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A 300 points worth Aurlok warband combining close combat efficiency with alchemy.



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100 500 1000
KM

MORNEA

KANAM



HAMMANAT

SHADUKKIM

TH'PHENIC

NIINOGA

LLWASA

NIVYA

OTSILHA

KASHEN

KNISALTA

KERKASTEL

KUMAKKISH

KERNAN

XI YI

BEI YI

YU CHENG

DONG YI

NAN YI

300 points of subtlety for The Jade Triad including six troops with long reach, four shooters and two assassins.



Removing a sheik is a serious deed,
sometimes necessary, always clandestine!



Aurlok wolf scouts on the trail of
"those who carry steel".



Two characters of great brutality to lead 300 points of miniatures
both from the Temple and the Barony of Brall.



RULES



I. WHAT IS ALKEMY?

Alkemy is a strategy game that takes place in a medieval fantasy world. During your games of Alkemy, you will control a group of fighters represented by miniatures. You will manage these miniatures in scenario-driven encounters against an enemy group. You can play using the basic scenarios provided at the end of this booklet or create your own scenarios and stories.



II. THE BASICS

II.1. THE PROFILE CARDS

The profile of each miniature is detailed on a "Profile Card". This card displays information on both sides.

There are two different types of miniatures: the heroes, who are unique and have proper names (i.e.: Garlan) and the troops that are identified by their rank or status (i.e.: Avalonian recruit).

Here is a list of all the information you will find on the profile cards:

Image



Size 2
Bow(3/30)

1	1	1	2	2	2
1	2	2	3	3	3

Aptitudes

Name

Militia Archers

Life Line

Circle of attributes

Action Points

Movement

Name

Card Limit

Race Symbol

Recruitment Points

Militia Archers (2) **17pt**

My men were in place, I only had to reach the target. With a crowd that size in the marketplace, no militia lancer would be able to prevent the kidnapping! By the time they arrived, we would long be gone. But as I raised my head to the walls, I realized my mistake - three militia archers were standing sentry above the crowd, watching everything. If we made a move for our targets, their arrows would pierce us before the crowd even realized what happened. Because of these archers, we would have to change our plans.

..... **Description of special abilities and flavor text**

During a game of Alkemy, you will have to mark information on the profile cards, such as the damage a model sustains or the amount of stored Alchemical stones. We recommend slipping the profile cards into card protectors and using dry-erase markers.

You can also choose to prepare your lists with Architekt, the Alkemy force-building tool, on the www.kraken-editions.com website and print them out afterwards.

Miniature's Image

This is an illustration of the hero or of one of the miniatures linked to the profile card.

Miniature's Name

This is the name of the miniature. If this is an actual name and not a rank or title, it is a hero and a unique character.

Life Line

The Life Line indicates the amount of Damage (DAM) that a miniature can sustain before being considered a casualty. It also indicates the health level, corresponding to the color of the last non-checked box. If a profile card has more than one Life Line, it means that it is possible to recruit more than one miniature with this profile card.



The Circle of Attributes

There are four attributes for each miniature and they are represented on the alchemical circle. These define the physical and mental prowess of the miniature.



- The first attribute, represented by the alchemical symbol of Air, is the **Mind** (Mnd). It represents the tactical sense, courage and wisdom of the miniature.



- The second attribute, represented by the alchemical symbol of Water, is **Reflexes** (Ref). It represents the ability to act quickly in combat and the overall agility of the miniature.



- The third attribute, represented by the alchemical symbol of Fire, is **Combat** (Com). It represents the martial skill of the miniature - its ability to attack and defend itself during a fight.



- The last attribute, represented by the alchemical symbol of Earth, is **Defense** (Def). It is the ability of a miniature to avoid or absorb damage from close combat or ranged attacks.

In addition to these four attributes, some miniatures also have some small white circles numbered 1 to 4 around their Circle of Attributes. These indicate their focus level as alchemists. You will learn how Focus works in the section on Alchemy (p. 19).

Action Points (AP)



In the center of the Alchemical circle, the number shown in the black circle indicates the number of Action Points available to the miniature during each game round.

Movement (Mvt)

The three numbers under the circle indicate the distance in inches that the miniature can be moved when it moves Normally / Charges / Runs.

Size

The size allows you to compare the size of the miniatures to one another or to the terrain. A normal human-sized model is Size 2.

Aptitudes

Here you will find all the special abilities and skills of the miniatures. If the miniature has a special ability, it is noted in italics. The list of all the skills and their descriptions can be found in this book on page 21. The game mechanic for any special ability is detailed on the back of the profile card.

Damage Table

Here you will find the information about the Damage

(DAM) the miniature inflicts, whether in close combat or with a ranged attack.

Information on the back of the card :

Miniature's Name

Same as on the front.

Card Limit

The number in parentheses indicates the maximum number of cards of this type you are allowed to recruit into your warband. When the profile card is that of a character, then it is unique and no number is written.

Faction/Race Symbol

This symbol indicates which faction the miniature belongs to. Some cards can be recruited by multiple factions and will have the symbol of each faction that can recruit them.

Recruitment Cost

This number indicates the point cost of recruiting a single miniature of the profile card's type. For example: An Avalonian Crossbowman can be recruited for 19 points; two of them would cost 38 points.

Description of Special Abilities

On the back of a card you will find the description of the special abilities of the miniature. It may be a permanent ability, as would be the case for the alchemists, or a special damage effect to be used on other miniatures. This effect will be indicated in the miniature's Damage Table.

Flavor Text

Most of the miniatures have a small amount of narrative text giving some background information or a short anecdote about the miniature.



Measuring Unit :

The Alkemy game requires the use of a tape measure or ruler to manage the distance your miniatures may move or shoot. The measuring unit in Alkemy is the inch (in. or "). An inch is roughly equal to 2.5 cm.

Some universal rules in Alkemy :

- The rules on the profile cards always overrule the rules of this book.
- Anyone who can see his target can also be seen by it.
- No measuring of distance is allowed before the resolution of an action that requires measuring.
- Distances are always measured to and from the edge of the bases.

II.2. THE COMBAT CARDS (CC)

There are 5 Combat Cards. Each of them represents a tactic that a miniature can adopt during a round of close combat. These five cards include :

- three attack cards : “Quick Attack”, “Normal Attack” and “Brutal Attack”.
- one defense card : “Parry”.
- and a card which allows a player to bluff or to indicate a passive state : “Inactive”.

On each card, you will find the following information :

The Name of the Card

Normal Attack, Brutal Attack, Quick Attack, Parry or Inactive.

The Bonus given by the Combat Card

A bonus which may be granted by the card, depending on the card chosen by the opponent (see Bonus / Penalty dice, p.10).

The Reflex Modifier of the Card

This bonus or penalty is only applied to the Reflex roll for the current combat (see p.15).

The Damage Modifier

This bonus or penalty is only applied to the damage caused by the current attack (see p.17).

Special Rules

Some cards can have a special effect which applies to the current attack.



New combat cards will appear as Alkemy expands. Each will be reserved for a faction, a miniature or will be generic, and they will be defined as variations of the existing 5 Combat Cards and linked to one of them. For example, a new Quick Combat card could be Side Feint (Quick). Any rules and effects that would affect Quick Attack would then also affect this card: so the bonus of +1 attack die from the Brutal Attack card against a Quick Attack would work against this CC.

II.3. THE DICE

The six dice included in the starter boxes are specific to Alkemy. Depending on the color of the die, the distribution of numbers and symbols changes.

- Three colors: Each color represents a particular health state. The numbers and symbols on each side of the dice are different depending on the color of the dice (see Health State, p.17).
- Three symbols: There are three different symbols: sword, axe and mace. Grouped into pairs, they will allow you to determine the Damage inflicted on your opponent in the case of a successful ranged or close combat attack (see p.17).



II.4. THE DIE ROLLS

During a game of Alkemy, both players will have to roll the dice many times. There are two kinds of dice rolls: the Attribute Roll and the Opposition Roll.

The Attribute Roll :

As a rule of thumb, when a miniature attempts an action, it will have to test one of its attributes against the complexity level of that action. To make this test, the player will roll two dice, of the color indicated by the Health State of the miniature (see Health State, p.17). The player will then add the values shown on both dice to the miniature's attribute being tested. The roll is a success if the result is greater than or equal to the complexity level of the action.

Example: Thomas must roll a Mind test against a complexity level of 15 with Tecum'Seh. He has a Mind value of 8 and rolls 3 + 4 + 8 for a result of 15. The action is a success.

The Opposition Roll :

Sometimes, it'll be two miniatures opposing one another. In that case, success or failure depends on the roll of the opponent. Each player rolls the dice and adds his attribute value, exactly like an Attribute Roll. Whoever has the highest result wins. If the result is a draw, the miniature with this highest base attribute wins. If the base attributes are identical, then the players will repeat the Opposition Roll until one of them wins.

Example: Eric's Avalonian Recruit and Oliver's Suleman Ghulam roll for a Reflexes Opposition Roll. They have attributes of 2 and 5 respectively. Eric rolls 4 + 4 + 2 for a total of 10, while Oliver rolls 1 + 4 + 5 also receiving a 10. The roll is a draw, but since the Ghulam has the higher base attribute score, he wins the Opposition Roll.

Bonus / Penalty Die

Some actions or situations can grant penalty or bonus dice to a roll. These are always extra dice of the miniature's current health state.

- **1 Bonus Die** : The player adds a die to his roll and keeps the two scores of his choice.

Example: Having 1 bonus die, Mark rolls 3 dice and gets 4 5 1. He decides to keep 4 5, which gives him a final result of 9. He could also choose 1 1 if the complexity level he needs to beat is low enough, in order to get a better symbol combination (4 1).

- **1 Penalty Die** : The player adds a die to his roll but keeps the two dice showing the lowest values.

Example: With 2 penalty dice, Mark must roll 4 dice. He gets 5 1 3 4, and can only keep the two dice showing the lowest results. His final result will therefore be 3 + 1 = 4.

- **Calculation of the amount of Bonus / Penalty dice** : In some situations a miniature will have both Bonus AND Penalty dice. In order to define which modifier, bonus or penalty, is applied to the die roll, a small calculation is required:

Bonus Dice - Penalty Dice = amount of dice to be added as bonus or penalty to the roll.

*Example: A miniature has 2 penalty dice and 1 bonus die on a roll: 2 penalty - 1 bonus = 1 penalty dice.
3 bonus dice and 1 penalty die: 3 bonus - 1 penalty = 2 bonus dice.
1 penalty die and 1 bonus die: 1 penalty - 1 bonus = No modifier to the roll.*

Limit of rolled and kept dice :

Whatever the amount of Bonus or Penalty dice for a given roll, no more than four dice can be rolled and only two dice scores are ever used, whatever the situation. Any additional dice are discarded - extra Bonus or Penalty dice cannot be saved for later rolls.

How faces are allocated on the dice



II.5 LINE OF SIGHT, COVER AND HIDDEN MINIATURES

Line of Sight is a straight (imaginary) line drawn to another miniature or terrain feature that determines what a miniature can or cannot see. In Alkemy, all miniatures have a 360° Line of Sight. To determine line of sight, the size of the miniatures are compared to one another (this information is found on the front of the Profile Cards) and the size of the terrain elements.

Terrain Size:

Terrain elements can be classified into four different categories, depending on their height, in inches, on the table.

- Size 1 = elements less than 1/2in. tall.
- Size 2 = elements between 1/2in. and 1in. tall.
- Size 3 = elements taller than 1in., up to 2 1/2in. tall.
- Size 4 = elements taller than 2 1/2in.

If the terrain element has different heights, determine its size according to its height at the point where it is crossed by a Line of Sight.

A miniature has a clear Line of Sight to another miniature if:

- A straight line can be drawn from any point of its base to any point of the other's.
- No terrain element completely hiding the base of the target is of greater size than the two miniatures.

A miniature is Under Cover if:

- It is within 1 in. of terrain or a miniature of smaller or equal size to its own.
- It is within 1 in. or less behind terrain or a miniature of any size, but which only hides part of its base.

A miniature is Hidden if:

- It is behind terrain or a miniature of a size greater than its own, and no line of sight can be drawn to its base.

Note that a miniature placed on a terrain element of at least size 1 gains an extra size point to determine line of sight for as long as it remains on that element.



Example: In this picture, the Avalonian Crossbowman (a) has a line of sight to the Ghulam (c) and to the Jaraya (d). As she is of Size 2 and terrain is of Size 2 she is Under Cover. The Crossbowman also has no line of sight to the second Jaraya (b) who is behind a Size 3 terrain element.



III. GAME SETUP

III.1. WARBAND CONSTRUCTION

In Alkemy, a warband is a group of fighters working together. There are a few rules a player must follow to create one properly.

Warband Value

The point value of the warband represents its strength. It is the sum of the Recruitment Cost of all the miniatures in the warband. Before the game, the players agree on the maximum value of each warband. This value may also be determined by the scenario. Alkemy has been designed to best be played using warband values between 100 and 400 points. The higher the Warband Value used, the longer the game will last.

Once the rules have been mastered, a game of 150 points will take roughly 45 minutes, while a 300 point game will demand about 1 1/2 hours to play.



Restrictions

In addition to the value of the warband, there are some additional restrictions.

- Recruitment Card Limit:

As previously seen in the Profile Cards description, there is a maximum number of times any given card can be found in a warband. This means that you cannot have more cards of a given type (i.e.: cards of the same name with the same characteristics) than the number in the parenthesis on the back of the card next to the miniature's name. When more than one miniature is linked to a single card, all miniatures for this card must be recruited before another card of the same kind can be taken again.

Example: Christopher can choose up to 2 cards of Avalonian Recruits, and he can have up to 2 Recruits on each card. He can therefore recruit a maximum of 4 Recruits. If he chooses to recruit only 2, they will automatically be on the same card. They cannot be on two different cards.

- All the cards of a warband must have at least one Faction/Race Symbol in common, even if some of the cards have other Faction/Race symbols as well. Multiple faction symbols on a card simply means that they can be recruited by more than one faction.

Heroes

- Heroes are unique characters who have personal names (i.e.: Tecum'Seh). They have no card limit indication on their profile cards.
- A Hero can only be recruited once in a warband.

Depending on the chosen value for warbands, here are the number of heroes that one may recruit:

Warband Value	Minimum Number of Heroes	Maximum Number of Heroes
0-200	1	1
201-300	1	2
301-400	2	3

III.2. THE GAMING TABLE

Games of Alkemy are best played on a table of 48in. by 36in. (making it approx 1.20m x 0.90m). It is also possible to play on a smaller table, but it must have a minimum length of 30in. (approx 75cm).

Terrain

In Alkemy the terrain is very important since it has many effects on the game.

It influences the movement of the miniatures, the Lines of Sight and the available resources for the Alchemists (see Alchemy, p.19).

Terrain is placed on the table according to the scenario played (see Scenario, p.122).

Terrain Types:

- *Open Ground*: Usually plains, meadows, or other flat terrain, open ground does not affect the game whatsoever.
- *Obstacles*: Small walls, fences, hedges... These terrain elements hinder Lines of Sight and movement. They are of Size 1 or 2 and 1in. of movement is required to cross them. They can provide cover.
- *Difficult Ground*: Swamps, rivers, ruins. When a miniature is in a patch of difficult ground, each inch of movement costs double.
- *Blocking Terrain*: Houses, high walls, rocks, trees... If they are Size 3, they completely block movement, and if they are Size 4 or greater, they block any Line of Sight.
- *Special Ground*: Lakes, ravines... They block movement, but have no effect on Lines of Sight. Hills have no effect on movement, but block Lines of Sight if two miniatures have the hill between them.



IV. PLAYING

IV.1. THE GAMING ROUND

Beginning of the Round

The beginning of the round means that a new game turn is beginning. All the miniatures replenish their pool of Action Points to the value indicated on their Profile Card.

Sometimes, players will have to resolve game effects affecting their miniatures at this point.



Initiative

During the Initiative phase, both players choose a miniature still in play. They then perform a Mind Opposition Roll using the mind value of these miniatures. The winner of this roll decides who plays first. If he decides for his opponent to go first, the opponent cannot refuse.

Activation Phase

- During this phase, the active player chooses one of his Profile Cards and plays all the miniatures linked to that card. This is called the Activation of a Card, and the miniatures are called Active Miniatures.
- During the Activation of a Card, the player declares the first action of all the miniatures linked to the activated card. These actions can be different. He then spends the appropriate amount of Action Points (AP) required to undertake these actions.
- Once the first actions are resolved, he can declare another action for any miniature linked to the card which has enough AP left. The active player can continue to use the same miniature for as long as it has AP. As long as the rules don't specify otherwise, a player may make as many identical actions one after another (other than Charge and Run) as long as he has AP left.
- A player can choose not to spend all of a miniature's AP and keep some in reserve. The Miniature's activation ends and is then considered to be On Watch.
- A miniature which has no AP left is Inactive.
- Once the active player has finished activating all the miniatures on his card, he rotates the card a quarter turn (from vertical to horizontal) to indicate it has been activated this turn. He also indicates any AP left for the miniatures, using the markers provided in the starter boxes or some small dice next to the miniature.
- Once this is done, his opponent becomes the active player, and can then activate one of his own cards.

Example: Mark activates Tecum'Seh who has 4 AP. He makes a normal move (1 AP), another normal move (1 AP) and then runs (2 AP). It is now his opponent's turn to activate a card.

Activation of multiple ranged attackers on a same card:

If a player decides to have more than one miniature linked to a card perform a ranged attack at the same time, he will have to announce his estimate (see Estimation and Range, p.126) for all his attackers before making any measurements.

Reminder of the various AP costs :

1 AP to: make a normal movement, a charge, a ranged attack, increase by 1 the focus level of an alchemist, prepare a formula.

2 AP to make a running movement.

These informations are detailed in the Summary Sheet p.126.

On Watch

A miniature On Watch is a miniature that still has one or more AP, whether it has already been activated or not during the current turn.

There are several possible actions miniatures On Watch can perform:

- a) During his Activation Phase, the active player can spend 1 AP to re-activate this miniature if it was already activated. However, it cannot choose to move again if it has previously Run or Charged in this round. The AP spent is only used to activate the miniature On Watch, which must then spend AP as normal to perform actions.

Note: a miniature On Watch who only has a single AP remaining cannot be reactivated.

Example: Kyle has activated his Auroch Totem-Warrior earlier this turn and had it move normally for 1 AP, leaving it On Watch with 2 AP. He then decided to let his opponent be the active player. Later during the turn, he decides to re-activate his Totem-Warrior – he spends 1 AP to do that, leaving 1 AP for his Totem-Warrior to spend on a new action.

- b) During the opponent's Activation Phase, a player can choose to have one of his miniatures On Watch spend 1 AP to react to an action targeting it:

If the miniature is the target of a ranged attack, it can:

- Make a Reaction Movement (see p.18)
- Make a Ranged Attack Reaction (see p.19)

If the miniature is the target of a charge, it can:

- Make a Ranged Attack Reaction (see p.19)

If the miniature is the target of a close combat attack initiated by an enemy miniature, it can:

- Take part in close combat (see Close Combat, p. 15)

Passing One's Turn

During the activation phase, the active player can choose to Pass and not activate any cards. In this case, his opponent becomes the active player again – if that opponent chooses to activate a card, he proceeds as normal with activation and the first player becomes the active player again. That player can then activate a card or pass his turn again.

There is no limit to the number of times a player can pass his turn, but if both players pass consecutively, the round is immediately finished.

End of the Round

Once all the miniatures are inactive, no miniature on the board can be activated or both players have consecutively passed their turns, the round ends immediately. The players count the number of victory points if the scenario requires it. Then all remaining AP are lost and the players start a new round.

IV.2. MOVEMENT (MVT)

Normal Movement

For 1 AP, a miniature can make a Normal movement. It allows the miniature to move up to its Normal movement value in inches. This movement can be done in any direction and need not be in a straight line. It is not possible to enter contact or initiate close combat with a Normal movement.

When performing a movement, no matter of which sort, it is not possible to move through another miniature, either allied or enemy.

Running

For 2 AP, a miniature can make a Running movement. Running allows the miniature to move up to its Running movement value in inches. This movement can be done in any direction and need not be in a straight line.

This movement forbids the following:

- Any subsequent movement activations. However, it is possible to perform other movements before running (within the limit of AP available).
- Entering close combat.

Charging

For 1 AP, Charging allows a miniature to use the second movement value on its profile card. Charging is the most common way to initiate or join close combat. A charge must be declared before measuring the distance to the miniature you wish to engage in close combat. This movement can be made in any direction, and need not be in straight line.

A miniature can only make one Charge move per round, and it is not possible to make any other kind of movement after a charge has been performed, whether the latter was successful or not.

In order to be successful, a charge requires:

- The miniature charging must have a Line of Sight to its target.
- The second Mvt score of the miniature charging must be sufficient to reach the target.

A successful charge means:

- A free attack (against a single miniature in the case of a charge against many enemy miniatures).
- A Bonus die for this attack.

Failing the Charge:

- If the miniature cannot reach its target with its Charge Mvt, it fails its Charge and must move its maximum Regular Mvt in the direction of its target.
- It may only use the Inactive or Parry Combat Cards until the end of the round.

Regardless of success or failure, a miniature who attempts a charge:

- Cannot use any of its remaining AP for Movement, a Reaction or for Ranged Attacks.
- Can still use its AP to prepare a formula.

Charging multiple miniatures

It is possible for a miniature to charge more than a single target with a Charge movement. However, the charging miniature will only gain the free attack and the Bonus die on its first attack against a single miniature after charging.



Engaging

The engagement is a specific movement which is only possible in specific situations. It is not possible to Engage outside of these situations.

The Engagement is a movement which allows a miniature to move as many inches as its Normal movement value and initiate Close Combat.

Like a Charge:

- A miniature engaging another gains a free attack.

Unlike a Charge:

- It does not end movement.
- It does not grant any Combat bonuses.
- It allows the play of any CC during the free attack.

(see Using Combat Cards)

Here are the main cases which can cause Engagement movements:

- A Disengagement (see p.16)
- A Reaction movement (see p.18)
- The Long Reach skill (see p.21)

There are also specific cases caused by the use of Special Abilities of some miniatures. These are detailed on their specific cards.

IV.3. CLOSE COMBAT

Combat Range

Two or more miniatures are considered to be in close combat if their bases are in contact and they do not belong to the same warband. They are said to be within combat range. There is one exception to the rule about combat range, and that is if a miniature has the Long Reach skill (see p.21).

Miniatures with this skill have a combat reach of 1 inch from the edge of their bases.



Example: The Jaraya (a) is in close combat with Lee Ping (b), but not with the Militia Lancer (c).

The latter, however, has the Long Reach skill, it is therefore considered to be in close combat with the Jaraya.

Each close combat is determined on a one to one basis, even if there are several miniatures in combat range. When a miniature is activated to attack another miniature in close combat, it is said to have initiated a combat. If it is in combat range with multiple enemy miniatures, it can choose the one with which combat will be initiated.

Using Combat Cards (CC)

When two miniatures are engaged in a combat, each player must choose a Combat Card (CC) for his miniature. This choice applies to the current combat only.

Each player chooses his card and places it face down in front of him.

- If a miniature has charged in this combat, the combat card is free, but the charger can only choose an attack CC, so it can't be a "Parry" or an "Inactive" card.
- If a miniature has not charged but is On Watch, it will cost 1 AP to use a card, unless you pick the "Inactive" CC, which is free.
- An Inactive miniature (one who no longer has an AP left), cannot act in the combat and may only select the "Inactive" CC.
- A miniature which does not have the Long Reach skill and who is within combat range of a miniature which does have Long Reach can only select the "Parry" or "Inactive" CC. If the Parry CC is chosen, it will not be able to make a counter-attack even if the result of its roll is 3 or higher than that of its opponent.

Both players then reveal their combat cards and spend 1 AP if required, as stated above. They then compare their cards to identify and apply any modifiers for the current combat.

Example: Mark and Sam secretly choose a CC and reveal it simultaneously. Mark has chosen a Quick Attack and Sam a Normal Attack.

Reflexes Roll

Unless one of the players has played an "Inactive" or "Parry" CC, the miniatures must perform a Reflexes Opposition roll to determine who strikes first.

The selected CC may modify the Reflexes roll – once these have been taken into account, the players will perform a Reflexes Opposition roll.

The player with the highest roll will perform his combat roll first, then it's his opponent's turn to perform his combat roll.



Example: Mark and Sam roll their dice to see who will strike first. Mark rolls three dice and keeps the two best results due to the fact that he gets a bonus to his Reflexes from the Quick Attack. He adds his miniature's Reflexes, and gets a 12. Sam doesn't have a bonus, so he rolls two dice and adds the Reflexes of his miniature, for a total of 9.

The Combat Roll

The combat roll determines if the attack hits the opponent.

There are four possible situations:

1- Both players have chosen an attack CC: "Brutal Attack," "Normal Attack" or "Quick Attack."

The player who won the Reflexes Roll makes a Combat Roll with the relevant modifiers (CC, skills, abilities, etc.). The complexity level is equal to the Defense of the target. If the result of the roll is greater than or equal to the Defense of the target, the attack has hit and damage will be inflicted (see Damages and Health States, p.17). The second player then attacks following the same procedure, provided his warrior is still alive.

Example: Mark attacks first, and rolls three dice, thanks to the bonus of the Quick Attack over Sam's Normal Attack. His roll is: 4 4 5. He chooses to keep both 4s and adds his Combat Attribute, which is 2. The final result is 10, which is equal to the Defense of Sam's miniature. The attack has hit. Sam now reads the damage on the dice, which is 10, (see p.26).

2- One of the players has chosen the "Parry" CC while the other picked an Attack CC.

No reflexes roll is required in this case, since one of the miniatures is only defending itself.

The players make a Combat Opposition Roll, which is resolved as follows:

The player who played the Attack CC makes his combat roll, taking into account all the relevant modifiers (CC, skills, abilities, etc.). He picks the two dice he wishes to keep and announces the result to his opponent.

After having acknowledged this result, the player who chose to use the "Parry" CC for his miniature makes a combat roll, also taking into account all relevant modifiers (CC, skills, abilities, etc.). If the attacker wins the Opposition Roll, he hits his target and inflicts damage.

If not, the attack is parried and the defender may use the special Riposte rule from the "Parry" CC.

3- One of the players has chosen the "Inactive" CC while the other has chosen an Attack CC.

No reflexes roll is required in this case, since only one of the miniatures is attacking.

The player who selected an Attack CC for his miniature makes a roll against the Defense of the enemy miniature, taking into account all relevant modifiers (CC, skills, abilities, etc.).

4- Both players have chosen the "Inactive" or "Parry" CC.

In this case, nothing happens, except that any player who has chosen the "Parry" CC will have spent 1 AP with no effect.

If both players use the Inactive CC, then the current miniature activation ends and the active player becomes the other player, even if not all the miniatures on the current card have been activated.

Disengagement

A miniature in an enemy's combat range can make a Movement action to disengage from the close combat.

Disengaging is automatically successful, but the miniature that disengages must make a Disengagement roll to see if its opponent manages to strike it as it disengages or not.

To make this roll, both miniatures make a Reflexes Opposition roll:

- If the disengaging miniature wins the Opposition roll, it disengages without being hit.
- If the disengaging miniature loses the roll, its opponent may strike it as though it had used a Quick Attack CC for free before it leaves the close combat. This attack remains the player's choice, it is not mandatory.

If the disengaging miniature is within combat range of multiple opponents, the Opposition roll is made against the enemy miniature with the highest Reflexes attribute. If the disengaging miniature loses the roll, all its opponents can strike it as though using a Quick Attack CC, as above.

A disengagement can only be made with a Normal, Running or Engagement movement, it can, under no circumstances, be a Charge.



IV.4. DAMAGE AND HEALTH STATE

Damage (DAM)

In Alkemy, the amount of Damage dealt by a miniature is read directly on the dice during a combat or ranged attack roll.

In addition to the numbers that determine if an attack hits or not, every side of the dice has a symbol: sword, axe or mace. Two of these symbols combined are compared to the Damage Table of the attacking miniature and determine the number of hit points of damage done to the target.

Example: Fred rolls a 4 and a 3 for his combat roll. He hits. The first dice shows an axe and the second shows a sword. He refers to the Damage Table of his miniature to see how much Damage his target has suffered from that attack.

Some miniatures have two lines in their Damage Table. The first line indicates the amount of Damage dealt from a close combat attack, the second line is the Damage caused by a ranged attack.

Health State

There are three different Health States for miniatures in Alkemy: Unharmed, Seriously Wounded and Critically Wounded.

There are three different Health States for miniatures in Alkemy: Unharmed, Seriously Wounded and Critically Wounded.

Each state has a color – this is the color of the dice that will be used to make any kind of roll:

- White Spaces: Unharmed, white dice.
- Yellow Spaces: Seriously Wounded, yellow dice.
- Red Spaces: Critically Wounded, red dice.

Each time a miniature loses hit points, the player ticks that number of spaces from its Life Line, starting on the left. Every miniature starts the game as Unharmed, with none of its spaces ticked.

A miniature's health state is identified by the first non-ticked space in its Life Line. For example, if the first non-ticked space of a miniature is yellow, the miniature is Seriously Wounded.

When the last space of a miniature is ticked, the miniature is considered a casualty and is taken off the board.

Be careful, some miniatures have different Life Lines, such as Berac'h the Jailor, for example, who only has one Critically Wounded space. The damage rules remain the same for these miniatures.

IV.5. RANGED ATTACKS

For 1 AP, a miniature which is not in combat range of an enemy miniature can use its ranged weapon during its activation.

A miniature is considered as having ranged attack capabilities if it has a ranged attack skill, noted on its Profile Card as: Ranged Weapon (x/y) (see Skills, p.21).

A ranged attack always targets an enemy miniature and is performed by following these steps:

Checking the Line of Sight

In order to be able to perform a ranged attack, the attacker must have at least a partial Line of Sight to its target.

Estimation and Range

The first step in a ranged attack is estimating the distance between the shooter and the target. An accurate estimate gives an "Aiming" bonus. Players are not allowed to estimate further than the range of the weapon they are using.

If more than one miniature are linked to the same card and both perform a ranged attack at the same time, they must estimate the distance between them and their respective target at the same time.

The second step is measuring the actual distance between the shooter and the target. One of the following events will then happen:

- The distance between the shooter and the target is greater than the range of the weapon: in this case, the ranged attack automatically fails.
- The distance between the shooter and the target is smaller than or equal to the range of the weapon and the estimation was incorrect: In this case, the ranged attack is performed normally, but without the "Aiming" bonus.
- The distance between the shooter and the target is smaller than or equal to the range of the weapon and the estimation was correct (see sidebar): in this case the ranged attack is performed normally and benefits from the "Aiming" bonus.

Measuring the distance separating the shooter from its target to verify the estimate:

The distance is measured from the edge of the shooter's base to the target. If the distance ends on the target's base, the estimation was correct. If the estimated distance ends before or after the target's base, the estimation was incorrect.



Ranged Attack Roll

A Ranged Attack Roll is performed with two dice of the color corresponding to the Health State of the shooting miniature. The values of these dice are added to the ranged attack skill of the miniature.

The complexity level of this roll is the Defense Attribute of the targeted miniature. If the attacker's score equals or beats the Defense of the targeted miniature, the attack has hit, and the shooter applies damage normally.

Ranged Attack Rolls get bonuses in two cases:

- **Aiming:** 1 Bonus die.

A miniature is considered to gain an Aiming bonus if the estimate matches the distance from the closest edge of the shooting miniature's base to any point of the base of the target.

- **Point Blank shot:** DAM is read one column to the right on the DAM table.

If the target is at a distance equal to or less than the Charge movement value of the shooter, the target is considered to be at Point Blank range. The damage of a successful Point Blank shot are read one column to the right.

Example: Jeff wants his Sheik to shoot. The Sheik is armed with a bow that has a range of 25 inches. He picks his target and makes an estimation of 10 inches. He then measures the distance between the Sheik and his target: 8 inches. The Estimation is wrong, but the target is within range. Jeff makes his ranged attack roll with 2 dice.

Ranged Attacks and Cover

When making a ranged attack, a miniature can benefit from cover.

- Terrain cover:

When a miniature is Under Cover (see Cover and Lines of Sight, p.11) and is the target of a ranged attack, the following rule applies:

If the Ranged Attack Roll is successful, the players must check to see if the target was actually hit or protected by the cover. The player of the targeted miniature rolls 2 white dice and adds their values – the required result depends on the size of the miniature being attacked (and not on the cover's size):

Size 1: 6 or more

Size 2: 8 or more

Size 3: 10 or more

If the roll is successful, the ranged attack is ignored.

If a miniature is hiding behind more than one piece of cover, it's up to the player who must perform the cover

roll to decide which cover to use. Only one cover same may be performed for each ranged attack.

