

THE AGE OF THE RAG'NAROK
CONFRONTATION®



LAHNARS

ARMY BOOK



RACKHAM®

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TABLE OF CONTENT

INTRODUCTION	2
PART I: UNIVERSE	3
Lahnar baronies	4
The crown of Alahan	12
PART II: LAHNARS	19
Raising an army	20
Agonn	22
The Chimera	24
The Barony of Doriman	26
The Barony of Icquor	31
The Barony of Kallienne	36
The Barony of Manilia	41
Archers	48
Guards	49
Valkyries	50
Swordsmen	51
Paladins	52
Reapers	53
Royal guards	54
Knights	56
Ballista	58
PART III: APPENDIXES	59
Travel journal	60
Cadwallon	63
Lahnars company sheet	www.confrontation.fr



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INTRODUCTION

"To a valiant heart, nothing is impossible."

The Kingdom of Alahan is the defender of virtue and Light. Its knights fight every day with great courage against the Meanders of Darkness and those who seek to enslave the inhabitants of Aarklash. They have chosen the Lion as their emblem in honor of their divine ally, the Chimera, and for the qualities this legendary animal stands for: strength, courage and nobility.

The Kingdom of Alahan is divided into eight baronies united under the authority of a king of divine blood, descendant of the son of the Chimera, Alcyd the Paladin. Its territory is the largest of all the nations on Aarklash and abounds in natural resources. The commoners work hard under the benevolent protection of the nobles. Being a feudal society, the Kingdom of Alahan is an enlightened monarchy placed under the sign of justice: the first law of the kingdom, both chronologically and in significance, is the one that guarantees that any inhabitant of the kingdom may climb the social ladder through his feats of arms.

This publication contains every element you will need to play an army of the Golden Lion: the Lahnar.

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

The **Troops** chapter presents all the fighters available, from the regular foot soldiers to the most powerful elite warriors, without forgetting the war machines.

Armies of the Rag'narok presents the Lahnar factions, their forces, their weaknesses and their leaders. This section also describes the Lahnar Incarnates: 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 Lion: new distinctive features, new cultural profiles, new trades and so on for the tactical role playing game *Cadwallon*.



The Kingdom of Alahan is famous for the bravery of its soldiers, its invincible cavalry and the unfathomable power of its mages. Its paladins, heroes pure of heart, deal terrifying blows with their sacred weapons. They are supported by powerful Incarnates whose feats are legendary. Each battle led by the Lion is powerful proof that to a valiant heart nothing is impossible!

THE LAHNAR BARONIES

Capital: Kallienne

Leader: King Gorgyn

Totem: Lion

Alliance or alignment: The Ways of Light

Factions: The Barony of Doriman, the Barony of Icquor, the Barony of Kallienne and the Barony of Manilia

Mortal enemies: The Limbos of Acheron, the Rats of No-Dan-Kar and the Web of Ashinân.

ORIGINS

Country of origin: Alahan (Kingdom of)

Language: Barhan

COMPANIES

Gift of the Lion: Failures on Courage tests rolled by fighters with this gift can be re-rolled once more. When possible, the player can wait to determine if the test succeeds or not before spending Elixir.

Primary element of the magicians: Light.

Cult of the faithful: Arin and the gods of Paragon.



PART ONE
UNIVERSE

THE LAHNARS BARONIES

3



THE LAHNARS BARONIES



The Kingdom of Alahan is the largest nation on Aarklash. Though all Barhans defend the fundamental values of their country – honor, courtesy, loyalty to the king and the defense of Light and its teachings – each barony does so in its own way. The result is a curious contrast that shakes off much of the prejudice people could have concerning the realm of virtue.

King Gorgyn rules over the baronies, delegating to his vassals many aspects of public life. The truth is that the barons are in charge of the administration of the land. They take care of the daily management of their domains, dub knights, distribute fiefdoms to their own vassals and guarantee the protection of the population. Of course, the main figures in the king's court will claim it is nothing like that. However, if you ask a serf or a freeman who his suzerain is, he will always point to his baron. The nobles will answer that their allegiance goes to the king first, but once the court's ears are away, they will earnestly admit that their foremost duty is to support their baron.

There lies the difficulty of reigning over Alahan: honor requires that oaths of allegiance to a remote overlord be respected without neglecting one's duties towards one's direct liege or one's responsibility towards vassals. On top of this, one must add the values to which Lahnar nobility have been the keepers. Defending Light does imply its share of moral dilemmas. So when exercising justice, should courtesy and forgiveness prevail over equity and impartiality? Honor demands insults be answered but courtesy requires leniency be shown: what must a knight do when insulted by his liege, especially when he is unsure his suzerain has noticed the offence?

Barhan culture reflects this life full of paradoxes. Their pantheon includes several deities who are often given contradictory attributions, and their culture mixes believers of all origins. The case of Arin is probably the most striking: god of Light by excellence, his cult includes war specialists and scholars alike, including people of Ylliar descent. The eyes of the former, constantly seeking an enemy, a woman or a pint of beer, would have never crossed the stargazing stare of philosophers versed in the arts of divination. Yet they all mingle in their adoration of Arin.

CHRONOLOGY

200	The Lahnars and the Ylliaars settle in the south of Aarklash.
360	Beginning of the war against the Atrocities.
419	Defeat of the Atrocities Foundation of the Kingdom of Alahan.
675	Treason of Acheron. First battle of Kaïber.
978	Beginning of the reign of the current king, Gorgyn I.
999	Battle of Tycho.
1 001	Second battle of Kaïber.
1 006	Battle of Kallienne.



THE KINGDOM OF ALAHAN

Totem: **Lion.**

Country: **Alahan.**

People: **The Barhans.**

Nation: **The Kingdom of Alahan.**

Language: **Barhan.**

Capital: **Kallienne.**

Alliance: **The Ways of Light.**

Allies: **Dragon, Griffin, Boar and Sphinx.**

Cult: **Arin and the gods of Paragon.**

Magicians' primary element: **Light.**

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

The ability to combine the most diverse points of view and have them coexist for the greater glory of Light and Virtue is the strength of the Kingdom of Alahan. Far from being a circumstantial alliance, the baronies inherited from the Lahnar tribes defend one crucial value: courtesy ought to serve a greater ideal. So the Lahnar are courteous and merciless, chivalric but not gullible.

WHAT MY FATHER TOLD ME

Who are we?

We are the children of the tribes of the Sun, the Lahnar. We defend virtue and justice for they are the light in which any situation must be handled.

What are our qualities?

We fight under the lights of the suns. We never turn away in the face of adversity or difficulty.

We live honorably. Lahn, with his three celestial fires, is the source of an incorruptible light that supports life and drives back darkness.

We are paragons of virtue: we defend the weak and work for the good of all men. Our army, the best on Aarklash fights in the name of Light and Virtue.

What is important in life?

It is important to always respect and defend honor. It makes us lords among men and inspires heroism in all the servants of the Ways of Light.

We need to protect the weak and be generous to the poor. Love and joy elevate the spirit of man; misery and poverty are the breeding ground of corruption.





Our duty is to slay Darkness. Darkness is contrary to our principles and its servants seek an eternal moonless and lifeless night.

What makes us better?

Showing virtue brings Light to Creation. Virtue expresses itself in many ways: for us it is benevolence, for our Cynwäll allies it is equity and for the Akkylannians it is justice. Three faces for the three fiery eyes of Lahn.

What is good?

We show ourselves worthy of our father when our actions work in favor of our ideals. Any Barhan who fights for honor and brings Light into Darkness is worthy of our praise.

It is good to respect the laws. When they are inspired by the necessities of life in broad daylight, they serve the good of all and therefore the good of Creation.

What is evil?

Nobles by blood and heart, we take care never to abuse our power. We wouldn't be worth more than the monsters we fight if we did not avoid abuse.

In contrast to our Ylliar brothers, we do not tolerate lies and deception.

Where does Creation come from?

Our mages and faithful have the answer: at the beginning, there was Light and Darkness, from whence came the gods. The gods modeled Creation from mana, the energy of Elements.

Creation needs the Whole to exist. All life forms undergo the influence of the Elements. They all require day and night to flourish. We rule over a vast country because our people now embody this balance.

Where do we come from?

Alahan was founded by the Alahaar clan, a clan born from the fusion of the Lahnar and the Ylliar. These two Kelt clans once came from beyond the seas. They were often enemies before they understood that life needs both day and night. We respect and honor this lesson. We know that it is day that drives away the threats that lurk at night.

Why do we die?

Darkness seeks to choke life because life is Light. Death is one of their weapons to prevent Virtue from becoming a hero of Light.

What happens to us when we die?

The virtuous are taken to Paragon, the realm of the gods, where they live for eternity in the light of perpetual day. The others return to Aarklash where they live another life.

What is the meaning of life?

The meaning of life is to pursue Light and to elevate oneself to reach its purity.

Why can we use magic?

The nature of the Elements is within every one of us. Mages work for Light and therefore have facilities mastering the Principle of Clarity. The character of each person determines the other Elements he can master.

Why can we use divination?

The gods of Light know very well that we are their champions on Aarklash. They bestow their favors upon us and we win battles in their name.

What are our holy scriptures?

The Book of Paragon relates the birth of the gods, the first hours of Creation and the battles that led the pantheon of virtue against that of vice. The history and the attributes of each of our gods are described in it. We freely admit our most sacred book is a wonderful collection of stories that includes the myths that nourished the dreams of generations throughout the ages.





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

Light? Light is the strength of good and evolution. Day or night, it never abandons beings of goodwill. By day, it protects us from evil and ill intents.

Destiny? Destiny rules the primordial Elements. It is the determining but passive force the gods steer to accomplish their will. The Paths of Destiny must become our allies before they fall into our enemy's hands. They are the peoples, some devoted to day and Lahn, and the others to night and Yllia.

Darkness? Being the other founding principle of Creation, Darkness has always tried to choke all light from Creation. The Ylliar teach us how to live beside it without giving in to it.

The four Elements? The primordial elements are the raw material constituting anything that is. Mages can borrow their power to reach their goals.

The gods? The gods were born from Light and Darkness. The gods of Light are united like the celestial beacons. That is why they always defeat Darkness.

Elemental lords? Aarklash is not the only realm. Other places have their own masters in the Elemental realms. We seek to ally with them for their power will be needed in the final battle.

Dragons? It is no coincidence that the dragon is found on so many coats of arms. Its power is equaled only by its nobility.

Atrocities? The Atrocities ruled this land before we did. They were our first enemies. They have returned; we shall fight them to save Aarklash.

Immortals? Immortals are the gods' envoys. Respect their wisdom if they come in peace and do not fear to send them back to the beyond if they show hostility. A Barhan fears no enemy, not even immortal ones.

Elemental realms? Mages are fine diplomats and they are distinguished guests in many Elemental realms. There, they find allies and mana.

Unfinished realms? The laws of the Unfinished realms are written by those who set foot there. We bring Light there whenever we can. Their portals must be sealed forever if Darkness reaches them first.

What is the Rag'narok?

The Chimera once warned us that the Atrocities would return. They are now among us and threaten to destroy Creation. Time has come for us to sharpen our weapons and rekindle the Light in our hearts. The future of Aarklash is in our hands, we ought to be up to the task.

GEOGRAPHY

The great Kingdom of Alahan is divided into nine baronies of variable size. Except for Laverne, which was ravaged beyond rehabilitation, each one of them is governed by a baron appointed by the king and is named after its capital city. Some barons have inherited domains from the first peers of King Alcyd. Others were chosen after great feats of arms. Ultimately, the eight baronies are the heritages of either the Ylliar or the Lahnar. As for the kingdom, it is governed by King Gorgyn with the assistance of Queen Trys the divine, who leads the order of the Chimera.

The role of a baron is to administer the domain with which he has been entrusted. Considering the extent of the task, many have chosen to delegate part of their responsibilities to a trustworthy individual. Apart from the Barony of Kallienne, all these representatives of power are chosen by the baron, even if it sometimes leads to painstaking debate concerning favoritism or the competence of these delegates. So each barony is divided into several provinces placed under the authority of a banneret, a knight with enough power to "raise a banner." Each province is further divided into townships belonging to knights or lesser nobility. The Kingdom of Alahan is therefore run by nobility.

The Barhan lands are some of the most fertile on Aarklash: the great plains of Kallienne provide abundant harvests and the forests of Doriman and Iquor are full of game. In addition, the weather is mild, although the southernmost tip is subjected to terrible winters.





The **Barony of Doriman** is one of the largest baronies in Alahan. Those who have visited it will especially remember the plains swept by the freezing winds coming in from the Ephren Sea, the land made barren by the cold and the brotherly force uniting its inhabitants. Its capital is a great trading post, a military stronghold and the greatest shipyard on Aarklash. Despite the merciless weather, many goods are shipped in and ships leave loaded with rare commodities. The wild-life of Doriman is very diverse and the brave fishers do not hesitate to hunt whales on the freezing waters of the Ephren. Trophy hunting, especially of wolf, lynx or bear, is highly appreciated for its sporting virtues. Starving beasts will not hesitate to jump fences to attack cattle.

The capital of the **Barony of Icquor** is the second largest city in the Kingdom in terms of population and size. The land of the barony faces the wide forest of Allyvie, domain of the Cynwäll elves. It is covered with a well stocked and neatly maintained forest where hunting is a pleasure. Such apparent peacefulness has often cost the lives of imprudent travelers: the shade of the tall trees hides goblin tribes, highwaymen, packs of wolves and Acheronians. For a while now, Icquor has been the refuge of the dragon Netzach Maloth, who is the current baron of these lands, and his descendants. They benefit from the proximity with Allyvie, the temperate climate and the abundance of food. The borders with Lanever are open on both sides and a few Barhan villages have flourished on the other side of the border. Administratively speaking, they are still under the authority of the Baron of Icquor.

The **Barony of Kallienne** is the capital of the kingdom. King Gorgyn lives there. Nevertheless, the administration of the barony and of the city is the responsibility of Kelgar, Baron of Kallienne. Kallienne lies at the center of all the other baronies, on a large green plain where Light reigns. Many villages are built on the rolling hills in the countryside, often near a generous water spring or close to fruitful orchards. Very few places on Aarklash can boast of offering such peace to those who live there. Yet, if life in the countryside is sweet, the life of the capital city of Kallienne is comparable to that of Cadwallon.

The **Barony of Laverne** is a domain of rocky broken plains where the Kingdom's outposts stand. This barony is undeniably the country of rangers, trap layers and scouts of Alahan. Its peculiar relief, the generosity of its climate and the riches of its villages make it the best terrain to train in the arts of

concealment and trickery. However, the Rag'narok has left the face of Laverne deeply scarred: the destruction of the flying fortress of Darkness has caused an unprecedented disaster. The barony is now a devastated country and an immense battlefield.

The landscape of the **Barony of Manilia** inspires such amazement that the barony has the reputation of ravishing the soul of its visitors: countless travelers and pilgrims have fallen for the charms of Manilia and have definitively settled there. Is it due to the fertility of its land, to the generosity of its weather or to the beauty of the princesses of blood and heart who live there? Its capital is located upon a grand plateau overlooking the lands of Akkylannie. Over time the barony has become home to many expatriates from the Empire. A carnival, famous across the kingdom, is held every year, celebrating the liberated morals of the local population.



THE CROWN OF ALAHAN



THE SUN HAS A MEETING WITH THE MOON

While the people of Kel had only just arrived in Aarklash, one of the clans moved deep into the continent seeking free land. The Lahnar clan headed south and soon reached rich land, yet it was regularly assailed by creatures of Darkness. The Lahnar picked up the gauntlet. They fought with courage, finding strength in Arin, their sun god.

However, it was written that they would not fight alone: a prophecy revealed to another clan, the Ylliar, that a terrible danger was slumbering in the south and that it had to be dealt with. Religion was a barrier between these two clans, making alliances difficult. The Ylliar worshipped the moon, Yllia, or Selene depending on the tradition, while the Lahnar worshipped the sun. Distrust led to disputes, disputes to skirmishes and skirmishes to battles. During the Battle of the Eclipse, the moon and the sun collided, which was unfortunate for all mortals. Weakened, the two clans could no longer fend off the assaults of Darkness, while Darkness continued to grow in the south.

It was the time of the Atrocities, creatures of Darkness capable of assuming a tangible shape or possessing the bodies of mortals. The most powerful among them was so dangerous that even uttering its true name was lethal, and only its esoteric symbol was recorded in the annals in history: XXI.

Supported by legions of monsters, the Atrocities threatened to wipe out the Lahnar and the Ylliar. In the face of danger, the two clans tried to ally before the tide of Darkness overcame them.

The men chose to gather on the plain of Kalhen, on the bank of a tributary of the Alundth River. While the camp was slowly being built, in an atmosphere of despair and distrust, a young woman of incredible beauty appeared in the setting sunlight: the Chimera.

Every word she spoke warmed their bodies like a ray of Lahn, heating the souls of the warriors; each of her moves was as reassuring as the moonlight guiding weary fighters home.

When the Chimera reminded them that the moon and the sun sometimes shared the same sky, the Ylliar recognized the infinite wisdom of the magician. When she added that the solar and lunar bodies had equitably shared day and night between them, she convinced the Lahnar they were dealing with the envoy of the gods. With wise advice and her virtuous aura, the Chimera shaped around her an alliance of both clans.

Over the days and nights spent in negotiation and learning, many wonders occurred. Barhan culture was being shaped.

When the Ylliar taught the Lahnar their astrological knowledge, the latter received this precious present coldly, since this exercise is possible only at night. The Chimera in turn showed them how to polish gems of Light to craft chimerical lenses to watch the stars in a sky lit by Lahn, Ley and Lith.

In return, the Lahnar taught agriculture to the Ylliar and



unveiled the first calendar, essential to know when to sow and when to harvest. The worshipers of the moon considered the gift with disdain, as it required measuring the cycles of the suns. The Chimera then showed them how they could precisely count the number of moons past and the influence the suns could have on their predictions.

The tide of the war suddenly changed. United, the Lahnar and the Ylliar flew from victory to victory. The most decisive was the **Battle of the Lion**, during which the Lahnar warlord Leonid defeated the Atrocity known as Zekudim the Gaunt. It was the first time ever such an event had occurred. This powerful omen definitively convinced both clans of the usefulness of their union. So the Alahaar came to be. They gave their name to the largest and most powerful kingdom on Aarklash: the Kingdom of Alahan, the land of the descendants of the sun and moon peoples.

The Atrocities were defeated, one after the other. The Alahaar, always moving south, conquered gigantic stretches of land and discovered peoples that had been surviving there, surrounded by the lands dominated by the Atrocities. These were years of victory and hope for the Alahaar. Leonid used these good times to found the Kingdom of Alahan. He built his capital, Kallienne, on the prairie that had seen the alliance of his clan with that of the Ylliar. Finally, he married the Chimera.

