälls have installed apparatuses in the ground of the valley that, when activated at the right moment, dissipate the Acheronian troops' protective mist to allow the Griffin artillerymen to

correctly adjust their aim. And finally, all the doors to the strategic halls are systematically protected and reinforced by the magic of solaris.

With all these precautions, the genius of Acheron's plan for the second Battle of Kaiber wasn't so much their taking the fortifications, but more their having cut off the retreat of the defenders of Light when leaving the Grey Barrier.

Since this battle the integration of the Kelts and the dwarves has upset the fort's strategy a bit. They must now count on the zeal of the Kelt warriors and centaurs as well as on the whims of the dwarves' steam machines. Yet the efficiency of these allies no longer has to be proven and Commander Kyrð is convinced that their identity must be respected. Who knows? Maybe a new Alliance is in the making.

THE NIGHTMARE OF KAÏBER

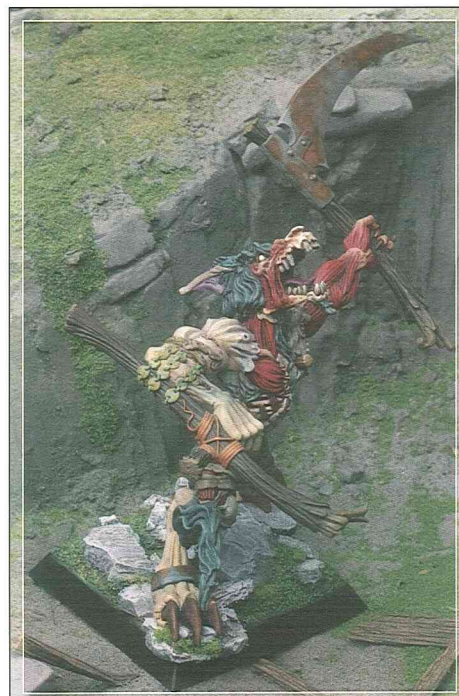
The Arkäll isn't only used to coordinate the troops of Light. It also permits the enemy fighters to be located. Yet shortly before her (second) death Cyraël the Pallid created a treatment that gave the living-dead the capacity to become invisible to the eyes of the Arkäll. The disciples of the Pallid continue giving this treatment to the favoured creatures of their deceased mistress, the Wolfen zombies.

Echelon: Unit.

Bonus: The Wolfen zombies get the "Scout" ability, which functions in the normal way during the "At the Foot of the Wall" battle.

Penalty: Wherever they may be deployed, the Wolfen zombies are never considered to be invisible.

Colour: Pale white.





THE TRAVEL JOURNALS OF CYANOLITH

THE KAÏBER PASS IS KNOWN FOR ITS FORTRESS, ITS BARBARIAN GUARD AND ITS ACHERONIAN RAIDS. IT IS NO LESS A REGION OF DARKLASH WITH AN ECONOMIC AND SOCIAL LIFE THAT IS STIMULATED BY TRAVELLING MERCHANTS. SEVERAL GOBLIN JOURNALLERS TESTIFY TO THIS. THIS IS WHAT ONE OF THEM HAS TO SAY.

My name is Cyanolith but most people call me "The Weasel" and I still have many more nicknames. For a long time I thought I was called "Getoutthere." Basically nothing special for a young goblin from the slums of Cadwallon.

Still today I often wonder how I managed to survive until now. I can already hear them pulling out the old garbage about the extraordinary faculties of my kind to always come out of the thorns unscathed. "Survival instinct," my butt! When one is only four feet tall and weighs 40 kilos, survival is a matter of daily training and not instinct.

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When one doesn't have the arms of a barbarian one has to have quick legs to dodge blows and a brain to anticipate when and where they are going to fall.

”

When one doesn't have the arms of a barbarian one has to have quick legs to dodge blows and a brain to anticipate when and where they are going to fall. Without wanting to sound pretentious, I have become a true expert in the field. I can now

smell trouble ten miles away in all directions. For a long time I did my best to stay away from it. Today I have made it my business. I'm what you can call a "crisis situation merchant." Some call this being a profiteer... Those among them who have never hired my services can be counted on the fingers of a one-armed man.

CYANOLITH & ASSOCIATES: "EVERYTHING HAS ITS PRICE, EVERYTHING IS NEGOTIABLE."

With this motto I have journeyed all over the continent.

I've crossed the Migol Sea from the Plain of Tears to Kashem to sell slaves there. I've crossed the arid lands of Bran-Ô-Kor to trade with the orcish tribes. I've brought naphtha all the way to the Aegis Mountains to sell it to the dwarves. I've sold steel and weapons to the Kelt clans of the plains of Avagddu. Even the barons of the Lion kingdom call on me to provide various small "services" that are unworthy of their position and I have carried out certain missions for Akkylannian priests about which the Inquisition would surely love to be informed. I've seen Laroq, the City of Dragons, and the ports of the Daikinee elves. I've seen the strangest, most mysterious, magnificent and grandiose places there are on this earth. Yet none measure up to the place where all the physical and mystical forces of the whole world and beyond converge: Kaïber.

This being said, I'm not very easily impressed and I couldn't care less about the tragedies being played out there. Just like I don't care who pays me, as

long as he does it generously! Talking of which, it's interesting to note that business potential is generally proportional to the reigning chaos. In other words, the worse the situation, the more gold there is to be made. And at Kaïber there's always work for me.

The last time I went there I accompanied a resupply convoy coming from Daneran. I paid off the guy responsible for the caravan for him to let me slip a little supplemental merchandise to his cargo. Forty kilos of purple Emelys supplied directly from the glasshouses of Wyde. The Cynwälls consume this plant as a decoction in order to "contemplate the time of dreams." I tried it once and it had a similar effect on me as the magic mushrooms of the swamps of No-Dan-Kar, but without the nausea. It seems, however, that the human metabolism doesn't always tolerate the effects of Emelys very well. Those who abuse of it suffer hallucinations and often become violent. Therefore Emelys is now prohibited at Kaïber. Even the Cynwälls aren't allowed to bring any in. But as disciplined as they may be, soldiers who fight night and day against the hordes of the living-dead are willing to go great lengths to have a bit of a good time.

So, since everything that is prohibited brings in good money, smuggling Emelys is a lucrative business.

To tell you the truth, a good part of my stock never reaches the soldiers. The officers also need to relax once in a while...

This time wasn't an exception to the rule. I had barely arrived in the first enclosure where the "followers" (meaning all civilians, merchants and others who gravitate around the garrison) are confined, when the aides-de-camp started arriving one after the other. Usually the officers discreetly send their emissaries to make the transaction anonymously, but this time a messenger invited me to a meeting to

“talk business.” At first I refused, suspecting some kind of trap. But after I thought about it, I didn’t see any reasons for this. Who would want the head of a little, unimportant smuggler? And even so, if someone really wanted to corner me, no need to draw me into some kind of an ambush. Sending some legionaries to arrest me would be much easier. So I agreed to follow the envoy. After all, my supply of Emelys would be sold within a few days, even hours, and I would have to find something else to do then in order to make this long journey worthwhile. So I entrusted my tent to Face-Smasher and I followed my guide.

I interrupt myself here for I’ve realised that I forgot to introduce my “associates” in this story.

A fertile mind and a good sense for business are unfortunately not always enough to be able to face any situation. I often have to deal with brainless thugs with whom any discussion is usually bound to fail. In this case I let Face-Smasher take care of negotiations in his own personal way. With a nickname like his, I don’t think I have to get into the details of the methods he uses. Let’s just say that Face-Smasher has always thought that “diplomacy” was a venereal disease...

Face-Smasher is an ogre in the true sense of the term. I don’t know his real name, I have never asked him what it was, and he never deemed it necessary to tell me. It’s me who thought up this moniker for him. He’s a former gladiator whose life I saved many years ago while I was only an apprentice apothecary

in Cadwallon. At the time I assisted doctors who patched up the gladiators after the games. When I met Face-Smasher he was close to death and his “owner” preferred to have him put down rather than paying for his medical care. I convinced him to give him to me. I cared for him for weeks and I paid for his food with my meagre earnings. Be assured that I didn’t do this out of heartfelt goodness; at the time I wanted to leave the City of Thieves and I needed a bodyguard. When he had fully recovered, Face-Smasher was indebted to me and ever since then he has accompanied me wherever I go. He has paid his

“

But the fat purse the man gave me and the promise of his older sister convinced me to accept the mission.

