

THE AGE OF THE RAG'NAROK
CONFRONTATION®



TEMPLE

ARMY BOOK



RACKHAM®

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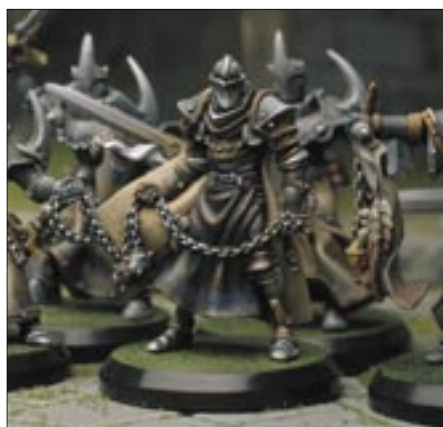
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INTRODUCTION

"The only answer is, 'Yes, master!'"



The Order of the Temple is aware of how close the end of the world is. It knows the duties it must perform for the mortals of Aarklash. It knows that the gods worshipped by most peoples are bogus icons and perfidious magical creatures who abuse the gullibility of mortals. These soldiers are at the heart of a merciless struggle to save the people of Aarklash and bring them into Merin's Light. They have chosen a symbol that resembles their mission: the Griffin, as it combines the determination of the lion and the vigilance of the bird of prey.

The Order of the Temple governs four protectorates scattered across Aarklash: the Ivory Dunes, part of the Bran-Ô-Kor, the Plain of Tears and an enclave in the Barhan city of Icqor. Each of these territories is governed by a templar commander who answers only to the grand master of the Temple and to the Emperor. However, each commandery includes a chapel of Merin and a priest appointed by the pope. The Order of the Temple still has to deal with the official church of Akkylannie.

The Order of the Temple is famous for the fanaticism and ardor of its soldiers, the divine power of its priests and the accuracy of the fusiliers. Guided by their faith in Merin, the brothers of the Temple never give up. They are aided by powerful Incarnates, instruments of a divine force determined to see Light spread across Aarklash. Each victory for the Temple is a new stone added to the building of a collective dream: one god, one empire.

You will find in this publication every element you will need to play a company of the Order of the Temple.

Universe explains how the templars understand the Rag'narok. You will also find a short summary of the history of this army as well as a presentation of its territory.

The **Troops** chapter presents all the fighters available, from the modest regular to the most powerful warriors from the elite troops, without forgetting war machines and creatures.

Armies of the Rag'narok presents the factions of the Order of the Temple, their forces, their weaknesses, their leaders and special troops. This section also describes the Incarnates of the Order of the Temple: their characteristics, their story, their special abilities and their artifacts.

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

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

ORDER OF THE TEMPLE

Headquarters: The Supreme Temple, in Arcavia.

Leader: Grand master Proteüs.

Totem: Griffin.

Alliance or alignment: Ways of Light.

Factions: Temple of the East, Temple of the North, Temple of the South and Temple of the West.

Mortal enemies: Ophidian alliance, the Empire of Syharhalna and the Limbos of Acheron.



ORIGINS

Original country: Akkylannie (Empire of).

Language: Akkylannian.

COMPANIES

Gift of the Griffin: The Griffin player places one of his cards in reserve before constituting the activation sequence. This reserve replaces the one he is normally allowed.

Magicians' primary element: Light.

Cult of the faithful: Merin, the One God.



FIRST PART
UNIVERSE

TEMPLARS OF AKKYLANNIE



To be a templar means one needs to be truly Akkylannian: a loyal servant of Merin and an instrument working towards the rise of a new Creation. It means belonging to the most civilized and organized people on Aarklash.

In Akkylannie children are instructed by the Church from a very young age; they go to church at least once a week to learn to read and write. Shortly before adulthood, every male Akkylannian has to serve in the army for five years as a conscript. This conscription makes the imperial army one of the most powerful armies on Aarklash. It guarantees that every Akkylannian gets to serve his god. It also allows the various layers of society to mingle and mix regardless of the conscripts' background. Conscription is the mortar of the Akkylannian nation and makes this people one of the most enlightened and well-read on Aarklash.

Akkylannians are very proud of their craftsmen. Their armor and weapons are true masterpieces, deadly efficient and remarkably beautiful. Such excellence is only possible because of the quality of the ore mines of the Akhyla Mountains. Powerful corporate guilds make sure this precious expertise is passed on correctly.

Nonetheless, being Akkylannian also means believing in Merin. As a monotheist empire, Akkylannie shows a different face compared to other nations of Aarklash: on holidays everyone stops working. And during religious celebrations the streets of every city, town or village are filled with shouts of joy. The Akkylannians' fervor is equaled only by their ambition: they are firmly set on converting all the mortals of Aarklash in order to save them! This led to numerous excesses, such as the

burning of books and many people being burnt at the stake. But those times are now over in Akkylannie.

Finally, Akkylannians are proud of their State: the Empire of Akkylannie is the only government on Aarklash to be so organized and structured. It is the only country whose existence and legitimacy exists beyond its leader. It is the only country where the servants of the nation are appointed into office regardless of their social class. For the enemies of the Empire, there is no point trying to behead the country: the Empire exists beyond the individuals who serve it. The country is forever indestructible. However, the downside to this is the country's complex hierarchy and tentacular administration. Even the most modest craftsman will need to file heaps and heaps of paperwork before being allowed to open a stall!

Among this united and fervent people, the templars constitute a military and spiritual elite. They are not only there to defend Akkylannie and to pray to Merin, they also fight at the four corners of Aarklash against the servants of Darkness. Blind obedience to the holy scriptures and to those working for the church is not enough for them. Every day they question their own ethics to make sure they are still worthy of the perfection of the new Creation. It is not their mission to massacre those who don't hear the message. However, they are ready to defend the future Merin has in mind for them against any threat. Having themselves the souls of pilgrims they are all very respectful, especially the templars of the West, of the order's creed of hospitality. The doors of their lodges and commanderies are open to everyone with good intentions.



The templars are proud of their expertise, no matter how much sacrifice is involved. They are glad to bear the word of Merin everywhere on Aarklash to serve as an example to the peoples of the Ways of Light. Their engagement and conviction is so high that in the heat of battle they reach a form of trance. They become formidable warriors, transcended by divine anger. To the Templars, their war fury is a godsend from Merin.



THE EMPIRE OF AKKYLANNIE

Totem: **Griffin.**
 Country: **Akkylannie.**
 People: **The Akkylannians.**
 Nation: **The Empire of Akkylannie.**
 Language: **Akkylannian.**
 Capital: **Arcavia.**
 Alliance: **The Ways of Light.**
 Allies: **Dragon, Lion, Boar and Sphinx.**
 Cult: **Merin.**
 Magicians' primary element: **Fire.**

CHRONOLOGY OF THE TEMPLE

- 571 Revelation of Arcavius.
- 573 Foundation of the Empire of Akkylannie.
- 676 Heresy of Dirz.
- 677 First Crusade (Syharhalna).
- 994 Second Crusade (Bran-Ô-Kor).
- 1 003 Invasion of Akkylannie by the Devourers.
- 1 004 Empire of Syharhalna offensive.
- 1 005 Battle of Arcavia, death of Emperor Octavius IX.
- 1 009 Battle of the Braziers, selection of the new imperial leaders.



A	B	C	D	E	F	G	H	I	J	K	L	M
Λ	Э	С	Г	Э	Ф	Г	И	І	Ј	К	Л	М
N	O	P	Q	R	S	T	U	V	W	X	Y	Z
П	О	У	Н	Г	У	Т	У	У	Ш	У	У	/

The new Creation

Creation is corrupt, not only by the principle of Darkness, but also because of mortals.

Once Mexin had completed his Creation he approached it with mortals. He bestowed upon them the gifts of freedom and self-awareness. Trusting His work, He took some rest and fell asleep. As He slept, former divine servants inverted the mortals' devotion and founded heretical cults. When the mortals who had remained faithful to Mexin tried to stop them, the heretics performed a gruesome ritual and brought Darkness into existence.

Mexin was never blind to this, perfectly aware of every first defect in His work. Unfortunately, the Evil had already spread over Creation so much that the One God could do nothing about it.

Greatly forgiving, Mexin gave mortals one last chance before destroying Creation. He chose me to guide mortals back into His Light and into the new Creation. Such a task is terrifying. Yet only we may save the mortal kind. Only we shall save the mortal kind. Then Darkness will be sent back to the void.

Mexin shall make use of his purifying fire. He is determined to destroy His work to allow a pure and luminous second Creation to come to life from the ashes of the previous.

The sweet prairies of Alapan, the majestic summits of the Akhyrah, the venerable forest of Lanover: everything will be lost forever, destined to vanish in the purifying fire of a new Creation where all mortals will live in peace. This grave responsibility lies upon the shoulders of every Akhyranian, united to his brothers in faith, in their empire, but also in this trial.

The faithful of Mexin shall convince the mortals of the authority of the cult of Mexin and make them reject their false gods. They ought to prove the power of the one true god and the duplicity of those who attempt to usurp His godly throne. They shall awake the conscience of every people.

The faithful of Mexin ought to remain vigilant in the face of Darkness. With each rise of dawn, with every heartbeat, the grip of the Dark principle tightens over Darkness and threatens to choke the flame of faith. It is the Akhyranians' task to hunt down the agents of Darkness, and to smite those who refuse the message of the One.

The faithful of Mexin shall prepare for the new Creation by forming a perfect nation where people will be governed by reason, where the population shall never know hunger and the wise, the mages and the faithful will work in harmony for the greater good of all. Should one man fail in this task, then the whole edifice is doomed to collapse. Darkness will drag Creation into an absolute and eternal void. Mexin himself will be drowned in this ocean of Darkness and his flame will be extinguished forever.

Yet, if we are to show ourselves to be pure, united and determined; if we are able to use our conscience to defeat the lies of the false gods, then Mexin's designs will take shape in His creation.

Immense sacred fire will engulf the realms, the heavens, fire, Elements and Darkness. Protected by Light, the believers shall be saved and taken to the new Creation, under the benevolent eyes of Mexin.

A new history shall then begin where mortals will live mercifully under the gaze of the One god.

WHAT MY FATHER USED TO SAY

Who are we?

We are the chosen people of Merin, descended from the disciples of Arcavius.

What are our qualities?

We are aware that the other gods are only impostors and that Merin shall soon bring forth the new Creation. We have faith in His word. We have developed a government, a technology and an army like no other on Aarklash.

What is important in life?

To respect the word of Merin and spread it on Aarklash.

To obey the laws of the Empire and serve under the Imperial flag.

To save the people of Aarklash by guiding them on the ways of Light.

What makes us better?

Our faith in Merin guides our arm in combat.

Our conscription system makes us a united people where the rich fight alongside the poor.

The hospitality we show towards other peoples makes us an example to be followed.

What is good?

To destroy false gods and send their cults back to the void.

Merin teaches us the importance of authority, the taste for scientific discovery and spiritual self-awareness.

To convert other peoples and guide them into the Light.

What is evil?

To worship another god.

To refuse to fight for the sake of the new Creation or to do so half-heartedly.

To be doubtful of one's commander.

Where does Creation come from?

Merin made Creation at the dawn of time. He is the origin, He is the whole. Soon He shall destroy Creation to rebuild it anew, cleansed of mortals' sins.

Where do we come from?

We are the descendants of former Barhans, who are former Kelts themselves. The Kelts came from a faraway island. In the beginning, we were but void, and Merin gave life to us.

Why do we die?

Life is like a flame. The more vivid the light, the faster the candle burns. Merin calls us back to His side once we have completed our task on Aarklash.



What lies beyond death?

Those who are faithful are allowed to remain by Merin's side until the rise of the new Creation; the souls of the heretics are lost forever in the Realms of Darkness.

What is the meaning of life?

We should be living in felicity under the benevolent gaze of Merin. Yet, because some mortals have chosen to worship false gods, we ought to fight for the rise of a new Creation. Only then shall we be allowed to taste eternal bliss with those who have joined us in our faith.

Why can we use magic?

Creation is the work of Merin. It is complex and made up of thousands of different aspects. Those who perceive the work of Merin are able to correct or alter this masterpiece to a certain extent.



Why can we use divination?

We are not alone in our struggle for the new Creation. Merin bestows upon us His help when we show ourselves worthy of it. Our priests know how to formulate the prayers that encourage Him to lend us His assistance.

What are our holy scriptures?

The *Codex of Merin* was written during the foundation of Akkylannie by Arcavius. It was later completed by the Church. It contains everything we need to know concerning the origins of Creation, the revelation of Arcavius and the teachings of Merin. There are two versions: the great codex, so large that a single man cannot lift it. Each cathedral and every regiment owns a copy. The traditional abridged codex is only a few hundred pages long and every priest owns one.

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

Light? Light radiates from Merin. It guides mortals in their struggle for a new Creation. We are the only ones aware of its true meaning.

Destiny? The peoples of the paths of Destiny are those who have chosen neither Light nor Darkness. There is still hope for them, but much less than for the peoples of Light.

Darkness? Darkness was not created by Merin. It was born when sinful mortals, worshipping false gods, performed a deviant ritual.

The four Elements? They were created by Merin to build Creation.

Yllia? Yllia is but a celestial body among many others. Only the madness of mortals has made it a goddess.

The other gods? They are angels or powerful magical creatures who only pretend to be gods.



Elemental sihirs? Sihirs are magical creatures created by Merin. Some still obey him; others have betrayed him.

Incarlates? We don't know much of this notion. Incarlates are champions of Merin or of the false gods. Those who obey the false gods are far less powerful than the servants of the One God.

Immortals? They are angels created by Merin or abominations created by Darkness.

Elemental Realms? They were created by Merin at the dawn of time. They are the source of the Elements supporting Creation. The Realm of Fire is the oldest of these Realms.

Unfinished Realms? After having completed Creation, Merin rested. He left us free to steer our lives. The Unfinished Realms are an opportunity to express these gifts to Merin.

What is the Rag'narok?

Merin revealed His design to Arcavius: Creation is a spoiled fruit; it ought to be destroyed. The Rag'narok is the end of Creation as we know it today. The Rag'narok shall end with the destruction of Creation and the migration of Merin's believers to a new and wholesome Creation.

PROTECTORATES OF THE TEMPLE

The mission of the Temple has always been to spread the faith of Merin and the ideals of Light across Aarklash. The brothers of the Order have traversed the entire continent. They have founded countless small commanderies, often to the local populations' surprise. In four strategic points they have built great fortresses, the four cardinal temples, which also used as rallying points for every pilgrim of Merin.

Recently these commanderies had to extend their military and political influence beyond their walls. By building fortifications and watchtowers around the fortresses, they have favored the settlement of pilgrims in these areas. Terrible battles have taken place in the immediate surroundings of these protectorates, but the monarchs of Aarklash were forced to acknowledge the sovereignty of the Temple over these lands.

- The **protectorate of the North** is surrounded by unwelcoming plains and constantly overcast wooded marshlands. Many pilgrims still chose to settle there, determined to colonize these lands at the crossroads of Aarklash. Such a gamble has proven particularly hazardous. Today, the protectorate is almost entirely occupied by enemy armies: those of the Hyena, the Wolf and the Scorpion. The many watchtowers are still not enough to protect the remaining villages.

The temple itself is under siege from the wolves. Built in the middle of the swamps, its austere fortifications are overlooked by an ominous keep, called the "Crow tower" because of the commander's tamed birds.

- The **protectorate of the West** is in fact a district of the Barhan city of Iqquor. The templars living there shelter and care for the poor of the city, as well as the wounded of the Ways of Light on their way back from the front.

The temple itself looks more like a monastery than a military barracks; and it still runs the old dispensary, a library and a printer's workshop. It is as much a place of knowledge as it is a stronghold, and the presence of the templars is much appreciated in the barony and across the Kingdom. It is also the venue for jousting tournaments between templar riders and knights of Alahan.

- The **protectorate of the South** is only sand and stone. The templars fight there every day to keep the Syhar at bay. No other Akkylannian lives there. The templars have built their temple there and erected fortifications around the few surrounding oasis, strategic points in the scorching Ivory dunes. Water can become so hard to find there that it is sometimes called "blue gold".

The temple itself bears the scars of the last Syhar offensive, the Dance of the Scorpion, and templars are working day and night to repair its white stone fortifications.

- The **protectorate of the East** encompasses a large part of the area's many canyons. Exalted by the now confirmed presence of Arcavius' tomb, thousands and thousands of pilgrims travel there and their encampments bloom around the temple.

The temple itself, almost entirely destroyed during the Dance of the Scorpion, was rebuilt incredibly quickly with the aid of all the pilgrims living in the protectorate. So once again the white walls of the fortress overlook the desert, its artillery guns and towers ready for war.



THE PROTECTORATES

-  Empire of Akkylannie (Supreme temple)
-  Protectorate of the North (Temple of the North)
-  Protectorate of the Ivory dunes (Temple of the South)
-  Protectorate of the East (Temple of the East)
-  Protectorate of the West (Temple of the West)

THE HISTORY OF THE TEMPLE



The history of the Temple overlaps that of the cult of Merin, which gave life to the Empire of Akkylannie. It begins with the revelation of Arcavius and continues with the spread of the religion. It stutters when faith is in danger, darkens as fervor dwindles, shines once again when the people of Akkylannie rediscover their faith and is reborn from its ashes like the soaring phoenix.



THE PROPHET ARCAVIUS

The history of Aarklash begins in Barhan territory, in the barony of Laverne, a century and a half after the foundation of the Kingdom of Alahan. Arcavius de Sabran was already a middle-aged man. He was a famous baron who had managed to finish building the fortresses north of Alahan, thanks to his military skills and leadership qualities. Yet he aspired to some peace at last, and felt his world was about to change, without knowing exactly how.

One evening, after a meeting with other barons, Arcavius took his time to wander through the forest. There an angel of fire appeared before him and spoke: "You are the chosen one, you have been chosen by Merin. You have inherited His conscience; may it be your reward and your burden."

CHRONOLOGY OF THE TEMPLE

571	Revelation of Arcavius
572	Meeting between Heïan and Arcavius
573	First battle of Arcavia, foundation of Akkylannie
575	First battle of Carthag-Fero
585	Battle of the Last Raiders and pacification of Akkylannie
	Foundation of the Order of the Temple
602	Foundation of the actual Temple of the North
675	First battle of Kaïber
676	Heresy of Dirz, foundation of the Inquisition
677	First crusade
679	Battle of Dawn
680	Foundation of the actual Temple of the South
710	Foundation of the actual Temple of the West
994	Second crusade
995	Foundation of the actual Temple of the East
	Battle of the Marauders
998	Sack of Kylaë
1000	Battle of the Old Wall
1003	Shurat lands in Akkylannie
1004	Battle of the Ivory Dunes
1004	Battle of the Mourners Gorge
1004	Battle of the Temple of the South, fall of the Temple of the East
1005	Battle of Arcavia
1007	Return of Arkhos
1008	The Black Day
1009	Battle of the Braziers



The angel then revealed many secrets concerning Creation and Aarklash in particular. After this encounter with the god's envoy, Arcavius became an Incarnate.

Shaken by these events, he made it back to his castle. For a whole week, he checked the scriptures of any human civilization that shared the ideal of the Ways of Light, as well as the work of the scientists of Tir-Nâ-Bor, to verify the igneous angel's words. On the seventh day, he gained the certainty that the angel had spoken the truth. Arcavius had to admit that all these cults shared similarities that could only be explained in one way: these peoples had been in fact worshiping a single god, Merin, under different names. Confirmed in his quest, Arcavius was rewarded by Merin and experienced his second Incarnation. Aware of his role and his responsibility, he realized the task lying in front of him: unifying the different peoples into one faith, belief in Merin.

That day Arcavius made a great public speech. He shared the revelations of the angel concerning the genesis of Creation by Merin. He invited the crowd to follow him for the glory of the One God: only those who prayed to Him would be allowed into the new Creation. Some servants followed Arcavius, and with them Jen, his faithful squire, Zeliôs, his best friend, Karl, his chamberlain, and Honorinus, his eldest son. Neither the supplications of his family, nor his lordship could prevent Arcavius from leaving. The prophet and his entourage became beggars and pilgrims that exact same day.

Arcavius' journey, "the march of the blazing", led the pilgrims across Alahan. Piece by piece, Arcavius sold his knight's armor to pay for his journey and he purchased a book to write down the revelations of the angel of fire: the *Codex of Merin*.

Along his voyage Arcavius rallied many Barhans to his cause. After only a few months his disciples already numbered in the thousands. Arcavius reached the gates of the capital of Alahan in Kallienne. He was arrested and imprisoned by Baron Kelgar de Kallienne. However, after reading the *Codex of Merin*, the baron appealed to King Heïan to meet Arcavius to allow him to plead his cause. Arcavius spoke for hours with the king. An angel of Light then intervened to give its divine blessing to Arcavius' quest. Convinced by the angel's appearance, the king freed the prophet and gave him somewhere to settle with his followers. He offered lands abandoned by the crown,

including the Akhylahn Mountains and the land beyond. Arcavius took to the road again. A new follower had joined him: Kelgar of Kallienne.

The pilgrims left for the peninsula beyond the Akhylahn mountains. Halfway there, Arcavius entrusted Jen with the conduct of the convoy while he followed another road alone, to meditate. He could feel the end of the journey approaching and was realizing that the fate of his followers was about to be sealed. Soon they would no longer be simple pilgrims, but the founders of a new society. Although Arcavius was ready to become their spiritual leader, he did not wish to be in charge of their worldly lives. With doubt gnawing at his soul, he wandered aimlessly for over a day and a half, until he reached a riverside where he met a fabulous creature: a griffin. The hawk eyes of the half-bird half-lion beast scrutinized him for a while before it eventually took off. Everything became clear in Arcavius' mind. Just like the griffin, Arcavius' new nation was to combine the strength of the lion and the vigilance of the bird of prey: a strong secular leader and a vigilant spiritual guide. He tore his Elixir in half: the Fire of Merin and the Eye of Merin. Only a few instants after this terrible trial Arcavius was found by Honorius who had followed him from a safe distance. Thanks to the Eye of Merin Arcavius knew his son was worthy of the Fire of Merin and gave it to him.