Their son, Prince Alcyd, set out on adventuring as soon as he was old enough to carry a sword. His journey and many adventures inspired *La Chanson d'Alcyd*, one of the most famous epics of the kingdom. Upon his return, he found his father's fortress under siege.

Aware that there was nothing he could do to save his father and king, Alcyd was forced to watch XXI triumph. His display of wisdom changed the young king and made him the very first paladin. He then traveled the country to gather an army and find a spouse worthy of his rank. His gold and blue clothing,

CHRONOLOGY

Year	Event
~ 370	Gathering of the Kahlen Plains; appearance of the Chimera
398	Battle of the Lion
~ 400	Foundation of the Alahaar Kingdom
418	Battle of the Chastisement; death of Leonid; his son Alcyd becomes king and the first paladin
419	King Alcyd marries Veliane when she hands him Oriazur, the standard of the Lion; the second Battle of Eclipse Pass
517	King Alcyd disappears; his son Gyanor is crowned
572	King Heian and the prophet Arcavius meet
675	Betrayal of the Barony of Acheron
683	First Miserable War
684	King Aldemar is murdered along with Queen Heladia and their eldest son, Bahrad; Second Miserable War; the king's youngest son, Kaïnus, is crowned; King Kaïnus is married to Ysÿlle; regency of Queen Ysÿlle
767	Death of King Kaïnus; Queen Ysÿlle chooses Tÿllian as consort
801	Death of Queen Ysÿlle; her son Irwyn is crowned; agitation in the baronies; Irwyn disappears and becomes the Invisible King
909	Revolt of the Dark Muse
911	Return of King Irwyn, the Invisible King, to the throne
999	Briareus is freed
1000	Battle of the Lost Hearts
1001	Second Battle of Kaïber; four of the eight barons abdicate their titles
1002	Battle of Tenseth
1004	The orcs travel through the Kingdom of Alahan; Battle of Camarane
1005	Destruction of the Barony of Laverne. The fleet is driven away from the Ephren Sea
1006	Opening of the gates of hell. Battle of Kallienne; the pirates of the Ephren Sea are crushed after they attempt to land in Alahan

BATTLE OF THE LION

Year 398, on the banks of the Migol River (future Barony of Icquor)

Leonid led his men into combat. Unwilling to watch her people lose, the Chimera demonstrated her supernatural powers. She summoned all the wild animals living in the region and channeled their ferocity to change herself into a fabulous lionness. The Lahnar and the Ylliar were galvanized by her transformation. The Chimera charged right into the obscure legions, summoning a powerful form of magic never seen before: the magic of Light. Making the most of this change of tide, Leonid engaged Zekudim and, after what would become a legendary duel, he banished the Atrocity.

which had become his personal hallmark, became the symbol of endangered royalty. It allowed him to meet his wife: Veliane. A Ylliar magician of great wisdom, she presented him, in the name of her clan, with a standard bearing his colors. When Alcyd received the present he offered to add silver to the banner in honor of the Ylliar who had fallen trying to protect his father.

Veliane then showed him a lunar symbol that proved she was about to speak in the name of her kinsmen. She requested that he did not do it, because some time in the far future, the Ylliar would need to blend in among the Lahnar. Alcyd accepted, but only if she became his wife. And so it was. A few



months later the crown was proud to announce the birth of an heir to the lineage, a prince who further united the Lahnar and Ylliar.

Having secured the future of his bloodline, Alcyd gathered his forces and marched out to challenge the ultimate Atrocity in Eclipse Pass. During this battle, the Second Battle of the Eclipse, Alcyd the Paladin slew XXI and granted the gift of peace to his people.

PAX LUMINA

After their victory over the Atrocities, the Alahaar completed the conquest of the southern parts of Avagddu. Alcyd the Paladin showed himself up to the task. He organized the fiefdoms, charted the baronies, and appointed his most valorous commanders to lead them. The Kingdom of Alahan traced its definitive peacetime borders.

Some nomadic tribes became farmers on the fertile plains generously watered by countless rivers and streams. Chivalry was instated. The first metal mines were discovered. The customs of the various clans that the war against the Atrocities had united mixed into a single tradition. The cult of Paragon, dominated by Arin, was enriched with multiple divinities that were always welcomed with benevolence as long as they defended Virtue and Light.

Within a century, the Alahaar built a rich and powerful feudal society founded on courage, honor and chivalric virtues. The Ylliar blended into the Kingdom, thriving as discreetly as possible to avoid any trouble with the Lahnar. Soon the memories of the two clans faded slightly. Unity was sown so deep into the fabric of society that the word Alahaar eventually fell into oblivion and was replaced by the word "Barhan", meaning in the tongue of Alahan "those who live in the baronies."

Nevertheless, the Barhans never forgot about their brothers who had remained behind in Avagddu. When the Minotaur found itself at war with the Clan of Poison, affiliated to the Stag, King Gyanor, son and successor of King Alcyd, decided

to support the Sessairs against the ignominy of their enemies. The Poisonous War was the first conflict in which the Kingdom of Alahan officially participated.

Nothing seemed to threaten the prosperity of Alahan when, for the first time, the shadow of dissension loomed over the baronies.

Arcavius de Sabran (see *Army Book : Temple*) had the revelation of the cult of Merin. Leading a seemingly endless procession of converts, he obtained an audience with King Heïan. The two men had a long interview and were visited by an angel of Light. With the support of such a being, Heïan could only admit the genuine nature of this revelation. There was land left to conquer to the east. Virtue required Arcavius be allowed to found the Empire of Akkylannie. And so it was. The exodus was not painless as faith tore children from their parents, vassals from their overlords and friends from companions. The humblest commoner to the most powerful lord, no one could

know when a relative would leave everything behind to move to Akkylannie. The most outrageous example was Kelgar the Pious. Indeed, Baron of Kallienne at the time, he abandoned his wife and children, gave up his title as baron and went away to found the seat of Internal affairs, forerunner to the dreaded Inquisition.

A century later, treason struck the kingdom right in the heart. Sheltered behind the Behemoth mountain range, the Barony of Acheron was home to a gruesome order: the Black Togas. These magicians stopped at no evil to gain power and magical knowledge. Having pledged allegiance to the Meanders of Darkness, they gained control of the barony and seceded. Within a matter of days they gathered an undead army and sent it down Kaïber Pass, the only viable road connecting Acheron with the rest of Alahan. The First Battle of Kaïber was barely won by the Ways of Light which allowed them to seal the pass with a fortress built to fend off the felons' assaults.

The kingdom would survive. But seeing the treason of Acheron as a sign of weakness, the goblin Emperor Kharbôxyl XIX decided to descend upon the fertile lands of Alahan. During the First Miserable War, he sent hordes of settlers into Avagddu. King Aldemar responded firmly, driving back the settlers so that, in the end, the invasion failed.

The king, the queen and their eldest son were mysteriously murdered years later. Only Prince Kainus survived the massacre. What followed was a period of political instability, during which the new goblin Emperor Phylobakther took the opportunity to succeed where his predecessor had failed. This was the Second Miserable War that saw the goblin armies attack Alahan simultaneously through the passes of Laverne, the coasts of Doriman and by using Elemental portals of Air. The kingdom was saved only by the order of the Chimera, an organization of mages loyal to the crown.

The mages repelled the goblins and then vanished, having gained the population's support. With the support of the Ylliar, the child-king was married to the only elf ever crowned queen of Alahan: Ysÿlle. Under the enlightened rule of this queen, the kingdom overcame the treason of Acheron and



consolidated the Alliance of Light with the Cynwälls and the Akkylannians. These armies recovered their lost power and worked hard to bear Light anywhere Darkness loomed over Virtue.

Unfortunately, this period did not see the triumph of Barhan ideals. The long running regency of Ysülle disgruntled much of the nobility, notably the courtesans. After the death of King Kainus, when the queen chose a half-elf named Tüllyan as consort, the court started making itself heard. When their son Irwyn was crowned, the dissent was joined by some of the Lahnar barons threatening to overthrow the throne.

Some nobles began declaiming their Lahnar roots, stigmatizing the families that had “too much” Ylliar blood for their support towards the elven impostors. Orders were created to defend the purity of solar magic against the “grime” of lunar magic.



Faced with this perfidious evil, King Irwin... disappeared.

The vacancy of power lasted for a century, forcing the barons to organize themselves into a council to manage the shadow of a transitory government. During this period the plotters grew bolder, revealing their ambitions. The barons fell back to their fiefdoms without any further consideration for the other baronies.

Irwyn, known as the “Invisible King” by his subjects who never lost hope of seeing him return, remained hidden. He was waiting to see what evil forces were at work in his kingdom and whom among his vassals would rise in arms against this threat. While the council of barons was bogged down by indecision and dissension, an Akkyshan agent known as the Dark Muse stirred up a major peasant revolt. Contesting the legitimacy of the council of barons, the movement set the country ablaze from Laverne to Allmoon and from Doriman to Kallienne.

Considering the extent of the threat, the council put its quarrels aside and the barons united under the royal banner, despite not having a king to lead them. The Dark Muse was crushed at the Battle of Manilia.

The barons understood the folly of their selfishness, as well as the danger represented by the courtesans’ intrigues. The Invisible King returned, a whole century after his disappearance, without having grown old; as if Virtue had protected him from the assault of time. Irwin took the reins of a kingdom unified behind its new-found king. The Chimera then gave him a son: Gorgyn. Irwyn continued to rule for another twenty years. His entourage announced that he had died of sickness and his son became king of Alahan. The new king married a famous magician called Trys the Divine. He had very little time to enjoy the taste of bliss as the kingdom was about to experience its darkest hours.

THE RAG’NAROK

For many, the Rag’narok began in the year 1000, when the Meanders of Darkness gathered in the Syharhalna to celebrate the completion of New Shamir. For the Barhans, it started one year earlier on a desolated island south of Allmoon: Tycho.

This island was home to descendents of a group of hard-core Ylliar who had refused to ally with the Lahnar. Masters of the magic of Water, these selenites perpetuated their cult of the moon goddess they called Selene. Forgotten by the rest of Aarklash, they lived as recluses, having but only few contacts with the wolfen. Without knowing it, they were unwillingly protecting a terrible secret: they were standing on the lair of a defeated Atrocity called Briareus.

Unfortunately, another Atrocity had returned to Aarklash: Araxe. Appearing as the Gorgon (see *Army Book: Acheron*), Araxe went searching for her kindred. In 999, she discovered Briareus caught in the ice under Tycho. She manipulated the Swords of Lahn, a brotherhood of magicians of Light who hated the Ylliar, and set them loose on their hereditary enemies, the selenites. Using this diversion, the Gorgon woke Briareus from his slumber. For Barhan scholars, this resurrection is the true starting point of the Rag’narok.

The king was quickly warned of the return of the Atrocities. The troops of Alahan rose in arms. Gorgyn called upon the Alliance of Light and launched the campaigns of clarity: he sent his knights anywhere injustice and Darkness threatened the continent.

This is the time when the Red Lioness started her ascension in Barhan society with the tragic events of the **Battles of the Lost Hearts**. The return of the Atrocities exalted her warlike ardor. However, some victories shared the bitter taste of defeat.

Besides these warlike adventures, King Gorgyn led his own adventure of another kind, affective and political, heroic and military. With the return of the Atrocities, the order of the Chimera gained an unprecedented strategic role. Its leader, Trys the Divine, Queen of Alahan and wife of King Gorgyn, became the center of much attention. Agents eventually reported some worrying disappearances of his wife, her suspect behavior and strange powers, well beyond those a regular magician. Gorgyn trusted his queen and did not wish to unveil a secret his wife deemed useful to keep from him: Trys the Divine is an Immortal of Light. For centuries, she has been observing the Barhans and the order of the Chimera in secret.

The King also had to fight his own battles. Exploiting the absence of most Barhan heroes, who had been sent all over the continent, the Limbos of Acheron launched a major campaign



against the fortress of Kaïber. The coalition of the forces of Light won the **Second Battle of Kaïber**, but suffered heavy losses. The fortress itself was ravaged and lost most of its advanced defensive fortifications.

Realizing how close the Kingdom of Alahan had come to total disaster, King Gorgyn decided to reorganize his armies. He summoned all the barons to Kallienne and explained to them that the time had come to roar like lions and truly engage in this merciless war. He explained that, despite the qualities that made them excellent barons, some were shaped for the Rag'narok and others were not. He asked who was ready to die on the battlefield far from Kallienne, forgotten by their own kin. Valdenar de Doriman, Methrain d'Algerande and Dragan d'Orianthe were the first to answer with a nod. Mirvilis d'Allmoon then followed, explaining that death was only a passage. Finally, Kelgar de Valady joined them too. The four other barons, Egeus d'Icquor, Kamis d'Amirat, Sihran de Montvert and Telior de Gabriac, remained silent, and handed in the coat of arms of their barony to the king. No one saw this gesture as a sign of cowardice. On the contrary, the barons and the king understood the courage of their peers. The king gave them a final mission: finding a hero able to understand and lead their former subjects.

The news shook the whole kingdom, but the personality of the newly chosen barons was enough to comfort the Barhan population. With such exceptional men and women leading the armies the campaigns of clarity resumed, with their share of victories and defeats, such as the **Battle of Tenseth**.

BATTLE OF THE LOST HEARTS

Year 1000, at the foot of the Behemoth Mountains (Barony of Daneran)

The falconers of Alahan had located troops on the move in the Behemoth. It was not the first time the Acheronians attempted to skirt around Kaïber. A small detachment of falconers and reapers was sent to meet the enemy.

Far more numerous than first thought, the Acheronians were led by a powerful Skull warrior. Driven by her usual fieriness, the Red Lioness challenged him to a duel. The survivors all told the same tale: while the opponents were duelling, they suddenly ceased the combat. They exchanged a few words, letting a few tears out before charging one another. The Red Lioness smote the Skull warrior in a terrifying burst of Light.

Ever since, her hair has been as white as a shroud.



THE SECOND BATTLE OF KAÏBER

Year 1001, Fortress of Kaïber (Barony of Daneran)

Feyd Mantis had concocted a wicked plan to overthrow the Fortress of Kaïber. With the help of Cyraël the Pallid, a necromancer leading a pack of wolven zombies, he planned to get troops inside the citadel. There Cyraël would raise the corpses of the dragons kept in the towers of the fortress.

The first stages of Feyd Mantis' attack went according to plan: Cyraël made it into the fortress allowing Sorokin de Vanth to corrupt the draconic remains. While the undead dragons attacked the troops of Light from the inside, thousands of skeletons and zombies stormed the walls of Kaïber.

Light was only saved by the feats of three heroes. The Inquisitor Eschelius the Fervent showed heroic resilience in the foremost fortifications of Kaïber. Syd the Cynwäll later known as "de Kaïber," freed the draconic corpses from the influence of Darkness. All the while, Dragan d'Orianthe fought on the frontline every second of the battle, displaying admirable courage and exemplary behavior in every charge and every fight.

The fortress was saved once again.

THE BATTLE OF TENSETH

Year 1002, city of Tenseth, Syharhalna

Tenseth was chosen to shelter the Athanor, one of the most powerful Syhar artifacts. In 1002, the disciples of the Beast decided to capture it and attacked the city. The forces of Light seized the opportunity and advanced on Tenseth from the Akkylannian Temple of the South (see *Army Book: Temple*). King Gorgyn sent a company led by Alahel the Messenger and including many other Barhan heroes such as Misan the Clairvoyant and Danil the Brave.

One contingent was sent to the city gates while another advanced through underground tunnels. The first collided with the Devourers, the second met the clones. Eventually, even though the Akkylannians and the Cynwäll had finally made it to the gates of the sanctuary of Arh-Tolth, the forces of Light were forced to pull out.

Since the Battle of Tenseth, the Athanor has disappeared.

Under pressure from the Ram army, the orcs of the Behemoth decided to join those of the Bran-Ô-Kor by travelling through the lands of Alahan. Their emissaries were turned down by the barons: they were told that the Kingdom of Alahan knew who its allies were in the Rag'narok and the orcs were not among them.

A string of battles ensued in Iquor. The barons, steadfast in their determination, suffered defeat after defeat while their own troops began murmuring against them. Where was the virtue in all this? Did the orcs have to be decimated in the name of law, or protected in their exile according to the virtues honored by the Ways of Light? Personally called out by Vijkhal, the leader of the orcs, the King eventually had to settle the question, authorizing the orcs to pass through, despite his vassals' objections (see *Army book: Behemoth*).

The tragedy of the Minotaur also occurred during this period. The Sessairs in the east and south of the Plains of Avagddu were defeated by the clans that pledged allegiance to Darkness. With nowhere to go, the refugees broke against the northern fortresses of Alahan like waves against the rocks.



The Drones took the opportunity to overwhelm the defenses of the kingdom and raided the lands of Laverne and Luishana. It took several months for the army of Alahan to reorganize its defenses and repel the Drones beyond its borders, having both received and inflicted dire losses. Victory was largely achieved thanks to the intervention of the orcs who were grateful to King Gorgyn.

The Barhan troops chose to push their luck further toward Tar-Haez, where the monstrous Flying fortress of Acheron had crash-landed. The Obscure used it as a base to launch raids on the plains of Avagddu.

Ill advised was the king when he issued such an order! Realizing their flying fortress was doomed, the Acheronians took off for a final flight. After several hours of painstaking progression, harassed by Barhan ballista units, the artifact exploded just above Laverne, killing all of the city's inhabitants. The explosion was so strong not a single acre of the barony was left untainted by the abominable pollution that ensued. In a heartbeat the kingdom had lost one ninth of its territory, turned into a wasteland.

Any other nation would have quit fighting after such a disaster.

After the Second Battle of Kaïber and the destruction of the flying fortress, many Barhan commanders believed the Barony of Acheron would have pulled out of the Rag'narok. However, it was only a respite: on Feyd Mantis' birthday in 1006, the servants of Darkness returned from the dead. Cults that had infiltrated several baronies and most of the rest of Aarklash opened portals of Darkness, the *gates of hell*, out of which marched nightmarish armies.

Legions of demons and undead suddenly appeared and brought war right to the heart of the greatest Barhan cities, including Kallienne.

THE BATTLE OF KALLIENNE

The year 1006, Kallienne

The people of city trust the panache of the king. Barricades are raised. The crowd asks for weapons. In the sanctuary of the order of the Chimera, another portal is open: summoned creatures appear through the door of Light, as well as Meliador the Celestial and the Chimera herself.