”

debt many times over, yet our little team seems to suit him well.

I also have another travel companion who is even less talkative than Face-Smasher: Grimace.

I bought Grimace from a juggler who was too old to carry on his life on the road.

Grimace is an ape.

A big ape; twice as big as me... And that’s all I know. Even the old man who sold him to me didn’t know of what species he was or where he came from. But Grimace is intelligent, even smarter than that heavy-weight, Face-Smasher.

What am I doing with an ape? And why shouldn’t I have one?

But let’s get back to Kaißer.

That an officer of the Akkylannian army brings a well-known smuggler, who what more is a goblin, into his quarters is hard to believe. So I wasn’t surprised to follow my guide to an isolated place behind the travelling salesmen’s encampment. There the young man led me to a figure hidden beneath a heavy hooded cloak.

Straight away the man announced that he had a mission for me. Not that I was expecting any kind of introduction or greeting; it’s well known that military men don’t have any manners.

He suspected that an officer of Alahan was a spy in Acheron’s service and he needed me to trap him. I think I showed him my best imitation of an utter fool’s facial expression in order to make him clarify my role in his plan a bit further. He continued by explaining that he needed someone who was aware of all the suspicious deals that are made around Kaißer and even in the fortress. In short, he was asking me to inquire in the spheres closed to military men. And he couldn’t risk causing an incident by having the officer followed by his men.

Fishing for information is a fun occupation until one ends up discovering something really important. Then one has to be really careful because one risks more than just a few days in the slammer if the concerned individual realises that his little secret has been revealed...But the fat purse the man gave me and the promise of his older sister convinced me to accept the mission.

The officer in question was a certain Sarevan d’Elicanthe, a man of about forty from the barony of Allmoon who had been posted at Kaißer for a bit less than a year. My secret employer didn’t let me know why he suspected this man, but he asked me to keep an eye on everything that Sarevan received from the outside.

First I started with a quick check of all the parasites, be they known or not, who had settled in the fortress’s vicinity for the winter. I’m far from being a novice and I’m proud of having an almost encyclopaedic knowledge of the upper crust of thieves, swindlers and smugglers of all types. After having hung out in



the various soldiers' haunts in the vicinity of the fortress and having paid several rounds of cheap beer, I was able to get a vague picture of the situation. The local population wasn't unusual in any way: petty highwaymen, pilferers, loan sharks, gamblers, prostitutes and pimps all going about their little businesses without anyone caring. But not the slightest sign of Mister Sarevan d'Elicanthe, nothing! He must be a living saint, for he doesn't seem to have any vices, no gambling, no women, no illicit substances... The kind of guy who is too squeaky clean to truly be honest. When one is so careful, it means that one must be hiding something.

I had to investigate closer to his quarters, so I hooked up with the intendants of the officers of Alahan by supplying them with Emelys at a bargain price. In return they let me draw off my part from the supplies they received. Under the cover of doing a very common kind of black market business I was able to stick my nose just about everywhere. At first I didn't discover anything concrete, but this allowed me to witness a scene one day which caught my attention. The baker was extremely angry and was shouting that he "had it up to here" (he used all kind of expletives that I won't list here) with finding bags of flour that were cut open. While the good man was busy screaming at his assistant I took a close look at the object of his anger and discovered a mark painted on it.

Then I started looking for bags and other packages with a similar mark, and I ended up finding it on another bag of flour. If I had searched the bag

myself I would have aroused Sarevan's suspicion if its contents were really addressed to him. So I decided to hide there until nightfall. At night the fortress is patrolled by guards. When one lives at the border of the realm of Evil one no longer makes a difference between prudence and paranoia. Yet the chances were slim that they go as far as searching the warehouses of provisions. Wedged comfortably between two soft bags, I had a very hard time from having a little nap.

“

Its walls were covered with cabalistic symbols and another glyph that was bigger than the others was drawn on the floor.

”

I was about to fall asleep when a man appeared in the stockroom. The moon's shine was reflected in the dagger he was holding in his hand and I wondered how he would find the right bag in the

darkness. I then heard him whisper a few words and a sphere of purplish light the size of an apple appeared before him. He shuffled around for several minutes and then the sphere disappeared and he left as discreetly as he had arrived. I then got out the small whistle that the old juggler had given me when I bought Grimace from him and blew into it as hard as I could, yet it made no sound. At least no sound that a normal ear could hear. Grimace heard the signal outside perfectly well and followed the man with the discreetness and agility usual of his kind. As for me, I went back to my tent and awaited the return of my faithful spy. He came back less than half an hour later, but I preferred waiting until the next day before having him lead me to the place where he followed the man to. He led me to a partially destroyed tower that workers were busy repairing. I was surprised, for I had expected him to lead me to the quarters of the military men, thus allowing me to find out if I was dealing with Sarevan or not. So I would have to come back at night to explore this place. I didn't like this idea very much but did I have any other choice?

The next night I returned and I left Face-Smasher to stand guard near the entrance before entering the tower with Grimace leading the way. My lantern projected spooky shadows onto the walls and I prayed Rat that the light couldn't be seen from outside. It was a very simple tower and no other room but the guardhouse filled the bit of space inside it. Grimace immediately headed under the stone staircase that climbed to the top of the tower and began hitting the floor with his fist. I got closer and held the light to the floor where the outline of a stone trapdoor could clearly be made out. It was covered with gravel but it was obvious that it had been opened recently. It was apparently too heavy to be lifted by a single man, but Grimace was much stronger than a human being. With the help of a crow bar left lying nearby by the workers I managed to pry the slab open enough to let Grimace grab and move it. Beneath it a staircase led down underground. Now I was faced with a dilemma. Either I left the trapdoor open and risked alerting the mysterious visitor if he arrived or I let Grimace put it back in place and we risked being trapped if there were no other exits. Without really knowing why, I decided on our second option. We then climbed down the stairs, which didn't go very far, and ended up in a small circular room with the same circumference as the tower. Its walls were covered with cabalistic symbols and another glyph that was bigger than the others was drawn on the floor. Partially burned candles were standing at certain points of the symbol. At its centre a stake was driven into the ground and a rotting corpse was securely tied to it. On the victim's face something reflected the glow of my lantern so I took a closer look and saw a strange jewel that was



stuck in its forehead. I searched the room and found other bizarre objects. Several engraved tablets were placed at regular intervals and a vaguely translucent black sphere was posed on a stone pedestal. I don't know anything about magic but there was no need to understand that this place was used to perform rituals bound to Darkness. Whoever the occupant of this place was, I didn't need to hang around here any longer. I knew enough to make my report for my secret employer.

Suddenly Grimace got all excited and began gesticulating. I immediately understood what this meant. I had taken care to leave the whistle with Face-Smasher and told him to use it to warn us should someone come near.

I switched off my lantern and I found myself in total darkness like a fool. I took a few careful steps with my hands stretched out in front of me, hoping to find a cranny into which I could slip and hide. My fingers then met the cold flesh of a face. I don't know how I managed to hold back a cry, but I controlled myself and remembered the corpse tied to the stake. Great, so I was right in the middle of the room. Then my eyes became a bit accustomed to the obscurity, at least that's what I thought before I realised that a new source of light had appeared.

"What pleasure it is to have a visitor... I receive so little over here and my guests are usually a deadly bore."

The voice came from the staircase behind me. I think I would have rather kissed the corpse than turn around, but I never kiss on a first date...

The same purplish glow came from the orb floating in the air in front of the man. This time I could clearly make out his features. It was very well Sarevan d'Elicanthe. I gathered all my courage to give him a fitting reply.

"Gulp!"

Dam, I blew it.

"Come now, relax. The two of us are going to have a little conversation. To begin, you will tell me who you are and who else is aware of the existence of this place."

I would have sold my parents just to buy some time, but the truth is that I didn't know who my secret employer was (and anyhow, I had already sold my parents a long time ago). So I simply opened and closed my mouth a dozen times without anything interesting coming out. Sarevan sighed.

"At ease, I know ways to untie the most reticent of tongues. But I'm warning you, it's rather uncomfortable."

He raised his hand in my direction and spoke a few words. I felt myself hit by a strong impact, as if I were being lifted off the ground by strong arms. I had never been the victim of a spell before and an inappropriate detail crossed my mind: this spell smelled like an ape...