571-585 • ARCAVIUS' EXODUS



Arcavius and Honorius returned to the convoy and guided their “people” towards the peninsula. When Arcavius told of his encounter with the griffin, his followers saw it as a good omen. Adopting this symbol, they painted griffins on their shields and standards. The travelers they met soon came to call them the “Griffins”. An army of legend was born!

THE LAND OF THE SUN

When the Griffins arrived in the peninsula they discovered that it was still wild and wider than the Barhan texts had indicated. It was inhabited by many warlike factions: human clans, greedy goblin colonies or adventurous dwarven trading posts. At first Arcavius and his followers simply avoided the most warlike bands and traded with the most peaceful, such as the dwarves. However, by avoiding any kind of conflict, the Griffins never found anywhere to settle. They carried on journeying to the north of the peninsula, hoping to find a more welcoming land there.

Arcavius’ followers discovered a region of fertile plains and wide forests, irrigated by a majestic river. Under the orders of Honorius they built their town there and began erecting the first fortifications in the forest by the riverside. Unfortunately, the goblin raiders operating in the area did not appreciate seeing such a stronghold being built on their territory. Only days after the Griffins had settled the goblins struck the community hard. But the Griffins were determined and united by their faith. Not one of them stood down: this land would be the cradle of their nation...or its grave. The battle for the future Arcavia sealed the sense of belonging that still unites the people of Akkylannie

Through this victory the Griffins earned the respect of the neighboring communities. They were then able to found their first town, which was called Arcavia in honor of their prophet. They built the first temple of Merin and

THE FIRST BATTLE OF ARCAVIA

An 573, site of the future Arcavia (province of Arcavia)

The goblins attacked the Griffins in the early hours of morning. Fortunately, Honorius had posted sentinels: the alert was raised just in time. When the Griffins rushed out of their houses, weapons in hand, the goblins were already upon them. It was less a battle than bloody chaos. The raiders made no distinction between women, children or warriors. Brandishing his sword high above his head, Honorius kept cheering the Griffins forth. He eventually managed to organize the defenses and called several decisive counter attacks. Soon all the warriors had gathered their families in a single place. They then went on to methodically slaughter the unruly goblin raiders, who broke again and again in uneven waves against a wall of steel and faith.

finished the fortifications. The day of the first official mass Arcavius had a vision and locked himself away to meditate. When he came back among his people, he showed them maps and technical drawings of fabulous inventions: Merin had sent him the tools to make Arcavia the most prosperous city on Aarklash!



Thanks to these inventions Arcavia prospered. The Griffins thrived and extended their influence, even if it sometimes meant having to take to the battlefield. They converted a great number of humans and dwarves living in the area. Soon they had become so many that some of them set out towards the north of the peninsula, following the trails used by the dwarven settlers only years before.

On the northern coast of the peninsula they found more dwarves. They tried to convert them, but the only answer they were given by these dwarves was the sharp edge of their blades. At dawn, after some fierce fighting, the faithful of Merin were the only ones left alive. They seized control of the site and founded their second city: Carthag-Fero.



After the foundation of Carthag-Fero, more communities of Merin were founded. It became necessary for the Griffins to form a government. Arcavius, Honorius and their early companions gathered to determine the foundations of the Empire of Merin. The prophet then had a new vision: a phoenix flying west. This igneous creature was certainly a message from Merin. Arcavius understood that it was time to take to the road again.

So the Empire of Akkylannie was founded. In general celebration, Honorius became the first emperor, in charge of secular power. The Church, the religious power, was to be led by a council of priests. The same day Arcavius announced he was leaving on a new pilgrimage, in order to rally more believers all over the continent. He left with a handful of followers, including Jen.

During Arcavius' absence, Honorius undertook many projects and showed both courage and daring. His decisions soon made the new empire even more prosperous. Honorius signed treaties with the other peoples of the Ways of Light, but also with the dwarves of Tir-Nâ-Bor, despite the Battle of Carthag-Fero. The Fire of Merin gave him incredible charisma, which allowed him to overcome any reluctance. Furthermore, the dwarves appreciated the Akkylannians for the rigor and expertise of their craftsmen. Even the mysterious Cynwäll managed to get along with the Akkylannians. They considered the humans as turbulent children and hoped to bring them "into the Light" through their example and wisdom.

THE BATTLE OF THE LAST RAIDERS

585, the coasts of Akkylannie (province of Arcavia)

For several months, Karl and Kelgar had been hunting down the last bands of raiders that were still terrorizing Akkylannie. The last goblin, barbarian and dwarven warlords had assembled under a single banner and made their last stand for survival. Little by little, they were driven towards the eastern shores of the peninsula. There, the landscape allowed them to conduct limited but violent guerrilla operations.

However, the iron discipline and the methodical strategies organized by Karl and Kelgar brought the raiders to their knees. Relentlessly, the Akkylannians covered the area, pushing the bandits further back each time. Eventually the raiders had to start building makeshift ships to flee the peninsula. Karl attacked the boat yard, pushing the raiders out towards the Fangs of Fire, where they began a new existence as pirates.

THE FIRST BATTLE OF CARTHAG-FERO

575, site of the future Carthag-Fero (province of Carthag-Fero)

On the evening of the Griffins' arrival the dwarven settlers gathered and discussed how to welcome their new neighbors. Soon tension rose in the small community. Some Griffins tried to step in to ease the fears of the dwarves, but it only made things worse. The dwarves and the Griffins started scuffling and soon weapons were unsheathed. Within minutes, the small community sank into war.

Following Honorius' example during the Battle of Arcavia, the Griffins regrouped and closed off the streets to channel the aggressors and eliminate them one by one. The losses were heavy on both sides, due to dwarven stubbornness, and no-one was willing to negotiate anymore. The Griffins massacred their enemies.



The success of Honorius was the same inside the country as it was outside: he fixed the borders of the empire and eliminated the bands of raiders one by one. By the tenth anniversary of his reign, after the Battle of the Last Raiders, the whole peninsula had been pacified. A new age opened before the Empire of Akkylannie and patriotic momentum seized every Akkylannian.

THE GRIFFIN TAKES OFF

Once the peninsula was pacified, the Empire of Akkylannie transformed to adopt its modern shape. Its institutions were formalized. Zelios studied the inventions of Arcavius, his best friend, and trained the alchemists of Merin. Karl was given the Chair of Foreign Affairs. The task was significant: he was to rally all of Aarklash to the flame of Merin. To assist him, he founded the Order of the Temple. Kelgar was put in charge of Internal Affairs, which included enforcing public order in Akkylannie and keeping an eye out for traitors and spies.

In the meantime, Arcavius and Jen had been journeying on and on. Without the Fire of Merin the prophet proved unable to convert new believers. However, during his travels, he trained Jen to succeed him and receive the Eye of Merin. During a communion,



THE FIRST BATTLE OF KAÏBER

675, Kaïber Pass (barony of Daneran)

The first Battle of Kaïber was fought by the host of Magebaron Shaon d'Allmoon and Knight Lord Tharn, as well the 4th century of Akkylannie, under the command of Centurion Viriis. Supported by the dragons of Laroq, who had been awakened by the commotion of battle, the troops of Light managed to prevent Feyd Mantis, Rhea de Bris and the fallen immortal Sariel from getting out of the Cursed Barony with their army of living dead. The Acheronians were forced to retreat just as the reinforcements of Light, led by King Michaellis, arrived.

However, the king did not have time to capture the pass: the Acheronians came back stronger than ever. The trinity of the Abyss and Kaïan Draghost had joined the army of the Cursed Barony. The battle was terrifying. Vimras Maloth, a venerable dragon of Lanever, fell under the blows of Draghost. The king of Alahan owed his survival only to the heroic sacrifice of his people.

Arcavius entrusted Jen with the Elixir. Jen was transformed forever. Jen now craved power. Not only did he want spiritual power, he also wanted to lead the Akkylannians for the greater glory of Merin... and himself. Arcavius on the other hand was in no way able to lead Akkylannie anymore; he had lost all mystical powers and his faith blurred his judgment.

As the pilgrims wandered deeper and deeper into the Bran-Ô-Kor, Arcavius realized he had lost his powers and sank into despair. Tension rose between him and Jen. Despite how ambitious he might have been, Jen truly wanted to raise the spirits of his mentor. But he had neither the strength nor the means. Finally, Arcavius and Jen had one argument too many. During a stop in a cave in the Bran-Ô-Kor, Jen murdered Arcavius in his sleep. In 590 Jen made it back to Arcavia alone, bearing in him the Eye of Merin. He told that he and Arcavius had been captured by servants of Darkness. He added that Arcavius had died at the hands of their jailers and that he had been the only one who managed to escape. When Honorius raised an army to avenge his father, Jen claimed that their jail was protected by spells of Darkness, and that he would be unable to tell in which country he had been held captive. No-one doubted his word.



Honorius felt the Eye of Merin on Jen; he appointed him pope of Akkylannie and reformed the Church to give him more power, since it was now led by one of Merin's chosen ones. Nevertheless, Karl remained suspicious. He reformed the Temple in secret and prepared to fight the excesses of the Church.

Honorius and Jen prepared their successors: the council of priests set up by Arcavius would choose a pope worthy of the Eye of Merin. The pope would then use his power to find the one capable of bearing the Fire of Merin and make him the Emperor.

However, the council of priests never managed to agree on someone to bear the Eye of Merin. Its choice was political in the end: after Jen died, the Eye became a relic that the priests hid in the crypt under the cathedral of Arcavius, in Arcavia. Without the power of the Eye, successive popes were unable to find emperors capable of withstanding the Fire of Merin. The emperors died quickly, consumed by the relic, and were unable to impose themselves against the popes, who became the true masters of Akkylannie.

Nonetheless, the Empire of Akkylannie thrived after the death of Arcavius' first followers. The population was still united by the same patriotism and the country developed quickly. Contingents were sent across the continent to find Arcavius' tomb.



The Ways of Light were soon in need of Akkylannie's help. The Order of the Black Togas had stepped out of the shadows and the barony of Acheron had seceded from the rest of the kingdom of Alahan. The baron of Allmoon, a repentant Black Toga, raised an army to fight the Meanders of Darkness. Yet he knew that he could not do it alone; he sent an angel of Light to warn Centurion Viriis, whose company had been searching for Arcavius' tomb in the Behemoth. The Akkylannian commander did not hesitate for a second. He rushed his soldiers into an exhausting forced march. The Griffins dashed through the passes and valleys and made it to Kaiber Pass in time to fight alongside the Kingdom of Alahan. This battle was known as the Battle of Kaiber, the first great battle of the Order of the Temple. It was a military victory, but it led to a political disaster: the Order of the Temple sent almost all its men to Kaiber to build the impregnable fortress, thus effectively handing Akkylannie over to the Inquisition.

When the templars returned from Kaiber, they found their country had changed completely. The heresy of Dirz had spread and the Inquisition had fought back by burning thousands of people who had been declared heretics. The templars were horrified. They protested and appealed to the emperor, but the Inquisition was just too powerful. The Pope ordered the Temple to hand over its best men to create the Templars of the Inquisition.

Fearing civil war, Emperor Octavius II instituted conscription, the new melting pot of Akkylannian patriotism. Thus he created the imperial army and gave it the responsibility of enforcing law and order. In fear of being overtaken by this new force, the Inquisition maneuvered. It managed to have a cardinal lead the imperial army and created the office of Prelate General of the Armies. Soon after, and for no obvious reason, the Cynwäll offered a firearm to the emperor. Scholars studied it and discovered the secret of gunpowder. Their powder was coarse compared to that used by the Cynwäll, but it was easy to produce. The fusilier corps was created and attached to the imperial army and civilian peace was secured. Gunpowder also became a source of revenue for Akkylannia as it established a profitable trade with the Kingdom of Alahan. It is only centuries later that the guild of Architects of Cadwallon has put an end to this lucrative monopoly.



THE FALL OF DJARAN

677, Djaran (Syharhalna)

In the early morning the first Akkylannian ships arrived within sight of the coast. Scouts were sent out. They easily spotted Djaran, a fortified encampment. But suddenly tigers leaped out from the desert and massacred them.

Without any news, and in a hurry to land, Commander Daéran led his fleet to the same beach. He found it occupied by swarms of tigers and nightmarish creatures hidden there by the Syhar. For the whole morning the Akkylannians fought wave after wave of clones. Many good fighters were lost trying to establish a beachhead. But the ferocity of the Syhar creatures denied their every attempt. In a final desperate effort, Daéran ordered an escape towards Djaran.

The templars rushed head on. They had to fight the people holding the city, with clones still gnashing at their heels. However, thanks to both some carefully targeted artillery fire from the battleships and the templars war fury, Daéryn's men eventually gained control of Djaran. Having finally found themselves a defensive position to fight from, the Akkylannians turned the battle around and massacred the clones controlling the beach.



THE CRUSADES

The situation had stabilized in Akkylannie, but there were still two crises to deal with: the constant tension between the Temple and the Inquisition, and the flight of Dirz to the Syharhalna. Hitting two birds with one stone, the pope invited the emperor to declare a crusade, in order to bring an end to the heresy of Dirz and to conquer the Syharhalna.

The Temple was put in charge of organizing this crusade since its lodges, scattered across Aarklash, gave it good knowledge of the terrain. However, this maneuver had also been devised to channel the Temple's patriotic ardor.

Commander Daéryn, of the Temple of the South, was chosen to command the invasion: his temple had a large navy at hand, indispensable to land troops in the Syharhalna. The Kingdom of Alahan also entrusted Akkylannie with many ships to assist it in the crusade.

THE BATTLE OF DAWN

679, Danakil (Syharhalna)

As soon as he arrived within sight of Danakil, Daéryn understood that there was no way he could overthrow Danakil in one day. Faithful to his duty, he besieged the stronghold, right there in the middle of the desert, thousands of kilometers away from his homeland. The Akkylannians attacked the fortress everyday, hoping, against all odds, to attrit the defenders and empty the stronghold. As unbelievable as it may seem, the templars' determination earned them the upper hand: after several months of siege, Danakil's reserves were exhausted. Its commander, Genariah, found himself forced to open the doors. Capitulation was declared to take place at dawn. But as he handed the keys of the fortress to the victor, Genariah drew a hidden blade and beheaded Daéryn. He then led an invincible offensive of clone troops gorged with mutagenics.

The other heroes of Danakil, infiltrated behind enemy lines, rushed out from hiding and massacred the templar leaders. Within hours the forces of Daéryn were annihilated. The sands of the Ivory Dunes had turned crimson red by noon.

During this seaborne expedition the templars fought many perils. The Syhars spread a plague epidemic amongst the men and sent monsters of the deep, called kraken, to sink their ships. Tired, sick and sometimes demoralized, the templars still had to fight waves of clones when they landed near Djaran.

Safe inside Djaran, Daéryn organized the methodical pacification of the entire region, as Karl had done to rid Akkylannie of the raiders. Unfortunately, the desert itself was a deadly trap: the heat killed just as many templars as the clones, and the sand performed marvels concealing the impious laboratories. And with no other known town between Djaran and Shamir, far to the West, the Army of the Griffin could make no progress in this hostile desert. The templars were stuck in Djaran.

The First crusade found itself wasting its forces for several years, until one day Daéryn heard a report concerning a Syhar fortress being built nearby. He knew he had to act quickly. He mustered all his templars and marched them out into the desert. Harassed by alchemical beasts and deceived by the technomancers' magical mirages, the



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Akkylannians eventually made it through the Ivory Dunes to within sight of Danakil. The construction of the fortress was well advanced; Daéryn's chances were scant. The commander split his contingent in two: he led the first half towards Danakil to keep the Syhar busy. The other half was to begin the construction of a fortress on the other side of the Ivory Dunes.

Daéryn never made it back; but thanks to his sacrifice, the fortress of Light was finished in time. The successor of Daéryn made it the new Temple of the South and carried on the crusade from this fortress.

In the meanwhile, back in Akkylannie, the Church was enforcing its hegemony. Over the centuries the emperors had become more and more submissive and the stakes had been burning more and more often. The inquisitors had become bogeymen. The Empire of Akkylannie frightened even its allies.

Yet the spark of hope began to shine again: Octavius IX was not an emperor like the others. He was determined to bring Akkylannie back into the Light. Notably, he relied on Proteüs – commander of the South who became the grand master of the Temple – and Tarkhyn – commander of the West and

childhood friend of King Gorgyn of Alahan. When he heard that mystics had located the tomb of Arcavius somewhere in the Bran-Ô-Kor, he immediately decided to organize a new crusade. The Inquisition was not opposed to it, seeing a further opportunity to keep even more templars out of their way.

Commander Arkhos, the most virtuous and famous templar commander, was chosen to lead this crusade. The entire Order of the Temple was mobilized behind him: the templars hoped to find a relic, a teaching or some other clue in the tomb that would help put an end to the Inquisition's rule of terror.

Once in the hostile canyons of the Bran-Ô-Kor, Arkhos built a fortress. This fortress was to serve as an operational base for many archeological expeditions. The research was hampered by the orcs living in the area. One of them in particular, Avangorok, kept harassing the researchers and pilgrims. Instead of combing out the canyons like his predecessors, Arkhos chose to send small scouting parties of templars and legionnaires of repentance, rogues who had been given a second chance by the Temple. In this way he was able to locate Avangorok's lair and attack him directly. The Battle of the Marauders weakened the orcs long enough to allow Arkhos to further reinforce his position and establish a solid bridgehead in the Bran-Ô-Kor. He was then able to finish building the fortress that became the Temple of the East. He then dedicated himself entirely to finding Arcavius' tomb.

THE BATTLE OF THE MARAUDERS

995, Blood Defile (Bran-Ô-Kor)

Avangorok and his orcs had settled in a network of narrow gorges and gullies. They knew the caves like the backs of their hands and had dug tunnels to connect the gorges. Each encampment sheltered only a handful of raiders, but together they formed an army.

During the night, Arkhos maneuvered his troops into position. He had spotted the network of encampments, but knew nothing of the underground tunnels. His first assault was a success but the orcs did not panic. Avangorok reorganized his troops and used the tunnels to outflank the templars.

As the early rays of Lahn hit the top of the gorges, indescribable chaos reigned down in the defiles. The templars fought back to back against orcs who seemed to keep appearing from nowhere, but no templars fled or surrendered.

Impressed by such determination, Avangorok charged into the mêlée, seeking out the enemy commander. Arkhos answered the challenge, but the commanders were of equal strength. They fought for hours. Avangorok realized there was no way he would drive back the Akkylannians. The only choice he had was to kill every templar, and he knew that many precious orc lives would be wasted in the process. He eventually chose to leave the gorge to the Akkylannians. Relieved to see his men live another day, Arkhos did not pursue the orcs.



THE RAG'NAROK

The Akkylannians, and more particularly the templars of the East and the South, were the first to witness the beginning of the Rag'narok. In 1000, while Arh-Tolth was waking in his chamber deep under the Second Shamir, thousands of clones marched out of the desert and crossed the Ivory Dunes, determined to conquer Aarklash.

Thanks to the skills of Arkhos and those of Commander Sered of the Temple of the South, the first Syhar offensives were contained. But the cost was high. Nonetheless, the two commanders were convinced that the two Akkylannian fortresses would hold out against the tide of clones. In a certain sense they were right. During the following four years the Syhar offensive was bogged down and turned into a war of position in the Ivory Dunes. Such unexpected resistance infuriated the Syhar commanders. Yet it allowed them to test the defenses of Light and prepare a new invasion plan, starting further north of Aarklash: the Dance of the Scorpion.

Akkylannie was facing Darkness on all fronts. Many Akkylannians died with the soldiers of the Alliance of Light during the second Battle of Kaiber.

In 1003 the disciples of the Hyena, led by Shurat, stormed through the Protectorate of the North, the Migol Sea and landed in Akkylannie. For several long years they ravaged the country. The emperor eventually had to sacrifice himself to rout Shurat and allow the Akkylannians to repel the Devourer invasion.

In the desert of the Syharhalna the Syhar began the Dance of the Scorpion. Masses of clones attacked in the Ivory Dunes and maneuvered through the Mourners Gorge to wheel around behind Akkylannian defenses. The Temple of the South was under siege and the Temple of the East fell under the attacks of Razheem, the Scorpion commander.

ARKHOS' TRIUMPH

1007, Temple of the East (protectorate of the East)

After his defeat, Arkhos found refuge with the orcs of the Bran-Ô-Kor while Claudia Nessalith, commander of the Syhar garrison, despoiled the Temple of the East. Arkhos took part in the ritual trials to appoint the Kal-Raik, the great leader of the orcs. He failed to win but gained the respect of the orcs. He even forged an alliance with Shaka-Morkhaï, the new Kal-Raik.

Accompanied by his surviving Templars, his sister Mirà and his new orc allies, Arkhos returned to the Temple of the East. Believing she was facing only a rogue band of orcs, Nessalith relied on the temple's fortifications. But Arkhos pointed out the weaknesses in the walls to the orcs.

Shaka-Morkhaï gave the order to attack. The clones' first line of defense was shattered with the first charge. The templars quickly took the fighting inside their former garrison, discreetly supported by Mirà and some troops of the Inquisition who had joined her. Alone against Shaka-Morkhaï and Arkhos, Nessalith knew she didn't stand a chance. She sounded the retreat and left the Temple of the East to its legitimate owner.