Unfortunately, the day weakens. In the sky the shadows of demonic Titans threaten the fighters. The Chimera appears among the creatures flying over the city.

Armariel of Brisis provokes the Chimera in single combat. This excess of pride is fatal to him: the Chimera surpasses him. The magicians of Acheron order the retreat before disappearing through the Portal of Darkness while the Barhans acclaim the victory.

In Kallienne, the first surrounding wall falls. The Almighty Skull faces Gorgyn and his royal guards. Following Meliador's order, the magicians carry out the ritual of the Seal of Verion at the risk their life.

While the mages whisper the incantations to the Kelt consonances he taught them, a disc is outlined in the sky and covers the whole city little by little.

At the right moment, Meliador is elevated in the firmament in a column of Light. Flashes of lighting of an immense storm of Light strike down everywhere in a deafening crash. The silence falls down on the battlefield. The army of the living-dead returns to dust.

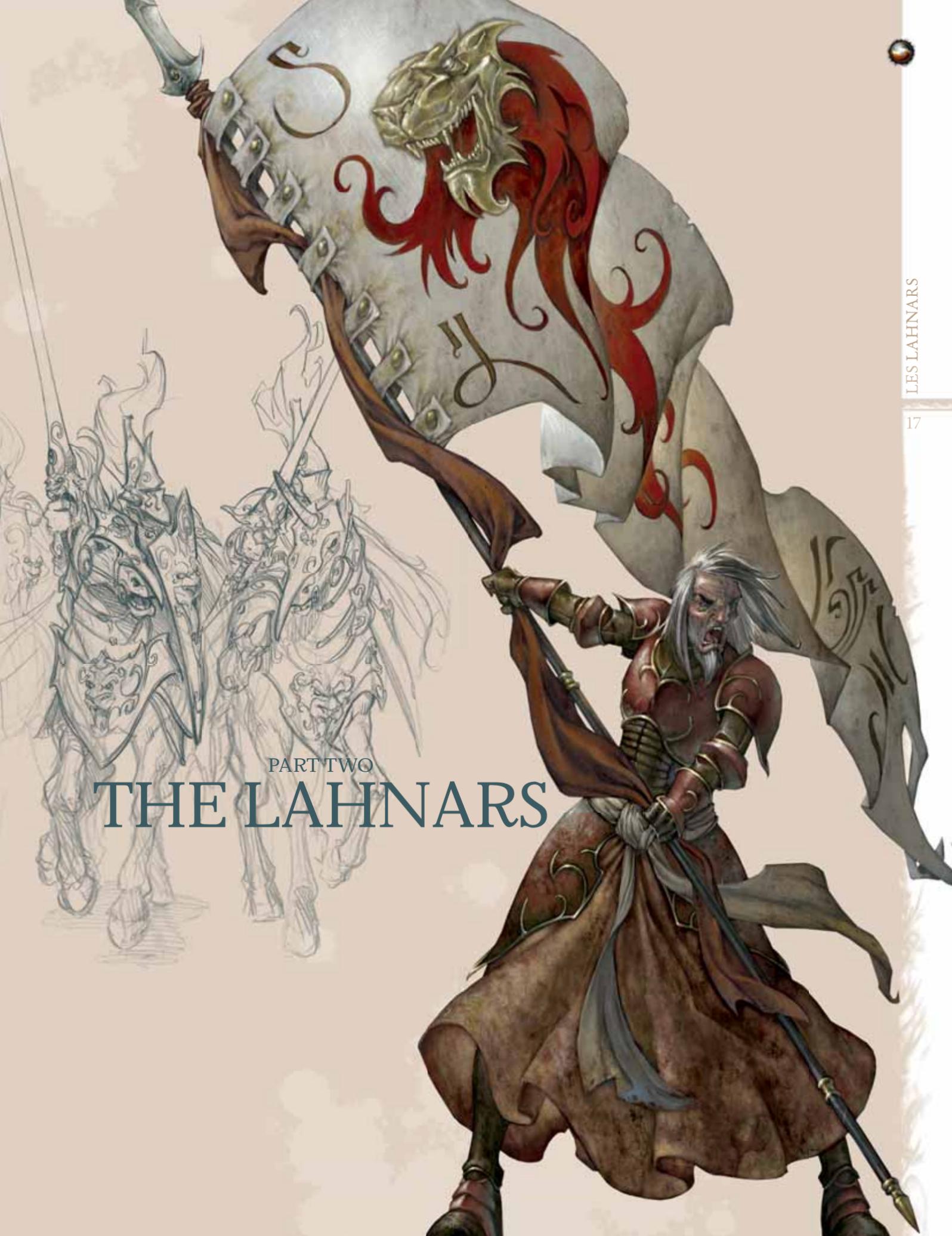
Virtue triumphs over the forces of the Darkness. More than ever union gave strength to the crown of Alahan.



This was not the only place Alahan was to fight for survival. On the Ephren Sea, a fleet formed from the alliance of Acheron, the Syharalna and Naherys, the capital of the former Ophidian Empire, had been hunting down Barhan ships.

Overcome by their numbers, the royal navy could not prevent its enemies from raiding the coast in 1006. Fortunately, the raiders were eventually intercepted by the paladins of Doriman and were all exterminated.

Despite all of this, the will of the fighters of Alahan is unaltered. As long as Lahn and his brothers will rise on Aarklash, they will fight with the fury of the Lion, because they are the ultimate ramparts of Light and Virtue!




PART TWO
THE LAHNARS

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.

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

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
















ORDER OF THE BANNERS

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

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

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

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

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

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

UNITS

In this section the units of the baronies of the Lion 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 RAG'NAROK

The troops of the Kingdom of Alahan are gathered into banners under the totem of the Lion. For a long time Light remained in slumber, refusing to add to the madness sweeping across Aarklash by sending its own armies onto the battlefields of the Rag'narok. The time for patience and leniency is coming to an end. Huge regiments of archers and guards are now marching to the sound of their war staffs. Preceding them, the reapers scout the terrain ahead. Behind them, the paladins and the swordsmen brandish their weapons. Ready to call the charge, the knights of Alahan wait on their steeds, champing at the bit.



Lahnar army

There are many armies in Alahan. Every baron can call upon his own troops, while the king has his royal guard and a royal police. In addition, there are various orders and secret societies that maintain their own troops. Many knightly orders, such as the paladins of Alahan, join forces with the banners of any given lord; the order of the Chimera, led by Queen Trys the Divine, counts in its ranks many warrior mages; among the clergy of Paragon there are orders of warrior-monks and particularly pious soldiers always ready to raise arms for the ideals of Virtue.

Personal relations play an important role in the social and military organization of Alahan. Barhans are more loyal to a lord they know and appreciate than to the institution he represents. So the commander of a knightly order will accept an order issued by a lesser noble he knows personally but could well ignore those issued by the latter's suzerain that he quite possibly never met. So it can sometimes be difficult getting the Barhan army to march at the same pace. And yet it is becoming a necessity with the rise of the Rag'narok.

Aware of this state of things, King Gorgyn has undertaken the task of reorganizing his host. As supreme leader of the armies of the Alahan, he has reinforced his authority over the commanders of the kingdom, from the mightiest baron to the lowliest of knights. Now when the Lion is at war, the king himself names the commander. It is often a baron, but not always: the king appoints any person he deems capable of fulfilling the task, no matter if they are commoners or from the lesser Barhan nobility, such as Agonn or Sardar Tillius.

On the battlefield the commander speaks with the authority of the king. All unit leaders, no matter their origin or rank, owe obedience to their commander, even if the social order of Alahan is shaken a bit in the process. Aware of what is at stake in the Rag'narok, most military leaders accept this new discipline; those who fail to do so will face the king's ire or, worse, the disgrace of their relatives.

These organizational difficulties are rooted deep in the complexity of Barhan society. So, although they constitute independent forces, knightly orders and warrior-monks must obey the baron ruling the fiefdom where they are located in times of peace. Some orders have special rights comparable to the most powerful peers in the kingdom. Nevertheless, the members of these orders remain subservient to the baron in charge of the land they live in. The relationship with the suzerain is necessarily harmonious: orders that cannot establish such relations cannot last! Relations between knightly orders and local nobility create many interactions, from training to law enforcement. Such proximity between the barons and the masters of these civilian, military, religious or mystical orders is both personal and geographical. The Great Companies, raised by the king to accomplish his will (see the insert), are tied to the barons. It explains why the barony remains, like many other aspects of life in the kingdom, the fundamental structure behind the armies of Alahan.

THE GREAT COMPANIES

Recently, the Lion has sent several Great Companies all over Aarklash to fight in the name of Light:

- ♦ **The Great Company of Kaïber:** Led by Dragan d'Orianthe, Baron of Daneran, this army's mission is to participate in the defense of Kaïber Pass in coordination with the other armies of Light.
- ♦ **The Great Company of Avagddu:** Led by Kelgar de Valady, Baron of Kallienne, this army prevents Darkness from sweeping across the west of Aarklash and is in charge of preserving the last remains of the Minotaur civilization.
- ♦ **The Great Company of the Fangs of Fire:** Led by Valdenar de Doriman, this army supports the Griffin in its struggle against the Serpent and the Scorpion in the Archipelago of the Fangs of Fire.



The baronies

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

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

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

Baron: Leader of the faction.

Favorite allies: The armies this company usually allies with.

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

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

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

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

AGONN

"All with me!"

— Agonn the Ardent

Incarnation



The courage and heroism burning in Agonn's heart has demanded the admiration of all the soldiers of Alahan, despite him being a commoner. The men admire the bravery of this officer that they see as one of their own; the noble knight has no choice but to bow before such a perfect defender of Virtue. Agonn's father, a simple serf bound to a tumbledown, yet peaceful farmhouse and a few acres of rich Barhan land, humbly

worked the land of the lords of Kallienne. Each time conscription was declared, he negotiated with the baron so Agonn could remain within the peace and security of his family. However, the heart of the young man had higher aspirations. He wanted to be a hero and to fight against Darkness. In a desperate attempt, Agonn presented himself to the castle gates and requested to be allowed to join the soldiers. Impressed by his fieriness, the local commander accepted his request.

After drilling and training, the time came for the pacification campaigns of the Sessair territories. Agonn went on in his military career to join the long and painstaking hunts of Acheronian companies that regularly infiltrated the kingdom. Agonn was a brave fighter, liked by his comrades, but he did not hesitate to criticize orders that seemed to be contrary to the ideals of Virtue. Several commanders had to put him back into his place and he often endured unjustified punishment while his advancement was constantly delayed. This injustice, added to those suffered in silence by his comrades, set the young man's heart ablaze. Leading his companions-in-arms, he marched towards Kallienne to ask for an audience with King Gorgyn.

Taken aback by the courage and idealism displayed by the young man, the good king agreed to listen to Agonn's grievances and decided to look into it personally. Agonn was accommodated inside the palace under the direct and personal surveillance of his king. Thus, the latter had the opportunity to test the young hero's virtue within the royal court.

This is how Agonn met a young palace dancer, Azaël. The young woman gave him much attention and displayed strong signs of interest; the soldier was not indifferent to the charms of the artist either. However, something in the dancer's behavior made Agonn uneasy; her lascivious charms seemed out of place in the King Gorgyn's court. When the young woman offered him to share her bed, Agonn turned her down and the dancer revealed her true nature. Azaël became raging mad,



summoning the magic of Darkness to threaten Agonn. The young soldier, though dismayed, could count on his sense of duty to find the strength to fight. He sounded the alarm and charged the necromancer. The most monstrous of spells bounced off his shield while his swings drove the magician back. Eventually, the strength of his arms defeated the occult arts and Agonn cleaved through half of his assailant's neck. To the sound of gruesome gurgling, Azaël opened a portal of Darkness. A monstrous Skull warrior appeared through the portal and hauled her away before the gate closed.

The combat had transformed Agonn. He almost lost his virtue in the arms of the traitor and his life in the storm of curses summoned by her. He had gazed into Darkness and survived the vision. As he lowered his weapon, still red with the blood of his enemy, Agonn was incarnated. His shield, that had stopped so many horrors, was imbued with some of the virtue of the young Barhan and became the Fiery Shield, the faithful protector of the new champion of Light.

Following this feat, King Gorgyn was convinced of Agonn's valor. The king put him in command of the men who had accompanied him and sent them to fight in his name.

Lately the name of Agonn has become the battle cry of the archers and guards. What they see in this young man is the emblem of valor that each Barhan can aspire to become, as long as their heart is virtuous: an unfailing rampart of Light!



THE CHIMERA

"From Light is born beauty, virtue and purity. I am the daughter of Light!"

— The Chimera

Incarnation

The Chimera is the incarnation of Virtue itself, since its origin: there is no doubt Barhan mages owe their power to the esoteric teachings of this prodigious immortal of Light!

While the Barhans were only still Lahnar and Yliar engaged in a hopeless war against the Atrocities, the gods of Paragon, answering the call of endangered Virtue, sent a creature to defend their cause.

The body of the Chimera was made from the purest forms of Light: a shy ray of moonlight veiled by the clouds; a bright column of clarity bathing an untouched clearing in the woods; a perfect gem of mana. Her soul was constituted of the purest of feelings: a sigh of chaste love; an inspired thought; the dream of a mother; the laughter of a child. Into the Chimera's mind were carved the mysteries of Light: the secrets behind the bright burning of bonfires; the enigmas concealed in the golden halo of summer sunlight.

So the Chimera was born under the appearance of a woman of amazing beauty. Virtue deemed her so perfect she was incarnated.

The Chimera was then sent through a portal of Light opened in the twilight of setting Lahn to reconcile those who were to become the greatest defenders of Virtue.

When the mortals were forced to fight the thralls of Darkness during the Battle of the Lion, the Chimera went berserk on the creatures born from the tenebrous miasma. She made sure the warlord Leonid slew Zekudim the Gaunt in the greatest demonstration of courage Aarklash had ever seen. This great feat woke in the heart of the Chimera a new feeling: love.

Leonid and the Chimera were united. When her husband slipped the ring onto her finger, the Chimera felt she had accomplished what Virtue had dictated to save mortals. The gold ring was suddenly radiating a powerful light. The Chimera was incarnated a second time.

Alcyd was born a few months later, and the royal lineage of Alahan with him. The gods proved once more that they were favorable to this union.

Then after several years of a peaceful reign, Leonid was treacherously besieged by the most powerful of all Atrocities, XXI, while the Chimera was away. She returned only to see the fall of her husband. Living in a world that constantly reminded her of her beloved Leonid was unbearable. Acknowledging Alcyd the Paladin had gained enough wisdom to rule by himself, she chose to go into exile in the realms of Light to cure the wounds of her soul.



The Chimera returned centuries later, when Darkness spawned her tenebrous counterpart: the trinity of the Abyss. The latter started spreading the hunger for power into the hearts of mortals and successfully corrupted the Baron of Acheron, master of the tenth fiefdom of Alahan. At the climax of their influence, the obscures of Acheron infiltrated Armariel de Brisis, one of their own, into the court of King Michaelis. Warned by her gifts of insight the Chimera returned from exile and exposed the obscure. The revelation caused the first battle of Kaiber, during which the Chimera understood time had soothed her heart and that she could walk among mortals once again. She healed the wounded using her most powerful rituals using ever last piece of Light composing her being. The Chimera stumbled away from this trial so weakened that Virtue had to intervene to save her. The Chimera was incarnated a third time, materializing the alliance of the Chimera and the Kingdom of Alahan with the blood dripping weapon that had slain the last Barhan fallen in the Battle of Kaiber: so Sacrifice appeared, the blade through which all those who support Light can be saved.

This display of love for the Kingdom of Alahan moved King Michaelis, who sat by the Chimera's bedside until she had recovered. A new romance tied the king to the prodigious creature.



A few years later, when the child was old enough to reign, the king and his wife travelled to the realms of Light to retire, leaving the mortals follow their own way.

The Chimera only returned to convince Irwin, the Invisible King, to reclaim the throne of Alahan as she knew the time of the Rag'narok was about to come. In preparation for these events, she accepted to bear the child who would have to stand in the storm of the age of Darkness: Gorgyn. Since her latest return, the Chimera has remained among mortals and is preparing them for the trials ahead!

Strategy

The Chimera is an excellent commander, an exceptional fighter and one of the best mages that can be recruited as part of the Lion army. She is as powerful as a whole unit. Her power can be further enhanced with some reserved artifacts and carefully picked rituals. Her presence is often enough to decide the outcome of a battle: slaying her means having the battle half won. In fact, as long as she remains on the battlefield, the enemy cannot expect anything but rapid defeat.

Unit formation

The Chimera is a unit of her own.

The Chimera is not associated with any specific faction, she may join any Lion company.



Recruiting the Incarnate

The Chimera: 515 A.P.

Resurrection/Duel: 10 Elixir points.

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.

Immortal: Immortal creatures are affected by particular game effects.

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

Attributes

The Chimera has 3 points to spend on artifacts and rituals.

The Ring of Light (1): All friendly fighters who have line of sight on the Chimera can use her Courage on Courage tests.

The Perfect Gem (1): During the control phase, the player can choose not to roll the dice when he re-fills the Chimera's mana pool. The pool automatically returns to 20 mana points.

Sacrifice (1): Once per round, and before it is rolled, the player can cancel a damage test against any Lion fighter except the Chimera herself.

The Thousand faces of the Chimera (0): The Chimera can cast the "Thousand faces of the Chimera" spell at the beginning of her activation: Until the end of the round, she is brought back into the game in contact with any Incarnate friendly to the Lion when she loses her last health point. If she does not fit, the spell has no effect. The Chimera returns with all her health points and attributes. This spell costs 5 mana points.

Feat: Moment of Bravery

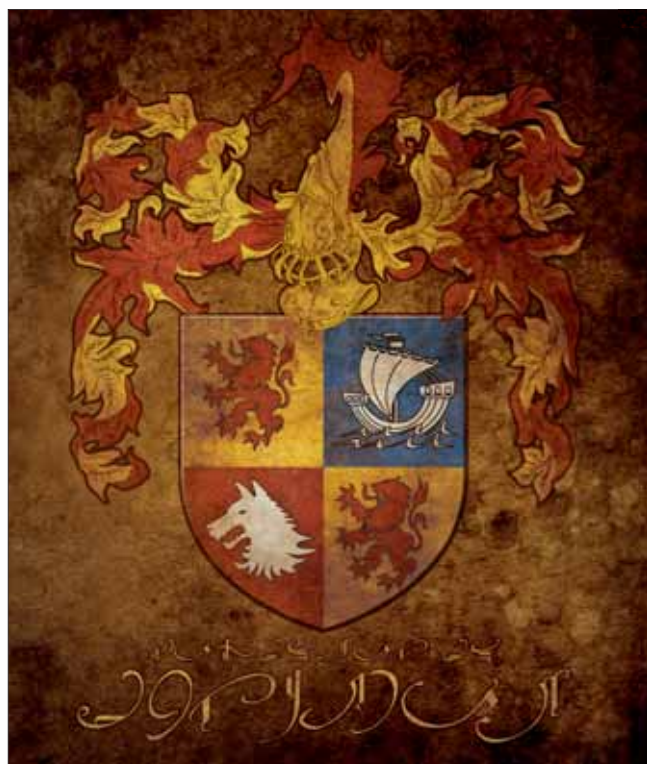
The player spends 1 Elixir point when the Incarnate takes a test. For this test, the Incarnate's Courage is added to the action value.



