

THE AGE OF THE RAG'NAROK
CONFRONTATION®



WOLFEN®
ARMY BOOK



EDITORIAL AND ARTISTIC DIRECTOR

Jean Bey

STUDIO DIRECTOR

Philippe Chartier

EDITORIAL MANAGER

Sébastien Célerin

DESIGNERS-WRITERS

Arnaud Cuidet, Collin Kelly,
Jean-Baptiste Lullien
and Nicolas Raoult

EDITION SECRETARY

Hélène Henry

GRAPHIC ARTISTS

Matthias Haddad and Mathieu Harlaut

ICONOGRAPHERS

Gwendal Geoffroy and Pascal Petit

ILLUSTRATORS

Paul Bonner, Nicolas Fructus, Édouard
Guiton, Florent Maudoux, Paolo Pa-
rente, Didier Poli et Kevin Walker.

SCULPTORS

Benoît Cosse, Yannick Fusier, Sébastien
Labro, Nicolas N'Guyen, Stéphane
N'Guyen Van Gioi, Elfried Perochon,
Stéphane Simon and Rafal Zelazo.

MINIATURES PAINTERS

Valentin Boucher, Vincent Fontaine,
Xavier Giacomini, Arnaud Gironne and
Martin Grandbarbe.

PHOTOGRAPHER

Jean-Baptiste Guiton

TRANSLATOR

Collin Kelly

SPECIAL THANKS TO

Jez Fairclough, Jon Finn, Grant Hill
and Kenton Sheppard



TABLE OF CONTENT

INTRODUCTION	2
PART I: UNIVERSE	3
The sedentary wolfen	4
History of the wolfen	10
PART II: THE SEDENTARY PACKS	21
Raising an army	22
Serethis	24
The Throne of Stars	36
The Twilight Hills	30
The Red Oak	36
The Path of Opal	42
Hunter	47
Fang	48
Vestal	49
Great Fang	50
Tracker	51
Shadow Tracker	52
Sacred Vestal	53
Bloodthirsty predator	54
Worg	55
Sylvan Animæ	56
PART III: APPENDIXES	57
Travel journal	58
Cadwallon	62
Wolfen company sheet	www.confrontation.fr

The miniatures have been created by RACKHAM®. They are issued from the universe of *Confrontation: The Age of the Rag'narok*®, a game published by RACKHAM®. *Confrontation: The Age of the Rag'narok*®, CRY HAVOC® and RACKHAM® are RACKHAM® trademarks. Copyright © 1996-2008 RACKHAM®. All rights reserved. All the illustrations, pictures, miniatures and miniatures names are exclusive creations owned by RACKHAM®. RACKHAM® miniatures are not toys. It is dangerous to put them in your mouth or to swallow them. RACKHAM® miniatures are not suitable for children under 3 years old. *Confrontation: The Age of the Rag'narok*® miniatures are made in China.

RACKHAM 44, rue de Lagny. 93100 MONTREUIL-SOUS-BOIS.

Tel. + 33. (0) 1.55 86 89 20. Fax : + 33. (0) 1.55 86 89 25

www.rackham.fr - www.confrontation.com - www.rackham-store.com

© Copyright RACKHAM®, 1996-2008. All right reserved.

COPYRIGHT REGISTRATION: February 2008

ISBN : 978-2-915556-82-7

Confrontation: The Age of the Rag'narok® is published by Rackham S.A. with a capital of 321 589,20 €
RCS Bobigny B 414 947 887

Legal representative: Jean Bey
Printed in China

INTRODUCTION

Let the hunt begin!



The Wolf rules the wilderness and haunts the imagination of men since the dawn of time.

The wolfen are the fiercest predators on Aarklash. Born from the union of Yllia, the moon goddess, and the most majestic of all wolves, they roam their vast hunting grounds and travel the Paths of Destiny with great confidence. Guided by their instincts and proud of their ancient traditions, the wolfen have always stood against the corruption brought by the civilizations of Light and Darkness. The Wolf is the guardian of nature and it makes sure the law of the strongest is enforced.

Much like their wolf cousins, the wolfen live in packs. Some of these packs, the sedentary packs, share huge territories in the middle of which mysterious stone circles stand. These sanctuaries, standing testimony to the apparition of the moon goddess and used as celestial observatories, are at the heart of Wolf culture: these places are where the wolfen celebrate their rites, where they share their secrets and where they bury their dead. Few are those allowed to approach without triggering the ire of the wolfen. Any trespassing is considered a declaration of war.

The hour of the Rag'narok, the war of the gods, has come. The enemies of the Wolf have raised their banners to conquer Aarklash and the remaining regions of wilderness. Answering Yllia's call, the sedentary packs have mustered their warriors and are leaping into the ultimate battle. The order of nature must be preserved and the enemies of the Wolf ought to be taught their true place: that of the prey. Thus is the law of nature, the law of the strongest!

You will find in this publication every element you will need to play an army of the sedentary packs.

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

The **Troops** chapter presents all the fighters available, from the fang warriors to the almighty worgs, without forgetting the special fighters and creatures used in support.

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

Travel journal is a collection of communions shared by Incarnates as well as artifacts famous across Creation and the mysterious wolfen howls.

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

THE WOLFEN

Headquarters: Mòrn, stone circle.

Leader: The sedentary packs are rarely under the command of a single leader.

Totem: Wolf.

Alliance or alignment: Path of Destiny.

Factions: Throne of Stars, Twilight Hills, Red Oak and Path of Opal.

Mortal enemies: The peoples of Light and Darkness.

Origins

Original country: Diisha, island of Vargn.

Language: Wolfen. In addition the wolfen are well able to learn the language of any other humanoid species in Creation.

Companies

Gift of the Wolf: Failures obtained on hand to hand and ranged Strength tests by fighters with this gift are re-rolled once more.

Magicians' primary element: Water.

Cult of the faithful: Yllia, the Moon goddess.



PLEINE LUNE



LUNE ROUSSE



PLEINE LUNE



LUNE NOIRE



LUNE NOIRE

FIRST PART
UNIVERSE



PLEINE LUNE



SEDENTARY WOLFEN



The largest groups of wolfen are the sedentary packs. United by an orally transmitted culture and a territory they believe to be sacred, they raise stone circles and protect locations blessed by Yllia, the moon goddess. These known sanctuaries hold great powers. Some of these places have long been abandoned, but some are still inhabited, living testimony to the evolution and history of the wolfen.

Sedentary packs consider themselves the guardians of these sacred territories, but also the keepers of the wildlife thriving there. They are also in charge of making sure magical beings find shelter in their territory.

Due to their similar ways and traditions, they also harbor in their ranks some fighters from the forest sprite communities. These creatures may be frail sylvan animæ or fayrees, but they share the will of the wolfen to preserve their habitat and to cooperate to fight the forces threatening Creation.

<

The wolfen assemble large stone circles in the middle of which they gather to make their most important decisions and to commune with the moon goddess. The stones are often carved with ancient runes meant to reinforce the pack's bond with the moon or to dictate the founding principals of wolfen culture.

On the ribbons of whispers, the shamans and the faithful sew runes telling long mysterious stories or containing powerful spells. These ribbons are revered symbols that also reinforce the word of Yllia.

At the limits of their territories the wolfen leave marks on the

bark of trees with their claws or tie small fetishes to the lower branches. They are designed to mark out borders, but also serve as a warning to any intruders who would dare to set foot in wolfen territory without their consent.

Having to deal with the technological advance of the other peoples of the continent, the wolfen have no choice but to augment what nature gave them with tools and weapons. However, though some of these artifacts may contain metal, they are mostly composed of natural elements. Indeed, the wolfen loathe any sign of the Craftsman and anything they are forced to make from metal is rudimentary and used as little as possible. This craft and these weapons are considered primitive or coarse by the most advanced nations, yet such tools have taken the lives of many confident enemies.

CHRONOLOGY

Age of the gods: Yllia gives birth to the worgs, ancestors of the wolfen.

2: The worgs found the stone circle of Mörn in the great forest of Diisha.

435: Battle of the wild beast of Dracynrân

990: Killyox becomes a pack leader

999: Return of Vile-Tis on Aarklash, fall of the Throne of Stars

1001: Battle of the Red Oak

WHAT MY FATHER USED TO SAY

Who are we?

We descend from Yllia and the First-Born. We were given life to rule over nature and prevent the Craftsman, the spirit of civilization, from breaking it. Aarklash is our hunting ground. Every living thing is our prey and any other predator is our inferior.

What are our qualities?

From the wolf we were given instincts and fangs. From man we have taken hands and the stance that allows us to scrutinize the horizon. A predator instinct runs in our veins.

What is important in life?

The **pack** among which we live holds a crucial place in our existence. It is our family, our fangs and our fur.

Our **territory** is also of great importance. The animals and the earth provide what we need to eat, dress and make what is necessary. Nature is also the garden of Yllia, created in her likeness: cyclical and yet unpredictable, both mind-blowingly beautiful and deadly dangerous.



THE CHILDREN OF YLLIA

Totem: **Wolf**
 Country: **Diisha and the island of Vargn**
 People: **The Wolfen**
 Army: **The Children of Yllia**
 Language: **Wolfen**
 Capital: **Môrn, stone circle**
 Alliance: **Paths of Destiny**
 Allies: **Eagle, Rat, Scarab and Tree-Spirit**
 Cult: **Yllia, the moon goddess**
 Magicians' primary element: **Water**



O GODDESS!
WHY CREATION?

SON OF THE WOLF. CREATION
IS THE TRIAL OF THE STRONG AND
THE DEATH OF THE WEAK.

O GODDESS! WHY TEST US?
HAVEN'T WE ALREADY THE
SHARPEST CLAWS? HAVEN'T WE
ALREADY THE MOST POWERFUL
FANGS? ISN'T ANY LIFE FORM
ALREADY OUR PREY?

SON OF THE WOLF. THERE
ALWAYS COMES A TIME
WHEN THE STRONGEST ARE
CHALLENGED. AT THE END
OF THIS ERA AND OF ALL
ERAS. THE TIME WILL COME
FOR THE STRONGEST TO
DEFEND THE POSITION THEY
HOLD IN CREATION.

O GODDESS. O MOTHER!
WHEN SHALL THE TRIAL COME
FOR YOUR CHILDREN. THE SONS
OF THE WOLF?

SON OF THE WOLF. DEAR
CHILD. A TIME WILL COME
WHEN THE BALANCE WILL BE
SHATTERED. EVERYTHING THAT IS
MUST DIE. CREATION WAS BORN
FROM THE UNION OF THE GODS.
SO IT WILL DIE IN THE WAR
OF THE GODS. IT WILL BE THE
TIME OF THE CONFRONTATION.
THE WEAK SHALL RISE TO
BREACH THE LAWS OF NATURE.
IT SHALL BE THE TIME OF THE
TOOL AND THE WEAK WILL
FORCE THE EARTH INTO AN
OUTRAGEOUS UNION. IT IS THE
OFFSPRING OF THIS GROTESQUE
COUPLING WHO WILL BRING
THE END OF YOUR ERA. KEEP
AN EYE ON CREATION. WHEN
SHE SHALL BE TEEMING WITH
THE SPAWN OF THE MASTER

O GODDESS. O BELOVED
MOTHER! WHAT SHALL WE CALL
THIS EVENT?

RAG'WROK! CHILD OF THE WOLF.
THIS TIME SHALL BE THAT OF
YOUR TRIAL. DO NOT DISAPPOINT
YOUR MOTHER. IF INSTINCT IS TO
BE DEFEATED BY ITS ENEMIES.
MORE AMONG YOUR LINEAGE
SHALL SURVIVE THE GREAT
WINTER. AND THE SONS OF THE
WOLF WOULD THEN FALL INTO
OBLIVION. THOSE OF YOUR BLOOD
HAVE ALREADY CONQUERED ONCE.
THEY WILL FIND THE INSTINCT THAT
WILL LEAD THEM TO VICTORY.



We honor the **traditions** of Yllia, she who has made us a people with a history and a culture to share. Without the goddess and her mysterious ways we would be nothing more than a bunch of stray dogs.

Finally, being **able to survive by our own** means is essential. Better dead than a burden for our brothers.

What makes us better?

Instinct, since it guides us. Its raging voice is that of nature. It also tells us that evolution is a natural process and that only the fittest should prevail.

What is good?

A wolfen should always **know his place** in the pack. This way we form a whole and everyone knows what they have to do.

A wolfen must also know his position in the **great balance of nature**. Thus he will instinctively know what is right. He knows that life is a struggle and not a birthright.

Killing is second nature to us. **Instinct is a powerful weapon and one ought to know when to use it.** We never kill more prey than necessary when we hunt to feed. However, when we are at war our rage is boundless.

Tradition demands that we **eliminate the weak without mercy**, for it is the law of Yllia and nature. A healthy herd thrives and grows stronger.

Our laws also tell us to **protect the stone circles**. Our heroes are buried there and they are where ceremonies take place. Many stone circles have been lost; finding one is a blessing.

What is wrong?

Killing a wolf is one of the worst crimes we know. However, it is not forbidden to hunt a wolf pack away from its territory when there is not enough prey to share.

THE FOUR AGES OF A WOLFEN

A newborn wolfen is called a cub or pup. He is sometimes affectionately called a small fang. At the age of five, he reaches the status of "young fang". He then enters the second age of his existence, a time of learning during which his strength and dexterity are developed.

Around the age of seventeen, A wolfen enters the third age and is considered adult after he has passed a series of trials imposed by his pack. A few years later, when he reaches the peak of his physical power, he enters the age of challenges when he will either become a fang warrior and why not even a pack leader; or fall to become a pariah. However, the fate of a wolfen who has reached this age is violent death, preferably in combat. Very few wolfen reach the age of fifty.

Those who do often become mystics. They serve the pack or are tasked with the defense of isolated territories. They are allowed to live the life promised by Yllia. They usually die around the age of one hundred and thirty.



The prolonged or excessive use of tools is blasphemy against the laws of nature. The balance is broken, Darkness and corruption then start creeping in.

We are beings of fury, but our rage is guided by Yllia's traditions and tempered by the spirit of the pack. **Letting our anger blind us** leads to unnecessary violence, selfishness and certain doom.

Where does Creation come from?

An instant before there was nothing. The instant after Creation was born. The nature of this instant we cannot understand, just like we cannot understand the mystery of life that females hold. We know that there are gods other than Yllia but we do not honor them. Creation was probably the fruit of the union between two of them.

Where do we come from?

We are the children of Yllia and of the most powerful of wolfes. The goddess gave birth to us in Mörn, in the forest of Diisha. We have multiplied; Diisha became too small to feed us all, the less strong migrated to establish themselves in other places where Yllia appeared.

Why do we die?

We die because it is the way nature works. Trees, insects and stars die. Is there any reason we should fear to share their destiny?

What lies beyond death?

After we die, Yllia reincarnates us as wolves. We are left with no memories of our past existences but we are granted the honor to lead the life of the most beautiful animal of Creation.

The goddess reserves a particular fate to her greatest warriors. Their spirit becomes a star.

What is the meaning of life?

Yllia gave birth to us to defend nature against the offspring of the Craftsman. It is the reason our people exists.

Why can we use magic?

Yllia bestowed upon Tyresiax, the first shaman of our people, her great powers over Water. This knowledge is passed on from generation to generation through the ribbons of whispers; the items of power of our shamans. The Moon has also opened bridges between Aarklash and other worlds. We have understood the mysteries on some other Elements by traveling into their Realms and allying ourselves with the spirits living there.

Why can we use divination?

Yllia is like nature: sometimes loving, sometimes pitiless, but always mysterious. She gave us the gift of her favors to help us overcome struggles. By doing so she goes against her own rules, therefore she often requires a sacrifice on our behalf. Pain is the best teacher there is. He who endures will survive to become stronger.

What are our legends?

We transmit our beliefs and legends orally during ritual gatherings in the great stone circles. These places, which are so important to us, bear the marks and symbols of our stories.

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

Light? Light is a moral principal and moral has nothing to do with nature. Light inspired men to build their cities and make tools. That is enough to make it a nuisance from our point of view.

Destiny? Destiny is the way of each and every thing, the way of the whole.

Darkness? Just like Light, Darkness is nothing natural. It destroys blindly. No transformation or creation. It must be fought or else it will devour us all.

The four Elements? The Elements are the four essences of the forces of nature. Some awakened minds have learned to manipulate them.



The gods? Yes there are other gods, but there is only room for Yllia in our hearts. She is our mother.

Elemental lords? They are the proof that nature is alive. Some remember what they are and where they come from, those are our allies. Others have been corrupt by the fantasies of conquest and destruction of the Craftsman. When possible we try to bring back those who have strayed from the path, otherwise we destroy them.

Dragons? Dragons seem to have found a balance between conscience and instincts. We are different and avoid each other.

Atrocities? Some stories tell of creatures of Darkness with terrifying powers. If they ever dare to harm us, then they will get a taste of our fury.

Immortals? Those who do not die were given missions by their mysterious gods. We protect the Immortals of Destiny since we consider them to be children of nature. We couldn't care less about the others.

Elemental Realms? Some of us like to travel to these countries where mana is found and where laws are different. But they never stay long as our only true den is on Aarklash and it is in danger!

Unfinished Realms? A few shamans have discovered secret Realms where one only needs his mind to create a world. We take animals, plants and trees there.

What is the Rag'Narok?

The Rag'narok is a cataclysm, the end of a cycle of nature. Only the strong shall survive.

THE STONE CIRCLES

The wolfen are a savage and intimidating race who rule territories the "civilized" peoples never managed to corrupt. Wild forests and mountain ranges are regions where one is most likely to find wolfen packs. Among these forests, there is one place that bears their mark right to its roots: Diisha.

- Everything seems to indicate that **Diisha, the eternal forest**, was once covered under a thick ice cap similar to that found in the barony of Allmoon in the Kingdom of Alahan in the southern parts of the continent. However, the glaciers have melted, revealing wide stretches of woo-





lands, where the prey is as diverse as the herds are tough. As it retreated, the ice left entire rivers of polished stones whose sizes range from a pebble to a hill.

The cycle of seasons is more obvious in these parts of the continent because of the proximity to the pole. The temperature drops dramatically during the cold season, turning lakes into thick ice mirrors and dropping a thick coat of snow on Diisha, as if to protect it from the blasting blizzard. The warm season lets the pine trees glisten in bright green but the permafrost still makes the ground rock-hard.

This forest resembles its guardians; everlasting, huge and wild. It is the greatest of the wolfen's hunting grounds, and its trees, taller than anywhere else on Aarklash, mark the border of a forbidden realm.

On these snow covered lands, the local wolfen have relatively light colored fur. It ranges from dark grey to creamy grey and can sometimes be entirely white. The very few strangers who have survived their intrusion into the forest of Diisha are the smarter ones who realized the importance a wolfen's hide can have in these unwelcoming parts of the world. Their coat allows them to vanish from sight on the snowy plains as well as on the mountain slopes. It is the

best way to lose observers and a further opportunity to demonstrate their predatory skills.

A few light colored packs are also known to live on the frozen valleys of the Behemoth and the Ægis.

- The **woods of Avagddu** also provide favorable shelter to the wolfen who have not been afraid to raise more stone circles in honor of Yllia. These woods are less dense and dark; but they still seem to offer comfortable security to the wolfen who excel at moving quickly in silence. Regularly marked by traces or trophies left on the bark of trees to determine the territories of each pack, these lands are the stage of confrontations between human tribes – otherwise known as the Kelt tribes – and the wolfen since both tend to compete for the same resources. The milder weather of these woods has thinned the fur of the packs, making it more airy. In this vegetation, the children of Yllia have evolved to camouflage themselves in this environment, growing darker furs, a mix of greys and browns. On some occasions some pups have been born entirely black. Besides, the culture of the Kelt tribes has not left the wolfen unchanged, and bones are only a further warning to keep men away from their stone circles.



- Over time even the vast plains of Avagddu were not wide enough to hold the wolfen packs, whose steps brought them inexorably to the **forest of Quithayran**, the stronghold of elven civilization. There too the wolfen were forced to adapt to their environment and find a way to hide in this luxurious vegetation. Their respect for nature allowed them to be accepted on the land of the elves and even today the wolfen will not hesitate to aid their allies in honor of their old pact. However, the mystic energies and the fayrees inhabiting this forest make the wolfen uneasy: though they are unable to pinpoint the reason why, they feel they will never be able to make this forest their domain. Yet they respect this jungle just as much as their ancestral mother forest and are prepared to make the same sacrifices as any other pack. This philosophy has always earned them the support and recognition of the Daikinee elves.