Arkhos wished to pursue Nessalith's troops, who were heading west towards Razheem's hordes. The orcs refused to rescue the dwarves, against whom they held a lasting grudge. Forced to change his plans, Arkhos left to break the siege of the Temple of the South.

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Then the clones made their way through the Ægis, sowing death and destruction in the homeland of the dwarves of Tir-Nâ-Bor, allies of Akkylannie. Despite the coordinated efforts of Proteüs, the grand master of the Temple, Sered and Arkhos, no reinforcements were sent to them: Akkylannie was already burning.

It took some time before Arkhos allied with the orcs and won back the Temple of the East from the Syhar. At the same time, Cardinal Aerth, Prelate General of the Armies, helped the dwarves save their capital fortress and the Inquisition sent troops to win back Ogh-Hen-Kir. The Republic of Tir-Nâ-Bor sided with the Ways of Light and Akkylannie regained control of the Protectorates of the South and the East.

Akkylannie had many other fronts to deal with: the Ophidian alliance had settled in the Fangs of Fire, right under the Empire's nose, and maintained constant pressure on the navy and the Akkylannians coastline. The death of Emperor Octavius IX (see *Army Book: Inquisition*) and the rise to power of the pope continued to cause conflicts in Akkylannie. Then the Embrace of Darkness tightened. The Acheronians launched lightning raids through portals of Darkness opened across the country. Akkylannie still managed to repel them, but found itself on the brink of self-destruction.



In 1008 wolfen armies came marching from the north and pushed aside the Devourers who had been harassing the Temple of the North for more than five years. There were so many wolfen on the plains that the templars could not believe their eyes. They were led by Asgarh, the terrifying living legend. Thurbard even believed the end had come. But the Temple of the North held on. With the announcement of his victory, faith in Merin reached heights never achieved before.

THE BLACK DAY

1008, Temple of the North (protectorate of the North)

The weather is never better than bad around the Temple of the North. But that dawn the clouds were particularly dark. Freezing rain was falling on the Protectorate of the North. The templars who saw the first wolfen stepping out of the forest of Caer Laern, thought their minds were playing tricks on them. As Asgarh's horde spread out, more and more wolfen appeared. The temple was about to endure the darkest hour of its existence.

Asgarh called the first assault. The wolfen wave was broken by the temple's artillery and the fury of the Akkylannians, but this allowed Asgarh to measure Thurbard's defenses.

The old commander had no intention of giving Asgarh the time to prepare his next attack. With his Black Guard on his heels, covered by the Akkylannian cannons, he performed a sortie to catch the Wolfen off guard. The maneuver was bold, but Thurbard struck too hard and too fast for the Wolfen to react. He immediately fell back behind the high walls of the temple, now safe from wolfen assaults.

THE GRIFFIN REBORN FROM ITS ASHES

Soon after the Black Day the Rag'narok entered a less violent phase. The Syhar advance had been stopped in the Protectorate of the North, notably thanks to the presence of the Wolfen. Akkylannian borders were threatened no more. And yet the specter of war still loomed over Aaklash. Every nation was exhausted by the last five years of uninterrupted conflict, and Creation itself had suffered greatly from the sheer quantities of mystical energy unleashed. A great assembly was to be held in Cadwallon to give the monarchs of Aarklash a chance to negotiate. The time for war was over for everyone, it was now the time for struggles for influence and covert confrontations.



In Akkylannie the choice of a representative tore open some old wounds. Pope Innocent wanted to send Ædhann Orphelion, Inquisitor General. Proteüs stood against this decision, which served only to reinforce the pope's power. Leading the imperial army, Aerth was worried by Orphelion's lack of tolerance during the negotiations.

Tensions between the Inquisition, the Order of the Temple and the imperial army reached a critical level. The matter of succession soon landed on the table: the pope was supposed to hand his provisional secular powers to the next holder of the Fire of Merin. During the debates the grand master of the Temple, Proteüs, made several *faux pas*. He was convinced the pope had seen through his game, but nothing happened: the grand master realized that the pope did not have the Eye of Merin in him. Finally, to ease the tension, Innocent consented to send Aerth instead of Orphelion.

In Cadwallon, Aerth negotiated the recognition of the protectorate of the Temple and convinced the dwarves of Tir-Nà-Bor to sign further treaties of alliance with the Kingdom of Alahan and the Republic of Lanever. Proteüs took the opportunity to arrange a meeting between Aerth and Mirà. Aerth was enthralled by the young woman, wielder of Hauteclair and holder of the truth concerning Arcavius' death. Mirà revealed to Aerth that Innocent did not have the Eye of Merin, confirming the cardinal's doubts. After this interview, a secret alliance was forged between the imperial army and the Order of the Temple. Back in Akkylannie, Aerth kept writing to Proteüs through the intermediary of the Lodge of Hod, a secret lodge of the Order. The two men planned a *coup* and actively sought the bearers of the Fire and the Eye of Merin. Unfortunately, they ran out of time to find them, as the Inquisition grew more and more suspicious of them. With little time at hand, Aerth and Proteüs put their plan into action.

Under the pretext of giving them new orders, Proteüs summoned Arkhos and Sered to Arcavia. The two commanders were accompanied by their personal guards, as well as many orcs who had allegedly come to seal a pact of alliance with Akkylannie. The Inquisition realized the danger and organized its defenses, but Aerth, as Prelate General of the Armies, ordered the Griffin executioners to assassinate the religious leaders they were in charge of protecting. The disorder caused in the ranks of the Church allowed the commanders to reach the gates of Arcavia. With nothing more he could do, Inquisitor Eschelius met them under the city wall and denied them entrance. And so began the Battle of the Braziers.

THE BATTLE OF THE BRAZIER

1009, Arcavia (province of Arcavia)

For several days, a game of shadows had been taking place in Arcavia. The Lodge of Hod was standing by, ready to strike all over Arcavia, and the inquisitors were on the war path. When Eschelius refused to let Arkhos and Sered through, the whole city took ablaze.

Although they knew the fortifications of the city by heart and despite the help of the orcs, Arkhos and Sered were unable to get past Eschelius' positions. In the meantime, the purifiers of the Lodge of Hod fought the Darkness hunters in every street. Inquisitor Saphon eliminated the felonious leaders, one after the other. After a fierce hunt, he executed Masselius, commander of the Lodge of Hod. Stricken with grief, his first lieutenant, Ambrosius, took his place and Mirà stepped in to face her worst enemy.

While everything seemed lost for the insurgents, Aerth threw the imperial army into the battle. The conscripts swarmed the streets, protected by the fusiliers. Caught between the hammer and the anvil, Eschelius was forced to retreat and the Temple rushed into this fresh breach. Exalted by this first victory, Sered challenged Eschelius to a duel. Arkhos marched on the cathedral of Arcavius and Mirà fought Saphon. All night, the power of Merin and that of the Elements were unleashed on the city. Fires broke out across the city. Some claimed to have seen through the thick smoke the image of a bright phoenix soaring above Arcavia.

As morning broke, Eschelius was lying on the ground, mortally wounded. Saphon had been taken prisoner and Arkhos had made it into the cathedral. Proteüs revealed himself, convinced that Mirà was about to be crowned. But suddenly, two unknown men shrouded in fire appeared. The Battle of the Braziers was over.

To help the application of these reforms, the emperor and the pope worked together, as Arcavius would have wanted it. They regularly called upon Aerth, Proteüs and Eschelius. It was decided that the imperial army would dedicate itself to rebuilding the country and enforcing law and order in the four provinces. The Temple would become the spearhead of Akkylannie everywhere on Aarklash. All were to behave with benevolence and fairness, since the Griffin was part of the Alliance of Light. On the other hand, the Inquisition and the Lodge of Hod (see *Hybrid*) were to be the agents of the Fire of Merin. Although guided by the ideals of Light, they would be able to show great severity and would stop at nothing to serve the Empire. These two institutions were modified to better adapt to their new missions. And in order to avoid all power resting in the hands of one man, the Order of the Temple and the Inquisition were given reinforced autonomy so that they became almost independent armies.

The allies of Akkylannie were relieved by these rearrangements. On the other hand, its enemies are growing worried. Confident about its future, the Temple is more dangerous than ever.

Inside the cathedral of Arcavius, Proteüs wanted to capture the two strangers, but Aerth and Mirà prevented him from doing so: whoever they were, they bore the Fire and the Eye of Merin. They had been secretly guided through the battle by Melkion, a powerful magician touched by the grace of Merin. In an attempt to re-establish his authority, the pope ordered the insurgents to surrender. The conscripts and civilians present did not know what to think or do. Mirà took off her mask and, in a mystic trance, she revealed the truth and secrets concerning the death of Arcavius. After the trance Mirà and Ambrosius spoke with the same voice, that of Merin. Eschelius, who had miraculously recovered from his wounds, recognized the truth in this voice and the two strangers were enthroned.

Demetrius I became the new emperor of Akkylannie and a new pope, Antoninus, was chosen.

Over the following months, the Empire of Akkylannie went through many major changes. All the Akkylannian heroes who had taken part in the Battle of the Braziers were given amnesty. Ambrosius was given command of the Lodge of Hod and Eschelius became Inquisitor General of Akkylannie. Emperor Demetrius I, carried by the Fire of Merin, renovated imperial institutions fervor worthy of Arcavius. Pope Antoninus was aware of how wrong the Inquisition had been: the Griffin had to remain worthy of Light; torture and burning people were to remain the last resort. Though the Inquisition remained ready to do the dirty work for the greater good of the Alliance of Light, the Church was no longer to terrorize a nation entirely devoted to Merin.





SECOND PART


THE ORDER OF THE TEMPLE

The companies of the Order of the Temple are probably the best organized on Aarklash. Disciplined and well equipped, Akkylannians wage war like no other people on the continent. They never step down in the face of adversity and, thanks to imperial conscription, they can send large numbers of efficient soldiers to battle. And when numbers are not enough, the Akkylannians bring out the big guns and call upon the powers of Merin to accomplish the prophecy of the One God.

RAISING AN ARMY






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

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

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















ORDER OF THE BANNERS

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

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

A banner is complete when all five slots are filled. Each slot can only be filled once per banner.

A company can include an unlimited number of banners. A new banner can only be created if the previous ones have been completed.

- Infantry unit  () !
- Infantry unit  ( / )
- Infantry unit  ( / )
- Cavalry unit or War machine unit  ( /  / )
- War machine unit or Titan unit  / 

!: Priority slot. This needs to be filled first.

UNITS

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

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

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

UNIT COMPOSITION

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

“COST OF A UNIT” TABLE

• **Standard and maximum number of fighters:** For each kind of unit, a table gives the A.P. value of a unit including the standard number of fighters and the maximum number of fighters. This table also indicates the number of special fighters allowed.

• **Extra fighter:** This value indicates the cost in A.P. for each fighter that may be added to the standard unit.



THE ARMY OF THE TEMPLE

Templars are gathered in companies under the totem of the Griffin. They serve one of the most powerful nations of Aarklash. They have sent troops to the four corners of the continent and established several protectorates. Some claim that Lahn never sets on the Empire of Akkylannie. And everywhere Akkylannians live the templars are there to protect them!

ORGANIZATION

Just like the imperial administration and the imperial army, the army of the Order of the Temple is one of the best organized institutions on Aarklash. Staunch faith and iron discipline allow the units of the temple to move in complex combat formations and perform maneuvers impossible for armies with less training. Finally, templars are all brothers, with no rank and no hierarchy – except for the commanders. Leadership is awarded to the most deserving, without any consideration of social origins. The rule of the Temple is the templars' body of laws and is based on values dear to the order: merit, honor and brotherhood.

Founded by Karl, one of the first companions of Arcavius, the Order of the Temple was originally called the “Chair of Foreign Affairs”. From very early on, the Akkylannians undertook the task of spreading their faith beyond their territory to save Creation. This is the main reason for the existence of this religious order of soldier pilgrims, who will travel across Aarklash to share the holy word. The Order of the Temple is also in charge of the protection of pilgrims on the roads of Aarklash. It is only much later that the Order of the Temple became the keeper of the Treasure, when its knowledge of the routes and its martial feats made it the ideal candidate for this office. However, Karl had also given the Temple a secret mission, passed down from one supreme commander to the next: keeping an eye on the Church and maintaining enough insight to protect Akkylannie, even against itself.

Thus the Order of the Temple owes allegiance directly to the Emperor and not the Pope. It is composed of four cardinal temples, one for every cardinal point, towards which it must spread the Akkylannian faith, and the fifth Supreme temple, which coordinates the whole. In the beginning, each temple was based in Akkylannie. However, with the expansion of the Empire the temples migrated beyond the Empire's original borders. They formed protectorates all across Aarklash. There are also many lodges, composed of smaller groups of brothers, which are outside the authority of the cardinal temples and answer only to the Supreme temple. According to rumors, the lodge of Hod is a secret service of the Temple.

Proteüs is the Supreme commander of the Order of the Temple. This former Commander of the Temple of the South was trusted by Emperor Octavius IX, which explains why Proteüs was reluctant to betray him to save Akkylannie from the stakes. Proteüs organized the rebellion of Arkhos and Sered, and secretly guided Mirà, preparing her to become the avatar of Merin and the Empress of Akkylannie. Only

half of his plan came together, yet it was enough to satisfy him. Proteüs does not seek power; he only wants Akkylannie to be the land of virtue it was always supposed to be. Almost supernaturally good, he shines with inner light. Righteous and fair, he has an excellent reputation even with King Gorgyn of Alahan. This explains why he was not charged with treason. The new leaders left him in charge of the Temple. He kept his title and the symbol of his office: a shield bearing a glowing red cross.

The Order of the Temple entertains relatively cordial relations with the imperial army. The trust once shared between Proteüs and Octavius IX smoothes out the few issues that arise, and the good will of Cardinal Aerth, Prelate general of the armies, takes care of the rest. The Temple never hesitates to come to the rescue of imperial companies, and imperial commanders never refuse to “lend” their conscripts to the templars. The relations between the Order of the Temple and the Inquisition are unfortunately quite the opposite. The schism that split these two institutions is as sore as ever. The veiled struggle sometimes gets out of hand and ends in armed conflict; the commanders of both sides are only waiting for a good excuse to take it out on their eternal rivals.

THE CARDINAL TEMPLES

The player can affiliate his company to one of the four factions presented hereafter. He then pays the cost of the faction ability for each fighter in his company. The latter can include only fighters (troops and Incarnates) whose description indicates that they are either part of this faction or part of no faction at all.

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

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

Master: Leader of the faction.

Favorite allies: Armies to which the faction may ally.

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

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

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

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

THE GIFT OF THE GRIFFIN

The Griffin player places one of his cards in reserve before constituting the activation sequence. This reserve replaces the one he is normally allowed.



ABEL

“Under my command, everyone fights. Fail me and I’ll be taking personal care of you.”

INCARNATION

Abel is part of the legions of anonymous servants working for the glory of Akkylannie. However, his devotion and his ardor make him an unusual soldier, an example for all conscripts and a formidable fighter, merciless with the enemies of the Empire.

Abel spent his childhood in a small village. His education was strict: the priests taught him to respect Merin and the necessity to fight the enemies of the One God. He also learned how lucky the Akkylannians were to live in such a modern empire.

Abel, convinced and ready to serve his god, was glad to join the ranks of the imperial conscripts. More than anything else he was willing to demonstrate his thanks for the quality of Akkylannian life he benefited from.

But instead of the glorious battle he had imagined, Abel realized that it was all exhausting training sessions and never-ending sermons. Several times the young man was sanctioned for his impetuosity. Soon his disappointment and frustration gathered into cold anger.

Once trained to fight, Abel was sent to battle in the desert of the Syharhalna. His company was to meet the Scorpion for a particularly dangerous, but crucial, battle. Abel had no doubts about the fact that his superiors had sent him there to get rid of him once and for all. He was boiling with anger. All along the journey to get there, he swore to survive to serve Merin and avenge himself.



In battle Abel’s company accomplished numerous feats of arms. The troops of the Scorpion were slowly losing ground, and Abel took the conscripts accompanying him further forward each time. He felt complete each time the warm blood of his enemies gushed on his face. Letting this feeling take hold of him, he hunted down the routing clones. The rest of the company did not follow him and Abel’s unit found itself isolated against hordes of clones. The unit was cut to pieces; Abel and the survivors were captured.

Abel and his unlucky companions were transferred to a laboratory lost in the desert. In these underground tunnels of stone and steel his men were subjected to gruesome experiences mixing technology and mystical powers. Feeling remorseful, haunted by the screams of pain that reached his cell, Abel even contemplated death for himself. Desperate, he started praying to Merin. It is then he found in his faith the strength to survive.

Eventually it came his turn to be led to the depths of the laboratory. The clones tied him to a table and a Syhar Omnimancer walked in. When he felt the Dark mana around him, Abel was overwhelmed with the anger that had been simmering within him for so long. His rage boosted his strength tenfold: he broke free from his chains and leaped onto his jailers. The clones died quickly at the hands of the young conscript. Abel then turned to the terrified Omnimancer. Carefully and without mercy, he tied the Syhar to the table and tortured him using his own instruments.





Once his anger was quenched, Abel left the experiment room and freed his companions. When all the survivors of his unit were freed, he led them to the surface. The survivors marched across the desert and finally reached their company's camp.

Back among his kind, Abel was celebrated as a hero by the troops. But it did not take long before he was sanctioned by the officers: he had disobeyed strict orders and was held responsible for his unit being captured. His bravery and his miraculous return were all that prevented him from being executed. After a few weeks in a cell, he was returned to his unit and sent back to fight.

Everything seemed to be back to the old ways, but Abel had changed: in the fury of battle, he had become insensitive to pain. Besides, he was regularly overwhelmed by terrifying fits of anger that rendered him able to hack even his toughest enemies in two. Although he was no longer a leader, conscripts would follow him and obey him almost instinctively. He attributed these gifts to Merin and was reassured that the One God approved of his conduct. From that moment on, Abel never hesitated to publicly object to his superiors' orders whenever he believed them to be stupid. Each time he would end up in a cell, but it did not bother him since Merin was looking over him.

After his conscription ended, Abel chose to stay in the imperial army. His temperament and his torments drove him to dedicate his life to combat. He served the Empire on every front, fighting at the four corners of Aarklash against almost every people on the continent. Over the years, he lost some of his brothers in arms and saw others grow old and leave the army. But curiously enough he never seemed to age. Not trusting in officers, he decided to keep his strange gift to himself. Besides, his shaven head and his battle worn features made it difficult to appreciate how old he actually was. He used his fits of anger to get regularly transferred. No one ever spent enough time fighting with him to notice anything unusual.

This supernatural power worried Abel, who sought deeper and deeper refuge in his adoration of Merin and the fury of battle. One day his company was issued orders to protect a temple of pilgrims against hordes of orcs, Abel found a way to merge both obsessions. Greatly outnumbered, the conscripts and the templars were forced to fall back inside the temple itself. Abel struck down an orc with such strength that his blade finally shattered. Disarmed, he sought a new weapon. His gaze fell upon the relic of the temple: a sword once owned by a priest of Merin, possibly Arcavius himself. Convinced he was the champion of the Igneous God, Abel grabbed the sword and carried on fighting. The orcs were about to win. The idea of seeing the temple desecrated and the pilgrims massacred threw Abel into a state of anger he had never experience before. He then began to feel divine power flowing through him. The Akkylannians with him saw in him a manifestation of the Igneous God. Their faith, channeled by the sword, allowed Abel to unleash the power of Merin upon the orcs. After the battle, he kept the sword and named it "Chastisement".

Abel now does everything he can to remain anonymous. All he ever wished to be was a simple servant of Merin like many others. However, his powers and anger make him stand out, and Abel sometimes accepts the responsibility of leadership in the name of Merin. The Emperor and the Pope may have changed, and the Temple and the Inquisition might still be fighting; but the Empire of Akkylannie is still standing and Abel will always be there to serve it. Anyone standing in his way better beware!

TACTICS

Protected by his shield and his plate armor, Abel can stand firm against many enemy assaults. He is perfect for backing up a Rank 2 Commander, leading an assault or holding an objective. Abel earns the enemy very few Elixir points when he is eliminated by an Incarnate, so he can easily be sacrificed. After all, he likes to be on the frontline! Equipped with Chastisement, he increases the lifespan of his whole unit and makes sure they will survive even the deadliest fights.

UNIT FORMATION

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

Abel is not associated with any Griffin faction. Being a soldier of the imperial army, he may serve on any front, under any banner. No matter who gives the orders, it is all about the fighting!

RECRUITING THE INCARNATE

Abel: 160 A.P.

Resurrection/Duel: 3 Elixir points.

ATTRIBUTES

Abel has 1 point to purchase his artifacts.

Chastisement (1): When he is equipped with this artifact, Abel is a faithful of the cult of Merin with Fervor 4. He can call the "Divine healing" miracle just before the resolution of a Strength test taken against his unit: the unit gains the "Heal" ability for the following test. The player can attempt to save one or more members of his unit just after they have suffered a Strength test. He must then say a short prayer, loudly and clearly, to Merin. He rolls one die for every damage point inflicted to the fighters in the unit. Each « 5 » or « 6 » cancels a damage point.

FEAT: AURA OF TORMENT

For 1 Elixir point, failures obtained on Abel's Strength tests can be re-rolled once more until the end of the round. This feat can only be used once per round.