And for good reason, for before the evil spell could affect me Grimace had grabbed me and rushed towards the exit.

Still holding me under his arm he sped up the small staircase. I was shaken by a violent impact and I understood that Sarevan had closed the trapdoor. With a huge effort Grimace lifted it with his back. When we got out I felt him hesitate for a moment and then do what I feared he would. Panic-stricken, he headed straight for the staircase leading up to the top of the tower instead of getting out. I thought to myself that we were finished. Once at the top, Grimace started running around in circles letting out cries of distress. Feeling trapped, he climbed onto the crenels of the crumbling tower. I remember imagining the faces of the workers on finding the squashed remains of an ape and a goblin at the foot of the tower the next day. It almost made me laugh but once again Sarevan had to come and ruin my good mood. This time he didn't bother with sarcastic comments, though there were certainly many he could have made seeing an ape jumping around at the edge of a drop with a goblin under its arm. We must have been attracting a bit too much attention to his taste. A black and shining sphere appeared in his hand and flew straight at us. Grimace couldn't dodge it, was hit in the shoulder, spun around and fell over the brink. I never really liked when he hugged me, but my feelings were a bit hurt when he suddenly let me go. I finally decided to scream but once again my howls remained stuck in my throat with a loud "gulp" when I suddenly found myself dangling 30 feet from the ground. Grimace had managed to catch a hold with one hand and grab my hood with the other. So everything was going just fine; I was going to die strangled before crashing down onto the ground, unless of course some hilarious magician finishes me off in an even more original way. Those were the thoughts crossing my mind when I heard Sarevan's voice above me. This time he didn't make a long speech either. He only honoured me with a "Farewell" followed by an "Aaaaaaah!" that could be heard throughout the fortress. I hadn't imagined that incantations could be so loud. And then Sarevan flew by right under my nose without even stopping to shake my hand. When I raised my eyes I saw the big blushing face of Face-Smasher who was looking at me in an embarrassed way. That nitwit was wondering if he had done well to throw Sarevan off the tower and he was half expecting me to shout at him.

Well, things don't always go the way they were planned. But one must make the most of any situation. In this case the death of a royal officer couldn't have remained unexplained and I would surely have had an extremely hard time blaming the presence of an evil altar onto a noble knight of Alahan. Without a doubt my mysterious employer wouldn't have

lifted a finger to save my miserable goblin butt. So I had only one option: return to Cadwallon and let them forget about me. So I packed my bags and headed off that same night. I left Kaiber by journeying through the mountains to the north in order to avoid the roads.



You can imagine that I crossed all my fingers and even my toes that I didn't bump into a band of mountain orcs. Yet neither the cold nor the thought of having to explain to my distant cousins what I was doing in their darned sacred mountains could make me forget the pain I felt for having had to leave behind the pouch of gold I was still owed. I did, however, feel a bit of consolation when I listened to the jingle of the odds and ends bouncing around in Face-Smasher's bag. I was sure I'd manage to get a good price for the old Sarevan's mystical gear in Cadwallon...

*CYANOLITH & ASSOCIATES
"EVERYTHING HAS ITS PRICE,
EVERYTHING IS NEGOTIABLE."*

THE EXODUS

They continued on their exodus towards the west, travelling through the Aegis Mountains and the Plain of Tears. They remained in Avagddu for some time, but the Kelt tribes took them for demons and ended up chasing them away. So they carried on their journey, this time towards the southwest, and found themselves in the kingdom of Alahan. Here again they only met the Lions' fear and hostility and they had to travel on. In despair, they decided to find refuge in the high mountains to the west of the barony of Daneran.

They crossed the snowy mountain passes despite the blizzards and the biting cold, but this exhausting voyage only led them to the accursed lands of Acheron, so they once again had to turn back. The inevitability of their destiny then came down on them. Their quest would end here. They had left the scorched earth of Bran-Ô-Kor just to find that the only other land that welcomed them was the frozen summits of the Behemoth chain. Tired of fleeing, they resigned themselves to their fate and settled in the mountains only several leagues from the Kaïber Pass.

No others but the orcs could survive the climate of this region. Maybe it's their goblin genetic heritage? Whatever it may be, these orcs tamed the mountains and its icy winds by adapting themselves to the scarcity of food. The tribe of the Behemoth's population never grew to more than several hundred individuals.

LOCATION

Unlike the orcs of Bran-Ô-Kor whose population is divided into a multitude of clans, the tribe of the Behemoth forms a single, united community.

Its way of life can be qualified as being semi-nomadic. Various temporary encampments are scattered in the mountains and are occupied periodically either by hunters who are tracking the herds of reindeer or to escape a threat. The Howler Pass is a narrow gorge located several leagues north of the Kaïber Pass. It is thus named because of the spooky moans made by the wind that can be heard at any time of the year.

At first the orcs found refuge in caves that opened in the flanks of the mountain chain in order to escape the snowstorms. But soon they had to face another menace. In order to travel around and avoid the impregnable fortress of Kaïber, bands of living-dead fighters regularly attempted to cross the Behemoth Mountains using this pass. To protect themselves from these incursions the orcs began fortifying the pass, reproducing unbeknownst to them and to their rudimentary scale the same defensive structure as at Kaïber. After decades of uninterrupted work to strengthen these defences, the Howler Pass is now

THE TRIBE OF THE BEHEMOTH

WHEN THE ORCS ESCAPED FROM SHAMIR AND REACHED THE CANYONS OF BRAN-Ô-KOR TO ELUDE THE ALCHEMISTS OF DIRZ, MOST OF THEM DECLARED THAT THIS SAVAGE LAND WAS THEIRS BY DESTINY. OTHERS REFUSED TO LIVE IN THIS REGION THAT THEY JUDGED TO BE ARID AND HOSTILE, AND LEFT IN SEARCH OF A MORE HOSPITABLE DOMAIN. THIS SECOND EXODUS LED THEM TO THE BEHEMOTH CHAIN.



blocked from one end to the other by a solid wooden palisade flanked with watchtowers where the orcs are on a constant lookout, day and night.

SITUATION

Compared to this place's topography, this barrier is nothing more than a drop in an ocean. Indeed, the chain of the Behemoth is riddled with many other passages that the Acheronian forces regularly use. The Howler Pass is at once the most easily accessible, the widest and the closest to Kaïber. The orcs' presence is therefore a blessing for the Alliance of Light, which was prevented from posting a permanent garrison at this place by the harsh climate and the pass's inaccessibility during the long winter months.

The defenders of Kaïber have thus established relations with the tribe of the Behemoth in order to help them maintain their presence. So it isn't rare that the orcs receive supplies and weapons as well as expert advice from the envoys of Light who incite them to spread their control over other passes.

These hardened mountain warriors also sell their services to guide the Alliance's spies and expeditions through the mountains to reach the barony of Acheron.

Yet the orcs of the Behemoth have never fought directly for the forces of Light.

Several times the envoys of Kaïber have tried to convince them to participate in coordinated operations, in vain. These orcs aren't mercenaries and they only accept to cooperate with the Alliance as long as their agreement doesn't put them into a subordinate position in regard to their "neighbours."

SOCIETY

The orcs' extraordinary genetic heritage has let them survive the harsh climate of the mountains. The alchemists of Dirz were right to bet on the outstanding ability to adapt of the goblin genotype. The orcs were created in order to lead campaigns of conquest all over the continent. They were supposed to be able to resist the stifling desert heat, the most intense cold

as well as the privation of food, water and sleep. In this at least the biosurgeons reached their goal.

Though the orcs of the Behemoth have evolved far from their cousins of Bran-Ô-Kor, one finds the same genetic particularities in both these groups. Jackal warriors, Amok slayers, mystic warriors; all of these archetypes can be found among the tribe of the Behemoth, with different names of course.

The colossuses with a peculiar face the orcs of the east call Jackal warriors are also a caste apart here: the warriors of the wind. A coincidence or a mark of the gods, in the same way that the Jackal warriors are tightly bound to their tutelary divinity, the warriors of the wind are completely devoted to the tribe's priests for whom they traditionally form the personal guard.