Over time, the coat of these wolfen living in the humidity of the jungle lost its thickness. They also bear a grey or brown tone, but the hair is a lot shorter and thinner.

HISTORY OF THE WOLFEN



Long before they became powerful warriors, the wolfen were only wolves whose pack ruled over a territory at the heart of the great forest of Diisha.

As for the events preceding their transformation, only those first worgs still alive can remember well.

IN ANCIENT TIMES

Thousands of years ago, Instinct gave birth to trees, plants and animals. Little by little, under her impulse, whom mortals know as Yllia, Aarklash was gifted with wildlife unique in the whole Creation. And among this wildlife, no other species benefited more from her love than the wolf. The moon goddess admired these courageous, untiring and untameable animals, which lived in communities and developed tight brotherly bonds.

While the other gods watched the dwarven, goblin, elven and human communities grow, Instinct was watching every other living creature.

Yllia did not take part in the contests the other gods of Aarklash competed in. She had no interest in those peoples enslaved to powers that they worshipped blindly. She preferred to encourage the animals and creatures living across Aarklash to terrorize the gods' favorites.

This could have gone on for centuries if a particular event had not disturbed the peace of the gods. One of them secretly requested the assistance of a being known as the Craftsman, and invited him into Creation from another Realm to defeat his opponents. The Craftsman appeared to the young Ishim'Re nation. Soon he became the nation's spiritual leader, in exchange for his knowledge.

The scientific and technological expertise the Craftsman offered allowed the Ishim'Re to become the most powerful nation on Aarklash. Within a few years what was yet to become the Utopia of the Sphinx had defeated a large part of its enemies and united under its banner the peoples that were attracted by the Principle of Light.

The knowledge of the Craftsman also helped the empire build sumptuous cities whose graceful towers reached towards the heavens. Combined with the knowledge of the Craftsman, the mystical awareness of the Ishim'Re allowed their scientists to assemble automatons capable of defeating the enemies of Light on the battlefield and enforce the supremacy of the empire's allies over Aarklash.

The empire developed so quickly that no army was able to oppose itself to the Craftsman effectively. Humiliated by this seemingly endless string of defeats, the gods, whose peoples were in difficulty, decided to breathe fragments of their godly essence into some of their fighters, making these selected few their champions. They were soon imitated by their enemies. Every army on Aarklash now had Incarnates in its ranks.

This marked the threshold of a new age. Pushed on by the gods, the Incarnates resorted to some of the most destructive powers in Creation: they unleashed energies that could turn mountains to dust. Magic and faith were opposed to science and technology. Despite their efforts, the gods were forced to admit in horror that this confrontation was taking Creation down the path of destruction as the conflict began to spread to the other Realms.

The gods then turned to Yllia, since she was the only one of them to have not entered the conflict. They begged her to intervene to balance the struggle opposing their believers.





Yllia's choice

Yllia listened but was not willing to answer their request as it meant jeopardizing the existence of an entire species to end their war. Torn between her duty to the gods and the love for her children, Yllia went into isolation to meditate. She chose the shores of a lake near an imposing rock at the heart of Diisha. She observed her reflection in the pool, looking for a sign to direct her choice.

Her presence did not go unnoticed. A wolf was gazing upon her. He was the leader of a great pack living in these woods. But Yllia ignored him. So he sat there, unable to take his eyes off her, while a voice wormed inside his head trying to make itself heard. The strong and firm voice closed upon his mind and held the wolf under its powers. Disoriented, the animal heard many alluring promises. He eventually gave in to the voice and was rewarded with the right to know the name of the voice, Vile-Tis. Vile-Tis was a powerful being from a distant Realm. He could not take a tangible form on Aarklash for reasons he could not understand. He had therefore been forced to possess the creature he knew was dearest to Yllia's heart in order to pursue his plans.

This is when the other members of the wolfpack awoke, sensing something unusual was going on. Realizing the absence of their leader, they sought him for several long minutes before reaching the banks of the lake in time to witness, powerless, an uncanny scene. Facing Yllia, their leader stood erect on his hind legs. His body transformed, taking on a more humanoid shape. Under the features of this man, Vile-Tis walked over to the moon goddess and sweet-talked her into letting him approach. Seduced by the handsome stranger, Yllia surrendered herself to him in a passionate embrace. Mesmerized, the wolves assisted in this union, without understanding their leader had become Vile-Tis' puppet.

Yllia was still deep asleep when Vile-Tis released his host. The moon goddess never got to see the light of day on her lovers face and neither did she see him revert to his animal form. She did not see the disorientated wolf make it back to his pack.

The children of Yllia

Knowing she was pregnant, the moon goddess remained hidden in the forest for a time to conceal her pregnancy from the other gods. She gave birth to a litter of humanoids with wolf-like features. Frightened by her offspring, the goddess realized she had been cursed. In the absence of the vile seducer, her anger was directed at the only beings present: her pups. However, she could not find the strength to kill them and, tormented by her destiny, she condemned them to be constantly torn between the instincts she had given them and the greed and arrogance of humanity. She then set out to find the wolves which she had seen that night. When she found them

CHRONOLOGY OF THE SEDENTARY PACKS

Around - 1500 before the Winter of Battles: The Craftsman imposes himself as the guide of the Sphinx Empire.

Around - 1000 before the Winter of Battles: The Sphinx Empire becomes the most powerful nation on Aarklash.

Around - 500 before the Winter of Battles: Vile-Tis impregnates Instinct, birth of the worgs.

Around - 200 before the Winter of Battles: Assailed by the wolfen, the Sphinx Empire disappears along with the Craftsman. Vile-Tis hunts down his enemy across the whole of Creation.

0: The Winter of Battles

2: The worgs raise the stone circle of Môrn in the great forest of Diisha.

435: Battle of the Beast of Dracynrän

617: Y'Anrylh and his pack massacre a Kelt village and terrorize the plains of Avagddu.

990: Killyox becomes pack leader.

999: Return of Vile-Tis to Aarklash, fall of the Throne of Stars.

1000: The sacred weapons of Yllia are gathered and presented to three pack leaders: Asgarh, Elhyr and Karnyrax.

1001: Battle of the Red Oak

1008: Call of the First Born

she transformed them to give them the same features as her descendants. When she returned to the other gods, she offered them what they had been waiting for: an army that would obey the orders of Vile-Tis and overthrow the Craftsman, who would become forever her army's number one enemy.

She called her progeny and the wolves she had transformed worgs. Instilled with part of her essence, she promised the gods that they would be victorious. In her heart she still wished to see them die in war and thus end her torment.

Having remained in the background, Vile-Tis was issued orders by the gods to train the worgs. So he gathered them and undertook their martial education. Seeking to break the chains of their passion and instinct, Vile-Tis gave command to the former pack leader whom he had possessed that fateful night, and called him Ekynox. The latter played his role perfectly.

When wolves dare

Forged by the martial skills of Vile-Tis, the worgs had become killers, combining the art of combat with the thirst for blood dictated by instincts unrivalled in the Realm of mortals. Under the guidance of Vile-Tis, they learned to manufacture and manipulate metal weapons. They covered themselves in plate armor and trophies. Their natural qualities as well as their godly ascendants made them the best warriors

on Aarklash. Only a handful at first, the worgs created by Yllia reproduced and gave birth to further litters. Over the generations the power of Yllia's blood thinned. The direct consequence was the appearance of smaller worgs, whose parents called them wolfen.

Fortunately, the wolfen had not lost the predatory instincts of their forefathers and were not rejected by their parents. So worgs and wolfen followed the teachings of Vile-Tis who ensured their cooperation. The latter set his bloodthirsty beasts loose on Aarklash. The first wolfen packs, led by the worgs, massacred anybody showing even the slightest sign of the Craftsman's influence or having anything to do with the Ishim'Re Empire. Like starving wolves they stormed the borders of the empire, attacking it on all sides with thousands of assaults followed immediately by strategic retreats.

With the wolfen snapping at its neck, the Ishim'Re Empire sent into battle experimental weapons and unfinished automatons whose strength was ten times that of its regular soldiers. Battle was raging everywhere. Forests were burned to the ground while the earth shook in pain. The conflict op-



THE BATTLE OF AUREUS

Around - 200 before the Winter of Battles

When Yllia appeared in the skies of Aarklash, Vile-Tis spoke to the worgs. By Ekynox's side, he called upon their rage and hunger for carnage in order to unleash their anger on the enemy.

For this battle, he had gathered several hordes, each led by a powerful worg. As the moon was at its highest in the sky, Vile-Tis sounded the assault. The wolfen leaped towards the walls of the capital of the Empire: Aureus. The worgs obeyed Ekynox, whom Vile-Tis had invested with his authority. The Ishim'Re soldiers were caught off guard by such a sudden assault, but they quickly reorganized the defense of the city.

Despite the amount of enemy fire, the adamant wolfen advanced until they were right under the walls of Aureus. Unleashing their fury, they knocked down the heavy doors and set foot inside the citadel. Mörn, one of Ekynox's brothers, led a handful of wolfen towards an artillery piece from where the Ishim'Re were bombarding his wolfen brothers.

The commander of the Ishim'Re army, witnessing the crumbling of his defenses, realized there was no time to waste. He set out to meet the worgs weapon in hand, ready to defend Aureus at the cost of his life. Mörn charged up the stone stairs leading to his enemy and leapt onto the guns. But the enemy commander intercepted him and they engaged in combat. Both showed great dexterity and prowess. Silence fell over the crowd of fighters down below them as both armies froze to watch the duel taking place on the ramparts.

When dawn finally arrived, the citadel was ablaze and its defenders had fled. In the final hours of the Ishim'Re Empire, Mörn's soul peacefully rose to the heavens while he body slowly went cold in the arms of Ekynox. The enemy commander had also died from the wounds inflicted by Mörn's powerful claws.

posing the wolfen and the Ishim'Re Empire was so violent that many peoples tried to leave Aarklash. Some were attempting to escape the massacre, the others were trying to take the fighting into the other Realms.

The gods were taken aback by the way things had turned out. The Incarnates were not just bearing their message anymore; they were improvising their own solutions. The gods tried to re-establish some form of order and told their troops to calm down, but the wolfen advance was far too great; the wolf people, led by Ekynox, besieged the Ishim'Re capital. Vile-Tis was by their side and he was determined to crush his personal enemy. But Vile-Tis was already dreaming of his victory when the Craftsman revealed his last trump card. With a terrifying rumble, the Craftsman and the Ishim'Re Empire disappeared from the face of Aarklash.

The Winter of Battles

Determined to get rid of his enemies once and for all, Vile-Tis left Aarklash, along with the wolfen, in pursuit of the Craftsman. The worgs and their descendants, freed from his influence, went back to doing what they did best: hunting. It did not take long before they made the other nations of Aarklash their prey.

The gods observed in fear the wolfen hunt down every living creature they came across, washing the land with the blood of their victims. Over time, the nations of Aarklash stopped making a distinction



between the worgs and the wolfen. In their eyes both formed a single people, that of the Wolfen, who had become the most numerous representatives.

While the war did not seem to end and the wolfen gave in more and more to predation, a scourge slowly stretched its white curtain over Aarklash. Freezing winds and everlasting snow fell over the nations still standing, forcing the herds to migrate and the mortals to follow them. This phenomenon was a manifestation of the father of all gods as he wished to end the games of his children and the consequences these games had on the wolfen. The nations deserted the battlefields to fight for survival instead. Only the wolfen seemed unaffected by this mystical winter. Their enemies had fled the fight, or had died from the biting cold, so the wolfen travelled back to Diisha.

Winter came and should have gone but the snow covering the land did not seem to melt for years. The wolfen believed time had been frozen. The rigor of such a long winter eventually took its toll, even the tough wolfen started having problems providing for themselves. Worried, Ekynox turned to Yllia, begging for answers.

YLLIA AND THE WHISPER OF WATER



The sacred ribbons holding the first words of power were called “ribbons of whispers” since they referred to the elemental path of Water that the wolfen had learned to channel.

At the time of the Rag’narok, these ribbons of whispers are now more than ever sacred to the children of Yllia. Every wolfen wears them: tied around his ankles or his wrists. The meaning of the runes written on them may vary from one individual to another. However, they all refer to the bearer’s personal qualities and are a testimony of his faith in Yllia.

Caught between her motherly love and the anger of having been deceived, Instinct imposed itself as a stern and demanding goddess who would only reward the strongest. She requested that they abandon all their artefacts and all the marks of prestige Vile-Tis had given them, forcing them to forget their knowledge and to rely on their instinct and on the forces

of nature. Seeping into their dreams, she told them of the gods’ quarrels and the curse to which she had been the victim. She had decided to make them the guardians of Creation, she offered them the possibility to channel their savagery and make the most of their human conscience. By making them her guardians, she was giving them a purpose, a reason to be.

One night Yllia went to meet Tyresiax. She made this worg the first wolfen scribe. Untying ribbons from her hair, she handed them to him so that he could write down the first wolfen runes. That night Tyresiax learned to draw each one of them. Yllia also revealed that some of them held great mystical powers that could be unleashed by uttering words of power. He also learned how to share the secret of magic and litanies with future generations.

Returning with this gift, he told his kind of the goddess’ present. Keeping the ribbons safe, he told his companions how to reproduce the runes of power onto pieces of cloth.

In time, runic writing spread to every pack and the wolfen learned to make ribbons and how to write the signs of Yllia on them. Since those ancient times this sacred heritage has been a medium used to commune with their goddess and to benefit from her favors.



Grateful to their goddess, the wolfen, still guided by Ekynox, raised a stone circle around the lake in the forest of Diisha. They called it Môrn in memory of the intense emotion his fight had caused during the Battle of Aureus.

THE DAWN OF A NEW WORLD

Not only had the Winter of Battles struck Aarklash with never-ending winter, it had also forced the gods away. They were to lose their immortality if they were ever to set foot on Aarklash again. Yllia could not take such a risk. So she trained the worgs to manipulate elemental energies. She also requested of Ekynox that he should fight the Winter of Battles since he was the strongest among the worgs.

Thus the worgs gathered and called upon their new knowledge to support Ekynox. Standing in a circle, they whispered the words of power, making the freezing energies waver before gathering them. After some incredible efforts, they managed to channel the divine cold and locked it inside Ekynox' body. Seized by lethargy, the pack leader collapsed in the middle of the stone circle. And while Ekynox was deeply asleep, the effects of the Winter of Battles only began to fade after several more years of freezing cold and snowstorms.

During these uncertain years, Ekynox remained fast asleep under the vigilant guard of some of his closest companions. But as time went by, the worgs grew tired of waiting for him to wake up. They scattered. Some formed new packs. Others sought deep forests to lie down and get the rest they believed they deserved.

Then one day Ekynox awoke. It took some time before he became accustomed to the divine scourge now freezing his flesh. Yllia whispered sweet and comforting words into his ears.

As the Winter of Battles was coming to an end, the wolfen who remained distrustful of Yllia encouraged their brothers to distance themselves from the gods, all of them. They agreed that the existence of the wolfen was necessary to protect nature; Yllia had told the truth then. However, they were doubtful of her intentions and they did not hesitate to remind every wolfen who would listen that there had been a time when the goddess had not been all that kind.

Savage and primitive, these wolfen were considered as blas-



phemers and pariahs. Their presence would only bring Yllia's anger upon the pack. Finally these individuals went into exile and gathered in wandering packs. These nomads are considered lost by the sedentary wolfen. They have become wolfen whose savagery has taken over their ability to reason.

THE AGE OF REBIRTH

During this age of great conflicts, the different nations re-discovered ancient artefacts.

Ekynox set out to find the various packs and became the prophet of Yllia, making sure the wolfen had not forgotten their mother and the task she had entrusted to them. He recommended that every pack living on a set territory should erect a stone circle to honor the moon goddess, since she was the only one who could support them and guarantee their species would thrive. In order to commune with the goddess, Ekynox further encouraged the sedentary packs to have at least one faithful in their ranks capable of interpreting the words of Yllia and transmitting the foundations of their culture to the other wolfen.

So the faithful grew more and more important in these packs. Some became true warlords. Ekynox convinced the sedentary packs that they were the only ones that could guarantee the security of Creation. Thanks to his close bond with



the moon goddess, he learned to raise carved stones into mystic patterns, making them nexuses capable of protecting the pack and its territory.

The Age of Rebirth was indeed the time of wolfen territorial expansion. New packs were founded. Within a few years, there was no place on Aarklash a wolfen had never trod.

THE GOLDEN AGE

From 50 to 600 years after the Winter of Battles, a number of peoples experienced unprecedented developments. Cities were multiplying and new territories were conquered. Nations organized and prospered. The civilized nations began to reach wolfen territories and started pushing them away. This period was marked by the beginning of some major struggles between the wolfen and the other peoples of Aarklash.

When the people of Kel began to spread across the lands of Avagddu, its path was bound to cross that of the wolfen at some point. Hunting the same prey and seeking the same resources, Kelt barbarians and wolfen packs ended up fighting for them. Though violent, the struggle between the two peoples was rarely fatal. With these encounters the wolfen grew to respect the wild character of these men and the fury they displayed when they fought.

During one of these battles, a wolfen pack leader who had struck down a powerful barbarian champion observed the war paints covering his opponent's inanimate body. Impressed by the ardor his challenger had shown, the wolfen reproduced these paints on himself. When his brothers asked him why he had done it, he claimed that by doing so he had taken his enemy's strength and had thus become even stronger.

It wasn't long before more wolfen imitated him. This practise spread from pack to pack, becoming a battle rite during which each wolfen would cover himself in tribal paints before any fight. The more warlike took it even further, making these markings permanent, since for them life was a battle.

And it is because life was a battle that the wolfen do not see this period as a Golden Age.

The Beast of Dracynrän

South of Aarklash in the Behemoth Mountain range stood a stone monument in which slumbered some terrible powers. A worg named Kelrys discovered it and recognized a sign of Yllia. Shaped like a wolf's head, the place oozed with supernatural forces and the worg chose to become its keeper. In time it drew more wolfen, who settled in the area and raise a stone circle. Humans soon came to call this nexus the Beast of Dracynrän. The discovery of this stele by a young nation called the Kingdom of Alahan was to have terrible consequences.

This event did not go unheard and it encouraged more packs to lock destructive power stones inside their stone

circles. They would then be able to unleash this power whenever they needed it. Many packs still hold nexuses similar to that of Dracynrän and they make sure they are well kept.

THE AGE OF STEEL

This age corresponds to the time of the alliances and preparations for the Rag'narok. During this period, Darkness reappeared, threatening to destroy the Ways of Light. Some wolfen packs that had more foresight than others formed bonds of friendship with the Daikinee elves. Both peoples shared the same adoration of nature and watched over its protection.

The early ties that were established convinced the Daikinee to send an emissary to the stone circle of Mörn in order to seal a durable alliance with the wolfen. For many weeks the children of Yllia maintained communications between Quithayran and the forest of Diisha.

THE BEAST OF DRACYNRÄN

435 (barony of Dracynrän)

The lord of the barony of Dracynrän in the Kingdom of Alahan sent troops to patrol the Behemoth hoping to chase away the wolfen pack living there. Unfortunately, some sudden awful weather conditions forced his men to stop and camp where they stood. At dusk, the wolfen attacked the disoriented guards. Kelrys, the pack leader, defeated more than twenty men on his own. The moon was redder than it ever had been when a crimson ray came to hit Kelrys' Reaper and enchanted it with great powers.

But the Baron of Dracynrän was not finished with the wolfen. Realizing his men were not coming back, he mustered a hundred soldiers under the command of his captain, Daeran Silienne, and gave him orders to eradicate the beasts infesting his land.

The soldiers of the crown of Alahan found the wolfen pack's den. They fought them in the twilight of dawn in a quick and brutal battle. The humans had the advantage of surprise. They counted only a dozen wounded after the confrontation. Most wolfen were dead or dying, but a handful managed to flee. Daeran Silienne gave the order to pursue them and make sure every last one of those beasts had been eliminated. The surviving wolfen were heading towards the fortress at Kaiber Pass before they turned and made for the mountains.

After four days of relentless pursuit, the enemies finally met ten to one on one of the snowy heights of the Behemoth. Daeran Silienne's troops were convinced victory was theirs.

It was only too late they realized the wolfen had led them there on purpose! Kelrys and his kind had lured them to a nexus of incredible power. Gathered around the stele, they awaited their pursuers. When Daeran Silienne ordered the attack, a column of red light shot from the monument. Giving in to their instinct heightened by the bloody aura surrounding them, the wolfen delighted themselves in savagery. With foam drooling from their chops and bloodshot eyes, it took only seconds for them to deal with the human soldiers.