- Miniatures as Cover:

A miniature under cover of another miniature benefits from the same rule as for terrain cover. The only difference is that if the cover roll is successful, it is the covering miniature who becomes the target of the ranged attack and who would suffer the Damage.

- Shooting into a Close Combat:

In Alkemy, you are free to shoot at miniatures in close combat. For purposes of shooting into close combat, a close combat is when the base of miniatures are in contact. The target of the ranged attack is considered to be Under Cover from the other miniatures in that close combat. If the ranged attack and the cover roll are both successful, a miniature in contact with the target is hit and will suffer the Damage. Take the miniature closest to the shooter. If two or more miniatures are at the same distance, randomly determine which one is hit.

No matter what kind of cover they may have, a miniature may opt not to make a cover save.

IV.6. REACTIONS

Reaction Movement

When a miniature "On Watch" is the target of a ranged attack, it can, after the estimate but before the shooter's Ranged Attack Roll is made, spend 1 AP to declare a Reaction Movement.

As soon as a target miniature makes a Reaction Movement, the shooter loses any "Aiming" bonus it may have had.

The Reaction Movement only occurs once the Ranged Attack Roll has been resolved.

A miniature making a Reaction Movement can only:

- Make a Normal move to get Under Cover, get out of Line of Sight or Range.

It can make that movement even if it already is behind cover (and can therefore remain behind this cover). It can also make this movement if it benefits from the Stealthy skill (see Skills, p.21). In these latter two cases, the Reaction Movement's only goal is to make the miniature performing the ranged attack lose its "Aiming" bonus.

- Engage the shooter (see Engagement, p.15). It cannot make this reaction if an enemy is within its combat range.



Ranged Attack Reaction

A miniature On Watch can make a ranged attack reaction against any miniature charging it, engaging it or shooting at it. This reaction costs 1 AP. A Ranged Attack Reaction cannot gain a bonus for “Aiming” or for performing a “Point Blank” shot.

A miniature “On Watch” cannot perform a Ranged Attack Reaction if it is within an enemy’s combat range.

A Ranged Attack Reaction is resolved as follows:

- In the case of a Charge or an Engagement: the ranged attack is resolved before moving the Charging (or Engaging) miniature. This ranged attack can be performed even if the distance between the charger (or engager) and the shooter is greater than the range of the reacting miniature's ranged weapons.
- In the case of a Ranged Attack: First the distance between the miniatures must be checked to see if the reaction shot is within range, then both ranged attacks are resolved simultaneously. The active player loses his "Aiming" bonus if he had one.



Example: The Militia Archer (a) shoots at the Crow Thunder Warrior (b). For 1 AP, the latter can make a Reaction Movement to get under cover or to engage the archer or he could perform a Ranged Attack Reaction.

In either case, the Archer makes his ranged attack before the Crow Thunder Warrior moves.



IV.7. ALCHEMY

The Alchemists

There are two levels of Alchemical initiation in the world of Mornea:

I The Alchemists of the Outer Circles are more common, with less skill and experience.

The Alchemists of the Inner Circles are considerably more powerful, but are less common.

The profile cards of these miniatures have extra alchemical information: their rank, their focus level and their element.

The Alchemical Cards

The alchemical cards describe all the Alchemical formulas that may be used by the alchemist, as well as his pool of Alchemical components and Alchemical stones.

The components are indicated by the triangular symbols of the elements, and the alchemist begins the game with none.

Alchemical stones are marked by little circles and the alchemist has as many of them as he has circles on his card for the full duration of the game.

The Alchemical formulas are recipes that the alchemists may prepare during a battle to produce astonishing effects. An alchemist may prepare as many different formulas each round as his resources or alchemical stones and AP will allow. He cannot, however, cast the same formula more than **once per turn**.

Components/ Range/Threshold	Name of the Formula	Focus Level
	<p>Countryside Priest</p> <p>Prayer to the Stones, (6)</p> <p>3 Earth / 2 / Auto</p> <p>The Formula targets the priest himself, but the range indicates an area around the priest. The priest and all friendly Avalonian miniatures within this area become Tough(1). The value of Tough is increased by one if the miniature was already tough. This effect disappears as soon as the priest is wounded.</p> <p>Enhancements :</p> <p>1 for one additional inch range</p>	
Effects		
Enhancements	<p>Litany of Bees (2)</p> <p>3 Earth / 8 / Auto</p> <p>The Formula targets a friendly Avalonian within range. Each time this miniature is wounded, the attacking miniature receives 1 point of damage back. The Formula stays active until the end of the turn where the target is wounded.</p> <p>Enhancements :</p> <p>1 for an additional target within range</p> <p>2 for 1 additional damage inflicted back.</p>	
Stones		
Components		

A formula is described the following way:

- Name of the formula (X)

The name is followed by a number ranging from 0 to 4, indicating the focus level the alchemist must have reached to prepare this formula.

- Components

This is the type and the number of components the alchemist needs to prepare the formula.

- Range

This is the maximum distance, in inches, you can affect a target with a formula.

- Threshold: Auto/Target

This is the difficulty level the alchemist must reach to successfully perform the formula. It will be either Auto or Target.

- Effects

This describes the effects of the formula once prepared.

- Enhancements

This defines the possible ways to enhance the effects of the formula.

The Alchemical Components

All things on Mornea are composed of the four elemental essences (Water, Air, Earth and Fire). Depending on the origin of their creation, all things contain one of these essences in greater quantity than the others. Each alchemist has an affinity for a particular element, and is able to feel it in the terrain around him and use it to prepare his formulas. Alchemical components are refined from these essences and the terrain elements from which they are extracted are known as "Tinted" by an element. In scenarios, players mark the point from which these essences can be extracted from these pieces of terrain with a small token of the element's color.

If an alchemist is within 1 inch of a Tinted terrain element, he can, at the end of an action, harvest the alchemical components contained in that piece of terrain at no AP cost. He can only do so once per turn.

- If the terrain contains components for which the alchemist has an affinity, he can harvest:

4 components if he is from the Outer Circle.

6 components if he is from the Inner Circle.

- If the terrain contains components for which the Alchemist has no affinity, he can nonetheless harvest two components, whatever his ranks.

Once harvested, the Alchemist keeps the components

until he uses them to prepare a formula.

After it has been harvested, the terrain is drained and it is not possible to harvest further components from it for the rest of the game.

The Alchemical Stones

Alchemists start the game with a given amount of alchemical stones. These alchemical stones are concentrated energy used by the alchemists to enhance the effects of their formulas.

They are also sometimes used when the alchemists lack enough components to prepare their formulas.

The Alchemical Process

Alchemy on Mornea is performed in many steps. First of all, the Alchemist must spend 1 AP to initiate his formula.

- Preparing the Formula:

The core assumption for the preparation of the formula is that the alchemist has enough components for the formula. If the alchemist does not have enough components, he can substitute 2 alchemical stones for each missing component. These stones do not count towards the limit of stones an Alchemist can spend to enhance his formula.

- Designating the Target:

Once the formula is prepared, the alchemist designates the target. He must have a line of sight to the target. The player then measures the distance to the target and compares it to the range of the formula. If the actual distance is lower than or equal to the range, the alchemical process continues. If the target is out of range, the formula has automatically failed and the components and/or stones are consumed with no effect.

- Combustion of the formula:

Provided the target is within range, a check must be made to see if the formula will affect the target. The alchemist initiates the combustion of the formula by making an Alchemy roll.

The complexity level depends on the formula's threshold:

If the threshold is Auto, the formula is automatically successful.

If the threshold is Target, the complexity level of the alchemy roll is equal to the Mind attribute of the target.

To make an Alchemy Roll:

An Alchemy roll is a test whose resolution changes depending on the focus level and circle of the alchemist: An Alchemist of the Outer Circle rolls two dice of the color of his Health State, to which he adds his current



focus level.

An Alchemist of the Inner Circle rolls three dice of the color of his Health State, keeps the best two, and adds his current focus level.

If the result is equal to or greater than the Mind attribute of the target, the effects are applied. Otherwise, it is a failure and the components and stones are lost.

- Enhancing the formula:

Once the formula has been successfully cast, an alchemist can use Alchemical stones to enhance its effects. Each enhancement requires a certain amount of Alchemical stones, as stated in the description of the formula.

An Alchemist of the Outer Circle can use up to 4 stones to enhance a formula.

An Alchemist of the Inner Circle can use up to 6 stones to enhance a formula.

In the case of an enhancement allowing an Alchemist to target more than one miniature, it is not necessary to make a new Alchemy roll. Any new miniature targeted is automatically hit.

Focus Level and Alchemical Circle :

Some formulas require the alchemist to have attained a high enough focus level to be successfully performed. There are four focus levels in the alchemical circle, represented by small white circles on the front side of the alchemist's card. An alchemist begins the game with a focus level of 0. Each new level of focus requires 1 AP.

The alchemist can progress in the alchemical circle at any moment during his activation, and keeps his focus level as long as he is not injured.

Each time an alchemist suffers DAM, he loses a focus level, regardless of the amount of damage suffered.

Keep this in mind!

Alchemical components are elements the alchemists harvest on the battlefield. They start the game with none.

Alchemical stones are available only in limited quantities and are in the alchemist's possession from the beginning of the game.



V. THE SKILLS

Armor Piercing (Close Combat/Ranged)

When a miniature with this skill makes DAM rolls in Close Combat or for a Ranged Attack (depending on the specifics of the skill), it ignores the effects of the Tough (x) skill.

Cavalry

During a charge attack, a miniature with this skill gains 2 bonus dice to its Close Combat roll instead of just one, and reads the results on the DAM table one column to the right.

Expert (x)

A miniature with this skill gains one Bonus die for its combat roll when it picks the (x) CC.

For example, a miniature with the Expert/Quick skill will gain one Bonus die on its combat roll when it picks the "Quick Attack" CC.

Fearless

A Fearless miniature does not need to make a Mind attribute roll related to the Fearsome skill, it is considered to be automatically successful.

Fearsome (x)

A miniature charged (or engaged) by or trying to charge (or engage) a miniature with the Fearsome skill must first make a Mind attribute roll against a complexity level of x. If the roll is failed, the miniature must add 1 Penalty die to all its combat rolls for as long as it is in Close Combat with the Fearsome miniature. This roll must be made every time a miniature is charged or tries to charge a Fearsome opponent.

The effects of this skill are cumulative.



Feint

A miniature with this skill can change its CC to “Inactive” after both opponents have revealed their CC. If the previous CC selected would have required AP expenditure, that AP is not spent.

Guard

A miniature with the Guard skill protects all friendly miniatures of Size 2 or smaller within 2 inches of itself. When a “guarded” miniature is the target of a ranged attack, an alchemical formula, a charge or an engagement, the guard can activate for free and take its place. The figurine then switches places with the guard. No reaction can be made when this skill is activated. This skill has no effect if the guard himself is targeted by the same action as the miniature it is guarding (in the case of an alchemical formula, for example). It also has no effect if an enemy miniature is in the guard’s combat range. The use of this skill is declared after all the effects of an action have been announced (such as any enhancements for an alchemical formula, for example).

Leader

A miniature with this skill has an aura whose radius is equal to its Mind attribute in inches. Any friendly miniature in this area may use the Mind attribute of the Leader instead of its own for any roll associated with this attribute. Moreover, a Leader does not suffer the ill effects of any injuries when making an Initiative roll – a leader always uses the white dice for Initiative rolls.

Leap

During its movement, the miniature with this skill up to twice, for a distance equal to its Normal Movement distance in inches for each leap. The miniature can leap over obstacles and miniatures of Size 3. This movement can allow it to charge a miniature which it could not see when it declared its charge. This movement counts toward the total movement of the miniature, this isn’t an extra movement.

Long Reach

A miniature with the skill Long Reach considers his combat range to be 1 inch. A player may decide to measure the combat range of any of his miniatures with this skill at any time. He cannot measure the combat range of an enemy miniature with this skill. A miniature with Long Reach does not have to get in base contact with his opponents to initiate Close Combat. It also benefits from its extended combat range when making a Charge Movement.

- A miniature without the Long Reach skill who is within combat range of a miniature with the Long Reach skill

but not in contact with it can, when activated, choose to either disengage or to engage the miniature with the skill.

- A miniature with the Long Reach skill within combat range of another miniature without being in contact with it, and who has not initiated a Close Combat previously must engage (and can’t charge) to initiate a Close Combat upon its activation. It does not, however, have to come into base contact with it.

Marksman

During a ranged attack but before making the range estimate, a miniature with this skill can spend 1 AP to ignore any cover bonuses (whether granted by terrain, a miniature, a Close Combat or the Stealthy skill).

Master (Close Combat/Ranged)

During its activation, a miniature with this skill can perform one Close Combat or Ranged attack (depending on the specifics of the skill) without spending AP.

Master Strike (x)

A miniature with this skill can use the special CC named “x”.

Ranged Attack (x/y)

Some miniatures have the skill and equipment to use this ability and make ranged attacks. They can shoot as described in the rules (see Ranged Attacks, p.17) The first number (x) associated with this skill indicates the shooting skill of the miniature. The second number (y) indicates the range of the weapon in inches.

Ranger

During its activation, a miniature with the Ranger skill can perform one Normal movement for free.

Sequential Attack

Every time a miniature with this skill uses a CC and successfully hits (whether damage has been inflicted or not), it is allowed to make a second attack on the same miniature without spending any additional AP before the target miniature even has the time to strike back. This second attack is considered to be a quick attack with no modifiers to the combat roll. The enemy miniature cannot spend AP to get a CC against this attack. A miniature with this skill can only get one additional attack for a successful attack.

Stealthy

When deploying miniatures at the beginning of a game, a Stealthy miniature may be held back and deployed after all other miniatures from both sides have been deployed. A stealthy miniature is always considered to be Under Cover for shooting purposes (and can always react to

deny a shooter its Aiming bonus, as seen in Reaction Movement, p.18).

Moreover, it cannot be charged by any miniature who is more than 4 inches away.

Tactician

A miniature with this skill makes Initiative rolls with a Bonus die.

Tough (X)

A Tough miniature has a particular build or some other protection that allows it to withstand even the most powerful blows. When this miniature is subject to damage, the amount of Damage is reduced by (x) to a minimum of 1 point. This skill has no effect on damage inflicted without a dice roll.

Untouchable

When a miniature with this skill uses the “Parry” CC, it can make the opponent reroll all the dice of its Combat Roll again before the parry roll. This second roll must be kept and cannot be rerolled in any way.

A swift and agile 300 points worth escort for two sheiks.



THE CHRONICLES OF MORNEA



PROLOGUE

At first, there was nothing. The void. An immeasurable, dark nothing.

From this an intuition was born. The persistent idea that something must exist. A powerful feeling, an absolute will to create. And She appeared. Born of her own resolve to exist, She was. This happened, simply, and that's all that matters.

She awakened from the mist of the void and as *She* took consciousness of *Herself*, *She* grew more powerful.

Surrounded by the darkness *She* wanted to bring a bit of light into this dark universe. *She* created stars, by the thousands, by the millions so that they would pierce the oppressing obscurity. *She* created them in myriad colors, and the night became illuminated by little red, yellow, blue and white lanterns. Thus was dawn born and *She* could distinguish every corner of her new domain.

She contemplated her creation with happiness, hypnotized by these little fireflies of colored gas. But that wasn't enough for her. It wasn't animated enough.

She then decided that it was more than time to colonize this vast universe.

She created a first world, *Printeps* where riches of all sorts would be legion and *She* made creatures who would eternally revel in them. Millennia passed, but nothing was happening and her toy was boring her. This didn't please *Her*.

She then created a second world, Hecateps, with a hostile environment where two races would continually confront one another for her own amusement. But in the end, the quarrels and permanent wars between her new toys bored her. This didn't please *Her*.

She then created a third, then a fourth, many, which *She* created according to her whims, each more beautiful or fantastic than the last. But all of her creations seemed unfinished, insipid. It seemed that none took on a life of its own. All of them were lacking that little spark which could light up their soul and turn each into a truly unique creation.

She then stopped her creation, tired for a moment. There, in the void of her universe, *She* began to think. *She* waited. An eternity for her creations, a brief moment for *Her*.

Then the shadows of her thoughts began to clear and what seemed to her as a strong idea appeared to her. *She* first started by creating a new world, then *She* named it Mornea, as it pleased her. Its soul, its essence would be the most subtle and most beautiful of all her worlds. *She* knew it.

And finally *She* took it upon herself to add the ingredient which *She* thought could finally give life to her new toy: *She* thus created Time. From time, evolution would come and from evolution would come the beauty of a world which could finally blossom before her eyes. This pleased her.

She finally felt a new sensation in the depth of her essence: excitement, dizziness. The trouble her creation brought her made her heady.

She now had to try this new concept of temporality. *She* certainly couldn't try it *Herself*, as time would have no grip on *Her*.



THE ERA OF CREATION

THE ARCHITECTS

She then decided to create four beings, four creators, the Architects, each gifted with her traits and a part of her divine essence.

She first created Khalim, with a feline body, courageous and loyal like *Her*.

She then created Naash, with the body of a serpent, sage and patient like *Her*.

Then *She* created Aurlokan, with a knotted body, generous and a dreamer like *Her*.

Finally, *She* created Orhöm, the one without traits, curious and versatile like *Her*.

She then gave life to each of them, a defined existence. A life to shape her creation, her world, to paint it and help its soul blossom. *She* announced that *She* would return when their life would be near its end in order to admire their finished work. Then *She* retired, and for the first and only time, was satisfied.

The four architects went to work and, according to *Her* will, shaped a world according to their whims and thus, in *Her* image.

The first changes and transformations began to occur.

Time flowed and the creations of the 4 started to change according to cycles which resembled the nature of each.

Khalim was the first one to create rivers, plains covered with budding plants and flowery trees. It was the first time of Mornea: Spring.

Khalim liked the colors that this first season brought to life, the new smells and the first few animals also pleased him. Mornea was growing from nothing and he was proud of it.

Naash continued the work of his brother, feeling that these first

few creations needed yet more evolution. He made a sun appear, Thebus, which would slowly warm Mornea in its second season: Summer.

Warmth covered the surface of Mornea, new animals appeared. Naash seemed satisfied.

Then came Aurlokan who felt that all these vistas lacked contrasts. Thus he covered the trees with magnificent colors, more apt to daydreams and melancholy. Mornea had her Fall. Aurlokan liked to walk in the forests and fields thus transformed to contemplate the beauty of the world he was shaping with his brothers.

Finally Orhöm, not seeing how he could improve upon all that his brothers had made before him, decided, by being contrary, to erase everything during a purely neutral time. He created the night, whose moon Hannah would be queen, and Mornea dove into winter.

The animals fell asleep during the season created by Orhöm and it pleased him to be able to contemplate his work calmly.

Time went by thus, season after season, allowing each as they passed, to appreciate all the facets of their work. They could see how beautiful time was, as it created a variety in the vistas of the world, of Mornea, throughout a single life.

They liked to contemplate their work, letting the cycles pass so that each could spend time gazing at the work they had accomplished.

Time on Mornea

Time on Mornea flows slowly and inexorably. During his contemplations Naash was able to measure it through the evolution of the vistas of the seasons created by his brothers and himself.

He was thus able to determine this:

A cycle is made up of 4 seasons. A season is the time Mornea takes to change its face.

A season is made up of 3 selenes. A selene is the time it takes Hannah, Mornea's moon, to become full again.

Each selene is composed of 88 days. A day corresponds to the time required by Thebus, Mornea's sun, to rise again.

Each day is divided into 22 hours. The hour was arbitrarily determined by Naash in order to be able to measure time in smaller quantities.

Time flowed on, peacefully. But the task of the Architects was still in its infancy and most of their lives had been spent already. However, they all remained entranced by the wonderful task they were performing.

THE GLASS FRESCO

After many cycles, the Architects realized just how much time had passed and it suddenly seemed so unfair to them. Each of the Architects had to wait three seasons to admire his work, but during that wait, their life was passing.

They decided then, together, to find a solution to remedy this situation, to find a way to finish the task *She* had given them.

For a very long time their minds wandered, looking for an idea. It suddenly appeared to them in an epiphany. They would freeze the seasons on a tableau. With time thus stopped, it would be possible for them to contemplate Mornea and finish their work at a more leisurely pace.

Khalim went to the desert and brought back a multitude of grains of sand. The purest and whitest sand he could find.

Naash heated the grains and made a large sheet of a translucent glass without the slightest imperfection.

Aurlokan brought from the heart of Mornea tones, lively colors, pastels which would allow them to paint upon the glass.

Orhöm prepared the fresco by polishing the glass and making it as smooth and thin as a sheet of paper.

Each then chose a palette of colors to paint his season. Tones of a deep blue for the springs of

Khalim, flamboyant carmine impressions for

Naash's summers, subtle ochre nuances for

Aurlokan's falls and a magnificent array of whites and grays for Orhöm's winters.

Each poured his heart into the realization of this work, putting into it a part of his essence. The very one they had received from *Her*.

This tableau could therefore remain eternal. And then, with the seasons thus frozen, time stopped.

The Architects resumed their work, creating an even more varied flora, then a more numerous fauna to populate these vast lands and give a bit of life to the Mornea fresco. This era lasted an eternity. How many selenes, seasons, cycles? Time, absent, has never said.

THE BREAKING OF THE FRESCO

But despite the fact that the life She had offered the Architects had not yet come to term, *She* chose to return, impatient to discover the work accomplished by her children. On day, then, *She* came back. In a hurry to see her work, she was anxious to see the fruit of their labor.

But what *She* discovered displeased her.

The beings to whom she had given a part of her essence, those in whom she had put her trust, her hopes, had cheated. They had granted themselves the right to manipulate time, her work! How could they have dared manipulate and modify what *She* had made with so much love!

Furious, *She* grabbed the Fresco, poured into it all the anger flowing through her at that moment. Then, *She* broke the Glass fresco by throwing it against an immense mountain, breaking with that very act the semblance of immortality that the four had acquired. The Fresco shattered into a myriad of pieces large and small which scattered and landed all over Mornea.

The biggest fragment was a piece on which all the colors of the seasons were present. It came to land at the feet of a young tree growing not far from the mountain upon which *She* had broken the mosaic of glass.

As they hit the ground, the debris of the Fresco melted and flowed deep into the ground...

The alchemical stones

When the debris from the fresco melted and flowed into the earth of Mornea, each of the little fragments came to color part of the stone. Each piece thus created an alchemical vein where it came to rest. These veins were of a specific type depending on the part of the fresco there were made from.

Thus, pieces of the fresco painted by Khalim made veins of Marines, the alchemical stones of water.

The pieces of the fresco painted by Naash created veins of Ardents, the alchemical stones of fire.

The pieces of the fresco painted by Aurlokan created veins of Flints, the alchemical stones of earth.

And pieces of the fresco painted by Orhöm created veins of Swarms, the alchemical stones of air.

THE CURSE

With the fresco broken and scattered, *She* turned towards them.

Her ire could not be contained. Not a single one of them had understood the value of the sacrifice which had to be made to give her world a soul. This enraged her.

She then swore to them that they would all have to pay the price for their perfidy and *She* cursed each of her children as well as their creation. Only their sacrifice would have a chance of making up for their betrayal and avoid the condemnation of this new world she had gone through such pain to create.

She then fell quiet for what seemed like an eternity, looking at each of her children with a burning gaze. Then *She* let time resume its work and left Mornea, leaving her four children to their inevitable end.

THE CHILDREN OF THE FOUR

Abandoned, Khalim, Naash, Aurlokan and Orhöm found themselves together. They walked for a very long time, silent, contemplating Mornea. The anger of their creator echoed in their minds and they soon had trouble accepting the fact that they would not be there to enjoy the fruit of their work. This plunged them into a deep depression.

While they remained on Mornea, walking among the lands they had created, lost in their thoughts, Orhöm acted. Anger and incomprehension were growing in him. He had given everything for *Her* and he could not resign himself to let Mornea die. He couldn't accept that his life had been in vain. The thought frustrated him. The other three shared that feeling.

Aurlokan, still pensive, turned to the others. Looking at the sky, he spoke to them in a whisper. Why not in turn create their own descendants? Witnesses who could in turn enjoy their work. They still had enough power for one last act of creation. Why not create beings in their own image?

All of them loved the idea... And as the idea was brought up, the imagination of each ran rampant...

As each was about to go his separate way, Naash, the wisest of the four, addressed his brothers. Even if the idea of descendants found an echo in his heart, he could not forget the anathema put upon them by their creator. He reminded them of its terms. None of them had accomplished the sacrifice *She* was expecting of them so that the soul of her world could finally come to life.

If they wanted to break this curse, they would

have to sacrifice their divine essence, necessary for the act of creation they had in mind. Khalim approved the wisdom of his brother, Aurlokan and Orhöm remained quiet.

Finally, each left on his own, deciding to give a meaning to their work one way or another.

Khalim headed north and went to sit down by a large lake at the foot of the tall hills of the northern edge of Mornea. He spent a long night lost in thought, letting his mind lose itself in the reflection of his face in the water.

In the morning, his mind clear, Khalim had created four finely worked basins filled with water from the lake. He spent an entire week sitting thus, surrounded by the four basins. For hours he remained there, sitting, talking peacefully, calmly. He spoke to himself about the world and the water in the basins seemed to have little shivers as the flow of his words went on. More days passed and the shivering waves at the surface of the basins grew stronger. During the last days, as the sound of Khalim's voice remained as poised as ever, the water of the basins seemed to boil, ready to burst in a gigantic geyser. Then, on the dusk of the seventh day... Khalim fell to the ground, as four drenched feline shapes approached him...

The Khalimans were born.

Naash disappeared to the west of Mornea. He entered the hearts of the mountains, in a maze of rocks. He wound up stopping in the deepest depths of the mountains, far in the west, in the middle of the oceans, where the fire became liquid. He tamed the fire of the mountains in a gigantic well so that he could use its creative power. He then spent many weeks gathering his memories and collecting all of his knowledge, which he then breathed into the rock itself. Tired, he then went near the lava pit and gave his essence as an offering to the igneous element. A whisper was then heard, a long hiss and smoke came out of the well. Two dark serpentine forms appeared...

The Naashti were born.

Aurlokan took the direction of the east. There, he knew, he would find large plains spotted with forests and a few mountains. A scene completely appropriate for his plan. Arriving there at nightfall, he headed to one of the most gorgeous swamps of his creation. There he took in his hands the two finest pieces of peat and worked them into little shapes according to his whims - numerous, knotted as he was. And he rejoiced more and more before the beauty of his creation as the hours of the night passed. When the morning came, he had made eight. Four of them would be males and four would be females. Then, he brought them to the plains so that his work could dry under the sun. It took a full day and all the attention of a father for the forms to finally shake themselves and come to life.

The Aurloks were born.

Orhöm traveled for a very long time before deciding to come to

a rest at the foot of the mountains in the south of Mornea. Isolated from his brothers, he mulled over *Her* words unceasingly and it annoyed him greatly that *She* could decide to curse them like this when all they had done was dedicated to her. Yet he managed to attain peace when he arrived in the mountains. The violent wind around him could've swept anyone away, but he decided to tame it, to bend that element to his will, as he would do with all those who would now decide to defy him. From the wind surrounding him, he created a multitude of little beings in his image, his subjects. He ordered them to multiply and go wherever the wind would take them. Those who would wish to do so could remain at his side to serve him.

Man was born.

Average life span on Mornea

Each of the races on Mornea does not have the same length of time to draw the most out of life.

This depends partially on whether their Architect has decided to give up his life in creating these new lives or not, but also according to the number of children he spawned during his creation.

Thus the Naashtis have an average life expectancy of about 60 cycles.

The Khalimans have an average lifespan of 40 cycles.

Aurloks can live an average of 30 cycles and men have, on average, a lifespan of 25 cycles.



THE ERA OF TRANQUILITY (- 754)

The first moments of each of the new races passed by to the serene rhythm of the seasons created by the Architects. Over many cycles, each race forged its own identity. This era is called the Era of Tranquility. The Naashtis developed a network of tunnels which would allow them to go anywhere in Mornea in order to study the peculiarities shown by the world they lived in.

The Khalimans developed a society which let them run wild with their love of beauty and arts of all forms.

The Aurloks, under the loving gaze of their father, blossomed in harmony with their environment and loved more than anything to listen to their creator's long stories.

The humans developed especially quickly pushed as they were by Orhöm, who had since renamed himself Dao. They colonized

a large portion of land and created the basis of an empire.

A few notable dates stand out in this long period of peace:

- . Cycle -5: Orhöm dies, leaving Man with the duty of becoming the most powerful nation of Mornea.
- . Cycle 0: The Celestial Empire of Dao becomes the Jade Triad and the Imperial Calendar is adopted by the Khalimans and the Naashtis to help further trade between the nations.
- . Cycle 33: Aurlokan leaves his people for an unknown destination. This cycle is one of mourning for the Aurloks.
- . Cycle 76: Ideological divergences appear within the Triad but those who have spawned these alternative beliefs disappear.
- . Cycle 111: Creation of the Khaliman Senate.
- . Cycle 686: Man discovers the property of the alchemical stones and decides to map out the important resources of Mornea using Jin Markers.



THE ERA OF THE ALCHEMICAL WAR (754 - 807)

Over 700 cycles after the death of Orhöm, man was finally ready to conquer Mornea. The Triad assembled the Celestial Army and, in 754, its legions left to conquer the continent. The Celestial Army progressed by following the Jin Markers and thus found the necessary resources for putting to use its most devastating mystical effects. This was the beginning of the alchemical war.

THE CONQUEST OF OBLAYE ISTE

The conquest of Oblaye Iste, a territory of the Aurloks, began on uneven ground: the Aurloks were dedicated pacifists. They had no military training and those who resisted were few. The Celestial Army slowly claimed this vast land and exploited its numerous alchemical quarries. The Aurloks had to flee to avoid being massacred.

The Celestial strategists, in all their arrogance, had however neglected to take into account the diplomatic balance which had up to then been in place on Mornea. Controlling Oblaye Iste, a peaceful and prosperous land at the crossroads of nations, meant having a decisive tactical advantage and drew the ire of every other nation in a single strike. The Khalimans allied themselves immediately with the Naashtis and sent their armies not long afterwards to free the Aurloks and put an end to the threat Man posed.

The clash was terrifying. Man posed his martial discipline and his large numbers against the agility of the Khalimans and the strength of the Naashtis for many cycles. The power of alchemy, inherited from that of the Glass fresco broken many cycles earlier, gave them a decisive advantage. The frail children of Dao won victory after victory; nothing could stop the human wave from sweeping over Oblaye Iste.

THE EXILE OF THE NAASHTIS

A new chapter of the alchemical war began when the Celestial decided to concentrate their efforts first on one enemy and then another, instead of facing them both together. They left it up to the Pale Moon to choose the first target and how the Jade Triad would dispose of it. The mysterious Celestial decided to honor the symbolic animals of the clans: the black cobra of the Pale Moon would face the Naashtis directly while the rest of the army would resist against the Khalimans all while finishing the settling of Oblaye Iste.



The following cycles have forever marked Mornea. While the Iron Heart kept the Khalimans in check and decimated the Aurloks, the Pale Moon struck a lethal blow to the Naashtis. Armed with horrible artifacts created by the Breath of Dao, its assassins poisoned the streams, ruined food reserves. The children of Naash, exhausted by their colossal losses in both Oblyae Iste and in their homeland, disappeared from the surface of Mornea in 783.

The honor of having exterminated the Naashtis cannot be given to the Pale Moon, but to death itself.

– The Celestial One of the Pale Moon

THE BATTLE OF GIGAGE GADUSI

The Naashti menace dealt with, the Jade Triad decided to end it with the Aurloks once and for all so as to move on to the Khaliman front as soon as possible.

The Iron Heart, supported by the Breath of Dao, launched a massive offensive on the surviving Aurloks gathered in the plains of Gigage Gadusi. The war leaders deemed it pointless to send scouts. The deathblow was about to be struck for a dying race.

This was a mistake on their part: when the assault began at dawn, the soldiers of the celestial army were faced with

Aurloks transformed into beasts of war by an unknown power. Their appearance took on the shape of savage wild beasts, offering a sharp contrast to the allegorical animals of the martial schools of the Jade Triad.

The battle of Gigage Gadusi was the first in a long series of defeats and marked a turning point in the campaign of conquest of the Jade Triad. The fleeing Aurloks turned around to face their aggressor and put Oblaye Iste to the torch. The Celestial Army had to redeploy to face this new threat for which it hadn't been prepared, leaving an opportunity for the Khalimans to in turn launch victorious offensives.

The Celestial Army was still large enough to crush the poorly-trained Aurloks and the Khalimans who were less numerous than it was. The war, however, was more difficult and longer than planned.