THE BARONY OF DORIMAN

24

THE LAHNARS



Main gods: Arin, Selene and Arakin.

Capital: Doriman.

Baron: Valdenar de Doriman.

Favorite allies: Boar, Griffin and Minotaur

The Barony of Doriman is the largest and richest in the kingdom. It has the greatest port and largest shipyards on Aarklash, making it an essential stop for any commercial expedition on the Ephren Sea. Its inhabitants have always cultivated a reputation for brutal masculinity, sincere friendship and fits of anger worthy of the tempestuous storms of the Ephren Sea.

One tradition of the barony that greatly contributes to their image of "coarse lions" is the habit of taking their guests trophy hunting. Abundant in game, the lands of the barony are home to some particularly challenging predators: lynx, bears and many particularly daring wolf packs. Strangers are often surprised to find themselves involved in such brutal pursuits. They do not understand that beneath the outward crudeness of the invitation lies a deeply rooted tradition. In exchange for hospitality, a guest is expected to take part in the protection of the country. Indeed, these hunts keep the deep forests accessible and safe so that the shipyards can be supplied with wood.

The contribution of the Barony of Doriman to the Rag'narok reflects its baron, Valdenar de Doriman. His army is composed of rough warriors who rely on strength rather than subtlety. They are entirely bent towards accumulating even more strength for Alahan: the workshops of the barony supply the shipyards, as well as the barony's companies, with remarkably powerful war machines, while the hunters drive great creatures out of the woods to fight by their side.



PLAYING THE BARONY OF DORIMAN

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

Advantage of the Barony of Doriman: Brutality requires strength... The units of Doriman obtain one additional success on their Strength tests, even if they would otherwise have obtained none.

Disadvantage of the Barony of Doriman: ...but no subtlety. The player cannot put cards in reserve.

Order of the banners:

- Infantry unit (P) (Lion) !
- Infantry unit (P) (Lion / Lion)
- Infantry unit (P) or war machine unit (Lion) (Lion / Lion)
- Infantry unit (P) or cavalry unit (Lion) (Lion / Lion)
- Creature unit (P) or war machine unit (Lion) (Lion / Lion / Lion)

!: Priority unit. It must always be picked first.

VALDENAR DE DORIMAN

"Come then and challenge me!"

Incarnation

Valdenar de Doriman is one of the greatest heroes in the kingdom – not only in size but also in valor. He has risked his life on the battlefield to defend Virtue and Light more often than anyone can remember. His colossal strength, fighting skills and untamable courage are legendary. Valdenar is an inspiration for anyone who seeks glory as part of the Barhan armies!

Before becoming a champion, or even a baron, Valdenar was a captain on a ship. His proud and dauntless character inspired his ambitions of treasure hunting and glory. His dreams were fed by a talent envied by any treasure hunter: in his hands, apparently lifeless objects would reveal their special qualities! His ships braved many seas, even some that don't appear on any map. Sometimes Captain Valdenar would pass himself off as a simple merchant, exchanging good iron and plentiful wheat from the kingdom of Alahan for the exotic food-stuffs produced by distant nations. But most of the time he was an explorer, tracking mythical treasures and legendary artifacts.

Valdenar's reputation grew so great that the Baron of Doriman honored him with his friendship. Over months, the aging baron recognized in the spirited captain the rock that would one day uphold his fiefdom. Yet it was too early to tell Valdenar: he had yet to find the wisdom that would allow him to steer Doriman.

His adventurous period came to brutal end when Valdenar returned from one of his expeditions with a seriously damaged ship and a decimated crew. He was bringing back a mighty amulet from his voyage, but it had cost him many good men! Crestfallen, Valdenar sold his ship to compensate the families of his dead sailors. To ease the remorse, he handed the mightiest artifacts collected on his adventures, the Amulet of the Guardian and his sword Ephren, to the treasury of Doriman, so that they could serve the cause of those whom they had cost so dearly. Valdenar became a paladin dedicated to defending the poor, the weak and the oppressed whom his wild ambitions had deprived of a husband, a father or a son.



His righteous and strong soul made him an exceptional paladin. His name was once again mentioned as an example of virtue. It was said his gaze could force evil creatures and minions of Darkness into flight. Valdenar had sworn to himself never to fail those who needed his strength. His oath was bolstered by his untamable will; and his heart burned with a virtuous flame no evil could contemplate without dread.

A year had not gone by when the Baron of Doriman began to feel death creep upon him. Valdenar's deeds had demonstrated that the fire of youth had made way for the wisdom of repentance. It was time for the baron to intercede with King Gorgyn so that Valdenar would be given the helm of the fiefdom of Doriman. The king gracefully accepted, for he already knew of Valdenar's valor.

The last act of the old baron was to summon the proud paladin to his castle in order to pass on to his worthy successor the three treasures of the barony: the Amulet of the Guardian, the sword Ephren and the Armor of Alerion. With his last breath, the baron died peacefully. The fate of his beloved fiefdom was in the hands of a new baron whose fame would keep growing: Valdenar de Doriman!

As the crown of the barony was lowered over his brow, Valdenar felt that something he had lost was returned to him; yet this was in exchange for another essential part of himself. Valdenar had been incarnated. The new Baron of Doriman took his office to heart and excelled in it, for he was valiant and virtuous. His adventures gave courage to the honest people of Doriman, as he remained true to his oath to defend the poor, the weak and the oppressed; even beyond the borders of his barony. Exceptional men and women quickly befriended him, the most well known being Kelgar, Baron of Kallienne.

Thus, he was seen fighting alongside Akkylannie in the sands of the Syharhalna; Ephren fell upon the creatures of Darkness of the plains of Avagddu; the Armor of Alerion deflected countless blows at the heart of Kallienne itself, while the hordes of Acheron sowed death and destruction upon the capital of the Kingdom of Alahan. On that day, the royal guard was so impressed by the bravery and strength of the man that the people called "Lord of Paladins," that they made him their champion.

Though the heart of the Baron of Doriman no longer sought glory and honor, they still came to him. Each time he demonstrated more brilliantly than the last what a strong and righteous soul could accomplish in the name of Light!

Strategy

Baron Valdenar de Doriman is a living legend: the strength of his blows are an inspiration to his comrades, his resilience is unequalled by his foes and no troop he leads shall ever flee. The truth is that anyone who would try to impress Valdenar de Doriman is likely to be in for a fright himself!

Protected by his three artifacts, Valdenar becomes a nightmare to his enemies: the Amulet of the Guardian allows him to help allies in danger; Ephren, his sword, smites anything standing in the way of Light and the Armor of Alerion shelters him from treacherous blows.



Unit formation

Valdenar de Doriman can join any paladin or royal guard unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Valdenar de Doriman: 330 A.P.

Resurrection/Duel: 7 Elixir points.

Sacred armor: The result required for hand to hand Strength tests taken against the holder is read one column to the left on the resolution table.

Sacred weapon: The result required for the holder's hand to hand Strength tests is read one column to the right on the resolution table.

Hard boiled: An opponent never gets any bonus dice on his Strength tests taken against hard boiled fighters.

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.

Attributes

Valdenar de Doriman has 3 points to spend on artifacts.

The Amulet of the Guardian (1): Once per round, Valdenar de Doriman's characteristics can be used in any combat involving a friendly Incarnate.

The Armor of Alerion (1): Valdenar loses two fewer health points, to a minimum of one, when he suffers a successful Strength test.

Ephren (1): Enemies eliminated by Ephren cannot come back into the game in any way. The miniature(s) of the eliminated fighters are put aside and cannot be used for the rest of the game (e.g., even to summon a new unit).

Feat: Moment of Bravery

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

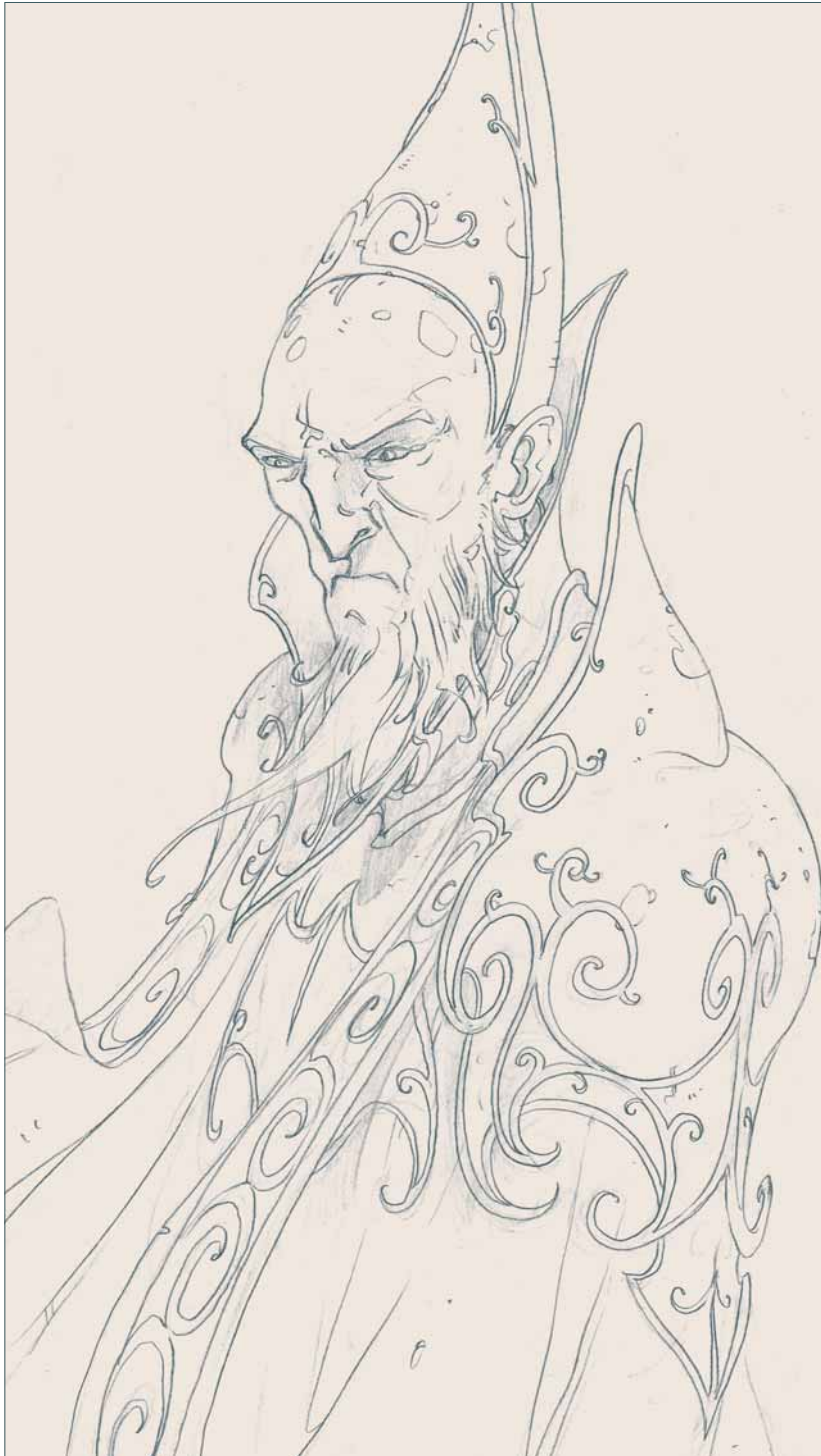
MISAN

"Listen to my warning or else you shall regret it, Arin be my witness!"

– Misan the Clairvoyant

Incarnation

Misan the Clairvoyant, faithful of Arin among the faithful, is one of the greatest astrologists in all Alahan. In the stars he reads omens that always come to pass.



Misan's family can be traced back to the Lahnar. It proudly claims an unbroken lineage of sages and astrologists more than a thousand years old. Testifying to their greatness are the countless predictions written, generation after generation, into their prodigious family heirloom: the Book of Revelations, whose first page is said to have been written by the Chimera herself.

From a very young age Misan understood the weight of his lineage and worked to increase his knowledge and clairvoyance so that he may be worthy of that responsibility. He learned to read from the Book of Revelations and wrote his first words onto its pages, already transcribing his visions. Reaching adolescence, he became famous for a number of accurate premonitory warnings. The king himself summoned the youth to hear from his own mouth the announcement of the terrifying events that would rush Aarklash into the Rag'narok. Misan's forewarnings earned him the recognition of the king; but they could not prevent the coming of the age of Darkness.



Misan, who had foreseen the darkness a long time before it happened, prepared to defend the cause of virtue. The mere idea of war filled his soul with disgust, he who aspired only to peaceful studying. But his duty gave him no other choice than to prepare. Misan took some time to ponder what path he should follow in order to participate in the defense of the kingdom. Scholarly skills are hardly useful on a battlefield. The gods of Paragon had not blessed him with physical strength. Instead they had made him the gift of a swift mind and deep faith. And yet he lacked willpower. Though he learned the communions, he was unable to renounce the peace of his studies and walk away from the quiet and the safety of the temple of Arin.

In 999, Misan had the most important vision of his life. The stars aligned and the constellation of the Ram darkened the star of the Chimera, while the star of the Gorgon slowly crept up on Yllia. That night Misan's dreams were full of a dreadful future: a beast rising from the ice, a blood red moon and a headless woman. He saw an ancient evil, freed from a prison thousands of years old.



In the morning he called one of his faithful friends: Alahel the Messenger (see *Army Book: Yllians*). He entrusted him with his astrological calculations and his premonitory dreams. The messenger listened gravely and set out to prevent what he still could.

A few weeks later, Misan witnessed the stars aligning once more. The star of the Chimera was shining in the constellation of the Lion. The Book of Revelations had foretold this stellar configuration on its first page.

Misan did not need to wait for the return of Alahel to know he had failed; his warnings had come too late, the Atrocities had found a way back onto Aarklash. He found himself forced from the comfortable retreat of his studies. The decision broke his heart. Part of him was lost, but virtue filled his heart with renewed determination. Misan, incarnated, understood that the gods of Paragon agreed to the sacrifice of his peace and in exchange bestowed on him the strength for war.

One morning he presented himself before Baron Valdenar de Doriman, offering him his service. Valdenar recognized the valor within this pure heart and entrusted the faithful with troops, so he could travel anywhere his visions would guide him.

So Misan marched out to Tenseth with the Akkylannians against the alchemical hordes; and to the Behemoth Mountains against the legions of Acheron. Powerless, he watched the passage above of Asura de Sarlath's flying fortress (see *Army Book: Pandemonium*), fearing the threat it posed to the kingdom of Alahan.

As the battles continued, Misan understood the price he would have to pay for his glimpses of what lies behind the veil of the future. The burden of failure will weigh on him twice as heavy if he cannot prevent such days of ash and blood: he is unable to prevent them in his dreams, and can only hope to prevent them in reality.

Strategy

Misan is an excellent leader for units including a large number of fighters. The latter are indispensable as they help him call communions. The Book of Revelations gives him a large choice of communions, making him a valuable faithful. However, beware of asking the gods for more than Misan can handle: though he has access to all the communions, he might still have problems calling the more difficult ones!

Misan is of no use in hand to hand combat. It is therefore wise to keep him away from mêlées. A supporting role suits him perfectly, considering that his low strategic value allows him to be fielded cheaply. And even if he is slain, resurrecting him will not jeopardize your victory.

Unit formation

Misan can join any Lion unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Misan: 135 A.P.

Resurrection/Duel: 3 Elixir points.

Attributes

Misan has 1 point to spend on artifacts and communions.

Misan is a faithful of the cult of Paragon. He masters the aspects of Alteration, Creation and Destruction.

Book of Revelations (1): During company building Misan gains one communion of the cult of Paragon, no matter its value.

Feat: Moment of Bravery

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

		MISAN			
		2		3	
		-		-	

THE BARONY OF ICQUOR

Main gods: Arin, Elad, Tiranor and Kain

Capital: Icquor

Baron: Netzach Maloth

Favorite allies: Dragon, Griffin and Minotaur

The Barony of Icquor is a wild land. It does not rely much on its peasantry or even on its crafts, except those connected to its main source of revenue: hunting. It is a wild land and also a dangerous one, favorable to highwaymen, marauding goblin tribes, Acheronians escaped from battle and packs of wild beasts. The deep forests are permanently patrolled by highly efficient squads of falconers. However, the greatest pride of Icquor is that the barony is home to Netzach the dragon and his draconic descendants. Being chosen to shelter this powerful protector of the kingdom is a great honor and the greatest compliment that could be made to the inhabitants of the barony who take such good care of their fief. The compliment was repaid with interest when the Icquorians made the great wyrm their baron.



Some visitors to the barony deem the subjects of the dragon of Icquor wild and untamed. The Icquorians do not overlook the ideals of virtue, but they take a greater imperative from avoiding losing themselves in the infinite forests of the barony and becoming wild animals that find delight only in the hunt. The Lion is indeed the King of the Beasts, but it is a lot more than a simple brute.



PLAYING THE BARONY OF ICQUOR

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

Advantage of the Barony of Icquor: In addition to their original category, all the fighters of the company gain the "Creature" category and the advantages associated to it (see *Rulebook*, p. 105).

Disadvantage of the Barony of Icquor: When the company reaches 0 Elixir points, it returns to its beastly nature and loses the game.

Order of the banners:

- Infantry unit (P) (S) !
- Infantry unit or creature unit (P) (S) (S) (S) (S)
- Infantry unit or cavalry unit (P) (S) (S) (S) (S) (S) (S)
- Titan unit or creature unit (P) (S) (S) (S) (S) (S) (S)
- Creature unit or war machine unit (P) (S) (S) (S) (S) (S) (S)

!: Priority unit. It must always be picked first.

DANIL

"Fighting Darkness is easy, it only requires killing its minions; however defending Light is not as easy. Innocence ought to be protected wherever it is in danger."