The Amok slayers (called "warriors of stone" here) enjoy great prestige among the other members of the tribe just like they do in Bran-Ô-Kor. This prestige is so great that unlike the orcs of Bran-Ô-Kor whose tribal chiefs are chosen by an assembly of mystics, the position of chief of the tribe of the Behemoth traditionally goes to the oldest of the warriors of stone. He then remains at the head of the clan until his death, yet he shares the exercise of power with the priests, a bit like the Sessairs kings of Avagddu do.

CULT

The mountain orcs left their cousins of Bran-Ô-Kor well before the cult of Jackal became as widespread as it is nowadays. Like the others of their kind, they instinctively feel a powerful bond with their land and their natural environment. This is how they naturally came to worship the mountains and pray to the spirits of the wind. The tribe's priests communicate with these spirits and listen to the presages to be heard in the blizzard's whispers and cries.

Due to these beliefs the orcs have given themselves over the years the role of protectors of the mountain spirits and of their sacred sites. Indeed, the Behemoth mountain chain is one of the continent's most isolated places and many of its peaks still remain untouched to this day. Very few individuals are aware of the mysteries hidden by these snowy summits and these thick pine forests.

Of all these secrets, one of them one day revealed the tribe's destiny.

Kunjan, the spirit of the Evening Wind, called on a priest named Kamahru and guided him to the top of one of the peaks surrounding the Howler Pass.

It was neither the highest nor the most inaccessible of peaks, and on its top stood a tree that was neither the tallest nor the most impressive of the whole forest. In reality nothing differed it from the other trees, but when Kamahru placed his hands on its trunk he strangely felt that he was in the presence of the oldest being he had ever met and that he would probably ever

meet. So he sat down at the foot of the venerable elder and opened his mind. He meditated like this for days and days, without drinking or eating, in the cold and the blizzards. And while he was in his trance the tree spoke to him in a strange language made of sensations and emotions. Kamahru felt himself transported to faraway places that he had never seen and especially to a time long past. Very often he seemed to be able to perceive the mysteries of the gods and the universe, yet every time the secrets he glimpsed escaped him like snowflakes in a storm. Thus Kamahru contemplated for a long time the memories of Creation.

“

This tree was the memory of Aarklash. Maybe it was even its origin.

”

And then he died.

His weakened and frostbitten body disappeared under a veil of snow, but his mind, which was now freed from the chains that imprison mortals, fused with the tree. To him this was as if the blizzard that prevented him from seeing clearly had suddenly calmed, thus unveiling the immensity of Creation to him. He felt the tree's roots dive deep under the mountain in all directions, under the seas and the oceans, beyond the forests of the West and the plains of the East to the edges of the great desert and even further. And through these roots a continuous flow of information, memories and emotions came to him. This tree was the memory of Aarklash. Maybe it was even its origin. Suddenly Kamahru felt like he was being pushed away and he reluctantly had to tear himself from his contemplation. The tree then spoke to him again, forcing him to become aware of the importance of what had just been revealed to him and of the danger this secret represented should it fall into the wrong hands. The tree felt Evil spreading and crawling towards him. It would reach him one day and would force him to reveal what never should be revealed.

Kamahru didn't understand why the tree had chosen them, him and his people, to be the keepers of the memory of Aarklash, but he now knew that their destiny was to be its protectors.

So it was in the language of the spirits that Kamahru delivered his message to his brothers. The tree's existence was revealed but not its true nature, for no mortal could bear the burden of such a secret. Since then the peak of the Tree-Spirit is the most scared place there is in the eyes of the tribe of the Behemoth. Only the tribe's priests and the Warriors of the Wind are allowed to approach it, and the latter don't hesitate at all to eliminate any intruders.

THE TRIBE TODAY

Nowadays the tribe of the Behemoth is commanded by Chief Vijkhal the Brave. Tumahk, the Voice of the Wind, is the prime faithful of the tribe, and, being such, he is Vijkhal's principal advisor.

More than ever the orcs of the Behemoth are on their guard, for the spirit of Kamahru has warned Tumahk that major events have happened in the east and that their consequences would upset the balance of the world all the way to the foundations of creation itself. As the tree had predicted, Evil is spreading faster and faster. As a consequence the tribe of the Behemoth has considerably lessened its contact with the Alliance of Light, for the faces of corruption are countless and the temptation of power is as great in Light as it is in Darkness.



the REIGN of DARKNESS



THE SECESSION OF THE BARONY OF ACHERON IN 675 SPARKED AN UNPRECEDENTED CHAIN OF EVENTS. IT WAS THE CONSEQUENCE OF A TREACHERY ORCHESTRATED BY A GROUP OF FEWER-HUNGRY MAGICIANS, THE BLACK TOGAS, WHO SOUGHT TO RAISE THEMSELVES TO THE LEVEL OF DIVINITIES. THEIR DREAM PLUNGED ACHERON INTO DARKNESS AND ASHES, AND ALL OF AARKLASH INTO THE RAG'NAREK. THE LORDS OF THE BARONY OF THE OBSCURE AND THEIR HOUSES NOW DRIVE THE AGE OF DARKNESS.

The Black Togas were led by the governor of Acheron, Baron Feyd Mantis, and Kaïan Draghost, the dean of one of Aarklash's most prestigious academies of magic. Among the other personalities of this conspiracy were members of the barony's most eminent families. After the Battle of Kaïber the Black Togas became the lords of Acheron. They founded the Order of the Ram.

THE OBSCURE HOUSES

During the secession the powerful of Acheron were split into two camps: those who remained true to the kingdom of the Lion and the renegades. Because the barony's main power holders had been under the control of the Black Togas for several years, the traitors had no trouble crushing those who remained faithful to the crown. The treacherous Houses were from then on known as the Obscure Houses.

Of these Houses only four have survived: Mantis, Brisis, Hestia and Vanth. Though their founders were once part of the Black Togas, the Houses of Sarlath,

Lazarian and Tanit only really developed after the secession of their barony.

Most of the Obscure Houses aren't made up of one single family. They have absorbed less powerful Houses through marriages and machinations. The descendants of a dominant House form a dynasty and their representatives are dynasts. The subjected Houses are called lineages and their representatives are liegemen. In the House of Mantis, for example, Nimrod Mantis is a dynast and Sophet Drahas is a liegeman. In the Order of the Ram the dynasts enjoy a higher status than the liegemen.

The highest-ranking dynast is called the Father or the Mother by all of the family. He or she represents his or her House within the Eternal Circle, the supreme authority of the Order of the Ram. This is why the patriarchs and matriarchs of the Obscure Houses are also named "eternals."

The Obscure Houses all have a gathering place, either a vestige of their family or built in the decades following the revolt. These strongholds are commonly called Claws of Terror for they are the symbols of the Ram's clutch on Acheron.

THE HOUSE OF MANTIS: The dark princes

CHAT OF ARMS: A ram. Some of this House's members wield the barony's old coat of arms, the manticore of Alahan.

TUTELARY DEMON: Salaüel, the lord of the Abyss. Belial, the prince of the Abyss and son of Salaüel, also grants his favours to the Mantises.

DARK REALM: The Mantises move as masters in all of the Dark Realms.

CURRENT PATRIARCH: Feyd Mantis.

PRIVILEGED ELEMENT: Darkness.

ALLIES OF FREDILECTION: Ashinân, Syharhalna. Sophet Drahas of the House of Mantis controls the Guild of Usurers in Cadwallon.

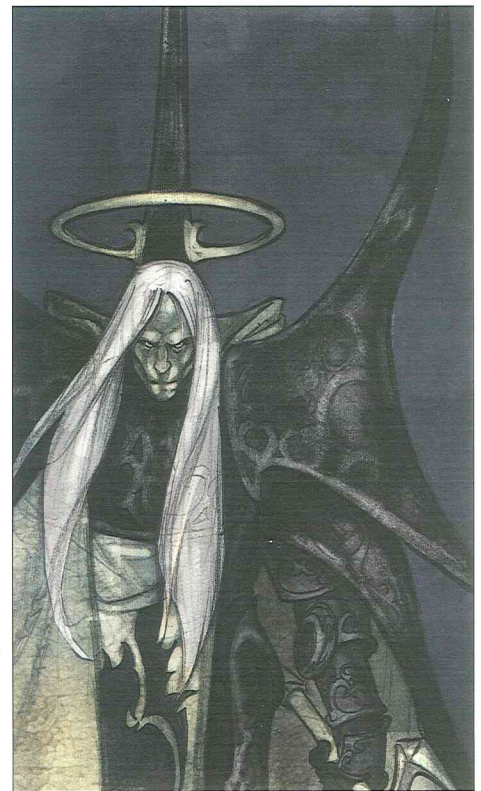
The House of Mantis counts few dynasts and many liegemen. Those who bear the dreaded name of Mantis are less than a dozen. Their family has been swept by the paranoia of their Father, Feyd Mantis.