The Day Before we Would All Die



The wind exhaled its soft breath upon the plains and the braves who were vainly seeking comfort in its silent whisper. Young children were crying, feeling deep in their gut the unspoken anguish of their mothers and the nervousness of their fathers. Heavy looks were exchanged while no one was thought to be watching and no one could help but throw furtive glances at the nearby hill separating them from their final destiny. A mood too heavy for two

young people, who preferred instead to get away from the tribe a bit: by getting on that hill, they'd be able to see the plain beyond. And see the enemy, Those-who-carry-steel who, tomorrow, would slaughter them to the last.

Both held the other by the hand in silence as they reached the top of the hill: under a scarlet dusk sky stretched a plain which was just as red. At least that color was only due to the flowers of heart-of-fire: tomorrow, it would be the blood of the braves who would give the plains its color. Where the carmine of the valley met the celestial garnet a large black stain stretched, a dark scar marking the horizon with its threatening slash: the army of the Jade Triad. It would never fall back, never give up and would always keep on coming! Its only goal: the complete extermination of Aurlokan's children and the conquest of their thunder-stones.

Both youths silently contemplated the enemy army which was setting up its night camp, many miles from there. Both silent and somber, they held each other to give themselves courage. Anagipa finally spoke.

«Tomorrow I swear I'll kill at least ten before dying under their blows! I may only be a wind-warrior, Waco, but I know how to use my weapons. I swear it on my ancestors' spirits!»

«You'll kill much more than that, Anagipa: I'm sure of it. You are thunder in the shape of a woman. I would love to be able to fight as well as you, but my destiny is

that of a shaman and not that of a warrior. I'm unfortunately not very good when the time comes to hit the enemy: I've only been taught to listen to the voice of the spirits. And the spirits have abandoned us...»

«Don't say that, Wako! You have no idea what the manitous are expecting of us!»

As a protest, Anagipa grabbed her friend and threw him to the ground. Dragged along, she in turn rolled over the fresh grass, leaving a light imprint in the scarlet flowers in the wake of her supple and muscled body. After a brief struggle and a few stray laughs, both found themselves lying on the grass, one against the other, out of breath. Her heart beating, Anagipa ran the tips of her fingers down the naked torso of the young shaman.

«If we had had a bit more time... Just a little bit more! I could've been your wife, Waco. We could've been so happy together...»

«Those-who-carry-steel care little for our dreams,» sighed Waco. «They think only of this war: to track us, to hound us and kill us. And finally, they've caught up with us. The day has come when no brave will have children, the day when tomorrow will never come.»

«Don't say that,» repeated the young scout while caressing his face. «Tomorrow is the day of the battle and the manitous will guide us, I'm sure of it. And before that... before that, we still have tonight. We still have time for ourselves, my Waco. Time to do what we have never been able to do, even though we have both dreamed of it so often.»

His heart beating, Waco Dark-Night tenderly embraced his beloved, his head spinning at the contact of her burning skin, his hand venturing into places decency would normally forbid him to. Their soft embrace was suddenly interrupted by a long yell in the night. Jumping in surprise as much as in fear of having been caught, Waco and Anagipa brusquely turned around towards the source of the cry: on the next hill, a wolf with a dark pelt was looking at the horizon, attentively contemplating the black hordes of the Jade Triad. Stopped in his tracks – although glad not to have been caught by someone from the tribe in this posture – Waco stood up and took a few steps towards the wolf. The latter looked back at him. He didn't seem hostile or even fearful, his attitude showing something more akin to a grave dignity, vaguely benevolent towards him.

«Don't go that way, brother wolf. The men of jade have a heart of stone and a hand of steel! They won't spare you anymore than they'd spare any of ours. Run far away from here, you who still can.»

The wolf stared at him in silence, with this noble, animal pride which could only be his. «I will not flee,» he seemed to say to the young shaman. «I know how to face and defeat them and maybe you too will soon know how to do this.» His gaze riveted to the animal's, Waco almost felt a strange symbiosis weave itself between them, an intense complicity, a fearsome intimacy. Around them time froze, if only for a few moments... This strange feeling was suddenly broken by the arrival of Anagipa at his side.

«Poor wolf. He must not know where to go either.»

«It's getting late, Anagipa,» said Waco with a broken voice, moved without knowing the real reason why. «We should go back to the camp before our families start to worry and waste their energy looking for us.»

Forgetting the wolf, the two young lovers looked at each other in silence, regret filling their eyes. Holding each other by the hand with strength and tenderness, they turned their backs to the scarlet plain, to the deadly army which would tomorrow exterminate them and to this hill which had almost become the cradle of their love. Waco was right: never again would Anagipa and he have the chance to ever spend a tender moment together. He knew that with dawn would come the bloodiest battle of the history of the Aurloks and that tomorrow, he would be dead.

But many other things he didn't know! That the wolf would come back to talk to him much more clearly than he had on this twilight-lit hill. That tomorrow, his name, Waco Dark-Night, would be chanted by his entire people, like one chants a victory chant. A cry of hope.



The end of the war came not from the battlefields upon which the Triad opposed the Khalimans and the Aurloks, but from the very empire itself.

Some voices had been raised from within to push further with the research on alchemy in order to face the new threats forming against the Empire.

These voices became a chant which the Celestials could not ignore, for the good and the balance of the Jade Triad.

In 805, they therefore decided to strike hard and fast. But what should've been a punitive raid against a dissident alchemical school of thought became a civil war and finished weakening the Triad for good, as it could not fight on three fronts at the same time.

In the 806^e cycle, the kingdom of Avalon proclaimed itself sovereign.

In 807, the Triad, bled dry, negotiated a peace treaty with its opponents. As a show of good faith, the Triad agreed to participate economically in the restoration of the areas pillaged and ravaged by 53 years of unforgiving war.

The treaty was signed in the plains of Giga-gadusi in the presence of a whole new Khaliman diplomatic corps dedicated to peace: the Sheiks.

This treaty marked the beginning of the Era of the Concord.



THE ERA OF THE CONCORD (814 – ACTUAL 1371)

Ever since the end of the alchemical war, economic exchanges have multiplied and many flourishing trading posts have allowed the many nations to work together for the good of Mornea.

The greatest project to have cemented this harmony between races was the Canal of the Concord, the construction of which began in 1149 and ended in 1173.

The canal allowed an increase in trade between the nations from the start, notably between the Khalimans and the Triad, for which long sea travels became a thing of the past.

After an era of bloody battles, the era of the concord promised to usher in a long period of peace and prosperity.

But already new troubles have started to appear. The kingdom of Avalon seems to growl from the swamp which serves as its territory and the incessant attacks it has made upon the Aurlok

nation do not reassure the sheiks.

The Khaliman Republic seems to shiver as whispers from the corridors of the Senate say that a terrible curse is falling upon their nation.

The Aurloks have dedicated themselves entirely to their battle against Avalon, but at the same time, some manitous and spirits seem agitated.

As for the Triad, it has discovered the existence of a mysterious organization which has spread the word of an antique prophecy:

«The completion of the Fool's Journey will open the path to the Shadows».





THE KHALIMAN



OVERVIEW

Haunted by the burden of a bloody past, the Khaliman people now seek to bring peace and harmony to the races of Mornea. The Khaliman Republic projects the image of a model of civilization, preaching a republican culture dominated by art, commerce and peace. Paradoxically, the most fervent militants, who actively seek unity, seem to suffer more and more dissension within their ranks. Tensions have appeared between the all-powerful Sorority of the Chosen of Sorhna and the Magmou'a, the senate constituting the cornerstone of the various Khaliman institutions. Both are also undergoing their own inner conflicts: senators diverge as to the policy to follow and the Sorority, veiling itself in the silence of its secrets, is seeing more and more Sorhna turn their backs on it, choosing instead exile into the frozen northern lands where the Ermadhi, a minor bloodline which is distancing itself from the political powers and who seem to be actively preparing for a terrible war, welcomes them.

While the Murch'a, the official representative of the Khaliman, makes himself scarcer than ever, many personalities are standing up to face the various events plaguing the Republic, such as the mysterious and bloody prison break of hardened cri-

minals. While institutions remain paralyzed, individuals shine through. Individuals such as the plotting vizier of the Republic, a merchant lobbyist expert at politics or a former judge turned warrior in order to protect the oppressed.

And yet, as the cryptic prophecy of Fatiha seems more than ever to have an impact on daily life, and unity is what the Khaliman must turn their efforts to. If the Sheiks Corps is devoted body and soul to ensure this alliance with the other races, who will be able to maintain it at the very heart of the Khaliman Republic?

Proverb:

«He who has little water walks at night, while he who has none does not walk.»

Meaning: one who does not know how to adapt using what he has at hand will be unable to reach his goal. Taking into account that, for the Khaliman, water is an allegory for the soul, it also means: those who have little soul turn to evil, while those who no longer have any can only die.





HISTORY

Proverb:

«Like the tide, always return to where you came from, but never be the same while you're there.»

Praise about the respect of one's origins and personal improvement.

THE TIME OF LEGENDS

When the Architects parted ways, Khalim headed towards the North: according to Naash, he had to sacrifice himself to give life to a people. He arrived in a place which pleased him: a peaceful lagoon, pleasantly nestled between the northern ice and the southern deserts.

Khalim went to the central islands and settled himself to meditate while contemplating his reflection in the water. Guided by his inspiration, he modeled the earth from the

shore and made four finely decorated basins.

He filled them with water, placed

them around him and, comfortably installed, started to talk.

He spoke thus, calmly, for many days without ever stopping. He described the world, the beauty of spring, the virtues of strength and bravery, the aestheticism of life... To the rhythm of his voice, the water of the basins rippled discreetly which, as days went

by, became nervous wavelets. On the sixth day of this monologue, as Khalim's voice was still as poised, the water of the basins seemed to boil. On the dusk of the seventh day, the Architect spoke his last word and fell to the ground, lifeless. Four feline forms birthed from the water in the basins surrounded him: they were the first four Khaliman and were named Khalid, Malikh, Sorhna and Suleman

As her three brothers built a sepulcher worthy of the dead Architect, Sorhna decided to put in writing all that had been told to them over those seven days. She filled the basins with water from the lagoon and read in their eddies the echoes of Khalim's words: lacking anything to write on, she wrote that testimony on her own skin, using her own blood as ink. And

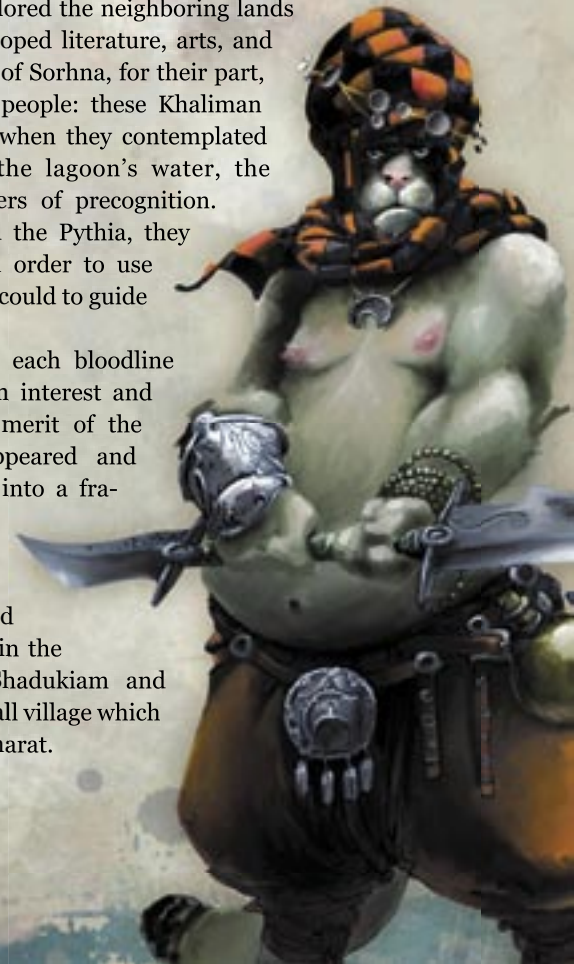
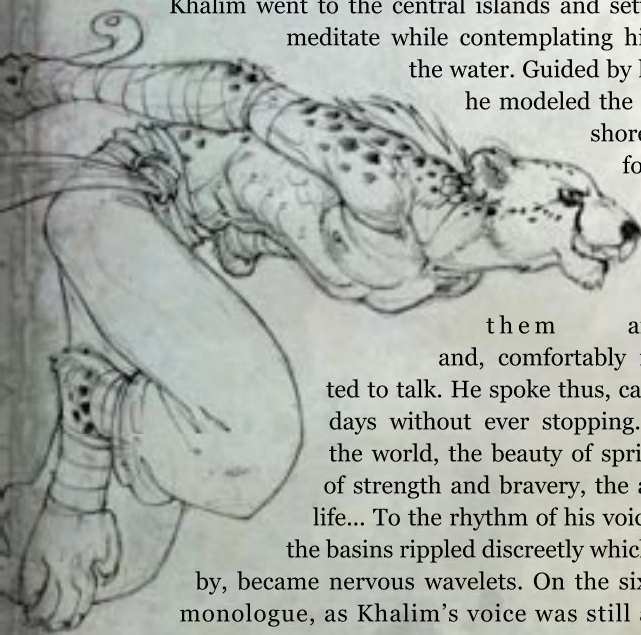
so she did for many long days, hurrying onward as her sight weakened from her efforts. Seven days later, the three males had finished the mausoleum and interred the one now called the Prophet; their sister had also finished her work: every inch of her skin had been written on and she had become blind.

The three brothers mated in turn with Sorhna, who then gave birth to three Khaliman bloodlines. But while in these embraces, Sorhna predicted the coming of a fourth bloodline: occasionally, blind females would be born and Sorhna staked a claim against her brothers on these Khaliman females as her own bloodline. To each of her brothers, Sorhna gave four boys and four girls, which in turn each had four sons and four daughters. When the last of the children were born, Khalid, Malikh, Sorhna, and Suleman each returned to the mausoleum of the Prophet to, in turn, die. Upon Sorhna's death, her great-granddaughter, born blind, was the first Khaliman of her bloodline: it was she who took the skin of her ancestor before she was sealed in the mausoleum and turned it into the sacred book, the Kitâb min ha'Ab.

THE AGE OF CONFLICTS

Around the mausoleum a city was built: Shadukiam the Magnificent, capital of the nascent civilization forming around the four bloodlines. The Suleman built, the Malikh explored the neighboring lands and the Khalid developed literature, arts, and sciences. The chosen of Sorhna, for their part, gave counsel to the people: these Khaliman had discovered that when they contemplated their reflection in the lagoon's water, they gained strange powers of precognition. From then on called the Pythia, they formed a sorority in order to use their gift as best they could to guide their people.

But as time passed, each bloodline focused on their own interest and came to forget the merit of the others. Tensions appeared and quickly degenerated into a fratricidal war between three bloodlines, the Sorhna deciding to withdraw instead of becoming a stake in the conflict: they left Shadukiam and found shelter in a small village which would become Hammarat.



Few things are known about the War of the Three Bloodlines, beyond that the fighting was particularly fierce: once peace returned, the Khalimans chose to destroy every written record of this war, so that the atrocities perpetrated would be absolved and forgotten. The war ended as suddenly as it started, following a meeting of leaders organized by the Matriarch of the Sorority and a wily Naashti who had managed to fool all three leaders into coming to the same place at the same time. From that same period also date the first contacts with explorers from the Jade Triad: doubtless these first contacts with the other races of Mornea were a vital catalyst for peace, strengthening the bond of brotherhood between the bloodlines.

This war deeply changed the Khaliman concept of conflict resolution, as they swore to never raise their weapons against one another and always find an answer through diplomacy. Minor bloodlines were acknowledged, in order to honor those who, amidst the torment, had strove for peace. Society was reorganized on another basis than that of the bloodlines and the human calendar was adopted: on the 111th cycle the Khaliman Republic was born.

THE AGE OF DIPLOMATS

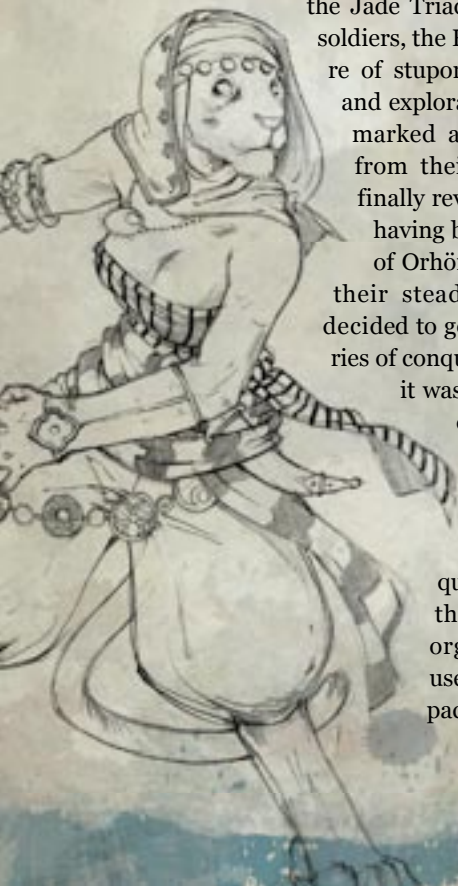
The exchanges between the races of Mornea paved the way for an era of six centuries of prosperity. Starting with the 740th cycle, the harmonious climate of cooperation slowly soured and turned to rancor and envy. When the Jade Triad unleashed wave after wave of soldiers, the Khaliman learned, with a measure of stupor, that under pretense of trade and exploration, the humans had patiently marked all the lands that they desired from their neighbors: the Jin markers finally revealed their true face! Furious at having been thus abused by the children of Orhöm, the Khaliman conferred with their steadfast allies, the Naashti, and decided to go to war to put an end to the series of conquests initiated by the Jade Triad:

it was the alchemical war. The Pythia discovered, to their surprise, the properties of the alchemical stones and the possibilities they offered to their own mystical practices. The war quickly took a turn for the worse: the humans were numerous, organized and benefited from the use of alchemy. The Aurloks were pacifists and the Naashti, suffering

from too many defeats, wound up disappearing, leaving the Khalimans to face the humans alone. In 795, the Matriarch of the Sorority, Fatiha Bint Sorhna, delivered unto her people a mysterious prophecy, still not entirely fully understood to this day: all that we really know is the overall message, stating «all races must unite, not against the humans, but with them».

As the Senate wondered how to apply this strange directive, a miracle happened: the Triad suffered a first defeat as the Aurloks brutally came out of their apathy at Gigage Gadusi, then a second miracle occurred when a portion of the Triad's alchemists seceded and founded the Kingdom of Avalon. The strength of the Triad crumbled and the secret of alchemy spread: the Khaliman learned the secret of the Marines and the Pythia became alchemists: the oracles. This revolution brought about the discovery of summoning, which allowed the Khalimans to throw into battle fearsome djinns. Feeling that the Triad would have to give up, the Khalimans forced it to negotiate peace and recall its armies. During cycle 814, the treaty of Gigage Gadusi put an end to the alchemical war and gave truth to the prediction of Fatiha. So that such a war could never happen again, the Senate created the Sheiks Corps, with the mission to arbitrate any conflict before it degenerated, and built the canal of the Concord to promote commerce between the races: through fair commercial trading, the nations of Mornea would gain more than war could ever allow them to earn, all while being less costly.

Thus began a new era, during which the Khaliman Republic carefully watched over peace in Mornea.





THE CALIPHATES

The territory of the Republic is divided into ten Caliphates, or hakân in the Khaliman tongue – see map on page 33.

At the heart of the sea of Serenity is found Bahar Razul. Called the Caliphate of the Prophet's Lagoon. Home to Shadukiam, one of the most influential Khaliman cities; the city itself possesses marvels: the Senate, the Art academy, the prophet's Mausoleum, Bahar Lum Walad «the lagoon of dreaming children»... Cris-crossed by numerous canals, the Khaliman capital is an urban jewel built on a small network of islands, united through the repeated use of bridges and causeways. The climate is gentle and the skies merciful; the arts and a peaceful way of life are celebrated by its inhabitants.

To the north extends one of the vastest caliphates of the Republic, Tahub Abid, the Caliphate of the White Robe. It is also one of the less populous caliphates, due to its semi-arctic climate and its hostile and icy lands, consisting mainly of tundra and low hills. The minor bloodline of the Ermadhi has turned it into its territory and remains in its troglodyte cities to shelter from the biting cold. It is also where the Penitentiary of the Tooth may be found, where those who commit blood crimes are kept under lock and key. The prison has been quickly rebuilt following its mysterious destruction.

Radika Dumu, the Caliphate of the Garden of Tears takes its name from the large number of Almohad Khaliman who died there during the War of the Three Bloodlines while interposing themselves between the warring factions. Subject to a temperate climate, this caliphate is a fertile land of varied agricultural crops, providing food and textile fibers, earning it the nickname of «Garden of the Republic». The western portion of the caliphate is covered by a rich, dense forest of fruit trees, which are also used as a source of wood for the Republic.

To the east of the Garden of the Republic can be found Jaabal Nar, the Caliphate of the Mountain Rivers. Encompassing much of the Habib moun-

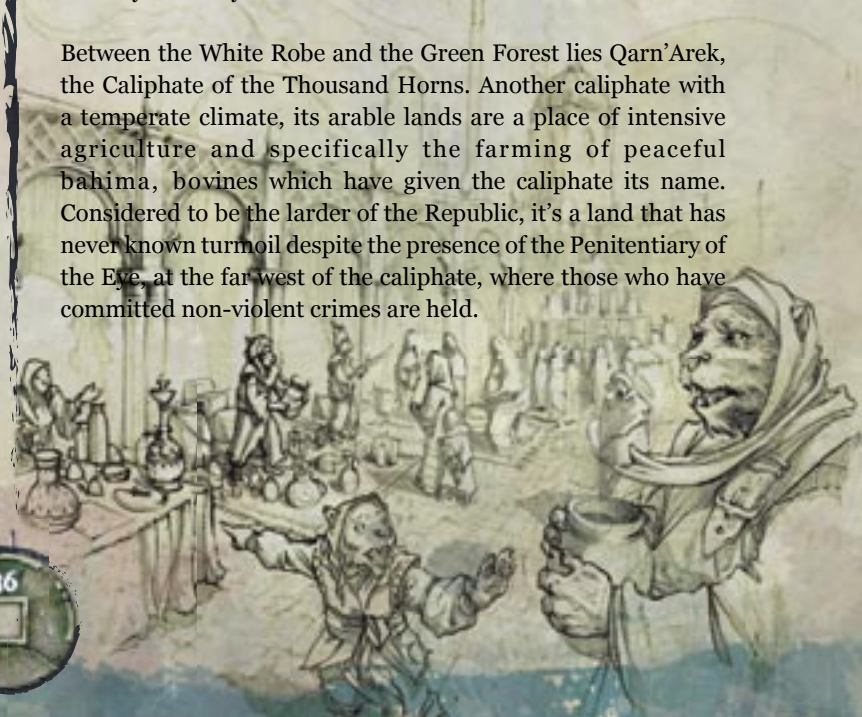
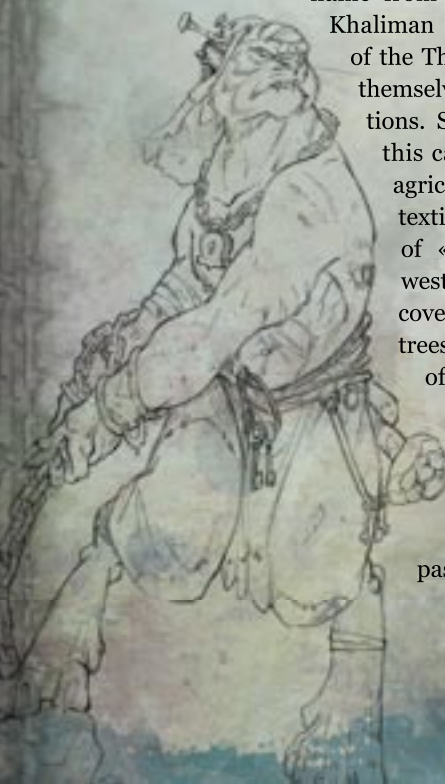
tains, the terrain is rocky, but on the whole softened by the large number of waterways. Although it is difficult to get anything to grow, it is here that the Republic's stone quarries are found. The heart of the caliphate is undoubtedly Hammarat, the «City of the Sources,» the hegemonic land of the Sorority of Sorhna. The Matriarch leads the Seven Deans there, who themselves lead as much over their bloodline as over the city. The latter is home to the alchemical Academy, where the four basins of the Prophet are kept.

To the south-east of the lagoon stretches Bahusa'Rih, the Caliphate of Simoun's Kiss, smothered by an arid and desert-like climate despite the presence of the Canal of the Concord, which runs through it and provides a hint of coolness and life to the region. The Jaabal Ifrit, a mountain range to the west of this region, is made of stone too brittle to be of any use, while the east contains nothing but the Asfar Desert, where one can find a fine sand particularly appreciated by glassworkers. As numerous ifrit prowl this caliphate, the ifrit'quaniss are frequently found here.

To the west of Simoun's Kiss is a small region, lying at the feet of a group of rocky outcroppings: Koucef Sayeb, the Caliphate of the Cape of Tears. Forming the easternmost point of the Roaring Tiger Strait, it's the only place in the Republic where iron mines can be found operating at full capacity. Many artisans, blacksmiths and armorers can be found in this caliphate.

On the other side of the strait lies Haraj Akdar, the Caliphate of the Green Forest. This caliphate's warm, temperate climate favors a peculiarly diverse Mediterranean agriculture. Everywhere around Haraj Gani one can observe the Forest of Prosperity, where olive, date and palm tree plantations flourish. This forest is famous for the renowned date alcohol distilled there, but mostly for the presence of Th'Mhénic, considered to be the military center of the Republic. Guardian of the Roaring Tiger strait, this highly militarized city harbors the Republic's military academy.

Between the White Robe and the Green Forest lies Qarn'Arek, the Caliphate of the Thousand Horns. Another caliphate with a temperate climate, its arable lands are a place of intensive agriculture and specifically the farming of peaceful bahima, bovines which have given the caliphate its name. Considered to be the larder of the Republic, it's a land that has never known turmoil despite the presence of the Penitentiary of the Eye, at the far west of the caliphate, where those who have committed non-violent crimes are held.



The smallest of the caliphates, Surak Mahuja, the Caliphate of the Undertow's Call, only contains one island of the Ocean of Dreams, found south-west of the Green Forest. This is where the Republic's fishermen live and work: the fruit of their labors is enough by itself to feed many of the other caliphates.

The last caliphate of the Republic is Bab Muglak, the Caliphate of the Closed Door, a small, sparsely populated island to the south-east of the Sea of Serenity. The sole senator of this caliphate is also the only one to know the floor-plan of the Prophet's mausoleum and is given the title of Vizier of the Republic. Deliberately located far from Shadukiam, he is the only one to know the secret passages of the mausoleum. The «faceless», his soldiers, whose identity are secret and who operate under his authority despite the distance between them, physically watch over the sacred building and the Prophet's body contained within.

THE RIVERS

Four rivers are considered important by the Khaliman. Each is symbolically linked to a season and one of the main bloodlines. These are sacred rivers to which the Khaliman regularly travel in order to perform ritual cleansing:

- Nar Rabi, the River of Spring, springs forth from Hammarat and separates the White Robe from the Garden of Tears;
- Nar Sahif, the River of Summer, separates the Green Forests from the Thousand Horns;
- Nar Kariff, the River of Fall, separates the Thousand Horns from the White Robe;
- Nar Cheta, the River of Winter, whose icy waters flow through the heart of the White Robe.

The other rivers of the caliphates are felt to be too small to be of major importance and are seen as nothing but simple rivers.

GEOPOLITICAL SITUATION

The situation of the Khaliman in regards to the other races of Mornea is illustrated by the existence of the Sheiks, who travel tirelessly Mornea's roads to watch over the union of the races by offering mediation and a diplomatic solution to any discord between two factions. Throughout the centuries, they have forged a solid reputation for themselves, as much for their wisdom as for their impartiality, and are currently a privileged method of solving disputes without bloodshed. The Chiekhs Corps, led by issheik Jahida Ibn Suleman, ensures that their agents are present in any area where interaction between races may occur.

Because of this, the relations of the Khaliman with the other races are essentially guided by the level of respect these races have for peace:

- The Khaliman show themselves to be rather benevolent towards the peaceful Aurlok, even if their slightly haughty paternalism isn't always appropriate. They try to bring them civilization, but without questioning the foundations of Aurlok society or severing their link with nature.
- On the other hand, Avalon particularly annoys the Khaliman because of its multiple acts of aggression towards its neighbors and specifically those taken against the Aurlok. Careful to maintain their impartiality, the Khaliman try to remain in contact with this highly aggressive race, all the more so because the Fallen Barony intrigues them greatly: they are unable to understand how this fief can still exist.
- Towards the Triad, the Khaliman show extreme wariness: despite the end of the alchemical war, the thirst of the humans for the resources of the other races is still alive and well. The Khaliman are convinced that the Triad will take up arms at the first sign of weakness, and so try to always show themselves to be strong and vigilant. Despite this, the Khaliman appreciate the inventiveness and sense of aesthetics of this refined race.





THE BLOODLINES

Even though Khaliman society no longer places as much emphasis on the bloodlines as it once did, they still have their importance due to the traits and societal characteristics they give to those belonging to them.

- The Khalid bloodline has small and slim individuals who are gifted with an outstanding oratory talent, perfectly mastering innuendo and double-meaning. Most senators are from this bloodline.
- The Malikh bloodline is the most numerous, as it is the most fertile. These Khaliman are particularly agile and quick.
- The Suleman bloodline gives birth to individuals of large size and strength, giving them a natural sense of authority. These Khaliman are especially brave, faithful and loyal.
- The Sorhna bloodline is covered in-depth later on: this very special bloodline is composed of nothing but females, blind from birth, gifted with precognition and destined to become alchemists.

Most of the minor bloodlines are from the Malikh bloodlines and share their morphology, most notably illustrated by the case of the Ermadhi, the Almohad and the Fadela.

Each bears his lineage in his name, the prefix Ibn – meaning «child of» – coming between his first name and the name of his bloodline. For the Sorhna, this prefix is replaced by Bint, which means «chosen of».

THE CASTES

Khaliman society is organized according to a caste system. There are four hereditary castes, which rely on rigorous training rather than individual talents: the warrior caste, the merchant caste, the artisan caste and the worker caste.

Added to those are four merit-based castes, which a Khaliman can join through his personal capabilities: the rhetoricians' caste, the artists' caste, the bedouins' and the erudites'. One can only gain access to these by being accepted by the

caste's council (as they are non-hereditary). A Khaliman belongs to both his hereditary caste and, if he has one, to his merit-based caste.

These castes are egalitarian and not supposed to be hierarchical. In reality, however, two of these actually put themselves in a position of dominance over the others: the rhetoricians' caste – which makes up a major portion of political power and the erudites' caste, which the Sorhna join freely from the moment of their birth.

FAMILY LIFE

A Khaliman becomes an adult at the age of 5 cycles (which is equal to about 18 years). After the ritual ceremony of cleansing in the Sea of Serenity, he or she has the right to get married and to apply for a merit-based caste; he or she must, from now on, respect the four religious obligations.

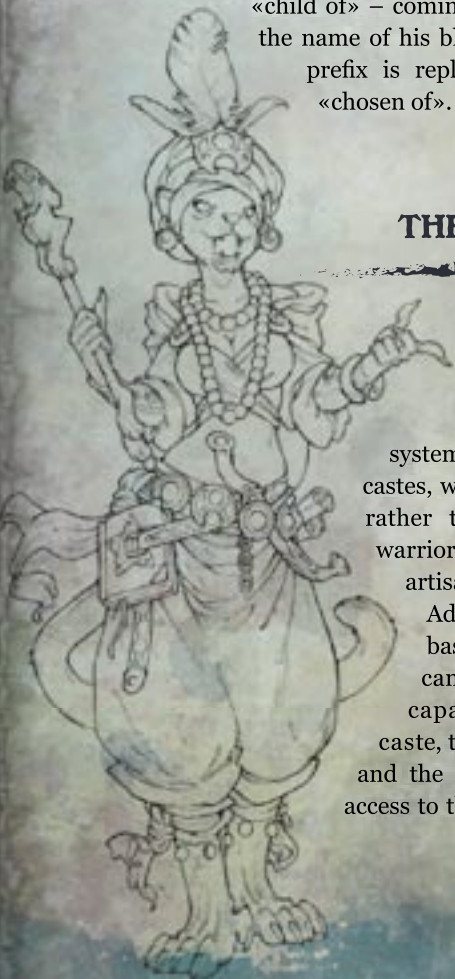
Khaliman marriages are most often marriages of love; only a few old and powerful families still contract arranged marriages. It is possible to find a spouse in another bloodline or another caste, although the tendency is to seek love in one's own bloodline and caste. If the finances of those concerned allow for it, multiple marriages are authorized to a limit of four per individual: polygamy and polyandry are therefore common lifestyles, weaving tight and tangled family networks.