— Danil the Valiant

Incarnation

Danil the Brave is the second most famous paladin of Alahan, second only to Valdenar de Doriman. Though a skilled fighter, he is especially renowned for his compassion and heroism. Many warriors of the Rag'narok greatly admire this paragon of virtue.

Danil's virtue manifested early in his life. When he was still a very young boy, he escaped the vigilance of his parents. Wandering into a forgotten clearing deep inside the great forest of Icqnor, he made an extraordinary discovery: a wounded unicorn. Moved by the beauty of the prodigious creature, Danil raised his hand to stroke the blood smeared coat. The unicorn, sensing the purity of his intention, did not stir, even though the child was a boy. Danil was bathed in light and granted miraculous healing powers. The creature's wounds were cured under his touch.

Upon returning to his village, the young boy, the teenager, and later the man, dedicated himself both body and soul to healing anyone who came to him looking for help. His reputation reached the order of the paladins who asked him to join them and defend the kingdom.

Danil readily accepted, as the call of Light cannot be ignored. As part of the order, he discovered that the principle of clarity allowing him to heal could be easily channeled into his blade to help him slay his enemies. Mastering this skill was difficult and dire, but Danil overcame it with his heroism and learned to atone for the wrongs he committed upon his enemies by becoming a shield for his allies.

It was under the walls of Tenseth (see *Army Book: Creatures of Dirz*) that Danil gained his moniker and his reputation by performing an act of such grandeur that Light itself turned its gaze upon him while virtue made him its champion.

While the forces of Light were retreating, Danil discovered a horde of devourers caught in a fury for carnage. The wolfen attacked anything that came within reach. When he saw the claws and fangs ripping the flesh of the city's inhabitants, Danil could not walk away. Leaving his companions, who refused to assist a bunch of clone craftsmen and Syhar prostitutes, he fought his way to the devourers.

The combat was terrifying; the wolfen were raining blows upon him and carving horrible gashes into the paladin's flesh. Danil waved the wounds away with a brush of the hand. Striking back, he cut a hundred slashes into his enemies' bodies. The devourers fell one after another until the paladin was left the sole master of the Syhars' doom.



His gaze connected with that of the wretched folk. Danil read in their eyes the same fear and the same humanity he found in the eyes of the peasants living near Kaiber Pass. He understood that his duty was to protect them no matter the people they were born to. Virtue does not care for birthrights and bloodlines. An innocent is an innocent, no matter if he is Syhar or Acheronian.

Danil used the powers of Light to heal the wounds of the wretched fellows and invited them to follow him. He led them through the city and smote anyone trying to stop them. Again and again he let the destructive powers of Light flow into his sword to slay his enemies as quickly as they stood against him. At some point the blade seemed to burn with its own inner fire, as if the gods themselves wanted to make the sword a testimony to its owner's steadfast character. Danil endured wounds that would have killed anybody else. And yet, carried by his desire to defend the innocent following him, the Valiant refused to die.

The soldiers standing guard in front of the forces of Light's encampment tried to seize the clones. Danil stood in the way, causing such commotion that the whole encampment gathered to watch. Alahel the Messenger went to check the cause of such an uproar. He glanced at the paladin and his hundred wounds and he immediately understood who was defending Light and who was giving in to the simplicity of duty. Using the authority King Gorgyn had given him, the Messenger decided in favor of the young paladin. At that moment Danil's heart ceased to beat, finally tasting the eternal rest he had refused himself until the clones were safe. Danil's body had not even hit the ground before the gods had decided otherwise. Danil pulled himself up, shrouded in bright light: he was now an Incarnate.

Since that fateful day, Danil has been fighting on all the battlefronts of the Rag'narok. His feat is an example and all the fighters of Light aspire to follow the words of wisdom from the most valiant of the paladins: "Fighting Darkness is easy, it only requires killing its minions; however defending Light is not as easy. One needs to protect innocence wherever it is in danger."

Strategy

Equipped with goodness, Danil doubles the healing potential of paladins. He makes them so difficult to eliminate that your opponent will find it easier to avoid attacking these invulnerable champions of Light than to try to take them down.

Equipped with Sternness, his sword, Danil guarantees that, given time, any enemy fighter will fall under his blows: it does not matter if he is an Incarnate or a Titan. And, thanks to the paladins' healing power, time is not something he lacks...

Unit formation

Danil the Valiant can join any paladin unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Danil: 170 A.P.

Resurrection/Duel: 3 Elixir points.

Abilities

Heal: 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, loud and clear, to Arin. He rolls one die for every damage point inflicted on the fighters in the unit. Each or cancels a damage point.



Equipment

Sacred weapon: The result required for the holder's Hand to hand Strength tests is read one column to the right on the resolution table.

Attributes

Danil has 2 points to spend on artifacts.

Goodness (1): When Danil and his unit use the "Heal" ability, the player may re-roll all of the dice that were not a or a one time.

Sternness (1): Danil's sword, Sternness, can never do fewer than one damage point on a Hand to hand Strength test.

Feat: Moment of Bravery

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

DANIL				
10	5	7	5	3
2	5	5		
-	-	-	-	-

CAELIA

"My arrow shall find your heart as the dragon's kindness found mine!"

— Caelia d'Icquor

Incarnation

Daughter of the former Baron Egeus d'Icquor, Caelia d'Icquor is a woman whose stubbornness is only outdone by the accuracy of her arrows and the righteousness of her soul. Just as skillful in archery as in incantation, she has demonstrated that a woman can defend the cause of Light just as well as any man...or dragon!

For as long as she can remember, Caelia d'Icquor has always studied the arts of government. She traveled Icquor with the noblest knights and with the lowliest of peasants. She became an archer and huntress in order to uphold her rank in the prestigious hunts of the barony. She roamed the recesses of the woods to learn rudiments of magic from the dragons who had settled there.

When her father chose to abdicate in favor of the dragon Netzach Maloth, it took all the equanimity in Caelia's heart to civilly welcome the new master of Icquor. Unable to live with what she considered as the fall of her family, she moved to Kallienne to further her art of magic and learn the arcana of Hermetism. It took her three years to perfect her talents. Following her training, it took another three years to soothe her resentment, a condition she deemed essential in order to meet the dragon and return home.

She aided the Cynwäll elves, performing a hundred feats on the Ynkarò River; her arrows shot down more than her share of clones in the Ægis Mountains. It was while defending Kallienne against the undead hordes that the Acheronians had magically sent to the Barhan capital that Caelia d'Icquor realized that Icquor was not the only place that had to be defended. Innocents died everywhere because they lacked the means to fend off the wave of carnage that the Rag'narok was rolling across Aarklash.

Finally putting things into perspective, she was so appeased that the gods were attracted by the light now burning twice as bright in her heart. Like a beacon guiding a ship through the darkest of storms, Caelia d'Icquor fascinated virtue. The young woman was incarnated. She could now return to her home barony.

When Netzach Maloth met her again, Caelia d'Icquor impressed him greatly. Few individuals can keep their composure in front of a dragon, and yet Caelia did. Fathoming the soul of the woman standing there, the dragon found only light and virtue. Right then he made Caelia d'Icquor his emissary and advisor, returning some of the honor she had lost.

The bond between the dragon and the human only grew stronger with time. He entrusted her with all the missions he could not handle in person: wherever the dragon could not go unseen, the woman trained in the arts of the hunt went.

So, Caelia traveled in secret to the heart of the cursed Barony of Acheron to find out what had become of Vimras Maloth, Netzach's father, after he was defeated and slain in the first battle of Kaïber. For several painstaking months, she observed the unfathomable perversity of the magician Kaïan Draghost. Having learned the emissaries of Acheron had sold the dragon's stem to Syhar alchemists, she moved on to the laboratories to discover the macabre project the technomancers had in mind. She even managed to steal the original copy of the stem.





Each time, Caelia d'Icquor rode back to Icquor to report the horrors she had witnessed. Despite the depths of perversity of her tale, the mage's soul remained as pure as the first day. The admiration Netzach Maloth had for Caelia d'Icquor evolved to an even stronger feeling. Romance between an immortal and a mortal will only bear bitter fruit, but the ways of the heart cannot be dictated. When he discovered that the wisdom and kindness he displayed in the way he led Icquor had the same effect on Caelia's heart, the dragon gave in. So Caelia regained everything fate had taken from her as she became the companion of the dragon of Icquor. Rediscovering love, Netzach Maloth recovered some of the purity that Darkness had forced from him when it killed his beloved father.

The many dangers of the Rag'narok still loom over such a union, but the two lovers do not care for the example they constitute brings light to many hearts!

Strategy

Caelia d'Icquor is the champion of the archers, but she is also the ideal magician. When running low on mana, her bow will wipe out the most dangerous targets, especially if she is using the bow Netzach's gift, which is said to be able to pierce a hundred impure hearts with a single arrow. With her reserved ritual, Caelia transforms any unit of marksmen into a monstrous war machine capable of annihilating any target in a single salvo.

Unit formation

Caelia d'Icquor can join any archer unit. She does not replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

Ability

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

Recruiting the Incarnate

Caelia: 220 A.P.

Resurrection/Duel: 4 Elixir points.

Attributes

Caelia has 2 points to spend on artifacts and rituals.

Caelia is a magician of the path of hermetism. She masters Fire and Light.

Netzach's gift (1): Ranged attacks made by the holder use the Perforating shot rules. Perforating shots can eliminate more enemies than there are marksmen.

Feat: Moment of Bravery

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



DRACONIC ARROW

Path: Hermetism

Element: Light

Value: 1

Mana: 8

Difficulty: 5

Target: Unit

Duration: Round

All shots from the targeted unit become perforating. Perforating shots can eliminate more enemies than there are marksmen.

THE BARONY OF KALLIENNE

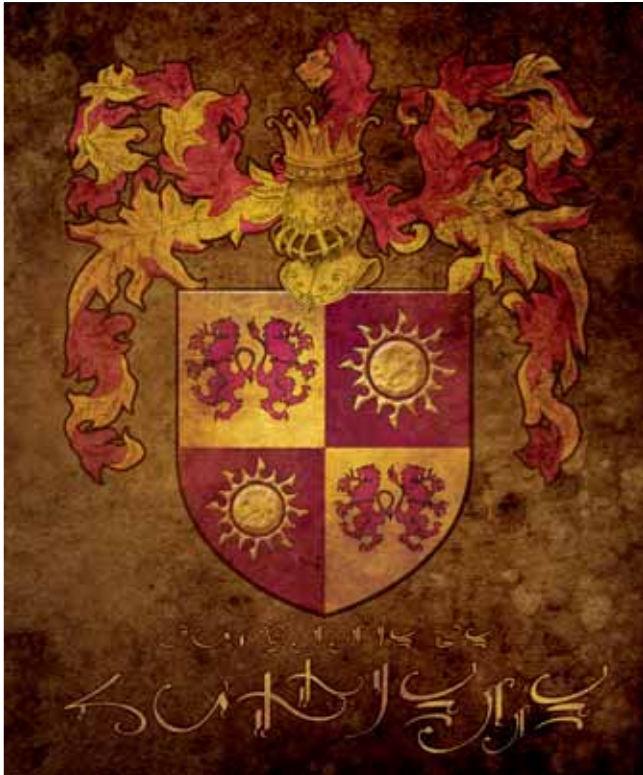


Main gods: Arin and Arakin

Capital: Kallienne

Baron: Kelgar

Favorite allies: Griffin, Minotaur and Boar



Kallienne is the heart of Alahan and the cradle of Light. It represents the best of what Barhan culture has to offer. The capital is one of the jewels of Aarklash, one of the continent's highest places of culture and the greatest city in the kingdom.

Protected by both the neighboring baronies and its lion-hearted defenders, for centuries Kallienne was spared from the scourges of war and poverty. Its bountiful land was promised to the virtuous and offered its goodness to all, from the humblest yokel to the king himself. A jewel so pure it was bound to eventually be coveted by evil: Darkness relentlessly tried to corrupt Kallienne by plotting in the king's court. Darkness was looming over the ever-vigilant Barhans and one of the most remarkably proficient counter-espionage services on Aarklash.

Rag'narok ended the gilded dreams of Kallienne in 1006 when the armies of Acheron laid waste to the barony. Though forced to its knees, the capital of Light rose again stronger than ever after the outcome of the battle. Its mask of pride was broken, revealing its true face: that of a people united under the banner of virtue. The hypocrisy and the scheming of the court, concealed under a veneer of nobility, were exposed by Light and have since been replaced with true chivalry and honor. The time of the heroes has returned and everyone is proud to live a new era of legends!

PLAYING THE BARONY OF KALLIENNE

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

Advantage of the Barony of Kallienne: Bravado! The Kallienne companies gain three extra elixir points each time one of their units eliminates an enemy incarnate, even when it does not include an Incarnate itself.

Disadvantage of the Barony of Kallienne: Kallienne inflicts neither losses nor damage points to routing or fleeing units. Chivalry at its finest!

Order of the banners:

- Infantry unit  (  ) !
- Infantry unit  ( /  )
- Infantry unit or cavalry unit  /  (  )
- Infantry unit or Titan unit  /  ( /  )
- Cavalry unit or creature unit  /  ( /  )

!: Priority unit. It must always be picked first.



KELGAR

"Your taunts leave me speechless. Someone fetch my axe: it shall answer for me!"

— Kelgar

Incarnation

Kelgar de Valady, Baron of Kallienne, is an unjustly ignored hero. Rumor will often emphasize his bad temper rather than his feats of arms. People tend to remember more of his wrongs than of his heroic exploits.

The reputation of the De Valadys is the main reason for this. The first name of the current baron only adds to the provocation: the most decried baron there ever was in Alahan, Kelgar the Pious, abandoned his charge as Baron of Kallienne to found the Inquisition of Akkylannie. In doing so he abandoned his land and responsibilities, turning his back on the gods of Paragon to convert to Merin.

The royal house held no grudge against the De Valadys. However, the other barons were not so kind and the De Valady family was disgraced. The spiteful gossip worked so well no one ever referred to the De Valady using the baronial title of De Kallienne afterwards. So the barons of Kallienne were designated solely by their surname: "Valady."

Because of his first name, Kelgar was forced more than any other to bear the ignominy of his ancestor. His name earned him much mockery, teaching him patience as long as he was unable to defend himself. He learned the art of fighting as soon as he was old enough to seek reparation for insults by using the strength of his arms and his tall stature.

Like many other nobles of high birth Kelgar joined the paladins upon reaching adulthood. Because his heart was pure, the order accepted him without any comment.

At Kaiber Kelgar proved himself against the Acheronian hordes. He single handedly defended the women and children living in an encampment of orcs of the Behemoth against an attack of specters. Grateful, the orc shaman made him the gift of a heavy battle axe, the most sacred of his clan's treasures. The weapon did not seem to be anything special, but it was solid and well made. Kelgar gladly accepted this present.

Kelgar was heard of again in the plains of Avagddu before participating in several campaigns hunting down famous pirate ships. There he fought along side Valdenar de Doriman. Over the course of their adventures, they became very loyal friends.

Kelgar's father, feeling his health declining, called his son back to his side in order to train him in the great task that is the administration of Kallienne and service to his king.

Kelgar discovered that the most refined etiquette of the court could conceal real darkness. He found out that the humblest of courtesans could defend Light better than some



glory-hungry noble. He understood that power was corrupting Kallienne. Supported by Gadran Dynasin, the hidden master of the secret police of Alahan, he brought Light to the darkest recesses of the barony. The hunt reached its climax when the capital was attacked by the hordes of Acheron. The baron and King Gorgyn had sensed some dark scheming but had been unable to unveil its goals. When summoned portals started vomiting swarms of undead creatures, Kelgar realized the unimaginable extent of the corruption that had invaded Kallienne.

From this new understanding, new strength was born; Kelgar called upon the gods of Paragon to strengthen his arm in its fight against the evil lurking in his city. The gods heard him and made

him their champion. At that moment, Harckan, the axe given to him by the orcs, revealed its name and powers. Dealing unstoppable blows of irresistible power, Kelgar led the troops of Light to each portal and shattered them one after the other. In the process, he slew the corrupt Barhans who had helped summon the gates of hell.

Kelgar's hand had killed some of the most influential nobles in the king's court, which upset the highest circles of Kallienne nobility. Kelgar went on to have one of his most infamous inspirations that would paradoxically allow him to definitively uproot the evil undermining the city.

After the battle, Kelgar remained in arms, the blood of his victims smearing his armor. When the court gathered in the aftermath of battle, the baron walked in, having neither cleaned himself nor rested. Some nobles fainted, others made reflexive gestures of disgust. As expected by Kelgar, a number of them could not bear the sight of their secret allies' murderer. Urged into a dark frenzy, they rushed forth to attack the baron, counting on the colossus' weariness to kill him and on his blatant offense to the court to get away with it.

Driven by the certainty that he was doing good and protected by a rampart of virtue, the Baron of Kallienne slaughtered the traitors and the conspirators. When the commotion of battle faded, his armor gleamed bright, as if the blood spilled had cleansed it of the dark ichors.

King Gorgyn was so impressed he ordered the reputation of his valorous defender to be cleared and that he be addressed using the same title as his majesty: "Sire." Indeed, that day Kelgar de Valady, Baron of Kallienne became the king's arm and the king's eyes: henceforth, there is every reason he should be addressed like the king!

Strategy

Kelgar, Baron of Kallienne, is the Paragon of army commanders. A fine strategist with high Authority, he can lead any unit into combat, while healing his men thanks to the

powers that Light gives to its paladins. When the time comes to fight hand to hand, his axe "Harckan" becomes the means to your crushing and inevitable victory. Better not anger an army commander who can use finesse and violence in the same sentence!



Unit formation

Kelgar can join any Lion unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Kelgar: 210 A.P.

Resurrection/Duel: 4 Elixir points.

Heal: 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, loud and clear to the tutelary god of his army. He rolls one die for every damage point inflicted to the fighters in the unit. Each  or  cancels a damage point.

Sacred weapon: The results required for the holder's Hand to hand Strength tests are read one column to the right on the resolution table.

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

Attributes

Kelgar has 2 points to spend on artifacts.

Harckan (1): Failures obtained on Kelgar's Hand to hand Attack **OR** Strength test are re-rolled once more.

Feat: Moment of Bravery

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



MELIADOR

"I shall bear the burden of truth."

– Meliador

Incarnation

Meliador the Celestial is the most powerful mage in Alahan. Of all Barhan heroes, he is the one closest to discovering the truth concerning Incarnates.

When he was still young, Meliador was already a famous magician belonging to the order of the Chimera and more particularly to the troublesome Brotherhood of Antinomi-ans. Youthful and already craving knowledge, he sought to gather every available piece of lore concerning magic. His quest led him to the Wailing Cliffs, a remote region of the Barony of Algerande, looking for a spell dating back to the war against the Atrocities.