After having thought it out thoroughly, Ekynox sent out a message agreeing to receive a Daikinee delegation. Only Vargn, a worg from the Path of Opal, remained doubtful. In his eyes the wolfen were to rule Aarklash alone and no other people was worthy of sharing their glory. Agreeing to ally with another people ought to be a sign of weakness. Vargn shared his views with other packs and rallied several partisans. However, Ekynox had made his decision and was not about to go back on it.

When the Daikinee ambassador and his entourage set foot in the forest of Diisha, they were attacked by Vargn and his partisans. Fortunately for the envoy, Ekynox had been warned and flew to the elves' rescue. Refusing to shed the blood of his kind, he bound the rebels in chains and ordered them to be marched to the great island north of Diisha.

There, the culprits were condemned to bear their chains forever and forbidden to leave the island at any time. The island became known as the Isle of Vargn and wolfen were forbidden to visit it. Everyone had to be aware that it was now the prison for traitors.

After this incident Ekynox escorted the Daikinee elves back to the Emerald forest where an alliance was sealed between

both peoples. This alliance is still relevant today.

Around the same time, several packs went to war against the Meanders of Darkness, reacting violently against any aggression or intrusion on their territories.

The tragedy of the Throne of Stars

Established south of the forest of Caer Mnà, the Throne of Stars was always led by warlike and fierce warlords who never showed any pity for their enemies. This sedentary pack earned its reputation for savagery when in 617, led by Y'Anrylh, it encircled a Kelt village built close to their territory and massacred every inhabitant.

Fuelled by this victory, Y'Anrilh sowed terror wherever his gaze looked. Guided by a predatory instinct like no other before him, he and his pack showed no mercy under any circumstances. The ribbons of whispers claim that his crimes have barred him from ever resting in peace and that his blood-smeared hands were now those of an Immortal. Yet when he disappeared, his descendants kept terrorizing the other peoples.

In 990, a new leader made people speak of the pack again. Killyox imposed himself as a ferocious and stern alpha. In order to rid himself of his most dangerous rival, he accepted into his pack a young female magician named Irix, in exchange for Kassar's departure. Irix was the sole survivor of her previous pack.

When Vile-Tis returned to Aarklash in 999, Managarn, a powerful she-wolfen and descendant of Y'Anrylh, went to meet the Beast and fell for his revelations. The best warriors of the Throne of Stars challenged her to end the shame she had brought on the pack. Unfortunately, it was with great viciousness resulting from the revelations of Vile-Tis that Managarm brought each one of them to their knees before finishing them off.

So, having lost its best defenders, the stone circle found itself unable to stand against the assaults of Darkness. As far as any wolfen can remember, no one could have predicted the extreme violence of the Battle of the Throne of Stars. Even the power of the children of Yllia failed to resist the alliance of the minions of Acheron and the chthonian creatures haunting the entrails of Aarklash. The necromancer Azaël the Unfaithful, accompanied by Melmoth the skull warrior and Azahir the Demented (a dwarf possessed by demonic powers), led an unbelievably gruesome hunt through the forest of the Throne of Stars. Though stronger than each of these cursed souls, Killyox failed against their combined forces. He barely managed to escape the grasp of the necromancer and fled as far as possible from the stone circle, already craving revenge. At least he had not been turned into a puppet in the hands of the Meanders of Darkness.

Azaël marched out of the stone circle leading a pack of wolfen zombies, but their leader had escaped her. Killyox, Onyx and Irix, the only survivors, scattered,





but not before swearing to gain revenge someday. After such a humiliating defeat, Onyx set out to gather more wolfen to raise the stone circle again. As for Killyox, some wolfen claim to have seen him join other pariahs and found a nomadic pack after discovering a passage leading to an Unfinished Realm guarded by a sihir of Water.

THE RAG'NAROK

The gobl in vermin

To the west, the wolfen were also forced to contain the expansionist dreams of the goblins of No-Dan-Kar who kept plundering the resources of the forest. This selfish people made constant intrusion attempts, trying to establish colonies further and further inside wolfen territory. Anywhere they went, groves of proud and strong trees were turned into foul soggy swamps which only made the goblin expansion easier.

The wolfen packs still present in the region decided that ferocious protection had to be established and that each time the enemy crossed the line he had to pay a high cost for his boldness. The goblins had to be taught their limits. However, the density



THE BLOOD OF THE IMMORTALS

When the first signs announcing the Rag'narok were witnessed, the wolfen began to see ancient worgs step out of their isolation and gather in numbers.

During the winter solstice of 1000, Yllia spoke to the wolfen through one of her vestals and presented her sacred weapons to the pack leaders present that night. These items were three powerful artifacts that the wolfen had discovered over the ages and which provided extraordinary strength to whoever held all three of them. Yllia also blessed all the worgs present.

The moon bathed the assembly in her rays and a halo of white light glowed around the weapons of every worg. In a whisper, the goddess announced that a great threat was encircling the forest of Diisha and that the Craftsman was back. So the worgs marched out in battle order and went to support the packs wherever they were threatened. And it is with enjoyment that they showed their enemies their newly acquired divine character and the sacred razor-sharpness of their blades.

South-east of the forest of Diisha, the pack of the Red Oak led by Syriak was dealing with the assault of deformed dwarves who were been spewed out from the underground of the continent. In 1001, the repeated attacks of the chthonian powers forced the wolfen to multiply their patrols and organize hunts to repel the corrupt vermin soiling their ancestral forest.

In order to contain the endless waves of the ever-growing forces of Darkness, Syriak made a pact with the immortal spirits of the forests of Aarklash, more commonly known as sylvan animaes. Worried by the corrupting influence of these dwarves working for demonic powers, the magical creatures had decided to react. Wolfen and animaes sealed a pact that gave birth to the bloodthirsty predators, a new cast of legendary warriors who could feed on the mystical powers of these Immortals of Destiny. Serving as an example for most of the sedentary packs, this pact is still alive today whenever the forest of the Red Oak needs to be protected. In the meantime, the wolfen have achieved a significant number of victories and seem ready to lead the counter attack right into the depths of the Abyss, at the heart of corrupt dwarven kingdom.

of the terrain and the lack of visibility forced the packs to increase the number of sentinels. By doing this these fighters learned to move faster than the rest of the pack and they soon developed strategies to lead the enemy into ambushes where certain death was all he could expect. Very recently, a worg made a name for himself during one of these battles. Leaping out of nowhere, he dashed right at the heart the goblin forces, tearing them to shreds with his claws. His fury was so impressive that the sons of Rat immediately sounded an early retreat.

When his wits came back to him, the worg presented himself as one of the first sons from Yllia's litter. He told them that back then the wolfen had fought the Craftsman and that they were there to remind the other peoples that their strength was their instinct and their wild nature. The worg's intentions were clear and none of the pack leaders around him contested his authority. The packs living west of Diisha were gathered into one great army. Their leader's name was Ellyox, the scourge of No-Dan-Kar!

The wolfen are on their way, and no one can tell what their future will be!

The spawn of devastation

With the beginning of the Rag'narok, many packs saw a number of their members go into exile and form bands of pariahs. These wolfen, mostly the younger generation, showed a great deal of cruelty and savagery to their enemies. From the pack's point of view these wolfen have forgotten the share of conscience that is in them and they obey only their primal instincts; they have no goal and no faith in Yllia.

The savagery they are capable of has reached such levels that these rogue bands do not hesitate to clash with other packs. They have no respect for boundaries or for the traditions of their people anymore.

The leaders and the faithful are worried having to let so many of this young generation go. They fear the consequences it will have now that the Rag'narok is gaining momentum and that the wolfen need all their warriors more than ever.

The new hunt

The return of Vile-Tis in 999 also had repercussions on the wolfen and their involvement in the Rag'narok. While Ellis and his followers had fallen for the reve-



THE CALL OF THE FIRST-BORN.

1007

"Companions, it is time for us to honor the promise we made to Yllia so many moons ago. The hour has come to seize our weapons and end the threat looming on the horizon. Creation has suffered far too long! The continent is drowning in chaos, and its peoples are in danger. No Realm has been spared. For many years, Light and Darkness have been tearing each other apart, dragging in their wake other factions and diverting the destiny of others!

Even we have not been spared by such a storm. Our former sons and daughters who now fight for the Beast have joined Darkness.

The time has come to cleanse the stain inflicted by the devourers on us. It is high time we show that the Wolf has not disappeared! We are back and we are determined to rule the lands as we once did long ago.

Darkness can spread but we shall drive it back into the Abyss!

Light can shine, but we shall blow it out!

Finally, for those who have strayed from Destiny, no mercy is to be expected from us!

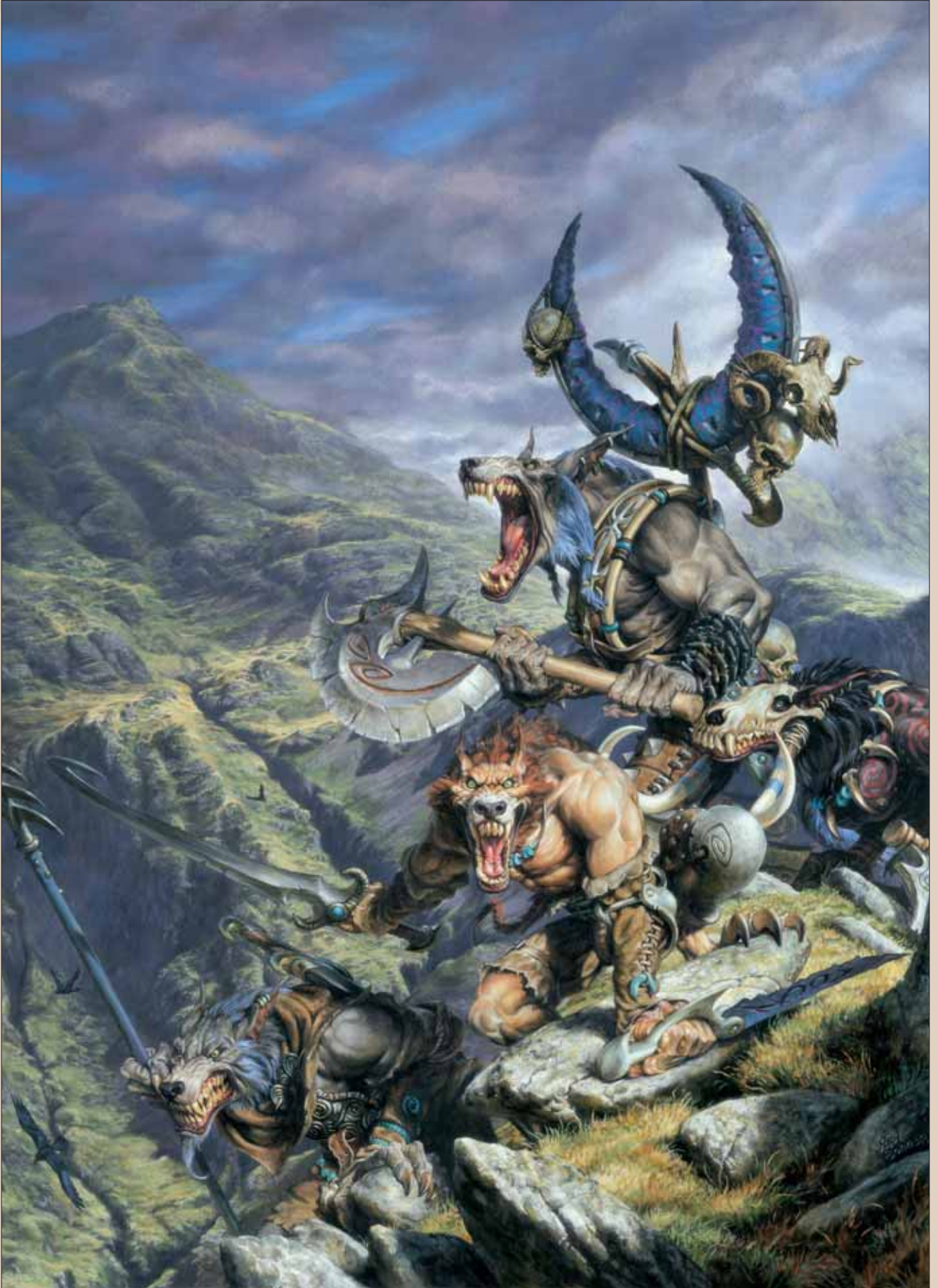
Let's hunt one more time! Let's follow our instinct! May the night hear us as we howl to the moon!"

lations of the Beast, Valkaris, a prowler always on the move, met Asgarh and the pack of the Path of Opal, north of Diisha. There they discussed the Rag'narok and the concerns they had.

Ever vigilant, Ekynox had convinced his son Asgarh, a powerful pack leader with worg blood running through his veins, to gather the sacred weapons of Yllia and lead the wolfen people into battle.

After having spoken to the various faithful of the pack, Asgarh joined the leaders Elhyr and Karnyrax. Together they united their packs under a single banner. They exhorted their kind to never give up the fight against the Craftsman and reminded them that they had the powers of nature on their side: they had instinct!

During the winter solstice of 1007 Ekynox, who had not spoken for a long time, addressed his brothers and children. More than fifteen packs had gathered that night, and everyone in the meeting listened with care to what the First Born had to say.





After this great gathering, the pack split into three combat groups, each one led by a powerful warlord.

The first group set out to the west. Its mission was to end the goblins' expansion. It was then to wheel southwards to the Emerald forest. There it would support the wolven's elven allies against the threat of the Forest of Webs.

The second group travelled east. Its objective was simple: eradicate the chthonian army and then the Syhar army.

Once the preparations had been made, the children of Yllia walked out of the forest in battle order. As far back as humanity could remember, never had such a gathering of wolven been witnessed before. The children of Yllia were going to war and Aarklash was going to live the bloodiest hours of its history.

The first group led by Asgarh and Irix soon changed objective. Irix convinced Asgarh to rescue the goblins who were surrounded by the Meanders of Darkness. After having bravely defended the Empire of No-Dan-Kar, the group headed south to exterminate the Devourers of Caer-Laern, the Temple of the North and why not the Kingdom of Alahan if they had the momentum.

Their travels have already led them to fight the devourers, as well as the soldiers of Akkylannie. The more they fight, the greater the aura of Asgarh grows. Confidence shines in his eyes and he no longer hesitates when he needs to become the guide of his brothers. Bearing the three precious artefacts offered by Yllia, he is now convinced that his destiny and that of his people is in motion and that the only possible outcome is victory.





SECOND PART THE SEDENTARY PACKS


The sedentary wolfen are probably the most savage army on Aarklash. Powerful and fast, they fiercely defend their territory and use violence to terrorize their enemies. They compensate for their low numbers with great striking power and unyielding faith in Yllia, their goddess. Their faithful call upon her to fortify the pack's warriors and increase their already exceptional skills.

RAISING AN ARMY








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

Once the player has chosen his units, he determines their number of fighters and composition. A unit can 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 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  ( / )
- Infantry unit  ( /  / )
- Creature unit/Titan  ( /  /  / ) / 

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

UNITS

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

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

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

Unit composition

• **Category:** Indicates the unit's nature (and Rank). This information is used to respect the order of the banner.

• **Numbers:** Indicates the unit's standard and maximum number of fighters.

• **Equipment:** This is included in the unit's cost. With the exception of Incarnates, all of the unit's fighters are equipped in this manner.

• **Special fighters:** Indicates the nature of the special fighters that the unit may include. Each special fighter replaces one of the unit's standard fighters at the cost indicated in the table. The number of special fighters allowed per unit is indicated in the "Cost of a unit" table.

"Cost of a unit" table

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

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

THE WOLFEN ARMY

The wolfen are mustered in companies under the totem of the Wolf. They serve Yllia, the moon goddess that everyone on Aarklash knows and fears. They have established their territories where their ancestors have left them stone circles raised in honor of the divine celestial body. Wherever species dominated by their instinct are found, the wolfen are there to watch over the natural balance of Creation.

GRAVE GUARDIANS

The sacrileges committed by the peoples of Aarklash have forced the wolfen to create a new caste: the grave guardians. In the sedentary packs these individuals have sworn to preserve the sanctity of the wolfen barrow of a brother, a father or a friend.

The profaners of wolfen tombs know these ferocious guardians are determined to fight to the death. A wise pack leader never goes to war without mustering these experienced fighters.

Special rule: Units including a grave guardian can re-roll failures on Courage tests once more.



RUNE GUARDIANS

Speaking in the name of Yllia, the rune guardians watch over the wolfen. Each of their runes represents a member of the pack. Associating this rune with a sign of nature, a rune guardian can foresee the immediate future of a wolfen, glorious or grim.

On the battlefield the rune guardians bring confidence and comfort. Unleashing mystical energies, they call upon Yllia to show them the way to victory. By their side, the wolfen feel the gaze of the moon goddess upon them and death is no longer a threat to them.

Special rule: The rune guardian can call a “Cuirass of Yllia” miracle during any activation phase: The rune guardian’s unit benefits from the “Sacred armor” effect until the end of the on going activation. The result required for Strength tests taken against the holder is read one column to the left on the resolution table. This miracle costs 3 faith points.



Organization

United under the totem of the Wolf, the children of Yllia represent the last rampart of creation against its enemies. Scattered across Aarklash, they were able to raise and maintain stone circles in honor of their goddess. These stones are also a warning to those who dare enter wolfen territory without their consent. Through their presence the wolfen remind the other nations of Aarklash that nature is watching them and that it will seek revenge if anyone tries to harm it.

Resorting to brute force is seen as a quality by many wolfen. They believe it is a necessity in a world ravaged by war. Usually, the children of Yllia are devoted to protecting nature and only use force when they believe it is necessary, unlike most conquering nations on Aarklash. But the age of the Rag’narok heralds some dark hours where resorting to brute force will become more and more commonplace. Many packs have already lost sight of their mission and do not hesitate to leave their stone circles to strike the enemy.

The pack leaders who march their warriors against the companies of other nations claim that there is no point waiting until the shadow of war has crossed your path. They believe they ought to move first. To support their claims they refer to the times when the worgs, the fathers of the wolfen, patrolled Aarklash in packs; a time when the other peoples were forced to barricade themselves inside their fortifications. They speak of a time when Creation was preserved thanks to the vigilance of their noble ancestors and the benevolent gaze of Yllia.

The sedentary packs

The player can affiliate his company to one of the four factions presented hereafter. He then pays the cost of the faction ability for each fighter in his company. The 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:

Pack leader: Leader of the faction.

Common allies: The armies this company can ally with.

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

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

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

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

Gift of the Wolf

Failures obtained on hand to hand and range Strength tests by fighters with this gift are re-rolled once more.

REPENTANTS

Every wolfen is allowed to challenge his pack leader in single combat to try to take his place. If the victor is merciful, he will banish his opponent instead of executing him. After a time spent wandering, the defeated wolfen generally try to earn the right to rejoin the pack by accomplishing insane feats. When they succeed, they are then called repentants. Scorned by the other wolfen, they are shaved and rubbed with a mix of herbs prepared by the pack’s mystics to prevent their mane from growing back. This is why most of them wear a leather mask to hide their face.

Special rule: Units including a repentant can cancel one damage point from each Strength test they suffer.

SERETHIS

*"You should know that a hunter never gives up on a prey.
The time for the kill has come..."*



Incarnation

Serethis is an orphan. He was fostered by a pack of nomadic wolfen that was traveling through the forest of Diisha. Under their tutelage, he journeyed across the plains of Avagddu where prey was abundant and the packs less self-protective. He adjusted to this nomadic life just like any other pup of the pack, following the herds from one waterhole to the next.

This life of travel took a tragic turn when one day the pack's route crossed that of a band of Drune. The Drune were far more numerous; and despite some heavy losses, they managed to kill all the pack's warriors.

One of the pack's females, who had remained behind, took Serethis and two other young wolfen that were not yet old enough to fight away with her. Running as fast as they could, they traveled north to lose the Drune who had set out on their heels. They lived like this for several weeks, worried that their aggressors would catch up with them and on the look-out for goblin slavers, who would not hesitate to capture them in order to sell them on a market.

Making only brief stops, the wolfen eventually made it to the safety of the forest of Diisha. It didn't take long to find a local pack. They requested to be allowed to join the pack. Seeing the three young wolfen and the exhausted female, the leader was more conciliatory than normal, aware of what they must have gone through to reach the forest of Diisha. After thinking it over, they were even allowed to join the pack.