TEMPLE OF THE NORTH

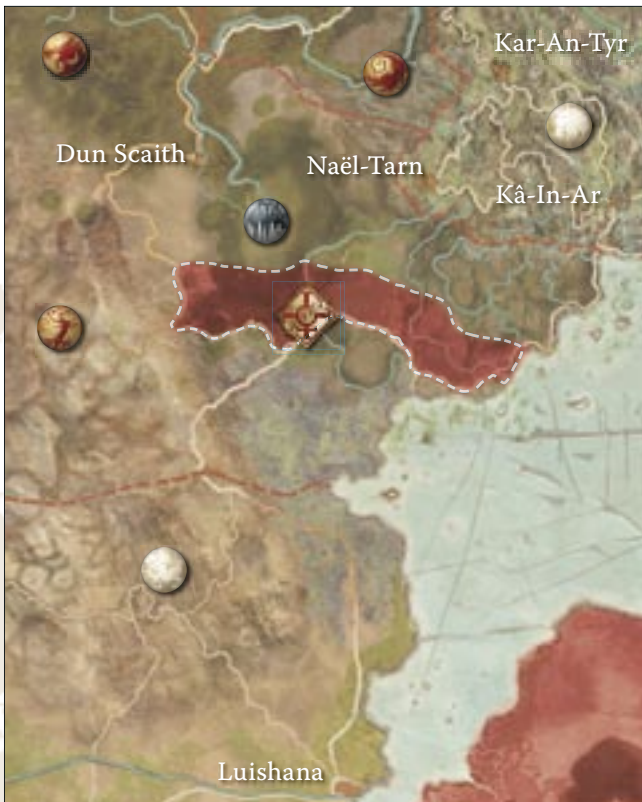
Headquarters: Avagddu, south of Caer Laen.
Master: Thurbard, templar commander.
Common allies: the Kingdom of Alahan, the Republic of Lanever and the Republic of Tir-Nâ-Bor.

The mission of the Temple of the North is to convert and pacify the barbarian lands in the northern parts of Aarklash. The Temple is constantly fighting against the Devourers who have returned to regain control of the cradle of their society, the forest of Caer Laen. Life in the Temple of the North is far from sweet: the Devourers show no mercy and neither does the climate. When it is not raining it is snowing; and blasting winds blow all year round. Fortified watchtowers are scattered across the protectorate, and frequent patrols keep an eye on the borders. Regularly ambushed, the templars have to fight everyday. Reassured by the presence of the Temple and emboldened by the absence of indigenous inhabitants, more and more settlers move to the protectorate, adding to the responsibilities weighing on Thurbard's shoulders.



The templars who live there resemble their stronghold: dark and unyielding. They fight against the demons, storming their dens of evil like the wind and resisting with the resolution of stone. This does not mean they are bloodthirsty. On the contrary, they are sincerely devoted to protecting the pilgrims and settlers; so much so that they are transfigured by the presence of priests and faithful. However, the shadow of their ghastly reputation hangs over them, notably because of the commander's black guard, honorable but terrifying fighters. The brothers of the North are so savage they rush into battle waving their swords above their heads, ever ready to strike.

A commander of the North is not the kind to avoid engaging the enemy, yet he will need to be level headed and acknowledge that war can only be won at the cost of lives. He is bold and will not hesitate to send his units to strike at the heart of enemy companies. Galvanized by faith, a unit of templars is worth two of any other and will never waver, no matter how isolated it is. Relying on the quality of his men, the commander can organize daring strategies and make sure the enemy is kept on his toes.



PLAYING THE TEMPLE OF THE NORTH

Only the order of the banners of the Temple of the North benefit from the advantage and disadvantage below.

Temple of the North advantage: Once per round the player may choose not to activate a unit whose card has just been revealed. (The card revealed is considered as having been played.) Instead, he activates a unit whose card has already been played.

Temple of the North disadvantage: An activated unit whose fighters do not have ranged weapons must attempt to assault an enemy unit (even if they are obviously too far).

Order of the banners:

- Infantry unit (🏳️ / 🏳️🏳️)!
- Infantry unit (🏳️🏳️ / 🏳️🏳️🏳️)
- Cavalry unit or Infantry unit (🏳️🏳️ / 🏳️🏳️🏳️)
- War machine unit (🏳️)
- War machine unit or Titan unit (🏳️ / 🏳️)

! Priority slot. It must always be picked first.

THURBARD

“Do what I tell you to and it’ll all be fine.”

INCARNATION

Commander Thurbard is an old soldier for whom war holds no more surprises. He is fondly called “The Elder” by other templars. Demanding with his men, he is merciless with his enemies. This dark figure watches over the protectorate of the North and serves the ideals of Light and the Empire without ever wavering.

Thurbard was born in a small mining village in the Akhylahn Mountains. There were no rules or laws there; the chief of the village was simply the eldest man alive. So as he was taught the ways of Merin, he imagined the Igneous God as a benevolent father figure. After his conscription, he decided to join those who seemed the most able to spread the good word: the brothers of the Temple.

Having been brought up in some of the harshest conditions, the fervent and obedient Thurbard easily found his place in the Order. Nonetheless, he remained a loner who preferred the simplicity of village life. Dark and merciless, he was sent to the protectorate of the North where only the toughest templars could survive.

The long hours spent on watch did not bother him, and his isolation protected him from the grief of losing his brothers in battle. His calm in combat saved his unit on several occasions. His commander entrusted him with more and more responsibilities all the time, until he eventually made him his spiritual son. This is how one day Thurbard found himself Commander of the Temple of the North in his early twenties.

The young commander could now enforce Merin’s authority over the protectorate of Avagddu. However, he took no pride or joy in it. Quickly he realized this was due to his isolation. He had never sought friendship, but whenever he saw the younger templars enter the fortress, he longed to teach them everything he knew. Yet he was aware that the distance he had established was what guaranteed the quality of his work, and he was not willing to put that in jeopardy.

Following the advice of the chaplain of the fortress, he took an orphan under his protection, the young Arkhos. He tried to educate him to the best of his abilities. One day Thurbard and Arkhos got separated during a Drune attack on a village they were visiting. Thurbard believed he had died and was overcome with incredible sorrow and shame. When the youth was eventually found a few hours later, Thurbard swore never to give up on those he was in charge of again.

When Arkhos became a man, Thurbard felt sadness creep up on him once again. He adopted a young girl called Mirà. To avoid the same problems he had with Arkhos, he forbade her from any form of military education. This was in vain: notably because of Arkhos’ influence, Mirà developed a passion for war and combat.

Around the same time, Thurbard established his first formal relations with the dwarves of Tir-Nà-Bor. He appreciated the fact that among them the oldest was naturally the leader,



“the elder”. The dwarves of Tir-Nà-Bor showed respect for the commander’s rigor and discipline. This shared esteem was the mortar of a solid friendship between the Temple of the North and the Republic of Tir-Nà-Bor.

Then one day Mirà stole Hauteclair, the sword entrusted to Thurbard to safeguard. As he returned to the Temple the commander was devastated: he feared for his daughter’s safety and considered he had failed in his duties as a father and as a templar. He went into isolation in the great tower and left the management of the fortress to his loyal lieutenants. A few days later, he was informed that one of his temple’s companies had been encircled by Devourers. If nothing was done these templars were as good as dead. It was only a matter of days. Something urged Thurbard to intervene. He rode out for the battlefield with his black guard. His lieutenants tried to dissuade him in vain. Once he arrived on the battlefield, the commander witnessed the templars being massacred. The deep angst that had built inside him on the journey suddenly turned into cold and terrible anger. He led the first charge, surrendering to the sacred fury of the templars. Confident in his power and his legitimacy as a father, he backed away from no mêlée and stepped down in front of no enemy. He tended the wounded and led the battle with patriarchal authority. His incarnation filled him with renewed strength. He felt twenty years younger inside. Faced with such divine power, the Devourers fell back and the templars made their way back to the fortress.

Over the following year Thurbard came to accept the affection he owed to his brothers. However, he did his best to hide it under layers of roughness: the templars of the North are tough and it takes an iron grip to get them to obey.

One day a message from Proteüs revealed that his daughter was in good hands. Trusting the authority of the grand master, Thurbard admitted that his daughter no longer needed him and returned to his duties.

Then came the rise of Shurat. Hordes of Devourers blitzed through the protectorate and nothing Thurbard did could stop them. A stinging blow on Thurbard. To prevent such a disaster from ever happening again, the commander besieged Caer Laern. Angered by the atrocities perpetrated by the Devourers, the templars fought with twice as much ardor as usual and

inflicted some dire losses on the disciples of the Beast. Protecting his protectorate with faultless rigor, Thurbard managed to defend his borders against any further invasion.

Yet when the wolfen came knocking at his gates he thought his day had come. But he did not give up: using all his strategic skills, he managed to outmaneuver the wolfen and routed them. The Elder remained the only commander whose fortress was not broken into during these difficult years.

Thurbard did not take part in the Battle of the Braziers. Having little interest in politics, he accepted the new emperor and the new pope, satisfied to see the Fire and the Eye of Merin active again. But above all, he was impressed by the heroic feats of his children and by the divine grace that had been bestowed upon Mirà.

Proud of his adopted children, attentive to his subordinates and protégés, Thurbard rules over the protectorate of the North like a good father. Stern but fair, he manages his fortress with flawless rigor and authority. The commander knows that these first years may have shaken Akkylannie, but the worst is still to come. He simply hopes that on the day he meets Merin, one of his “children” will carry on his work...

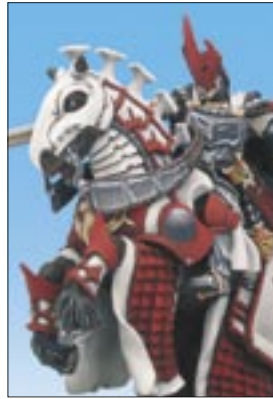
STRATEGY

Thurbard is an excellent commander and a skilled fighter. It would be wise to keep him a little behind the front line, in order to avoid losing such a tactical advantage in an unwanted mêlée. However, if Thurbard’s troops are in danger, do not hesitate to send him forth and make the most of his excellent hand to hand fighting skills. Usually Thurbard’s authority is such that the activation sequence becomes a weapon for the commander. It should be used to pick the fights that need to be fought and those that should be avoided. Thurbard is not just a brute, he is also a strategist!

UNIT FORMATION

Thurbard on foot can join any templar unit. Thurbard mounted can join any redemption rider unit. He doesn’t replace a templar, or a rider but is added to the fighters already there. His cost is added to that of the unit.

RECRUITING THE INCARNATE



Thurbard:

205 A.P. (Infantry),
360 A.P. (Heavy cavalry)

Resurrection/Duel:

4 Elixir points (Infantry),
7 Elixir points (Heavy cavalry).

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

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

ATTRIBUTES

Thurbard has 1 point to spend on artifacts.

Seal of the Temple (1): Each templar commander has his own seal, a symbol of his authority. It is used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

When Thurbard has this artifact, his company can include a unit whose Rank does not correspond to the order of the banners.

Seal of the patriarch (1): To thank him for the attachment their commander has for them, the templars of the North presented him with a special insignia as a testimony to their gratitude. The tacit pact this seal guarantees gives him strange magical powers.

When Thurbard’s unit wants to assault a unit already engaged by templars of the North, its Movement increases 5 points.

FEAT: DIVINE EDICT

The player spends 1 Elixir point. Until the end of the round Thurbard’s Courage tests and Authority oppositions, and those of the fighters benefiting from his leadership, are resolved rolling another bonus die.



SEVERIAN

"You think you're tough? Let me show you tough..."

INCARNATION

Severian is one of those ordinary men with an extraordinary destiny. He is the greatest proof that Light can shine in the heart of anyone and make them heroes. Severian certainly doesn't consider himself as such, he is only doing his duty, delivering justice in the name of Merin.

Severian was born and lived most of his life in Denda-Cartha. Poor and wretched, he soon strayed from Merin as he involved himself in smuggling between Akkylannie and Alahan. He soon became a figure of the lower city of Denda-Cartha. Strong and loud-mouthed, he terrified the other rogues and would ridicule anyone representing any form of authority. Yet he was disgusted by something inside him, but saw no way of escaping this vicious circle. Merin offered him salvation, through the work of imperial magistrates. During his arrest Severian lost an eye and his freedom. The sentence was severe: he was to spend the next thirty years in a penitentiary.

In jail he became the leader of the prisoners and made himself as comfortable as he could in such circumstances. But captivity was unbearable to him. When a templar offered him the opportunity to join the legions of repentants, he accepted immediately.

Along with other prisoners of Denda-Cartha, Severian was shipped to the Syharhalna. In the city of Djaran he was trained to wield weapons and taught to read from the *Codex of Merin*. He soon imposed himself as an able leader and an efficient soldier. Yet several times he attempted to run away, injuring his templar guards. The rules of the Temple would have seen him executed, but the need for able leaders and quality fighters saved his neck.

Sent to the frontline, Severian fought the best he could, but the Rag'narok wasn't like a bar brawl. He witnessed the templars in action: courageous, fanatical and furious with anger. The prowess of his jailers acted as a revelation for him. He understood that everything he had been told about Merin was true: the powers he bestowed upon his faithful, the lawfulness of the Empire's mission, the imperious necessity to die for the sake of one's mission.

After that Severian never tried to escape again. He was still headstrong and still bucked at authority and orders, but he was now a loyal servant of Merin. He now understood that Merin's cause was not simply to spread the law and order of the Empire of Akkylannie everywhere on Aarklash. It was also about building a new and fair Creation where everyone could live happily.

During a battle at Kaiber, the commander leading Severian's company was struggling to keep his wits against the hordes of living dead. When the magicians of Acheron used Darkness to terrify the templars, the commander's morale collapsed. The orders he issued were incoherent and he had obviously lost the will to fight, to such a point that he broke his own sword.

Realizing his company was about to be torn to pieces, Severian crossed the battlefield to reach his commander and tried, in vain, to help him pull himself together. Severian knocked him out with a punch, raised the standard and took leadership of the company.

Following the victory, Severian was arrested and brought before the general staff of Kaiber. There he pleaded his cause with fervor. He spoke of courage, honor and virtue with a strange light shining in his eye. Before the end of his speech, Severian had been incarnated, and the generals of Light were convinced of the rightfulness of his actions. He was immediately made a templar and presented with the sword and armor of his new office. However, he chose to keep the broken sword of the templar commander, so that he would never forget his duty. The strength of his engagement was such that the sword glowed for a second. All the onlookers saw in it a manifestation of Light. Guided by his ideals and letting go of his criminal life, Severian named his sword "Vigilante". Pragmatic, he still accepted the sword the Temple offered him and developed a flamboyant two weapon fighting style.





After a few months, the charisma and stubbornness of Severian led him to be appointed templar commander. Unfortunately, his qualities were only equaled by the amount of irritation he caused his superiors, and he found himself regularly transferred from one Temple to the next. This is how he found himself in the Temple of the South at the beginning of the Dance of the Scorpion. He fought in the Ivory dunes and the gorge of Mourners. While Razheem's troops were rushing to the west, Sered "volunteered" Severian to pursue the Scorpion general. Severian knew he owed this honor as much to his skill as to the size of his mouth. He readily accepted the responsibility and led his company to rescue the dwarves of Tir-Nâ-Bor.

In Ogh-Hen-Kir, Severian fought both the molochs and the clones. He refused to hand the inhabitants of the city to the Syhar alchemical beasts. However, defeat was unavoidable, and he was eventually forced to abandon the city to warn the Empire of Akkylannie. He led a desperate assault toward the harbor where he managed to embark with his men.

In Akkylannie, the templar found his country and home city devastated by Shurat's Devourers. Mad with fury, he engaged the enemy as often as possible as his company made its way toward Arcavia. He arrived in the capital just in time to witness the death of Octavius IX. He delivered his message to Proteüs and returned to battle, participating in the battle to take back Denda-Cartha and in the landing at Ogh-Hen-Kir.

However, his anger did not abate. He still hadn't found the Devourer who had sacked the city of his birth. While Akkylannian institutions were being reorganized, Severian asked to be transferred to the Temple of the North, standing tall in the face of Caer Laen. Since he had taken part in every battle of the Dance of the Scorpion, Thurbard agreed to give him a second chance, though he warned him that no breach of his authority would be tolerated. Severian accepted. He was there to avenge his city.

Severian and his company now stationed in the Temple of the North. They stand against the wolfen and the Devourers everyday in the marshes south of Caer Maed. Severian's anger has eased slightly, but the outrages suffered by Akkylannie are still fresh in his mind. His skills are such that Thurbard keeps him in his ranks, despite the excesses he has already committed. As long as the wild whelp doesn't try to knock the old watchdog out...

STRATEGY

Severian is an excellent fighter; his two weapons give him greater striking power, and the powers of Vigilante are particularly efficient. Depending on the powers chosen during company building, Severian is almost always guaranteed to hit his opponent or to inflict considerable damage. Either way, he is a very dangerous fighter, especially against enemy regulars!

UNIT FORMATION

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

RECRUITING THE INCARNATE

Severian: 210 A.P.

Resurrection/Duel: 4 Elixir points.

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

ATTRIBUTES

Severian has 2 points to spend on artifacts and the powers of Vigilante.

Vigilante/Arm of justice (1): Failures on Severian's Hand to hand Attack tests may be re-rolled once more.

Vigilante/Lex Talionis (1): Severian gains the "Counter attack" ability: he gets one combat die for each failure obtained by his enemy in the Hand to hand Attack test against him. If he is not eliminated, he uses these dice once the enemy's attacks have been resolved, as if his unit had been activated.

Vigilante/Saint anger (1): Severian may use War Fury to re-roll failures on bonus dice.

FEAT: MOMENT OF BRAVERY

The player spends 1 Elixir point when Severian takes a test. For this test, Severian's Courage is added to the action value.



TEMPLE OF THE SOUTH

Headquarters: The Syharhalna.

Master: Sered, templar commander.

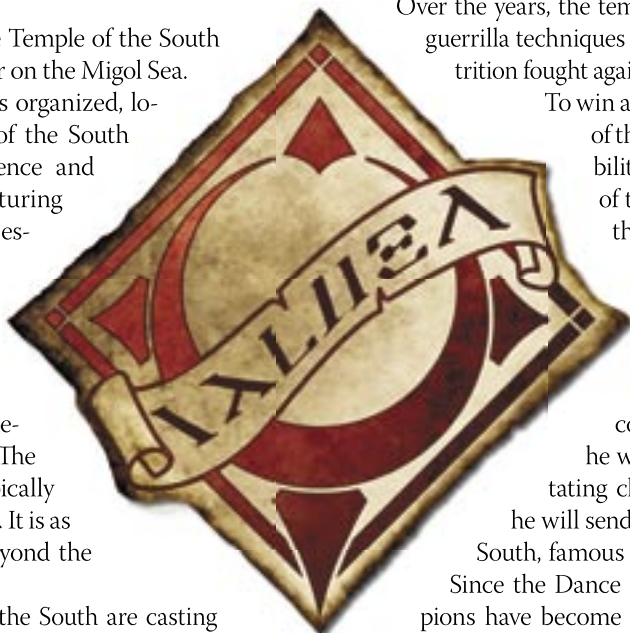
Common allies: The Kingdom of Alahan, the Republic of Lanever and the Republic of Tir-Nâ-Bor.

Originally located in Kylaë, the Temple of the South has quickly become a naval power on the Migol Sea. Thus, when the First crusade was organized, logistics were left to the Temple of the South because of its seafaring experience and countless resources. After capturing Djaran, the templars of the South established their fortress and their protectorate among the Ivory dunes, facing the Empire of the Syharhalna. In reprisal, the Syhars sacked Kylaë. This battle was one of the most shameful defeats ever suffered by the Griffin. The Temple of the South resisted heroically during the Dance of the Scorpion. It is as ready as ever to take the war beyond the Ivory dunes!

The warriors of the Temple of the South are casting themselves body and soul into the battle against the Empire of the Syharhalna. Their determination is heightened by their

pride in serving the First Crusade and by the insult of the sacking of Kylaë. The Temple of the South is also supported by the treasure of the Temple of the South, which is continuously fed by the great Griffin navy sailing the seas of Aarklash and beyond. Over the years, the templars of the South have developed guerrilla techniques particularly suited to the war of attrition fought against the Syhars.

To win a battle a commander of the Temple of the South will rely on speed and mobility. He strikes from the reverse slope of the dunes and retreats there before the enemy gets a chance to reorganize. He harasses his opponent with his scouts and fusiliers before calling a cavalry charge. He never gets bogged down in mêlées and always keeps his company on the move, to make sure he will be able to call a series of devastating charges. And if this is not enough, he will send in the heroes of the Temple of the South, famous across Aarklash: Sered and Kyrus. Since the Dance of the Scorpion, these two champions have become demi-gods to the templars of the South, to a point where they cannot imagine themselves in battle without them fighting alongside.



PLAYING THE TEMPLE OF THE SOUTH

Only the order of the banners of the Temple of the South benefits from the advantage and disadvantage below.

Temple of the South advantage: Each of the company's Incarnates gains 2 extra points to purchase artifacts, rituals and communions.

Temple of the South disadvantage: The company is defeated if all of its Incarnates are eliminated.

Order of the banners:

- Infantry unit (👤) (🌀 / 🌀🌀) !
- Infantry unit (👤) (🌀🌀 / 🌀🌀🌀)
- Cavalry unit or Infantry unit (👤) / (👤) (🌀🌀 / 🌀🌀🌀)
- Cavalry unit (👤) (🌀🌀 / 🌀🌀🌀)
- War machine unit or Titan unit (👤) / (👤)

! Priority slot. It must always be picked first.



SERED

"You're already dead, you just haven't realized yet..."

INCARNATION

His steel-blue eyes gazing upon the sandy horizon, Sered is a stranger among mortals. His faith skills place him on the fringes of humanity. He is the sole bearer of the burden of terrible revelations. Custodian of the unyielding values of Akkylannie and Light, Sered fights on the front line against Darkness. He doesn't care about danger for he has already foreseen his own death...

