

BRINKHZ

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«*That's MY safe!*»

INCARNATION

Brinkhz entered the militia due to greed and a desire to pursue treasure. He enjoys hunting the rich and has assisted Karze during his investigations.

Brinkhz immediately detected ambassador Iraem's conspiracy. He has failed to dismantle the edifice of falsehood and deceit built by the Akkylanien, but Brinkhz understood that something was awry: Karze's excessively high salary cannot come from the militia, whose miserliness is quite blatant.

However, one does not refuse good pay and this is exactly the reason Brinkhz agreed to join the «Twelfth Garrison» when Karze asked him, even understanding that the latter is imaginary. He has since become a double agent, amassing a fortune by selling the Akkylanien secrets to the crown of Cadwee and vice versa.

Such a desire for wealth could not go unnoticed in the eyes of the city's caretaking gods. Brinkhz was incarnated when he acquired his thousandth ducat. At this time, his secret ledger received a portion of the power of Desire which had penetrated Brinkhz's soul.

The Orc is thus capable of resurrection thanks to the large safe he wears on his back (that also contains his fortune). There is always a thief far too eager to open Brinkhz's safe, allowing him to emerge from it.

As for the secret ledger he holds under his arm, it allows Brinkhz to neutralize the divine or magic power by locking it within.

STRATEGY

Brinkhz is a small hero whose A.P. cost, also very small, makes fielding him easy. He strikes with the strength of an Orc while being far more difficult to eliminate than one might think.

His artifacts are an invaluable resource for any company - as long as they are kept away from any enemy Incarnates. Equipped with his marvelous safe, he may be resurrected free of charge time and time again while his secret ledger allows him to counter and censor at will...much to the frustration of magicians, faithful, and your opponent!



UNIT FORMATION

Brinkhz may be included in any unit from the Embassy of Akkylannie or Immobilis. He does not replace a fighter, but is added to the fighters already there. His cost is added to that of the unit.

RECRUITING THE INCARNATE

Brinkhz: 125 A.P.
Resurrection/Duel: 3 Elixir points



Attributes

Brinkhz has 2 points to spend on artifacts.

Marvelous Safe (1): Brinkhz may be resurrected for free.

Secret Ledger (1): Once per turn, Brinkhz may counter a ritual or communion free of charge (no mana or faith points are used for this ability).

FEAT: DIVINE NEGOTIATION

The player can purchase successes obtained during tests against Incarnates at the cost of 1 Elixir point per success. Each success, once paid for, is cancelled.