After several days of exploration, Meliador discovered magical glyphs on the wall of a forsaken cave, the hermetic seal of a legendary mage of old: Verion. As Meliador deciphered the seal, it faded from the wall and inscribed itself inside Meliador. Suddenly the mage remembered who Verion was. Apprentice to the Chimera herself, Verion had defeated one of the most terrifying Atrocities: Araxe, the Howl of Darkness. This cave must have been Araxe's jail, and Meliador, by assimilating Verion's seal, had in fact released the Atrocity!

Meliador could easily imagine the terrible consequences of his mistake, but he did not dare reveal what he had done to the order of the Chimera: the brotherhood he belonged to was already carrying out experiments regarded as suspicious by the other mages. The news of this disaster would have doomed their society. Meliador returned to Kalienne pretending he had found nothing. He then left the order and tried to keep out of the limelight.

His secret would eventually return to haunt him years later. He was informed of the raids on Alahan being carried out by a beheaded female magician whose screams had magical properties similar to those of the legends concerning the Wailing Cliffs.



Seizing the opportunity to redeem himself, Meliador returned to active duty among the order and went after the decapitated lady. His quest came to a temporary end in a small village. There, Alahel the Messenger was struggling against a magician known as the Gorgon.

Verion's seal violently reacted to the presence of the evil magician, threatening to destroy Meliador's soul. The mage understood that Verion's seal was fighting to take action since its successor, Meliador, had failed to take responsibility. Realizing the extent of the wrong he had done, Meliador pulled himself together. When the Gorgon attacked him with terrifying spells, he drew power from the seal instead of ignoring it as a symbol of his failure. He unleashed a storm of Light, forcing the Gorgon to flee. He now felt the presence of the seal within himself and realized he had to make amends by becoming a champion of Virtue. He had become an Incarnate.

Meliador informed Trys the Divine, Queen of Alahan and leader of the order of the Chimera, of his mistake so the kingdom could be warned about the looming threat. Meliador's sincerity convinced the queen, who forgave him. In addition, the seal he now holds constitutes the best chance to defeat the Gorgon.

Strengthened by such forgiveness, Meliador worked to rebuild the power of Verion's seal and to assimilate it completely in order to be able to defeat the Atrocity. He understood it was destroying his memories and personality. He had a confused feeling that he had no choice and that others were in the same situation as he was.

He also noticed after battling the Gorgon that he could draw energy from the elements like no other mortal. Without being able to name it, he began to guess the truth concerning Incarnates and the slavery that Elixir binds them into.

His quest attracted the interest of many scholars. Meliador the Celestial used this interest to convince more and more mages to join the battles ahead.

The Rag'narok is imposing itself on Aarklash. Meliador is leading troops into battle. With his mystical powers serving the army, at last he is at peace with part of himself.



Strategy

Meliador is first and foremost a mage, but what a mage he is! He has access to a wide range of rituals that he can render unstoppable thanks to a spell of his own. His place is in the second line, supported by a guard of warrior mages that will feed him the mana he needs to unleash the power of Light.

Even if the enemy were to reach Meliador through luck or treachery, they would still be facing a capable fighter. The staff wielded by this Lion hero, and his experience in combat, can strike down any opponent!

Unit formation

Meliador can join any Lion unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Meliador: 280 A.P.

Resurrection/Duel: 6 Elixir points.

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.

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

Attributes

Meliador has 3 points to spend on artifacts and rituals.

Meliador is a magician of the path of hermetism. He masters the Elements of Air, Light and Water.

Spellbook of the Lahnar (3): Meliador gains one Value 3 ritual, two Value 2 rituals and three Value 1 rituals.

Set of Crystal Prisms (1): The Set of Crystal Prisms contains 10 mana points that regenerate every round and that Meliador may use to pay part, or all, of the cost of his rituals and spells.

Seal of Verion (0): Meliador can cast the "Seal of Verion" spell. No game effect may counter his next ritual or prevent it from working. This spell costs 5 mana points.

Feat: Moment of Bravery

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



THE BARONY OF MANILIA



Main gods: Arin and Arakin

Capital: Manilia

Baron: Laureena Tillius "The Red Lioness"

Favorite allies: Dragon, Griffin and Minotaur

The Barony of Manilia is a country of splendor and light. The landscape moves the soul of whom ever lays eyes upon it. Its artistic tradition has no equal in the kingdom. The patrons of the barony sponsor some of the continent's most talented artists to perform in their capital. And yet the barony is not a peaceful haven of sweet life and dreams come true.

The military academies of Manilia are among the most renowned and most advanced in the country. The greatest Barhan tacticians were trained there. The soldiers of the barony are famous for their dauntlessness. The generals of Manilia stand out with their impertinence and boldness. They will not hesitate to challenge enemy warlords, even though they are aware that they are jumping into a snake pit, they rely on their humor and bravery to pull themselves out of inextricable situations.



Manilia is also the seat of the powerful Lodge of Hod (see *Army Book: Inquisition*).

The Baroness of Manilia, Laureena Tillius, more famously known as the legendary Red Lioness, has been surprised to discover that the life of a fiefdom cannot be separated from the battles its troops engage in. She coordinates the military drills of the war academies, oversees the artistic life of the fiefdom, and engages in subtle negotiations with the ambassadors of Akkylannie. She also organizes the wild celebrations of the summer carnival, famous for its daring costumes.

PLAYING THE BARONY MANILIA

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

Advantage of the Barony of Manilia: The dauntlessness of Manilians will make them legendary! At the end of each round, the player earns as many Elixir points as there are units engaged with enemy units.

Disadvantage of the Barony Manilia: A Manilian unit that disengages is destroyed. Only a coward could survive the shame!

Order of the banners:

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

! : Priority unit. It must always be picked first.

THE RED LIONESS

"You want a kiss? Why don't you kiss my blade!"

– The Red Lioness

Incarnation

Before becoming known as the Red Lioness, Laureena Tillius was merely a knight's daughter, and grandchild of Sardar Tillius. She was destined for the same life as all other women belonging to the lower Bahran nobility.

Laureena was only a child when her father was slain by the forces of Acheron. Due to weak health, her mother followed her husband into death soon after. To take care of his grandchild, Sardar Tillius hired a wet nurse who already had a toddler son named Llyr. The pair were raised as foster brother and sister. The affection they had for one another grew over the years without ever being prevented by the taboos true blood ties would have created between them.

Llyr joined the paladins to avenge Laureena's parents. Since she could not follow the same training, – A female paladin! Such a thing had never been seen in the kingdom! – Laureena would question her foster brother. She would train on her own, repeating the exercises again and again. The love she had for Llyr, and her stubborn character, was worth as much as any weapon master: Laureena Tillius soon excelled at swordplay.

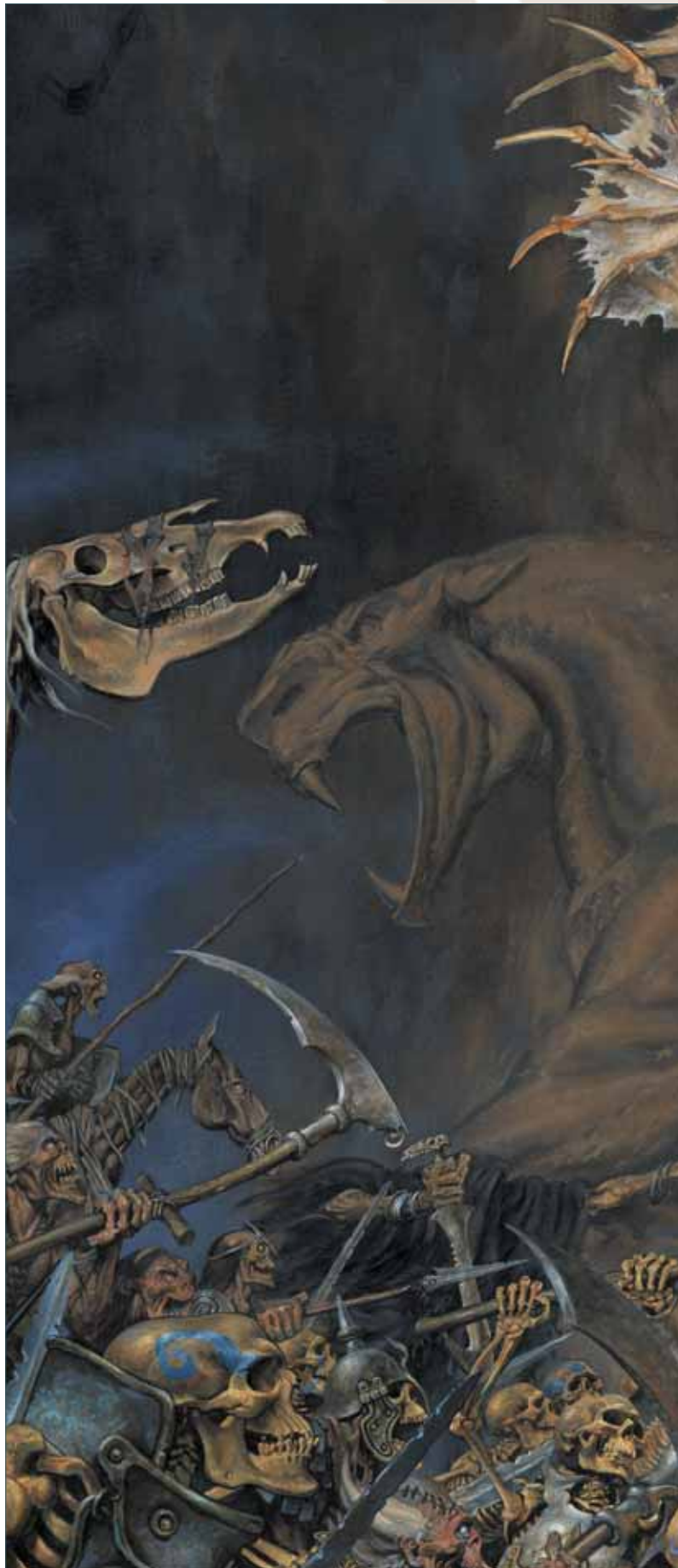
Llyr finished his training and left to battle the hordes of Acheron, as he had sworn to do. The lovers spent a last day together swearing to remain forever faithful to each other. Laureena tied her handkerchief around her champion's arm, as she would have done for a noble knight fending her colors. Llyr rode away but never came back.

Llyr fell at Kaiber Pass, without anyone knowing what truly happened. When Laureena heard of it, she locked herself in her room without shedding a tear. She assembled a suit of armor from that of her father. She took his sword and rode for the Doriman to submit an extraordinary request to Baron Valde-nar de Doriman. A request only the paladin champion could agree to: she wanted to become the first female paladin.

When she appeared before the baron, the young lady expressed her wish and unsheathed her sword. A great marvel was witnessed: the battle worn sword was alight with a sacred glow. Acknowledging the prodigy, the baron could not turn down her request. Laureena allowed herself a single tear of sorrow.

The Baron of Doriman, moved by the young lady's courage, and aware of the prejudice she would have to endure among the order, gave her a new name: the Red Lioness. He was not the only one impressed by Laureena Tillius' behavior. Divine Virtue deemed the woman's powerful soul worthy of her. And so, the Red Lioness was incarnated. She embraced her new name and entered the prestigious order of the paladins.

The feats of the Red Lioness are too many to all be recounted, for she fought the Meanders of Darkness with the same fieriness that she had always lived her life. Her feats of arms earned her the admiration of the people and the mockery of the envious. A woman in armor, smeared with the blood of her enemies; it had never been seen before in Alahan!







The Red Lioness' reputation reached a new high during the battle of the Lost Hearts. She was confronted with an undead horde led by a powerful skull warrior. Llyr had not survived but Acheron had raised his corpse and enslaved his soul. The two army leaders recognized each other at first sight.

The battle was never recounted out of consideration for the two lovers. Love triumphed when the Red Lioness thrust her blade through her lover's chest: before finding the peace that the necromancers' curse had denied him for years, Llyr breathed his love into his own sword and the Red Lioness gave it a piece of her fiery soul. As he died a second time, her fiery red hair faded to white.

In the aftermath of this battle, King Gorgyn personally noticed this extraordinary young woman. A free spirit served by an iron will could do great things for the kingdom. The king decided someone of such quality could not go without a title. Besides, the Baron of Manilia had wished to be discharged from office as he acknowledged he lacked the skills to face the Rag'narok.

The Red Lioness became Baroness of Manilia, proclaiming in the face of the world that the kingdom of Alahan recognized the true worth of its heroes, no matter their gender.

Strategy

The Red Lioness, Baroness of Manilia, has gained an aura of legend as much for her iron will and dauntless character as for her beauty and fighting skills. An expert swordswoman, she can strike back when she is attacked. Even better, the enemy can never eliminate her without her getting a chance to do the same. Like all other paladins, she can heal wounds almost as fast as she suffers them.

When she rides her war steed into battle, the Red Lioness further demonstrates that the Lion has the best cavalry of the Rag'narok. Protected by the endurance of her destrier and equipped with a shield, nothing can hit her and all those who try are met with swift death!

THE RED LIONESS									
10	5	7	9	5					
2	7	7							
-	-	-							

Unit formation

The Red Lioness can join any Lion unit. She does not replace a fighter, but is added to the fighters already there. Her cost is added to that of the unit.

Recruiting the Incarnate

Red Lioness (infantry): 285 A.P.

Resurrection/Duel: 6 Elixir points.

Red Lioness (heavy cavalry): 530 A.P.

Resurrection/Duel: 11 Elixir points.

Abilities

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

Heal: 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 loud and clear to the tutelary god of his army. He rolls one die for every damage point inflicted to the fighters in the unit. Each or cancels a damage point.



THE RED LIONESS									
15	7	7	11	5					
3	7	8							
-	-	-							



Equipment

Reach (heavy cavalry only): A fighter with a weapon that has reach can attack enemies he is in contact with and those within 3 cm of him.

Sacred weapon: The results required for the holder's Hand to hand Strength tests are read one column to the right on the resolution table.

Attributes

The Red Lioness has 3 points to spend on artifacts.

The Breastplate of Alliance (1): The order of the banner to which the Red Lioness belongs includes a sixth slot, Griffin Unit (🐉 / 🐉🐉 / 🐉🐉🐉). The unit's value is added to that of the company.

The Red Lioness may lead it.

The Sword of Llyr (1): The Red Lioness gains the "Insensitive" ability: when a unit containing an In-sensitive is targeted by a miracle, spell, communion, or ritual, the player chooses if it is affected or not.

Feat: Moment of Bravery

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



SARDAR TILLIUS

"Knowledge is nothing without control."

– Sardar Tillius

Incarnation

A staff in one hand, a sword in the other, Sardar Tillius is a mage but also a diplomat, a voyager, and a warrior. He is the craftsman behind countless treaties not only between the various nations of Aarklash but of the Elemental realms as well. Sardar Tillius is one of the peace keepers of Alahan, but believing he has no role to play on the battlefields of the Rag'narok would be a mistake!

Sardar was born to the house of Tillius, belonging to the lower Barhan nobility. Sardar had no passion for combat even though he had been duly trained according to his social rank. So he studied the mystical arts and became a mage. During his training he had a family, among which his most famous descendant is Laureena Tillius who would shine many years later as the Red Lioness.

Yet his scholar's life did not satisfy Sardar Tillius who wished to shine in the face of danger in the name of Light. So he undertook a journey through the Elemental realms, thus drawing the attention of the order of the Chimera: a mage bold enough to venture into the domains of Elemental lords, or Sihirs, was worth looking into!

Within the order, the Guild of Clarity was obviously the best choice to welcome the adventurer Sardar Tillius. It hired him as an emissary.

Establishing the borders of the domains claimed by the crown, securing permissions to collect resources for fellow mages, and negotiating with creatures that had nothing in common with humanity were the challenges Sardar had to overcome during those few years spent serving the order of the Chimera. It earned him an insightful understanding of all sentient forms and a real gift for diplomacy.

During one of these missions as ambassador, Sardar Tillius met Idabaoth, the most powerful Sihir of Fire. Legend claims that no one can stand before Idabaoth and walk away unharmed; Sardar Tillius did not contradict the rule.

Idabaoth, ruler of one of the largest Realms of Fire, had wasted generations of negotiators. His fits of anger turned every discussion into a heated debate, and debates into battles. In spite of it all Sardar understood that Fire could be tamed with the adequate precautions: understanding it and being understood by it. He spent months by the Elemental lord's side demonstrating the virtues of patience and understanding





between peoples, no matter how fundamentally different they could be. After two years of perseverance and danger, Idabaoth agreed to open a small enclave to humans in exchange for Alahan's help in his struggle against the more and more frequent incursions of Acheron magicians into his domains.

Hearing the Sihir's consideration for humans, Sardar Tillius measured the extent of his success. He sensed the gods were approving his undertaking and that Virtue was dwelling in his soul; he was incarnated.

Sardar Tillius' exploit was reported to the king by the mistress of the order of the Chimera, Trys the Divine. The ruler of Alahan, quick to use the resources of his kingdom, called back Sardar Tillius and sent him across the expanse of Aarklash to meet every foreign leader with whom he was having difficulties finding agreements: the Cynwäll Guide and Emperor Octavian IX of Akkylannie, among others, were his hosts.

Nevertheless, Sardar Tillius could not abandon his exploration of the Elemental realms; his agreement with Idabaoth forbade it. In between missions, he made it a question of honor to travel every inch of the realms, fighting against the corrupting influence of Darkness, consolidating his agreements with the Sihirs.

On one occasion, Sardar Tillius saved one of the Sihirs who had been captured by Acheronians working for the house of Vanth. The creature immediately became attached to its savior and refused to leave him until his debt was cleared. Since its name could not be uttered by humans, Sardar named it "7", the lucky number of power in Barhan astrology and made him a companion in his errands.

Along his adventures, Sardar Tillius discovered that a bright mind never overlooks any solution. Solutions of reason should not be preferred over those magic could create or even those imposed by weapons. The Rag'narok can come: Sardar Tillius is ready for it!

Strategy

Sardar Tillius is an excellent commander and a skilled fighter. He can slay his enemies in hand to hand combat just as well as let a storm of rituals loose on them, all the while leading his army with intelligence.

If he is not accompanied by one or two warrior mages, he will still provide the support of a powerful Incarnate to his troops, which he can further reinforce with one or two rituals such as Haste to facilitate the advance of his troops or Storm of Light to strike down his enemies.

However, when his unit includes a couple of warrior mages to help him with his rituals, Sardar unleashes all his might. The most expensive rituals are then accessible and he casts them with terrifying ease. When he is accompanied by 7, his lucky companion, Sardar becomes the ideal ally, since he can use rituals picked from any Army Book!

