

# THE EMBASSY OF AKKYLANNIE TO CADWALLON

## IRAEM: AKKYLANNIE AMBASSADOR

*«You undoubtedly believe I am capable of nothing, but remember that I represent an entire empire, whereas your world is summarized in a mere city.»*

### INCARNATION

After years of service to the Inquisition, having surveyed the borders of the Empire, magistrate Iraem discovered the founders of a heretic sect of worshippers of Merin which had infested the entire region. This sect, called the Radiant Faith, preached an extremist vision where the only possible authority was that of Merin. All who agreed to embody this authority would incinerate themselves after only a few months of membership in order to “purify the essence” of the god. This heresy directly challenged the legitimacy of the entire Empire’s hierarchy. Using great discretion, Iraem organized surveillance of the sect. Then he launched a crusade to quickly eradicate the idolatrous worship. The repression was brutal and all of the dissidents were executed. In recognition of his effectiveness, Iraem was appointed ambassador of the Empire in Cadwallon. He serves the Griffon in Cadwallon because of the size of the Empire. Whether they are in worldly pomp or in dark alleys, the agents of Iraem carry out his plans with frightening effectiveness.

Protected by his diplomatic status, Iraem will continue to subtly undermine the efforts of Cadwallon. For him, this whole city should disappear, but before this occurs the Empire will benefit as much as possible from his situation. Iraem never directly involves himself in compromising situations: he is not interested in the vanity of glory, preferring to manipulate other powerful individuals bending their plans to serve his purposes. The ambassador is expected to play a significant role in the Rag’narok. Nevertheless, he will remain a man of the shadows, shielded by his false comfort and embassy.

However, for the past few months, this good judgment is under attack by an unsuspected situation - a situation that forces Iraem out of his shadowed existence and into action: during a particularly convoluted plot against him, he managed to turn several Cadwallon secret operatives, which had infiltrated his entourage, and successfully enlisted them into his network. This process was performed with such skill that the operative’s employers were entirely unaware of the change. Iraem now has the freedom to covertly command the militia and employ its troops at his discretion. When he fully understood the extent of his success, Iraem was assailed by the knowledge of his frightening effectiveness...and was Incarnated. Since



then, he has been seen in several confrontations, sometimes on the side of the Cadwes, more often at the head of the Akkylannienne company.

**Main Deity:** Merin

**Stronghold:** Ogrokh (Cadwallon)

**Commander:** Ambassador Iraem.

**Preferred Allies:** Griffon, Immobilis, Lion, Boar

### PLAYING THE EMBASSY OF AKKYLANNIE

The Embassy of Akkylannie is a faction which belongs to no one people. It recruits its fighters and chooses its members from among those of Immobilis and the Griffon.

The player can choose any order of the banners from the Griffon or Immobilis to form his company, but he can only use one banner at a time. The order of the banners of the Embassy of Akkylannie have the advantage and disadvantage below.

**Advantage of the Embassy of Akkylannie:** The company benefits from the support of his two homelands. It has two gifts of the army, one from Griffon and one from Immobilis.

**Gift of Griffon:** Any player from a company of the Griffon can put one of his cards in reserve before constituting the activation sequence. This reserve replaces the normal reserve.

**Gift of the Immobilis:** Fighters given this Gift can, once per turn, re-roll all failures on any one test.

**Disadvantage of the Embassy of Akkylannie:** Serving two masters at the same time is a difficult task. The company must include equal units of Griffon and Immobilis. If Iraem is a member of the company, he becomes the commander no matter the authority of the other incarnates in the company.

#### Ordre des bannières :

- Unit infantry ( ) !
- Unit infantry ( / )
- Unit infantry or war machines / ( / )
- Unit infantry or cavalry / ( / )
- Unit of creatures or machines / ( / )

! Unit priority. It must be chosen first.



## STRATEGY

Iraem is a superbly talented commander coupled with outstanding fighting prowess. He is not content to be an outstanding strategist; he is also armed with excellent Griffon equipment: resilient armor and a war hammer capable of crushing any opponent, even those that are well protected. As ambassador, he may also call upon Immobolis units to strengthen his own company. He has a weapon bearer, following the manner of Cadwee, who reinforces his combat capacities.

## UNIT FORMATION

Iraem may include any unit of the Embassy of Akkylannie, the Griffon or Immobolis. 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

**Iraem :** 200 PA

**Resurrection/Duel:** 4 Elixir points

**Reach:** A fighter with Reach can attack enemies he is in contact with and those within 3 cm of him.

**weapon bearer:** Iraem is accompanied by a weapon bearer. The weapon bearer grants Iraem an additional die while fighting in melee combat.

A weapon bearer must remain within 3 cm of his employer and in formation. It is eliminated as soon as it comes into contact with an enemy or suffers a strength test.

weapon bearers are artifacts (Value 1) and fighters. They are not added to the number of the unit.

**Strategist:** The fighter's Authority tests are resolved by rolling one bonus die. The player keeps the best result.

## Attributes

Iraem has 2 points to spend on artifacts. He is free to use them in any combination of Griffon and Immobolis.

**Dragon Head (1):** Iraem can call on his own weapon bearer, named «Dragon Head». The combat die granted by Dragon Head can be used either in a hand-to-hand Attack test or a Strength test.

## FEAT: DIVINE EDICT

The player spends 1 Elixir point. Until the end of the turn, Iraem's Courage tests or Authority tests, including the fighters under his command, are resolved by rolling an additional die.