Serethis, who had already needed to integrate into a new pack before, adapted more easily and faster than the other survivors. As an young fang he joined the group of hunters and learnt from them how to hunt and how to ambush prey.

When the time came to prove he was an adult, the pack leader sent him to Tyresiax the Scribe's barrow. Rumor had it that a guardian had found his grave and that he now guarding it closely. But the pack's scouts had spotted humans wandering in the area. Bringing back the head of one of those raiders was a good opportunity for Serethis to prove his worth and bravery.

Serethis set out to Tyresiax' tumulus, hoping to pick up the humans' trail. His search led him to a campsite where he found a fire gone cold and foot prints. As he trailed the prints, he did not notice the humans following him. Some of the raiders had remained behind to cover their companions' tracks. When the sentinels spotted the wolfen, they spread out in silence to surround him and eliminate him. Fortunately for Serethis, these maneuvers did not go unnoticed: another wolfen called Isakar was also following the trail. Seeing the young hunter becoming the prey, Isakar and his wolfen attacked. Warned by the war cries, Serethis raised his head and understood how foolish he had been. After realizing the situation he leapt into the battle to assist the wolfen who had come to his rescue.

Once the last men had run away, Isakar greeted Serethis. After a quick conversation, he offered to escort Serethis to Tyresiax' grave. There they met Deliox, the grave guardian, who told them the story of the first wolfen scribe.

Serethis was invited to stay a few days with Deliox. They both bid Isakar and his companions farewell. When his time to leave came, the young fang reluctantly left Deliox to return to his pack. He had failed in his quest. Without Isakar's intervention he would have been as good as dead. Besides, he could not bring back trophies for prey he had not killed himself. Serethis bitterly told his pack of his failure. Very disappointed, the leader banished him, forbidding him from ever using the name of the pack or ever setting foot on its territory again.

Serethis, who now had a certain experience of solitude, decided to join Deliox. Glad of the company, the grave guardian took him under his wing and decided to finish





Serethis' education. Night after night, the old guardian narrated the story of Tyresiax and the worgs. He taught him knowledge he had himself learned from the runes on the worg's barrow.

One day, as he was off fetching water, Serethis saw strange wisps of mist covering the water pool. He heard the noise of boiling water that grew into a louder gurgling. Serethis scrutinized the mist but could not make out where it was coming from. As he neared the edge of the waterhole, a great column of water shot out in a fountain. The wolven was blasted backwards. Shaking his head, he saw his aggressor take shape. Translucent arms and a human-like face appeared in the column of water. Before he could say a word, the water elemental was on him. It was speaking a language Serethis could not understand but its intentions were clear: it wanted him dead.

Guided by his instinct, Serethis chose to attack the elemental. Unfortunately, his blows were useless as his fist sunk into the creature's watery body. The powerless Serethis was shoved into the pool. He tried to gasp some air but he immediately felt something dragging him downwards. About to drown, Serethis felt his eyes closing. His hands could feel the sand at the bottom of the pool. While he could feel the grip of death on him, his hand closed over something. In a last desperate assault, he slashed at what he believed to be the creature's arm. There was a blinding flash and Serethis was shot out of the pool.

The young hunter landed on the rocks by the fountain. He could hear a groan coming from the water. Gasping for air, he contemplated the spear he now held in his hands.

Glad he had dodged death once again, Serethis ran and told Deliox and showed him the spear. After talking about it, they concluded that it must be a gift from Yllia. For some reason unknown to Serethis, her gaze was locked on him and she had made this artifact one of his elixirs. He was now an Incarnate.

The years came and went, until one day he felt the need to leave Deliox and his peaceful haven to move deeper into the forest of Diisha. There he perfected his art and discovered the magical properties of the spear. Whenever it was in contact with water, it created a cloud of mist that concealed the holder and those surrounding him.

Several times, the spear helped him get past groups of wolven hunters unseen. Soon enough the rumor of the invisible hunter spread among the pack living in the forest of Diisha.

Serethis eventually revealed his presence and gained the recognition of the pack leaders as he fought by their side on several occasions.

Now that the Rag'narok is raging, Serethis is glad to be able to support his kind and to lend his talents to other packs. The fact that he is tied to no specific group allows him to travel from one group to the next. He joins the pack for the duration of the battle and then leaves. He goes wherever Yllia wants him to go. Serethis is considered to be the wolven hunters' champion, and he is glad to teach others what he was taught. Just as Deliox had done for

him, he does not hesitate to take young wolven with him to perfect their training and make brave warriors of them.



Tactics

Serethis is a perfect champion for a hunter unit. With his high movement, his good combat skills and his reserved artifact that gives "Scout" to his unit, he can take his unit dangerously close to enemy marksmen units.

It is recommended to deploy Serethis and his unit as late as possible to prevent your opponent from anticipating your move. The best time would be after your opponent has finished deploying his marksmen units.

Unit formation

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

Recruiting the Incarnate

Serethis: 225 A.P.

Resurrection/Duel: 5 Elixir points.

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

Attributes

Serethis has 1 point to spend on artifacts.

Spear of Mist (1): The holder of this artifact and his unit gain the "Scout" ability: when the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.

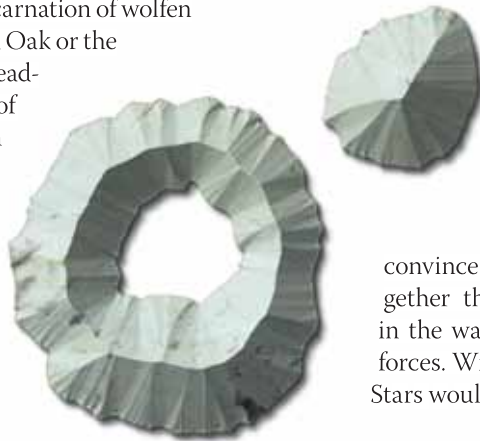
THE THRONE OF STARS

Territory: South of the forest of Caer Mnà.

Pack leader: Onyx.

Common allies: The guardians of Quithayran.

Some packs were destroyed by fiercer or more powerful enemies... others because they were oblivious to danger. The Throne of Stars was one of the latter. Its members claimed to be the paragons of their race, the incarnation of wolven qualities, even more so than the Red Oak or the Path of Opal. Guided by powerful leaders such as Y'Anrylh, the members of this pack knew glory for generation after generation. However, the departure of Managarm, a particularly promising she-wolven, almost ended the history of the Throne of Stars. When she left the pack to join the ranks of the Devourers, Killyox, then leader of the pack, sent his best warriors to "convince" her to return. Unfortunately, they all perished.



Having lost its most experienced members, the pack perished under the blows of the allied forces of Darkness. Their enemies spewed from the chthonian entrails of Aarklash or appeared from the Realms of Darkness in great numbers. The sinister creatures were magical puppets controlled by the masters of Acheron.

The only survivors were Killyox, who was stripped of his leadership, Onyx and Irix. Craving revenge, Onyx gathered a handful of wolven who all swore to exterminate the enemy. The youngest and oldest volunteers were not allowed to join them.

The moon-goddess called back Y'Anrylh, whom she had once cursed, and made him convince Onyx to rebuild the pack's stone circle. Together they mustered those wolven ready to stand in the way of the alliance of chthonian and demonic forces. Without the intervention of Yllia, the Throne of Stars would have disappeared for ever.

PLAYING THE THRONE OF STARS

The player can choose any Wolf 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 Throne of Stars benefit from the advantage and disadvantage below.

Throne of Stars advantage: The player controlling a company belonging to the Throne of Stars gains an extra reserve during his activation phase.

Throne of Stars disadvantage: In order to demonstrate their courage in battle, units belonging to the Throne of Stars cannot disengage voluntarily.

Order of the banners :

- Infantry unit (🏹) (🌟🌟🌟) !
- Infantry unit (🏹) (🌟/🌟🌟🌟)
- Infantry unit (🏹) (🌟🌟🌟/🌟🌟🌟)
- Infantry unit (🏹) (🌟🌟🌟/🌟🌟🌟)
- Infantry unit or creature unit (🏹) / (🏹) (🌟/🌟🌟🌟)

! Priority slot. It must always be picked first.



"It is time to put our prey back in its place!"

Incarnation

Onyx was born into the Throne of Stars, the most feared and famous pack on Aarklsh. He grew up with Killyox, Kasssar and Managarm in the forest of Caer Mnà. His childhood education was full of legends telling the stories of the old pack heroes; great tales of honor and pride.

Naturally authoritarian, Onyx soon grew distant from Kasssar and Killyox, exasperated by their rivalry. He preferred to spend hours with Managarm perfecting his tracking and fighting skills.

The pair often hunted together. Onyx liked to track his prey and ambush it. Managarm had a preference for the fighting and the killing. Each respected the skills of the other.

Then came the time to become adults. The elders were convinced that the bond between the two could only be beneficial to the pack. To reinforce it they allowed them to be tested together. Relying on one another, the two wolven easily overcame the trials. They were now full members of the Throne of Stars. Killyox and Kasssar, who had already been admitted into adulthood by their peers, were there to congratulate them.

Onyx and his companions developed their skills over the seasons and became a tight-knit brotherhood in arms. But it was against the Syhar that Onyx won his first real battle. The Scorpions, led by a Keratis champion, had launched a raid against the Throne of Stars. Their mission was to retrieve a wolven specimen in order to exploit its genetic code. While a group of clones was creating a diversion to lure the pack's warriors away, the Keratis, accompanied by a few soldiers, had managed to capture a wolven hunter. When the pack returned to the stone circle, the warriors found out about the youngster's abduction. With a few fang warriors, Onyx set out after the captors. He easily tracked the Syhar and ambushed them.

Hiding in the bushes, the wolven leapt onto their enemies. But the sight of these men made of flesh and metal, a perversion of nature, broke their momentum. The Keratis champion acted swiftly. Stepping between the disoriented assailants and the captive, he cut down the first two wolven. The savagery of the warriors could do nothing against the artificial speed and power of the Syhar. Realizing they had lost the upper hand, Onyx charged the Keratis himself and ordered his companions to free the young hunter. The spawn of Darkness had no problem repelling the first assaults of the brave wolven. Onyx tried to claw or bite, but his prey kept slipping out

of reach with supernatural agility. The disgusting fluids running through the veins of the creature had to have something to do with it. Onyx, whose body was covered in bleeding cuts, was forced to think like a hunter. His prey was monstrously powerful but it was at least partially made of flesh. And despite the combat drugs, flesh is bound to tire. So Onyx took a more defensive stance. The fight between the Syhar abomination and the wolven went on and on. Onyx did what he could to save his energy, dodging and feinting. The Keratis became angrier and angrier. Suddenly taking the offensive, the wolven leapt forth. The Keratis reacted with surprising speed but the drugs were obviously wearing out. Onyx got under his guard and ripped out his prey's throat. The clone collapsed with a death rattle.

Exhausted and disgusted by the smell of the fallen enemy, the child of Yllia looked slowly around him. His companions had cornered the last Syhar and the young hunter was safe and sound. Relieved, Onyx turned his attention back to the Keratis.

His eyes locked onto the Syhar's weapon. An imperious instinct caught him. Unable to resist, he stepped closer and picked up the blade.

A few years later, Killyox became the leader of the pack of the Throne of Stars. Uncompromising with strangers, he ordered many attacks against intruders and raided the encampments surrounding the pack's territory. Naturally, Onyx, Kasssar and Managarm were on the frontline.

However, their brotherhood was shaken the day Kasssar was forced to leave the pack after a dispute with Killyox. Managarm and Onyx did not take part in the quarrel and, naturally, sided with the pack's alpha.

The supremacy of the Throne of Stars was brutally terminated in 999 with the return of Vile-Tis. Managarm fell for the Beast's revelations and left the pack to join the Devourers. Hoping to reason with her, Onyx went after her. Killyox even ordered the best warriors of the pack to accompany him.

Despite all his efforts, Onyx could not convince the renegade. Powerless, he watched his old friend massacre the wolven sent by Killyox. When he witnessed the pleasure with which she killed them, he understood that there was no hope for her. To the Throne of Stars Managarm became known as "the Traitor".

The pack's forces were drained after losing so many good warriors in vain. It did not take long for Azaël, a necromancer who dreamt of raising a guard of wolven zombies for herself, to seize the opportunity. Accompanied by her demonic creatures, she attacked the defenceless pack and mercilessly massacred the once fearsome pack. Only Killyox, Irix and Onyx survived.





However, Onyx suffered many wounds during this battle. On the threshold of death's realm, his spirit met that of Yllia. The goddess gave him the necessary strength to overcome his wounds and survive the battle. His fatigue immediately disappeared and was replaced by invisible vigor. An extraordinary shiver of power ran up his spine. Onyx felt more aware, he felt... purer.

Onyx had experienced incarnation. However, Yllia did not forget to remind him that this favour would have to be paid back some day.

After this terrible defeat, the three survivors scattered, full of hate for the servants of Darkness. Irix left to find Yllia. Killyox wandered off and became a pariah. Only Onyx remained to return the Throne of Stars to life.

Obsessed by the shameful defeat of his pack, Onyx was entirely bent on revenge. His pride and confidence had been ruined. Accompanied by a handful of selected wolven volunteers, he kept the pack running on the warpath. But Yllia eventually grew discontent with seeing the stone circle of the Throne of Stars permanently deserted. She ended Onyx' self-destructive frenzy by sending him an immortal wolven, called Y'Anrylh. The knowledge the latter had to share helped channel Onyx' anger and encouraged him to raise the stone circle once again.

Listening to the wise advice of Y'Anrylh, Onyx now leads the pack with an iron grip in its fight against Darkness. Now that he leads the most determined and most savage group of wolven ever gathered, there will be no peace for him until he disembowels Azaël with his own claws.

Tactics

Onyx is the perfect Rank 1 fighter. Thanks to the gift of the Wolf that allows him to re-roll failures on his Strength tests and to the Keratis blade that shifts Strength tests one column to the right, he is certain to cause many losses among enemy ranks. Placed in contact with many opponents, Onyx can cause more than two losses per fight, especially if he can manage to trigger the *Predatory instinct*.

Accompanied by a unit of fangs, Onyx is a dreaded opponent. The unit will make sure he cannot be targeted directly. Their attacks, added to those of Onyx, will make sure you eradicate the enemy unit, especially if they have the bonus for charging.

Finally, his Fear value guarantees that the unit accompanying him will have a better chance at rolling successful Courage tests.

Unit formation

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

Recruiting the Incarnate

Onyx: 185 A.P.

Resurrection/Duel: 4 Elixir points.

Attributes

Onyx has one point to spend on artifacts.

Keratis blade (1): The result required for Onyx's Hand to hand Strength tests is read one column to the right on the resolution table.

Amulet of the Wolf (1): This artifact can only be played when both Onyx and Y'Anrylh are part of the company. In this case Onyx must purchase it. This artifact gives Authority 3 to Onyx when he bears it.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.



Y'ANRYLH

"From death I've returned, to death I'm sending you!"

Incarnation

Y'Anrylh was born in 582 in the forest of *Caer Mnà*. The night of his birth *Yllia* shone blood red; a highly sinister omen. However, Y'Anrylh's father, pack leader at the time, refused to listen to the elders' warning: the blood of the worgs was too strong in this new born for it to be wasted.

Very young, Y'Anrylh was already strong, vigorous, impetuous and easily angered. The other young fangs learned to fear his fits of blind rage. His predatory instinct burning deep inside, he constantly fought to enforce his dominance.

Having barely passed the rites of adulthood, he was allowed to fight with his pack to defend its territory against the Kelts. Having been victims of droughts three years in a row, the barbarians were plundering the wolven's hunting grounds to feed. After a victorious battle, a quarrel burst out between Y'Anrylh and his father. Both of them desired the same trophy, a precious gem looted from a Kelt's body. Infuriated because someone dared stand up to him, Y'Anrylh leaped onto his parent. He was young and inexperienced but his strength was simply colossal. The fight was soon over. When Y'Anrylh got up, a carnivorous grin ran across his face. He was standing above the body of his murdered father. Y'Anrylh had snapped the pack leader's neck. After a discussion, the wolven faithful chose Y'Anrylh as their new pack leader. With his predator size and his aggressive temperament, no one dared challenge his right.

In 608, half of the pack perished following another major battle against the humans. The first great decision Y'Anrylh took, as pack leader, was to eliminate the threat and exterminate all the Kelts the pack could find.

For the following nine years the Throne of Stars terrorized the region. Children, women, elders: no one was spared by Y'Anrylh's fury.

Soon there were no more Kelt villages south-east of *Avagddu*. Running out of prey to hunt, Y'Anrylh and his pack traveled further, to take on the goblin settlers and the few Akkylannian companies sent their way. The entire region was soon burning in the flames of war. The savagery of the Throne of Stars had become legendary. It was famous beyond its borders and its victories even caught the attention of *Yllia*.

She made Y'Anrylh an Incarnate the day he marched towards the Temple of the North in 618. Locked in battle with a contingent of Akkylannians led by a faithful of *Merin*, he almost lost his life. Guided by his instinct, Y'Anrylh charged the devout. The fury of the brute challenged the purifying fire of the igneous

god. The violence of the duel was such that the surrounding soldiers stopped to watch the fight.

Despite his colossal strength, Y'Anrylh could not manage to reach his opponent who surrounded himself with impassable protective flames. He was keeping the wolven at bay with the power of faith that also burned the beast's flesh. Y'Anrylh could feel victory slipping from his hands and his energy began to drop. Throwing into the fight every last bit of strength left in him, he voluntarily dropped his guard to the enemy. By doing so Y'Anrylh was able to grab the scepter that the faithful used to focus his powers. By breaking the scepter of leadership, the wolven dispelled his opponent's litanies and dispatched the servant of *Merin*.

This victory became a symbol for the wolven; a sign of their superiority over the slaves of Light. The will of those who wanted to impose their narrow views onto the other peoples had been shaken. However, with Y'Anrylh wounded and the losses suffered by the pack, the Throne of Stars was forced to retreat. This gave the Akkylannian survivors the opportunity

to fall back behind the thick walls of the Temple. *Yllia* saw in Y'Anrylh a champion worthy of incarnating the ideals of Instinct. She incarnated him and taught him the arts of divination. Reinforced by these new powers, Y'Anrylh had only two things in mind: further carnage and further battles to fulfill his destiny.

In retaliation, the Temple of the North led a punitive expedition into the forest of *Caer Mnà*. The templars used cunning to eliminate Y'Anrylh: after crossing the limits of the territory of the Throne of Stars, they started several forest fires to scatter the wolven, thus allowing the templars to single out the pack leader. Y'Anrylh

charged straight ahead, hoping to break the ranks of his enemies, but the humans fell back in good order. Mad with anger, he went after them. When his instinct tried to warn him, the trap had already closed upon him. Heavy nets were dropped over him; Y'Anrylh tugged and swung in all directions, but all he achieved was to tighten the ropes. The fusiliers who had remained behind, stepped forth and fired at the defenseless pack leader.

Dozens of bullets were shot through his body. Y'Anrylh felt his vital energy flowing from his wounds. Shivering under the chill caress of death, he summoned *Yllia*'s help. But the goddess refused to answer him. Abandoned and bitter, the broken wolven leader drew his final breath.

Y'Anrylh was condemned to wander the continent as a ghost: *Yllia* had tolerated his fits of anger and the carnage as long as it meant victory to her. This defeat was the opportunity for her to show what she expected of her heroes. Unable to communicate with his kind, the wolven was soon driven mad with misery. Centuries went by and Y'Anrylh became the powerless spectator of his pack's history, following them everywhere they went.



On the eve of the Rag'narok, he witnessed in close succession the departure of Managarm and the fall of the Throne of Stars. Yllia summoned her former faithful back to her. She lifted the curse and gave him back his carnal vessel, allowing him to tread the land of the living once again. In exchange, he would have to convince Onyx to rebuild the Throne of Stars; and, as the pack's faithful, Y'Anrylh was to assist him in his task.

Y'Anrylh is now a faithful entirely devoted to the cause of his goddess. He shares his knowledge with Onyx and counsels him in his war against the Meanders of Darkness. The Rag'narok is for him the opportunity to demonstrate his courage and to let loose the rage accumulated over the centuries. However, he is more cautious than before; he does not want to disappoint the goddess. Yet he still nurses the idea of becoming the pack leader once again.

Tactics

Y'Anrylh is a powerful Incarnate your opponent will need to keep an eye on. His high Fear value is an extra asset to help you gain the upper hand.