Sered was born in the desert of the Syharhalna, near Kashem. He joined the brothers of the Temple of the South and undertook the harsh training of the warriors of the order. From very early on he demonstrated an exceptional amount of intelligence and cunning.

Not long after his acceptance as a brother, he returned to his village on patrol duty. He found the place devastated, and, among the debris, he found the entrance to a Hybrid laboratory. Below ground level, Sered was forced to fight clones of his own family. Anger took over him and, with the assistance of his brothers from the temple, he massacred the inhabitants of the complex. Drunk on anger, he swore on the *Codex of Merin* that he would not rest as long as there were still Syhar to kill. His fervor had reached such heights that when he returned to the temple Sered was appointed chaplain.

A few months later he was the sole survivor of a particularly vicious battle against the Syhar. He wandered in the desert for days before he eventually collapsed of exhaustion. He was saved by angels of Light who carried him through a portal. In the Realm of the shining sun, Sered underwent a terrifying ritual. The angels forced him to drink potions of Light and relentlessly put his willpower to the test. The templar was incarnated and given the rare opportunity to witness the day of his death: he was to fall during a battle in the desert against the Scorpion; he would be bearing the seal of the Temple of the South and unleashing the ire of Merin against the minions of Darkness. When he awoke, Sered was aware of the future. Without a word, the angels of Light carried him back to Aarklash.

Sered made it back to the temple, in rags but clutching the Emblem of felicity. He was taken care of by Aerth who had come to make sure the defeat of the commandery did not jeopardize the rest of the crusade. The prelate instinctively knew Sered had survived a particularly powerful mystical experience. He arranged an interview between Sered and Proteüs, who was Commander of the South at the time. Only months later, Proteüs became Grand master of the Order of the Temple and nominated Sered to take his place: native of the desert, the faithful ought to be the one to keep a keen eye on the sand



of the Syharhalna. Despite his young age, he was already well versed in military strategy. On top of that, his mystic powers had proven exceptional – even for an Akkylannian.

Over the following years Sered fought many battles against the Syhar of Danakil, and more particularly against Sasia Samaris, the Desert Rose. From their very first encounter, both Incarnates felt tied to each other by a disturbing bond. Even when one of them had the upper hand on the other, he or she never had the strength within them to deal the final blow. Yet neither of them confessed it. Nonetheless, one day, the Desert Rose sent a gift to Sered: a clone of herself. The templar could not accept such a present and entrusted the young woman to the lodge of Hod.

Quite a while later, as he rode to the Temple of the East, Sered had a vision of Akkylannie's burning anger and ruthless intolerance working for Darkness. He arranged to meet Arkhos the following morning. He understood that the commander intended to overthrow the Inquisition and chose to become his accomplice. The same night he dreamt of a fire-bird soaring above Arcavia.

He triggered the plan devised by Arkhos, after he had used the conflict with Danakil to prepare his troops. This explains why he did not take the same degree of risk to defeat Danakil as his predecessors: not only was the enterprise particularly hazardous, but this lasting conflict allowed him to train his troops safe from the eyes of any unwanted onlookers.



Then came the Dance of the Scorpion, and Sered's most terrible battles. Swept away by a tidal wave of clones, the Temple of the South held out as long as it possibly could. Several times the Commander fought the Desert Rose. He attempted numerous times to break the siege in vain. The few messengers who made it past the clone lines only returned with news of further defeats. His men's morale was at an all time low. But Sered never lost hope. When Arkhos came marching from the North to break the siege, Sered wasn't even surprised: he had already seen this future.

After the Dance of the Scorpion, Sered was summoned by Proteüs. He left with his best men for Arcavia. There he fought the Battle of the Braziers and challenged the champion of the Inquisition, Echelius. Against the destructive fire of the inquisitor, Sered used the light of his faith. Several times he sowed doubt in his opponent's mind, but Echelius's loyalty to the Inquisition was just too strong: he only backed away when Aerth's conscripts eventually outflanked him. After the victory, Sered simply made sure law and order were still enforced in the city streets. He did not need to assist in the events taking place in the cathedral: he had already seen the outcome.

After the Battle of the Braziers, Sered returned to protect the Temple of the South against the Syhar. His dreams show him Akylannie is shrouded in Darkness no more. He was aware that a page had been irrevocably turned in his country's history. However, he is worried by the fact that he is unable to see the future as clearly as before, as if the latest events held far too many possible futures. Even his death does not seem as unavoidable anymore. Despite these doubts, Sered firmly intends to honor his oath. As the devoted servant of Light and the Griffin, he will fight against Darkness and the enemies of his people until he falls. The weakening of his divinatory powers ring like a warning: the fate of Arklash is being determined. Aware that the worst still lies ahead, Sered doubles his efforts in battle to turn every fight into a victory!

STRATEGY

Sered is an Incarnate who has several faces: he is a hand to hand fighter, a commander and a faithful. To make the most of all this potential, he needs a proper escort: his unit needs to be as big as possible and powerful enough to sustain the efforts Sered demands of them. This Incarnate also needs his men



to fuel his communions. Sered is a powerful fighter: the commander should have no scruples about sending him to the front line to smite the enemy with the power of Merin. He is the ideal mage hunter, since one of his artifacts protects him against mystic effects.



UNIT FORMATION

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

RECRUITING THE INCARNATE

Sered: 265 A.P.

Resurrection/Duel: 5 Elixir points.

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

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

ATTRIBUTES

Sered has 1 point to spend on artifacts and communions.

Sered is a faithful of Merin who masters the Creation and Destruction aspects.

Emblem of felicity (1): Sered has kept the artifact given to him by the angels of Light. It is sometimes possible to see hints of their silhouettes hovering above the commander. With this artifact he gains the "Insensitive" ability: when a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Pillar of severity (1): Sered was presented the hammer of Zelios by Aerth himself, who had found it near Luonercus. Thus equipped he must avenge the memory of Zelios, he who inspired the works of Dirz. Failures on Sered's Hand to hand Strength tests may be re-rolled once more.

Seal of the Temple (1): Each templar commander has his own seal, a symbol of his authority. It is used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

When Sered has this artifact, his company can include a unit whose Rank does not correspond to the order of the banners.

FEAT: DIVINE EDICT

The player spends 1 Elixir point. Until the end of the round Sered's Courage tests and Authority oppositions, and those of the fighters benefiting from his leadership, are resolved rolling another bonus die.

KYRUS

"Do not attempt to kill the messenger..."

INCARNATION

Kyrus is an unusual templar with a shady character and infamous for his murderous fits of fury. His office as messenger of the Temple seems tailor made for this loner. Yet one should not believe that this templar relies on deception or cunning; Kyrus is a warrior, who reveals his full potential in combat, steeped in the pain of heretics!

Easily angered since he was a child, time did nothing to help. It became a recurring problem in his life, a problem for his parents and for local conscripts: not only was Kyrus quick tempered, he was also very strong. During his conscription, he proved to be an able but troublesome soldier. Faced with such fits of fury and excessive zeal, his instructor came to the conclusion that the only place for this troublemaker was in the Order of the Temple.

When he met the austere and confident templars, Kyrus was so impressed he behaved exceptionally calmly. This convinced the instructor of the imperial army that he had been right and insisted that the templars should take Kyrus. And so Kyrus entered the order and began the painstaking training of the templar brothers.

He did so gladly since his anger had found a legal way of expressing itself. Among the templars, his bursts of fury were perceived as a mark of fervor, which fulfilled Kyrus and encouraged him to get involved in the brotherhood of the Order. Thus he was able to hold back his anger and unleash it only in battle where it was authorized. His fits of anger grew only more violent. However, in his everyday life Kyrus learned to master himself and spoke less and less. This worried his brothers in arms a little, but the Temple did have its share of former criminals and adventurers; Kyrus eventually found his place.

However, the fire burning in him had not been extinguished; the embers were still glowing brightly. During a particularly violent battle in the protectorate of the North, the templar let loose the anger he had been holding inside all these years. The Drune had breached the Temple's positions and Kyrus' unit was caught off guard. Moreover if his unit fell, the fortifications of the Temple would be invaded by a swarm of cannibals. The templar had to find within himself the strength to drive back the aggressors. He let years and years of restrained anger burst free, eclipsing the war fury of his brothers in arms.

He hit the Drune enemies so hard he even broke his blade. Without a second glance, he cast away the shattered sword and sharply tugged a flail from an enemy's hand. Swinging the weapon high and low, he kept on fighting; smashing the heads of the enemies surrounding him. He felt possessed by a divine trance, divine anger he attributed to Merin. Blinded by his rage and unable to distinguish friend from foe, he struck whatever stepped within reach. Soon he found himself fighting on a pile of corpses, his body covered in gaping wounds. It was there, standing on the dead, that he was incarnated and some of his power soaked into the flail he was swinging. The terrified Drune survivors fled. Unfortunately, Kyrus' satisfaction was short lived: when he turned to his peers, he realized he terrified them just as much. The shame overcame him so strongly that every ounce of strength left his body and Kyrus fell unconscious.

When he woke, he was tried by his brothers. He had won the battle almost single-handedly, but he had also killed those who had fought by his side. A possible transfer to the Lodge of Hod was even discussed, but Kyrus' combat style did not fit with the subtlety and discretion required from the brothers of the Lodge. Kyrus was therefore appointed messenger of the Temple. The young man was to operate alone on the roads of Aarklash; where there was no risk of him hurting anyone he didn't intend to. Some even felt pity for those who would attempt to intercept him!

Over the following months Kyrus carried out his missions with a great amount of zeal. He understood perfectly how merciful the Order had been towards him. Over time the





shame he felt following his incarnation eased a little. With no templar eyes to judge him, Kyrus relieved the destructive fury within him a few times, finding a form of mystical fulfillment in slaughtering the enemies of the Temple. And as long as he made it back to the Temple in one piece, the commanders of the Temple did not care about the bodies left in Kyrus' wake.

When the Dance of the Scorpion began, Kyrus was called upon many times by the Temple. During the whole year of 1004, he maintained the communications between the Temple of the South and that of the East, traveling through canyons no horse could traverse. To protect him from Syhar scouts, the commanders decided to integrate Kyrus into a company. Several times, the war fury of the messenger caused the accidental death of brothers in arms. However, the survivors never reported such events, aware that without him they would have probably all died.

When the situation became worse for the Order of the Temple, Kyrus took control of what was left of his company and led his men into the desert. From the relative safety of the desert, he led fierce guerrilla operations against the Syhar. He might have carried messages before, but now he was delivering death. With his men, he survived by ambushing and destroying Syhar supply caravans, taking no prisoners, leaving no survivors. Until one day, he fell upon the rear guard of Claudia Nesselith's retreating convoy, following her defeat at the Temple of the East. Thus informed of Arkhos' return, he offered to rally to him and helped put an end to the siege of the Temple of the South.

After the Dance of the Scorpion and the Battle of the Braziers, Kyrus was left with no official posting. His case was considered by Arkhos, the last commander for whom he had fought. The righteousness of the commander did not combine well with the messenger's shady reputation. Kyrus did nothing to help: he could not stand Arkhos' stuck-up tone and his moralizing speeches.

Fortunately for Kyrus, Sered notified Arkhos that he was lacking able men for reconnaissance missions in the Ivory Dunes. So Kyrus was transferred to the Temple of the South and issued the most dangerous missions.

Kyrus now knows that he no longer belongs to the Temple. But he hasn't yet found a better refuge for the raging fire burning in him. So he unleashes it on his enemies, quenching his anger with their deaths and defeats, and does his best to spare

his brothers in arms. He knows how lenient the Order of the Temple has already been with him, and that another disaster would not be excused this time. Tormented and lonely, Kyrus is still a valorous warrior fighting for the Temple, a hero whose mere shadow sends a chill down the spines of the enemies of Akkylannie!



STRATEGY

Kyrus is a formidable fighter, the dream candidate to send out to hold an objective in storming winds. However, you should not be afraid of seeing his unit getting decimated, since fights involving Kyrus are bound to end with losses on both sides! To make the best of his qualities and defects, he must be engaged in the most desperate mêlées, sent to the foremost objectives. It is deep inside enemy lines that Kyrus performs best.

UNIT FORMATION

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

RECRUITING THE INCARNATE

Kyrus: 195 A.P.

Resurrection/Duel: 4 Elixir points.

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

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

ATTRIBUTES

Kyrus has 1 point to spend on artifacts or one of the other powers of the Fatal flail.

Fatal flail/Supreme anger (1): Once per activation Kyrus can use the powers of the Fatal flail. All the fighters within 3 cm of Kyrus suffer a Strength test whose action value is equal to Kyrus' Strength.

Fatal flail/Blood thirst (1): Kyrus gains the Implacable ability: after performing an assault, if Kyrus is still in contact with enemies he resolves a new combat. He no longer gets the bonus for charging. This ability can only be used once per round.

FEAT: AURA OF TORMENT

For one Elixir point, failures on Kyrus' Strength tests can be re-rolled once more until the end of the round. This feat can only be used once per round.

KYRIUS

Strength: 10, 3, 7, 5, 3

Speed: 2, 5, 9

Attack: -, -, -

TEMPLE OF THE WEST

Headquarters: The city of Icquor.

Master: Tarkhyn, templar commander.

Common allies: The Kingdom of Alahan, the Republic of Lanever and the Republic of Tir-Nâ-Bor.

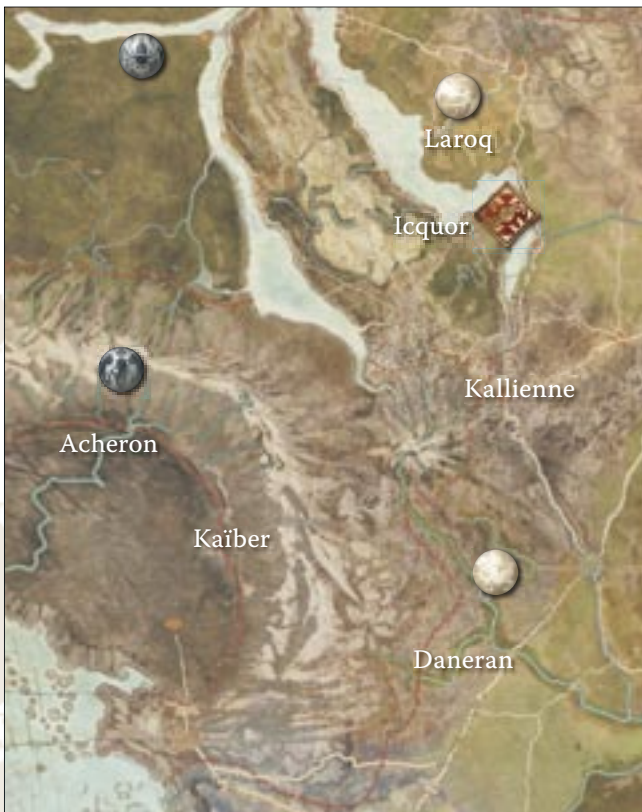
After the first Battle of Kaïber and the rise of Scaëlin in the forest of Ashinân, the Order of the Temple believed it was necessary to reinforce its military presence in the Kingdom of Alahan. The Temple of the West was chosen for this mission. A new fortress of the Temple was built in the city of Icquor, with the permission of the Barhans. The commander of the West later moved his headquarters there. This position allows Akkylannie to protect Alahan and Lanever while remaining within reach of Ashinân and the Behemoth, two regions watched carefully by Light. As a result of the treaties between Akkylannie and Alahan, relations between the local baron and the commander have always been cordial and they have always watched each other's back. The headquarters, built over a former hospice, grants asylum to all those who request it, no



matter their origins. The fortress also breeds Barhan steeds in its stables, much to the enjoyment of those riders transferred to the West!

The templars of the West have benefited from the mystic teachings of the Barhan and have become talented magicians. The amount of knowledge recorded by the current commander, Tarkhyn, has allowed them to access the secrets of theurgy. Besides the latter is also an accomplished strategist, capable of understanding a battle thoroughly, even at the heart of the fighting. Alas, Tarkhyn sometimes gets caught up in his strategic meditations and his fondness of magic.

A commander of the West has two weapons to win a battle: strategy and magic. He will be sure to eliminate enemy mystics as quickly as possible to secure his magical supremacy. Once this is done, he will cast a storm of mana on his now defenseless opponents. He may have to keep his mystic units under close protection until the climax of the battle, where their final assault will be needed. But they may also be used to lure enemy units into a deadly trap.



PLAYING THE TEMPLE OF THE WEST

Only the order of the banners of the Temple of the West benefits from the advantage and disadvantage below.

Temple of the West advantage: During company building the player may choose to change all his mystic fighters into magicians. They have Energy 3. They can cast the "Fire of Merin" spell. When their unit resolves a Strength test, the magician spends 5 mana points to re-roll failures once more.

Temple of the West disadvantage: The Gift of the Griffin can only be used if the chosen card corresponds to a unit that includes at least one magician.

Order of the banners:

- Cavalry unit (🏹 / 🌟🌟🌟 / 🌟🌟🌟🌟) !
- Infantry unit (🏹 / 🌟🌟)
- Infantry unit (🏹 / 🌟🌟🌟)
- Infantry unit (🏹 / 🌟🌟🌟 / 🌟🌟🌟🌟)
- War machine unit or titan unit (🛡️ / 🌟)

! Priority slot. It must always be picked first.

TARKHYN

“A battle is not won with weapons but with the mind.”

INCARNATION

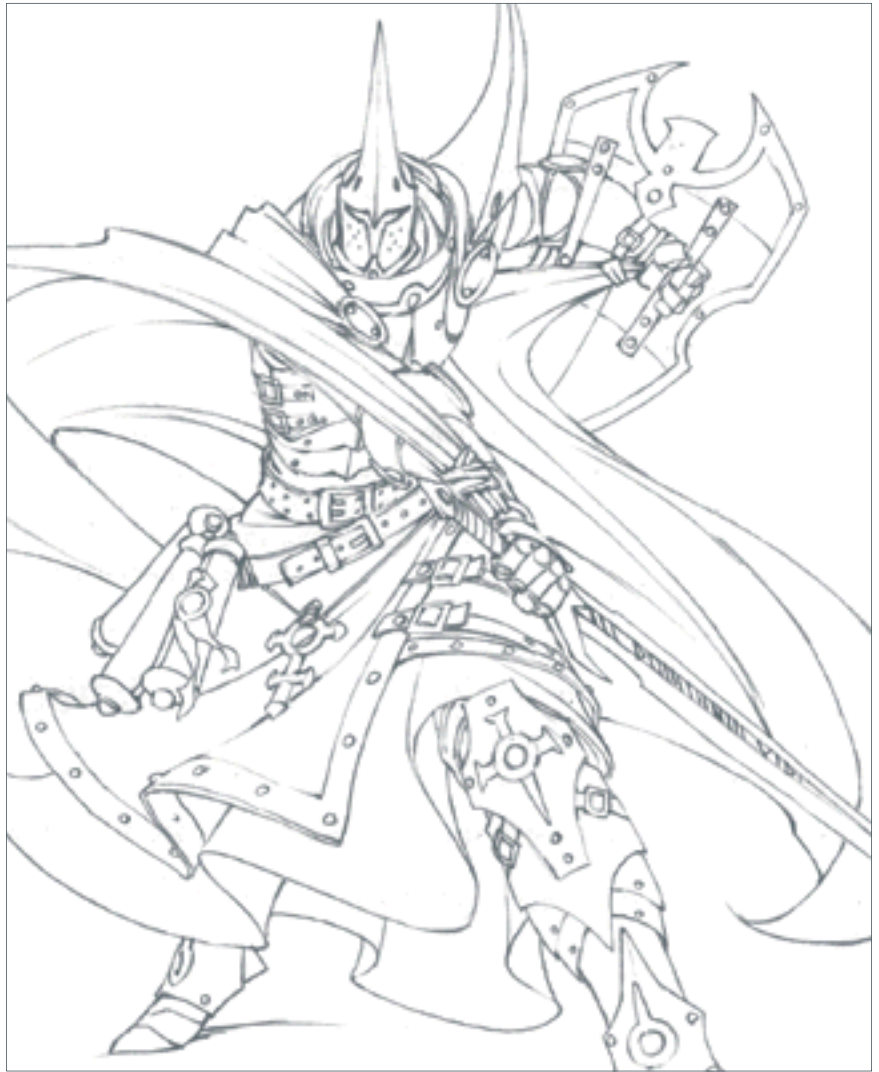
Tarkhyn is a middle-aged commander. Wise and sensible, he always plans things out before he acts and only gets angry when needed. His calm nature and his interest in magic make him stand out among other members of the Temple. Nevertheless, all those who have met him can testify to his valor and his attachment to the ideals of Light.

Being the son of an Akkylannian ambassador and an elven lady, regulus of Lanever, he was raised in Alahan as his father was transferred there from Lanever soon after Tarkhyn's birth. He spent the early years of his life at the King's court in Kallienne. Curious by nature, he would explore areas of the palace he was not allowed to visit. This is how he met another young boy, Prince Gorgyn. The pair soon became friends. They shared the same idealism and a fierce will to fight for the sake of Light.

When he reached adulthood, Tarkhyn returned to Akkylannie to complete his conscription. After the initial training period, the young man was sent to join the First crusade where he fought alongside the templars. Still young, Tarkhyn was impressed by the valor and the knowledge of these soldiers. He was also seduced by the esoteric tradition of the Temple. After his conscription, he chose to join the Order.