After a pregnancy lasting 3 moons (8 months), a Khaliman will give birth to between two and four babies, except for the Malikh who are invariably litters of four: two males and two females. If the parents are from different bloodlines, the children are most often of the father's bloodline, unless, of course, Sorhna are born. When parents belong to different hereditary castes, male children integrate their father's caste while female children join that of their mother.

Khaliman society is perfectly egalitarian towards both sexes, the only notable exception being the Sorhna and access to the city of Hammarat.

SPRITUAL LIFE

The Khalimans revere Khalim, the Architect who sacrificed himself to give them life. Two of the legacies of the one called «the Prophet» are considered sacred: the mausoleum where his remains have been interred and the Kitâb min ha'Ab, «the Book of the Father's Reflection». This cult, quite simply, demands four obligations to the Prophet: – that one make a pilgrimage to the mausoleum at least once in one's life;



- that one make four daily prayers, each given as thanks for one of the first four Khaliman;
- that one offer to each of one's children, on their 4th birthday, a Kitâb min ha'Ab which they shall keep their entire life;
- and that one make ritual cleansings in one of the four rivers, at least once every 4 years: the Nar Kariff for a Khalid, the Nar Rabi for a Malikh, the Nar Cheta for a Sorhna and the Nar Sahif for a Suleman.

This cult, organized around the number four, has slowly made the number five taboo, bearer of the darkest omens. This superstition has had many consequences for the life and politics of the Khaliman, even if the senators deny it. Thus, the birth of a litter of five children is always seen as a curse and it is even said that some parents discreetly «dispose» of the fifth child. This is also why the status of sacred river has been denied to the river flowing between the Nar Kariff and the Nar Cheta, even though it is of a similar size to the other sacred rivers. Despite this, some alarmists feel that damage has been done through the digging of the Canal of the Concord. They view it as a 5th river which will wind up bringing misfortune and catastrophe to their civilization. Even those who claim not to heed such tales avoid swimming in the Canal of the Concord... and not only because of the passing ships!

POLITICAL STRUCTURE

The Khaliman Republic is the only democracy currently in power on Mornea. The territory is split into 196 districts, a political decoupage corresponding to the number of senators.

The heart of political life is the Magmou'a, a senate reelected every four cycles, each family having a voice in selecting their district's senator. The Magmou'a is the legislative capitol of the Republic and is permanently seated in Shadukiam. Absenteeism is not tolerated. A Sorhna cannot become a senator, as her gift would risk skewing the political apparatus. Remaining far from political life by request, the Sorhna can only enter Shadukiam with difficulty and can under no circumstances approach the hemicycle.

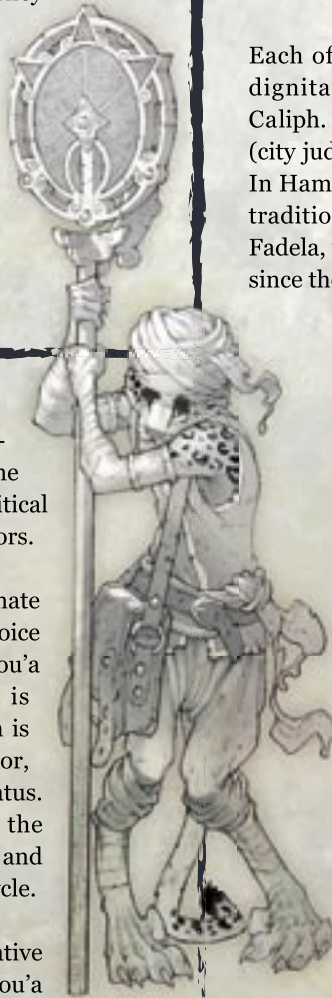
In order to be able to concentrate on its legislative tasks, at the beginning of each session, the Magmou'a selects an executive branch, charged with taking urgent decisions and managing the daily administration. After long negotiations, the senators pick ten of their number to sit on this executive body: the Assembly of the Ten. Once chosen, this council chooses from among itself a Murch'a, «the guide»,

tasked with officially representing the Republic. For the past three cycles, the Murch'a has been Mahfoud Ibn Khalid, a timid and inexperienced Khaliman.

ADMINISTRATIVE MATTERS

On top of the political spectrum the Republic rests an administrative patchwork of the 10 caliphates, each led by a Caliph, head administrator chosen by the Magmou'a. Each fulfills this task until his or her death, answering for their actions to the Magmou'a alone. They guarantee the smooth operation of day to day business in each jurisdiction. The Vizier of the Republic assumes both the tasks of Caliph of Bab Mulgak and that of senator. Deliberately installed far from Shadukiam, he is the only senator able to be replaced at the Magmou'a. The current Vizier is Zaïm Ibn Malikh, an old fox of a Khaliman.

Each of the three main khaliman cities is run by a specific dignitary, the muhtasib, subject to the authority of the Caliph. He manages the chourta of the city, selects the cadis (city judges) and watches over order and security in the city. In Hammarat, this title is granted by the Seven Deans and is traditionally given to the leader of the minor bloodline of the Fadela, which has been in charge of the security of the city ever since the Sorhna took up residence there.



ALCHEMY

Among the children of Khalim, only those belonging to the bloodline of Sorhna are apt to practice alchemy: they are gathered in a secluded, enclosed organization: the Sorority. The alchemical war has put an end to the time of the Pythia. By rationalizing their practice, the Sorhna have discovered not only an alchemy based on their ancient divination rites, but also a form of summoning-based alchemy. Both of these branches of alchemy require the use of an aqueous surface or a mirror. Despite being practiced by women who have been blind from birth, Khaliman alchemy is based on the concept of reflection. The Sorority has perfected the water mirror, with which every Sorhna is equipped, and which combines the utility of the mirror with the purity of water.

THE SORORITY OF SORHNA

Considering themselves all sisters, the Sorhna have very quickly made an institution which cares for them from their earliest age and which helps them master and develop their gift. This organization, the Sorority, has installed itself in the east of the Khaliman territory in order to remove itself from the War of the Three Bloodlines. Since that exodus, Hammarat has become the place of hegemony of the Sorority, to the point where males are only tolerated there for short periods of time. As the centuries passed, the city's institutions and the Sorority have blended together. These days, the Seven Deans of the city also rule over the destiny of the bloodline. At their head is the Matriarch, a character as powerful and influential as the Murch'a himself.

The current Matriarch is Chahida Bint Sorhna, a very old Khaliman, authoritative and intransigent, with a lean and dry body, parchment-like skin. She very rarely leaves her sanctuary in Hammarat. Under the guidance of this traditionalist, the Sorority has become particularly secretive and jealous about everything concerning alchemy. Half a dozen cycles ago, the birth of a Khaliman male who still had his sight but who had the same powers as the Sorhna caused ripples: as some saw in the event a rejection of the Sorority by the Prophet himself, Chahida took matters into her own hands and carved out the child's eyes. She was unable, however, to bring the child back to Hammarat: the Republic's Vizier opposed it and took it upon himself to care for the child's education.

Since that incident, the bloodline has closed in on itself and cut itself off from the rest of the world. Some Sorhna have taken a dislike to what the Sorority has become and sometimes even go so far as to flee its ranks; these fugitives generally head to the north, where they know they will be welcomed and sheltered by the minor bloodline of the Ermadhi.

The heart of Hammarat hides a few ritual items, which the Sorhna preciousely watch over in the name of their race. There is, of course, the Kitâb min ha'Ab, but also the four basins of Khalim. The Sorority keeps a precious secret regarding the latter: one of the basins mysteriously shattered in 722, followed by a second which suffered the same fate in 783 as the alchemical war raged on. The Seven Deans convened many times, but were never able to find an explanation for these happenings. They were content to simply find a use for the fragments of the basins: the water mirrors were created using minute fragments from one of the broken basins, the power of which allows the water to remain at the surface of the mirror.

Even if these breaks are undeniably an ill omen, the Sorority has taken care to ensure that no one ever learns of it, so long as it still seeks an explanation for them. The two basins still intact bear witness that nothing is finished nor resolved just yet.



DIVINATION

Since their early days, the Sorhna have benefited from a natural talent at perceiving future events, but this natural gift is capricious. In fact, for the Pythia, a future event was like a charging bull: it was an easy thing to see that it was black, large, near and likely that it is heading your way. A change in any of these criteria made the divination harder. Alchemy and the use of the Marines has led to a rationalization of these perceptions. Now that the Pythia have left their place to the oracles, the visions are much more reliable and easier to invoke: rationality has won over intuition.

By reuniting her components and calling upon her formula, an oracle amplifies her sensitivity to the future for a certain length of time, at the end of which she returns to her natural divinatory capabilities. The more experienced an oracle, the longer this period of amplified perception will be. The choice of components and of the formula allows the oracle to choose what sort of event she will focus on during the amplification, as the realm of possibilities is too large and too packed with possible events to perceive all of them at the same time.

Prescience is faster and more accurate when the alchemist concentrates on her own reflection, even if her blind eyes are unable to see it. In order to make life easier for wandering oracles, the Sorority has given them access to Staves of Sight, walking sticks containing an integrated water mirror.

SUMMONING

An alchemist with a particularly fertile imagination is able to perform much more spectacular feats than simple divination. By drawing her inspiration from the ebb and tide of incomplete futures, a summoner gives form to an item or elemental creature she was able to imagine: beings thus summoned are called water sprites, but the more powerful ones are called Djinn. Able to maintain this apparition for a limited time, she can use the object or make the called-upon being perform various tasks before he returns to the void.

For her rites, the summoner needs a few instruments: a large enough mirror, from which she'll give form to her creation, but also a hookah filled with water from the Sea of Serenity, as the trance required by the summoning is entered into by inhaling alchemical compounds. The most gifted summoners can forgo the use of the hookah, as the inhaled components remain perpetually active in their bodies; the best among them are even said to be able to free themselves of the necessity of using a mirror...

If the summoning of items or water sprites is easy enough, Marine tears are required in the summoning of djinns; moreover, the creature needs to be fed alchemical stones to stabilize its materialization:

- Marines allows the oracle to stabilize a Mahritin Djinn, a genie of water;
- Ardents allows her to stabilize a Pyritin Djinn, a fire genie;
- A Swarm allows her to stabilize a Sylphitin Djinn, an air genie.

For reasons yet unknown, no summoner has ever been able to call upon a Djinn of earth.

THE IFRIT

During summoning rituals, it sometimes happens that the summoner will suffer from a strange spasms, similar to epilepsy. These disturbed rituals then give birth to perverted and evil Djinn, called Ifrit, who maintain their existence by causing, directly or indirectly, the death of individuals who have the misfortune of crossing their paths.

While the existence of Ifrit is known to all Khaliman, the Sorority carefully hides the sad part played by its members in the appearance of these creatures: it justifies their proliferation by pretending that these evil genies sometimes have a chance to split themselves into doubles... what's worse is that there might just be some truth to that horrible statement! Luckily, cases of Ifrits summoning remain rare. The Sorority is trying to understand the reason behind the appearance of these creatures in order to put an end to them before the Senate learns the part played by the summoners.

Just like for the Djinn, there are many Ifrit: Mahritin Ifrit, Pyritin Ifrit and Sylphitin Ifrit. The existence of an earth Ifrit has never been reported to this day.





MILITARY ORGANIZATION

The Khaliman perception of combat has changed significantly since the end of the alchemical war. Initially, combat was but one art among many others, with everything it implies about spontaneity, creativity and individuality. Facing the legions of the Triad taught the Khaliman the necessity to employ a permanent and organized army, able to intervene quickly and efficiently. The regular army was created from the chourtas, urban militias which were already established. Due to the geographic peculiarities of the Republic, the Senate has chosen to work not with a single centralized structure, but with two divisions, completely identical in their structure and workings.

The occidental division is based in the Great Forest Caliphate, and is led by mollah Arsalahm Ibn Suleman. Although this robust veteran has mastered the many forms of the art of war, he remains a clear partisan of brute force, directness of speech and intimidation of the opponent. Cruelly disfigured by the blade of Mordren de Klarmen, he keeps a scar on his face as a souvenir of that incident and to this day harbors a grudge towards Avalon.

The oriental division is based in the Garden of Tears Caliphate, and is headed by the mollah Othmane Ibn Malik, a former senator who abandoned the Senate's floor for the barracks. He favors the use of guile and plots over epic conflicts, which, according to him, cost too many lives. Rumors say that he puts more value into the visions of the oracles than to the Senate's thoughts, and especially to the visions of a certain Sajidah Bint Sorhna, whose dark predictions are questioned by the Sorority.

Each of these divisions is organized into four distinct corps, each led by a raïs.

The Shield Corps is focused on protection – it's the biggest corps, as the notion of defense is taken to have a very broad meaning. This corps is notably where the jarayas, collective defense troops, and the ghulams, who take care of individual protection, may be found.

The Sâaridan Corps is trained for attack. It numbers few warriors, but what little of those there are have a reputation for their ferocity in combat, such as the der'wish and the venators.

The Corps of the Forewarned Eye is specialized in reconnaissance. This corps is a mishmash of various small groups, each with vastly varied functions. The meharists are the only ones who distinguish themselves from the rest, due to their large number and their fame.

The Bow Corps gathers all warriors trained for ranged combat. It's by far the least numerous

corps, as this way of fighting seems less noble than hand-to-hand combat to most Khaliman. Despite this negative image, the warriors making up the bulk of this corps, the Tuareg, are immensely respected.

In parallel to this army, «artistic warriors» are still found, attached to the traditional approach to fighting, the most famous among them being the ifrit'quaniss.

THE SYMBOL OF THE REPUBLIC

This icon brings to mind a sun emerging from a moon. The three rays of the sun (male symbol) represent the three bloodlines from the three sons of Khalim. The moon (female symbol) represents the fourth bloodline, from Khalim's only daughter.

The placement of these four forms is deliberate: just like the bloodlines they represent, they show a united front. The three solar points protect the moon and are its armed hand, while she is the support of these three points, which unites them. She has in her heart an empty space: the victims of the War of the Three Bloodlines.

A second interpretation also exists. The moon brings to mind the night, mystery, all that is hidden; the sun stands for heat and light, which shows the path. Some see in this symbol a statement that the light of the sun can illuminate even the darkest night. Since this symbol was adopted after Fatiha Bint Sorhna's speech at the Senate, this second interpretation probably shouldn't be neglected...





SHEIK ARAOUI IBN KHALID 47pt
KHALIMAN DIPLOMAT

Mvt					PA
5/7/12	6	3	12	9	4

	1	1	2	2	3	3
	1	2	2	2	3	4

Recurve bow (4 /25), Size 2,
Leader, Marksman,
Diplomatic Immunity

Araoui has grown up in the Asfar Desert, where he lived as a tuareg for many years. Noticed by the Kabirsheik Hakim Ibn Khalid as much for his presence of mind as for his oratory talents, he was brought into the Sheiks Corps after a quick education. This uncommon path has made Araoui a very peculiar Sheik: as a desert Khaliman, he is prudent and wise. This former tuareg is never far from his bow, with which he is very skilled. He is someone who can be very direct while still being diplomatic. Despite his youth, he has been able to climb the rungs of the hierarchy faster than any other Sheik, which naturally bothers

his more conservative colleagues. He is often considered one of the protégés of the Kabirsheik Hakim Ibn Khalid, which is not totally incorrect. But the Sheik Araoui is also a specialist of Aurlok culture, which often brings him to arbitrate the conflicts between them and Avalon: the children of Aurlokan recognize his expertise, and Avalon tends to respect a Sheik who can use his bow so well! Rumors in Shadukiam say that Araoui has no doubt been chosen to replace his tutor when he will be old enough to leave his post. Araoui pays little attention to these rumors: for the moment, he is fully content with how his life is, fulfilling his love of travel while quenching his thirst for dangerous or tense situations. In his heart, Araoui is still a tuareg and Mornea his desert!

Diplomatic Immunity

Until the Sheik makes an attack roll in the game, any living miniature who wants to enter close combat with him must

first win an Opposition roll using the Mind attribute.



KABIRSHEIK HAKIM IBN KHALID 38pt
KHALIMAN AMBASSADOR

Mvt					PA
5/7/12	5	2	12	10	3

	1	1	2	2	3	3

Size 2, Stealthy,
Diplomatic Immunity, Pacifist

The Khaliman Republic has had many Kabirsheiks, those responsible for the formation of Sheiks-in-training, but none has ever had as much prestige and influence as the Kabirsheik Hakim Ibn Khalid. This Khaliman has crossed Mornea in every direction as a Sheik, garnering a spotless professional record which has opened the doors of the highest diplomatic functions of the Republic to him. Gifted with an incredible prestige among all of his people, Hakim Ibn Khalid is a very paradoxical individual: he is at once weary and creative, nonchalant and determined, lovable but wily. An erudite who loves writing, always drowning in smoke from the hookah which never leaves his side, yet who sees clearly into everyone he meets. Following a scandal

concerning certain practices of the Kabirsheik in function, Hakim was called back from his ambassadorial position and was offered the chance to become the new Kabirsheik by the Senate. Hakim accepted this difficult mission, as much because of a sense of duty as from desire for something difficult to do. Fifteen years have passed and we can see today that the Kabirsheik Hakim Ibn Khalid has shown himself to be up to the challenge: he has been able to clear the scandal caused by his predecessor and has given the Sheik corps a more modern and rigorous structure. Without really putting aside the training of apprentices, Hakim is slowly going back to his former functions as ambassador, mostly because of his love of travel. A great idealist, this fervent pacifist tirelessly uses his talents to make Mornea a world without war.

Diplomatic Immunity

Until the Sheik makes an attack roll in the game, any living miniature who wants to enter close combat with him must first win an Opposition roll using the Mind attribute.

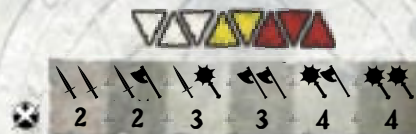
Pacifist

Any friendly or enemy miniature within 5 inches of the Kabirsheik must spend one additional action point for any combat, shooting or Formula casting action.



DAHLIA IBN MALIKH 43pt

Mvt					PA
5/7/12	5	5	12	9	4



Size 2, Leader, Fearless,
Superior Will, High Dignitary

When she was one of the senators from the Caliphate of the Prophet's Lagoon, this Khaliman was already renowned throughout the Republic for her perpetual activism in favor of the merchant caste. The

mysterious disappearance of her husband has alas changed all that: his vessel was never seen again after it left the Troubled Sea to enter the Canal of the Concord to return to Shadukiam, where it never arrived.

Despite still being young, Dahlia has left her office as senator to fully take over the management of her husband's company: the Company of Ambers, a powerful cartel with many trade

centers all over Mornea. Despite this rather early withdrawal from political life, she still lobbies virulently in defense of merchant's rights before the Senate. Now that she has taken the reigns of her husband's Company, Dahlia travels the roads of Mornea, looking for clues about her husband's disappearance. Helped by her personal ghulams, she doesn't hesitate to get her hands dirty in the field to put an end to any injustice she sees with her own eyes.

Beautiful and authoritative, this Khaliman has much influence in the merchant caste, not to mention a few senators who still owe her favors and the many friends she has in the city of Shadukiam. She has the resources of the Company of Ambers and is a formidable opponent for anyone who stands in her way.

Superior Will

At the end of her activation, Dahlia can select an enemy miniature. Dahlia makes a Mind test with a difficulty of 15. If Dahlia succeeds, the enemy miniature will have to be the next one activated by the opposing player.

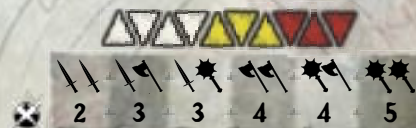
High Dignitary

When Dahlia is recruited by a Khaliman warband, Ghulams see their recruitment limitation increase by 2. Moreover, all Ghulams gain the skill Expert (Parry).



IBRAHIM IBN SULEMAN 41pt

Mvt					PA
5/7/12	6	6	12	10	3



Size 2, Long Reach, Sequential Attack,
Devastating Blow

For years, Ibrahim lived in the city of Th'Mhénic, where he was a cadí, a city judge in Khaliman culture. While he was on vacation with his family around the Asfar Desert, Ibrahim saw his life turned upside down when an

ifrit killed his wife and children, leaving him for dead at the desert's edge. He then had to suffer through the worst of infamies, as for a very long time he was suspected of having murdered his family. Despite the fact that Khaliman justice has concluded his innocence, those who believe him capable of such savage acts are many.

Ibrahim gave up his position as cadí and left for the Asfar Desert to become an ifrit'qaniss: he had sworn to find the

monster responsible for the death of his family and kill it. But, having arrived at the center of the desert, he understood what his true place in the world was: he had a duty to protect the weak, whether they were threatened by intangible monsters or unjustly accused of a crime they hadn't committed.

Since then, Ibrahim has turned his back on the desert and returned to civilization: he travels the roads of Mornea looking for weak people to defend, oppressed people to free, and justice to render. He has not given up on finding his Nemesis. He has even recently found clues about the pyritin ifrit, who goes by the name of Am'n Ayassarr and who is apparently responsible for the destruction of the Penitentiary of the Tooth: he managed to free a handful of convicts this way, who since then follow him wherever he goes, sowing terror and destruction on their path.

Devastating Blow

In hand to hand, when Ibrahim succeeds at his Combat test, he may choose to push the enemy miniature back a full inch. This movement does not allow the enemy miniature to be placed at a different height than Ibrahim's if the hei-

ght of any terrain onto which the miniature is pushed back is higher than Size 1. The miniature is pushed back in the direction opposite Ibrahim's base. If the miniature enters contact with an obstacle, it stops.

IËCHA BINT SORHNA, GUARDIAN OF THE SNOW 45pt



Mvt	5/7/12	5	4	12	8	4



1	2	2	3	3	4
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Size 2, Alchemist of the Outer Circle
(Water), Feint, Clairvoyant

This white-furred Khaliman is the personal oracle of the Caliph of the White Robe, land of the Ermadhi bloodline. Of many talents, she seems able to practice the alchemy of the oracles as easily as that of the summoners. All those who have met her remember her stormy moods, but also her frankness and her great courage! Unlike her sisters of the Sorhna bloodline, Iëcha is above all a warrior, able to give solid alchemical assistance to those who accompany her. The Ermadhi guardians are proud to fight at her side and hold her in high esteem, a feeling that is reinforced by the brotherly attitude of the Khaliman oracle towards them: a

behavior which certainly contrasts with the usual discretion and guardedness of members of the Sorhna bloodline. Iëcha isn't content to simply contemplate; she acts! Even though she's never had anything held against her, she has a bad reputation in the Sorority. No doubt it's somewhat because of her very direct attitude, but the main reason is the existence of rumors saying that the Ermadhi discreetly harbor Sorhna fleeing from the grasp of the Sorority, which couldn't be done without the active complicity of Iëcha. The Sorority has called the Guardian of the snow to Hammarat many times in the past, but she has never obeyed those directives. This attitude greatly displeases the Matriarch, who more and more feels that she will have to go in person to the Caliphate of the White Robe: only the reputation of the Ermadhi Guardians keeps her from doing so at the moment.

Clairvoyant

No enemy model in close combat with Iëcha can use the skills Master, Expert, Untouchable or Feint

Jest of Fate (o) 2 Water / 8 " / Auto

The formula targets a friendly miniature within range and lasts until the end of the turn. During each combat between the target and an enemy miniature, before the enemy chooses a combat card, one card is randomly discarded. Both players are shown the card and it cannot be chosen by the enemy miniature for the current

combat round. This formula has no effect if the miniature has no APs left.

Enhancements:

2 for an additional target within range

Alchemical scimitar (3) 4 Water / o " / Auto

The formula targets Iëcha herself and lasts until the end of the next turn in which Iëcha is wounded. As long as the effects last, Iëcha cannot lose her focus level. She gains one bonus dice for each combat roll and her damage table becomes 4-4-5-5-6-6.



ABDELAN IBN MALIKH 39pt

Mvt	5/7/12	5	3	12	9	4



1	1	2	2	3	3
---	---	---	---	---	---

Size 2, Alchemist of the Outer Circle (Water),
Chaotic Inspiration

Half a dozen cycles ago, in the Closed Door Caliphate, the young Abdelan Ibn Malik was born with a precognitive gift completely identical to that of the Sorhna oracles. The Matriarch, having long ago foreseen the birth of this child, sent a delegation from the Sorority to claim the newborn and gouged out his eyes. They were about to bring the child into Hammarat and the Sorority's control when the Vizier, who is also the Caliph of the Closed Door, intervened: he was sure that in the hands of the Sorority, misfortune would befall the child, who, by his birth alone, put many things that were taken for granted into question. The Vizier craftily passed the question over to the Senate,

who authorized him to take the young Khaliman under his protection, causing a sudden tension between the Sorority and the political powers-that-be. Cycles have passed and the Matriarch Chahida Bint Sorhna still demands that the child be handed over to her. This insistence worries the Vizier, who has begun to suspect hidden motives behind this request by the Sorhna. He has therefore sent Abdelan to travel all over Mornea under guard, and with a tutor: this wandering helps the education of the young Khaliman all the while protecting him from the Sorority. It has been discovered during these travels that the very presence of young Abdelan disrupts any alchemical operation nearby. It is also said that the Sorority has secretly sent a team to find Abdelan and bring him back by force to Hammarat: the Sisters of the Nativity, whose reputation is far from clean.

Chaotic Inspiration

Once per turn, when Abdelan makes an opposed roll against an enemy miniature, he can decide to swap one of the dice he rolled with one of the dice his opponent rolled.

Serenity (o) 2 Water / 10 " / Auto

This Formula is a reaction and can be prepared as soon as an enemy formula is initiated within 10" of Abdelan. Abdelan and the alchemist who prepared the formula make an opposed Mind test. If the alchemist wins the test, the formula is executed normally.

If Abdelan wins the test, the formula is canceled.

Reflection of Reality (2) 1 Water / 10 " / Target

This Formula can be prepared as a reaction when an enemy formula fails or is cancelled within 10" of Abdelan. The difficulty of the Alchemy test is equal to the Mind of the alchemist who attempted the failed or canceled formula. Abdelan is considered as having cast the failed or canceled formula. He chooses a new target for it, all faction indications for the spell are considered to be Khaliman and he can spend alchemical stones as indicated by the formula.





SORHNA ORACLE (I) ★ 38pt

I/card

Mvt	△	△	▽	△	PA
5/7/12	5	2	12	8	3



Born blind, the Khaliman of the Sorhna bloodline are taken in at birth by the Sorority and raised in a way that nurtures their precognitive gift. After a childhood spent in Hammarat studying the practice of alchemy, they become oracles: whether they are in the service of an individual or of the Republic, they are extremely

respected by the Khaliman. Able to discern the patterns of the future, they have the responsibility of guiding their race. Even though they are not warriors, their talents are much appreciated by the Republic's army, but also by the Sheiks who like to be able to have an oracle as part of their escort.

Foreknowledge

The Khaliman Oracles never have any line of sight restriction. They are considered to have a clear line of sight all the time. Also, when playing the combat cards against an Oracle, any enemy miniature must reveal its combat card before the Oracle chooses its own.

Uchronia (o) 2 Water / 10 " / Auto

The Formula targets a friendly Khaliman within range. The target he will be able to re-roll one of the dice for any roll. The Formula ends when the target uses it.

Enhancements:

1 for an additional target within range

3 for the Formula 3 for the Formula to be effective for all the dice

The more serious, bad, probable or close an event is, the sooner it is possible for the oracle to see it. Their predictions are clearer when the oracles concentrate on their own reflection, even though their eyes are blind. Those who travel always keep a Staff of Sight close at hand.

Even after having left Hammarat, the oracles still remain members of the Sorority which educated them: they are still under the order of the Seven Deans and more specifically of the Sorority's Matriarch: Chahida Bint Sorhna, an old Khaliman who puts together and cross references the visions of her sisters to discern the essential lines of the future. None other than the Seven Deans know the result of this work: the simple revelation of what it contains could change the course of history.

Proverb: «He/She'll lose his/her eyes.»

Said about a highly intuitive or wise person.

rolls of the turn in which it is used.

Premonition (2) 3 Water / 4 " / Auto

The Formula targets the Oracle herself. The range indicates a zone around the Oracle. The Formula lasts until the focus level of the Oracle reaches 0. Any Friendly Inactive Khaliman within range can always perform a reaction as if he had one AP left. There is no limit to the number of reactions a miniature can perform thanks to this formula. A reaction can be a reaction movement, a ranged attack reaction or playing a combat card other than inactive during a close combat combat.

Enhancements:

1 for an additional inch range



Size 2, Alchemist of the Outer Circle
(Water), Long Reach, Foreknowledge



SORHNA SUMMONER (I) ★ 38pt

I/card

Mvt	△	△	▽	△	PA
5/7/12	5	3	12	8	3



Oracles with a more fertile imagination are capable of much greater, even spectacular feats than mere visions of the future. Drawing their inspiration from the ebb and tide of unfinished futures, those who are respectfully called summoners are

able to make an object, a water sprite, or even one of the fearsome djinns appear. Able to maintain a tangible existence for a limited time, they can make the summoned genie perform various tasks before it returns to the void. The trance required of the oracle for this creative task is born of the inhalation of alchemical substances, through the use of a hookah filled with water from the lagoon. The

choice of ingredients thus consumed allows the oracle to summon objects and creatures vastly different from one another and also determines the length of their material existence. In addition to the inhalation of the alchemical substances through the hookah, these formulas require the use of a mirror from which the summoner will give shape to her creation. It is said that the greatest summoners no longer need the hookah as alchemical catalyst – the ingredients inhaled remain perpetually active in their bodies; the best of them are even rumored to be able to free themselves from the constraint of using a mirror...

The influence of the Sorority on the summoners is not any lesser than the one on the oracles: the Seven Deans rigorously study the capability of evoking elemental entities. They think that there is a mystery behind the apparition of djinns.

Alchemical Servant

When a summoner is recruited into a warband, the recruitment limitation of Mahritin Djinn is increased to 2.

Water Sprite Tutor (o) 3 Water / 5 " / Auto

The Formula targets the summoner herself, but the range indicates an area around the summoner. The Summoner gains a number of "Wave" tokens equal to her current concentration level. Any friendly miniature within range can use white dice for any of its rolls. Each time a miniature uses this effect, the Summoner removes one "Wave" token from her reserve.

Enhancements: 3 to double the range of the Summoner's Formulas (this enhancement can only be performed once).

Water Sprite Guard (o) 5 Water / 5 " / Auto

The Formula targets the Summoner herself, but the range indicates an area around the Summoner. The Summoner gains a number of "Wave" tokens equal to her current concentration. Any friendly miniature within range can use: 1 token so that the next DAM roll it suffers is read two columns to the left; 2 tokens so that the next DAM roll it suffers is read three columns to the left.

Enhancements: 2 for 1 extra «Wave» token.



THE TROOPS



JARAYA MALIKH (4) 20pt 1/card

Mvt					PA
5/7/12	4	4	II	8	2



The jarayas are the most ancient military institution in Khaliman history: when the War of the Three Bloodlines started, the urban militias became the spearhead of the three armies and took the name of jaraya. When the civil war ended, the jaraya disappeared: their name had become synonymous with violence and spilt blood. They reappeared only when the Khaliman took part in the alchemical war against the Jade Triad: the mollahs decided that it would be the perfect occasion to redefine the functions of the jaraya and clear their name. Their role would, from now on, be defense instead of aggression: the jaraya stood before the Aurlok to

protect them from the fate the Iron Heart's armies had in store for them. When peace returned, the jaraya remained as regular troops integrated within the Shield corps, their name now cleared of any negative connotation in favor of a more positive reputation.

The jarayas are mobile and versatile warriors, organized into phalanxes of various sizes. Their main role is to defend places or groups, which gives them a wide variety of different missions: interdiction, caravan escort, protection of a village or region against bandits, etc. These are the warriors most commonly met in the territory of the Republic, especially in Khaliman cities, where they form the chourta, the urban protection militia. They are also found in the escorts of Sheiks.



GHULAM SULEMAN (2) 29pt 1/card

Mvt					PA
5/7/12	5	5	10	8	2



The origin of the ghulam goes back to the birth of the Republic, when the first senators were chosen and the rule that «a Khaliman must not kill another Khaliman» had not yet been accepted by the people. The Republic was still fragile; veterans of the War of the Three Bloodlines offered themselves to accompany the senators in order to protect them. They chose for themselves the name of ghulam.

These days, the ghulam are fully integrated into the Republic's armies as part of the Shield corps. Like their ancestors, they are warriors who specialize in individual defense, even though they are no longer limited solely to the protection of senators. Alone or in groups of two, they

escort anyone the army deems worthy of being placed under their care: their charges are most often political notables, traveling diplomats or even simpler, Sheiks. Their mandate may be temporary or stretch over a longer period of time.