His miracles and high characteristics make him precious support to bloodthirsty predator units. Communions such as "Army of Destiny" or "Kiss of the she-wolf" will improve the unit's life span, while "Blind Rage" or "Law of the hunter" will allow it to overcome any enemy unit in hand to hand combat. Y'Anrylh and his predator unit are almost guaranteed to attract the opponent's attention. You will need to be careful and make the most of the cover available to strike the enemy company as hard as you intend to. It will sometimes be more useful to send Y'Anrylh and his predators away from mission objectives. By focusing his forces on your champion, your opponent will be opening a path for your other units to rush the objectives. And that is what will cost him the victory. Finally, as a Rank 3 faithful he has access to the "Full moon" and "Ekynox's call" communions that will increase the power of your company in the first case, and make your Rank 3 Incarnate a demi-god in the second case.

Unit formation

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



Recruiting the Incarnate

Y'Anrylh: 380 A.P.

Resurrection/Duel: 8 Elixir points.

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

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

Attributes

Y'Anrylh has 3 points to spend on artifacts and communions.

Y'Anrylh is a faithful of the cult of Yllia. He masters the alteration, creation and destruction aspects.

Spectral ribbons (1): Y'Anrylh gains the "Ethereal" ability: on Attack tests taken against an Ethereal fighter, +, + and results are read as +.

Bloody shoulder guard (1): Cancels the first damage point suffered by Y'Anrylh on every Strength test taken against him.

Y'Anrylh's edge (2): The use of this artifact is declared once per round, during Y'Anrylh's activation. Every enemy in contact with his unit suffers a Strength test whose action value is 6.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.

THE TWILIGHT HILLS

Territory: Between Caer Mnà and the Giants' Table.

Pack leader: Isakar.

Common allies: Kelt Sessairs.

The pack of the Twilight Hills has been closer to destruction than any other major pack. A mercenary band even knocked down the stone circle and exterminated all of its members but one: despite wounds that would have killed any other wolfen, Isakar survived. With the help of the human tribes of Kelt Sessairs, Isakar avenged himself upon the mercenaries and revived his pack.

Nowadays the Twilight Hills are still far from being able to display the arrogant confidence of the larger and

more powerful packs. Isakar's pack needs to build its numbers and protect its territory from the numerous rogue bands that have appeared since the beginning of the Rag'narok.

Up until recently, Isakar could count on the tribes of Avagddu living nearby to assist him in protecting his territory. However the situation has drastically changed. Now the pack is alone and its numbers are still dangerously low. This is why the Twilight Hills now harbors all the Sessairs refugees that arrive, without any other condition than goodwill; and submission to the pack leader and to the teachings of Yllia.

Isakar shares with his brothers some of the knowledge he gained living with humans. So the rules of strategy and tactics are now known to the pack. Though the Twilight Hills are still far from the strategic refinement of the Kingdom of Alahan or the Empire of the Syharhalna, they have been applied with success to guerrilla warfare, which is most unexpected.

PLAYING THE TWILIGHT HILLS

The player can choose any Wolf 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 Twilight Hills benefit from the advantage and disadvantage below.

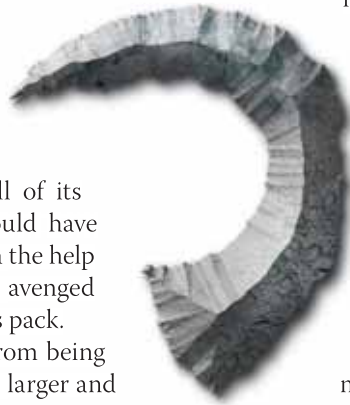
Twilight Hills advantage: The player chooses a Twilight Hills unit. It immediately gains the "Scout" ability: when the company begins the game in a deployment zone, units composed entirely of fighters with the Scout ability can be deployed anywhere on the battlefield as long as they are not in contact with the enemy. Additionally, each of Twilight Hills banners may include up to 2 allied Minotaur units. These units lose the Gift of the Minotaur and gain the Gift of the Wolf instead. The commander must originally belong to the Wolf.

Twilight Hills disadvantage: A company of the Twilight Hills immediately loses the game if all of its Rank 1 units are destroyed.

Ordre of the banners :

- Infantry unit (👤) (🌟) !
- Infantry unit (👤) (🌟/🌟🌟)
- Infantry or cavalry unit (👤) (🌟🌟) (🌟/🌟🌟)
- Infantry or creature unit (👤) (🌟) (🌟🌟)
- Infantry unit (👤) (🌟/🌟🌟🌟)

! Priority slot. It must always be picked first.



ISAKAR

"Without forethought, power is like a sword slicing water: useless. Without ardor, knowledge is like air: insubstantial. The combination of both is like a spasm warrior: explosive."

Incarnation

Isakar was born near the Wall of Giants, in the northern part of the Plains of Avagddu. He grew up in the Twilight Hills pack. Under its protection, he learned to live close to the goblins and the human nomads.



The geographical location of the pack forced it to keep ever vigilant. The more senior members of the pack taught Isakar to develop his predatory skills and to fight with fury, but he always personally preferred the javelin to strike his prey from afar, before dealing the final blow. His years of learning were often interrupted by the evil deeds of necromancers, seeking wolfen barrows to desecrate; or by Drune Kelts, looking for ancient artifacts.

With only the prosperity of the pack's territory in mind, Isakar became a loner. He did not care for power struggles; he dedicated himself to the hunt and to guarding the stone circles. But it was his hunting skills that were going to lead him to his first great enemy.

Rejàn d'Orbeh, a fearsome human trophy-hunter, liked tracking down wolfen, killing them for sport and collecting their heads as trophies. Accompanied by mercenaries, he came across Isakar and his pack. Unaware of the looming threat, the wolfen were blind-sided by Rejàn's assault. Hunted like game, they fell into an ambush. A lot of wolfen blood was shed in the fight and the pack was slaughtered. One after the other, Isakar's family collapsed in pools of blood, life abandoning their broken bodies.

During the battle Isakar managed to reach Rejàn. But the latter was a master of the arts of war. He had no problem repelling the young wolfen's attacks, gouging out one of his eyes in the process. Having spoiled the trophy, the hunter left Isakar for dead.

Yllia had watched this fight with interest. She offered Isakar the opportunity to avenge himself by making him an Incarnate.

The wolfen was taken care of by a group of Kelt hunters who carried him back to their encampment. Crestfallen, he realized he was the sole survivor of his pack. Distrustful at first, he slowly mingled with the humans and learned their customs, their language and how to live like them. From these humans he learned about guile and temperance; his mind grew stronger.

Once he had recovered, Isakar was able to fit into the warlike ways of the Kelts. He took part in their hunts, thus paying back his debt. Yet he never gave up on his honor; he dreamed of one day avenging his kin. When he felt ready, he thanked the Kelts and set out to find Rejàn. And until he had been avenged, he would go by the name of The Watcher.

On the night he left, the wolfen was presented with a lance forged the day before by the tribe's best bladesmith. The moment he saw the moonlight reflect on the blade he knew this weapon would become his javelin. The Kelts told him they had called the blade the Spear of Never-ending Sleep, since it obviously had been blessed by Yllia.



His travels led Isakar to the forest of Caer Laen. He knew he could not fight Rejàn and his mercenaries alone. So Isakar requested the help of a pack living nearby. First, he had to pass a series of trials to become a member of the pack.

Then Isakar led the hunt, accompanied by a group of wolven warriors. It took weeks before they picked up Rejàn's trail. And one night, in the light of Yllia's rays, the wolven found them and attacked. Once they had massacred the last of Rejàn's acolytes, the wolven encircled the hunter. The Watcher entered the circle.

The fight was ended quickly. Isakar disarmed Rejàn before running the spear of never-ending sleep through his body. With a raging howl, he raised his weapon towards Yllia. His companions cheered him, but the rejoicing was quickly ended by a howl of hate.

In front of them stood a wolven covered in chains and armor plate, his body covered in ritual scars characteristic of the Devourers. He said his name was Zeiren and told them that his younger brother had been killed by Rejàn. By dealing the final blow to Rejàn, Isakar had prevented the devourer from ever appeasing the torments of his brother!

Simmering with rage, Zeiren would have jumped to Isakar's throat. But he knew that the other wolven would have then stepped in. Swallowing his pride, he disappeared into the night. The fight would have to wait.

Having cleared his honor and recovered his name, Isakar returned to the Wall of Giants to rebuild his pack. He offered his companions the chance to help him rebuild the stone circle of the Twilight Hills. Some accepted and recognized him as pack leader. Returning to his former stone circle, together they marked out the borders of a new territory.

Isakar was proud to teach the wolven what he had learned from the Sessairs. His ability to plan things out and his wisdom are what secured the pack's survival, using original hunting techniques. Each difficulty encountered was approached with calm in order to find the most appropriate solution. Isakar turned the pack's instinct from a blunt weapon swung recklessly into a sharp blade wielded with subtlety. The victories of the Twilight Hills earned him the recognition of the other packs.

When the Rag'narok set the Plains of Avagddu ablaze, Isakar could not ignore the suffering of the Kelts who were forced to flee the plains where they were born. Grateful, he realized it was his turn to harbor the Kelts who refused to hand the land to the enemy. Since then the Kelts of the Twilight Hills have recognized Yllia as their tutelary goddess. They now fight in her name under the orders of Isakar.

Tactics

Isakar is a significant support to the unit accompanying him. As a tracker, he also benefits from the "Assault shot!" tactic and reinforces the offensive role of the unit. The spear of never-ending sleep furthers this offensive nature by guaranteeing Isakar's unit that the enemy will be greatly weakened. Moreover, the "Disengagement" ability of the trackers makes sure they will be able to leave a fight if it becomes too dangerous for them, while still causing losses with their spears. Finally, Isakar's high move-

ment makes him an extremely maneuverable Incarnate who can take the fighting anywhere on the battlefield.

Unit formation

Isakar can join any tracker unit. He doesn't replace a fighter but is added to those already there. His cost is added to that of the unit.

Recruiting the Incarnate

Isakar: 250 A.P.

Resurrection/Duel: 5 Elixir points

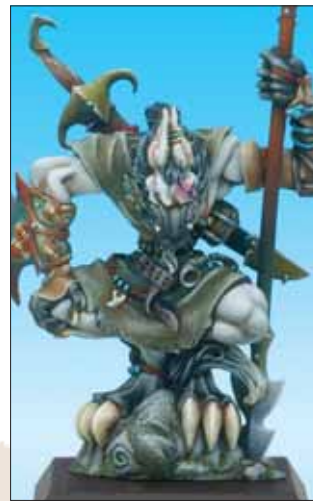
Disengagement: The unit doesn't suffer any losses when it disengages.

Attributes

Isakar has 2 points to spend on artifacts.

The spear of never-ending sleep (1): Isakar gets one additional combat die for each failure obtained by his enemy in the Hand to Hand Attack tests against him. Even if he is eliminated, he uses these dice once the enemy's attacks have been resolved, as if the unit had been activated. These dice can be re-rolled.

Feat: Predatory instinct



The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.



ORHAÏN

"There is a time for tears and another for war. The time for lament is over."

Incarnation

Like most humans, Orhaïn is a descendant of the Sessairs clan. Faithful to the goddess Danu, he grew up on the Plains of Avagddu, following the seasonal migrations of auroch herds. His childhood was marked by the many gatherings where the Sessairs celebrated the legends of the men of Kel who came from beyond the seas. During his nomadic life, Orhaïn learned to exploit the resources of nature and spare the life of predators and even those of his enemies.

But the Drune displayed unbelievable cruelty towards Orhaïn's tribe. During their migration, the Sessairs were regularly forced to fight off Drune raids. Despite these threats, Orhaïn managed to further his mystical knowledge by assisting the tribe's oracles. Through the legends told by the Sessairs mystics, he discovered a pantheon of gods and the endless struggles opposing them.

Growing up Orhaïn discovered that the other sentient species of Aarklash worshipped more gods unheard of by the Kelts. He understood that some of them were known by his people but under different names. Fascinated by the mystical duels opposing the faithful of all origins, Orhaïn specialized in the calling of warlike miracles.

As an adult he gained the recognition of his people when for the first time he took a significant part in a battle against the Drune. At a time when defeat seemed unavoidable, Orhaïn turned the fate of the battle around. Despite his many wounds, he found the strength to drive back death with his faith. Caught in a storm of scourges and calamities, the Drune panicked and fell back. That day Orhaïn was recognized as a fully-fledged faithful. He was awarded access to further knowledge and Danu, thanking him for his devotion and his victory, made him an Incarnate.

Unfortunately, Orhaïn's occult skills had not gone unnoticed. A *Formor*, a demon allied to the Drune, swore to get revenge over him. To do so, the demon only had to blow on the embers of the hate the Drune owed to the gods; and rather than gambling it all on a frontal attack, he advised them to ally with a powerful necromancer specializing in the contamination of resources and cattle.

Soon after his victory against the Drune, Orhaïn guessed the first signs of the curse cast against his people. Believing it was but a single incident, he sadly watched the crops his people had planted rot and decay, unable to do anything about it. As autumn approached, Orhaïn knew there would be no time for a second harvest for Danu had given him a vision of the future: the winter ahead was going to be harsh. A few days later, the game they usually hunted started to show signs of weakness. Soon entire herds were covered in purulent wounds and dying on foot.

Rather than taking the risk, the Sessairs decided to move north to find healthy herds to hunt. During their journey



they noticed they were being followed. And while the Sessairs were building their winter camp, the Drune, the *formor* and the necromancer launched the final part of their plan: they poisoned the region's water supplies.

Within a week the elder and the younger members of Orhaïn's tribe were showing signs of exhaustion. The druids called upon the elemental forces of Water to cure the sick, but their supplications went unanswered. While the first victims were dying of illness, their bodies covered in brown and greenish rashes, Orhaïn appealed to Danu's mercy to save them. He spent a whole day and part of the night praying to the goddess. Concentrated on his prayers he did not hear the screams of terror of his tribe, neither did he notice the shouts of hatred of his enemies. It is only when he sensed the raising of the dead and the nauseating smell floating around him that he realized what was happening.

Caught between the living dead and the ferocious Drune, the Sessairs panicked; they were simply unable to hold a coherent line of defense. The darkness of night only made things worse. Terror stricken, Orhaïn contemplated the massacre taking place around him. Fear prevented him from completing even a simple prayer.

One by one the warriors surrounding him fell, cut down by the powerful arms of the *formor* who advanced on him with a predatory grin on his face. But as Orhaïn was already imagining the suffering the Drune were going to put him through, he heard a howl. Silence fell over the camp. And the carnage began.



The Drune desperately fought for their lives against wolven warriors who came leaping out of the night. With this unexpected support, the Sessairs charged back into battle with renewed spirit and fury. Against such an unexpected alliance, the *formor* and the Drune were unable to form any significant resistance. The surviving Drune sounded the retreat and vanished into the darkness of night.

Later Isakar and his pack explained that they had been following the Drune for several days, fearing they had come to plunder wolven graves.

When the Rag'narok began, the Sessairs were forced to leave the Plains of Avagddu. Orhäin and his tribe turned to the wolven of the Twilight Hills who welcomed them into their sanctuary. Together they organized the resistance against the Meanders of Darkness. The warriors Orhäin brought with him were a godsend for the forces of the pack. The fury of the men and the instinct of the wolven became a deadly combination for their enemies. The Twilight Hills were even able to drive back detachments sent from the barony of Acheron that were trying to join the forces of the Syharhalna stationed in the north.

Following these conflicts, Orhäin abandoned the cult of Danu for that of Yllia. Sharing the life of the wolven helped him understand the love of freedom animating them. Their instinct preserved them from the crises that led humans to side with Light or Darkness. The Sessairs followed Orhäin and took up the Wolf as their totem. They began to wear animal hides and requested to be considered fully-fledged members of the pack.

Today Orhäin and his people are perfectly integrated into Isakar's pack. The fury they display in combat has won them the esteem of the wolven. Thanks to his preaching skills, Orhäin became the new faithful of the pack. His calls have been heard. Yllia has recognized his fervor and allowed him to call her miracles.

Tactic

Using Orhäin will require some caution. His low combat values mean you will need to be vigilant not to expose him to enemy attacks. However, this should not discourage you from using him as a faithful. He provides considerable support. With the Blind rage communion, Orhäin can call upon his Sessairs companions a war fury that marries admirably well with the gift of the Wolf. "Army of Destiny" and "Divine psyche" could well become a major problem for your opponent. The first will keep bringing back a fighter that was eliminated and the second will reinforce the potential of a unit, compensating for its low Defense and Resilience values.

Unit formation

Orhäin can join any allied Minotaur unit belonging to a Wolf company. He doesn't replace a fighter but is added to those already there. His cost is added to that of the unit.

Recruiting the Incarnate

Orhäin: 175 A.P.

Resurrection/Duel: 3 Elixir points

Bravery: Failures on Courage tests are re-rolled once more.



Attributes

Orhäin has 2 points to spend on artifacts and communions.

Orhäin is a faithful of the cult of Yllia. He masters the creation and destruction aspects.

Communion: Divine ruling (1): Orhäin can call this miracle once before each Authority opposition. The test of his side is rolled with one additional die. This die may be re-rolled. This miracle costs 5 faith points.

Communion: Martyr of Yllia (1): Orhäin can call this miracle just after a Strength test taken against his unit. The number of damage points inflicted is reduced by 1. This miracle costs 5 faith points.

Stag antlers (1): When holding this artifact, Orhäin and the fighters of his unit gain the "War Fury" ability: Failures on Hand to hand Attack tests have to be re-rolled once more.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.



THE RED OAK

Territory: The forest south east of Diisha.

Pack leader: Syriak.

Common allies: The Guardians of Quithayran.

South-east of the forest of Diisha, the ochre sands carried from the south by the winds of the Bran-Ô-Kor deposit a thin layer of red dust on the leaves of the majestic oaks. Centuries ago, the wolfen raised a great stone circle in this region. It became the cradle of the Red Oak pack.

This pack is a symbol for the wolfen in general: it embodies the untameable savagery, merciless ferocity and irresistible strength of their species. Its members are loyal defenders of nature and their dedication is unquestioned. The mystics of the Red Oak are famous for their devotion and the miracles they can accomplish. Their rites, notably their hunting rite, are famous for their efficiency: a scout under their effect becomes almost invisible.

And yet, despite its power, the Red Oak pack is confronted with an insoluble problem. It has always ruled the southern parts of the forest of Diisha. However, chthonian creatures are taking their insidious war behind

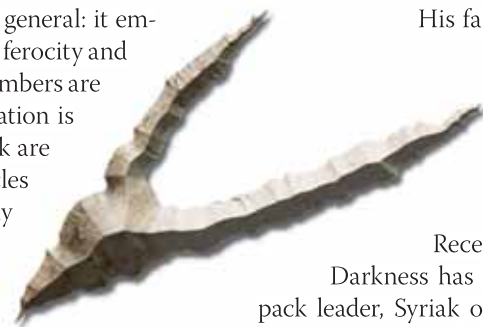
the pack's lines. They have turned nature itself into an enemy: the spirits of nature are progressively being corrupted and the woods have been infested by creatures working for Darkness.

The situation became so serious that the spirits of nature have come to conclude a unique pact with the wolfen: choosing death over corruption, they sacrifice their essence to invest the wolfen with great powers.

The pack leader of the Red Oak, Syriak, is one of the greatest faithful to have ever served Yllia and the wolfen cause.

His faith in the goddess reaches beyond the Spawn of Devastation. Rather than giving in to the murderer, Syriak is able to muster its forces to fuel the brazier of his devotion, becoming a beacon to keep his wolfen brothers focused on their task.

Recently, the war against the Meanders of Darkness has taken a new form. When he became pack leader, Syriak organized punitive expeditions with a few warriors of the pack. They explored the demons' tunnels after flooding them. The attacks of the creatures of the deep are now less frequent and organized, which gives the wolfen more time to get involved in the Rag'narok.



PLAYING THE RED OAK

The player can choose any Wolf 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 Red Oak benefits from the advantage and disadvantage below.

Red Oak advantage: When a unit belonging to a Red Oak company and including a faithful in its ranks should be deployed, the player passes his turn. The unit will only be deployed at the end of the approach. If several units can benefit from this effect they are deployed one after the other in the order chosen by the owner, beginning with the player who lost the Authority opposition

Red Oak disadvantage: The Red Oak company loses the games if it loses all this creature units.

Order of the banners:

- Infantry unit (👤) (👤👤) !
- Infantry unit (👤) (👤 / 👤👤)
- Infantry unit (👤) (👤 / 👤👤👤)
- Creature unit (🐾) (👤👤)
- Infantry unit or creature unit (👤) / (👤) (👤 / 👤👤)

! Priority slot. It must always be picked first.