The young man endured the tough training of the Temple, motivated by the religious lessons the newest recruits were given after military classes. He was remarkably intelligent, and the templars did not hesitate to trust him with responsibilities. After a few years, the Order of the Temple put him in command of a lodge and, as he grew more mature, he was summoned by the grand master of the Temple. The commander of the West had just been called back to Merin only days before. Tarkhyn had good relations with the Barhans and the Cynwäll; he became the new commander of the Temple of the West and traveled across half of the continent to Iquor.

When he was officially presented to the crown of Alahan, Tarkhyn reunited with his childhood friend. Gorgyn was now the King of Alahan, and married to Trys the Divine. Now an unofficial ambassador, Tarkhyn discussed the Alliance of Light and the mystical implications of war with the king. These conversations gave him the taste for magic. Although he was unable to cast spells, he started studying the mystic lores. Whenever Gorgyn was absent, it was Trys the Divine



who welcomed the commander. Through the course of these interviews, Tarkhyn learned to appreciate the intelligence of the first lady of the kingdom. She was not insensitive herself to the wits of the commander. After several months, it was her Tarkhyn visited more than his old friend. Taking the opportunity of a stroll in the palace gardens, he confessed the feelings he had for her and became her lover for the following years.

Trys the Divine had all the qualities to make a man happy. Tarkhyn was so fond of her it almost became an obsession. Yet something troubled him. With each encounter, as he embraced her, he attempted to pierce the true personality of Trys. He asked trick questions, tried to catch her off guard acting oddly. He was playing a dangerous game since this affair could have been considered a *casus belli*.

Eventually when one day he questioned her about her connections to a family of barons, the Montvert, Trys the divine understood what Tarkhyn was after. She chose to give him the whole truth: she was a Chronicler – part of a group of highly trained mystics and historians – and despite her appreciation of the ideals of Light, her responsibilities forced her to keep her distances. Tarkhyn bombarded her with questions and Trys answered every last one of them. All this occult knowledge and the esoteric implications caught Tarkhyn's imagination

and caused his incarnation. The commander was gifted with great intelligence. He put an end to his relations with the queen, who sensibly accepted. He kept her status as a Chroni-
cler a secret, as he was just as guilty as she was.

Invested with this new awerness, Tarkhyn locked himself up in his apartments and began studying. He did some daring interdisciplinary studies of religions, paths of magic, cultures... He became more and more involved in the learning of magic and soon became able to use theurgy and hermetism. He never seemed to be able to learn enough: he thoroughly studied military history and fed his obsession for strategy but was never satisfied.

When the Rag'narok broke out, Tarkhyn put in place an efficient surveillance system of the Barhan and Cynwäll borders. He taught magic to many brothers under his command. For Tarkhyn, war was like a game of chess. He had a large map of the region pinned in his quarters, where he recorded the developments of the battles being fought.

During war councils, he would frighten his lieutenants with his ability to mentally plan any possible scenario. But the decisions of the "Wise" always proved to be pretty accurate.

When Acheron tightened the embrace of Darkness, Tarkhyn took an active part in the defense of Alahan. It appeared he was able to anticipate more or less when and where the gates of Darkness would be opened. He even managed to take the fighting into the magical realms several times.

When the threat of Darkness declined, Proteüs did not need to spell things out to Tarkhyn about the *coup* in preparation. Later Tarkhyn would pull a few strings with King Gorgyn to make sure Alahan supported the new pope and the new emperor. Witnessing the obvious reorganization of Akkylannian institutions, he chose to renovate the Temple of the West: magic was to play a more prominent role in the coming battles of the Rag'narok.

He then found out that Melkion was seeking to tighten the bonds between Alahan and Akkylannie. He asked him to join his temple, and the mystic moved to the commandery of Icquor.

He is a man who almost never lived in the country for which he fights; the same country that is undergoing some of the major changes in its history. And yet Tarkhyn remains level headed and loyal. He knows that his presence in Icquor, half way between Akkylannie and Lanever, has a major role to play in the alliance of Light. The reputation of Akkylannie depends on his decisions; he must prove irreproachable. Therefore he supports the Cynwäll and the Barhans whenever he can, while trying to keep in mind the larger picture of the Rag'narok. Some great tests await him, and his mind will be his best weapon...

STRATEGY

To the formidable fighting skills common to every commander of the Temple, Tarkhyn adds the potential to cast spells. All at once warrior and magician, he must make the most of both depending on the situation. His rituals are chiefly used to strike the enemy from range or to change the course of

the whole battle. It is only once endangered by enemies who come too close that he should be used in *mêlée*. By alternating magic and hand to hand fighting, Tarkhyn keeps surprising his opponent and, finally, wins the battle!

UNIT FORMATION

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

RECRUITING THE INCARNATE

Tarkhyn: 250 A.P.

Resurrection/Duel: 5 Elixir points.

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

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

ATTRIBUTES

Tarkhyn has 1 point to spend on artifacts and rituals.

Tarkhyn is a magician of theurgy who masters the Elements of Fire and Light.

Seal of the Temple (1): Each templar commander has his own seal, a symbol of his authority. It is used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

When Tarkhyn has this artifact, his company can include a unit whose Rank does not correspond to the order of the banners.

FEAT: DIVINE EDICT

The player spends 1 Elixir point. Until the end of the round Tarkhyn's Courage tests and Authority oppositions, and those of the fighters benefiting from his leadership, are resolved rolling another bonus die.



MELKION

“Stray from the warmth of Light and you will burn in Fire.”

INCARNATION

Melkion the Flamboyant is a powerful magician and a sage versed in the mystic secrets of Creation. Guardian of a sacred phoenix, he is a keen defender of the ideals of Akkylannie and Light. He doesn't merely study spellbooks; he also goes to battle armed with the spells he has learned over his life.

From the very beginning of his conscription, Melkion was interested in magic, intrigued by the teaching of Merin. He joined a religious university. Soon he showed particular affinities with Fire, as well as a certain interest for the purification of Creation and the battles awaiting the Empire across Aarklash. So he became a magician of theurgy.



During his long years spent studying, Melkion didn't learn to master just Fire. Since this Element is closely linked to the nature of Merin and his angels, he furthered his religious studies. He gained the conviction that magic and divination were intricately connected.

Then came the time for Melkion to serve the Church to which he already owed so much. He joined the Inquisition, in order to use his mystic knowledge to serve the cause of the Empire. He traveled to Alahan and studied the secrets of Light; he even became able to summon its power and learned to cast spells of hermetism.

Finally ready, Melkion returned to fight against Darkness. However, his mastery of Light had come with a new understanding of Creation, Aarklash and the Empire. Having soaked himself in the ideals of the Luminous principle, he realized the brutality of the Inquisition and understood how deeply perverted it was. He knew he would need the guidance of some higher spiritual being. He researched in the holy scriptures and the spellbooks of theurgy and came to the conclusion that he ought to find a sacred phoenix, similar to the one that had guided Arcavius centuries ago.

Melkion departed for the archipelago of the Fangs of Fire. There he discovered a portal to a Realm of Fire. Melkion was aware of the danger, but, believing he had no other choice, he stepped through the threshold in the name of the Empire and Light. Once in the magic Realm, he overcame many perils: flaming comets, magic volcanoes, igneous creatures. He eventually met friendly creatures who agreed to direct him to where he could find a phoenix. Melkion followed his route. He eventually found the firebird's nest, but it was being attacked by Ophidians. The phoenix appeared seriously wounded.

Melkion threw himself into the battle. After several minutes of intense spell casting and expert sword fighting, the exhausted Melkion had to dig deep into his knowledge and convictions to keep his sword level. On the brink of death, he saw the firebird soar into the burning heavens of the magical Realm. He suddenly realized that the flaming halo surrounding the sacred bird held the secret link between Fire and Light, between faith and mana. As he discovered he was able to decipher these mystic truths, he was incarnated and, with renewed strength, he drove back his enemies. Once they had fled, the phoenix came to rest on his shoulder; and from that day it has never left Melkion.

Back on Aarklash, Melkion requested to be allowed to retire from the Inquisition, and he settled in the Fangs of Fire. There he studied the interactions between magic and divination. He also strengthened the bond he shared with the phoenix. He understood that their meeting had not been entirely coincidental: he had been chosen by Merin and the phoenix had been the messenger.

Melkion eventually returned to fight Darkness one more time. Known as the guardian of a sacred phoenix, he was gladly welcomed by all Akkylannian companies. He found himself fighting at the

four corners of Aarklash, protecting the Empire of Akkylannie and enforcing the principles of the Alliance of Light. Yet he felt powerless against the brutality of the Inquisition and was ashamed to see the Empire stray from the benevolence of Light. His despair reached its sorest point during the Internal Crusade. Not only was Melkion unable to do anything to stop Shurat's advance, but the death of Octavius IX shook him terribly: following his sacrifice, a giant phoenix rose into the skies of Arcavia from where the Emperor stood. At the same moment Melkion's bird was struck with terrible faintness.

Over the following months, Melkion did everything he could to heal his phoenix and to be helpful to Akkylannians across the land. Eventually, the sacred bird shared with him a vision of two men lost in a great city. Melkion recognized Arcavia; he immediately made for the capital city. He got there only hours before Arkhos and Sered. Amidst the fighting, he found one of the men of his vision, Antoninus, and understood that this man had the Eye of Merin. Melkion encouraged the young man to use it. Thus, they were able to locate Demetrius, the bearer of the Fire of Merin. Surrounded by the inferno and fighting of the Battle of the Braziers, Melkion did his best to teach these men everything they needed to know to take up their office. He then had them escorted to the cathedral of Arcavius. His phoenix seemed to have recovered its strength and the magician trusted the heroes who held the great temple.

Melkion retired to allow his phoenix to heal completely. He observed from the safety of his retirement all the changes that were happening in Akkylannie and he was glad to have played his part. Once the phoenix had fully recovered, Melkion returned once again to the capital and was allowed a hearing with the emperor and the pope. He had a long interview with both. Faithful to his ideals he convinced them to tighten the ties with the other peoples of Light.

As he left Arcavia, Melkion decided to do his part. He left for Alahan hoping to find an official posting in direct contact with Barhan institutions. After several weeks, he was contacted by Tarkhyn, who sought to increase the extent of mystic arts in the Temple of the West's strategies. Aware of the connections the commander shared with the crown of Alahan, Melkion accepted and took residence in the fortress of Icqor.

After having been through so much, Melkion is convinced that the Akkylannians need to take their place among the allies of the Ways of Light. He knows the latter are bound to understand the teachings of Merin someday and on that day they will all rally the One God. Proud to have participated to the rebirth of Akkylannie, he is now more determined than ever to fight its enemies. He still needs to find his place in the Temple, but he has no doubt that he will be accepted sometime, since all Akkylannians are united by their shared faith.

STRATEGY

Melkion is an outstanding magician with solid fighting skills thanks to his equipment. However, it would be a shame to bog him down in endless mêlées. He is far more efficient away from the fighting, somewhere he can demonstrate the power of Fire and Light. His fighting skill should only be used

once the enemy has come too close. A unit including Melkion is therefore ideally placed near fusiliers. From there, Melkion can use his spells while providing relative protection to the fusiliers.

UNIT FORMATION

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

RECRUITING THE INCARNATE

Melkion: 235 A.P.

Resurrection/Duel: 5 Elixir points.

Focus: Each time a magician with Focus performs an Energy test he rolls an additional number of dice equal to his Energy value. These are not bonus dice, so they can be rolled.

ATTRIBUTES

Melkion has 2 points to spend on artifacts and rituals.

Melkion is a magician of theurgy who masters the Elements of Fire and Light.

Sacred phoenix/mystic power (1): Melkion shares a symbiotic relationship with his sacred phoenix. Essentially magical, this elemental creature shares its mystic power with the magician. With this artifact, Melkion gains one value 3 ritual.

Sacred phoenix/mystic fervor (1): Just as when they first met, Melkion can read in the flames of the phoenix the secrets connecting magic and divination. When equipped with this artifact, Melkion can cancel miracles with mana points.

FEAT: DIVINE EDICT

The player spends 1 Elixir point. Until the end of the round Melkion's Courage tests and Authority oppositions, and those of the fighters benefiting from his leadership, are resolved rolling another bonus die.



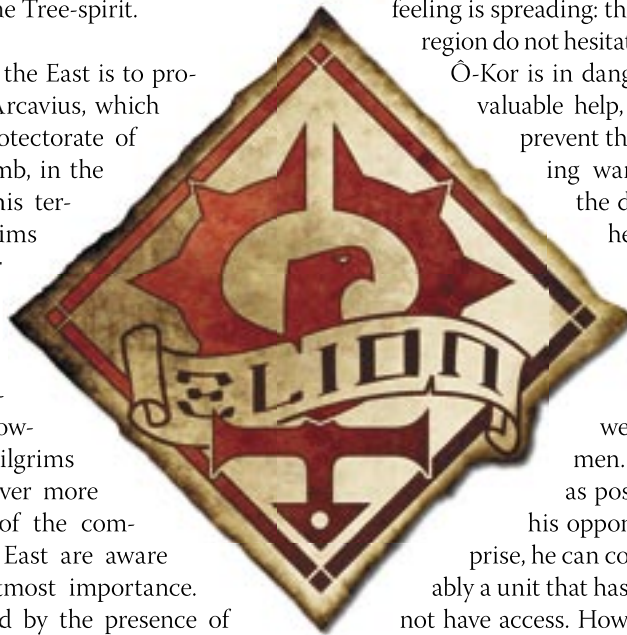
TEMPLE OF THE EAST

Headquarters: Bran-Ô-Kor.

Master: Arkhos, templar commander.

Common allies: The Kingdom of Alahan, the Republic of Tir-Nà-Bor and the Tribe of the Tree-spirit.

The mission of the Temple of the East is to protect pilgrims and the tomb of Arcavius, which has finally been found. The protectorate of the East spreads around the tomb, in the canyons of the Bran-Ô-Kor. This territory welcomes so many pilgrims and believers that Commander Arkhos is having a hard time guaranteeing the security of the whole population with the limited number of fighters he has at his disposal. However, the continuous flow of pilgrims allows the Temple to recruit ever more soldiers to rebuild the ranks of the commandery. The templars of the East are aware that their mission is of the utmost importance. Their shared faith is heightened by the presence of Arcavius' tomb. The brothers of the East are so close-knit that they would rather die than leave one of their own in



the hands of the enemy. Deeply shaken by the Dance of the Scorpion and by the Battle of the Braziers, they find renewed strength in the bright new face of Akkylannie today. The feeling is spreading: the orcs who chose to remain in the region do not hesitate to join them whenever the Bran-Ô-Kor is in danger. The templars appreciate their valuable help, since the narrow canyons often prevent the Temple of the East from deploying war machines units. Unfortunately the dwarves are hardly ever willing to help the commander; they still hold a grudge against the orcs who refused to help them during the Dance of the Scorpion.

A commander of the Temple of the East knows that his best weapon is the heart and spirit of his men. He will deploy as many chaplains as possible and use divination to shock his opponent. For an extra element of surprise, he can count on the orcs' assistance, preferably a unit that has abilities to which the templars do not have access. However, the strategies of the Temple of the East don't rely on cunning alone: when the assault is sounded, the templars are always ready!

PLAYING THE TEMPLE OF THE EAST

Only the order of the banners of the Temple of the East benefits from the advantage and disadvantage below.

Advantage of the Temple of the East: When it is activated, a unit can transfer some or all of its faith points to the other units of the company.

Disadvantage of the Temple of the East: A unit which loses one or more members as a result of a disengagement is eliminated.

Order of the banners:

- Infantry unit (🔴) (🌀) !
- Infantry unit (🔴) (🌀 / 🌀🌀)
- Infantry unit (🔴) (🌀🌀 / 🌀🌀🌀)
- Infantry unit (🔴) (🌀🌀 / 🌀🌀🌀)
- Cavalry unit or Titan unit (🔴) (🌀🌀) / (🔴)

! Priority slot. It must always be picked first.



ARKHOS

"Faith without virtue is but the ruins of the soul"

INCARNATION

Commander Arkhos is a brave and charismatic warlord. He is convinced that his faith in Merin will allow him to save Creation and lead all mortals into a new golden age. In order to show himself worthy of his god, he needs to be irreproachable and virtuous. He is as demanding with his men as he is with himself.

Arkhos never knew his parents; he was raised in a religious orphanage. As a very young boy he was adopted by Commander Thurbard, who was seeking a spiritual son. Thurbard brought him back to the Temple of the North and began training him to become a Templar. Arkhos quietly attended every lesson. He learned to appreciate the discipline and moral uprightness of the rule of the temple.

Studious and brave, Arkhos soon grew to become a templar. In order to avoid the temptation of using his adoptive father's influence, he requested to be transferred to the Temple of the East. There he served Akkylannie by fighting against the pirates in the Fangs of Fire. He often traveled back to visit his father and met Mirà, who had also been adopted by Thurbard. He refused to teach her to fight but told the captivated child all about his battles and adventures. Arkhos sought to give the young girl a perfect sense of ethics.

Arkhos' principles were soon put to the test. During an inspection of the penitentiary of the Fangs of Fire, Arkhos was exasperated by the arrogance shown by the inquisitors and disgusted by the way inmates were treated. He never got the opportunity to express his views: a flotilla of pirate longboats was approaching the penitentiary. The battle was going badly for those defending the prison; the inquisitors decided to massacre the prisoners, no matter if they were insurgents or not. Arkhos stood in their way. He offered complete amnesty for prisoners that chose to join him. His speech was full of fervor and he radiated righteousness. It was there, standing in the prison yard, carried by his faith, that Arkhos was incarnated. Fascinated by the charisma of this new hero, the prisoners joined him en masse as the irritated Inquisition looked on. Now reinforced, the defenders of the penitentiary drove back the assailants. Arkhos' victory saved him from prosecution. However, since that day, Arkhos and the Inquisition have hated each other fiercely. Arkhos met Proteüs and the two templars talked for a long while. Arkhos' morale righteousness and his scorn for the methods of the Inquisition impressed the grand master of the Order. When the commander of the East retired, Arkhos was appointed to replace him. Always on the frontline and



ready to take blows for his men, ever faithful to his promises, Arkhos quickly became the most popular commander in Akkylannie. Yet he was unable to rest as long as he knew what the Inquisition was putting his country through.

Arkhos found salvation when the Second Crusade was declared. Proteüs explained to him how the discovery of the tomb of Arcavius would change the spiritual, and therefore political, face of the Empire. Being one of the most famous commanders, the templars would rise with Arkhos and fight *anyone* standing in their way. Arkhos understood the message: the tomb of Arcavius could bring down the Inquisition. He left for the Bran-Ô-Kor full of hope and, indeed, the whole Order of the Temple set out with him.

Once in the Bran-Ô-Kor, Arkhos survived the hostile environment of the country, built a fortress and managed to become accepted by the orcs. After all, the orcs might have been praying to the same god as him without knowing it. So he managed to earn the respect of the Sarkai and Avangorok, whom he had fought before.



Unfortunately, on the other hand, the search for the tomb wasn't making any progress. Arkhos was struggling against the Inquisition, as it kept spying on him and working against him. His hatred for the Inquisition only grew. He decided to prepare a *coup* to overthrow the Inquisition and hand back the emperor his legitimate powers. At the same time, he met Commander Sered with whom he cooperated in the war against the Syhar. This templar shared the same views as Arkhos. And so they joined forces to prepare their betrayal.

Around that time Mirà resurfaced in Arkhos' life. She had stolen Hauteclair and fled from Thurbard. The commander tried in vain to convince his "sister" to hand herself in. He just could not see himself delivering her to the Inquisition. Mirà never gave him the time to find a third solution: she left and set off alone into this hostile country. When Arkhos found her in the canyons, half dead, she claimed to have found Arcavius' tomb. Arkhos chose to entrust her to Proteüs. He was left with no news of his "sister" for a while, but he trusted the grand master. When Saphon came knocking at the Temple of the East, demanding Mirà be handed over to him, Arkos co-operated as little as possible. He was relieved when the hero of the Inquisition was forced to leave without any further information.

A few years later, Arkhos and Sered were ready. But the Scorpion had begun to dance. Driven away from his temple by Razheem's offensive, Arkhos was forced to ask for Avangorok's help. He then decided to visit Jackal's Den, where the orcs were holding a ritual trial to find a new leader for themselves. His goal had never been to win, but to demonstrate his valor to the orcs. With the unexpected help of his sister, who had returned behind the mask of Misericord, Arkhos managed to negotiate an alliance with the orcs. He was proud to discover that the heroine celebrated by the templars under the name of Misericord was none other than his younger sister. With the combined assistance of Mirà and the orcs, Arkhos won back his temple, mustered his troops and pacified his protectorate.

Arkhos had barely completed this task when Proteüs summoned him to Arcavia: the time had come to overthrow the Inquisition. Determined to bring the Empire back towards Light, no matter what it cost, Arkhos fought with great ardor during the Battle of the Braziers. He was glad to serve his country and to see his sister become Merin's chosen one.

Arkhos is proud of being Akkylannian and a templar. Defender of the faith of Merin and keeper of the virtues of Light, he fights with fervor, ready to give up his life for his ideals. His courage and valor inspire his brother templars. Some Akkylannians reproach him for his friendship with the orcs and refuse to trust him. Yet he treats his brothers fairly, convinced that one day they will come back towards the Light.

STRATEGY

Arkhos is a dream commander for a company of the Order of the Temple. He comes with the ideal combination of powerful hand to hand combat skills and the "Strategist" ability. He remains human nonetheless. He will only be able to defeat his most powerful enemies if his company has a decent Elixir pool to support him. Although he should fight on the front-

line, it is not up to him to engage the enemy's main forces. It is wiser to keep him in support to rescue his templar brothers when they are in danger.

UNIT FORMATION

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

RECRUITING THE INCARNATE

Arkhos: 230 A.P.