Even though these warriors are seldom confronted by combat, but rather by situations having more to do with diplomacy, they nevertheless have a very difficult task: it is their duty to protect the person they guard, even if it has to be at the price of their own life. Khaliman of the Suleman bloodline, famous for their great courage and for their sense of honor are among the most appreciated ghulams, not to mention that their size is an undeniable advantage for a bodyguard. But some Malikhs shine at the task, their speed compensating for what they lack in size.



MALIKH TUAREG (3) ★ 26pt

1/card

Mvt					PA
5/7/12	5	2	II	8	2

1	1	2	2	3	3
1	2	2	3	3	4

Size 2, Recurve bow (3 / 25),
Stealthy

During the alchemical war, the Khaliman had to wage a terrible war against the Iron Heart, deep within the Asfar Desert. The scouts who lived in that desert, the Tuareg, were the first ones exposed to the human legions, and more specifically to their fearsome archers. In that desert, the complete lack of cover resulted in heavy losses for the Khaliman. The Tuareg adapted and chose the bow as their favored weapon. It didn't take much longer for the Triad to get a taste of its own medicine and learn that the children of Khalim were as handy with a bow as with a scimitar.

Once the alchemical war was over, when the Bow corps was founded in the army of the Republic, the tuaregs were the first to be integrated into it. Still patrolling the ardent reaches of the Asfar Desert, these austere warriors take advantage of the flat horizon of their arid land to have clear lines of sight, which make the hardest of shots possible. They have not forgotten the discretion which characterized their former tasks as scouts, either. But despite officially belonging to the army, they very rarely join the ranks, preferring the desert's dunes to the cramped quarters of the barracks, a choice their officers are forced to tolerate in the case of these exceptional archers, as, like every Khaliman living in the Asfar Desert, the Tuareg are taciturn and solitary.



MALIKH MEHARIST (2) ★ 20pt

1/card

Mvt					PA
6/9/20	5	3	12	8	2

1	2	2	2	3	3

Size 2, Feint

Originally, these Khalimans were not part of the Republic's army. Members of the bedouins' caste, the meharists were messengers, fleet footed runners able to cover vast stretches or difficult terrain. They thus allowed for the circulation of messages in Khaliman lands: they carried missives from caliphs as well as those from caravan leaders. During the alchemical war, the Khaliman faced the armies of the Jade Triad, whose fearsome organization made evident the lack of coordination of the republican army: to hope to defeat the humans, the Khaliman had to learn to synchronize the efforts of their troops. The meharists were called upon to carry the messages required for this synchronization.

These days, the meharists are fully integrated into the Republic's army, in the corps of the Forewarned Eye, and

their task is still the transportation of messages or military instructions. However, their great mobility also allows them to accomplish other missions relying exclusively on speed. They are still recruited from the bedouins' caste; most often members of the Malikh bloodline. Not being warriors at heart, they avoid as best they can any armed engagement with professional warriors. They do, sometimes, slip in behind enemy ranks to neutralize opposing alchemists. This is why they are often priority targets, despite not being too handy with a weapon.

Proverbs:

«Like the simoun...» Praise of discretion and/or secrecy
«Like the wave...» Praise of strength and/or adaptability



MALIKH VENATOR (I) 25pt

1/card

Mvt					PA
5/7/12	4	3	II	8	3

DESERT KHERGAR (I) 17pt

3/card

Mvt					PA
6/9/15	3	4	10	4	2



The ferocious desert khergars are dangerous wild beasts that the Khaliman generally try to avoid: living in the arid stretches of the Asfar Desert, they are made ferocious by hunger and the harsh climate conditions. Some members of the warrior caste, with more audacity than most, take the risk of venturing close to these creatures, even, in some cases, of taming them: by giving the khergar the water and food it requires they manage to tame them with patience. This task is extremely hard and those who pull it off are generally of the Malikh bloodline: their extraordinary reflexes, more than simply protecting them from the beasts, also seem to inspire in the latter a certain form of respect. They seem to recognize in them other predators, which helps

weave bonds between the venator and the animal. These formidable handlers joined the Republic's army early on, where their talents were justly appreciated: all they need is to point at a target for the khergars to rush it and tear it to bloody shreds in a few seconds. They were integrated to the Sääridan corps, where, despite their efficiency, they are not very appreciated by the other Khaliman warriors. While accidents are surely one of the reasons, since the khergars return to uncontrollable wild beasts as soon as their venator is no longer in sight, this resentment is also quite probably due to the attitude of the venators who, knowing they belong to an elite, often act in a haughty manner toward their colleagues, especially with the jarayas.

Trainer

As long as a beast trained by a miniature with this skill is within the latter's Mind range, the beast can add a Bonus die to all its Mind tests.

Wild Beast

At the beginning of a round, a wild beast must make a Mind test with a difficulty of 10. If it succeeds, the beast may be played normally. If the test fails, the opposing player may

choose to play the wild beast as though it was one of his models.

A wild beast is not considered as being part of the Faction he was recruited in (For example a Khergar is not considered being a Khaliman).

Pack Mentality

When a Khergar attacks an enemy miniature in contact with another Khergar, it gains the Sequential Attack skill.



Oracle of the Sorhna Bloodline



Malikh Tuareg



ERMADHI GUARDIAN (3) ★ 26pt

1/card

Mvt	△	△	▽	△	PA
5/7/12	4	4	II	8	2



Size 2, Long Reach, Guard,
Preemptive Strike

In the snowy lands of the Caliphate of the White Robes lives the Ermadhi bloodline: a minor bloodline whose origins go back to the War of the Three Bloodlines. Its founder, Ermadhi Ibn Malikh, chose exile to the extreme north of the Republic instead of taking part in the fratricidal battles. With his people, he built troglodyte cities beneath the hills, where they welcomed all those, who, like them, refused to shed the blood of other Khaliman. Among these refugees were many members of the Sorhna bloodline. Having become an independent bloodline on its own merit, the Ermadhi still live in the freezing north of the Khaliman

Republic. They stay away from the Senate's daily life, as they feel they have better things to do than take part in those verbose games of power. In this country subjected to biting cold where nothing can grow, the Ermadhi guardians have much to do to keep the underground cities fed: prey is rare and often ferocious, which has in turn led these Khaliman to become hardened warriors. As the Ermadhi have kept their vocation of hosting and protecting people fleeing, these warriors are also the guardians of their subterranean cities and protectors of their hosts. It is thus said that they welcomed members of the Sorhna bloodline who had fled the Sorority for mysterious reasons. But it is sometimes whispered that while digging out their cities, the Ermadhi have discovered extraordinary veins of alchemical stones, which they jealously keep watch over.

Preemptive Strike

As soon as an enemy miniature comes within an inch of a Guardian, the latter may freely make an opposed Ref roll with said enemy miniature. If the Guardian wins the test,

he immediately inflicts the Dam indicated by the dice of his Reflexes roll.

Moreover, as long as he is not in base to base contact, an Ermadhi Guardian can use the Guard skill.



KHALID DER'WISH (2) ★ 30pt

1/card

Mvt	△	△	▽	△	PA
5/7/12	5	4	II	8	3



Size2, Sequential Attack,
Deadly Dance

A few centuries ago, a Khaliman school of spiritual introspection preached a form of meditation based on the rotating movement of the body: according to this school, the regularity of this dance and the vertigo it created combined to generate a form of hypnotic fascination conducive to the opening of one's mind. A group of Khaliman practicing combat as a form of art began to learn the basis of this dance, hoping to be able to integrate it to their martial practice. After many efforts, they were successful: their bodies twirling, they learned to fight on all sides simultaneously while developing an increased perception of their environment. Whether they fight with a

long weapon held with both hands or a short weapon in each hand, these artists of war have codified their techniques and, in homage, taken up the name of those long gone masters of concentration: the der'wish.

With time, this way of fighting became more widespread, although it is now still only accessible to the highly-skilled. The artists of war no longer devote any of their time to it. Having learned all they could from it, they turned away from it, seeking new challenges. Those now called der'wish are the soldiers of the Republic in the Sâaridan Corps who use this dance. Whirling, they sow death in enemy ranks with a cold efficiency, the speed of their rotations increasing the velocity of their blows. Becoming a der'wish demands above average physical capabilities, which explains why there are so few of them.

Deadly Dance

When a Der'wish gets an extra attack due to the Sequential

Attack skill, it is considered to be a normal attack and not a quick attack.





SULEMAN IFRIT'QANISS (I) ★ 35pt

1/card

Mvt					PA
5/7/12	4	5	12	9	3



Ifrit hunters are warriors independent from the Republic's army, entirely devoted to seeking the perfect movement, the purest and deadliest series of blows. They give themselves to the beauty of their art at a level of excellence only the best can reach. But this path requires enormous sacrifice: long periods of introspection and meditation, which few can reach without falling into madness. Those resigned to this fate are most often broken individuals who have suffered a terrible change in their lives, such as the loss of loved ones or a horrible dishonor. Gnawed at by their inner demons, these Khaliman attempt to purify their soul through ritual combat, like true ballets

of death. To push themselves ever further, they confront the most fearsome creatures they can find, the terrible Ifrit. They are often found in the south of the Republic, not too far from the Asfar Desert, where they are most numerous. These are desert beings, dry and taciturn, who live in the burning sands and in the strictest solitude. The dive into this perilous quest is, for the ifrit'qaniss, the only way of overcoming his torment and not sinking into madness, vengeance, or hatred: those who are too weak and fall prey to those nefarious impulses can only end up in the Penitentiary of the Tooth! On the other hand, those who pass this dangerous challenge walk to their absolution and to a return to serenity, their audacious search for perfection complete. Once their inner peace found again, they retrace their steps and let other Khaliman warriors benefit from their expertise.

Ifrit Hunter

An Ifrit'Qaniss gains the *Armor Breaker* (Close Combat)

skill and 1 Bonus die for any Com roll targeting a Size 3 opponent.



MAHRITIN DJINN (I) ★ 43pt

1/card

Mvt					PA
5/7/12	6	6	11	8	3



The Mahritin Djinn is a supernatural water entity given form by a Khaliman summoner through the use of a mirror. A creature of great size with its own will, it will gladly fulfill the tasks required of it by whoever has called upon it. Its power depends on the talent of the summoner and the amount of Marines used during its materialization. This djinn is able to fight, of course, although it prefers doing tasks requiring discretion and stealth: these spirits are actually able to turn to water and slip through any sort of crack. If the look of a djinn

varies wildly from one to another, one cannot help but notice their similarities with ifrits, even though it is impossible to confuse one for another: ifrits look much more threatening and are evil at heart, so much so that they are considered, in an overly dismissive manner, as «evil djinns». Mahritin Djinns are summoned using the tears of a Marine. An Ardent has to be bled before one can call upon a Pyritin Djinn, a fire entity specialized in combat and destruction. Sylphitin Djinns, air entities specialized in travel and discussion, require the evaporation of a Swarm. For reasons yet unknown, no summoner has been able to give shape to an earth Djinn, even while eroding a Flint.

Alchemical Decline

At the end of every turn, the Djinn suffers 1 DAM. A friendly Khaliman alchemist can, at the end of the turn, freely spend 1 alchemical stone to prevent that DAM. The alchemist can spend an extra stone to heal the Djinn by one life square. If the alchemist is a summoner, the Djinn is healed two life squares instead of just one.

Roaring Wave

Once during its activation, the Mahritin Djinn can spend 1 AP in order to make an attack against all enemy models within 1 inch of it. Each attack is resolved separately in the order chosen by the Djinn's player. It is not possible to play a reaction when the Djinn uses this skill.



MINIATURES GALLERY

Painting khaliman pelts is a challenge and a pleasure for painters. Wildlife books will be good sources of inspiration to distinguish between cheetahs, lions, black panthers, white tigers...



Sheik Araoui Ibn Khalid,
by Julien Casses



Sorhna Oracle,
by Jennifer Haley



Ghulam from the city of Hammarat,
by Richard Galaup*



Kabirsheik Hakim Ibn Khalid,
by Jennifer Haley



Meharist,
by Josselin Moreau



Khaliman warband,
by Olivier Bredy*

*transformation

MINIATURES GALLERY



Ogg the Khabirghulam,
by Jérémie Bonamant Teboul*



Iëcha Bint Sorhna, Guardian of the snow



Malikh Jaraya,
by Jérémie Bonamant Teboul*



Meharist



THE AURLOK



OVERVIEW

Oblaye Itse, cradle of Aurlok civilization, is a blessed land which gives the people of Autumn all they need. In tune with the world, the children of Aurlokan live there, migrating to the rhythm of the seasons, carefully preserving the rich ecosystems which flourish as they migrate. Unfortunately, their land has also caught the envious eyes of the other races: an envy which is fast turning to aggression.

But the peaceful Aurloks have learned from the alchemical war: they are no longer those who retreated when faced by the conquering Jade Triad: they now have the support of the manitous and are ready to defend this land they cherish and respect. More than ever, they are ready to face the challenges of the world which has recently opened to them.

Exposure to the culture of other races is not the smallest challenge the Aurloks will have to face: constantly confronted by the overbearing advice of the Khalimans or the multiplication of the Triad's trading posts, the Aurloks must focus on their culture, which is quite unique, in order to avoid being

overly influenced by these neighbors, so proud of their great civilizations. Staying true to themselves in this race for performance is what is currently as stake for Aurlokan's children, moreso since Those-Who-Carry-Steel once again covet the lands to their south west, Avalon is increasing their incursions into Aurlok territory, with the open intention of annexing it for themselves.

As the Khalimans try to find a peaceful solution to the crisis and the Triad turns a blind eye, anger is growing among the Aurloks. Despite the great respect that this race has for life, the war chants birthed by the manitous are beginning to echo in the plains. The sages remember how much the alchemical war has changed this race; who knows how the Aurloks will evolve if they are once again led to take the warpath?



HISTORY

Outside the notes made by the Triad, the Aurlok's past is only known today thanks to their oral history, perpetuated by storytellers: legends and history fundamentally intertwine for the Aurloks..

These tales always begin with the voyage of Aurlokan who, having arrived on the shores of Nicawa Wosice, made his children with the muddy earth of the marsh. None knows how long he stayed with them, telling them of the richness and beauty of Mornea, but also how frail they were and how necessary it was to preserve them. He taught them that each being, each thing, as insignificant as it may seem, had an importance and a voice: a very light whisper to which one had to listen with patience and respect. He also taught them that all life had to end in order to be able to be born again. This was his ultimate lesson, which he punctuated with his departure: his time was at an end and he was retiring so that the time of the Aurloks could begin.

THE TIME OF THOSE WHO SING

In accordance with the wishes of the architect who had made them, the Aurloks scattered to discover the marvels of this green and fertile land, which they called Oblaye Itse, "the blue-yellow country". From their wanderings emerged the tribes and the practice of migrating to the rhythm of the seasons, with the prey. By listening to the whispers, the Aurloks learned more about the stones, flora and fauna of this country, which seemed so wonderful to them. This is how they discovered the auroch, a peaceful bovine able to provide for their essential needs: food to eat and skins to wear. Careful to preserve the natural balance of Mornea, the Aurloks gained the habit of only hunting, fishing and gathering as much as they needed: this habit is still in place to this day. When the tribes met, they told one another what they had seen and heard, in the form of passionate and mystical chants, a somber homage to the beauty of these lands.

The geographic expansion of the People of Autumn had a natural limit, however, as the Aurloks deliberately limited their migrations to the regions where the auroch went, Oblaye Itse. It was at the edge of the latter that they met the other races. The cult of beauty naturally brought them close to the Igmu Gagai, the Khalimans, a race whose natural paternalism confusingly reminded of the comfort they had when Aurlokan was still at their side.

The Naashtis, Wato Gogeyi, were an enigma: despite the fact that they used words the Aurloks understood, the meaning of their sentences was still beyond their understanding. They seemed blind to the beauty of the world

Then came the broadly smiling children of Oröhm, whose original name has long been forgotten and who were quickly called nothing more than the Henayu Hamaza, Those-Who-Carry-Steel.

THE TIME OF THOSE WHO DIE: THE ALCHEMICAL WAR

As the centuries went by, the Aurloks dealt more and more with the humans, who seemed to share their curiosity despite preferring to write down their discoveries on paper instead of sharing them through stories. The humans seemed particularly interested in the strange stones the Aurloks had already noticed, because they did not seem to have any voice. Full of goodwill, they let the humans explore Oblaye Itse to mark the places where such stones could be found.

They realized their mistakes only many cycles later when the humans invaded their lands. They were no longer the likable explorers they had once been, full of smiles and reassuring words, but terrible warriors with a closed face and a deadly arm. The Aurloks learned the concepts of war and murder, but also the terrible power of the voiceless stones they believed inert. They endured the most horrible period of their history, forced to retreat when faced by the assaults of an enemy whose anger they did not comprehend. Victim of their respect for all life, even that of humans, the Aurloks did not have any other choice but to withdraw, all the while trying to reason with Those-Who-Carry-Steel. The intervention of the Igmu Gagai with the Wato Gogeyi at their side was not enough to stop the imperial war machine, and after having avoided combat for 44 cycles, the children of Aurlokan understood that their race was about to disappear, as the humans would not stop until the last Aurlok was dead.



THE TIME OF THOSE WHO FIGHT: GIGAGE GADUSI

The human armies had slowly pushed the surviving Aurloks to a single place, the plains of Gigage Gadusi. The Triad was about to slay its enemy: the Aurloks were about to make their last stand. But during the night preceding the battle, the Aurloks were awakened and gathered by four young shamans: they had been visited in dreams by Aurlokan himself, riding an auroch, a wolf at his side, a crow on his shoulder and a toad in his hands. These four animals had gone to the shamans as Aurlokan, without a word, returned to the fog. The shamans had then awoken: while previously they could once only hear the whisper of things, they were now able to clearly hear their voices. And four of these voices were stronger, clearer and more determined than all the others, pushing them to fight Those-Who-Carry-Steel: it was the voice of these animals, the four manitous!

Guided by their totems, the four shamans grabbed the Thunder Stones the Aurloks had at hand and began a long ritual, while the Aurloks danced in a trance around the fire: the first Spirit dance, which lasted until the beginning of dawn, when the four shamans were found dead of exhaustion. When Those-Who-Carry-Steel converged on the Aurlok camp, they didn't face a fleeing people, but a pack of furious warriors inhabited by devastating rage, whose very look had taken on the animal traits of one of the manitous come to their rescue: the appearance we know them to have to this very day.

Gigage Gadusi was the first defeat of the Triad against the Aurloks: the alchemical war had just brutally changed course. In the battles that followed, an Aurlok named Ohitika'Ota Sky-Fire particularly distinguished himself. It was said that speaking his name out loud killed those who weren't pure of heart. His involvement changed the course of the war, and very soon every Aurlok rallied naturally to him, inflicting heavy defeats on the Triad, to the point where it gave up on conquering Mornea. Nine cycles after the Spirit dance, in the same plains were it had taken place, Khalimans, Aurloks and Humans of the Triad signed the treaty of Gigage Gadusi, which put an end to the alchemical war and clearly marked the borders separating the territory of each of the three races.

THE TIME OF THOSE WHO LISTEN

The Aurloks returned with pleasure to their peaceful way of life, and focused on the things they now clearly heard. With the help of the manitous who had placed them under their protection, they learned to use the Thunder Stones. Their society evolved: because of the direct manifestation of the manitous on the body and soul of each individual, clans had formed and a new social structure was being formed in parallel to the tribes. For the Aurloks, it was truly a new beginning.

Time has passed and the Aurloks now know how to listen to the voice of everything on Oblaye Itse. After many decades of continuous proliferation, the alchemy of the shaman has stabilized and the manitous are more than ever part of the daily life of the Aurlock people.

The kingdom of Avalon, which has not signed the treaty of Gigage Gadusi, is perpetually attempting armed incursions into Oblaye Itse: once again, Those-Who-Carry-Steel reveal their true face for all to see! But this time, the Aurloks are ready and have no intention of falling back before the menace, even if their wishes for peace make them look for a way to solve this situation other than a bloody war.



GEOGRAPHY

Oblaye Itse is made up of six large regions – see map, p.55 – in which are found the only four existing Aurlok cities, which guard the access to the mines of alchemical stones.

The most central region is Mako Sihapi, the Land of Humidity, so called because of the proximity of swamps and an inner sea. Nestled against Niwaca Wosice and the Troubled Sea, this region of small size has three distinct environments with inter-dependent ecosystems:

- Oyanke Aliha, the Place of Mud: a swampy marsh, clouded with an eternal fog;
- Cusoke Vladi, the Forest of the Lake: a broadleaf forest with a temperate continental climate and underbrush;
- Atalvi Asila, the Mountains of Fire: a tall and towering chain of mountains with the occasional volcanic fit.

Otsiliha the Living, the City of a Thousand Trades, is a city based on commerce thanks to the Troubled sea and the Canal of the

Concord. Capital of the Aurlok nation and land of the Clan of the Toad, this city of mud is made of buildings built from peat bricks covered with leather and then silt, giving a robustness to the structure as it dries. As the rains come, the buildings sometimes collapse, forcing the Aurloks to always rebuild the city, never the same way twice. Around the city, hundreds of yurts of the nomad tribes passing by can be found.

Mako Sungwapa, the Land of Barks, has a temperate continental climate. Its western portion is composed mostly of plains, which are favored by the aurochs, and deep broadleaf forests which are much appreciated by wolves. This land is crisscrossed by Wakpa Ceye, the Crying River, whose name comes from the Kapaks' dams which cause floods every spring.

To the east lies a windy, mountainous climate. It encompasses Atalvi Yagleya, the Frontier Mountains and Cusoke Zitala, the Forest of birds, where crows are particularly numerous.

Hidden in the forests of this region, Uwasa the Solitary is a fortress city built as much on the ground as in the trees: the buildings are installed in the heart of the branches and connected by bridges and cables. On the ground is a tall and robust palisade of tree-trunks with sharpened points surround the wooden buildings supported by the trees. A titanic and seemingly perpetually closed door seems to be the only way in or out of this fortified camp. Fief of the fearsome Wolf clan, the solitary city has no plausible reason to ever receive visitors, and anyone seen nearby is immediately suspect.

Nunoga the Silent, Sanctuary of the Mountains, is a city nestled at the top of a nearly inaccessible peak. The city impresses with the verticality of its stone constructions, massive and lofty, (infrequent traits among the Aurloks): the refuge of the Crow clan has indeed benefited from the influence of the other races. Defenses are minimal as the sole path to the city, already harsh, is visible from the city many days in advance. Here the Aurloks live in peace with the stone and the wind, listening to nature to better understand it. Listening more carefully also means being quiet, making it a very silent city.

Copawige, the Hundred Delights, is the most fertile region of all Olaye Itse. Benefiting from the softness of the bay and the warm temperate climate which lasts throughout the cycle, this region is famous for its opulent fruit trees. It is also famous for its quicksand, the victims of which contribute to the fertility of the land. It is the reason why very few aurochs are found here. These rich lands are coveted by Avalon and more specifically by the Brall barony. But due to the quicksand, open warfare has turned into careful skirmishes, very frequent in the south of this region.

Nivya the Rock, a war encampment which is practically a settlement now due to how long it's existed, is found on a rocky outcropping overlooking the sea. Overtime, it has been surrounded by the quicksands of Copawige. This is why the city of the Auroch clan still has the feel of a nomad camp, with mostly yurts as buildings, except for the few wooden structures. The

wooden palisade which protects the city keeps its doors open, in order to welcome the wounded and those fleeing from battles with Avalon: here they will find care, food... and Khaliman sheiks.

Itse Pilaya, the Blue-Yellow-which-gives-joy, is a temperate region with a small number of scattered forests, but is mostly made up of green, fertile plains. It's a land much appreciated by the aurochs during the summer as they have few natural predators, a few coyotes at most. During winter, the salty winds chase the aurochs away, towards the south-east, following Cusoke Watke, the Forest of Massacres, so named because of the violent battles against the Avalonians which have taken place there.

To the east of Oblaye Itse is Mako Itsapo, the Land of the Green Dawn, a temperate continental region split between green plains and evergreen forests. The woods are very colorful, as a parasitic plant with vivid yellow flowers, the wahcocihi, grows in great numbers on the trunks of the fir trees: edible, this plant is the source of a tasty honey. Making up the eastern side of Itse Pilaya, this region rich in great plains, is populated by aurochs who spend their summers there, taking advantage of the shade and fleeing from the high temperatures on the south-western plains.

Between these two regions is the area upon which all aurochs converge come winter: Optaye Gadusi, the Plains of the herds. Protected by a temperate climate even in the midst of winter, this region is where the aurochs' mating season takes place, a period during which the Aurloks watch carefully over these large herbivores. With the return of fair weather and the birth of their young, the time comes for the migration of the herds, which then leave for Itse Pilaya and Mako Itsapo.

GEOPOLITICAL SITUATION

Living in a benevolent cosmology where each contributes to the well-being of all others, the very notion of antagonistic interests is an aberration to the Aurloks. For a people who feel that conflicts should be solved in good faith, diplomacy has shown itself to be hard to master.

Of all the races of Mornea, the Igmu Gagai are their favorites. The pacifism of the Aurloks fits in perfectly with the tendency towards normalization of the Khalimans: the two races have a convergent interest in the disappearance of armed conflicts. Moreover, the Aurloks know that the Khalimans have never failed them in the past and that they can always count on their support. This cordial sympathy still does not mean that conflicts never occur – the often haughty paternalism and the interventionism of the Khaliman sometimes annoy the Aurloks.

Although relations are going better with the Jade Triad, the Aurloks are still somewhat wary of those who came close to almost destroying them. They are confused by the feeling that the ambition of the Triad is still as sharp as ever, even if armed conflict is no longer the order of the day. Aurloks also worry about the importance the Triad intends to give to commerce, a notion that is new to them and the rules of which still escape them. They wonder if they should see a new avatar of the Jin Posts in these trading posts flourishing on their lands. They therefore remain suspicious, all while respecting the current peace they enjoy.

For the moment, the Aurloks wonder how to deal with this nation with which any discussion seems impossible. Many schools of thought exist depending on the tribe: those who are always attacked call for open warfare, while some are more moderate and hope that negotiation with the help of Khaliman sheiks will end up bearing fruit. But the warrior solution is currently winning more and more to its side: if the Khaliman sheiks don't quickly find a solution, the entire Aurlock nation could very well start walking the warpath...



SOCIETY

The social structure of the Aurloks is characterized by a natural symbiosis of individuals through the division of roles. Each takes the place which seems to be naturally his or hers within society. Many factors partially influence this choice, such as age and gender, the clan an individual is from or the tribe to which he belongs.

THE TRIBES

A tribe is a group of Aurlocks who lead daily lives as a collective under the direction of a chief, the sachem. Generally composed of about fifty individuals from different clans, a tribe is nomadic in most cases. They tend to follow the migration of prey. The functions of each tribe member can vary from one tribe to the next, but some things are constant: the males hunt and carry the dismantled yurts; the females protect the children, all while taking care of the gathering and crafting, and weaving. Elders, no matter which gender they are, take care of the education of the children.

The sachem has the responsibility of breaking and making camp, as well as maintaining the general organization of the tribe. The choice of sachem changes with each tribe.

In most cases, an Aurlok will be born, live and die within a single tribe. It can happen, however, that he might change tribe, to join a loved one or a friend, but this remains the exception.

Pow-wows happen when the paths of many tribes meet: camps are then made for at least one sundown and sunrise and a great celebration takes place. Tribe members tell the others what he has seen or learned, the sachems meet and talk at length while the festivities are at their height: a hearty meal, ritual chants and dances, and even short-lived and furtive trysts, which will soon bear fruit. When the pow-wow ends, each tribe goes its own way.

Seven tribes distinguish themselves from the others as they are the largest: composed of a hundred individuals or more. They sometimes take on a specific role within the general Aurlok society..

The tribe of the Dancing-Stones travels from Optaye Gadusi to Mako Sihapi to supply the town of Otsiliha.

In Mako Sungwapa, the tribe of the Prairie-Song helps the aurochs cross the canal of the Concord.

The tribe of the Sun-Which-Brings-the-Sugar brings the famous wahcocihi honey from Mako Itsapo all the way to Otsiliha, where it is sold or traded.

Nunoga the Silent is supplied by the tribe of the Colorless-paths, rough mountaineers used to traversing snowed-covered paths. The Palepass which leads to Avalon is under the permanent watch of the tribe of the Eye-in-the-stone-that-sleeps. The migrations of the aurochs on the large eastern plains are supervised by the tribe of the Children-of-the-Tree. In Copawige, the tribe of the Silent-plains protects Oblaye Itse daily against Avalon's incursion attempts.

THE CLANS

Being part of a clan influences both the character and the aptitudes of an Aurlok. This factor is often vital in how the tasks are distributed among tribe members.

The Aurloks of the Auroch clan carry the yurts during the migrations, with the help of bouraks: bony and docile bovines which are the only beasts of burden used by this people. Their physical strength is also appreciated when large kills have to be brought back from the hunt. They have a natural talent for music: no one else has their sense of rhythm... or their endurance in beating a drum for hours.

Aurloks from the Toad clan have a natural affinity for plants, which makes them good gatherers and healers. Being the most talkative of Aurloks, they are very interested in everything that has to do with relationships and negotiations in particular, whether with other tribes or the other peoples of Mornea. Gifted with a robust appetite, they also have a natural talent for cooking.

The Aurloks of the Crow clan are very helpful on the hunt and can also predict changes in the climate, thanks to their renowned acute senses. They like to assist in the proceedings of the tribe, but most often remain silent in order to focus on the reactions and expressions of those who do speak, finding out about their hidden motives. Thanks to their prodigious memory, they play a central role in the maintenance of traditions and the conservation of the tribe's oral history.

Aurloks of the Wolf clan, at once quick, intuitive, strong and discreet, are generally among the best hunters. They also seem to have a peculiarly close proximity to the spirit world and are often able to vaguely feel the presence of a spirit, allowing them to play a very difficult role in the protection of the tribe, as well as conducting funeral rites.

Each of these four clans is headed by a council of Sages, whose decisions are also law for all that has to do with the spiritual realm, alchemy and the manitous, but also increasingly on matters of war, politics and diplomacy. Among these assemblies are shaman, elders or warriors, each authorized to have a place on the council due to their great wisdom, expertise or feat

of arms. These councils are easy to find, even if the road leading to them may be hard: they are based in the four Aurlok cities, where the four sedentary tribes of Oblaye Itse live. These tribes just so happen to be composed of members of the clan which corresponds to the one led by the council of Sages.

The tribe of Aurlokan's Shelter, which lives in Otsiliha the Living, is composed of members of the Toad clan. The council of sages of the Wolf clan is established in Uwasa the Solitary, under the protection of the tribe of the Fury-of-the-Branches. Nunoga the Silent is where the Crow clan and the tribe of the Tooth-Stuck-in-the-Sky may be found. Finally, the Auroch clan rules over Nivya the Rock, the management of which is performed by the tribe of the Boulder-Over-the-Sea.

THE LUNAR COUNCIL

Every six moons, the four Councils of Sages meet: this is the Lunar council, where the clans discuss the situation of the Aurlok nation and the state of relations with the other races of Mornea. This is where the one given the task to lead the people until the next council is chosen: the Edoda Elohino, the Father of the Earth. It can be a new person, or one previously chosen, whose mandate is then extended. Whoever is chosen can make decisions without the consent of the Council, but very few are mad enough to try. For the last three councils, the guide of the Aurlok people has been a member of the Wolf clan: Wacanitse Sharp-Mind, who has a reputation as being even-handed, with a fair sense of justice, not to mention a robust reputation as a tactician.

Due to the importance of the event, many tribes converge on the area where the Lunar Council takes place: even if only the members of the Council of Sages participate in the Lunar Council, this meeting gives rise to a vast pow-wow, which lasts for many days.

THE RITE OF PASSAGE TO ADULthood

An Aurlok becomes a brave when he leaves childhood to enter the adult world. This transition is given a concrete reality by the imayeto: the child spends a moon in the company of a shaman, who teaches him to listen to the world and answers his questions. This period lasts until a special event ends it: during the night, or while on a quest for a vision, the child has a dream which reveals his place to him and he wakes up with an intuitive knowledge of what he must now do. The Aurlok is ready to become an adult. He now only has to

choose his brave name and he finally emerges from childhood. He now has the task of finding a mate and courting them, with an item he has made during his imayeto: the males craft a spear which they will offer to the one they pledge their hearts to when asking for their hand, while females weave a robe, which they will wear to accept such a demand.



ALCHEMY

For the Aurloks, the mundane and the sacred are intimately bound: daily life cannot be separated from the invisible forces of the Spirit world: an ethereal place invisible to the naked eye, bathed in an aura of mystery and which can manifest itself physically.