Those who satisfy Feyd Mantis are shown the way to almost limitless power. Failure, however, is not tolerated. The competition is stiff between the members of the ruling House. Conspiracies and assassinations are legion! The Mantises are tyrants who can, with a single word, silence an assembly, raise an army and

have thousands of innocent victims executed. Their arrogance, wealth and status could be reasons for great envy if their positions weren't so filled with risk.

Feyd Mantis is the baron who led Acheron's rebellion more than three centuries ago. His reputation in the courts of the Lion was of the most nefarious kind, but his authority was unquestionable. He had the manners of a warlord yet his true passion was the cult. His shameful appetites prevented him from fully following either of his vocations. His sincere but obsessive faith and his scandalous excesses had given him the nickname of the Divine Baron. Feyd Mantis liked this moniker so much that he adopted it as an emblem of his dissolute nobility.

Quickly bored of no longer being able to satisfy his sacred and sacrilegious desires, the Black Togas offered **FEYD MANTIS** the means to fulfil his wildest dreams. He met the divinities of the Abyss while in a mystical trance and pledged to worship them in his depraved way. He became the archbishop of Salaüel, the principal god of the pantheon of the Obscure. When the Black Togas' conspiracy was unveiled the Divine Baron declared a mad crusade against Light. Now he reigns over the accursed barony and his name fills his enemies with dread.



THE HOUSE OF HESTIA: The blazing lords

CHAT OF ARMS: A falcon rising in an ocean of flames holding three arrows in its beak.

TUTELARY DEMON: Hecate, the demon of infernos.

DARK REALM: Hades, the ardent world.

CURRENT PATRIARCH: Ganzhyr d'Hestia.

PRIVILEGED ELEMENT: Fire.

ALLIES OF FREDILECTION: Drune Kelts.

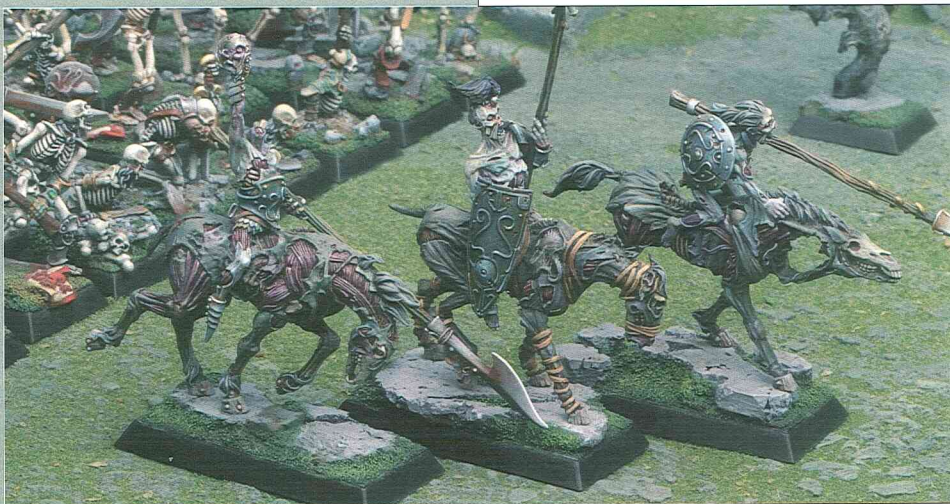
At the time when Acheron was still subject of the Lion, the Hestias already distinguished themselves with their fiery temperament. Ganzhyr, the current patriarch of the House of Hestia, was then a knight in the service of King Michaelis. The Hestias didn't hide the fact that they believed the king was wasting his time by trying to install peace through diplomacy. According to them Michaelis

would have pacified Aarklash much faster by subjugating it using his invincible army.

After having been disavowed by his king, Ganzhyr pledged his loyalty to Feyd Mantis. Thanks to the knowledge of the Black Togas he developed unsuspected talents for magic and quickly became the most promising student among the new generation of Acheronian magicians. No obstacle seemed big enough to hold back this unstoppable warrior-mage. When Acheron revolted he assassinated the pretenders to the throne of his House, his cousins, and took control of his family by force.

The Hestias are split into two camps. On one side are the manipulators and strategists who push whole nations to war. On the other are the warlords who ransack everything in their path without worrying about their allies or the consequences of their acts.

GANZHYR D'HESTIA is sometimes in one of these camps, sometimes in the other. The martial and political power of the one they nickname the Infernal Knight has never stopped growing for the past three centuries. He is implicitly considered to be the general of the dead legions at Kaiber and he commands the sepulchral fleet of Acheron.



THE HOUSE OF LAZARIAN: The mystics of the flesh

CHAT OF ARMS: A lunar crescent surrounded by a snake biting its own tail. Many variations exist. Each Lazarian can wield his own coat of arms.

TUTELARY DEMON: Typhon, the master of languages. Many also know him by other names and nicknames: Argonthe, Ladon, the Hydra of Hesperide, the demon with a hundred faces, etc.

DARK REALM: Hesperide, the garden of secrets.

CURRENT PATRIARCH: Iandorias Lazarian.

PRIVILEGED ELEMENT: None. The Lazarians manipulate flesh and bones like the magicians of other peoples would manipulate Water.

ALLIES OF FREDILECTION: Dwarves of Mid-Nor, Alchemists of Dirz, the Ophidian Alliance.

The Lazarians are the creators of the Macellarii, rituals that allow dead or living flesh to be shaped. They use them to give themselves an enchanting, morbid or terrifying appearance and to spawn monstrous golems. Pain, pleasure, beauty and decrepitude hold no secrets from the members of this House. In the first decades of their existence, the Lazarians abused of their sensuality: they are often unrepentant hedonists and macabre artists. On getting



older they realise that the body is just a vessel for the soul and they become unfathomable mystics.

The Claw of the Lazarians seems small compared to the other strongholds of Acheron. Yet it reaches down seven labyrinthine levels underground; the further one gets from the surface the more terrifying the architecture and the guardians become. It is whispered that strange gardens of flesh, bones and plants flourish in the deepest parts of this sanctuary.

No one can believe that **IANDORIAS LAZARIAN** was once named Iandorias Khorto, a hero of the Inquisi-

tion and the adopted brother of the famous Corwin Khorto. This man has walked in the fiery light of Merin, glorified the power of Selene (the personification of the Moon among the Selenites) and succumbed to the abyssal wave of Hesperide. His existence is like a breath between life and death, between the empire of the senses and that of the soul. Iandorias Lazarian is the true image of resurrection: he frightens as well as he fascinates.

THE HOUSE OF BRISIS: The prodigies

CHAT OF ARMS: A sceptre entwined with purple ivy.

TUTELARY DEMON: Dhalilia, daughter of Salaüel and demon-queen of vice.

DARK REALM: Erebus, the heart of the Dark Realms.

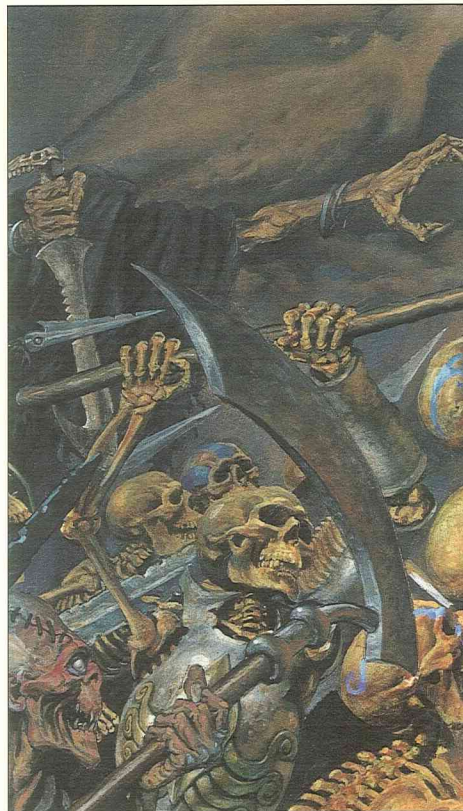
CURRENT PATRIARCHS: Armariel de Brisis and Rhea de Brisis.