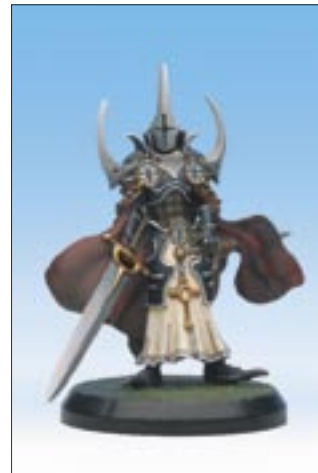
Resurrection/Duel: 5 Elixir points.

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

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

ATTRIBUTES

Arkhos has 1 point to spend on artifacts.



Seal of the Temple (1):

Each templar commander has his own seal, a symbol of his authority. It is used to authenticate letters and orders, notably when a company needs to be raised. It allows him to request the help of another commander of the Temple.

When Arkhos has this artifact, his company can include a unit whose Rank does not correspond to the order of the banners.

FEAT: MOMENT OF BRAVERY

The player spends 1 Elixir point when Arkhos takes a test. For this test, Arkhos' Courage is added to the action value.

ARKHOS			
[Seal]		[Elixir]	
[10]	[3]	[7]	[6]
[3]	[5]	[5]	
[Sword]	[3]	[5]	[5]
[Bow]	-	-	-



MIRÀ

“Merin spoke to me; you need to believe me!”

INCARNATION

Mirà, who many know as Misericord, is one of the most mysterious Akkylannian heroes. Devoted body and soul to Merin and her people, her courage and faith allowed her to defeat Darkness on her own and change the face of the Empire.

Mirà was born to a poverty stricken Akkylannian family. Immediately after her birth she was abandoned in front of a church. Fostered by the nuns, she was raised with the utmost respect for the *Codex of Merin*. Very early on she dedicated herself to prayer, seeking in faith the love she was never allowed. She needed to find a meaning to a life which had started off so badly. The priests sought a guardian who could exalt the formidable fervor of this child. This caught the attention of Proteüs, who met the priests. They told him everything they knew, and Proteüs took control of Mirà’s destiny, without the child knowing it.

A few years later, Commander Thurbard visited the orphanage. He was immediately moved by Mirà, without being able to point out why. Though she was shy and remote, the young girl had eyes that could burn the soul and a voice that would make an agnostic believe. Thurbard took Mirà with him to the Temple of the North and began her maiden’s education.

However, Mirà railed at any attempt to make her into a proper lady. Instead, she was fascinated by the templars of the fortress and the tales of their battles. Worried at first, Thurbard eventually admitted that he had adopted a second son; and allowed Mirà to learn the art of fighting from the templars of the North.

The young girl still attended all the religious ceremonies every day; she even stood in for the chaplain several times. Whenever her brother came to visit her in the North, Mirà would listen to him for hours. She appreciated Arkhos’ sense of justice and his devotion to Merin. She absorbed every detail of her older brother’s tales: the battles fought in the name of Merin and the ceremonies in Arcavia.

Mirà was already a young woman the day Thurbard was summoned to escort the sword of Arcavius from Arcavia to the Temple of the East, to help in the search for the tomb. Longing to participate in a military operation, Mirà convinced her father to let her come along. The young woman traveled in arms and armor alongside the brothers.

When the sword was handed to Thurbard, a strange sensation took hold of Mirà. During the entire journey, each night she would hear voices and shouts. The torment didn’t stop in daytime either, as the whispering went on and on; the sword was calling her. Merin was talking to her. She understood that the Empire was in danger and realized that she was the only one who could save it; but this meant she had to get hold of the sword.

Carried by a mystic trance, Mirà walked over to the chest holding the sword. She shoved the templars guarding it so hard they fell unconscious. Even Thurbard didn’t have the strength to stop her. When Mirà grabbed the sword, she heard its name: Hauteclair. Mirà was incarnated at that moment as she took her destiny into her own hands along with the sword. She projected a wave of fire that knocked all the templars to the ground. Shocked by her magical awakening and still harassed by the voices, Mirà made for the canyons.

For several days, she wandered the canyons of Bran-Ô-Kor without knowing where to go. The voices had gone silent, but the thirst and hunger made her hallucinate. Half conscious, she fought against orcs, monsters and finally against the man sent after her by the Inquisition: Saphon. Exhausted and being tracked down relentlessly, she was eventually forced to seek refuge at the Temple of the East.

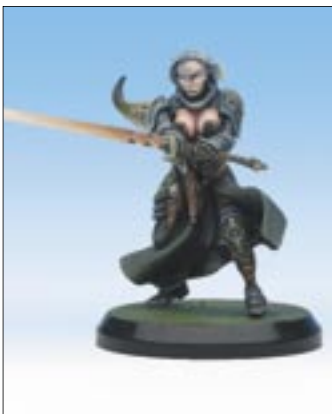
There she had to convince her brother not to turn her in. She tried to tell him what she had gone through but Arkhos just could not believe her. After a few weeks, she had recovered some of her health and felt ready to face Thurbard. Yet she never got the chance to do it; during a patrol, she saw a light burning down in the canyons, like a bush fire. The same night, the voices were back.

This time, Mirà did not hesitate and left the temple. She tried to find the burning canyon, but she got lost. She met a group of orcs who affectionately took her in and introduced her to their shaman. Mirà was given a ritual herb called shaker-ô-sar to eat. When she left the orcs, she was no longer walking on Aarklash but in the Country of the Long Sun.

In this magical Realm, she wandered in an exact replica of the Bran-Ô-Kor. She fought a shadow of herself, the final remnant of her human self who still sought to live a normal life. Then she found Arcavius' tomb where she witnessed the final moments of the prophet's life and his assassination by Jen, the first pope of Akkylannie. Mirà understood where the danger lied for the Empire: the threat came from the Church. This realization triggered her second incarnation and her return to Aarklash.

Mirà was found lying unconscious in a canyon by Arkhos' templars. When she awoke, she told her brother what she had seen. The implications were such that the commander called upon Proteüs' authority. The grand master of the Temple had Mirà transported to Arcavia in utmost secrecy and questioned her. He believed her and congratulated her for finding the prophet's tomb. Since she was the bearer of the subversive truth and the one who stole the sword of Arcavius, Mirà had no other choice but to go into hiding with the lodge of Hod, like so many other pariahs. It was there that she took on the name of "Misericord". During the time between the moment when she witnessed the murder of Arcavius and her entry into the lodge of Hod, Mirà fought many battles by her brother's side. The cause of the Temples appears more important then ever, since only the Order can keep Akkylannie in the Light. Deep inside she knows she is more than a warrior or a faithful. These visions make her the herald of Merin on Aarklash. She takes no pride in it, just the awareness that the future of Creation lies on her shoulders!

STRATEGY



Mirà is a powerful hand to hand fighter. Her skills as a templar and her Incarnate status allow her to stand up to most units and fight creatures or enemy Incarnates. In addition, she has access to the powers of faith. This should not prevent her from getting into a fight: with communions that will help her in mêlée she will become invincible.



UNIT FORMATION

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

RECRUITING THE INCARNATE

Mirà: 245 A.P.

Resurrection/Duel: 5 Elixir points.

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.



ATTRIBUTES

Mirà has 2 points to spend on artifacts and communions.

Mirà is a faithful of the cult of Merin. She masters the aspects of Alteration and Destruction.

Hauteclaire/Divine design (1): Resurrecting Mirà costs 2 Elixir points.

Hauteclaire/Fire of Merin (1): Hauteclaire's blade burns bright. Failures on Mirà's Hand to hand Strength tests may be re-rolled once more.

Hauteclaire/Justice of Fire (2): Hauteclaire triggers a wave of magical flames. During her activation, once per round, Mirà can inflict a Strength test whose action value is equal to her Fervor on all enemy fighters in contact with her unit.

FEAT: DIVINE EDICT

The player spends 1 Elixir point. Until the end of the round Mirà gains the "Strategist" ability: the fighter's Authority oppositions are resolved rolling one bonus die. The player keeps the best.

FUSILIER

“Front row kneel! Front and second row level rifles! Third and forth row reload! In the most glorious name of Merin, fire!”

– Military battlechant.

Fusiliers are highly trained professionals who demonstrate the almightiness of the Igneous God every day. They are equipped with a powerful Akkylannian rifle, and that is all they need. Their salvos are so accurate, powerful and efficient that they have no need for heavy armor or cumbersome mêlée weapons.

STRATEGY

In battle, fusiliers weaken the enemy before he gets into hand to hand combat and finish off those who try to flee from mêlées. A daring Commander will deploy them on the front-line for maximum accuracy and use them as bait. However, it is wiser to position them on high ground at the rear to get the best possible lines of sight.

UNIT COMPOSITION

Category: Infantry (Rank 1).
Numbers: 8 to 12.
Equipment: Rifle.
Special fighters: None.



COST OF FUSILIER UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	375	550	+ 50

(1): 8 fusiliers. (2): 12 fusiliers.

FUSILIER

	10	3	3
	1	3	3
	1	7	6

SPEARMAN

“Hold that spear straight and the only way your enemy will be able to get to you will be to run that spear through his own body...”

– Thurbard’s advice to a spearman.

Most spearmen are conscripts who have chosen to serve Akkylannie after their conscription has finished. The others are former criminals whom the Temple has offered a chance to redeem themselves. The first receive extra training while the latter can only rely on what they learned as outlaws. The army hands these experienced fighters a new weapon, the spear. Thanks to this weapon, spearmen cut down enemy ranks while keeping out of their reach.



STRATEGY

Using the reach of their weapons spearmen can keep dangerous enemies at bay. They accompany elite units and support them at the heart of the most terrible battles: lined up correctly the spearmen in the second row get to strike enemies at the same time as the front rank. When deployed at their maximum number of fighters they can threaten even elite enemy troops. Just what you would expect of professional soldiers!

UNIT COMPOSITION

Category: Infantry (Rank 1).

Numbers: 8 to 15.

Equipment: Heavy armor, spear, shield.

Special fighters: Cleric, musician and standard bearer.

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

COST OF A SPEARMAN UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	400	750	+ 50
1 special fighter	425	775	+ 50
2 special fighters	450	800	+ 50
3 special fighters	475	825	+ 50

(1): 8 spearmen including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

(2): 15 spearmen including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.



SPECIAL FIGHTERS

Cleric (Faith 4): A cleric can call the “Divine healing” miracle before a Strength test is taken against his unit. The unit gains the “Heal” ability for the following Strength test: the player can try to save one or several members of his unit just after they have suffered a Strength test. He must then say a short prayer, loudly and clearly, to Merin. He rolls one die for every damage point inflicted to the fighters in the unit. Each or cancels a damage point. This miracle costs 5 faith points.

Musician: If the musician’s unit is in close formation, it can use the “Tortoise formation!” tactic: the result required for Attack tests taken against the unit is read one column to the left on the resolution table.

Standard bearer: All the fighters in the unit gain a 2 points bonus on their Courage.

DEMON HUNTER

"If they fulfill their mission, I'm happy. If they get slaughtered, I'm still happy..."

– An anonymous templar.



The demon hunters are agents of the Inquisition, trained to track down creatures from the Realms of Darkness. They usually travel across Aarklash looking for these monsters.

The new emperor and new pope have decided that the Temple and the Inquisition should collaborate. Besides, the Temple needs scouting units to keep an eye on enemy movements and strike behind enemy lines. Demon

hunters are therefore deployed in Temple companies. Unfortunately, old grudges are not that easy to forget, and co-operation is not always smooth...

STRATEGY

The strength of demon hunters is their ability to be deployed anywhere on the battlefield. However, the Commander needs to be careful not to get carried away: too far from their army to be rescued and the demon hunters might be overwhelmed by the enemy. This sacrifice might still be worth it as long as they have already taken care of a remote and particularly troublesome foe: war machine, marksman unit, etc. Demon hunters can also be deployed in the middle of the battlefield as bait while they fall back shooting at their enemies.

UNIT COMPOSITION

Category: Infantry (Rank 2).

Numbers: 6.

Equipment: Sword and pistol.

Special fighters: None.

COST OF A DEMON HUNTER UNIT

Composition	Standard number (1)
Standard	300

(1): 6 demon hunters.



ABILITIES

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



TEMPLAR

“Here at the Temple we are all brothers. We leave no one behind.”

– Severian speaking to some younger brothers.



Templars are Akkylanians so fervent they have chosen to spread the word of Merin across Aarklash. Monks, pilgrims and soldiers, these men are aware that without justice faith is nothing. In battle they burn with divine anger, leaving no doubt about their fervor. Possessed with this fury and well equipped, the templars are formidable warriors.

STRATEGY

The templars are shock troops, used to break the enemy wherever he believes he is strong. A shrewd Commander will keep them in reserve to strike in the right place. Once engaged, templars will only stop fighting once the enemy is eliminated. They are particularly efficient against opponents who are able to defend themselves but who have little protection. Although heavy armor is not that tough a nut to crack for templars either!

UNIT COMPOSITION

Category: Infantry (Rank 2).

Numbers: 6 to 9.

Equipment: Heavy armor, sword, shield.

Special fighters: Chaplain, musician and standard bearer.



ABILITIES

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

SPECIAL FIGHTERS

Chaplain (Faith 4): The chaplain can call an “Avenging arm of Merin” miracle before resolving a Hand to hand Strength test. The test benefits from the “Sacred weapon” effect: the result required for the unit’s Hand to hand Strength tests is read one column to the right on the resolution table. This miracle costs 5 faith points.

Musician: The musician’s unit can use the “Revenge!” tactic: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

Standard bearer: All the fighters in the unit gain a 2 points bonus on their Courage.



COST OF A TEMPLAR UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	450	+ 50
1 special fighter	325	475	+ 50
2 special fighters	350	500	+ 50
3 special fighters	375	525	+ 50

(1): 6 templars including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

(2): 9 templars including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

EXECUTIONER

"I am but a servant of Merin"

– An executioner about to fulfill his mission.

Executioners are monks who lead a double life: scholars by day, assassins by night. This army corps, created by the Empire, is the final resort of Akkylannian diplomacy. All executioners are orphans, trained from childhood by scholars or repentant criminals connected to the Emperor. Each dignitary of the Empire is accompanied by one of them, and when the need arises they join the templars in battle!

STRATEGY

As it may be guessed from their name, executioners are there to eliminate the enemy's most troublesome fighters. Their priority targets are in descending order: the Commander, Incarnates, enemy mystics. Although particularly deadly, executioners cannot overcome large units. Their activation needs to be carefully planned in order to avoid getting them into a tough spot.

UNIT COMPOSITION

Category: Infantry (Rank 3).

Numbers: 4.

Equipment: Light armor, two single handed weapons.

Special fighters: None.



COST OF AN EXECUTIONER UNIT

Composition	Standard number (1)
Standard	325

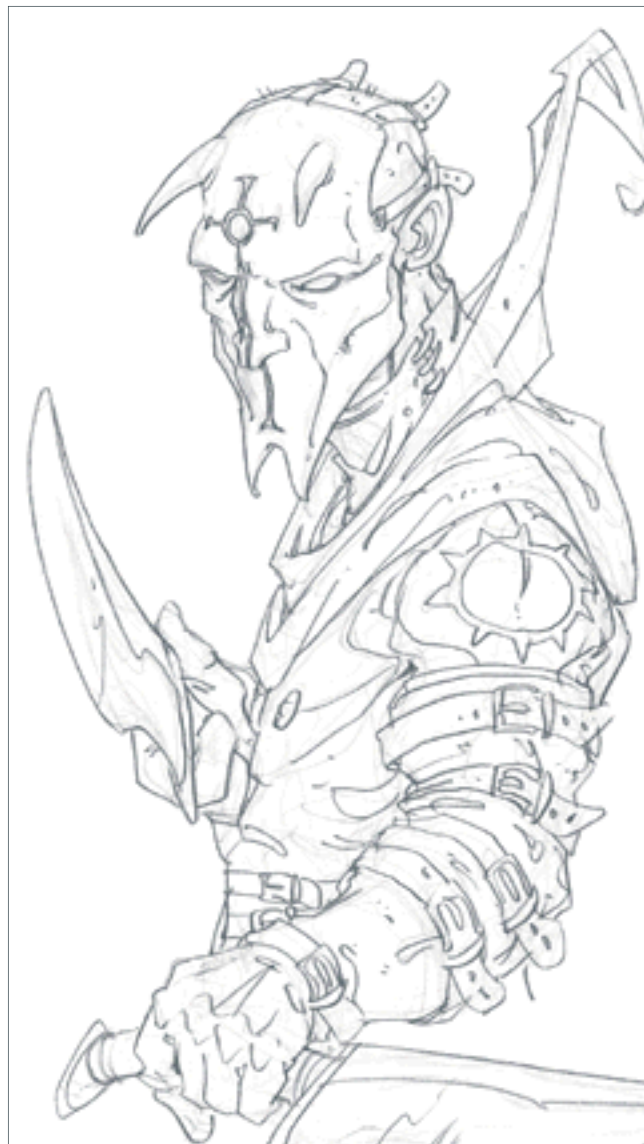
(1): 4 executioners.

ABILITIES



Assassin: +, and results are read as + for Hand to hand Strength tests.

Fierce: When the fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase.



PRAETORIAN GUARD

“Through fire, through steel!”

– Motto of the praetorian guard.

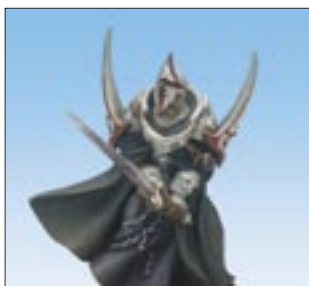


Praetorian guards are the greatest warriors of Akkylannie, selected from every army corps. Few in number, they are assigned to the protection of the Empire’s dignitaries: civil servants, priests or Temple commanders. Trained harder than any other, devoted body and soul to Merin and Light, they fight with almost supernatural energy. Their conviction and courage are so strong that they can manage feats of arms comparable to those of Incarnates.

STRATEGY

On the battlefield, praetorian guards escort the Commander’s unit. If the battle turns bad, they engage the most dangerous of the enemy’s units. If the battle is going as planned, the Commander might send them to finish off the enemy. In any case, the target of the praetorians ought to be picked with care: these fighters are far too precious to be wasted in mêlées where spearmen would have done the trick. So most of the time they will engage frightening or particularly resilient fighters.

UNIT COMPOSITION



Category: Infantry (Rank 3).

Numbers: 4 to 7.

Equipment: Heavy armor, two handed sword.

Special fighters: Exorcist, musician and standard bearer.

ABILITIES

Hyperian: The Courage tests of a unit including a Hyperian fighter are automatically successful. In addition, the unit’s Courage value is considered as a Fear value by frightening fighters.

Master strike: If at least one member of the unit does not move during its activation, the fighter adds his Attack to his Strength on Hand to hand Strength tests.

SPECIAL FIGHTERS

Exorcist (Faith 6): The exorcist can call a “Mystic purge” miracle on a unit engaged with his own: the player chooses one of the targeted unit’s abilities, which is lost until the next control phase. This miracle costs 5 faith points.

Musician: During company building, the unit can include any Incarnate. Besides it can use the “Guards!” tactic: once per round the player can make one of the unit’s fighters to swap places with the Incarnate.

Standard bearer: All the fighters in the unit gain a 2 points bonus on their Courage.



COST OF A PRAETORIAN GUARD UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	550	+ 85
1 special fighter	325	575	+ 85
2 special fighters	350	600	+ 85
3 special fighters	375	625	+ 85

(1): 4 praetorian guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

(2): 7 praetorian guards including 0 to 1 standard bearer, 0 to 1 musician and 0 to 1 mystic fighter.

REDEMPTION RIDER

“Charge!”

Redemption riders are the heavy cavalry of the Order of the Temple. These templars are carefully selected for their riding skills. Armed and protected with the best steel available from Akkylannian forges, they bring chastisement anywhere their destriers carry them. When they charge, the earth shakes and it is almost as if Merin rides with them!

STRATEGY

Many Akkylannian generals send these elite riders out to the front line after the fusiliers’ first salvo, to break enemy morale. Their armor is so tough nothing seems to be able to stop them. Others will keep them in reserve to strike when the time is right. Redemption riders are the image of Merin’s justice: glorious and merciless!

UNIT COMPOSITION

Category: Heavy cavalry (Rank 2).

Numbers: 3 to 5.

Equipment: Heavy armor, sword, cavalry lance, heater shield.

Special fighters: Musician and standard bearer.

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

ABILITIES

War fury: Failures on Hand to hand Attack tests have to be re-rolled once more.

SPECIAL FIGHTERS

Musician: If the musician’s unit is in close formation, it can use the “Trampling!” tactic: when it moves, the unit can ignore one enemy unit with fewer members than its own.

Standard bearer: All the fighters in the unit gain a 2 points bonus on their Courage.



COST OF REDEMPTION RIDER UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	525	875	+ 175
1 special fighter	550	900	+ 175
2 special fighters	575	925	+ 175

(1): 3 redemption riders including: 0 to 1 standard bearer and 0 to 1 musician.

(2): 5 redemption riders including: 0 to 1 standard bearer and 0 to 1 musician.

CANNON

“A cannon’s like a woman: treat her good, and you’ll live happily. Neglect her and you’ll suffer a thousand horrible deaths...”

– An anonymous gunner.

Cannons are without doubt the best artillery pieces available on Aarklash. Powerful, tough and accurate, they can destroy almost anything man-made. Those in charge of such guns are learned in arts and arithmetic: using such an engine of death is more than science, some would say almost it is art...