THE MANITOUS

Each natural thing on Mornea has, in the Spirit World, a manitou and a voice which the Aurloks can hear. One notable exception – the alchemical stones! The Aurloks have noticed that the Thunder Stones have no voice and have deduced that they had no manitou. Seven animal manitous have a voice strong enough to communicate and influence the life of Aurlokan's children: not only do they take newborns whose physical appearance will eventually resemble that of the manitou under their wing, but each also has a specific meaning. An alchemical formula is the fruit of negotiation between the shaman and the manitou it is in contact with.

The first four are those who showed themselves to the Aurloks at Gigage Gadusi, who taught them the use of the Thunder Stones and who have become one of the foundations of the Aurlok nation.

- Waga (Auroch) symbolizes the conscience of the physical body, power, brutality, but also fertility and desire. Faithful and loyal to a fault, the Aurloks of clan Waga are true pillars on which their brothers can rest;
- Walosi (Toad) represents the conscience of emotion, sensibility, feelings and imagination. Members of the Walosi clan bring healing and joy and like to look beyond appearances to discover

the truth hidden in the heart of everyone;

- Koga (Crow) is the conscience of intelligence, reasoning but also forethought. Those of the Koga clan like to understand and see further; they help their brothers to understand all things and better organize their thoughts;
- Waya (Wolf) symbolizes the conscience of intuition, the unconscious but also cunning. The Aurloks of clan Waya act quickly, in an instinctive way. Very focused on matters of the soul, they are also those who take care of the dead and funeral rites.

The last three manitous have manifested themselves since Gigage Gadusi: more reserved, they rarely intervene among the Aurloks and their clans are extreme minorities within Aurlok society.

Iktomi (Spider) symbolizes the conscience of spirituality, a detachment from material life and familiarity with the Spirit World. Wanbli (Eagle) symbolizes the conscience of willpower, that which makes one move from knowing to doing. Mato (Bear) symbolizes the conscience of life, the roads which the souls take and the respect for the cycle of eternal life.

Many other manitous make their voice heard, but when they do they are less audible than those described previously: other animals, but also vegetable and mineral. Some animal manitous sometimes take newborns under their protection, but don't give birth to a clan.

THE SOULS OF THE ANCESTORS

The manitous aren't the only powers in the Spirit world, as the souls of deceased Aurloks waiting for their rebirth can also be found there. It would seem that unlike the other races, the Aurloks have three souls which combine to make each individual unique. An Aurlok's moods are the result of their souls getting along together or not. When death occurs, it is said that these three souls have very different destinies.

- Tightly bound to the dynamism of earthly life, the breath will rejoin that of his ancestors and will wait for a specter to join it to start its cycle anew and re-enter the body of a newborn;
- The ghost remains beyond death thanks to the memory of those close to the deceased: it follows them and protects them from evil spirits. Once all those who were close to the deceased have



joined it in death, the ghost can rest and start its cycle anew;
 - The specter remains attached to the earthly remains to weep for it. When it has managed to get over its loss, the body decomposes and the specter joins the breath to start its cycle anew.

Once separated from the deceased body, these souls are invisible and intangible, but the alchemy of the Night-Shaman allows the shaman to give them a material existence sufficient to intervene in the world of the living. Thanks to the Thunder Stones, a shaman can reestablish contact between the ghost and those who were near him and are still alive. A shaman can summon the breath of an Aurlok who has not yet been reincarnated: the soul then returns to the material world with as much efficiency as it had while it was still alive.

During their life, the souls and bodies of the Aurloks are exposed to the existence of taboos: actions which the Aurloks must not perform under the risk of suffering sanctions from the Spirit World. These taboos are numerous and varied, such as "it is taboo to bother a manitou" or "it is taboo to eat the flesh of another Aurlok". The punishment that one who breaks these rules can suffer ranges from the appearance of a disease to the corruption of one or many of his souls: if nothing is done to absolve the sin before then, the poor Aurlok loses his mind and becomes an evil spirit. Depending on the cases, the body can die or remain, becoming attached to the soiled soul and following it into spiritual deprivation: the evil spirit then haunts Oblaye

Itse, the incarnation of a fall from grace in the eyes of the Aurloks. The living will pity him, while endlessly fighting him, as an evil spirit will always attempt to tempt others into violating the taboo which gave it life. And so, an Aurlok who is guilty of cannibalism will become a wendigo, just like the one who commits murder runs the risk of becoming a yenal'doshi – a skinchanger.

THE ROLE OF THE SHAMAN IN AURLOK SOCIETY

The Spirit-Shaman maintains contact between his tribe and the manitous. He is the one who oversees all communion with the spirits and most of the tribe's initiation rituals. Official messengers of the manitous, they carry the words and demands of these beings to the material world. Many of them go beyond this role as intermediaries and speak at length with the manitous in order to have a better knowledge of the Spirit World. This task often favors those with wily, pugnacious or diplomatic minds, but some are sometimes authoritarian, for them the demands of the manitous need to be answered immediately.



Other sorts of shaman are more specialized. The Medicine-Shaman and the Night-Shaman are common examples of these specialists and are described on pages 67-68. More rare, the Dream-Shaman of the Iktomi clan have the responsibility of interpreting dreams, which are an indirect way for the manitou to give advice or messages to an individual. Consulting such a shaman allows the dreamer to properly interpret his dream and not annoy the manitou who went to the trouble of offering it to him. Also worthy of mention are the Thunder-Shaman, who have given up everything else to focus on the struggle against Avalon.

Communing with the spirits

It sometimes happens that an Aurlok feels the need to communicate with the Spirit world. Even though this is easily done through the means of a Spirit-Shaman, the Aurloks often prefer communing directly with the spirits without going through an intermediary, in order to show respect to the manitou. To do that, one must subject himself to a ritual: the vision quest. To do so requires the weakening of the state of consciousness: this can be achieved through chant, dance, the consumption of peyotl, fasting, prolonged periods without sleep or isolation in a sweat tent. No matter which method the Aurlock uses, this is accompanied by prayers in order to catch the attention of the manitou. If successful, the contact causes a trance, a waking dream in which the communer and the manitou can converse.

These communions can occur on an individual level as well as a collective one – an entire tribe can chant and dance around a fire until it reaches the Spirit world.



MILITARY ORGANIZATION

The Aurlock race is the only one of the four races of Mornea not to have a regular standing army or trained troops: the children of Aurlokan, eminently peaceful, actually consider war to be an unfortunate event which is sadly necessary, but by its very definition, temporary and uncommon. Due to this interpretation, braves whose sole purpose is to fight are extremely rare in Aurlok society.

However, the Aurloks are also a very pragmatic race where each intuitively knows what must be done for the good of the whole: when a threat shows itself, all Aurloks present take up arms to defend their nation and each tries to find his place in the current situation, a place which often depends on one's daily activity during peacetime. Thus there are therefore as many

types of soldiers as there are different trades, making a complete and detailed list of Aurlok warrior types impossible.

Aurlok Proverbs

"If you turn your back on your reflection, you'll never know your face."

The World tells each who they are and what their path must be: whoever decides not to listen will never be able to be himself.

"Coming back to places already visited is not wasting your time, as the steps taken are what make the world turn."

Traveling contributes to the cycle of life.

"Two ears for a single tongue."

Listening is twice as important as speaking.

"Whoever runs can no longer listen."

Praise of slowness.

"The man who watches the horizon no longer sees the prairie before him."

To each day its own.

"This body is not yours, Mornea is lending it to you while you visit her."

Respect your body, as it belongs to the World and not to you alone.

The circle for the Aurloks

Inseparable from the deep spirituality of the Aurloks, the circle is a geometric shape which has a specific importance. It has a great conceptual power, as it symbolizes balance, unity and renewal all at once. It very simply represents the notion of the cycle, all while hinting at the sacred unity of all of Mornea's living beings. It also just so happens to be a part of each race's symbol: the Aurlok dreamcatcher, the crown of thorns of Avalon, the three-colored disc of the Triad and the crescent of the Khaliman Republic. The Aurloks see this as a sign that all races are conscious of belonging to a whole and actively contribute to the turns of Mornea's natural cycle.

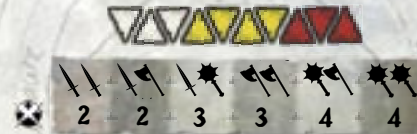
This is why, in daily life, many things are placed or built in a circular shape: ritual items, such as dreamcatchers or drums, but also buildings, whether they are the nomads' yurts or the buildings in the cities. Camps are always spread out in a circle.

THE CHARACTERS



TECUMSEH, CROW SACHEM 44pts

Mvt					PA
5/7/12	6	5	12	8	4



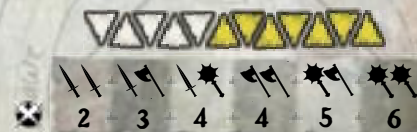
For dozens of years, the border separating Avalon from the rich Aurlok lands of Copawige has suffered from numerous incursions by the soldiers of the barony of Brall. The tribe of the Silent Plains, which happens to be one of the major tribes living in this region, has to suffer against these frequent and illegitimate aggressions. For the last four years, Tecum'Seh has been the sachem of this tribe perpetually confronted by Avalonian antagonism. This Aurlok from the Crow clan is full of wisdom and shrewdness: he is one of the best sachems that the tribe has ever had. However, his patience is at an end and he is starting to look for solutions other than diplomacy in the conflict pitting the braves against Those-Who-Carry-Steel.

Having reformed the military use of the Wind-Warriors, he increasingly preaches armed incursions into enemy territory to attempt to reverse the way the conflict has been heading: pushing back the Avalonians to their fortifications and striking a decisive blow on their rear bases. These projects sometimes clash with the desire for moderation expressed by the Khaliman cheiks Tecum'Seh's predecessor invited to the region in large numbers. Without letting these mediators know, Tecum'Seh is preparing a decisive attack, aimed straight at Kastel Kashen, the capital of the barony of Brall. He is slowly gathering the best warriors of Oblaye Itse to launch this deadly incursion as early as the next summer, counting on surprise from both the Khaliman sheiks as well as the Avalonian defenders.



THAPIOCA THE POT-BELLIED 40pts

Mvt					PA
4/6/10	3	5	10	8	4



In the heart of Oblaye Itse, traveling from the humid lands of Mako Sihapi to the plains of Optaye Gadusi, the tribe of the Dancing-Stones is led by the colossal sachem Tha'Pioca the Pot-Bellied. This gargantuan Aurlok of the Toad clan is renowned among his people as well as within the ranks of his enemies. The latter know him as a dangerous warrior whose terrible charges, accompanied by horrible war cries, are to be feared. Despite his large size, he is quick and dangerous: his heavy weight breaks bones and his toxic blood poisons those who dare face him. Actually, Tha'Pioca was raised near the Avalonian border and learned there how





to fight with an enemy which shows no mercy: a credo he has made his own and which had led him to become the merciless warrior he is now. To those of his tribe, Tha'Pioca is a jovial sachem known for his love of life, able to eat and drink for four and always ready to feast with his people until the odd hours of the night, even if his sudden bouts of anger can come forth as quickly as his laughter. It is said of the latter that they can make the mountains themselves shake, even waking the Fire-mountain volcano. It's only a legend, of course, his laugh only waking the entire camp. Nevertheless, this rumor is propagated left and right by the Dancing-Stones, who are very proud of their sachem who watches over them with all the benevolence and sensitivity of those under the aegis of Walosi.

Hemotoxic

While the Miniature is severely or critically wounded, if an opponent in base contact inflicts additional Damage, the Miniature inflicts 1 Damage in return.



CA'APITI RED-EYES 39pt

Mvt					PA
4/6/10	4	4	II	8	3



Size 2, Leap,
Toxic Frogs

Ca'apiti was born at the edge of the Silent Forest, where the small nomadic tribe of his parents lived. Even though he was born under the gaze of Walosi, he was an incredibly scrawny child with delicate health. As Nomadic life was a constant drain on his health, his parents decided to leave him in the care of an old storyteller who led a sedentary life a bit further into the forest. Under his tutelage, Ca'apiti started to learn the wisdom of the elders and the secrets of the swamp where he now lived. With time, the health of the young Aurlok grew stronger, until the day when what Ca'apiti now calls «the incident» occurred: the

old storyteller was killed and Ca'apiti was left for dead in the swamp. He miraculously managed to survive, feeding himself by sucking on the various amphibious creatures he could find. If most of these excreted substances which slowly allowed him to regain his health, others excreted toxins which altered his consciousness and his memory: he no longer has any memory of what happened the day of the incident and what brought him to death's door.

While still scrawny, this test has made him into a survivor, one who knows the full extent of the chemical properties of the amphibians he raises and which never leave his side. Ca'apiti has left the Silent Forest and now travels all over Oblaye Itse, seeking to discover what really happened to him that day. The voyage has strengthened him, so much so that he now is a fearsome warrior.

Toxic Frogs

At the beginning of his activation, Ca'apiti licks one of his frogs and chooses one of the following effects. These last until his next activation:





Bullfrog: Ca'apiti gains Tough/+1;

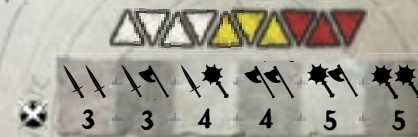
Golden Toad: Ca'apiti gains Ranger and Ref +2;

Black Tree Frog: Ca'apiti gains Com +1 and DAM +1.



WOLITSE NIGHT-BREEZE 45pt

Mvt					PA
4/6/10	5	6	II	8	3



Size 2, Sequential Attack,
Stealthy, Wolf Leader

Renowned warrior of the Fury-of-Branches tribe, Wolitse Night Breeze has always been an impetuous Aurlock, the cause of endless worries... as much for his tribe as for his enemies. From his birth, this impetuosity has been manifest: the Medicine-Shaman who helped birth him stated that his souls had been cut from Waya's fangs themselves. And indeed, the young Wolf Aurlok has had a turbulent youth, even though indiscipline is very rare among Aurlok children. His parents, unable to contain him, sent him to live in Uwasa the Solitary, city of the Wolf tribe, hoping their son would learn discipline. By joining the tribe of that city, the tribe of the

Fury-of-Branches, the young Wolitse at last found his place on Mornea.

The years have passed and the young turbulent Aurlok has become an adult: a fearsome warrior, impetuous, yet steeling to the other warriors of the Wolf clan. Very charismatic and having gained both the love and the admiration of many braves of the tribe, he is one of the most emblematic Aurloks of the city of Uwasa. As the succession of the tribe's sachem, Sapa Puthili Black Muzzle is discussed more and more, many would like him to accede to the title. This is not how the old sachem sees things, however, as he'd prefer to see his succession taken up by his own son rather than fall into the hands of an overly impulsive Aurlok. For his part, Wolitse doesn't really care to become sachem: all that matters to him is the battle against Those-Who-Carry-Steel.

Wolf Leader

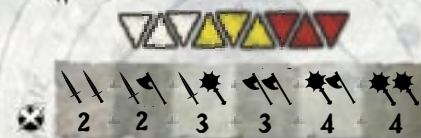
As long as Wolitse is in play, all Wolf Thunder-Warriors gain the Stealthy skill.

WATANKA THE VENERABLE

36pt



Mvt					PA
4/6/10	3	4	10	9	3



Size 2, Tough/1, Stealthy,
Vision of the Mind

Watanka of the Wolf clan was the best Night-Shaman of the Dancing-Stones for a very long time, until the day he had to protect his tribe against a fearsome evil spirit, a skinchanger, who gouged out his eyes. Now blind,

Watanka retired into the forest in order to heal his wounded flesh and purify his souls so as to not to be transformed into a skinchanger himself. No one knows what he found in the heart of Cusoke Vladi, the Forest-of-the-Lake, but when he came out he was accompanied by an owl on his shoulder and held an obviously ancient lantern. In addition to the fact that he had lost his powers as a shaman, he began acting strangely and it very quickly became obvious that the presence of his

people was making him feel uneasy: no one was surprised when he announced his decision to exile himself and live as a hermit.

It is said that during his wanderings he has rubbed elbows with sages and fools, vagabonds and princes. Of these meetings were born many rumors: some say that Watanka has lost his mind, but others say that he came in contact with the spirit of Aurlokan. The most common rumor says that he is now able to see the souls of those around him and that what he has seen perpetually keeps him away from others. For the last few years, he has slowly begun reappearing. He travels within Oblaye Itse and sometimes goes up to Khaliman lands. No one really knows why he is coming back from his self-imposed exile and when asked, he only answers with these enigmatic words: «Because the time of Awakening is approaching!»

Vision of the Mind

Once per turn, during his activation, Watanka can choose a miniature within range of his Mind stat. The effect of the Vision last until the end of the turn.

- If the designated miniature is an enemy, it can no longer

benefit from cover or the Stealthy skill.

- If the designated miniature is an ally, this miniature gains the Stealthy skill. If it already had it, it can no longer be the target of ranged attacks.

TAMEL'SEH FAR EYE CROW SPIRIT-SHAMAN

49pt



Mvt					PA
5/7/12	5	3	11	8	4



Size 2, Crows (3/15), Alchemist of the
Outer Circle (Earth),
Swarm of Crows

The Spirit-Shaman are those who ensure a good relation between the tribe and the manitous. Their role as intermediaries often favors those with diplomatic, wily or pugnacious attitudes, but some

are authoritarian, for whom the demands of the manitous are the chief duty to be executed by the Aurloks of the tribe. They are also the personal messengers of the manitous in the material world, where their job is to represent them and deliver their demands.

Of all Spirit-Shamans, Tamel'Seh is a unique case, an exception: where other Spirit-Shaman serve as intermediaries for many manitous, this Aurlok seems to have become Koga's favorite. Koga has given him the task of spreading his

message across on Oblaye Itse. This privileged relationship with the Crow manitou makes Tamel'Seh a unique being, who often leaves his native tribe to travel across Oblaye Itse and deliver Koga's advice and orders to those to whom they are addressed.

He is protected and guided in his wanderings by a murder of crows which never leaves him, the members of which are always replaced. They are also the official mark of the manitou on the Spirit-Shaman. Deeply honored by the attention Koga gives him, Tamel'Seh faithfully follows his instructions. He is especially present on the frontlines of the battle against Avalon, which Koga has expressly told him to repel. It is not uncommon that the simple presence of Tamel'Seh makes even other Aurloks ill at ease: knowing how important his mission is, «He Who Bears the Voice of Koga» is an easily cruel and demanding individual.

Swarm of Crows

Once per turn, Tamel'Seh can measure a distance before choosing an action. Any enemy miniature in base contact with Tamel'Seh has one penalty dice to all its combat rolls.

Swiftness of Koga (o) 2 Earth / 6 " / Auto

The formula targets a friendly, non-hero Aurlok within range. The target increases its movement characteristics by 1/1/2 until the end of the turn. Any miniature shooting at

the target of the formula may not count an aiming bonus.

Enhancements : 2 for an additional target within range.

Spear of the Land (3) 3 Earth / 10 " / Auto

The formula targets a friendly, non-hero Aurlok within range. The target acquires the skills Long Reach and Expert/Brutal until the end of the turn. The target also ignores the effects of the Tough/x skill when in close combat.

Enhancements : 2 for an additional target within range.



TOAD MEDICINE SHAMAN (I) 37pt

1/card

Mvt					PA
4/6/10	3	3	10	8	3



Size 2, Alchemist of the Outer Circle (Earth), *Empathy*

Not every Aurlok can become a shaman. Only those who are able to perceive the voices of the manitou and answer them can: this ability is revealed when the rite of passage to adulthood, the imayeto, is taken. Depending on what he feels, the young Aurlok chooses what type of shaman he wishes to become. The Medicine-Shaman is the one who specializes in care and healing – the major portion of his task is healing sickness through often tense negotiations with the sickness-spirits responsible for the disease, if it isn't caused by the Aurlok acting in a way which indisposed one of his souls. This is a very common type of shaman in Aurlok society: each tribe counts at least one Medicine-Shaman in its numbers.

The increase in battles, notable against Avalon, has brought the Medicine-Shaman to the front lines to help heal wounds received in battles. Doing so, they are more often brought to speak to the plant manitous, in order for their patients to get their blessings granting them healing virtues, than their fellow shaman. Due to their frequent contact with the sick and those suffering, they are most often shaman with a easygoing mood, very likable and comprehensive. Many are from the Walosi or Waga clans, but it sometimes happens that they are from the Waya clan, in which case they are less empathic and more taciturn. Beyond their roles as alchemists, these shaman are excellent botanists to who broths, salves and concoctions have no secret.

Empathy

As long as a friendly Aurlok is within 6 inches of the Medicine Shaman, he can prevent 1 point of damage per attack. The Shaman takes the damage instead. This ability cannot be used if the shaman has only one hit point left. Taking damage by using this ability does not reduce the focus level of the shaman.

Kiss of Walosi (o) 3 Earth / 8 " / Auto

The Formula targets a friendly Aurlok within range. The target heals one hit point.

Enhancements:

2 for an additional target in range
2 for an additional hit point healed

Animal Fury(2) 2 Earth / 8 " / Target

The Formula targets an enemy miniature in range. The target suffers an amount of damage equal to the number of checked yellow triangles in the Life Line of the Shaman.

Enhancements:

2 for an additional target in range.



Crow Thunder-Warrior

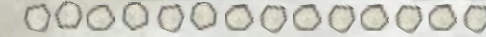


Auroch Rain-Dancer with war horn



WOLF NIGHT-SHAMAN (I) 39pt
1/card

Mvt					PA
4/6/10	4	3	10	8	3



Much rarer than the Medicine-Shaman, the Night-Shaman is the alchemist whose responsibility it is to take care of the spirit of the deceased: when an Aurlok shuffles off this mortal coil, this shaman holds and directs the funeral rites, then brings the body to a Spirit-Guard.

Once this task is fulfilled, it falls to him to manage the relationship between the members of the tribe and the souls of the deceased: the specter, the ghost and the breath. The specter, attached to the body of the deceased, is not under his care. The ghost being the soul of the dead which remains with the living who were close to him, is put in contact with his family and children by the Night-Shaman if

required for their betterment. The shaman's use of alchemy allows the ghost to incarnate itself in the body of a loved one, even taking physical form if the shaman is powerful enough. The ghost can thus contribute to the protection (physical as well as spiritual) of those he cared for.

The Night-Shaman can also give form to the breath, allowing them to leave the Spirit World to manifest temporarily on Oblaye Itse. These particularly spectacular alchemical creations are generally only required if the tribe is faced with an assailant too dangerous for the living.

Even if they are found to have a morbid demeanor these shaman are extremely benevolent: their alchemy serves to ease the burden of the dead and the living, even sometimes for the protection of the latter by the former. The Aurloks of the Wolf clan are among the only ones able to fulfill this role, along with those of the Bear clan.



Size 2, Alchemist of the Inner Circle (Earth), Fearless, Will of the Elders

Will of the Elders

When the Night-Shaman suffers DAM, he may spend two alchemical stones to avoid losing his current concentration level.

Howl of Ill Omen (o) 2 Earth / 6 " / Auto

The Formula targets the Shaman himself, but the range indicates an area around him. The Night-Shaman gains the Fearsome (12) skill until the end of the turn. All enemy models within range must succeed at a Mind test or suffer the effects of this skill until the end of the turn

Enhancements: 1 for 1 inch of extra range. 1 to increase the level of the Fearsome skill by 1.

Convocation of the Elders (3) 6 Earth / 6 " / Auto

The Formula allows the Night-Shaman to summon an Ancestor-Spirit or a Hero-Spirit within range. These spirits will be able to be activated normally during the turn in which they are summoned. Only one spirit may be summoned at a time and each type of spirit may only be summoned once per game. The spirit disappears if the Shaman dies or loses his last level of Concentration. A Spirit may never be recruited into a warband, it must be summoned.

AURLOK ANCESTOR SPIRIT (I) 1/card

Mvt					PA
4/6/10	4	4	11	-	2



Size 2, Fearsome (14), Guard, Expert (Parry), Spirit

These spirits are the physical manifestation of an ancestor's breath which has not yet started his reincarnation cycle breath: incarnated in the stars shining in the night sky, they continue watching over their people. However, the Night-Shaman are able to temporarily call on them to allow them to take shape in the world of the living just as if they still belonged there.

The shaman have noticed that the breaths of ancestral Aurloks fallen in battle do not resume their cycle for as long as the war which claimed their lives does not end in a manner satisfactory to their people: their star remains in the sky and shines with incomparable intensity. These breaths aren't finished with life and refuse to leave Mornea for as

Spirit

A spirit is considered as having the Fearless skill. It cannot be the target of alchemical effects, allied or enemy.

AURLOK HERO SPIRIT (I) 1/card

Mvt					PA
4/6/10	4	4	11	-	2



Size 2, Fearsome (14), Sequential Attack, Expert (Normal), Spirit

long as the war they took part in during their life isn't over. So it's with horror that Avalonian soldiers sometimes face the spirit of a fearsome foe they thought they had slain many years earlier!

The alchemical war, having been resolved favorably for the Aurloks, has allowed the breath of all the heroes who died in it to resume their cycles. They can no longer be summoned. There is one exception to that, however: Ohitika'Ota Sky-Fire, the hero who helped defeat the Iron Heart, still seems to watch over his people. Only the most powerful of Night-Shamans are able to call upon him and they are still not entirely sure it really is him. For this reason they refer to him by the less precise name of the «Aurlok Hero».

A spirit may disengage without making an opposed Ref test.

THE TROOPS



CROW THUNDER-WARRIOR (3) 18pt

1/card

Mvt					PA
5/7/12	4	3	11	7	2

	1	2	2	3	3	4
	1	2	2	3	3	3

Size 2, Javelins (3/10)



WOLF THUNDER-WARRIOR (3) 21pt

1/card

Mvt					PA
4/6/10	3	4	10	7	2

	2	2	3	3	4	4
	2	2	2	3	3	4

Size 2, Sequential Attack, Tomahawk (2/6)



TOAD THUNDER-WARRIOR (3) 18pt

1/card

Mvt					PA
4/6/10	2	3	10	7	2

	1	2	2	3	3	4

Size 2, Hemotoxic

Unlike what their name implies, Thunder-Warriors are not professional soldiers. Since the Aurloks are pacifists, they do not have an army in the strict sense of the word. But their daily life largely relies upon hunting, an activity where the ability to quickly kill a living being is vital. In times of war, this skill is put to good use, and hunters are the first to head to battle with their hunting tools, whether close or long ranged weapons. They then take the name of ayawisgi-wakiya: the Thunder-Warriors. Like thunder, they strike hard and fast, before disappearing back into the trees and doing it over again. They are agile warriors whose speed is a vital element of their style of combat: against heavily armed troops or professional warriors, they have trouble enduring if the fight drags on too long.

Thunder-Warriors from the Crow clan make great scouting troops, thanks to their movement speed and skill with the javelin. Those from the Wolf clan favor stealth, creeping closer to their prey, finally falling on it and eliminating it with quick and lethal blows. Members of the Toad clan make weak hunters but fearsome warriors: favoring toughness over speed, their toxic blood causes heavy damage during armed conflicts. Braves from the Auroch clan, being too massive, rarely become hunters: there are therefore fewer Thunder-Warriors of this clan.

Hemotoxic

While the Miniature is severely or critically wounded, if an opponent in base contact inflicts additional Damage, the

Miniature inflicts 1 Damage in return.

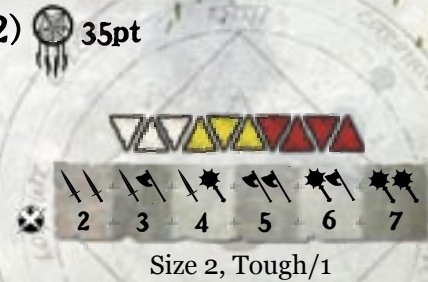




AUROCH TOTEM-WARRIOR (2) 35pt

1/card

Mvt					PA
4/6/10	3	5	9	7	3



giving up their peaceful way of life and taking into account many things that are ignored in a hunting context, such as strategy or the elaborate plans of an enemy. From being a hunter, the Aurlok then becomes a professional of war: an ayawisgi-wopike, a Totem-Warrior who has chosen to renounce the principle of respect for life, since his job is now to kill. Aurloks feel pity and compassion for these warriors. They are always taken care of and their sense of sacrifice is

admired, even though they are never envied: for a brave, the abdication of the duty of feeding his tribe is a renouncement heavy with meaning. This is almost as if one was excluding himself from the natural cycle of life.

Most often, those who take this path only do so after a great misfortune has changed their life, such as the loss of a loved one. The choice of this warrior vocation is generally accompanied by great frustration, which amplifies even more their rage in battle. However, the war against Avalon has slowly made the place of the Totem-Warrior evolve in Aurlok society: they have noticed that the status of elite warrior is very favorably seen in Avalon. This discovery is progressively giving the Totem-Warrior a better image among the Aurloks.



AUROCH RAIN-DANCER WITH DRUMS (1) 25pt

1/card

AUROCH RAIN-DANCER WITH HORN (1) 29pt

1/card

Mvt					PA
4/6/10	3	4	9	7	2



The Rain-Dancers are first and foremost musicians whose job it is to play music to chase away clouds and guarantee good weather to a tribe during their migration. These Aurloks have proven themselves essential to their people over time, and have been able to find a use for their talents in other completely unrelated fields. This is why they're now found playing music during ritual ceremonies to attract the goodwill of the manitous. The Rain-Dancers are always members of the Auroch Clan, the social distribution of tasks giving these enduring and powerful Aurloks the delicate job of playing to the same rhythm for hours, which they do with enthusiasm.

The domain of war is no exception to this natural expansion of the Rain-Dancer's role: on the battlefield, they relentlessly

play their instruments to attract the goodwill of the manitous to the tribe's warriors, the ayawigsi. On a more mundane level, the heavy rhythm they beat plunges the braves into a form of warrior trance, smothering fear and making their hearts pound, all while breaking their enemies' concentration with their deafening noise. Non-Aurloks are actually so bothered that they often have trouble landing blows. It has gotten to a point where the elimination of a Rain-Dancer has often been made a priority on the battlefield, giving the braves a strategic advantage over their opponents – the Rain-Dancers are aware of being priority targets, and gladly accept that role, even though it becomes costly for them when it happens!

War Drum

This effect lasts while the Rain-Dancer is Unharmed or Seriously Wounded.

All friendly aurloks in close combat and within 6 inches of the Rain-Dancer are considered as having charged (they cannot play an Inactive or Parry CC and they get the bonus die on Combat Roll. They still have to spend an AP).

War Horn

This effect lasts while the Rain-Dancer is Unharmed or Seriously Wounded.

All ennemy models in close combat and within 6 inches of the Rain-Dancer must apply the following effects: When Unharmed, they roll yellow dice. When Seriously wounded, they roll red dice.





WOLF SPIRIT-GUARD (2) 3Ipts

1/card

Mvt					PA
4/6/10	4	5	10	8	3

2	3	3	3	4	5

Taille 2, Feint, Guard

After their deaths, Aurloks are buried in a barrow which must be as close to the stars as possible: this is why the children of Aurlokan build their sepulchers in the mountains, as close to the summit as they can, in circular graveyards. Because the deceased are entombed with their most precious possessions, these isolated cemeteries sometimes attract the greedy, not to mention any evil spirits which might be found nearby. It's for all those reasons that Spirit-Guards protect these sacred places. Their tasks involve not only the material, like taking care of grave sites and chasing away those who would profane them, but also spiritual: taking care of the

specters of the dead and chasing away evil spirits which may cause them harm. They must also perform rituals to help specters finish grieving over their mortal remains. They are not shaman, but warriors, regardless of how strong their spiritual devotion is. The necessity of having to protect these sepulchers in the most extreme of solitudes makes them elite warriors, used to life at high altitudes. When the war front moves a bit too close to their territory, they temporarily leave their post to join the ranks of the braves who face the enemy. They then have the chance to profit from the long months spent training hard in the solitude of their cemetery: humans have often had the chance to fear these merciless warriors, whose grotesque attire is particularly frightening.



TOAD HIVE-THROWERS (2) 26pt

1/card

Mvt					PA
4/6/-	3	3	10	7	2

1	2	2	3	3	4
0	1	1	2	2	3

Size 2,
Hive Throwing, Bees

The Sun-Which-Brings-The-Sugar tribe takes its name from its seasonal beekeeping activities: every summer, the hunters of the tribe have the task of finding wild beehives and gathering honey made from the pollen of the yellow wahcocihi flowers from them. One day, when surprised by a furious bear, they defended themselves by throwing the hives at their assailant. The damages the bees caused was so impressive that it led to the idea of using these hives in combat! The first volunteers were members of the Toad clan: after covering themselves with mud so as to be protected from being stung and with arms laden with hives, they faced Avalon

soldiers by throwing their odd projectiles at their opponents – the rupturing of the hive released the entire colonies of bees, wasps or furious hornets which immediately vented their anger on the souls unfortunate enough to face them. Since that day, the hive throwers are often found in the ranks of the Aurloks, especially in tribes living in the south-east of Oblaye Itse, where bees are more numerous. Members of the Toad clan are still the only ones to take up this vocation, as the other Aurloks don't really enjoy covering themselves with wet mud. Laden down with two or three hives, they slowly move towards the enemy line until the moment when they can toss their cumbersome projectiles with delight at their opponents and have a good laugh as they try to flee the furious insects.