PRIVILEGED ELEMENT: Darkness.

ALLIES OF FREDILECTION: The Brisis are excellent diplomats and maintain fruitful relations with all nations of Darkness except the Ophidian Alliance.

The House of Brisis is the most populous of Acheron: it includes about 90 dynasts, a small army of liegemen and countless servants. During the assemblies of the Order of the Ram it speaks in the name of the autarchs. The Brisis therefore have a vast field of competences and a great influence, even outside of Acheron.

The Brisis excel in their role as ambassadors of the accursed barony. Having always been fascinated by the mysteries of magic, they have kept a good part



of their Barhan heritage when they crossed into the camp of Darkness. Instead of disavowing their origins and letting themselves be swept along by the revolt, the leaders of this noble family chose to adapt their objectives to their new ideals. Thus, the general organisation of the House of Brisis resembles that of the Order of the Chimera with its circles of magicians, its provinces and its companions.

The House of Brisis has two lords, a Patriarch and a Matriarch, who are twins in life as well as in death.

After having been the student of Kaïan Draghost, **ARMARIEL DE BRISIS** was his only travel companion for a long time. His power is equal to that of the greatest Masters and his influence is always exerted in the shadow of the Shape Shifter or of his sister Rhea.

RHEA DE BRISIS, the Crimson Countess, is Feyd Mantis's muse. Not only is she the most enchanting of Acheron's ambassadors, but she is also favoured by Dhalilia, the demon-queen of vice.

THE HOUSE OF SARLATH: The artisans of paradox

CHAT HF ARMS: A crow. Beneath its feet is pictured a broken hourglass.

TUTELARY DEMONS: The infernal trinity of the Ernyies.

DARK REALM: Phobos, the chasm of insanity.

CURRENT PATRIARCH: Asura de Sarlath.

PRIVILEGED ELEMENT: Air.

ALLIES OF FREDILECTION: The Sarlaths don't have any faithful allies. Some have good relations with goblin tribes.

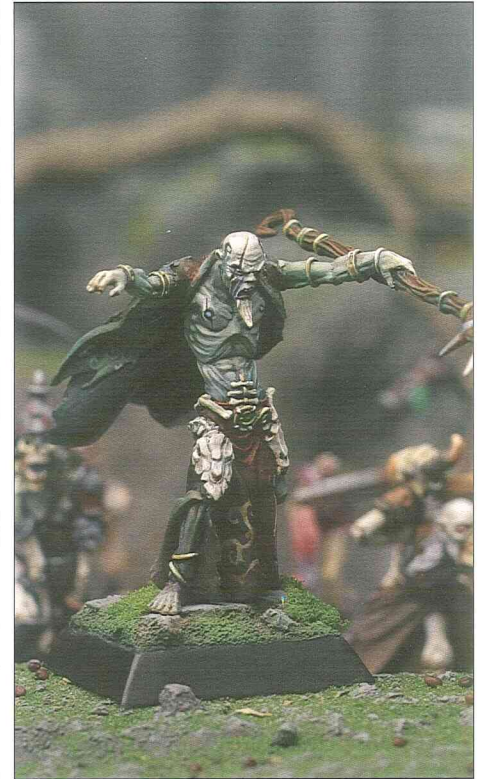
The Sarlaths form a scattered brotherhood of very different individuals. Some say they are illuminated, others claim they are insane. They seem to have given themselves the mission to open the eyes of their next of kin to the true nature of the world in the most horrible way possible. Their influence on the human soul, space and the laws of physics makes them the cantors of madness and paradox. It is said that in their presence nothing is impossible.

The Sarlaths don't content themselves with just tormenting the living by shattering their certitudes before subjugating them. Being necromancers they can also

call back and imprison the souls of the dead. Their Claw, an incredible building that is wider at the top than at its base, is a true ghost prison floating above the accursed barony at the will of the winds. They use souls as a source of knowledge and pleasure, but also as a material: this family's smiths forge objects out of "dead metal," an alloy of hardened steel and spectral essence. The powers of weapons and armour made of dead metal have been given the name of "black weapons."

ASURA DE SARLATH is the Father of this House since its beginnings, though he has often changed names over the course of the centuries. The story of the one they call the Lord of Insanity is everything but certain.

Asura has appeared and disappeared several times over the ages of Creation, sometimes like an unpredictable storm, sometimes like a wind that subtly changes the course of events. Until the secession of Acheron he served the cause of the Paths of Destiny and that of his family. Ever since Kaiian Draghost gave the Seal of Phobos to him, his allegiance has turned towards Darkness. An aura of evil and mystery surrounds this enigmatic character and the members of this House.



THE HOUSE OF VANTH: The diabolical ones



CHAT HF ARMS: The Vanths have kept their original coat of arms: an angel whose wings are inscribed with esoteric symbols.

TUTELARY DEMON: Aker, the chamberlain of hell.

DARK REALM: None.

CURRENT MATRIARCH: Irin de Vanth.

PRIVILEGED ELEMENT: Darkness.

ALLIES OF FREDILECTION: Dwarves of Mid-Nor.

The House of Vanth is the oldest one of Acheron. The Vanths don't get their power from the world of the dead but rather from that of the damned: they practice demonology ever since the beginning of time. They were already corrupted at the time when the kingdom of Alahan was founded. Like wolves disguised as hunters, for a long time they eluded the vigilance of the champions of Light thanks to an uncommon intelligence and to powers given to them by their infernal allies.

The Vanths have always preferred wielding their power behind the scenes. They slip into the shadows of kings and whisper forbidden names into their ears. These diabolical beings are the first to have instilled the taste for power into the ambitious heart of Kaiian Draghost. They pushed Baron Feyd Mantis to give in to temptation. Later on they gave the cards of the Realms to the sect of the Black Togas in exchange for unmentionable favours.

Nowadays the Vanths only hide when the need to do so is felt. The surest way to recognise one of their dynasts is to carefully observe them: they often wear the stigmata of their infernal ascendance, for the blood of demons flows in the veins of their impure lineage.

Several years ago the House of Vanth was shaken by great internal struggles. Its patriarch, Khalaal, had just met death for the last time under mysterious circumstances. Against all odds a young mortal dynast succeeded him. **IRIN DE VANTH** is a machiavellian corrupter who can call on an abyssal legion with a flick of the wrist. The sharp mind of Aker's promised one gives the liches, who are worn by time and intrigue, much to grumble and worry about.

CHAT OF ARMS: A labyrinth.

TUTELARY DEMONS: Tiamat, sovereign of the meanders, and Shaytan, master of oppression.

DARK REALMS: The Tartare.

CURRENT Matriarch: Selith Tanit.

PRIVILEGED ELEMENT: Earth.

ALLIES OF PREDILECTION: The Akkyshan Elves.

Next to the sinister members of the other Houses, the Tanits could pass for humble academics of non-life or almost harmless scholars. Yet judging them as such would be a great mistake. They don't get their nobility from their power, which can be compared in every way to that of the other Houses, but rather from the respect they command from those who acknowledge their infinite malice.

The Tanits are less arrogant than other necromancers but they are just as quick to mete out death. Guided by their matriarch, Selith, they perceive the bigger role Darkness will play in the Rag'narok. Not happy with just being the keepers of Acheron's knowledge, they are also tireless explorers: they are unequalled in uncovering antique artefacts and bringing the past to speak.



The Tanits' catacombs, on the walls of which are copied the texts of numerous works, have as many libraries as they have jails. They communicate with the Dark Realm of the immortal Tiamat and her abominable son, Shaytan. Those who have offended the masters of this place, the traitors who have tried to swindle them and demons they cannot control are locked up here for all eternity, surrounded by incunabula, precious gems and the continent's oldest artefacts.

While some vaunt having lived for centuries, the matriarch **SELITH TANIT** coolly admits to having

lived through several ages of Creation. This sorceress who, all alone, has pierced the secret of non-life, has known Syharhalna in a time when it was still a lush and green country. Her gaze betrays a will of steel and her memory is flawless. Her desire for equity hasn't been extinguished by the centuries, on the contrary: she never hesitates to denounce the Order of the Ram's scheming and has made many enemies among the Obscure. Yet many of them hold their tongues for she has granted them favours that they would rather not reveal.