Unit formation

Sardar Tillius can join any Lion unit. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

Recruiting the Incarnate

Sardar Tillius: 245 A.P.

Resurrection/Duel: 5 Elixir points.

Abilities

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

Attributes

Sardar Tillius has 2 points to spend on artifacts and rituals.

Sardar Tillius is a magician of the path of Hermetism. He masters the elements of Light and Fire.

7 (1): 7 gives Sardar Tillius mastery over all paths of magic. He can choose his rituals from any Army Book.

Feat: Moment of Bravery

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

SARDAR TILLIUS									
10	3	6	5	3	6				
2				5			7		
-				-			-		

ARCHERS

"May each evening of the dusk of his life see a feat of arms brighten his old days and the youth of his children. That is all a Barhan archer can wish for!"

– Agonn, speaking to new recruits.



The archers of Alahan are commoners, recruited from the hunters trained to use a bow. Just like the guards of Alahan, they are volunteers who join the armies of the kingdom to defend the ideals of Light and Virtue. All seek to distinguish themselves through some heroic feat. In exchange, their lord gifts them with a valuable war bow. The archers of Icqor have made this army corps famous, borrowing Cynwäll archery techniques. They even wear masks similar to those of the elves.

STRATEGY

The archers are one of the strongest pillars supporting the Barhan army. Their low strategic cost will allow you to deploy a large number of them and to swarm your opponent with clouds of arrows. Making the most of their numbers, they can shoot huge salvos against which there are only two responses: to flee or to die!

The archers often shine early in the battle. However, the heaviest of armor will stop a determined archer and a bow is



of little to no use once engaged in hand to hand combat.

UNIT COMPOSITION

Category: Infantry (Type 1).

Numbers: 8 to 12.

Equipment: Bow, leather armor.

COST OF AN ARCHER UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	300	450	+ 40

(1) : 8 archers

(2) : 12 archers





GUARDS



“Even the most humble peasant can change the tide of a battle. I wish you to be that one.”

– Agonn, speaking to new recruits

The guards of Alahan are volunteers, commoners without money, poor peasants and penniless craftsmen willing to fight for the ideals of the kingdom. All guards are given a weapon and armor by their lord. They go through a short training period in order to learn the basics of the art of combat. The primary quality of a guard is neither the strength of his arms nor the sharpness of his sword, it is his loyal heart and unflinching bravery that are his sharpest weapons!

STRATEGY

Firmly holding their shield and fitted with solid armor, the guards of Alahan are the backbone of any Barhan offensive. Even fear has little effect on these heralds of Light and Virtue, especially when they are accompanied by a standard bearer. The guards' attacks are devastating when motivated by the military tunes of a musician.

Supported by an agent of the Chimera, fearsome warrior mages capable of locking the power of Light into the weapons of their companions, the guards become formidable enemies and a great escort for Barhan magicians.

UNIT COMPOSITION

Category: Infantry (Type 1).

Numbers: 8 to 15.

Equipment: Armor, shield, sword.

Special fighters: Agent of the Chimera, musician, standard bearer.

COST OF A GUARD UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	350	650	+ 45
2 special fighters	375	675	+ 45
3 special fighters	400	700	+ 45
4 special fighters	425	725	+ 45

(1): 8 guards including 1 to 2 agents of the Chimera, 0 to 1 musician, and 0 to 1 standard bearers.

(2): 15 guards including 1 to 2 agents of the Chimera, 0 to 1 musician, and 0 to 1 standard bearers.

SPECIAL FIGHTERS

Agent of the Chimera (Power 4): The Agent of the Chimera can cast the “Gift of the Chimera” spell before his unit resolves a Hand to hand test. The unit gains the “Sacred weapon” effect: the result required for the unit's hand to hand Strength tests are read one column to the right on the resolution table. This spell costs 5 mana points.

Musician: If the musician's unit is in compact formation, it can use the “Fury of the Lion” tactic: the results required for the unit's Strength tests are read one column to the right on the resolution table.

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



			
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VALKYRIES

"Azël! Lives for our mother, Azël!"

– War cry of the valkyries of Alahan

The order of the valkyries of Alahan appeared after the murder of King Aldemar. The priestess of Azël, goddess of time and death, had predicted this grim event, but their religious vows forbade them from telling anyone.

When he heard about their actions, or lack thereof, the Dauphin, mad with grief, outlawed the cult of Azël. He then created the order of the valkyries, into which the faithful of Azël were forcefully enrolled. The order was forced to expiate the death of King Aldemar by serving as bodyguards to the members of the royal house. Pressed by necessity, the valkyries quickly developed advanced dueling skills; they put so much heart into their new responsibilities that they soon became both weapon masters and bodyguards.

As the Rag'narok dawned, King Gorgyn declared that the sorority had paid the debt of the cult of Azël, allowing the latter to be re-established. In an act of gratefulness, the valkyries opened their monastery to all the women who wished to rise in arms and take part in the Rag'narok. These new troops considerably increased the numbers in the armies of the crown of Alahan.

STRATEGY

The valkyries are protected by the best armor of the sorority of Azël and they wield the most dangerous weapons in the Barhan arsenal. In addition, they are trained by the most skilled sisters in the order. Their armor makes them better than units of similar rank. Their long curve-bladed spears, called fauchards, allow them to strike their enemies over several rows. When helped by a pythia, their ardor in combat is increased tenfold, so much so that even death cannot stop them. Accompanied by one or two disciples, they reach the summit of their art of war, dealing so many blows that nothing can resist them.

COST OF A VALKYRIE 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 valkyries including 0 to 2 disciples and 0 to 1 pythia.

(2): 15 valkyries including 0 to 2 disciples and 0 to 1 pythia.

UNIT COMPOSITION

Category: Infantry (Type 1).

Numbers: 8 to 15.

Equipment: Heavy armor, fauchard.

Special fighters: Disciple, pythia.

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

SPECIAL FIGHTERS

Disciple: The player rolls one extra die per disciple during the unit's Attack tests.

Pythia (Fervor 3): The pythia can call the "Sorority of Paragon" miracle. It gives her unit the "Fierce" ability until the end of the round: when a fighter loses his last health point, he is not eliminated immediately. He is only removed from the battlefield at the end of the phase. This miracle cost 5 faith points.





SWORDSMEN



"A swift blade and a valiant heart are the foundations of the art of fencing!"

– Heard during a banquet held in honor of a unit of swordsmen

In the larger Barhan towns a new social class has emerged, half-way between the commoners and the nobles: the burghers. No worthy subject of the kingdom of Alahan could ignore an opportunity to display their qualities. Using their wealth to hire the most famous weapon masters and to equip themselves with the best gear available in the kingdom, the swordsmen dedicate their free time to training and perfecting their art of combat.

Proud of their swordfighting skills and devoted to the ideals of Light and virtue, they always rush forth to volunteer their service to the king. They form elite units and wield their secret moves and famous "master strikes".

STRATEGY

Swordsmen are the blade that the Barhans thrust into their enemy's side... or against which enemy troops break like waves. Their two handed sword gives them rare striking power. But still it is nothing compared to their master strike.

Supported by a bard whose spell guarantees they will not fail a roll, they also have access to a war staff. The musician makes them harder to hit and the standard bearer reinforces their determination in combat. If there ought to be only one kind of elite soldiers, it ought to be the swordsmen.

UNIT COMPOSITION



Category: Infantry (Type 2).

Numbers: 6 to 9.

Equipment: Plate armor, two-handed sword.

Special fighters: Bard, musician, standard bearer.

ABILITIES

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



Bard (Power 4): The bard can cast the "Fate of heroes" spell: failures obtained on one of the tests taken by the members of the unit can be re-rolled. This spell costs 5 mana points.

Musician: If the musician's unit is in compact formation, it can use the "Wall of swords" tactic: one of the successes obtained on an attack test taken against the unit is cancelled.

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



COST OF A SWORDSMAN UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	475	+ 50
2 special fighters	350	500	+ 50
3 special fighters	375	525	+ 50
4 special fighters	400	550	+ 50

(1): 6 swordsmen including 1 to 2 bards, 0 to 1 musician, and 0 to 1 standard bearer.

(2): 9 swordsmen including 1 to 2 bards, 0 to 1 musician, and 0 to 1 standard bearer.



PALADINS

"One lord: Light! One cause: Virtue! My heart is pure and my soul is straight as is the sword upon which I take this oath!"

– Oath of the paladins

The paladins embody the ardent desire for justice of the kingdom of Alahan. The order welcomes men among the most virtuous in the country. Nobles and commoners alike: any man animated by absolute loyalty to Barhan ideals may become a paladin in order to rescue the oppressed and smite the minions of the Meanders of Darkness. A paladin's soul is so pure, his sword is impregnated with Light. In his hands any weapon recovers its shine and is able to cut down the most powerful of enemies in a single strike. The devotion of a paladin is such that he can, with the simple laying on of hands, heal even the most serious wounds.



Paladins are the rock upon which the foundations of the kingdom and the army of Alahan rest. There is no cause without hope as long as they support it. Their healing powers and heavy armor shelter them from blows, even the most powerful ones. With the support of a herald of Arin, they become an impregnable fortress of Virtue and Light. And this fortress is not defenseless: bursting with the power of Light, the paladins' swords can slay any enemy!



UNIT COMPOSITION

Category: Infantry (Type 2).

Numbers: 6 to 9.



Equipment: Plate armor, shield, sword (sacred weapon).

Special fighters: Herald of Arin, musician, standard bearer.

Sacred weapon: The results required for the holder's Hand to hand Strength tests are read one column to the right on the resolution table.



ABILITIES

Heal: 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, loud and clear, to the tutelary god of his army. He rolls one die for every damage point inflicted to the fighters in the unit. Each  or  cancels a damage point.

SPECIAL FIGHTERS

Herald of Arin (Fervor 3): The Herald of Arin can call the "Shield of Light" miracle before an Attack test taken against his unit. Enemy successes obtained on this test are re-rolled one additional time. This miracle costs 5 Faith points.

Musician: If the musician's unit is in compact formation, it can use the "Wall of Light" tactic: no shot can target the unit until its next activation.

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

COST OF A PALADIN UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	475	+ 55
1 special fighter	350	500	+ 55
2 special fighters	375	525	+ 55
3 special fighters	400	550	+ 55

(1): 6 paladins including 0 to 1 herald of Arin, 0 to 1 musician, and 0 to 1 standard bearer.

(2): 9 paladins including 0 to 1 herald of Arin, 0 to 1 musician, and 0 to 1 standard bearer.



REAPER



"Ha ha! What an adventure!"

– Reaper battle cry

The reapers of Alahan are young nobles who have developed a combat style at the margin of traditional techniques. Without armor or steed, they have enriched the fencing of swordsmen with the art of gun fighting, integrating pistols into their own way of fighting a war. Dauntless and impertinent, the reapers of Alahan will disobey orders and rush through enemy lines in search of some feat of arms to accomplish. Their survival is as much to do with courage as with stealth and boldness: it isn't uncommon to see reapers serenely strolling through an enemy encampment, relying on their opponent's stupefaction and the cheek of their move to avoid combat.

STRATEGY

The reapers are the scouts of the Barhan army. Surprise is their armor and daring their weapon. Deployed behind enemy lines, the reapers sow chaos and death with a casualness that is equaled only by their composure. Mages hiding behind the lines, war machines deployed away from the front, and army commanders avoiding combat are their delight. Their pistols reap many enemies and if they are not enough then their swords will finish the job!

Supported by agents of the Chimera, they can attack any target. With the help of a falconer, they gain complete control of the battlefield, choosing freely the location and circumstances of their victory!

UNIT COMPOSITION

Category: Infantry (Type 2).

Numbers: 6 to 9.

Equipment: Leather armor, sword, pistol.

Special fighters: Agent of the Chimera, falconer.



REAPER				
10	3	4	3	
1	5	5		
1	3	4		

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.

SPECIAL FIGHTERS

Agent of the Chimera (Power 4): The Agent of the Chimera can cast the "Gift of the Chimera" spell before his unit resolves a Hand to hand test. The unit gains the "Sacred weapon" effect: the results required for the unit's Hand to hand Strength tests are read one column to the right on the resolution table. This spell costs 5 mana points.

Falconer: When the unit should be deployed, the player can pass. The unit will be deployed at the end of the approach. If several players benefit from this ability, the winner of the Authority test decides who deploys first.

COST OF A REAPER UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	275	425	+ 50
1 special fighter	300	450	+ 50
2 special fighters	325	475	+ 50
3 special fighters	350	500	+ 50

(1): 6 reapers including 0 to 2 agents of the Chimera and 0 to 1 falconer.

(2): 9 reapers including 0 to 2 agents of the Chimera and 0 to 1 falconer.

ROYAL GUARD

"Peu me chaut, fors la vertu!"

– Motto of the royal guard

The royal guard of Alahan dates back to the first battle of Kaïber, when King Michaelis came close to falling beneath the blows of the trinity of the Abyss. Young knights and common soldiers made a wall of their bodies, saving their king. In honor of this feat of arms, Michaelis created the royal guard, an elite corps placed directly under his command.

The royal guards developed a faith so strong and a devotion so great to the cause of Virtue that their armor and weapons were impregnated with the power of Light, similar to the paladins'.



Royal guards are the emissaries of the crown: they make sure that the orders of the king are carried out; they stand in between the barons to quash quarrels; and they give a hand to all the defenders of order and virtue whose cause has engaged the interest of their king.

STRATEGY

The royal guard became legend as much for its feats of arms as for its members' amazing resilience. Their sword, impregnated with virtue and Light, is the scourge of Darkness. Winners of many desperate battles, they rely on their sacred armor which makes them almost invulnerable. Their virtue is so great that the most terrifying creatures tremble before them... or run off like shy peasant girls. With a herald of Arin, the little damage they suffer is further reduced. With a standard bearer, their potential for terror reaches its climax. Finally, with a musician they are the best choice to back up any Incarnate.



UNIT COMPOSITION

Category: Infantry (Type 3).

Numbers: 4 to 7.

Equipment: Heavy armor (sacred armor), two-handed weapon.

Special fighters: Herald of Arin, musician, standard bearer.

Sacred armor: The results required for Strength tests taken against the holder are read one column to the left on the resolution table.

Sacred weapon: The results required for the holder's Hand





to hand Strength tests are read one column to the right on the resolution table.

ABILITIES

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

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



COST OF A ROYAL GUARD UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	350	625	+ 95
1 special fighters	375	650	+ 95
2 special fighters	400	675	+ 95
3 special fighters	425	700	+ 95

(1): 4 royal guards including 0 to 1 herald of Arin, 0 to 1 musician, and 0 to 1 standard bearer.

(2): 7 royal guards including 0 to 1 herald of Arin, 0 to 1 musician, and 0 to 1 standard bearer.

SPECIAL FIGHTERS

Herald of Arin (Fervor 3): The Herald of Arin can call the "Shield of Light" miracle before an Attack test taken against his unit. Enemy successes obtained on this test are re-rolled once more. This miracle costs 5 Faith points.

Musician: If the musician's unit includes an Incarnate, it can use the "Guards!" tactic: once per round the player can make one of the unit's fighters swap places with the Incarnate.

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



KNIGHTS

« Oriazur⁽¹⁾ ! Arin ! »

– War cry of the knights of Alahan

The knights of Alahan represent the Barhan heroic ideal: unfailing courage, steadfast loyalty and a will to fight Darkness all over Aarklash. These noble riders are trained from childhood to become the greatest warriors of Alahan. Their families provide them with the best combat equipment available in the kingdom. Their armor and cavalry lances are handed down generation after generation with religious respect. The destriers they ride are bred from the most prestigious equine bloodlines, selected for their unfaltering courage, their rare power and their infallible sense of strategy.

In battle, the knights of Alahan spearhead the most difficult assaults. Thanks to their armor, they fear no enemy. Thanks to their lances, they skewer even the most terrifying creatures.

The years they spend in training give them the strength to smite their enemies with mighty blows. Each one of them is worth an entire unit.

STRATEGY

The knights of Alahan are the finest cavalry unit on all Aarklash. When the earth shakes under the hooves of their iron-barded steeds, when the knights' lances are lowered, a hurricane of iron and Light is riding out. The wretched undead, the most monstrous creatures and all the other minions of the Meanders of Darkness tremble in fear and pray to their dark gods not to be the target of the knights' next charge.

No opponent is strong enough to withstand this cavalry and its legendary reputation. On the contrary, in situations where others would hesitate, the knight show a dauntlessness that has nothing to do with boldness: the strength of their weapon and the righteousness of their soul has already sent a good many monstrous creatures into flight. When they are deployed in their banners, they radiate an aura of nobleness that shines all over the battlefield and compels the forces of evil to look away.

When their musician signals the charge, the knights are full of terrifying ardor that has already driven back atrocities... a feat they will soon have the opportunity to perform again.

(1): The royal standard





UNIT COMPOSITION

Category: Heavy cavalry (Type 3).

Numbers: 3 to 5.

Equipment: Heavy armor, shield, sword, lance (reach weapon).

Special fighters: Musician, standard bearer.

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

COST OF A KNIGHT UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	700	1175	+ 240
1 special fighters	725	1200	+ 240
2 special fighters	750	1225	+ 240

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

(2): 5 knights including 0 to 1 musician and 0 to 1 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 a Fear value by frightening fighters.

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

SPECIAL FIGHTERS

Musician: The musician's unit can use the "Implacable charge" tactic when it performs a successful charge. The unit gains the "Implacable" ability: after performing an assault, the fighters still in contact with enemies resolve a new combat. They no longer get the bonus for charging. This ability can only be used once per round.

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

KNIGHT				
				
	15	5	9	7
				
	2	5	8	
	-	-	-	

BALLISTA

"Could I be as bold as to correct the elevation of our piece? In my humble opinion it seems much too low..."

"Please do, amiable companion!"

– Two ballista crewmen

The ballista of Alahan constitutes the best piece of artillery that could ever be built without resorting to gun powder, steam or naphta power. The ballistae are famous for the quality of their crewmen, who are true artillery artists: the speed and the accuracy they display as they load and aim ballistae leaves a good many archers speechless.

STRATEGY

The ballista is a permanent threat to anything wearing heavy armor... or anything believing it is safe behind the battle line. Against unprotected troops its bolts cause genuine carnage!