Hive Throwing

A Hive-Thrower has 3 hives for the entire game. The Hive-Thrower can throw one or more hives during its activation for 1 AP each. It then places one or more tokens within 10 inches of itself to represent each thrown hive.

Bees

The Bees are bound to a Hive token. They activate when:

- their Hive token is put into play;
- a miniature activates within 2 inches of their Hive token;

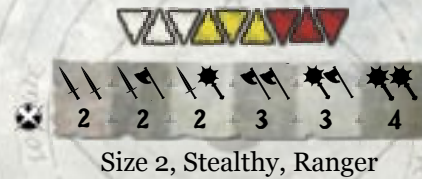
- a miniature comes within 2 inches of their Hive token. The Bees from a Hive marker only activate once per miniature per turn. But two or three different Bees can activate due to the same miniature if it is within reach of many Hive tokens. When they activate, the Bees make a Com test with a value of 4. This attack is made without any CC and without any possible reaction. Remove the Hive token if the Bees cause 3 DAM during an attack. The Hive-Thrower is immune to the effect of the bees.





CROW WIND-WARRIOR (3) 27pts
1/card

Mvt					PA
5/7/12	4	4	II	7	2



Some hunters from the Crow clan are more involved in finding prey than in actually tracking it. Specialists in stealth and highly mobile, they know how to approach their prey without being detected: they can then silently signal its presence to other hunters. When the braves walk the warpath, these highly specialized hunters prefer to take a support role than to become yawisgi-wakiya: they thus become yutata-toka, the Wind-Warriors. Quick and discreet, they precede the Thunder-Warriors to spy on enemy troops and return to make their report. They are able to locate the weak points of an enemy's defense and choose a strategically advantageous

location for battles. They communicate with one another in the most complete silence, thanks to the sign language they alone know. Under the direction of the sachem Tecum'Seh, the Wind-Warriors of the Silent-Plains tribe have taken to the habit of slipping behind enemy ranks to eliminate the reserves. Despite their weak martial skills, these scouts have had great success, especially against enemy alchemists when held in ambush. This technique is now currently used by all tribe facing Avalon – so much so that the Wind-Warriors have become the worse nightmare of the priests of the Beathacrann, to whom any silence has now become highly suspect.



Tecum'Seh, Sachem of the Tribe of the Silent Plains



Toad Thunder-Warrior



Crow Thunder-Warrior



AUROCH MANITOU-WARRIOR (I) 48pt
1/card

Mvt					PA
4/6/10	4	5	9	7	3



POSSESSED AUROCH MANITOU-WARRIOR (I) -pt
1/card

Mvt					PA
5/7/12	4	6	10	8	4



Some Aurloks happen to be able to hear the voices of things found in nature, but unlike shamans, they are unable to speak to them. Constantly harassed by these voices, who don't seem to understand the inability of the brave to reply, these Aurloks risk going insane if they are not helped by a Spirit-Shaman, who will teach them how to manage these fits to lead a near-normal life. But when these Aurloks are in a dangerous situation, the voices brutally overwhelm the mental barriers erected by that teaching. It's typically the voice of the Aurlok's totem which manifests itself: conscious that the Brave is especially receptive to his influence, the manitou totally inhabits the poor Aurlok, who then becomes the physical conduit of the spirit – a Manitou-

Warrior, incarnation of the totem in the physical world. A simple tool used by the spirit, the Aurlok is now a merciless warrior who throws himself into the heart of battle with no regards to his own life. Only the strongest and most valorous survive such possession, but they are marked by it from then on, more so since they are sure it will happen again with each new dangerous situation. Feared and revered by their brothers, they form a caste to themselves in their society, often kept away from the others due to fear of how dangerous they can be. Only shaman dare to get close to them, bringing them a bit of comfort, while trying to guide them down the hard path they've been forced to take.

Possession of Waga

As soon as an allied Aurlok miniature within 6 inches of the Manitou-Warrior takes 1 DAM, cross out one of the squares on the possession line of the Manitou-Warrior. Once all the squares have been crossed out, replace the miniature of the Auroch Manitou-Warrior with that of the Possessed Auroch Manitou-Warrior.

The latter keeps any game effect as well as DAM previously suffered by the Auroch Manitou-Warrior.

Aftershock

Once per turn, during its activation, the Manitou-Warrior can spend 1 AP in order to activate Aftershock. Any figure within 4 inches of the Manitou-Warrior immediately loses 1 AP.



MINIATURES GALLERY

When Aurloks go to war, many of them sport painted patterns on their body. This serves as much as a way to scare their enemies, as to affirm their belonging to the tribe, or to honor and summon the power of their Manitou.



Wolf Thunder-Warrior,
by Sébastien Archer



Tha'pioca the Pot-Bellied,
by Mathieu Fontaine



Toad Medicine Shaman,
by Axel de Morenschildt



The tribe of the Windy Plains, by Vincent Biras

MINIATURES GALLERY



Tha'pioca the Pot-Bellied,
by Allan Carrasco



Tha'pioca the Pot-Bellied,
by Jérémie Bonamant Teboul



Toad Thunder-Warrior from the Sun-
Which-Brings-the-Sugar tribe,
by Jérémie Bonamant Teboul



Wolf Thunder-Warrior from the Tribe of the
Prairie-Song, by Jérémie Bonamant Teboul.



Auroch Totem-Warrior from the Tribe
of the Eye-in-the-stone-that-sleeps,
by Jérémie Bonamant Teboul



THE JADE TRIAD



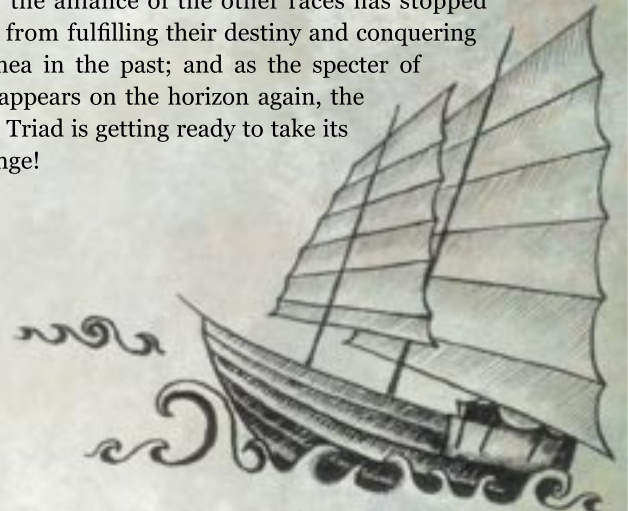
OVERVIEW

«When one wants to know, one asks. When one wants to learn, one studies. Always go back to what you already know. Never stop studying. Only then will you become a master.»

Men are the descendants of Orhöm, the Architect of winter. Gathered in the rich lands of southern Mornea, the first and most numerous of them have founded the Jade Triad, an empire based on three pillars: discovery, understanding and warfare.

Throughout their turbulent history, men have distinguished themselves through conquering ambition and unfailing ingenuity. In their bloody wake, they have given the other races a number of their fabulous inventions: the calendar, money, but also, and most importantly, alchemy. Always treated with the greatest of suspicion, they have brought Mornea to its knees and have forever changed the course of history. No other race

today can claim such a powerful and well trained military force. Only the alliance of the other races has stopped men from fulfilling their destiny and conquering Mornea in the past; and as the specter of war appears on the horizon again, the Jade Triad is getting ready to take its revenge!





HISTORY

Orhöm, the faceless Architect, was tormented for a very long time by Her solemn curse. Heavy with bitterness, he renamed himself Dao and traveled southward, towards the high mountains on which She had broken the Glass Fresco. As Dao climbed the mountains, his anger and breath increased to the point where they became a true storm from which a multitude of beings with different faces were born. Thus man did appear, more frail but more numerous than the children of the other Architects.

Dao, now an emperor, passed on his ambition, his ingenuity and his perseverance to his children. He taught them the Tao, his philosophy, and the three principles which would allow them to become the masters of the world: to discover, to understand and to fight.

The Tao

The philosophy of the Jade Triad is centered around the concept of the Tao. In the tongue of men, tao means «the path», «order» and «breath» all at once; it is the energy which flows through all things, living or inert binding them together. The philosophy which this concept has given birth to preaches harmony with the forces of nature, moral rigor and the choice of a balanced middle ground. Its doctrines were made so that men would gain wisdom and usher in a golden age for their race on Mornea.

Men multiplied and formed vast clans which colonized the south of Mornea. Some even started to plot or fight and conquer new territories.

Dao was short on time and knew that his children had not yet applied his principles in all the domains that their five senses could understand. He gathered the patriarchs of the clans in Yu Cheng for a competition with an exceptional prize: the Celestial Tournament. The emperor gave each clan the mission of applying one of the three basic principles to the best of its ability. The head of the three winning clans would become the Celestial Ones, the inheritors of Dao's throne.

The empire of Dao then became the theater of an incredible struggle. The clans were pushing the limits of their ability and intelligence to quench their thirst for power, under the satisfied eye of the emperor. The alliances and rivalries born during the Celestial Tournament are still alive to this day and are the cause of countless adventures.

The Celestial Tournament ended with Dao's agony. On his death bed, the emperor recalled the heads of the clans and judged their work, granting victory to the Jurgaghan, Leng and Wanli clans. The Architect of Winter was satisfied with his children and

thanked them. He revealed to them the true goal of the Celestial Tournament: to prepare his people for the conquest of Mornea. The intense competition had pushed the cultural, intellectual and technical level of men far beyond that of the other races. Dao, finally appeased and confident, breathed his magical breath for the last time. The Wanli patriarch, master of secret knowledge, caught the breath of Dao and made it his own.

The empire of Dao, now led by the Celestial Council, became the Jade Triad. The clans swore on their honor to follow the three principles of Dao and place the interests of their nascent nation in accordance with their own individual interests. Rivalries were still present, but the respect of Dao's conquering will prevailed.

Each of the three major schools bore a symbolic name:

The Wanli clan, made up of sages and academics, renamed itself the Breath of Dao. Foremost, it imposed a single language and instituted the use of the triadic calendar.

The Leng clan, reputed for the value of its diplomats, took the name of Astral Serpent and minted a universal currency, the daoming.

The Jurgaghan clan, respected for its talented warriors, forged the Iron Heart. It created a rigid and efficient administration to assist the Celestial Council in its task.

The Astral Serpent adopted the first principle of Dao, «Discover the world», as its credo. Its Celestial One surrounded himself with dozens of men and women and left to travel. They wandered all over Mornea, drawing maps and forging alliances with the Aurloks, the Khalimans and the Naashtis.

The expedition of the Astral Serpent disappeared mysteriously in 317. Their last message signaled their arrival at the far reaches of a desert in eastern Mornea. The disappearance of the Celestial One caused unrest until a survivor of the expedition arrived in Yu Cheng a year later. This young man, named Hao, was white as snow, weak, and had gone mute. He put down on paper all the knowledge accumulated during his travels but said nothing about what had happened to the pilgrims of the Astral Serpent.

Hao became the new Celestial One and led his people toward a new form of meditation based on discretion and subtlety. He changed the name of his clan to that of Pale Moon. From that day on, the identity of the Celestial Ones of the Pale Moon would remain secret.

The Breath of Dao practiced the second principle of Dao, «Understand the world», under the direction of the Wanli clan. They quickly created various scientific specialties such as astronomy, mathematics, medicine and physics. Their precious knowledge created alchemy. In 686, the young alchemist Dao Ling turned her attention to the sacred stones which were plentiful in Shenyan's ground. They hid a great power and, even better, they were alive! Men now had the power of the world in their hands.

The Celestial One of the Iron Heart took to heart the third principle of Dao: «Wage war against the world». The Iron Heart enrolled and trained all those who wanted to serve their country. Any citizen could learn the art of war and combat techniques inspired by emblematic animals such as the cobra, the dragon, the crane, the mantis, the panda or the tiger were developed and implemented.

As soon as alchemical stones were discovered, the Celestial Ones sent hundreds of explorers tasked with marking the deposits of alchemical stones across the continent through the use of standing pillars called «Jin Posts».

Over seven centuries after Dao's death, man was finally ready to conquer Mornea. The Triad gathered the Celestial Army, and in 754 its legions went forth to conquer the continent. The Celestial Army progressed by following the Jin Posts. It was the beginning of the alchemical war.

The conquest of Oblaye Iste began with lopsided results: the Aurloks were resolute pacifists. However, the celestial strategists had neglected the diplomatic balance which had until then reigned over Mornea. The Khalimans immediately allied themselves with the Naashtis and sent in their armies. The clash was terrifying, as the frail children of Dao won victory after victory. While the Iron Heart stopped the Khalimans and exterminated the Aurloks, the Pale Moon struck a fatal blow to the Naashtis. The Naashti menace defeated, the Jade Triad decided to finish the Aurloks once and for all. The Celestial Army launched a massive offensive on the surviving Aurloks, who had gathered on the plains of Gigage Gadusi. This proved to be a mistake of great consequence: when the assault began at dawn, the soldiers of the Celestial Army faced Aurloks who had been transformed into war beasts by an unknown power.

As the alchemical war raged in Oblaye Iste, the School of the Breath of Dao created the fearsome chimera in 766. The first experiments weren't conclusive, but soon the master alchemists gave birth to a new race of servants.

With the defeat suffered at Gigage Gadusi, the Breath of Dao discovered that the Aurloks had also developed a form of alchemy. Some alchemists took this discovery as an insult. Excited by the perspectives offered by the chimera, they expanded their experiments to human beings. These alchemists did not get the reaction they had hoped for. Their creation was contrary to the philosophy of the Tao. The Celestial One of the Breath of Dao ordered the execution of these alchemical mutants and the disassembling of the workshops of their school. The efforts to subjugate these renegades degenerated and fighting broke out in the province of Xidai. Their revolt ended in 806, when the alchemists and their followers crossed the mountains of Morning to the west. The secessionists then established the kingdom of Avalon.

The Jade Triad, weakened from within, seemed incapable of winning the alchemical war. The

Celestial Ones gave up on conquering Mornea for the moment. They offered an armistice to the Aurloks and the Khalimans.

Men rebuilt their empire and studied the lessons learned from their mistake. They opened contact with all the nations of Mornea to weave economic ties. The creation of many trading posts all over Mornea brought about the construction of the Canal of the Concord during 1032.

Yet the Jade Triad has not renounced the conquest of Mornea. It has simply begun to move the struggle to diplomatic and economic battlegrounds. Controlling exchanges and resources leads to control of power, just like the conquest of Jin Posts in ancestral times!



GEOGRAPHY

The Jade Triad occupies a vast swath of southern Mornea, from the Celestial Wall to the Island of Bingdi from north to south and from the White Forest to the Forest of Monkeys from east to west. It bathes in a temperate and oceanic climate which warms the interior lands, notably in the north-east.

The capital of the ancient empire of Dao is Yu Cheng, in the peaks of Shenyang. Its administrative territory is split into five provinces: Yu Cheng, Beidai, Dongdai, Nandai and Xidai. Each province is under the authority of a gigantic city which serves as its capital.

The Jade Triad is densely populated. Its territory is dotted with small hamlets and villages linked to one another by roads and, where possible, by rivers. Each village has at least one tower in which the local militia raises small winged chimeras which are able to carry important messages over long distances.



YU CHENG

Yu Cheng, which can be translated as «City of Jade», is the capital of the Triad. It owes its name to the majestic imperial palace which dominates the city, the walls of which are covered with sheets of jade.

Yu Cheng is attached to the mountainside, on a position which largely overlooks the cultivated plateaus in the area and the little mountains called «the Watchmen». It draws its beauty from the seemingly unending jade mines dug in the peaks of Shenyan. The city owes its fortune to the commerce of manufactured goods and alchemical stones, found in large numbers in this region of Mornea.

Yu Cheng is also renowned for the knowledge of its inhabitants: it has numerous alchemical and military schools, along with just as many universities.

The Yu Cheng militia bears the colors of the city: white with jade green.

BEÏDAI

Beïdai, the Northern Province, shares its border with the Aurlok nation. The presence of the Celestial Wall and its role as a reserve base during the alchemical war once made this region the most militarized of the Jade Triad. These martial traditions have endured and all the inhabitants of Beïdai know the techniques of at least one school of martial arts. The soldiers have nonetheless given way to merchants: the region is home to many trading posts. The ships of its powerful guilds use the Green river daily to reach the Canal of the Concord and trade with the Aurloks and the Khalimans.

Beï Yi, capital of the province, is a prosperous city whose fortune is beyond that of Yu Cheng. Rumors say that anything can be bought here, as long as the price is right. The local militia is the best equipped in the Triad and bears the colors of the province: cream and violet.

DONGDAI

Dongdai is the eastern province. It owes its nickname of «granary of the Triad» to its immense fields, cultivated notably with rice. This hot and humid region is the cradle of the ancient clan Wanli, master of the Breath of Dao, and most of its cities have at least one alchemy house. The region is also famous for the talent of its storytellers and the richness of its legends: the White Forest owes its name, it is said, to the lights which are sometimes seen there. It is said that it is the bed of

Thebus, the sun. Old crones scare young children by saying that the forest is haunted and that it is better not to venture there. The constant disappearances occurring around the White Forest give their stories some weight.

The city of Dong Yi is reputed for its quality of life and its prestigious schools of the Breath of Dao. Calm and serenity are the main values of its inhabitants under all circumstances. Its militia bears the colors of Dongdai: ocre and cream.

NANDAI

The province of Nandai, to the south, is a land of hills and steppes swept by howling winds. Its main activities are agriculture and fishing. The sea there is dangerous however and few ships dare venture far from the coast. The ancestral land of the Iron Heart, Nandai gives birth to and trains the elite of the warriors of the Jade Triad. The members of the ancient clan Jurgaghan are still recognized there and their skills in the arts of war make them respected members of their community.

Nandai is both the largest region and the least populated of the Jade Triad. Its inhabitants are concentrated around its capital, Nan Yi, and the few fishing villages scattered along the coasts. Its militia is the most disciplined and severe of the Triad, to the point where crime is practically nonexistent. It bears the colors wine and cream.

XIDAI

Xidai, province of origin of the Astral Serpent before its disappearance, shares its border with the Kingdom of Avalon. This foggy woodland area often bears witness to numerous skirmishes between the forces of Avalon and those of the Triad. Commercial relations have nonetheless been forged over time: the cause of money seems to be greater than that of blood for the moment.

Due to its constant expansion, the provincial capital of Xi Yi shares its suburbs with the Avalonian city of Kastel Kernan. Their relations are officially cordial, but intrigue is rife. Not one week goes by without an assassination taking place.

The Xi Yi militia, always alert, bears the colors cream and turquoise.

GEOPOLITICAL SITUATION

The Jade Triad is a perpetual but necessary menace.

– Cheikh Araoui Idn Khalid, Khaliman diplomat

The Jade Triad is watched with a wary eye everywhere on Mornea. It began the alchemical war and the indescribable politeness of its representatives is suspicious. The ambition of the inheritors of Dao is ready to devour the other races at the first sign of weakness. The Jade Triad is nonetheless a first rate economic power, ready to exchange its knowledge and its goods with those able to meet its price. Its discoveries, starting with alchemy, have changed the face of Mornea.

The Jade Triad owns many trading posts and has eyes everywhere. Its materials and know-how fuel its progress. Its ambassadors can calm ruffled feathers and make people forget the horrors of the past through a thousand kind words and priceless gifts.

Commerce is the cornerstone of the relations the Jade Triad has with the other races:

– As soon as arms were laid down, men helped the Aurloks to rebuild their civilization by giving them food and laborers. Human colonies have flourished in all of Oblaye Iste's provinces and they trade manufactured goods for rare metals. Many Aurlok tribes still nonetheless show an increasing hostility towards human settlers. According to them, the multiplication of trading posts is very much like that of the Jin Posts and heralds a war to come. The more bellicose preach an immediate purge: better to be the one to strike first!

– The emissaries of Avalon and of the Jade Triad use their common cultural base to communicate and work out their commercial agreements. Trading is profitable and smooth as long as the question of alchemy doesn't come up; both sides know that it's a cause of great discord.

– The Jade Triad holds profitable and cordial relations with the Khaliman, as long as negotiations are held between ambassadors and official representatives. These two races appreciate their respective cultures and preach peaceful solutions. Outside of palaces, however, the Khalimans harbor a painful memory of the alchemical war and they have never forgiven the extermination of the Naashtis. Wariness is the rule and the faintest spark could light the powder keg.



SOCIETY

THE MARQUES OF JADE

The society of the Jade Triad is divided into two large castes: the elite and the people. To be a part of the elite or the Celestial Army demands the ownership of a Marque of Jade, a social distinction granted by the Celestial Ones or the magistrates after a heroic feat. A Marque of Jade can also be obtained for money, favors or most often in a hereditary fashion; the acquisition of such distinction is often the driving force behind plots among members of the elite.

A Marque of Jade is not gained for life: a Celestial One or a magistrate can strip it away in the case of dishonor, treason or lack of respect.

THE PEOPLE

The caste of the people represents the majority of the population. It contains the clerical and laboring classes: artisans, hunters, merchants, peasants, nomads of the clans of the Nandai and monks of the Tao. The different trades form guilds which in turn form their own hierarchy and transmit their knowledge through apprenticeship.

Warriors who do not have charges of jade are part of the provincial militias. Their training and equipment are inferior to those of the Celestial Army, but changes in no way their dedication to the ideals of the nation. The officers of provincial militias are often literate, veterans with graying temples or warriors of the Celestial Army stripped of their Marque of Jade.

The provincial militias are under the responsibility of the provincial magistrates. They make sure the laws put forth by the governors are respected and have the power to render justice in their name for current affairs. Despite having a similar task, their social status is nonetheless inferior to that of their peers from the elite. However, they are nearer to the people and are sometimes seen as local heroes.

The magistrates answer to the provincial governors. These individuals, chosen by the Celestial Ones, administer the provinces of the Jade Triad and pronounce the decrees which define the laws. They are the supreme judges of their respective provinces and supervise the collection of taxes. Finally, the governors have the responsibility to maintain the barracks of the Celestial Army based in their territory, but do not have the power to call upon them.



THE ELITE

The possession of a Marque of Jade grants access to the best that the Jade Triad has to offer. This is what distinguishes the soldiers of the Celestial Army from their brothers of the militia. Coming from all classes of society, these men and women benefit from high quality equipment and better training. Their pay is also better and allows their families to live more prosperous lives - the top dog gets the biggest bone.

The disciples and the masters of the martial schools of the Iron Heart, the Pale Moon and of the Breath of Dao form the very best of the Celestial Army. They possess the most emblematic and lethal combat techniques; they often share secrets on the mastery of body and mind. The rivalries between these three schools and their masters inspire the greatest respect among the people. They are the warriors of the Tao!

The highest tier of the hierarchy of the elite is closer to the Celestial Ones: the celestial guard and the celestial magistrates.

THE CELESTIAL GUARD

The Cobra Guard, the Dragon Guard and the Tiger Guard protect the Celestial Ones of the Pale Moon, the Breath of Dao and of the Iron Heart, respectively. These exceptional warriors have renounced everything which defined their existence to entirely focus themselves, body and soul, on their duty. Each of the three groups is led by a grand master whose authority theoretically surpasses that of the provincial governors. Ironically, however, none of them is interested in politics or management: they are simply the voice of their respective Celestial Ones when they cannot or do not want to go in person to a battlefield.

THE COBRA GUARD

The Cobra Guard of the Pale Moon gathers the most experienced of assassins of the Jade Triad. They protect their Celestial One from the shadows. They execute the enemies of the State discreetly and efficiently. The people don't know them very well but give them a sincere, almost brotherly respect: the Cobra Guard sacrifice their own honor in the service of a greater cause. It is said that none can ask to join the Cobra Guard: it is the Cobra Guard itself which chooses and kidnaps its recruits. This trial also serves as an initiation.

Rumors claim that the master of the Cobra Guard is the Celestial One of the Pale Moon; the identity of the Celestial One is nonetheless a state secret and no one would dare verify the truth of this rumor without paying the natural price - their life

THE DRAGON GUARD

Justice will reign when my sword will be sheathed again.

– Chu Jung

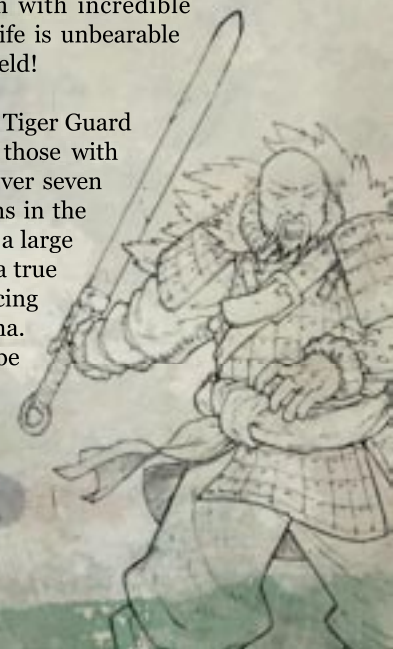
The Dragon Guard of the Breath of Dao gathers warriors to whom legend gives the gift of second sight. In truth, they are learned, experts in matters of law and the occult. Although some may have mystical potential, the Dragon Guards can normally be distinguished by their exceptional intuition. Upon being called by the magistrates, these inquisitors travel across the lands of the Triad looking for rebel alchemists, elusive criminals or mystical menaces. The people love them for their high moral values but fear them because of their intransigence.

Chu Jung is the current grand master of the Dragon Guard. The last member of a family killed by a mysterious illness, he has been adopted by the Dao Feng Celestial One and trained by the best elements of the Breath of Dao. This young judge, expert alchemist and a virtuoso with a blade, embodies law in the Jade Triad.

THE TIGER GUARD

No matter what their weapon or their martial art school of predilection, the Tiger Guard is made up of the best human warriors. Each is distinguished by an exceptional military career in the Celestial Army or in mercenary groups. They are also excellent riders and competent officers. The «Tigers» are reputed for their great sense of camaraderie and their frequent bad behavior: they make it a point of honor to punish insults addressed to them with incredible demonstrations of violence. Civilian life is unbearable to them; their only home is the battlefield!

Batsukh has become the master of the Tiger Guard following a tournament opposing all those with a claim to the title. This colossus of over seven feet tall can skillfully wield all weapons in the celestial arsenal, with a preference for a large halberd he forged himself. Batsukh is a true people's hero who takes pleasure in facing wild beasts and prisoners in the arena. Those who impress him can hope to be freed, the others see their lives end in a spectacular fashion.



THE CELESTIAL MAGISTRATES

The Celestial Ones are assisted in their administrative tasks by magistrates. The color of their vestments varies depending on their school: white for the Breath of Dao, black for the Pale Moon and red for the Iron Heart. They are the incarnation of the spirit of the laws and the thoughts of their respective schools. Most are also diplomats and ambassadors to the other nations of Mornea.

THE WHITE MAGISTRATES

The expertise of the magistrates of the Breath of Dao in the matters of alchemy and law makes them the most remarkable representatives of the Jade Triad. Their assembly regularly questions the philosophical reasons behind the various laws during endless debates and writes the edicts which govern the existence of the people. Their wisdom is renowned and their judgment is most often unfailing.

THE BLACK MAGISTRATES

The black magistrates of the Pale Moon are great travelers who know the secret maps of the Astral Serpent and speak most languages used in Mornea. Their cultural and economic treaties are studied throughout the territory of the Jade Triad. The Celestial Ones also leave the management of the Treasury in their care. Their discretion is only equaled by their wisdom.

THE RED MAGISTRATES

The red magistrates of the Iron Heart are the generals and strategists of the Jade Triad. Their ranks count renowned officers, masters of spycraft, mathematicians and even known gamblers. They dictate the laws of war, lead the maneuvers of the Celestial Army and govern the industry of the Jade Triad. They are the main promoters of technology within the Jade Triad.



ALCHEMY

ALCHEMICAL PRINCIPLES

The Jade Triad was the first nation of Mornea to discover alchemy and to this day it still practices it in its purest form. Its disciples have a rigorous and scientific approach. So sure are they of their abilities that the alchemists of the Jade Triad consider themselves to be the best in all of Mornea, and the miracles they can perform often prove them right. The alchemists of the Jade Triad make it a point of honor to always innovate in their art of predilection. Their experiments seek to fulfill the principles of Dao: to discover, to understand and to fight.

Every alchemist associates his or her talent with one or many scientific, exact or natural discipline: astronomy, biology, chemistry, geology, mathematics, medicine, meteorology, physics, etc. The engineer alchemists able to design war machines or to use their knowledge on the battlefield often receive support from the authorities in their research.

These men and women of power also study the forms of alchemy used by the other nations to copy them. They «cleanse» them of their folkloric trappings and draw from them their quintessence useful in their work.

THE BREATH OF DAO

The activity of the alchemists of the Jade Triad follows a very strict protocol which excludes any ideological or religious considerations. Respect for the principles of the Tao is their strict ethical guideline, all the more so since the revolt of Avalon.

The celestial alchemists are persuaded that all things, living and inert, from the macrocosmic universe to the microcosmic individual, are ruled by the creative and unifying force of the Tao. Alchemy acts on the three aspects of the Tao: the essence, the spirit and the original breath which binds each element of the microcosm to the macrocosm.

The alchemist can employ either of two forms of alchemy, exterior or interior, but both are used to achieve a single goal: union with the primal and omnipotent power of the Tao. The two alchemistries are not antagonistic, but rather complement each other. Claiming mastery of alchemy, such as the Triad understands alchemy, requires a thorough knowledge of both its forms.

EXTERIOR ALCHEMY

Exterior alchemy seeks union with the Tao through interaction with the macrocosm, the universe surrounding the alchemist. It acts on matter, either living or inert, thanks to the power of the alchemical stones. Exterior alchemy sweeps gods away and blesses the reign of Man over all of creation.

Its most common manifestations are the creation of elixirs and all sorts of transmutations. Those who practice exterior alchemy excel in domains such as chemistry, medicine, or physical sciences.

INTERIOR ALCHEMY

Interior alchemy seeks microcosmic perfection, interior unity with the primal power of the Tao. Through the power of the alchemical stones, the alchemist instills a perfect harmony between his essence and his spirit, the physical and the mental. His breath then becomes the echo of the Tao and guides him on the road of a limitless power.

The most common manifestations of interior alchemy are divination, mental powers and physical prowess. Those who practice interior alchemy excel in martial arts, logic and meditation.

ALCHEMICAL SCHOOLS

Alchemy practiced by the Jade Triad has more than a face. Its masters have founded numerous schools, each of which favor one aspect of the power over another, in its philosophy or in its practice. Just like martial arts schools, alchemical schools are often rivals. Below are a few.

THE LONG BREATH

The School of the Long Breath, inheritor of the Breath of Dao, is the most popular in the Jade Triad. Its students learn to master natural forces, most specifically the wind and almost always for military use. This school is open to all and has establishments all across the Triad's territory.

THE BLACK CLOUD

The School of the Black Cloud is the eternal rival of the Long Breath's and descends like it from the Breath of the Dao. Its members are less numerous but are subject to a shorter and more intense training. Its objective is purely and simply the complete domination of Mornea; its methods are based on the mental and physical destruction of the enemy.

THE SEVEN RIVERS

The School of the Seven Rivers pledges itself to the healing virtues of alchemy and to the well-being of all. The members of this school are often the spokespeople of the common people, who they heal on a daily basis, to the lords. They also protect and heal soldiers in battle. Their peaceful intentions should not eclipse their martial prowess, however: their dexterity and knowledge of anatomy makes them able to kill with an empty-handed blow, by striking the vital points of their opponents.

THE CRYSTAL SUN

The School of the Crystal Sun enjoys an excellent reputation within the Celestial Army and for good reason: its alchemy supports warriors in battle and increases their capabilities. Its philosophy exalts the virtues of camaraderie and honor. The alchemists of the Crystal Sun often make competent officers and are very much appreciated by their men.

THE HAZED MONKEY

The School of the Hazed Monkey, distant inheritor of the Pale Moon, is filled with artificers, circus folk and traveling performers. Its members are often artists or highwaymen whose alchemical effects create illusions or surprising stunts. The fascinating draw of a circus number can, however, turn to a deadly prank and the most complete terror in the blink of an eye: the Hazed Monkey has more than a single (sometimes lethal) ace up its sleeve.



The winds of the meng

The circular symbol of the Jade Triad is known by the name of meng. The meng is composed of the three «winds» which represent its three Celestial Ones, the animals of their original clan and their schools of thought.