KAÏAN DRAGHOST: The Shape Shifter

CHAT OF ARMS: A black dragon.

TUTELARY DEMON: None.

DARK REALM: Kaïan Draghost travels all over the elemental Realms. He has the Seal of Gandhar, the domain of illusions.

CURRENT Patriarch: Kaïan Draghost.

PRIVILEGED ELEMENT: All.

ALLIES OF PREDILECTION: Kaïan Draghost is a mystery. No one but the Fathers of the other Houses has ties to this powerful character.

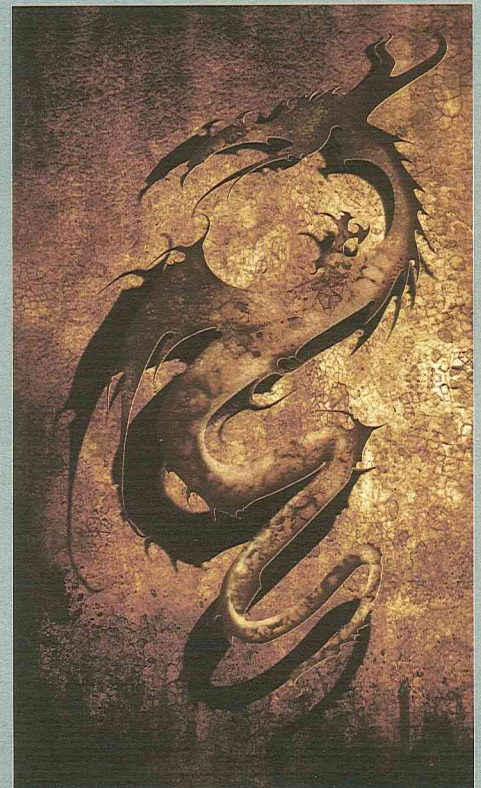
A disquieting aura of mystery surrounds Kaïan Draghost, the Shape Shifter. The academics of Aarklash have an extremely hard time getting trustworthy information on this person. Speaking of a "House" of Draghost doesn't make sense, for Kaïan Draghost is its only representative. Yet the term is nevertheless appropriate to symbolise his status and his power within the Order of the Ram. Indeed, though Feyd Mantis is the builder of the accursed barony, the Shape Shifter is its architect.

The House of Draghost, being a true family, isn't originally from Acheron but from the barony of

Algerande. Cradled by the tales of Alahan, the young Kaïan devoted his brilliant intelligence to the study of magic and he performed wonders. After numerous adventures he became the dean of the Academy of Magic of Acheron, which was at the time the most prestigious one of the whole continent. Yet his ambition wasn't satisfied: he dreamt of reaching omniscience. Burning with ambition, he studied the forbidden knowledge with a handful of disciples. He founded the sect of the Black Togas and was soon joined by Feyd Mantis. Arrogant and cruel, Kaïan Draghost eliminated his whole family so that no one could have the slightest control over him.

KAÏAN DRAGHOST is still alive. Time doesn't seem to have any influence on him ever since the duel that opposed him to the dragon Vimras Maloth during the first Battle of Kaïber. He retired, all alone, into his former academy that had been turned into an impenetrable fortress.

The Acheronians fear speaking of the one they call the "Shape Shifter" who, according to rumours, can move about wherever he wishes taking on multiple appearances. He can supposedly even transform into an invincible dragon. Until now no one seems to be able to rival his power.



THE AUTARCHS

Nearly a fourth of the members of the Order of the Ram is made up of autarchs, individuals who aren't bound to any of the Houses. These are, among others, independent necromancers, the representatives of other peoples honourably bound to the Order, or young "prodigies" of the forbidden arts who haven't yet found a protector from one of the Obscure Houses and who wish to form their own lineage. Individually the autarchs have no political influence. In the Order's assemblies they are represented by the House of Brisis.

THE ORDER OF THE RAM

The heirs of the Black Togas are grouped within the Order of the Ram, a powerful organisation of magicians, faithful and warlords. This assembly is directed by the Circle of Eternals, the assembly of the Fathers of the Obscure Houses, under the supreme authority of Baron Feyd Mantis.

AN UNDISPUTED REIGN

The Order of the Ram is the corrupt counterpart of the Order of the Chimera in Alahan. They share many common points, especially their internal organisation and the honorific distinctions they grant their dignitaries. The differences aren't any less marked. The Order of the Ram is the only form of government in Acheron and its reign is undisputed, like that of a gravedigger over the tombs of his cemetery. The stakes are also different if not diametrically opposed. The faithful of the Ram have disavowed the divinities of the heavens to claim the powers offered by the lords of hell: Salaüel, Belial, Dhalilia and their legions of demonic servants. The warlords of Acheron dream of conquering Creation, and if they can't do so, then they'll destroy it. Their magicians profane each day of the cycle of life by using necromancy. They have perverted the hermetic magic of the Chimera and have turned to the sinister magic of Typhon, namely typhonism.

THE WAYS OF POWER

Within the Order influence is measured according to three criteria.

- Blood, because belonging to the lineage of an Obscure House is a gift that opens many doors.
- Personal power. Attracting the wrath of powerful individuals is never good in a barony where killing one's neighbour is a common act.
- Age has a subtle yet essential role. The undead lords, the liches, have all eternity to strengthen their network of influence. Their schemes can be staged over a period of time that lasts much longer than a human lifespan.



THE CATHEDRAL OF SALAÜEL

The cathedral of Salaüel, which stands right next to the ruins of the ancient baronial fortress, is the place where the major religious celebrations take place and where all the Order of the Ram's members, from the simple disciple to Feyd Mantis himself, hold their assemblies. The formidable Coryphaeus and the choir of the quaestors of Acheron guard this place devoted to the worship of Evil. It is so huge that the cathedral of Arcavia could easily hold within its nave.

The Fathers gather there in small committees or in full to take decisions that affect the bloody fate of their domain. Each one is then seated on the throne devoted to his House.

The Circle of Eternals sometimes invites guests who aren't members of the Order of the Ram to participate in their gatherings. Honorary members, emissaries of the other peoples and powerful infernal entities are regularly given a seat in the meetings of the accursed barony's masters.

THE THRONES OF THE ETERNALS

The thrones of the Eternals, the glorious symbols of the Houses they represent, rival in morbid beauty and magnificence. Placed at dizzying heights, they dominate the nave, the transept and the chancel.

The thrones of the Eternals are placed at the heart of a magic structure of unimaginable complexity. When they are gathered, the Fathers sometimes use it to perform rituals whose effects can be felt well beyond the borders of Acheron. Spies from the other nations of Aarklash are desperately trying to understand the full potential of this mysterious circle of power. The simple fact that it can be used to open powerful Elemental Portals anywhere within Creation

is the subject of much concern. Only the free city of Cadwallon seems to be spared.

There are nine thrones of the Eternals for only eight sovereign Houses: one of them, the Throne of Mirages, once seated the patriarch Certaris Savatri. A terrible cabala was declared onto his House for uncertain reasons. Since the elimination of Certaris by Kaian Draghost, Sariel the Fallen, a rebel angel and Feyd Mantis's confessor, occupies the Throne of Mirages. As for Kaian Draghost, he has recovered the seal of the Infernal Kingdom of Ghandar, the domain of the Savatris.

THE RITUAL OF ETERNITY

The envoys of the nations of Darkness have recently reported an unusual agitation around the cathedral of Salaüel and the thrones of the Eternals.

The first dispatches reported that the eternal Fathers have finally agreed to replace Certaris Savatri on the Throne of Mirages. A new House will be created and its patriarch will receive the Seal of Gandhar, the key to the domain of illusions. The unexpected success of the young Irin at the succession of the House of Vanth still hasn't finished kindling desires and the intrigues are as numerous as never before in the accursed barony.

More recent information announces the disappearance of Sariel. The fallen angel of Acheron, supported by a mysterious coalition of two, maybe three, Houses, is said to have escaped by fighting his way through the fortress of Kaiber, the bastion of Light. Some even claim that he confronted Kyllion the Paladin, the lord of the fortress, and that the latter let him through after having exchanged several words with him.

No one knows exactly what Sariel may have told Kyllion for him to lower his weapon and open up the path to Aarklash. Yet some whisper one thing: the Ritual of Eternity.