SYRIAK

"I am the word of Yllia. Through my voice her will is uttered. Through my claws her ire is shared!"

Incarnation

As a child, Syriak took part in games and hunts like any other whelp, unaware of the fate awaiting him. As he grew up, he tried to develop his hunting skills and ambushing techniques like the rest of his kin. But his obvious lack of talent as a hunter and a fighter left him at the lowest rank among the pack.

Syriak was neither cowardly nor weak; he was always willing to accompany his brothers into battle against the orc clans and the Akkylannian companies. Despite the harshness of battle, he could feel in his flesh the same urge as his companions: the natural resources of the forest had to be defended against the enemies who saw Diisha as a reserve of heating fuel.

As the years passed, Syriak was visited more and more by the same uncanny dreams. When he reached adulthood he understood that Yllia was delivering a message that none of his brothers managed to perceive in their sleep. In these mystical dreams the moon would keep following him. It watched him. And the few times he turned around to wait for it, it choked him.

One night, exasperated, Syriak decided to turn around and race towards it. Yllia then backed away. Syriak followed her through the woods. He was running among the rocks and the trees; the moon remained ahead of him. As he followed her running along the mountain ridges, Syriak noticed dark birds of prey flying towards the moon. As they approached he could see how gaunt these birds were. To the sound of their excruciating croaks, they stretched their wings veiling the moon, leaving Syriak in absolute darkness. The birds dived towards him with their talons clipping Syriak's flesh. Disoriented, the young wolven ran for the mountains. As he climbed higher and higher, his throat let out a growl of rage.

From the top of the mountain, Syriak leaped towards the moon and caught one of the terrifying birds. With his claws he plucked it out of the sky. The wolven then dug his fangs deep into the bare flesh. The croaking turned to a groan of agony. Syriak's eyes were clouded with a red mist.

His instinct told him to kill.

The bird of prey eventually died under his blows. Both began to tumble from the sky. As they fell faster and faster, the other birds flew away. A great black whirlwind shrouded Syriak, who felt the chill of death.

When he woke up, covered in sweat, the wolven's eye saw a sombre spectacle. His fur was covered in blood. At his feet were lying dozens of skeletons and zombies. In his hand, he held the head of a necromancer.

That night Syriak understood that Yllia had tested his fervor and his strength. Guided to this threat, he had been able to find within himself the energy to defeat it. His many wounds and bruises attested to the harshness of the battle. His profound faith in the goddess had been vital. To reward him for his faithfulness, Yllia made him an Incarnate.

Back among the pack, Syriak began sculpting a crescent moon out of stone, a token of his devotion. Under his blows,

the crescent took shape. Coarse at first, every day it became more awe-inspiring.

This odd behavior eventually caught the attention of the pack leader and the pack's faithful, who saw in it a sign sent by Yllia. While Syriak was focused on his undertaking, his elders discussed the idea of steering him towards priesthood to make him, if it was Yllia's wish, a powerful faithful.

The night that Syriak finally put the final touch to his crescent, silence fell over the pack. High in the sky, the moon struck Syriak's stone with its rays. The crescent moon radiated with an almost blinding light. Highly impressed, the pack leader walked over to Syriak and grabbed the stone crescent. Against all expectations, he

was unable to lift it despite his successive attempts. Intrigued at first, then frustrated, he ordered the most powerful wolven of the pack to try to pick it up, but they all failed.

With a smile, the faithful turned to Syriak and asked him to lift the moon-shaped stone. Hesitant at first, he did not dare to do it, but the insisting gaze of the leader did not give him any choice. Not without fear, he grabbed the crescent and lifted it over his head with surprising ease. The stone then bathed him in white light and the words of Yllia rang inside his head. He had been designated to speak for the goddess and assume the role of faithful. The elder wolven were satisfied with this revelation. They saw in it a favorable omen and decided that Syriak should be trained as a priest with no further ado.



Syriak grew more and more devoted to his tasks each day. While he was focused on his duties, the peace of the forest was disturbed once more. Hunters reported that the borders of the forest were full of wicked laughs and the stench of rotting flesh filled the air. For several nights small demonic creatures had been seen running around the forest. Each time the hunters had tried to approach them they had failed. Each time they thought they could get a closer look, the creatures mysteriously disappeared.

So the pack leader decided to gather some of his warriors and follow the trail of the nauseating smell. Scouting the outskirts of the forest, the wolven eventually discovered a tunnel diving deep into the ground. The entrance was large enough for a child of Yllia to enter, but the pieces of flesh covering the walls warned them not to go any further. Not knowing the nature of the threat lying ahead of them, the leader decided to return to the stone circle in order to elaborate with the elders a more prudent attack.

As they were about to join the rest of the pack, the wolven were suddenly attacked by creatures bursting from the ground. Hardly any bigger than dwarves, their rotting skin was covered in stitches. Their bodies were only an assemblage of limbs and organs belonging to several different individuals. Wearing ragged clothes and bandages, these creatures grinned viciously. Their rusty weapons obviously showed the wear of time.

Initially surprised, the wolven snapped back to reality and prepared to fight. While the first assailants were reaped by their phenomenal strength, the wolven soon realized that the tide of creatures had no end and their enemy grew fiercer each time. The leader howled his rage and distress, hoping the others would hear him.

When the rest of the pack arrived, all they saw was their pack leader collapsing under the number of enemies. The creatures dragged him into the abyss of the night. Of the fight that had taken place that night, the wolven found no bodies. Holes in the earth and the scent of death were the only proof of what had happened.

Following this battle, Syriak became the pack's leader. Enraged by this defeat, he sought answers. It was the forest that provided them. Much to their surprise the wolven discovered the powers of the sylvan animaes, immortal spirits of the forest who lived in harmony with the oaks. They were also suffering from the tenebrous filth that called themselves the dwarves of Mid-Nor. After having talked about it thoroughly, the wolven and the animaes chose to unite their forces to repel the demonic spawn. For several years the wolven and the dwarves of Mid-Nor fought in the forest of the Red Oak.

Lately the fortunes of war seem to have turned in favor of the wolven for two reasons. The first is the temporary symbiosis discovered between the animaes and the bloodthirsty predators. The second is the fierceness and guile shown by Syriak to exterminate the demons. He has helped the pack flood several of the main tunnels, drowning their inhabitants. Small groups of wolven warriors guided by Syriak have also begun to cleanse and massacre any demon they come across. Many tunnels have now been condemned, and

the obvious lack of coordination in the latest attacks by the dwarves of Mid-Nor led the wolven to believe that the enemy leader is dead. It will take time for the pack of the Red Oak, guided by its greatest faithful and pack leader to regain control over the forest.

Tactics

Syriak is an interesting choice as an Incarnate and a commander. Equipped with his "Burden of authority" he offers the chance to gain an advantage on the Authority test. His fighting characteristics are not very impressive, but his powers as a faithful largely compensate for that. The sacred vestals that accompany him guarantee his faith pool and make sure he will be able to call the most expensive communions. He can also easily summon units of animaes and reinforce the ranks of the wolven. With communions such as "Blind rage" you will be turning this unit into a huge rolling boulder. "Blazing mane" will allow you to disturb your opponent's plans by forcing him to rout.

Unit formation

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

Recruiting the Incarnate

Syriak: 255 A.P.

Resurrection/Duel: 5 Elixir points

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

Attributes

Syriak has two points to spend on artifacts and communions.

Syriak is a faithful of the cult of Yllia. He masters the creation and destruction aspects.



Burden of authority (1): When he is the holder of this artifact, Syriak gains the “Strategist” ability: the fighter’s Authority oppositions are resolved rolling one bonus die. The player keeps the best. His authority value becomes 3.

Communion: Vegetal entanglement (1): Syriak can call this miracle on an enemy unit. Its Movement value is reduced to 0 until the end of the round. This miracle costs 10 faith points.

Feat: PREDATORY INSTINCT

The use of Predatory instinct is declared when the Incarnate’s unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in “Marauder” mode. It allows the card of the Incarnate’s unit to be placed in reserve. This reserve is added to the one the player is normally allowed.



DELIOX

"I guide the spirits of the dead, and the spirits shall guide you to your demise!"

Incarnation

Deliox was born to an ancient pack living in the heart of Diisha. In his youth, the elders and the pack leader kept reminding him of the importance of the barrows and graves built in honor of the members of the pack. Many of these graves held great artifacts and other treasures of wolfen culture. More than mere tombs, the barrows were the soul of the wolfen people.

Having grown up with these teachings, Deliox learned to worship these barrows full of mysteries and wisdom. Some of these monuments were the last den of brave warriors he had known personally.

While learning the art of the hunt, Deliox never missed an opportunity to visit the graves of the elders and to read the runes carved in stone telling of their feats of arms. He never stopped dreaming of those days belonging to the past, of those moments that made the deceased part of the wolfen legends. While his brothers grew to perfect their predatory instincts, Deliox would isolate himself until he spent most of his time meditating and watching over the dead. His voluntary isolation and his regular contact with the departed eventually made him a lone and silent wolfen.

The elders of the pack admired the passion animating Deliox. They decided that his rite of passage to adulthood would be different. They put him in charge of guarding a barrow located east of the stone circle, near the Plains of Avagddu. This grave held the soul of a powerful wolfen known to have been both wise and fearsome. Deliox would only be allowed to return once he was able to commune with the spirit of the dead.

Proud of his mission, the wolfen went deep into the forest in search of the grave. The elders of the pack hoped Deliox would succeed where they had failed. No child of Yllia had ever been able to decipher the carvings on the barrow or to tell whom the great wolfen hero laid to rest under this mound was.

After days of travel, Deliox finally found the grave. Much to his surprise, it was older than he would have guessed. It was almost covered in blooming vegetation and the runes carved in the stone had been worn away in places. All of this was nothing compared to the uncanny and disturbing atmosphere surrounding the location.

First, Deliox undertook to clean the monument. Once the barrow had been cleared of its green shackles, he discovered a stone slab sealing the entrance to the tomb. On either side of the tumulus, the runes began to gleam in the rising moonlight. Without wasting a second, Deliox traced over the runes that had faded in time. As he worked his way around the tumulus he understood that these writings dated back to another age. Although similar to the



runes he was used to, their shape was more instinctive, simpler, more primitive. Without realizing it, Deliox went into a trance; the runes were racing in his mind. Visions of times long gone flooded his mind and knocked him unconscious.

When he woke up, Deliox looked at the barrow. His head ached, but the pain disappeared when he realized the stele had been moved. He could see a passage leading into the depths of the tumulus.

When he returned to his pack after several months of absence, he told them he had unveiled the secret of the barrow. It held the spirit of a famous worg: Tyresiax the scribe. Tyresiax was a shaman; the first wolfen ever to benefit from the teachings of Yllia. More important than that, his spirit was still there.

Honored by these revelations, the pack's elders appointed Deliox grave guardian. He was to watch over not only the pack's graves but also that of Tyresiax. The news spread across Diisha that the barrow of a worg had been found and that it was now being guarded by Deliox.

But as he perfected his skills as a grave guardian, his father contracted an incurable disease and departed for the realm of the dead. Deliox prepared and celebrated himself the mortuary rites. Still grieving, he was soon forced to make a difficult choice. Groups of scouts reported that a creature of Darkness had been spotted roaming in the vicinity of Tyresiax's barrow. Deciding that the worg's grave was in danger, Deliox left his father's grave and travelled to the worg's final burrow.

As he approached the earth mound, Deliox picked up the revolting scent of rotting flesh. A supernatural mist hung around him and a sweet and enthralling voice rang in the air. As he cautiously stepped closer, a gaunt yet massive hand grabbed him and thrust him against the rocks. Still stunned, Deliox tried to stand up when he saw the crea-



ture emerge from the surrounding darkness. It was twice his size and bodies were tied to it, some alive, the others decaying. It had the features of a man, but it appeared to be only muscle and putrefying flesh.

Shaking his mind back into place, Deliox stood up and leaped towards the creature. The creature's arm shot out, caught him in mid-air and slammed him on the ground. With its foot on Deliox' chest, it gazed upon the wolfen's face with a wicked frown. It had believed it would find fear in the wolfen's eyes but all it was allowed to witness was Deliox' firm determination. The fist of the furious beast smashed the wolfen's torso, breaking several ribs. Howling in pain, the latter shut his jaws on the creature's forearm. Digging his claws into its flesh, Deliox believed he had managed to hurt his aggressor. But the creature chuckled before it yanked him off violently. He hit the ground head first. He felt the creature trampling him with all its weight. Deliox was losing a lot of blood from gaping wounds when a black veil suddenly fell before his eyes. The last thing he heard before he blacked out were furious howls coming from the depth of the barrow.

When he woke up, he saw the creature's lacerated body lying in the high grass. To reward his courage and devotion, Yllia chose Deliox to become one of her Incarnates. Once his wits had returned to him entirely, he understood that the spirit of Tyresiax had rescued him and struck down the creature of Darkness. A spiritual bond had been created between Deliox and the scribe.

For many years, the wolfen guarded the worg's grave. Over the generations the legend of Deliox, the grave guardian, became a common tale. He survived the centuries and was respected by all the packs living in the great forest of Diisha. This is how he met Isakar and together they defeated Rejan d'Orbeh who had dared desecrate the barrow.

When the Rag'narok broke out, Deliox traveled to the southern parts of the forest of Diisha, where war was raging. There he met the pack of the Red Oak and their leader Syriak. He took part in many conflicts alongside his brothers. The many wolfen who fell on the battlefield are now as many graves Deliox is in charge of. This difficult task led him to request permanent asylum within the pack of the Red Oak. While every nation is caught in the storming winds of the Rag'narok, Deliox maintains a vigilant guard and those who have tried to desecrate the wolfen barrows have been taught a harsh lesson in how resolute an opponent he can be.

Tactics

Deliox is a perfect warrior. Thanks to his "Born killer" ability, he has four dice on his hand to hand attacks. His high Attack and Strength characteristics give him quite a potential for destruction. If the unit of great fangs accompanying him also benefit from the "Blind rage" or "Law of the hunter" communion, you can be sure they will get rid of any enemy unit. If the opponent is not careful enough he

is in for one nasty surprise. Finally, his special ability as a grave guardian gives you a further chance to avoid seeing your unit in rout.

Unit formation

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

Recruiting the Incarnate

Deliox: 250 A.P.

Resurrection/Duel: 5 Elixir points

Grave guardian: Units including a grave guardian can re-roll failures on Courage tests once more.

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

Attributes

Deliox has 2 points to spend on artifacts and communions.

Deliox is a faithful of the cult of Yllia. He masters the creation and destruction aspects.

Macabre headdress (1): With this artifact, Deliox's unit gains the "Abomination" ability: Courage tests taken against the Fear of Abominable fighters are rolled with a bonus die. The opponent removes the best roll.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.



THE PATH OF OPAL

Territory: Mörn
Pack leader: Asgarh
Common allies: None



The wolfen of the Path of opal are proud of their origins and their bloodline. Their pack is the eldest of all and their blood is that of the worgs. It is in charge of the famous and powerful stone circle of Mörn.

Their prestigious ancestry explains their strength, vigor and speed. Their faithful are the vessels of their goddess. These mystics learn to draw great resources from their faith.

Alas, the goddess takes as much as she gives. The prestigious blood of the worgs makes these wolfen the most unstable representatives of their species. Deeply marked by the spawn of devastation, they tend to lose any notion of friend or foe once blood starts being spilled on the battlefields of the Rag'narok. The cruel gaze of Yllia watched many battle plans being blown apart by an uncontrollable hurricane of rage and madness.



Asgarh leads the Path of opal. He is one of the most powerful and oldest pack leaders. He rules over the most respected of the wolfen packs. If there had to be a wolfen monarch, it could only be him. This is why he was chosen to receive the sacred weapons of Yllia, artifacts so powerful that until very recently they were scattered between several pack leaders to avoid seeing one dominate the others.

PLAYING THE PATH OF OPAL

The player can choose any Wolf 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 Path of opal benefit from the advantage and disadvantage below.

Path of opal advantage: The weapons of the fighters belonging to the Path of opal are considered sacred. The result required on Hand to hand Strength tests is read one column to the right on the resolution table.

Path of opal disadvantage: Each round, a randomly determined opponent chooses a unit belonging to the company of the Path of Opal. This unit must attempt to charge the closest enemy unit.

Order of the banners:

- Infantry unit (👤 (👤👤👤👤) !)
- Infantry unit (👤 (👤 / 👤👤))
- Infantry unit (👤 (👤 / 👤👤 / 👤👤👤))
- Infantry unit (👤 (👤👤 / 👤👤👤))
- Creature unit (👤 (👤👤))

! Priority slot. It must always be picked first.

ASGARH

"My father has made our past, I shall make our future."

Incarnation

Until recently, the historical leader of the pack of the Path of opal was Ekynox, the father of the wolfen. Being the son of the First Born, Asgarh knows the exaltation running in the blood of the worgs. In his childhood his physical abilities proved worthy of his exceptional lineage. Predestined to become a powerful and feared pack leader, Asgarh has earned the support and affection of all. He never turned down an opportunity to hunt with his companions. Never has a sacred vestal ignored his respectful gaze.

Yet, the gifts of the young wolfen were not enough for his father. He wanted an illustrious destiny for his son, a life worthy of him and his brother Mörn. This is why he took his son along in his great hunts. Alone against the enemy, the father guided the son. Ekynox helped his son sharpen his senses and allowed him to develop his skills far beyond what he could have ever hoped for. Whenever Asgarh came back without a prey, he found something to learn from his wanderings, thus forging his determination.

As he grew up, Asgarh was able to use what he had learned from his father. He was soon put in charge of pushing the prey towards the rest of the hunters. He always volunteered for the frontline, willing to endanger himself for the wellbeing of the pack. This attitude somewhat worried his father's companions-in-arms, but it also earned him their respect.

One day Asgarh's destiny took a giant leap forward. Trail-ing a herd of great deers, he and his brothers came across an unpleasant encounter. Several goblin hordes had moved deep into the forest. They had felled many trees to fuel their fires. They recklessly rearranged the flora to erect their whimsical shanty buildings. When Asgarh and his companions witnessed the ravages caused by the sons of Rat their blood immediately began to boil with anger. They howled in unison and charged the intruders.

The first few seconds of the attack were particularly confused on the goblin side. They panicked and scattered in utmost disorder. The slow and the unlucky were torn to pieces by the wolfen's claws.

But led by the bravest or the most foolish among them, hundreds of goblins gathered to form lines of defense and drive back the wolfen. Their courage was further fuelled by the trolls who were brought in support. Reinforced by the trolls' arrival, the goblins ran out to meet Asgarh and the other wolfen warriors. The wolfen were separated by the sheer pressure of the swarming goblins.

Singled out, the children of Yllia knew they were being exposed. Doubt began to worm into their minds. Asgarh found himself surrounded by several dozens of goblins. His jaws and claws rid him of the first few, but a handful of particularly skilful goblins drove their spears deep into the wolfen's thighs. Surprised by the strike, Asgarh and his aggressors didn't have the time to move out of the way of a

charging troll. Asgarh was still stunned by the shock of the collision when the troll began pounding him with its fists. In a last effort, Asgarh clenched the troll's arm and clawed its face. His claws ploughed large cuts into the flesh of the monster who roared in pain. Raging mad, Asgarh did not see the surviving goblins creep up on him to pin him to the ground with their spears. The blood of the worgs began to soak the earth, running down the shaft of the spear and along their tips firmly wedged into the ground.

Yllia chose this moment to test Asgarh. The instinct of the latter did not fail him. The remaining goblins went pale when they caught the wolfen's bloodthirsty gaze and they ran away, faithful to the infamous discipline of their colonizing armies. Triumphant, Asgarh took a step forward, and then a second, before collapsing into the cold arms of death.

Once his brothers had managed to rout the remaining goblins, they gathered the bodies of the fallen wolfen and grieved when they saw Asgarh's body riddled with spear shafts. To everyone's surprise, he rose to his feet, surrounded in a halo of light that reminded the proud wolfen of the sweet clarity of moonlight. Yllia had chosen a new champion to guide them on the Paths of Destiny. The pack accepted this sign as Asgarh's passage into adulthood.

Over the years Asgarh did become a legend. And it was just as naturally that he became the pack leader when the First Born stepped down to hand the lead of the Path of opal to a younger and sharper leader whose feats were already famous across the continent.