SPECIAL RULES

- **Movement:** The ballista cannot be moved. The fighters of the unit can still move around the machine, as long as their Movement allows them to.
- **Engagement:** The ballista cannot engage enemies; but it can be engaged by them. Any fighters who disengage from it are not eliminated.
- **Shooting at the unit:** The ballista does not suffer 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 caused to the unit are ignored.
- **Shooting at the war machine:** It is possible to target the ballista specifically with a ranged attack or a mystical effect. Excess damage points caused to the war machine are ignored by the crew.
- **Crew:** The ballista's crewmen are fighters whose profile name is "Crewman." Only these crewmen can use the ballista to attack from range.

UNIT COMPOSITION

Category: War machine.

Numbers: 2.

Equipment: Sword.

Special fighters: None.

ABILITIES

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

Fixed artillery: When the ballista is shot, the player rolls as many dice as the value indicated on the "Ballista" card multiplied by the number of crewmen.

Expert crewmen: Each time the ballista is shot, the player may choose to add one die either to the Ranged Attack test or the Damage test.



COST OF A BALLISTA UNIT

Composition	Standard number (1)
Standard	175

(1): 1 ballista and 2 crewmen.





PART THREE
APPENDIXES

TRAVEL JOURNAL



The mystics of the Lion have passed on some of the most ancient and esoteric traditions on Aarklash. Their pantheon includes powerful gods who have never let their believers down. The mages of Alahan can rely on thousand-year-old alliances with the greatest elemental lords to help them channel the power of Elements and Light in particular. The truth is that the enemies of the Lion should not believe the strength of the Kingdom of Alahan lies in its weapons alone!

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 mystics of Alahan are considered the most experienced on Aarklash and the artifacts that are released from their workshops are worthy of their reputation. Some are as old as they are powerful; others have barely been handed over by the mage who created them; but all are cause for admiration and envy!

The value of each artifact is indicated in parentheses.

Blessing of Paragon (1): The Incarnate can cancel one damage point from each Strength test they suffer.

Celestial Cape (1): The player can spend 5 mana points from the Incarnate unit's mana pool to force his opponent to re-roll all the successes of a test specifically taken against the Incarnate.

Insignia of the Gladius of Arin (1): When the Incarnate performs a test, the player may roll one additional die. This is not a bonus die and it can be re-rolled. This power can only be used once per round.

Orb of power (1): The mana pool of the holder's unit can contain 10 extra mana points.

Sacred weapon (1): The result required for the Hand to hand Strength test is read one column to the right on the resolution table.

Hermetic spellbook (2): The Incarnate gains a value 3 ritual.

Pavise of the Baronies (2): The Incarnate gains two extra health points.

Torc of the Lahnar (2): When he performs a Hand to hand Strength test, the Incarnate adds his Courage to his Strength.

Talisman of Light (3): The holder of the Talisman of Light gains a value 1 hermetism ritual, a value 2 hermetism


ritual, and a value 3 hermetism ritual.

Weapon of Light (3): When the Incarnate performs a Hand to hand Strength test, the difficulty is considered to be 0.

SPELLBOOK


Lahnar magic was taught to mankind by a mystical creature called the Chimera. As long as he knows the words of power and how to trace the corresponding glyphs in the air, a mage standing safely within a seal of protection will bend the powers of the Elements to his will. Called "Hermetism," this form of magic requires a great understanding of the universe and a pure heart. Altering the existing must only be done by the virtuous, since the slightest shadow in the heart of he who is practicing Hermetism will bring repulsive and dangerous monsters into existence. The history of Alahan is filled with mages corrupted by their own magic and slain by the horrors that they themselves summoned, often unwillingly.

Blinding light of Lahnar

Path: Hermetism **Element:** 
Value: 1 **Mana:** 5
Difficulty: 5 **Target:** Unit
Duration: Round

No line of sight may be traced to the targeted unit beyond 20 centimeters.

Celestial scourge

Path: Hermetism **Element:** 
Value: 1 **Mana:** 7
Difficulty: 5 **Target:** Fighter
Duration: Instantaneous

The targeted fighter suffers a Strength test with an action value of 8.



Haste

Path: Hermetism **Element:**
Value: 1 **Mana:** 8
Difficulty: 5 **Target:** Unit
Duration: Round

When the targeted unit runs it ignores all obstacles and fighters.

Hermetic eye

Path: Hermetism **Element:**
Value: 1 **Mana:** 5
Difficulty: 5 **Target:** Unit
Duration: Round

The fighters in the targeted unit gain the Instinctive Shot ability: the marksmen can target engaged enemies.

Seal of protection

Path: Hermetism **Element:**
Value: 1 **Mana:** 8
Difficulty: 5 **Target:** Unit
Duration: Round

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

Chimeric movement

Path: Hermetism **Element:**
Value: 2 **Mana:** 10
Difficulty: 7 **Target:** Friendly unit
Duration: Instantaneous

The targeted unit is moved anywhere on the battlefield as long as it is out of contact with the enemy. It disengages without suffering any losses.

Column of Light

Path: Hermetism **Element:**
Value: 2 **Mana:** 10
Difficulty: 6 **Target:** Unit
Duration: Instantaneous

The fighters in the targeted unit each suffer a Strength test with an action value of 6.



Storm of Light

Path: Hermetism **Element:**
Value: 2 **Mana:** 10
Difficulty: 6 **Target:** Special
Duration: Round

The 10 mana points are put aside. The player can spend 1 point, and only 1 point, during the activation of any unit to inflict a Strength test with an action value of 6 on any fighter that the magician can see.

Reinforcement of Lahn

Path: Hermetism **Element:**
Value: 3 **Mana:** 10
Difficulty: 8 **Target:** Special
Duration: Round

The Incarnate can summon back into the game a unit of his company that was eliminated. It is activated immediately after the Incarnate's unit. It is removed from the battlefield after the next control phase.

Strength of the Lion

Path: Hermetism **Element:**
Value: 3 **Mana:** 15
Difficulty: 8 **Target:** Unit
Duration: Round

The result needed on the targeted unit's Strength tests is always .

LITANY

The pantheon of Paragon is crowded with deities: Arin, father of Light, Lord among the gods; Selene, moon goddess of water, fertility and love, wife of Arin; Azël, goddess of death and time, sister of Selene; Arakin the Benevolent, god of war, courage, and honor, son of Arin and Selene; Arakin the Tormen-tor, god of the absurdity of war and the cruelty of existence, the evil side of Arakin the Benevolent; the twin gods Tiranor and Kain who rule good and bad fortune, sons of Arin and Selene. The simpler miracles may be obtained from any god, however the more powerful ones are reserved for the faithful, whose lives are dedicated to a specific divinity!

Crown of Paragon

Cult: Paragon **Aspect:** Alteration
Value: 1 **Faith:** 7
Difficulty: 4 **Target:** Unit
Duration: Round

Any fighters who engage a member of the targeted unit each suffer a Strength test with an action value of 1.

Good omens

Cult: Paragon **Aspect:** Alteration
Value: 1 **Faith:** 7
Difficulty: 5 **Target:** Unit
Duration: Round

The player can re-roll failures on one of the targeted unit's tests.

Oracle of Lahn

Cult: Paragon **Aspect:** Alteration
Value: 1 **Faith:** 4
Difficulty: 5 **Target:** Special
Duration: Instantaneous

No target is necessary to call this communion. The player places a card that has not yet been activated into the next position in his activation sequence.

Presentiment

Cult: Paragon **Aspect:** Alteration
Value: 1 **Faith:** 5
Difficulty: 4 **Target:** Special
Duration: Instantaneous

No target is necessary to call this communion. The player can look at one card in any activation sequence.

Salutary intuition

Cult: Paragon **Aspect:** Alteration
Value: 1 **Faith:** 8
Difficulty: 4 **Target:** Unit
Duration: Round

Enemy successes on a test taken against the fighters in the targeted unit are re-rolled one additional time. The affected test is chosen by the player.

Blast of Tiranor

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

On the next test taken by the targeted unit the number of successes is doubled.

Embrace of Selene

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

The fighters in the targeted unit are only eliminated if they suffer two damage points. Excess damage points are ignored. Fighters with more than two health or structure points left are not affected by this communion.





Judgement of Arin

Cult: Paragon **Aspect:** Creation
Value: 2 **Faith:** 7
Difficulty: 7 **Target:** Unit
Duration: Round

If the targeted unit suffers damage this round the unit that caused the damage suffers the same test.

Withering of Azël

Cult: Paragon **Aspect:** Destruction
Value: 3 **Faith:** 10
Difficulty: 9 **Target:** Unit
Duration: Instantaneous

The player rolls as many dice as there are fighters in the targeted unit. Each  or  eliminates a fighter chosen by the player who controls the targeted unit.

Breath of Kain

Cult: Paragon **Aspect:** Destruction
Value: 3 **Faith:** 12
Difficulty: 9 **Target:** Unit
Duration: Special

No dice are rolled on the targeted unit's next test: all of the dice are considered to have rolled failures.





CADWALLON



Lying at the gates of the republic of Lanever, one of the most loyal allies to the Kingdom of Alahan, the port city of Cadwallon is to the Söl Sea what Doriman is to the Ephren Sea. Its commercial activity has attracted more than its share of Barhan sailors while the various embassies sent to meet the major allies of the kingdom in the Free City have attracted a crowd of courtesans and diplomats accompanied by their entourages.

It didn't take long for a large and active Barhan community, united around the ideals of Virtue, settled in the city.

FREE-LEAGUER

This chapter presents new elements to create a character belonging to the Lahnar, meaning those working for the baronies of the Lion. It doesn't change the rules presented in the *Players handbook* for *Cadwallon*, unless it is mentioned otherwise.

Lahnar

The Lahnar are the more traditional fringe of Barhan society. Connoisseurs of the arts of war as well as fine scholars, they will not turn down a good battle or the opportunity to observe the course of the stars. Cadwallon is an ethnically diverse city that greatly appreciates unlikely mixes. The city gladly welcomed the Lahnar like a prodigal son returning home!

THE LAHNARS	
PUGnacity	-
SLEight	-
STYle	+1
OPPortunism	-
SUBtlety	+1
DIScipline	-
Cultural ability	Pierce/SLE Ride/STY Argue/SUB
knowledge	Etiquette (nobility)
Distinctive feature	Gift of the Lion
Cultural contact	LI, CY, GR, BA



Distinctive features

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

Gift of the Lion (active)

The character is full of the ideals of Virtue and Light. When he resists FEAR or an Intimidate/PUG attempt, he gains one AP die.

Gift of the Lion can only be chosen during character creation and only by Lahnar characters.

Obligation: The character must first try to eliminate frightening enemies or those that rolled Intimidate/PUG tests.

Hyperian

The character is a beacon of virtue. He is never subjected to rout and everyone with a FEAR score is subjected to a FEAR test equivalent to the character's MAS.

Obligation: Routing inflicted by this distinctive feature is always a frenzy targeting the character.

Chimera

The character is a member of the order of the Chimera. He has advanced knowledge of magic. Each Path of magic level gained gives him access to two spells instead of one.

Obligation: The character can only choose Incantation trades. If he ignores this obligation, he must choose half the number of his spells rounded down and he is not allowed to use them any longer.

Connections with Kallienne

The character can choose three more contacts (Intimacy: 1).

Obligation: The level of intimacy with these three characters cannot be greater than 1.

Trades

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

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

- Reapers should choose the cutthroat trade (see *Players handbook*, p. 143);
- The pythia follows a warrior-monk career (cf. *Players handbook*, p. 151);
- Duelists (cf. *Players handbook*, p. 144) make excellent valkyries;
- The officer (cf. *Players handbook*, p. 144) is ideal to create a knight.

Elemental explorer (Exploration)

Sent to explore the elemental realms, elemental explorers have a wide range of qualities. Courage, for it takes guts to visit such outlandish places; diplomacy, allowing them to deal with such unpredictable elemental creatures; a gift for magic, discretion and combat. Being able to do everything and do it right, such is the creed of the elemental explorers – well that of those who make it back.

Rank 1: Identify/SUB, Incantate (Element)/Special, Path of magic (choose an element)/Special, Elemental realm.

Rank 2: Barter/SUB, Hide/OPP, Slash/PUG (or Bash/PUG or Pierce/SLE or Shoot/SLE).

Rank 3: Analyse/DIS, Survive/OPP.

Rank 4: Argue/SUB, Endure/PUG.

Rank 5: Elemental immunity. The character chooses an element. Spells and game effects using this element have no effect on him.

Rank 6: Incantate (Element)/Special, Path of magic (choose an element)/Special.

Equipment: Attires, purse, calligraphy utensils, weapon, satchel, travel clothes, minor immortal gem (x 1), gem case, 50 D and (3) minor immortal gem (x 2).



Paladin (Divination)

The order of the paladins is the most faithful support of Virtue and Light not only in the kingdom of Alahan but also in any place where innocence is oppressed by Evil. Becoming a paladin means serving a cause greater than the gods themselves. It means serving Virtue.

Rank 1: Alter (or Create), Slash/PUG, Parry/DIS, Heal/DIS.

Rank 2: Argue/SUB, Censure/PUG, Charge/PUG.

Rank 3: Alter (or Create), Command/DIS.

Rank 4: Ride/STY, Enchant/SLE, Slash/PUG.

Rank 5: Laying on of hands. For 1 AP die, the paladin restores one health point to someone wounded in contact.

Rank 6: Exult/PUG, Recharge/OPP.

Equipment: Purse (x2), breastplate, kite shield, bastard sword, symbol of the order of paladins, worn clothes, 50 D and (3) a mount.

Agent of the Chimera (Incantation)

An agent of the Chimera is among the best warrior-mages on Aarklash. His extensive knowledge of magic combines admirably with the more down to earth methods of extermination he also masters. Few individuals have ever been brave enough to challenge an agent of the Chimera and even fewer have survived!

Rank 1: Slash/PUG (or Bash/PUG or Pierce/SLE), Incantate (Element)/special, Taunt/SUB, Path of magic (Primagic).

Rank 2: Incantate (Element)/special, Parry/STY, Path of magic (Primagic).

Rank 3: Submit/PUG, Path of magic.

Rank 4: Endure/PUG, Path of magic (Hermetism).

Rank 5: Magic attack. When rolling an attack test, the agent of the Chimera can spend mana points to roll as many extra dice.

Rank 6: Parry/STY, Slash/PUG (or Bash/PUG, or Pierce/SLE).

Equipment: Weapon, armor, shield, purse, gem case, minor immortal gem of Light satchel, 75 D and (3) minor immortal gem.





Astrologist (Interaction)

Astrologists do not call upon mystic forces. They merely read the future in the constellations and in the position of the suns in the sky. Not only does it give them a glimpse of what is to come, but it also gives them a keen sense of observation. A sharp tongue completes these qualities and allows them to extricate themselves from thorny situations without having to resort to martial abilities that they do not have!

Rank 1: Argue/SUB, Identify/SUB, Look out/DIS, Astrology.

Rank 2: Confound/DIS, Fool/OPP, Foretell/SUB.

Rank 3: Sermonize/SUB, Choose one knowledge.

Rank 4: Disguise/STY, Barter/SUB, Feel/SUB.

Rank 5: Premonition. The player can spend one RP die to force any PC or NPC to re-roll a test. The new result replaces the former.

Rank 6: Feign/SLE, Pray/DIS.

Equipment: Attires, purse, calligraphy utensils (3) and rare spellbooks (x2).

INCANTATION

The following spells belong to the path of Hermetism. Few mages of the Lion are corrupt enough to teach them, even to carefully selected students. However, spellbooks can be found for sale, especially in Cadwallon.

Haste

Cost: 4 **Difficulty:** 5
Target: Creature or character
Range: 8 squares
Duration: 2 rounds

The target only spends one movement point when it moves, no matter the nature of the terrain. Each gamble will increase the duration by two rounds.

Celestial scourge

Cost: 4 **Difficulty:** 9
Target: Creature or character
Range: Visible
Duration: Instantaneous

The target suffers a Damage roll (POW 4). Each gamble increases its POW by one point.

Seal of protection

Cost: 3 **Difficulty:** 7
Target: Personal
Range: 0 **Duration:** 1 round
The targeted character can be affected neither by miracles nor by spells.



DIVINATION

The following litanies belong to Light. They are part of those that work in Cadwallon (see *Players handbook*, p.306). They are usually called by worshipers of the gods of Paragon. However, anyone belonging to the Ways of Light may learn them.

Good omens

Fervor: 3 **Difficulty:** 5 (A)
Target: Character **Range:** Personal
Duration: 1 round

The character can re-roll all the dice on one of his tests. The new result replaces the former.

Crown of Paragon

Fervor: 6 **Difficulty:** 7 (C)
Target: Faithful's Zone of control
Range: Zone of control
Duration: 1 round

Enemy fighters in the area of effect at the end of their movement suffer a Damage test (POW 2).

Judgment of Arin

Fervor: 5 **Difficulty:** 7 (C)
Target: Character **Range:** Visible
Duration: 1 round

The opponents that inflict a Damage test on the target suffer the same test.

EQUIPMENT

Armor of the sorority of Azël:

This excellent armor represents the best of the Lahnar art of war. Obviously only a woman can wear it, though some tales tell of men who wore them to approach a valkyrie with whom they were deeply enamored.

Icquorian bow: The best in terms of bow making. Owning one is a grand honor. Generally, these bows are not for sale. But in Cadwallon, you never know...

ARTIFACTS

The Kingdom of Alahan is a country of legends. It abounds in items with supernatural properties. It is not uncommon to see families hand down items that no one has been able to use in generations, but quite possibly have powerful magical properties. Only characters with the feat or the distinctive feature "artifact" may benefit from their effects.

Insignia of Arin's gladius

This badge is the symbol of the alliance uniting Men to the gods of Paragon. It allows its user to roll a bonus die on any test once per round.

Sacred weapon

This bastard sword once belonged to a hero so virtuous that the power of Light still imbues it long after its owner died. It allows its user to re-roll each damage test once. The new result replaces the former.

Sacred armor

This breastplate is protected by the power of Light that was breathed into it by some forsaken hero. Nothing can damage it, or diminish its protection.



Fauchard: Long bladed spear, the fauchard has become the most widespread peasant weapon in the Kingdom of Alahan. Some particularly skilled warriors can wield it with one hand.

ITEM	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Insignia of Arin's gladius	LI	Yes	15	-	500 D
Sacred weapon	LI	No	15	-	750 D
Sacred armor	LI	No	15	-	1500 D

ITEM	PRO	MOD	SIZE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Armor of the sorority of Azël	5	-2	T	LI	Yes	8	20 kg	150 D

ITEM	POW	FRE	RANGE	REL	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Icquorian bow	3	2	8/16/24	0	2	0	LI	Yes	8	1 kg	40 D

ITEM	DAM. MOD	TYP	REA	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Fauchard	+4	C et T	3	2	-3	LI	No	5	2 kg	10 D