STRATEGY



A cannon is meant to be placed as far away as possible from the fighting, on high ground when available. If the company has the resources, it is better to assign it an escort unit since the cannon ought to be the first target for enemy scouts. Once the artillery is

secured, you will need to pick your targets carefully. The cannon is so powerful it can hit any target on the battlefield, no matter how far away it is. It is therefore wise to use it to either eliminate fighters too far to be caught in hand to hand combat or those too tough for the rest of the company to take care of.

SPECIAL RULES

- **Movement:** The cannon cannot be moved. The fighters of the unit can still move around the machine – as long as their Movement allows them to.
- **Engagement:** The cannon does not represent a threat in contact. It cannot engage enemies; but it can be engaged by them. Any fighters who disengage from it are not eliminated.
- **Shooting at the unit:** The cannon doesn’t suffer any damage points from a ranged attack or mystical effect targeted at the unit as long as there is still a crewman in its unit. Excess damage points are ignored.
- **Shooting at the war machine:** It is possible to target the cannon specifically with a ranged attack or a mystical effect. Excess damage points are ignored by the crew.
- **Crew:** The cannon’s crewmen are fighters whose profile name is “Cannon”. Only these crewmen can use it to attack from range.
- **Incarnates:** Incarnates cannot join a cannon unit.

CANNON				
0	-	10	-	-
	-	-	-	-
	1	9	14	-

CANNON (CREWMAN)				
10	3	6	3	-
	1	3	3	-
	1	3	4	-

UNIT COMPOSITION

Category: War machine.

Numbers: 4.

Standard equipment: Medium armor, cannon, pistol.

Special fighters: None.

ABILITIES

Perforating shot: Perforating shots can eliminate more enemies than there are shooters.

Fixed artillery: When the cannon is fired, the player rolls as many dice as the value indicated on the “Cannon” card multiplied by the number of crewmen.

COST OF A CANNON UNIT

Composition	Standard number (1)
Standard	350

(1): 1 cannon + 3 crewmen

THIRD PART
APPENDIXES



TRAVEL JOURNAL

Despite its young age, the Empire of Akkylannie has already gathered many mystical treasures. Merin is generous with gifts and miracles and the faith animating the magicians allows them to formulate many spells. The artifacts, spellbooks and litanies of Akkylannie are carefully stored in temples, churches and garrisons. But when the time for battle comes, the Incarnates bring them out for the glory of the One God!

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

ARTIFACTS

“The codex in one hand, a sword in the other.”

– Motto of the chaplains of the Temple.

Artifacts are military and ceremonial items invested with the faith of their owner. These items become sacred in the eyes of the Akkylannians and are the center of a lot of attention. It is not uncommon for these artifacts to play a role in religious ceremonies or to generate their own cult. Even in combat they retain

this prestige, and the warriors who are entrusted with them would give up their lives rather than see them fall into enemy hands. This is even truer for the two relics of the Temple: the Supreme armor of the Griffin and the *Codex of Arcavius*.

The value of each artifact is indicated in parentheses.

Battle censer (1): The Power of the Incarnate’s unit is always considered to be greater than that of the assaulted unit when it charges.

Codex of Merin (1): If it includes a faithful, the Incarnate’s unit gains 5 extra faith points each round.

Consecrated pistols (1): The Incarnate’s shots benefit from the “Sacred weapon” effect: when resolving a Strength test the result required on the test is read one column to the right on the resolution table.

Cross of the Griffin (1): The Incarnate’s unit gains the “Bravery” ability: failures on Courage tests are re-rolled once more.

Imperial seal (1): The Incarnate’s Authority oppositions are resolved rolling one bonus die. The player keeps the best.

Ashes of Kelgar (2): The use of the Ashes of Kelgar is announced once per round, during the Incarnate’s activation. The Incarnate successfully casts a “Column of fire” ritual, even if he is not a magician. No mana points are spent. This ritual cannot be countered.



Blazing icon (2): The Incarnate’s unit automatically succeeds its Courage tests.

Scepter of submission (2): The Incarnate’s Courage value becomes a Fear value.

Codex of Arcavius (3): The Incarnate gains one value 1 communion, one value 2 communion and one value 3 communion.

Supreme armor of the Griffin (3): Strength tests taken against the Incarnate are always challenges. 🎲



SPELLBOOK

"Will you bear the Light of my inner fire?"

— Melkion.

Rituals are the work of monks devoted body and soul to the understanding of the Fire of Merin. This principle, both destructive and creative, is the ideal tool for the One God to destroy Creation and rebuild it anew. It is also the inner fire of faith that allows these men to overcome their fear and share their courage. The sages of the Temple also study Light, since they are convinced that the work of Merin has no other goal but the good fortune of all mortals and, because of this, they are proud to be part of the Ways of Light. No matter which element they use, the templars rain mana down upon their enemies to defeat them!

However, mastery of the Elements is not an end of its own for the scholars of the order. The understanding of magic allows them to comprehend the esoteric reality of Creation. The magicians of the Temple set out for the magical Realms, where they meet fabulous creatures and mighty opponents. And who knows, one day they may find Merin's haven.

BURN OF STEEL

Path: Theurgy. **Element:** Fire.
Value: 1. **Mana :** 10.
Difficulty: 5. **Target:** Unit.
Duration: Round.

When a fighter in the targeted unit rolls a Strength test, the result required is read one column to the right on the resolution table.

FIREBALL

Path: Theurgy. **Element:** Fire.
Value: 1. **Mana :** 10.
Difficulty: 5. **Target:** Unit.
Duration: Instantaneous.

The fighters in the targeted unit each suffer a Strength test whose action value is equal to 4. The fighters closest to the caster are eliminated first.

STRATEGIC AWARENESS

Path: Theurgy. **Element:** Light.
Value: 1. **Mana :** 5.
Difficulty: 5. **Target:** Incarnate.
Duration: Special.

If the Incarnate's Authority is used to resolve the Authority opposition for the coming round, the player rolls bonus die and keeps the best.

WALL OF FLAMES

Path: Theurgy. **Element:** Fire.
Value: 1. **Mana :** 5.
Difficulty: 5. **Target:** Special.
Duration: Round.

The player puts a spare card face down on the battlefield somewhere the magician can see. It cannot be placed on a unit. This card represents a wall of flames. It cannot be crossed in any way and it blocks lines of sight.

WILL OF MERIN

Path: Theurgy. **Element:** Light.
Value: 1. **Mana :** 10.
Difficulty: 5. **Target:** Unit.
Duration: Round.

The targeted unit gains the "Bravery" ability: failures on the unit's Courage tests are re-rolled once more.



CLEANSING FIRE

Path: Theurgy. **Element:** Fire.
Value: 2. **Mana :** 15.
Difficulty: 7. **Target:** Unit.
Duration: Instantaneous.

The fighters in the targeted unit suffer a Strength test whose action value is equal to 4. Any mystic effects being applied to this unit are dispelled. The fighters closest to the caster are eliminated first.



DIVINE PROTECTION

Path: Theurgy. **Element:** Light.
Value: 2. **Mana :** 15.
Difficulty: 7. **Target:** Unit.
Duration: Round.

The fighters in the targeted unit gain the "Sacred armor" equipment: the result required for Strength tests taken against them is read one column to the left on the resolution table.

PILLAR OF FIRE

Path: Theurgy. **Element:** Fire.
Value: 2. **Mana :** 15.
Difficulty: 7. **Target:** Unit.
Duration: Instantaneous.

The fighters in the targeted unit each suffer a Strength test whose action value is equal to 6. The fighters closest to the caster are eliminated first.

DIVINE LIGHT

Path: Theurgy. **Element:** Light.
Value: 3. **Mana :** 20.
Difficulty: 9. **Target:** Company.
Duration: Round.

All of the targeted company's fighters become valiant. Any Courage tests they are required to take are automatically successful.

METEORS

Path: Theurgy. **Element:** Fire.
Value: 3. **Mana :** 20.
Difficulty: 9. **Target:** Unit.
Duration: Round.

The fighters in the targeted unit suffer a Strength test whose action value is equal to 8. The survivors are grounded: when they are next activated they will not be able to do anything other than stand up. The fighters closest to the caster are eliminated first.



LITANIES

"Merin is the creator, the purifier and the destroyer. Neither male nor female, since He alone knows perfection."
 – Codex de Merin.

The faith of the Templars is relentlessly exalted by the pilgrimages they undertake and the relics they are entrusted with. Away from their homeland, they cherish their faith as their most precious treasure. It is therefore hardly surprising to find large numbers of warrior monks in the Order of the Temple. This tendency is even encouraged by commanders, who need Merin's miracles to defeat the enemy as well as convert the peoples they meet. When they are too old to fight these warrior monks go into retirement and study the Holy Scriptures in a scriptorium. Thus, even away from the battlefield, they still serve their order and their god.



The most erudite among them are approaching a secret at the heart of the Rag'narok: the Igneous God is none other than Conscience, one of the gods born at the Dawn of Creation. Loyal to its divine genitor, Conscience protects Creation from the other gods, notably Desire, and seeks to perfect the work of Whole. It sees the destruction of the current Creation as the ultimate resort to rid itself of the gods who oppose it and its vision of the designs of Whole. Little by little, Conscience is slowly imagining itself in Whole's place. No one can predict what it will do once it has won the Rag'narok... or lost it.



AVENGING ARM OF MERIN

Cult: Merin **Aspect:** Destruction
Value: 1. **Faith:** 10.
Difficulty: 5. **Target:** Unit.
Duration: Round.

The fighters in the targeted unit gain the "Sacred weapon" equipment: the result required on this round's Hand to hand Strength tests is read one column to the right on the resolution table.

DIVINE HOSPICE

Cult: Merin **Aspect:** Creation
Value: 1. **Faith:** 10.
Difficulty: 5. **Cible :** Unit.
Duration: Round.

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



DIVINE IRE

Cult: Merin **Aspect:** Destruction
Value: 1. **Faith:** 10.
Difficulty: 5. **Target:** Unit.
Duration: Round.

The fighters in the targeted unit suffer as many damage points as they inflict. The losses are removed by the player whose company called this communion.

REVENGE OF THE TEMPLE

Cult: Merin **Aspect:** Destruction
Value: 1. **Faith:** 10.
Difficulty: 5. **Target:** Unit.
Duration: Round.

The fighters in the unit gain the “Master strike” ability: if at least one of its members has not moved during the unit’s activation, the fighters add their Attack to their Strength for this round’s Hand to hand Strength tests.



SENTENCE OF THE CONDEMNED

Cult: Merin **Aspect:** Alteration
Value: 1. **Faith:** 5.
Difficulty: 5. **Target:** Unit.
Duration: Round.

The shots of the targeted unit are not affected by the interference rule.

BURNING OF THE INFIDELS

Cult: Merin **Aspect:** Destruction
Value: 2. **Faith:** 10.
Difficulty: 7. **Target:** Fighter.
Duration: Instantaneous.

The targeted fighter suffers a Strength test whose action value is 10.

DIVINE MESSENGER

Cult: Merin **Aspect:** Alteration
Value: 2. **Faith:** 5.
Difficulty: 7. **Target:** Company.
Duration: Round.

The player can redistribute the faith points among the faith pools of his units containing faithful fighters.

SHIELD OF MERIN

Cult: Merin **Aspect:** Creation
Value: 2. **Faith:** 10.
Difficulty: 7. **Target:** Unit.
Duration: Round.

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

DIVINE LEADERSHIP

Cult: Merin **Aspect:** Alteration
Value: 3. **Faith:** 10.
Difficulty: 5. **Target:** Unité.
Duration: Round.

For the next round, the player’s cards will not be included in the activation sequence. He will activate the units in the order he wishes.

MERIN’S BLESSING

Cult: Merin **Aspect:** Creation
Value: 3. **Faith:** 15.
Difficulty: 9. **Target:** Unit.
Duration: Round.

The result required for Strength tests taken against the unit is read as .

CADWALLON



The fervor of the templars has urged them to travel all over Aarklash. Their steps have led some of them to the Free City. Most of the exiled of the Griffin who live in Cadwallon work for the embassy or are stationed in Fort Griffin. The others are stray sheep running from the Inquisition or simply trying to forget the austerity of Merin.

CREATING A FREE LEAGUER

This chapter presents new elements to create a character of the Temple. It doesn't change the rules presented in the *Players handbook* for *Cadwallon*, unless it is mentioned otherwise.

THE GRIFFIN OF LIGHT

The Griffin of Light is composed of the humans and dwarves who were molded by the military and esoteric traditions of the Order of the Temple. The character was born or has lived with pilgrims or the Templars themselves before moving to Cadwallon.

DISTINCTIVE FEATURE

The distinctive features presented here are closely connected to the culture of the Griffin of Light. They are reserved to characters of this culture. They can be gained during character creation or through experience.

Gift of the Griffin (passive)

The character was trained to endure the military discipline of the Temple. The player may put one die aside during the declaration phase, when he is supposed to split his dice into AP and RP. At the end of this phase, he gets to place the remaining die in either pool.

Gift of the Griffin can only be chosen during character creation, by human Griffin of Light culture characters.

It is always a feat.

Imperial craftsman (Passive)

The character has learnt his trade in an Akkylannian forge. He gains a bonus die on Assemble/SLE tests when he builds one of the following inventions:

- Conscript armor, templar armor or praetorian guard armor;
- Sword, spear, cavalry lance, mace;
- Rifle or Griffin rifle;
- Pistol or Griffin pistol.

Obligation: Any manpower involved must be Akkylannian.

GRIFFIN OF LIGHT	
PUGnacity	+ 1
SLEight	-
STYle	-
OPPortunism	-
SUBtlety	-
DIScipline	+ 1
Cultural ability	Command/DIS Survive/OPP Slash/PUG
Knowledge	Cult (Merin)
Distinctive feature	Gift of the Griffin
Cultural contact	CY, GR, LI, NA

Man of letters (Passive)

Thanks to the invention of the printing press, the character has had access to many books, which has allowed him to learn a great deal about a variety of subjects. He is considered as having at least one level in the following fields of knowledge:

- Administration (all);
- Art (all);
- Culture (all);
- History (all).

Obligation: The character needs to have access to a library to help refresh his memory.

Pilgrim (Passive)

Over the many years of pilgrimage or military expeditions, the character has traveled almost everywhere on Aarklash. He is considered as having at least one level one in the following fields of knowledge:

- Region (all);
- Cult (all);
- Culture (all);
- Language (all).

Obligation: The character must hold an item connected to the knowledge he wants to use, probably a souvenir of his journey.

TRADES

The trades presented here are representative of the culture of the Griffin of Light. They are reserved to characters coming from that culture. They can be gained during character creation or through experience.

Some trades can be used to represent professions or typical troops of the Griffin of Light:

- The soldier (see *Players handbook*, p.145) to create a praetorian guard;
- The shooter (see *Players handbook*, p.145) to create a fusilier;
- The missionary (see *Players handbook*, p.151) can also be a pilgrim traveling across Aarklash.

Exploration trade: Messenger of the Temple

To guarantee proper coordination and good circulation of information, the Temple needs fast and trustworthy messengers. These adventurers are fierce fighters and when it comes to crossing borders unhurt, they are unrivalled.

Rank 1: Analyze/DIS, Survive/OPP, Slash/PUG, choose one knowledge.

Rank 2: Ride/STY, Look out/DIS, Crook/OPP.

Rank 3: Identify/SUB, Parry/STY.

Rank 4: Hide/OPP, Feint/SLE, choose one knowledge.

Rank 5: Memorization. The character is able to memorize a page-long message. Apart from the person who the message is supposed to be delivered to, no-one can force him to reveal it, except through mystical means.

Rank 6: Disguise/STY, choose one knowledge.

Equipment: Templar armor, pouch, sword, rations (x 5), worn close, 25 ducats and (3) shield.

Confrontation trade: Executioner

The much feared executioners are legendary assassins. However, not all are killing machines. The education they receive gives them enough free will to take the decision to desert. These free leaguers are among the greatest defenders of Cadwallon.

Rank 1: Intimidate/PUG, Hide/OPP, Slash/PUG, choose one knowledge.

Rank 2: Dodge/OPP, Climb/SLE, Look out/DIS.

Rank 3: Poison/SUB, Stunt/SLE.

Rank 4: Feint/SLE, Hunt/OPP, choose one knowledge.

Rank 5: Execution. By spending one die from his AP, the character may ignore the Protection of an enemy caught off guard.

Rank 6: Disguise/STY, Conceal/OPP.

Equipment: Fine quality reinforced leather armor, sword (x2), mask, worn clothes, 25 Ducats and (3) murderer's tear (x 5).



Confrontation trade: Templar

Templars are the armed forces of the Temple. Travelers, warriors and men of faith, the flame of fervor burns within them. But when the flame goes out, these failed templars have no other choice but to run in shame. Some of them make it to Cadwallon, in pursuit of a quest only they understand. Even those who have strayed from Merin cannot deny their training and the way they behave.

Rank 1: Charge/PUG, Endure/PUG, Slash/PUG, Faction (Temple).

Rank 2: Force/PUG, Intimidate/PUG, Survive/OPP.

Rank 3: Command/DIS, Cult (Merin).

Rank 4: Ride/STY, Parry/STY, choose one knowledge.

Rank 5: Tortoise formation. The character can benefit from the effect of a confrontation reaction of an adjacent ally, and vice versa.

Rank 6: Argue/SUB, Strategy.

Equipment: Templar armor, pouch, sword, rations (x 5), worn clothes, 25 ducats and (3) codex of Merin (see Equipment below).

Interaction trade: Diplomat

The Temple doesn't send just warriors beyond the borders of Akkylannie: many well-read people bear the word of Merin throughout the continent. Having mastered the art of negotiation and compromise, these diplomats sometimes free themselves from the shackles of the Akkylannian state and move to the Free City.

Rank 1: Analyze/DIS, Crook/OPP, Identify/SUB, choose one knowledge.

Rank 2: Argue/SUB, Confound/DIS, Feint/SLE.

Rank 3: Cypher/SUB, choose one knowledge.

Rank 4: Search/DIS, Barter/SUB, choose one knowledge.

Rank 5: Immunity. Instead of a reaction, the player can cancel an action targeting his character. He must then spend as many dice from his RP as his opponent has spent for this action.

Rank 6: Conceal/OPP, choose one knowledge.


Equipment: Attires (x 2), purse, calligraphy utensils, 100 ducats and (3) safe-conduct (see Equipment below).



INCANTATION

The following spells are part of the path of theurgy. They are usually only taught to Akkylannians. But in Cadwallon, one will always find someone to teach them for the right amount of gold.

BURN OF STEEL

Cost: 2 
Difficulty: 5
Target: Object.
Range: 8 squares.
Duration: 2 rounds.


When an attack is performed using the object targeted, the Protection of the character attacked is reduced by (1 + wagers).

DIVINE LIGHT

Cost: 10 
Difficulty: 9
Target: 3 squares.
Range: 0
Duration: 5 rounds.

The player chooses which characters in the area of effect are affected. Those who benefit from the spell are insensitive to fear and are rallied if they were already frightened.

DIVINE PROTECTION

Cost: 5 
Difficulty: 7
Target: 3 squares.
Range: 10 squares.
Duration: 5 rounds.

The armor of the characters located in the area of effect becomes sacred. For each Damage roll inflicted on the bearer of a sacred armor, the best die rolled is ignored before determining the final result.

DIVINATION

The following miracles are part of the litanies of Merin, they are among those that still work in Cadwallon (see *Players handbook* p.306). They are called by templars who have fled the Temple but not forgotten Merin!

AVENGING ARM OF MERIN

Fervor: 3
Difficulty: 5 (A)
Target: Character.
Range: 0
Duration: 2 rounds.

The target's weapon becomes sacred. For each Damage roll inflicted with the sacred weapon, the worst die rolled is added to the final result.

DIVINE COMMAND

Fervor: 7
Difficulty: 9 (A)
Target: 3 squares.
Range: 0
Duration: 5 rounds.

The player chooses which characters in the area of effect are affected. During the declaration phase, the affected characters split their dice whenever they want. If several characters want to split their dice at the same time, use the usual rules to break the tie.

SENTENCE OF THE CONDEMNED

Fervor: 3
Difficulty: 5 (A)
Target: Character.
Range: 0
Duration: 2 rounds.

When he performs a shot, the affected character ignores any compulsory wagers and any positive modifiers of his target's DEFense.

EQUIPMENT

Codex of Merin: The codex is blessed by a priest of Merin. It gives one extra TF point to every faithful of Merin on the gameboard per round.

Battle censer: The bearer's DEFense is increased 1 point.

Safe-conduct: This nominative document certifies that the bearer is a citizen of the Empire of Akkylannie. It allows the owner to obtain the help of the imperial authorities, notably asylum at the embassy. It is only provided to people who can prove their citizenship. It is possible to obtain a fake for 250 ducats. The sentence for those caught using a fake safe-conduct is death.

ARTICLE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Pilgrim's staff	GR	Yes	2	2 kg	2 D
Pouch (5 kg)	GR	Yes	4	-	1 D
Duster	GR	Yes	6	2 kg	10 D
Walking shoes	GR	Yes	3	1 kg	5 D
Codex of Merin	GR	Yes	10	1 kg	50 D
Battle censer	GR	Yes	6	1 kg	25 D
Safe conduct	GR	Special	10	-	Special

ARTICLE	PRO	MOD	SIZE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Conscript armor	6	-2	3	GR	No	10	20 kg	250 D
Praetorian armor	7	-1	3	GR	No	10	20 kg	500 D
Templar armor	6	-1	3	GR	No	10	20 kg	200 D

ARTICLE	POW	FRE	RANGE	REL	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Griffin rifle	6	1	10/20/30	3	3	-2	GR	No	8	2 kg	100 D
Griffin pistol	6	1	4/6/8	3	2	0	GR	Yes	8	5 kg	50 D