One night in the stone circle of Mörn, during the feast celebrating Asgarh's rise to power, an impressive yet slender figure stepped out of the woods. The creature had the features of a she-wolfen, but it was much taller and had a majestic demeanor. Standing in the middle of the stone circle, it began a long litany of howls and whispers. Time seemed to



freeze around it. The wolfen were enthralled. Shriill whistles were heard. Three bright lines shot out of the heavens heading towards the assembly. The earth shook as three stones fallen from the constellation of the Wolf crashed to the ground, creating three massive craters in the stone circle.

The Path of opal discovered it had been joined by two other packs. These wolfen had been guided to Mörn by their mystics to witness the arrival of the meteorites. The wailing song of the visitor had finished guiding them.

The strange she-wolfen ended her eerie song and silence fell over the packs looking at her. She told them the story of the sacred weapons of Yllia. She then let them approach the holes, each containing one of the moon goddess' powerful artifacts. She commanded the three pack leaders Asgarh, Ellhyr and Karnirax to each grab one of the three items.

Following their instinct, each pack leader jumped into a hole to pick up these legendary items. The day they would be gathered in the hands of a single champion, the combined power of all three artifacts would be terrifying. The she-wolfen, who appeared to be a faithful, warned the wolfen that all three artifacts should only be united in cases of extreme necessity. In the meantime, each pack leader was to guard the one he or she had been entrusted with.

In 1007, when there was no possible doubt that the Rag'narok was raging, the pack leaders were gathered by Ekynox. These glorious wolfen designated Asgarh to be the bearer of all three artifacts in the age of battles ahead of them.

Since then Asgarh is the legitimate bearer of Yllia's sacred weapons and the packs of Karnyrax and Elhyr have joined the Path of opal. Respected by the wolfen as their king, Asgarh is now the leader of the most feared army on the continent. More than anyone else, he knows he has been marked by Yllia. He is subjected to visions day and night. When his instinct guides him down the path of anger, Asgarh re-lives the confrontations of the past on the battlefield. He knows he is going down the same war path as his ancestors, but only Yllia knows the final revelation lying at the end of the road.

Tactics

Asgarh is worthy of his legend. His abilities guarantee that his Attack and Strength tests will be successful. His high Fear value will send chills down your opponent's spine. This factor should not be overlooked; it could become your most dangerous weapon if he isn't careful with his war staffs or if he doesn't place them properly. Asgarh's only weakness is the unit accompanying him: worgs. Although very powerful, there will only be two of them, making the unit a perfect target for enemy shots. Fortunately, with his high movement Asgarh will only be exposed for a couple of turns at worst. So choose his movements carefully as he could end up alone by the time he finally gets to charge, making him much less of a threat.



Unit formation

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

Recruiting the Incarnate

Asgarh: 435 A.P.

Resurrection/Duel: 9 Elixir points

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

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

Attributes

Asgarh has 3 points to spend on artifacts.

Finery of the condemned (1): The Finery of the condemned makes its holder immune to the "sacred weapon" effect. Additionally, the result required for the holder's Hand to hand Strength tests is read one column to the right on the resolution table.

The Purple eye of Yllia (1): The holder's 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.

The Great moon of domination (1): The holder's unit gains the "Strategist" ability: the fighter's Authority oppositions are resolved rolling one bonus die. The player keeps the best.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.



KARNYRAX

"There can only be one predator on top of the food chain, and it is certainly not going to be you..."

Incarnation

Karnyrax was born only a few years before the Winter of Battles. She was raised in a pack half composed of worgs. The pack lived south of what is currently known as the Bran-Ö-Kor, at a time when it was still a green region.

Karnyrax had to survive the hardship of this never-ending winter. In her early years, she knew nothing else but hunger. Fortunately, the winter eventually did come to an end and her parents were able to make sure the pack thrived once more. Karnyrax was raised just like her brothers. Though the blood of the worgs did not run in her veins, she still learned the arts of hunting and fighting with others. The influence of Vile-Tis was still strong over the pack and the pleasure of war still drove her.

Dressed in plate armor and equipped with ancient weapons, she liked the role she had been given: repelling the faithful of the Craftsmen and Light. She spent her adolescence alongside the other members of the pack searching the great canyons and the barren plains looking for traces of the Ishim'Re Empire.

Karnyrax was meticulous in anything she undertook. Hunting or cleaning of her armor, she never neglected a single detail and, when it was time to go to war, she devised the best strategies hours in advance. She was noticed by the pack's elders, who soon invited her to the war council when she reached adulthood. To her, war was a reason to be and feistiness a virtue to uphold.

Yet when a group of unknown wolven came to her pack claiming to be speaking for Yllia, the convictions of Karnyrax and her pack brothers were deeply shaken.

Following the departure of Vile-Tis, the wolven had been left without a guide. They had spent years relying on no-one but themselves. Many had accepted the situation and still carried out what they had been taught to do. When the emissaries of Yllia asked Karnyrax' pack to give up their beliefs and adopt the cult of the moon goddess a quarrel broke out. Karnyrax' worg elders still had in mind the times when Yllia had abandoned them. They were not fools, they knew of the godly struggles. Tensions arose in the pack, some were delighted with what the emissaries were preaching, others remained distrustful of their mother's new attitude. In the end, the greater part of the pack ignored the emissaries and turned to the Elements, which they considered more reliable and fairer.

Karnyrax pondered about what the strangers had said. She felt a flame light up inside her. With her new found convictions, she tried to convince the pack leader to revise his judgment and follow the recommendations of Yllia. The only answer she got was anger. The pack leader and the rest of the elders punished her insolence and beat her up. After that, they abandoned her to her torment, banishing her from the pack. After the initial shock, Karnyrax shook off everything that tied her to her past and started praying to Yllia. She traveled deeper and deeper into the desert, and spent many years surviving the scorching heat. She avoided any contact with her kind and tried to pierce the path of priesthood.

Her perseverance bore its fruit when one night Yllia finally consented to answer her. The goddess promised to help her complete her training if Karnyrax managed to retrieve an Ishim'Re artifact of great importance. It had been lost during the final battle that had led to the departure of the Craftsman. Karnyrax undertook this task as she always did: with great caution. She returned to the ruins of the Ishim'Re empire and remained there until she had soaked up the influence of this ancient culture. Her discoveries led her to the land of the Lahnar and the Ylliaar.

She learned that what she was looking for was a key the fallen empire had left behind, hoping the peoples of Light



would find it. It was meant to give them access to scientific knowledge that the Ishim'Re had left as a legacy.

As her quest came to an end, Karnyrax discovered she had not been the only one looking for this key. Tenebrous forces were also trying to obtain this knowledge. When her journey ended at the top of an ancient tower, Karnyrax understood that an abomination of Darkness was waiting for her to reveal where the key had been hidden.

Karnyrax realized she had failed to take into account such an event. Cornered at the top of the tower, all she could do was put up her best fight. An epic fight ensued. Karnyrax unleashed all the rage of the predator that she had in her, while the creature of Darkness used its sinister magic. The fight was so fierce both fighters ended up killing each other. The monster choked the wolfen in a nefarious black cloud. Karnyrax shut her jaws on her enemy's throat.

With a fearsome rumble, lightning struck the tower and it burst into pieces. The debris rained over the bodies of the two fighters. Centuries later, the earth that had covered the debris crumbled and from the ground rose a slender and distraught wolfen. It was Karnyrax.

Yllia had appreciated her sacrifice and decided to Incarnate her again. She told the wolfen that the key she was looking for had been returned to the desert that was now called the Syharhalna. It was in the hands of a young and ambitious empire. Karnyrax followed the road back to the desert and learned as much as she could about this new empire. Her steps led her to a laboratory founded to further the mad research of a man called Dirz. She was captured and chained. For years, she was the subject of many cruel experiments led by the neuromancers.

Karnyrax thought these tortures would never end, until one day the lights went out. Her bonds were opened and demented screams rang down the corridors of the laboratory. The half-maddened Karnyrax mustered her courage and managed to escape from the evil laboratory. She wandered for days, heading northwards until she reached the forest of Diisha. There a group of wolfen fostered her and cured her.

Although she never recovered her full strength, she offered her new pack her knowledge and her tactical skills. Being an Incarnate, she outlived the other members of the pack and quite logically became pack leader.

In 995, Yllia gathered three powerful wolfen artifacts and sent them to the stone circle of the Path of opal. Karnyrax and her pack were there that day. The honor of becoming the holder of the Purple eye of Yllia was bestowed upon her. Making wise use of this artifact, she continued leading her pack and learning more about faith.

In 1007, during the great gathering of the winter solstice, Karnyrax willingly merged her pack with that of Asgarh and Elhyr. She entrusted the Purple eye of Yllia to her new guide: Asgarh.

Karnyrax now stands by her leader's side, ready to give her advice. Her skills as a mystic and her wisdom have earned her the recognition of everyone. However, she has not given up on the mission Yllia sent her and she is determined to recover the key now that she knows it is the Cynwäll who have it.



Tactics

As a vestal champion, Karnyrax has great mobility and honorable characteristics. Her main role is support as she uses her mystical powers to extend the life expectancy of her units. However, being only Rank 1 she only gets to choose one value 1 communion. You will need to know in advance what you intend her to do. "Law of the hunter" or "Blind rage" will give her an instinctive offensive role while "Cost of blood" or "Army of Destiny" will make her unit more durable. Just like Karnyrax, you will need to take some time before you make a choice.

Unit formation

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

Recruiting the Incarnate

Karnyrax: 265 A.P.

Resurrection/Duel: 5 Elixir points

Attributes

Karnyrax has 1 point to spend on artifacts and miracles.

Karnyrax is a faithful of the cult of Yllia. She masters the destruction aspect.

Feat: Predatory instinct

The use of Predatory instinct is declared when the Incarnate's unit should be activated. For 2 Elixir points, the player activates another unit on his side instead. The cards corresponding to the two units are swapped in his activation sequence.

The use of this feat is different in "Marauder" mode. It allows the card of the Incarnate's unit to be placed in reserve. This reserve is added to the one the player is normally allowed.

HUNTER

"Selecting the prey, finding its weakness and standing downwind. Those are the rules for a proper hunt!"

A mother wolfen talking to her pups



Hunters have a social and strategic role to play within a wolfen pack. Until they are considered adults, wolfen play the role of scouts. Their reconnaissance missions often take them into the heart of danger. Many do not survive this period. After achieving the rite of passage, confirming their maturity, they are sent to the periphery of the battlefield to threaten the enemy's flanks

and capture undefended positions. Their speed and dexterity make them the ideal backup unit in any fight. They are taught to apply to war the tactics they learn for hunting. Only now the enemy becomes the prey.

TACTICS

The hunters are a support unit whose advantage is its high movement. Without any specialists, hunter units should be used to wheel around the enemy to divert the opponent's attention. They can also be used to create a diversion and support the charge of another unit of more powerful wolfen. Their great mobility should also be used to neutralize war machines or marksmen units which are generally placed at the back of enemy lines.

UNIT COMPOSITION

Category: Infantry (Rank 1).

Numbers: 4 to 9

Standard equipment: Spear.

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

Special fighters: None.



COST OF A HUNTER UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	425	950	+ 105

(1) : 4 hunters. (2) : 9 hunters.



FANG

"In battle, there are only two possibilities. Vanquish, to become stronger, or die, taking with you as many enemies as possible to avoid disgrace."

A fang warrior remembering the word of his forefathers in battle

Fangs are the backbone of a wolfen company. Equipped with hunting blades, they cut down their enemies with no regard for their own safety. Aware of their formidable strength, they do not hesitate to run into the heart of battle and challenge far more experienced fighters. They seek to gain the right to join the greatest fighters of the pack. They fear no danger, confident in their predatory instincts.



TACTICS

Being the basic component of a wolfen company, you should not hesitate to reinforce their numbers and boost their power with special fighters such as a repentant and a grave guardian. Indeed, the repentant will increase the unit's life expectancy, while the grave guardian will prevent your unit from routing. Fangs are the spearhead of your company, they must engage the enemy at all cost. Yet because of their numbers, usually lower compared to most enemy units, you will need to move from cover to cover if you don't want to lose them to enemy marksmen's salvos.

UNIT COMPOSITION

Category: Infantry (Rank 1).

Numbers: 4 to 9

Standard equipment: Blade.

Special equipment: None.

Special fighters: Rune guardian, grave guardian and repentant.

SPECIAL FIGHTERS

Rune guardian: The rune guardian can call a "Cuirass of Yllia" miracle during any activation phase: The rune guardian's unit benefits from the "Sacred armor" effect until the end of the on going activation. The result required for Strength tests taken against the holder is read one column to the left on the resolution table. This miracle costs 3 faith points.

Grave guardian: Units including a grave guardian can re-roll failures on Courage tests once more.



Repentant: Units including a repentant can cancel one damage point from each Strength test they suffer.

COST OF A FANG UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	325	725	+ 80
1 special fighter	350	750	+ 80
2 special fighters	375	775	+ 80
3 special fighters	400	800	+ 80

(1): 4 fangs including 0 to 3 special fighters

(2): 9 fangs including 0 to 3 special fighters



VESTAL

"Your first mistake was to believe you were stronger than a female. Your second mistake was to lower your guard to listen to me."

A vestal speaking to an agonizing conscript



There are not enough wolven to spare any able pack members the hardship of the battlefield. This is why many females take part in the fighting. The most skilled ones joined the vestal caste and develop techniques based on speed and agility. Watched by the senior members of the caste, they keep the ancestral techniques alive and fight with the same rage as their male counterparts. The younger members learn to channel their strength, to outflank the opponent and to attack where he is weak. Over generations, the vestals have imposed their fighting style and earned the respect of the pack.



TACTICS

Vestal units work marvels when their maneuvers are coordinated with those of other swift troops, such as hunters or trackers. These units have a high movement value. They are bound to make your opponent sweat if he doesn't keep an eye on them. Just like the fangs, adding special fighters to vestal units increases their efficiency considerably while protecting them from wounds and fear.

UNIT COMPOSITION

Category: Infantry (Rank 1).

Numbers: 4 to 9

Standard equipment: Blade.

Special equipment: None.

Special fighters: Rune guardian, grave guardian and repentant.

SPECIAL FIGHTERS

Rune guardian: The rune guardian can call a "Cuirass of Yllia" miracle during any activation phase: The rune guardian's unit benefits from the "Sacred armor" effect until the end of the on going activation. The result required for Strength tests taken against the holder is read one column to the left on the resolution table. This miracle costs 3 faith points.

Grave guardian: Units including a grave guardian can re-roll failures on Courage tests once more.

Repentant: Units including a repentant can cancel one damage point from each Strength test they suffer.

COST OF A VESTAL UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	400	875	+ 100
1 special fighter	425	900	+ 100
2 special fighters	450	925	+ 100
3 special fighters	475	950	+ 100

(1): 4 vestals including 0 to 3 special fighters

(2): 9 vestals including 0 to 3 special fighters

GREAT FANG



"When they see us wielding our great blades, some say we have strayed from Yllia and her blessings. Yet when I witness the heaped bodies of our enemies, I say it is the greatest token of love we can offer to our goddess"

— A great fang addressing a brother

Along with the fang warriors, the great fangs are essential to a wolfen company. The great fangs already have some experience of war. They have learned to channel their instincts to skillfully breach enemy ranks using their dexterity and strength. Their knowledge of combat is such that they drown the enemy in a storm of pounding blows. A great fang only stops hitting when the enemy is dead. Some of them develop a leader's instinct and do everything they can to reach the celebrated position of predator.

TACTICS

Pack leader always like to have at least one great fang unit. These fighters combine great striking power and increased resilience, thanks to the powers of the rune guardian and the repentant. Do not hesitate to maximize this unit. Each one of them is a perfect mass killer with two attacks and the "Sequence" ability.

UNIT COMPOSITION

Category: Infantry (Rank 2).



Numbers: 3 to 6

Standard equipment: Blades.

Special equipment: None.

Special fighters: Rune guardian, grave guardian and repentant.

ABILITIES

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

SPECIAL FIGHTERS

Rune guardian: The rune guardian can call a "Cuirass of Yllia" miracle during any activation phase: The rune guardian's unit benefits from the "Sacred armor" effect until the end of the on going activation. The result required for



Strength tests taken against the holder is read one column to the left on the resolution table. This miracle costs 3 faith points.

Grave guardian: Units including a grave guardian can re-roll failures on Courage tests once more.

Repentant: Units including a repentant can cancel one damage point from each Strength test they suffer.



COST OF A GREAT FANG UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	375	750	+ 125
1 special fighter	400	775	+ 125
2 special fighters	425	800	+ 125
3 special fighters	450	825	+ 125

(1): 3 great fangs including 0 to 3 special fighters

(2): 6 great fangs including 0 to 3 special fighters



TRACKER



"Run-up...Aim...Thrust...Finish off the survivors."

A tracker during a fight

Trackers are experienced hunters specializing in rapid and deadly assault. Tougher than the younger hunters, they can weaken the enemy with an assault shot and then attack him in hand to hand combat. This makes them very dangerous fighters. As mobile as the hunters, they are an essential support for any wolven company.

TACTICS

Trackers are versatile units that can be highly useful. As quick as hunters, they can also shoot at the enemy and harass him while staying near other wolven units, ready to support them if they get charged. Moreover, their ability to disengage without suffering any losses is a godsend: they can move away from a unit too powerful for them and soften them up with their javelins at a distance...



UNIT COMPOSITION

Category: Infantry (Rank 2).

Numbers: 3

Standard equipment: Javelin.

Special fighters: None.

ABILITIES

Disengagement: The unit doesn't suffer any losses when it disengages.



COST OF A TRACKER UNIT

Composition	Standard number (1)
Standard	350

(1) : 3 trackers

SHADOW TRACKER

"Do not trust what you see, mortal. We have the strength of the lion and the endurance of the wolf. Our claws are as sharp as blades and our kicks powerful as hammers. Endure the wrath of nature!"

The Rag'narok has begun. With the clatter of arms new wolfen fighters have appeared. Having once followed the way of the hunter, these trackers have traded their javelins for a blade to get into close combat and give their enemies a taste of the strength for which they are famous. Trained for any kind of terrain, the shadow trackers enjoy infiltrating enemy lines and dealing death from the shadows when the opponent is least expecting it.

TACTICS

Shadow trackers are used with great caution for very precise objectives. Although their striking power is less impressive than that of the great fangs, their ability to infiltrate will take the fighting into the opponent's side of the battlefield and force him to close his ranks if he doesn't want to lose his most precious pieces. A well timed assault will allow them to hit at the heart of the enemy army. The commotion caused will buy time for other units to advance safely and deal the final blow.



UNIT COMPOSITION

Category: Infantry (Rank 2).

Numbers: 3

Standard equipment: a single-handed weapon.

Special fighters: None.

ABILITIES

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



COST OF A SHADOW TRACKER UNIT

Composition	Standard number (1)
Standard	275

(1) : 3 shadow trackers



SACRED VESTAL



"Yllia blessed her children by making them the greatest predators no matter where they go. To achieve this, the goddess gave them supernatural ferocity to deal with any wild animal. This instinct is so powerful that a wolfen pushed beyond his limits will fight with extreme savagery to drag his enemies into death without a second thought for his own survival."

Marked by the goddess, the sacred vestals follow the way of the shadow warrior. Their initiation is a succession of trials of the soul and the body. Only the toughest candidates can endure it. Their strange moves are so unexpected that no one can anticipate their attacks. Their heightened faith in the goddess Yllia allows the pack's faithful to call miracles more easily.

A vestal who fails a mission has no other choice than to atone for it by giving herself to Yllia in a bloody sacrifice.

TACTICS

Just like the great fangs, sacred vestals have great striking power and are able to withstand a lot of attacks. Their presence reinforces the faithful accompanying them by allowing them to call miracles more easily, thanks to their "Loyal" ability. Besides, with their speed, they will be able to assault enemy units early in the game, or lure the enemy into a deadly trap.

UNIT COMPOSITION

Category: Infantry (Rank 2).

Numbers: 3 to 6

Standard equipment: Blades.

Special equipment: None.

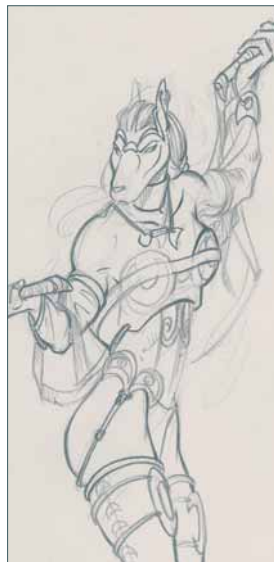
Special fighters: Rune guardian, grave guardian and repentant.

ABILITIES

Loyal: The fighter adds 1 extra faith point to his unit's faith pool.