I am Daeran Silienne, captain of the army of Alahaar, and I herewith testify to what happened.

As Baron Acheron had ordered, we attacked the pack at the first rays of dawn. The battle was fierce and short. We had the advantage of surprise and only about fifteen of us were wounded. However, a small group of our enemy managed to escape. The Commander decided to hunt them down in order to finish off these wild animals for once and for all. We chased them all the way to the foot of the Behemoth Mountains. The beasts then moved on towards our fortress at the Kaiber Pass before advancing into the mountains. The chase lasted four days and ended on a snowy plateau.

At ten against one the fight seemed won in advance to us. What fools we were! The Wolfen are wild beasts. When they are cornered they just become even more dangerous. Only too late did we understand that the last survivors had let us follow them on purpose! It was they who had trapped us, and not the contrary.

“

The Wolfen became enraged. With bloodshot eyes and frothing mouths they swept our soldiers aside as if they were dolls made of straw.

I saw heads being ripped off and limbs dismembered simply by the sharpness of their fangs. I saw a valkyrie be lifted into the air and her back broken as if it were a twig.

”

The pack's survivors had gathered around a kind of stele. We thought that it was the tomb of one of their chiefs, that they knew they were finished and that they had come to die near him. Here too we were wrong. This stele was a nexus of incredible power. I was able to near it after the battle. It is topped with a monstrous head of a wolf that leaves no doubt as to its origins... Though it appears to be of metal, it is warm to touch and seems to be made of flesh, but this may be due to a side effect of its activation. Whatever it may be, it is probably covered by several metres of snow by now...



THE WILD BEAST OF DRACYNRÅN

When the Commander gave the order to attack we saw a column of blood-red light burst from the stele and pierce the clouds. The Wolfen became enraged. With bloodshot eyes and frothing mouths they swept our soldiers aside as if they were dolls made of straw. I saw heads being ripped off and limbs dismembered simply by the sharpness of their fangs. I saw a valkyrie be lifted into the air and her back broken as if it were a twig. I saw our Commander die, choking on his own fist that a Wolfen had stuffed down his throat. I saw rivers of blood flowing in the snow...

Having been wounded, I passed out. When I woke up, my face and armour were covered with strips of my fallen companions' flesh. The battle was over. Of a regiment of eighty warriors only three of us survived. With tears in his eyes Laran told me that despite the battle's horror and savagery the men had remained united until the very end.

We didn't manage to reach the Kaiber Pass. The raging storm forced us to find shelter in a small cave. The worst thing is that we're probably only a few leagues from our fortress... But with this snow it would be suicidal to try to reach it. Luckily we still have some supplies left.

[...]

It's been three days now that we are stuck here. The storm hasn't calmed the least bit. We have no more supplies and Syalan died last night. His wounds were too serious. A meagre consolation: his clothes will feed our little campfire.

[...]

Fifth day. Laran has gone mad and fled into the snow in the middle of the night. My wound was reopened while trying to hold him back. I am becoming very weak...



ZOMBIE OF ACHERON

Who are these shadows without rest who, united under the banner of Darkness, have again crossed the threshold of death to come back to haunt the living? Who are these morbid puppets that howl their mute revenge with a deathly silence? They were once bandits or lawmen, convicts or executioners, rich or poor. Now they are the slaves of the Ram.





ZOMBIE OF ACHERON

The conqueror could prepare his warriors
 In confront the herds of Acheron.
 The living-dead know neither pain nor
 fatigue, and especially not pity. The
 fleshless legions, rattling vessels in
 the service of Darkness, advance in a
 deathly silence that is only broken by the
 means of the vermin gnawing at them.

SKELETON IN ARMOUR

From the deepest catacombs of Acheron rise the warriors of a time long past. Their soul has vanished long ago and has been replaced by the most abject of Darkness. The dead legions gather to subjugate the living and extinguish the flames of hope...

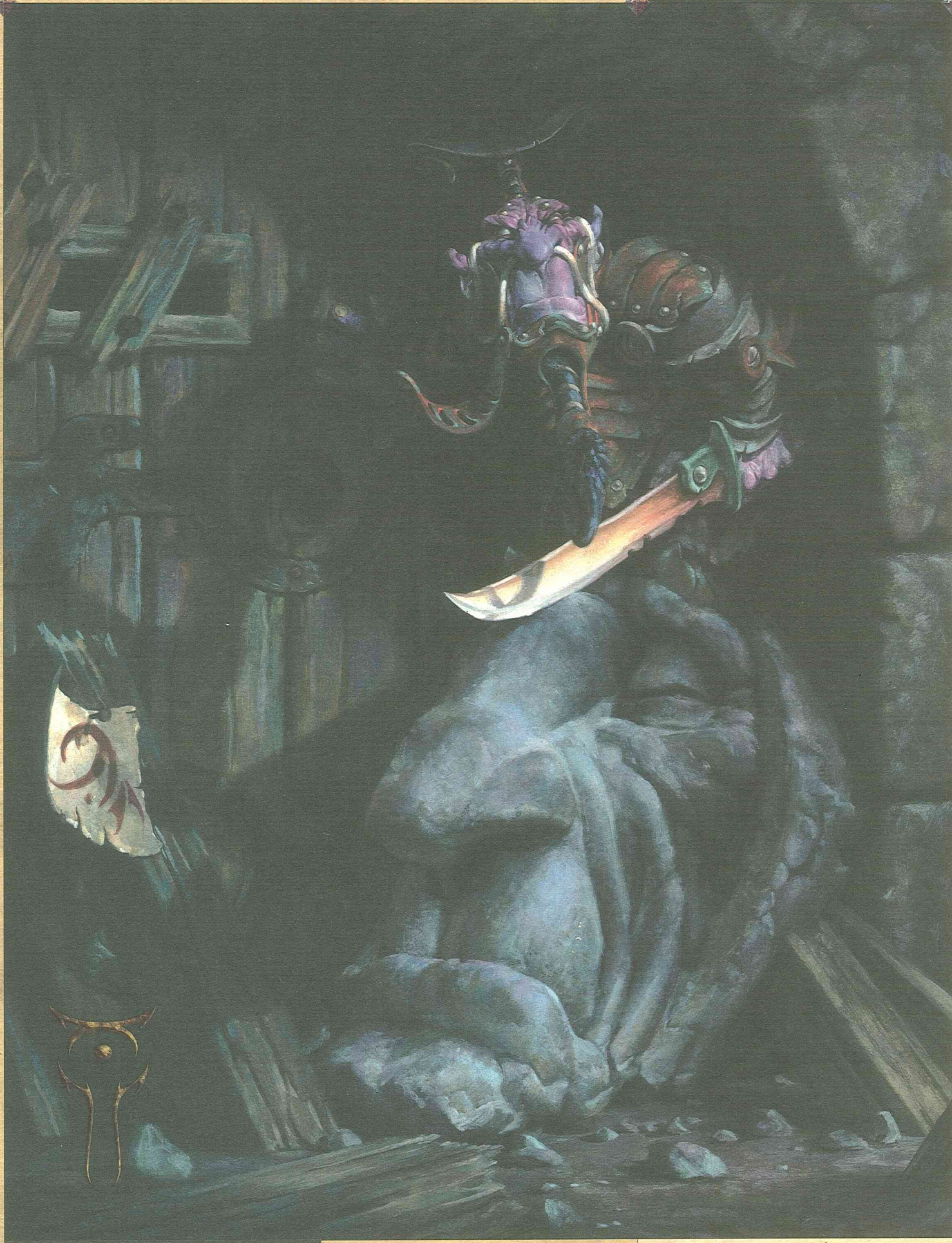


ZOMBIE IN ARMOUR

The necromancers of the Ram will carry out any sacrilege to quench their thirst for power. With the help of unholy powers they desecrate the graves and steal the memory of the deceased. The living-dead, shadows of a morbid glory, then gather to execute the sinister will of their new masters.







**ELGHIR THE RESOLUTE**

"Hear my prayer, ð Eldnir,
 Father of all the gods,
 Protector of my people.
 May thy only eye watch over our cities.
 May the flames within them
 Enquill our enemies.
 May our hearts become as hard
 As the steel of our swords.
 Grant us a glorious life and an
 honorable death so we be spared
 the humiliation of oblivion."