SPECIAL FIGHTERS

Rune guardian: The rune guardian can call a "Cuirass of Yllia" miracle during any activation phase: The rune guardian's unit benefits from the "Sacred armor" effect until the end of the on going activation. The result required for Strength tests taken against the holder is read one column to the left on the resolution table. This miracle costs 3 faith points.



Grave guardian: Units including a grave guardian can re-roll failures on Courage tests once more.

Repentant: Units including a repentant can cancel one damage point from each Strength test they suffer.



COST OF A SACRED VESTAL UNIT

Composition	Standard number (1)	Maximum number (2)	Extra fighter
Standard	450	900	+ 150
1 special fighter	475	925	+ 150
2 special fighters	500	950	+ 150
3 special fighters	525	975	+ 150

(1): 3 sacred vestals including 0 to 3 special fighters

(2): 6 sacred vestals including 0 to 3 special fighters

BLOODTHIRSTY PREDATOR

"It was a demon I tell you! Its howl will freeze your blood. Its claws were blood red, and its fangs were long as swords. It devoured my companions all in one go!"

Tale of a survivor

The bloodthirsty predator is a further evolution of the wolfen. Invested with the magical powers of nature, they develop bonds with immortal forest spirits. Predators first appeared on the territory of the Red Oak pack. They can now be found in any pack. The rune guardians see them as a gift from Yllia.



On top of the food chain, the bloodthirsty predators have no rivals except the legendary worgs. Few wolfen reach the status of predator. Those who become bloodthirsty predators can boast about the countless battles they have fought. Their phenomenal strength and their animal-like aura are an undeniable gift from Yllia. They have what it takes to become leaders. On the battlefield, no-one can stand in their way and live.

TACTICS

Bloodthirsty predators are the ultimate killers. Their outstanding characteristics and their abilities are perfect to destroy any kind of enemy unit. These powerful fighters will make your opponent afraid, very afraid. Once in contact nothing can stop them. However, their low numbers and high cost mean you need to be careful how you place them. Your opponent will want to wear them out from a distance with his marksmen or bog them down with his grunts in order to neutralize them. Patience and vigilance will be necessary bring out the best of the bloodthirsty predators' boundless savagery.

COST OF A BLOODTHIRSTY PREDATOR UNIT

Composition	Standard number (1)
Standard	525

(1) : 3 bloodthirsty predators

UNIT COMPOSITION

Category: Infantry (Rank 3).

Numbers: 3

Standard equipment: Dual blades.

Special fighters: None.

ABILITIES

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

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





WORG



"They have always been there, always! Even when we believed they had disappeared, they were watching us carefully. Now that the Rag'narok is here, they are back. Flee, you fools! The Wolves are back, and with them the Ire of Yllia."

A wolfen faithful exhorting the crowd
on the streets of Cadwallon

The return of the worgs confirms the coming of a new era: the Rag'narok. The worgs remind their brothers of their role. Now, standing by the most powerful pack leaders, they are here to clear the paths of Destiny. A single worg can defeat entire units and sow terror into the hearts of its enemies. They are equals of the Incarnates of Yllia.

WORG				
				
20	3	8	5	
				
2	7	9		
	-	-	-	

TACTICS

The worgs are few on the field. The key is to make sure they make it into contact, as it is there they will be most efficient. Their high Fear value could make a unit flee before engaging it. The more subtle pack leaders will also use them to focus the opponent's attention on them, while the other units rush objectives or tear his key units to bits.

UNIT COMPOSITION

Category: Infantry (Rank 3).

Numbers: 1

Standard equipment: Dual sacred weapons.



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.

Special fighters: None.



ABILITIES

Immortal: Immortal creatures are affected by particular game effects.

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

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

COST OF A WORG UNIT

Composition	Standard number (1)
Standard	225

(1) : 1 worg

SYLVAN ANIMAE

"Many are those who dare enter our forests, unaware of the danger looming overhead. They believe trees to be quiet and harmless. Fools! They have yet to learn about the anger of the forest sprites."

A wolfen faithful teaching his apprentices



The forest of the Red Oak owes its name to the red ochre sands of the Bran-Ô-Kor that are carried by the winds and deposited on the venerable trees. People say that demons haunt these woods... It is here that the bloody pact was sealed for the first time. In order to drive back the demons of the abyss, the immortal spirits of the forest have allied with the wolfen. Together they were able to repel the Darkness and cleanse the trees. This alliance has grown with the seasons. Today every wolfen pack that settles in a wooded area can count on the support of the sylvan animæ and the other immortal spirits of the forest. This alliance sometimes leads to the fusion of wolfen predators and animæ. Invested with the powers of the Immortal, the wolfen's power is increased tenfold and they fuse to become a bloodthirsty predator.

COST OF A SYLVAN ANIMAE UNIT

Composition	Standard number (1)
Standard	300

(1) : 6 sylvan animæ



TACTICS

Sylvan animæ are fighters meant to be used in support or as bait. Thanks to their "Flight" and "Scout" abilities, they can be deployed very close to the enemy, while keeping behind cover to avoid exposing themselves to enemy fire. This proximity to enemy units should upset your opponent's plans, he is then more likely to make a mistake. These creatures' advantage is their mobility and the ability they have to get very close to the enemy. Along with shadow hunters, they can form quite a surprising attack force.

UNIT COMPOSITION

Category: Creature (Rank 2).

Numbers: 6

Standard equipment: Sacred sword.

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.

Special fighters: None.

ABILITIES

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

Immortal: Immortal creatures are affected by particular game effects.

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.





THIRD PART

APPENDIXES

TRAVEL JOURNAL

58

APPENDIXES



When the wolfen went to war against the Ishim'Re Empire, Vile-Tis armed them with a great amount of mystical knowledge. When he left, large parts of this knowledge were lost. When Yllia presented herself to the wolfen she taught them to draw on hidden mystical forces from nature and their instinct. From her they learned how to control these raw forces and make them a powerful weapon. Today the wolfen are the guardians of these gifts passed on from one generation to the next.

THE HOWLS OF THE WOLF

Wolfen are accomplished predators who, despite their primitive aspect, have developed elaborate war tactics. The wolfen chiefs trust instinct more than discipline. Therefore, howls are crucial and need to be heard through the clatter of arms. The howls are used

to coordinate the warriors' assaults, warn others or inspire them great courage. Without the howls of these heroes, the Wolf would have never managed to coordinate an army worthy of the Rag'narok!

The howls of the Wolf are tactics. Each Wolf Incarnate can be given howls during company building. The first howl is free: each additional howl costs 1 attribute point. Each Wolf Incarnate may use one howl per round, during his activation. The player must announce it loud and clear.

The hunter is here! Until the end of the round, the Incarnate's unit cannot be targeted by ennemy shots.

Red moon! Until the end of the round, the Incarnate's unit cannot be targeted by rituals.

Come if you dare! The player designates an enemy unit that the Incarnate's unit can see. It must resolve a Charge or Run during its next activation. Engaged units cannot be targeted by this tactic.

Full moon! Until the end of the round, the Incarnate's unit will succeed all its Courage tests.

Your time will come! The Incarnate's unit is not activated. It is reserved. This reserve is added to the one the company is already allowed.

You're my prey! The player designates an enemy unit that the Incarnate's unit can see. It rolls a Courage (5) test. Morale rules are applied.

You won't get far! Until the end of the round, the Incarnate's unit gains the Disengagement ability: The unit doesn't suffer any losses when it disengages.

Yllia! Until the end of the round, the Incarnate's unit cannot be target by communions.

ARTIFACTS

"No sword is required to vanquish, Nature is enough."

– Inscription found on a ribbon of whispers

Wolfen artifacts are carefully guarded by the pack. Traditionally only the strongest and the wisest are allowed to use them. This is why their use is reserved to Incarnates. When the time comes, these heroes vanish into the meanders of History, only to return bearing legendary artifacts. These items are then entrusted to the grave guardians who make sure these powerful items remain within the pack. Artifacts are rarely passed on directly to another champion when their owners die.

Astrolabe of destiny (1): Once per round the Incarnate can gain one additional die on one test. This die is not a bonus die and therefore, can be re-rolled.

Horn of the pack (1): The Incarnate gains two extra howls.

Mark of the predator (1): When it performs an assault the Incarnate's unit is always considered as having a greater Power than the assaulted unit.

Sacred charm (1): If it includes a faithful the Incarnate's unit gains five extra faith points per round.

Elder runes (2): The Incarnate gains the "Insensitive" ability: when a unit containing an Inensitive is targeted by a miracle, a spell, a communion or a ritual, the player chooses if it is affected or not.

Fang of stars (2): When the Incarnate rolls a Hand to hand Strength test the difficulty is considered to be 0.



Fetish of the new moon (2): The holder of this artifact may censure or counter a communion or a ritual per round even if he is not a faithful or a magician. No mana or faith points are spent.

Banner of Yllia (3): When the Incarnate's unit performs an assault, the assaulted unit always needs to roll a Courage test. Abilities and effects that allow these tests to succeed automatically are ignored.

Talisman of the scribe (3): The Incarnate gains one Value 1 communion, one Value 2 communion and one Value 3 communion.



LITANIES

"Only the wolfen can take pride in being both the faithful and the children of a goddess! It is a sign of our supremacy in the food chain."

Y'Anrylh, faithful
of the Throne of Stars

With much perseverance, the wolven have learned to communicate with the goddess. Yllia urges them to give their best and never to deny their instinct. The higher the fervor, the more she listens; helping them whenever they need her. Yet the moon goddess does not tolerate failure, and she will never hesitate to take back what she has given.



Army of Destiny

Cult: Yllia
Aspect: Creation
Value: 1
Faith: 4
Difficulty: 5
Target: Unit
Duration: Instantaneous

One of the targeted unit's eliminated Immortals (except an Incarnate) is brought back into the game and in formation. If he cannot be brought back in to formation this communion has no effect.

Blind rage

Cult: Yllia
Aspect: Destruction
Value: 1
Faith: 5
Difficulty: 5
Target: Unit
Duration: Round

The fighters of the targeted unit gain the "War Fury" ability: failures on Hand to hand Attack tests have to be re-rolled once more.

Cost of blood

Cult: Yllia

Aspect: Creation

Value: 1

Faith: 3

Difficulty: 5

Target: Unit

Duration: Instantaneous

All the fighters in the targeted unit recover one health point.

Divine psyche

Cult: Yllia

Aspect: Destruction

Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: Round

The player chooses a characteristic, not including Fervor or Energy, from the enemy unit's standard fighters. The faithful's unit gets the same value as the enemy unit in the chosen characteristic.

Kiss of the She-wolf

Cult: Yllia

Aspect: Creation



Value: 1

Faith: 5

Difficulty: 5

Target: Unit

Duration: End of the game

The fighters of the targeted unit gain the "Regeneration" ability: the player rolls one die per damage point inflicted on the fighters capable of regenerating, just before removing the losses. Each  or  cancels one damage point.

Blazing mane

Cult: Yllia

Aspect: Destruction


Value: 2

Faith: 10

Difficulty: 7

Target: Unit

Duration: Round

When the targeted unit causes a Courage test the test can only succeed on .

Law of the hunter

Cult: Yllia

Aspect: Destruction

Value: 2

Faith: 10

Difficulty: 7

Target: All enemy companies

Duration: Round

The result needed on Strength tests taken against enemy units is read one column to the right in the universal table of resolution.

Summon Sylvan animæ

Cult: Yllia

Aspect: Creation

Value: 2

Faith: 15

Difficulty: 7

Target: Special

Duration: Round

The faithful summons a unit of six sylvan animæ.



Ekynox' call

Cult: Yllia

Aspect: Creation

Value: 3

Faith: 15

Difficulty: 9

Target: Incarnate

Duration: Round

The targeted Incarnate becomes an avatar of Ekynox. He recovers all his health points. He also gets one additional Hand to hand and Ranged Attack die. This die is not a bonus die and therefore can be re-rolled. This ritual has no effect on a fighter who is already the avatar of a god.

Full moon

Cult: Yllia

Aspect: Destruction

Value: 3

Faith: 15

Difficulty: 9

Target: Company

Duration: Round

The result required on all the characteristic tests rolled by the targeted company are read one column to the right in the universal table of resolution.



CADWALLON



Like the stone circles, Cadwallon has become the territory of many sedentary wolfen. Rejected by their kind or forced into exile after the destruction of their packs, these rootless wolfen perpetuate their traditions as best as possible in the urban environment of the Free City. Fortunately for them, when night comes Yllia shines everywhere, even in the grimmest back-alleys of Cadwallon.

CREATING A FREE LEAGUER

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



THE SEDENTARY PACKS

The sedentary packs unite the elves and wolfen who grew up as part of the packs. Conditioned to defend their territory and their sacred sites, these exiles fight to uphold their culture!

Distinctive feature

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

Gift of the Wolf (passive)

The character has a formidable killer instinct. When he inflicts a Damage roll, the player may re-roll the die or the dice showing the lowest result. The final result is then calculated from this roll.

Gift of the Wolf can only be chosen during character creation, by wolfen sedentary packs culture characters.

It is always a feat.

THE SEDENTARY PACKS	
PUGnacity	+ 1
SLEight	+1
STYLE	-
OPPortunism	-
SUBTlety	-
DIScipline	-
Cultural abilities	Look out/DIS Slash/PUG Intimidate/PUG
Knowledge	Cult (Yllia)
Distinctive feature	Gift of the Wolf
Cultural contact	AI, DK, GB, WF, OR

Sentinel

The character is permanently on his toes, ready to defend his territory. He can use Look out as a reaction.

Preliminary action: A stealthy character acts in the zone.

Obligation: The character must have at least one level of knowledge in the fief corresponding to the gameboard to be able to use this distinctive feature.

Alpha/X

The character was or is the alpha of his pack. He gets X free gambles on his interaction tests when he targets someone belonging to the Wolf, sedentary packs or nomadic packs cultures. This distinctive feature has no effect on characters who also have it.

Obligation: The character must have PUGnacity as favorable attitude.



Territorial

The character has developed a particular fondness for his territory; he really feels at home there. He is always considered as having the favorable attitude when he performs an Exploration move in a fief in which he has at least one level of knowledge.

Obligation: The player must be able to say what the fief's dominant attitude is without looking it up.

TRADES

The trades presented here are representative of the culture of the sedentary packs. They are reserved to characters



coming from that culture. They can be gained during character creation or through experience.

Some trades can be used to represent professions or typical troops of the sedentary packs:

- The duelist (see *Players handbook*, p.144) to create a sacred vestal;
- The guide (see *Players handbook*, p.145) is ideal to create a shadow tracker.

Exploration trade: Tamer

Tamers communicate with the spirits of nature, which offers them valuable allies. So they often march into battle accompanied by an animal possessed by a spirit of nature. Tamers living in Cadwallon usually choose a rodent or some other small size animal as a companion and host for these spirits.

Rank 1: Survive/OPP, Hunt/OPP, Creatures, Nature

Rank 2: Force/PUG, Look out/DIS, Intimidate/PUG

Rank 3: Hide/OPP, Heal/DIS

Rank 4: Climb/SLE, Slash/PUG

Rank 5: Animal companion. The character is accompanied by a small animal whose species is chosen by the player. This animal is a SIZE 1 servant with 2 health points per state, MOVement 4, Defense 4 and MASTery 3. As long as it is within 1 square of its



master, the Tamer is considered as having the favorable attitude for Look out/DIS and Hunt/OPP.

Rank 6: Slither/SLE, Choose one knowledge

Equipment: Rags, reinforced arm-band, water skin, rations (x5), rucksack, satchel, 25 D and (3) healing ointment (x5).

Confrontation trade: Tracker

Trackers are warriors capable of trailing their enemies for several days. They fight using everything nature has given them. In Cadwallon, they become urban predators, invisible and deadly.

Rank 1: Shoot/SLE, Pierce/SLE, Hunt/OPP, Nature

Rank 2: Slither/SLE, Look out/DIS, Survive/OPP

Rank 3: Dodge/OPP, Hide/OPP

Rank 4: Charge/PUG, Endure/PUG, Climb/SLE

Rank 5: Track. For one AP die, the character can spot any opponent he has wounded in the ongoing opposition.

Rank 6: Aim/SLE, Choose one knowledge

Equipment: Rucksack, Wolfen javelin, rations (x5), 25 D and (3) enchanted moon stone (see *Players handbook* p. 334).

Confrontation trade: Pack warrior

War holds a significant place in the life of the sedentary packs. Most wolfen earn their social status through military victories. They first achieve the status of fang (rank 1 of this trade), then great fang (rank 3 of this trade) and finally predator (rank 5 of this trade). They are all pack warriors.

Rank 1: Charge/PUG, Endure/PUG, Force/PUG, Slash/PUG

Rank 2: Bash/PUG, Slither/SLE, Dodge/OPP

Rank 3: Intimidate/PUG, Survive/OPP

Rank 4: Command/DIS, Choose one knowledge

Rank 5: Killer. The character can Finish off the opponents he has incapacitated for free.



Rank 6: Strike back/STY, Lunge/STY

Equipment: Reaper, wolfen leather armor, 25 D and (3) sacred mask (see *Equipment*, further).

Interaction trade: Howler

Wolfen language is a mix of wolf howls and human speech. Some wolfen have furthered their mastery of this instinctive language turning it into an art form. Attracted by the stories concerning the creation of the Trophy, wolfen howlers often journey to the Free City.

Rank 1: Identify/SUB, Intimidate/PUG, Culture (Wolf), Language (wolfen)

Rank 2: Analyze/DIS, Feint/SLE, Climb/SLE

Rank 3: Command/DIS, Choose one knowledge

Rank 4: Argue/SUB, Taunt/SUB

Rank 5: Howl. For one AP die, the character can affect everyone in the same zone with his Command/DIS or Intimidate/PUG moves. This causes the TL to go up 2 points.


Rank 6: Seduce/STY, Choose one knowledge

Equipment: Rucksack, charms, rags, 25 D and (3) sacred mask (see *Equipment*, below).

INCANTATION


The following spells are part of the path of Whispers. They are usually only taught to wolfen of Yllia. But in Cadwallon one will always find someone to teach them for the right number of ducats.

Crimson rage

Cost: 2 
Difficulty: 5
Target: Character
Range: 8 squares
Duration: 2 rounds


When he performs a Confrontation move, the targeted character does not suffer the penalties due to his health state. Instead, they become as many free gambles.

Call of blood

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

The characters and creatures in the area of effect double their POWER.

Deceptive illusion

Cost: 5 
Difficulty: 9
Target: 3 cases
Range: 0
Duration: 5 rounds

Shots targeting the characters and creatures affected are considered as being shot from one range further.

DIVINATION

The following miracles are part of the litanies of Destiny, they are among those that still work in Cadwallon (see *Players handbook* p.306). They are called by wolfen who have settled in Cadwallon, but any other representative of Destiny may learn them.

Blind rage

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

The targeted character gains the "War fury" ability.

Blazing mane

Fervor: 5
Difficulty: 7 (A)
Target: 5 squares
Range: 10 squares
Duration: 5 rounds

Characters and creatures in the area of effect double their FEAR.

Kiss of the She-Wolf

Fervor: 5
Difficulty: 7 (A)
Target: Character
Range: 0
Duration: 5 rounds

At the end of each round the player recovers as many HP as the penalty due to his health state.



EQUIPMENT

Sacred mask: This bone mask was made from the remains of enemies of the wolfen people. Blessed by the rune guardians, it makes its bearer look terrifying, a monstrosity from out of the past. The bearer gains one Fear point as long as he wears the mask.

Raised stone: This roughly carved stone can be added to any wolfen stone circle. It is covered in runes of Yllia and gives one T.F. point to Destiny faithful on the same gameboard. This item is sacred to the wolfen.

ARTICLE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Sacred mask	WF	Yes	8	1 kg	25 D
Raised stone	WF	Yes	10	500 kg	100 D

ARTICLE	DAM. MOD	TYP	REA	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Reaper	+ 4	T	0	4	-5	WF	No	8	3 kg	25 D
Wolfen javelin	+3	P	3	3	-5	WF	Yes	8	3 kg	25 D

ARTICLE	POW	FRE	TYP	REL	SIZE	CONC	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Wolfen javelin	SIZE+2	1	SIZE/ 2SIZE/ 3SIZE	-	4	na	WF	Yes	6	2 kg	12 D

ARTICLE	PRO	MOD	SIZE	ORIGIN	LEGALITY	AVAILABILITY	WEIGHT	PRICE
Wolfen leather army	3	0	4	WF	Oui	8	10 kg	30 D