The dark wind of the meng, haunted by a black cobra is that of the Pale Moon's. It is the breeze of mysteries and secrets, the one which pushes men to contemplate and discover the world. Those who practice it repress their emotions until they can make them disappear entirely. This wind blows in the hearts of assassins, diplomats and sages of the Jade Triad. The most ancient families and antiquarians sometimes possess representations of the meng from before the creation of the Pale Moon; on these, the black wind is replaced by a violet wind and the Astral Serpent with eyes of stars. No one knows the identity of the Celestial One of the Pale Moon. He rarely shows himself and always hides his face. Some say he has the voice of a man, others say it is that of a woman. He is often represented at the assemblies by a mysterious Cobra Guard or the equally mysterious Jia Li, a descendant of Hao.

The brilliant wind of the meng blows in the wake of a white dragon, symbol of the Breath of Dao. This wind travels the world searching for truth, tearing away at the veil of lies and exposing all that is hidden. Its partisans try to understand the world through alchemy, logic and science. The white wind inspires alchemists, magistrates and teachers.

The Celestial One of the Breath of Dao is Dao Feng. This man in his prime, who is said to be the incarnation of beauty and wealth, is the latest in a long line of Celestial Ones. A talented alchemist and orator, he nourishes incredible ambition for the Jade Triad and lives in incomparable luxury.

The crimson wind of the meng is that of the tiger of the Iron Heart, whose ferocity is the stuff of legends. Its powerful gale brings down the weak, old buildings and imperfect laws. Fighting weakness leads to perfection and renewal! The breath of the tiger inhabits architects, philosophers and warriors.

The Celestial One of the Iron Heart is Wong Hao. The blood of the Jurgaghan flows in the veins of this talented warrior and strategist. His generosity and loyalty would make him one of the most liked individuals of the Jade Triad if it weren't for the fact that since his ascension to power, he has been struck by an excessive paranoia. He feels a great wariness towards the other two Celestial Ones and can only vent his torment through a state of hyperactivity, preventing him from sleeping. Wong Hao is a true tornado.



MILITARY ORGANIZATION

The army of Those-who-wear-steel is a wild and hungry beast pretending to be sleeping. Do not hit it or it will call upon its strange laws to crush you with all its might.

– Tecum'Seh, Aurlok sachem

Combat, the third principle of Dao, is an integral part of the Jade Triad's culture and society. Its army is the best trained, the best equipped and the largest in Mornea. Only a coalition of the other nations, along with the secession of Avalon during the alchemical war has been able to slow its progression and force its leaders to revise their strategy. The conquest now planned takes an economic angle, but times are changing: skirmishes break out more and more often along the borders of the Triad and around its trading posts. The Celestial Army is already standing by and is waiting for the first excuse to come along so it can go forth and take its revenge.



ONE MOUNTAIN, THREE BANNERS, FOUR PATHS AND THIRTEEN CYCLONES

The Celestial Army is comprised of thirteen divisions called «cyclones».

The capital, Yu Cheng, only has one division, the celestial cyclone, whose main role is to lead all other divisions. Its members, mainly composed of Cobra, Dragon and Tiger Guards, are able to perform any type of operation and handle the secret operations of the Triad.

Each of the other four provinces (Beidai, Dongdai, Nandai and Xidai) possesses three provincial divisions, one for each major clan of the Jade Triad: Iron Heart, Pale Moon and Breath of Dao. Each division bears the name of the sacred animal of its clan (cobra, dragon or tiger) followed by the cardinal direction (north, south, east and west) of its home province in relation to Yu Cheng. Thus, the «cyclone of the eastern dragon» will designate the division of the Breath of Dao stationed in the province of Xidai. The warriors of the cyclones bear the colors of their province and the symbol of their clan.

The military hierarchy of the Jade Triad is simple and pyramidal in order to achieve clarity and efficiency. It comprises six ranks, in increasing levels of authority:

- The soldiers form the mass of the troops;
- Sergeants watch over groups of soldiers;
- Captains supervise the activity of companies;
- Each cyclone is placed under the authority of a commander;
- A general is in charge of all cyclones in a province;
- Celestial Ones are the supreme leaders of the army. The command the celestial cyclone, which has the power to rally any other cyclone under its banner.

Finally, the Celestial Army must also obey certain rules of discipline and hygiene, as required by its immense bulk. The two best known rules are those of the voice of Dao and of the voice of jade:

- The voice of Dao states that in the case of a dispute, the authority of a soldier of the Voice of Dao prevails over that of others. This rule is based on the fact that Wanli, the founder of the Breath of Dao, has caught the last breath of the patriarch Dao. His principles speak with a sacred voice and are the guidance for the nation.
- The Voice of Jade, superior to that of Dao, states that the authority of a soldier with a Marque of Jade prevails over that of a soldier without. The Marques of Jade separate the elite from the people!

THE SLEEPING DRAGON

Men do not only form a nation, but also an army ready to yet again be unleashed upon Mornea. The Celestial Ones and their magistrates openly compare it to a sleeping dragon, ready to wake at a moment's notice.

On one hand, the Celestial Army is composed almost entirely of professional soldiers, maintained by the industry and the people of the nation. They regularly perform maneuvers at the borders of the Jade Triad, where all the members of the other nations can see them. These maneuvers fulfill a double role: train the elite of the nation for war and fool the enemy about the real capabilities the Jade Triad can muster.

On the other hand, the philosophy of the Tao prepares men for the rigors of combat and military discipline. The complex social hierarchy of the Jade Triad allows each to know his place in the cultural ladder of his city, his province and his nation. A simple edict from the Celestial Ones could, in a few weeks, raise a conscripted army of hundreds of thousands of individuals trained in martial arts, learned and gifted with military rigor. These reinforcements, placed under the orders of the current Celestial Army, would not lack motivation: feats of honor and martial prowess are rewarded by a Marque of Jade, guaranteeing access to the privileges reserved to the elite.



THE CHARACTERS



CAPTAIN LEE PING OF THE XI-YI MILITIA 4Ipts

Mvt					PA
4/6/10	5	5	II	8	4



Captain Lee Ping, of the Xi Yi militia is a veteran who has inflicted and received more wounds than most soldiers see over ten lifetimes. Despite having received his Marque of Jade, which would have allowed him to join the ranks of the Celestial Army and higher functions long ago, Lee Ping chose to sacrifice his career and remain in his native city. He thus watches over the precarious balance between the Jade Triad and Avalon, and personally trains the warriors who would have to take up arms if war ever broke out between the two nations again.

However, Lee Ping's feats have caught the attention of the imperial and provincial magistrates. The captain is increasingly solicited to share his experience as a warrior and officer with young recruits from all over the empire. His honest words hit home every time and ensure that the elite of the nation are ready for the war which inexorably establishes itself on the horizon. In the near future, Lee Ping could very well enter the history books as the instructing officer of the greatest conquerors of the empire!



FU NIHAO, CAPTAIN OF THE TRIADIC ARMY 45pt

Mvt					PA
4/6/10	5	5	II	8	4



Captain Fu Nihao is one of the rising stars of the triadic army. Well into his prime, this exceptional warrior combines the two most prized virtues of the Iron Heart: martial talent and strategic expertise. Gifted with an uncommon intelligence and model student of the greatest tacticians the empire has ever known, he is said to be able to anticipate the enemy's strategy before that enemy has

even started thinking about it. He is moreover excellent at adapting his maneuvers to unusual situations or sudden changes in battle conditions. Thinking up a secret plan or relying on improvisation is therefore useless against him. Fu Nihao is not helpless in combat either: his long halberd has claimed its fair share of enemies of the Jade Triad and his strength is used as an example to recruits of the Celestial Army. Fu Nihao is a hero in every sense of the word!

Strategist

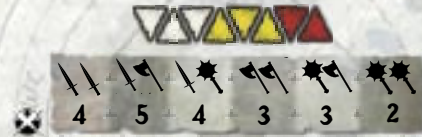
When Fu Nihao is present in a players' troop, his opponent **MUST** deploy his troops first, except for those with the *Stealthy* skill. The player who has recruited Fu Nihao then deploys his troops. Troops with the

Stealthy skill are then deployed, starting with the player who deployed first. All other rules concerning deployment are applied. If both players have recruited Fu Nihao then this skill has no effect and normal deployment rules are applied.

CHEN SZE 45pts



Mvt					PA
5/7/12	7	7	II	8	3



Size 2, Stealthy, Armor Piercing (Close Combat), Leap, Opportunist

Chen Sze» is the nickname given to one of the most ferocious shadows of the Pale Moon. The enemies of the Jade Triad know her mask and the legend surrounding this character; some claim to have killed her but she always comes back. Maybe many women have worn her smiling mask over the cycles, but no proof until now has come to confirm this hypothesis. The enigma surrounding the mysterious champion of the Pale Moon remains. Above all, Chen Sze is a warrior without peer, gifted with an agility which can take anyone's breath away. The precision

of her blows easily finds the weakness in any armor and her acrobatics are worthy of a daughter of the wind. Surrounded by shadows and whispers of the Pale Moon, she becomes an incarnation of carnage and crosses the battlefield by cutting a bloody path along her way.

Chen Sze is, according to rumor, a woman of passion. Sometimes benevolent, sometimes merciless, she is seeking to fulfill a personal vengeance. No one knows the reason for her anger, or the identity of her Nemesis, but one thing is for sure: such personal considerations are against the vows of self-denial and discretion which the shadows of the Pale Moon take upon their initiation.

Opportunist

Once per turn, Chen Sze can choose to activate or reactivate herself right after a Shadow or Whisper miniature has been

activated. Her activation occurs before the opponent gets to activate his next miniature.

XIAN LING, OF THE SCHOOL OF THE HAZED MONKEY 45pt



Mvt					PA
4/6/10	4	3	II	7	4



Size 2, Alchemist of the Outer Circle (Air), Acrobat

Considered at once both an overambitious youth and a young prodigy, Xian Ling, of the School of the Hazed Monkey, is one of the youngest alchemists of the Jade Triad.

Armed with a particularly open mind for a representative of the very orthodox triadic alchemy and of a cast-iron sense of humor, he follows a quest for knowledge which knows no physical or moral boundaries. His ravaging and sometimes misplaced humor has left its mark in his method of practicing alchemy: his hundreds of practical jokes allow him to wound more than just the pride of his victims or switch the position

of two warriors on the battlefield in a flash. How many alchemists has he saved from certain death this way, starting with himself, and how many young heroes found themselves in the right place at the right time thanks to him?

An acrobat and inheritor of the Hazed Monkey, Xian Ling is just as much at ease with the lowly representatives of the people as he is with magistrates. He knows better than anyone how to captivate his audience and make the social barriers which so often make the life of his peers so difficult fall away. He teases, bewilders, but leaves no one indifferent.

By putting in question the laws of alchemy and war, Xian Ling brings them renewal and evolution.

Acrobat

Every time Xian Ling suffers DAM in a close combat, he can choose to make a Reflexes Roll with a difficulty level equal to the Attack Roll made by his opponent. If this roll is successful, Xian Ling does not suffer any DAM.

Aerial Diversion (o) 2 Air / 4 " / Auto

The formula targets two friendly miniatures within range. The two miniatures immediately swap positions. No disengagement roll is required if either of these miniatures are in close combat with an enemy miniature.

Deadly Taunting (3) 3 Air / 6 " / Target

The formula targets an enemy miniature within range and in close combat that still has APs left. If at the end of the turn, the target has not managed to inflict any DAM in close combat, it suffers 3 DAM.

Enhancements:

1 for an additional target 2 for additional 1 DAM.



FENG SAO OF THE SCHOOL OF THE LONG BREATH 44pt

Mvt					PA
4/6/10	5	4	12	8	4



Feng Sao, of the Breath of Dao, is one of the rare alchemists of the Jade Triad to not only have studied both the teachings of the Long Breath and those of the Black Cloud, but also to have survived long enough to brag about it. This man with a stormy mood is at the same time a talented alchemist and an excellent warrior who uses his knowledge as if it were an occult blade.

Feng Sao does not need an escort; his «sharp tornado» technique allows him to get rid of his enemies in a spectacular and bloody manner. His enemies, no matter their size and the thickness of their armor, find themselves thrown in every

direction and sliced by a supernatural wind sharper than a blade of the best steel. Feng Sao goes through his tornado at the speed of lightning, distributing stunning blows to anyone trying to escape him. Wearing armor and bearing a weapon is of no use against such a warrior; Feng Sao is the master when he dives into the closed ranks of an enemy unit trying to turtle its way across the battlefield. After his passage, there is nothing left but bodies scythed by the wind and spread to over the four corners of the battlefield.

Feng Sao feigns scorn against the only thing he truly fears: ranged weapons. He encourages the armies he joins to face the enemy in areas where cover is numerous, so that he can make the most out of his fabulous combat technique.

Fast as Lightning

When a miniature leaves base to base contact with him, Feng Sao can perform a Quick Attack without making an opposed Ref roll. He can make this attack even if the situation would not normally allow him to do so.

Sharp Tornado (2) 6 Air / 6 " / Auto

The Formula targets Feng Sao himself, but the range indicates an area of effect around him. Feng Sao makes an alchemy roll without a difficulty. All models within the area of effect must make a Ref roll with a result equal to or higher than Feng Sao's Alchemy roll. Any miniature failing this

test is automatically moved directly away from Feng Sao a distance in inches equal to his current concentration level. Each miniature thus moved suffers 1 DAM per inch moved, even if it is stopped by an obstacle or another miniature before it has fully moved. Models which were in close combat do not make disengagement rolls. Models which end up in base to base contact after moving can fight normally. The Formula ends once the effects have been resolved.

Enhancements:

2 to increase the range by 1 inch.

1 to increase the final Alchemy roll by 1.



Militia Archer



Cobra Guard Shadow

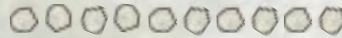




ALCHEMIST OF THE SCHOOL OF THE LONG BREATH (2) 30pt

1/card

Mvt					PA
4/6/10	4	2	11	7	3



Size 2, Alchemist of the Outer Circle (Air),
Alchemical Mastery

The alchemical School of the Long Breath is by far the most popular in the Jade Triad, and it focuses its activities on the military aspects of mystical arts. The Long Breath is a warlike stroke of lightning which unleashes alchemical forces of Air upon its enemies from behind troops or from a fortified vantage point. Alchemy is its weapon and can sweep away the most presumptuous giants!

Alchemical Mastery

If a formula of the Alchemist has been completed and the result of the roll is a failure, the Alchemist can spend alchemical stones in order to increase his result of the roll. He can spend one Alchemical stone to increase the result by 1. The number of stones he can spend this way is limited to his Focus Level +1.

The Wind's Influence (o) 1 Air / 8" / Target

The Formula targets an enemy miniature within range. This miniature will have one dice penalty on any Reflexes rolls and reads all damage one column to the left in close combat. This effect lasts until the end of the turn.

All the alchemists of the Long Breath know how to adapt to the rigors of war more easily than their peers from other races. Aside from this military preparation, the most surprising aspect of the alchemists of the Long Breath is their mastery of alchemical forces. Indeed, their protocols include support formulas which allow them to successfully use mystical effects which would've failed under other circumstances. This mastery has a cost however: an increased consumption of alchemical stones.

Enhancements:

2 for an additional target within range.

Blast of Wind (2) 2 Air / 8" / Target

The Formula targets an enemy miniature within range. This miniature is thrown to the ground. Until it spends 1AP during its Activation to get up, its DEF is equal to 8, it cannot act, it cannot benefit from the On Watch rule, and it does not get an attack against any opponent disengaging from close combat.

Enhancements:

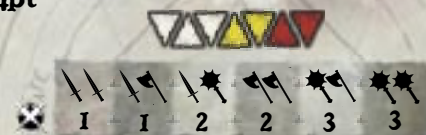
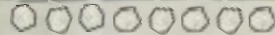
2 for an additional target within range.



DISCIPLE OF THE SCHOOL OF THE CRYSTAL SUN (2) 24pt

1/card

Mvt					PA
4/6/10	4	3	10	7	2



Size 2, Alchemist of the Outer Circle (Air), Ranger,
Alchemical Support

The alchemists of the Crystal Sun prize hands-on experience over theoretical training. It is therefore a frequent occurrence for them to bring their disciples into battle with them in battle

or that the disciples spontaneously volunteer for military operations.

Just like their masters, the disciples of the Crystal Sun have the task of defending and supporting the group they accompany. Above all, they will share the alchemical components they

have at hand with their elders without a moment's hesitation, including those of other schools, allowing the most efficient use of them possible. Moreover, the disciples have a more limited knowledge than the masters but know how to best use the power of Air with a bit of ingenuity: they move along the ranks as light as the wind and cannot be caught, even amid the heart of battle. They thus make formidable messengers and allow their allies to get out of the most confused mêlée while minimizing losses. The presence of an alchemist of the Crystal Sun accompanied by his disciples considerably strengthens the efficiency of any unit of the Celestial Army.

Alchemical Support

Once per turn, during its activation, a disciple can give all or part of the components it has to an allied alchemist in base contact.

Lightness of the wind (o) 1 Air / 8" / Auto

The Formula targets an allied miniature of Size 1 or 2 within range. The target gains the Ranger skill until the end of the

turn. Or, until the end of the turn, the target can disengage without making an opposed Reflexes roll.

Enhancements:

2 for an extra target within range.

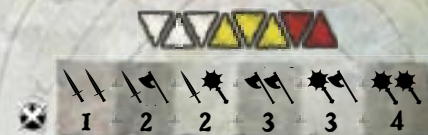
1 to stack both effects.



ALCHEMIST OF THE SCHOOL OF THE CRYSTAL SUN (I) 28pt

1/card

Mvt					PA
4/6/10	4	2	II	7	3



Size 2, Alchemist of the Outer Circle (Air),
Alchemical Control

The philosophy of the alchemical School of the Crystal Sun is based on individual action in the service of a group. Its alchemists can, with a motion following a ritual formula, turn a group invisible to the eyes of its enemy, increase the battle capabilities of their comrades or bolster the morale of troops facing a more numerous enemy. Thanks to that, the Crystal Sun is very popular among the army's troops and naturally has a place alongside the celestial heroes.

The role of the alchemists of the Crystal Sun puts them in the

heart of action, where the battle rages at its fiercest. They therefore learn during their training and with experience, to not let danger or pain break their concentration. Failure on their part could mean failure of the group they are supporting and bring dishonor on their famous school. This must not happen!

The close proximity of the alchemists of the Crystal Sun to regular soldiers also trains them in the rigors of everyday military life. They thus learn to better use their weapons and employ their alchemical routines in the heart of combat, to the great surprise of any opponent who might slip by their bodyguards and face them in close combat.

Alchemical Control

An Alchemist of the School of the Crystal Sun only loses a concentration level when he takes DAM if the amount of DAM suffered is higher than his current concentration level.

Blinding Whirlwind (o) 1 Air / 4 " / Auto

The Formula targets the alchemist himself, but the range indicates an area of effect around him. All allied models within range gain the Stealthy skill. Any miniature trying to make a ranged attack targetting a miniature on watch with the Stealthy skill within the area of effect will have one Penalty die to its test. The Formula lasts until the end of the turn.

Enhancements: 2 to increase the range by 1 inch.

Avenging Gale (2) 2 Air / 8 " / Auto

The Formula targets the alchemist himself, but the range indicates an area of effect around him. The alchemist can spend an Alchemical Stone in order to increase by 1 any Com or Ranged attack roll, or any DAM inflicted by a non-hero ally within the area of effect. The alchemist can use that effect as often as he wishes during a turn, but he cannot spend more stones than his current concentration level. The Formula ends when the concentration level of the alchemist reaches 0.



BLADE OF THE TIGER GUARD (I) 55pts

1/card

Mvt					PA
8/12/20	4	6	II	8	3



Size 3, Sequential Attack,
Tough/1, Fearless, Cavalry

No army corps of the Jade Triad can rival the blades of the Tiger Guard in prestige and power. These riders embody the third principle of Dao, combat, by combining the fury of the tiger with the speed of the horse, the discipline of man with animal instinct.

The blades of the Tiger Guard are almost all from Nandai, where the art of mounted combat has been cultivated since the dawn of man. These men and women have renounced

their social life to give themselves fully to the application of the principles of the Tao to war. They have mastered the innate fierceness of the Tiger Guards to become one with their mount, their weapon and the battlefield. These taciturn warriors often prefer the wild steppes to cities and the company of animals to that of their fellow men. When a blade «is drawn» and enters a charge, however, nothing can stop it until its thirst for blood is quenched. Few warriors are as fierce and tough as a blade of the Tiger Guard who is not willing to leave combat or release its prey.



THE TROOPS



CHONKEY (1) 15pt

1/card

Mvt					PA
4/6/10	4	2	10	5	2



Chonkeys are chimera created from goats and chimpanzees. Known for their agility, their memory and their great sense of observation, chonkeys are very popular with alchemists of the Jade Triad. The latter actually teach them to gather the alchemical components required by their rituals and to assist them during their mystical experiments. A chonkey itself is a mystical creature conditioned to serve the alchemists of the Triad. It will never show signs of

superstition or feelings of treason towards its masters. The capabilities of the chonkey allow the alchemists to spend their time deep in study and research. They can also have a tactical use: a band of chonkeys set loose in enemy lands can quickly claim all the alchemical components of a region, denying the opponent precious resources while profiting the Jade Triad. No matter if the marauding chonkeys are captured or killed: these servants can be cheaply recreated and no one can interrogate them.

Servant

A Chonkey can harvest Alchemical components like an alchemist. He can only harvest 2 components at a time. He

can only carry two components at a time and can give them to an alchemist in base contact during his activation.



MILITIA LANCERS (2) 15pts

2/card

Mvt					PA
4/6/10	2	3	10	6	2



The militias are formed of warriors who have not obtained a celestial charge – they are therefore not an official part of the Celestial Army until imperial representatives call on them. In everyday life, however, the militias are the backbone of the Jade Triad's military might: spread over the entire realm, they ensure the respect for the law and represent a caste which anyone, so long as they have a strong arm and a strong back can join. Despite corruption

scandals taking place here and there among their ranks, and despite not being known as the best warriors of the Triad, they are nonetheless an extremely sizable host, whose value has never been disproved over the centuries. Militias are trained in basic martial arts and over half of them can wield the lance with some skill. This weapon has nothing but advantages: it is easy to make, easy to wield and easy to maintain. Moreover, its reach allows one to fight and repel larger opponents, such as Aurloks, or better equipped foes like cavalry.



MILITIA ARCHERS (2) 17pt 2/card

Mvt					PA
4/6/10	2	2	10	6	2

	1	1	1	2	2	2
	1	2	2	3	3	3

Size 2, Bow (3/30)

Archers from the ranks of the militia are most often hunters who volunteer their talents to the service of the Jade Empire. Others are professional soldiers who put more emphasis on skill over brute force. Each hopes that the bow will find the place it deserves in the jade army, alongside the more «noble» weapons wielded by other units.

Yet the bow has proven itself for a very long time now. Only the traditions born of the art of war and the philosophy of the Tao keep archers of the militia from speaking to the triadic guards as equals. For the past few decades, however, warlords have taught their students the virtues of ranged combat and, more and more often, the generals of the major

schools call upon the archers of the militia before demanding reinforcement of the spearmen. Formed into units of a size only the popular militia could offer, archers can shoot veritable swarms of arrows which fall upon the enemy as a lethal rain. Such a saturation of fire offers the possibility of not only covering the advance of allied troops, but also sapping the morale of the enemy.

Many masters of the Iron Heart are already planning to teach the use of the bow to an increased number of warriors. Such a decision would, however, add a new chapter to the Triad's art of war and must, before anything can happen, receive the approval of the Celestial Ones. In this case, there's only one solution: prove the superiority of the bow over the spear in combat!



TRIADIC GUARD (3) 19pts 1/card

Mvt					PA
4/6/10	3	3	10	7	2

	2	2	3	3	4	4

Size 2, Long Reach, Untouchable

The triadic guards form the most numerous ranks of the Celestial Army, so long as it does not demand the support of the provincial militias. These men and women have received a Marque of Jade for their feats and therefore benefit from the favorable treatment owed to those of their rank: better training, better equipment and most importantly, better pay!

Most often armed with halberds and renowned for their faultless discipline, the triadic guards are devoted, body and soul, to the Jade Triad. In addition to their basic training,

they learn to fight in trios and their units are always found in multiples of three, not counting any officer leading them. Versatile warriors, they can in turn lead the charge of «Cobras» to form a vanguard, of «Dragons» to maintain order in a given perimeter or of «Tigers» if they must conquer through strength.

The three roles the triadic guards can assume allow the masters of the schools of the Iron Heart, of the Pale Moon and of the Breath of Dao to spot and recruit new students more easily. A number of triadic guards have an all-consuming ambition and increase their efforts as soon as the chance to join one of these three major schools presents itself.



WHISPER (2) 28pt

1/card

Mvt					PA
5/7/12	4	3	II	7	2



Size 2, Darts (4/15), Stealthy, Marksman, Poisoned Weapons

The whispers are warriors of the shadow from the School of the Pale Moon. Their main function is to eliminate the opponent from afar, quickly and silently; they are armed with poison darts which they learn to use with lethal accuracy. No armor protects against the poison delivered by a well-placed dart! They are just as impressive in close combat, but only resort to it if the situation leaves them no other choice. The main method of operation for the whispers is to hide or disguise themselves in order to get behind enemy lines to

reach their next victim, most often an enemy officer. Most whispers learn another trade such as commerce, a fine art or herbalism to help them in this task. Once their target slain, they discreetly fall back and join up with the rest of the troops when the assault is given. Whispers then assist their brothers-in-arms in battle by staying on the second line and weakening tougher prey.

The life expectancy of a whisper is often very short and those who survive beyond five successful missions are respected within the ranks of the Pale Moon. They then begin a new training amidst the Cobra Guard, which will lead them to triumph... or death.

Poisoned Weapons

When a figurine with this ability inflicts DAM in close or

ranged combat, its target suffers a 1 die Penalty to all of its rolls until the end of the turn.



SENTINEL OF THE IRON HEART (2) 30pts

1/card

Mvt					PA
4/6/10	4	4	10	7	3



Size 2, Expert (Normal), Armor Piercing (Close Combat)

Schools of the Iron Heart form the most courageous and resilient warriors of the entire Jade Triad. That's why it's normal that the sentinels of the Iron Heart, charged with guarding schools and accompanying troops into combat, should be living examples of the virtues taught by their Celestial One. The sentinels of the Iron Heart are always from the province of Nandai, in the south of the Triad's lands. The blood of the young men of that region is made to boil in war and before settling down with a family, many of them try to temper their ardor by playing the role of guardians or mentors. The Iron Heart, for its part, feels that the sentinels are the only ones who can ensure the proper transmission of the martial

teachings of their school to individuals native to other regions. The art of the Iron Heart, subject to the gaze of a warrior «of the blood», will thus never be able to weaken or pervert itself.

Sentinels traditionally place themselves under the orders of the nearest provincial magistrates when they arrive in a city or found a school. The magistrates then call upon the sentinels when the use of force is unavoidable or a situation seems too dangerous for mere militia members. A few sentinels have thus acquired their noble titles by becoming the guardians of famous schools, but some have done so by being fearsome defenders of the law in regions known to be dangerous. The Iron Heart knows no borders and the vigilance of its sentinels is proverbial.



SHADOWS OF THE COBRA GUARD (2) 28pts

1/card

Mvt					PA
5/7/12	6	5	II	7	2



Size 2, Stealthy, Leap

Shadows of the Cobra Guard are the incarnations of an invisible and brutal death. They inspire blind fear in every member of the empire, from the humblest of peasants to the richest lord. Nothing announces the imminence or the nature of their assault; shadows can execute their victim with the lightness of a breeze or the fury of a typhoon. The dignitaries of the Pale Moon often count two or three of these elite assassins in their suite, ready to abandon their disguises and sacrifice themselves if need be in a blink. Quickness, surprise and terror are the only words to describe strikes made by these secretive warriors. The shadows of the Cobra Guard are selected from the best whispers of the Pale Moon. Their training, more in-

depth than that of the whispers, not only trains them in assassination of all sorts, but also develops their skills in acrobatics. The most difficult part of their training, however, is not to learn how to bend your body to your will or how to disguise yourself as a member of the opposite sex: a shadow must, above all, disappear from the world of the living. Their death is faked during the suicide assault which is the final test of their training. Their only family is the empire and the satisfaction of a job well done is their only reason to live. They lose all their rights; they even forget their names and important dates of their existence. For all these reasons, tradition demands that the shadows of the Cobra Guard wear a mask. The individual is removed until the only thing left is the function: kill.



INQUISITOR OF THE DRAGON GUARD (1) 33pt

1/card

Mvt					PA
4/6/10	4	5	II	8	3



Size 2, Long Reach, Feint, Alchemical Weapon

The corps of the Dragon Guard Inquisitors, tightly bound to the Breath of Dao, traces its origins back to the battle of Gigage Gadusi. The Celestial One of the Jade Triad, realizing that the Aurloks had also developed alchemy, ordered the creation of a new type of warrior, specialized in the elimination of enemy alchemists. This task was handed to the Breath of Dao who, only too happy to find an occasion to prove the superiority of its art, forged a range of «alchemical weapons» able to inflict terrible wounds on alchemists. The white magistrates gave them to the best elements of the Dragon Guard, thus creating a corps of «alchemical guards».

Training began under the joint tutelage of weapon masters and alchemists. The treaty of Gigage Gadusi put an end to the alchemical war before the alchemical guards were able to prove their true worth. Their role changed: they became errant justiciars: all at once judge, jury and executioner. They also gained the title of inquisitors, as their authority allowed them to investigate anyone in support of the goal of tracking down the most dangerous sort of criminal there is: rebel alchemists. The inquisitors thus earned their place during the revolt of Avalon, where their intervention played a crucial role in the rout of the insurgents. A deep enmity still divides the Avalonian alchemists from their former persecutors.

Alchemical Weapon

When in close combat against an alchemist, an Inquisitor

of the Dragon Guard reads the DAM it inflicts on the second line of his DAM table.

MINIATURES GALLERY

The triadic army is dressed in black and jade, colors reminiscent of the dominant hues of the Celestial Palace in Yu-Cheng. Militia dress in the capitals of provinces is mainly beige and differs from one city to another by pieces of colored cloth, often worn as belts. There are numerous colors which change for each city and each private militia.



"The Misty Dragons" warband,
by Eric Laurent-Nauguet*



Sentinel of the Iron Heart,
by Maxime Day



Punchinellos from the carnival of Dong-Yi,
by Martin Grandbarbe
*transformation

MINIATURES GALLERY



Jade Militia Lancer from the province of Xidai,
by Jérémie Bonamant Teboul*



Xian Ling,
by Valentin Zak and Jérémie Bonamant Teboul



Chonkey,
by Maxime Day and Jérémie Bonamant Teboul



Cobra Guard Shadow

*transformation



AVALON



OVERVIEW

In the putrid waters of the dark swamps of the delta of the Ciar River, west of the mountains of Morning, rots the domain of the youngest nation of Mornea: the kingdom of Avalon. Founded by a group of renegade alchemists fleeing from the persecutions of the Jade Triad, it is both the youngest and the most unique civilization on the continent. The only one not to be descended from one of the Architects, it has been spared the horrors of the alchemical war, but has also been removed, voluntarily or not, from all the benefits stemming from the treaty of Gigage Gadusi. Thus, there is no Canal of the Concord, no Sabek or cordial understanding between the nations at the heart of the baronies. Only the conviction, hard earned as centuries went by, that no matter what it wants, the people of Avalon will only ever be able to rely on themselves, on the obsius which protects knights as well as the Templars, and on the Beathacrann which gives them their strength. But the one which seems like some sort of turbulent youth in

the great game of Mornea's civilizations is on the verge of exploding. Backed against the sea, the kingdom of Avalon is condemned to grow and step into its neighbor's lands in order to continue to feed the Beathacrann, incited relentlessly by its church. However, this zeal could prove to be folly, as the Aurlok nation, so far calm and incredibly tolerant towards the outrages inflicted upon it by the Avalonians, now seems ready to walk the warpath and fight, blow for blow.

Yet there are few in Avalon who notice. Most are simply too occupied with their own ambition to notice this change of attitude in their neighbors. Indeed, the death of the king four years ago, has left the regency in Lady Alienor's hands. As authoritative as she is, she could never replace the symbol of unity that was her husband. While the barons watch one another and none wants to be the one to strike the match to light the powder keg, events could very quickly spiral out of control.





HISTORY

THE BIRTH OF AVALON

Avalon is a nation which has always found itself in opposition with its older brethren. Not only in the many conflicts which never cease, but also in the minds of its inhabitants, who have always been taught defiance towards the rest of Mornea. It has become a sort of second nature, and anything is a good opportunity to demonstrate it: from harsh living conditions to the progress of civilization or common projects from which Avalon is regularly excluded. Since its beginnings, the history of Avalon has been written by war and its opposition towards the other races. It is no surprise, then, that its history begins with a military defeat...

Thus, the battle of the Red Plain, by halting the advance of the Jade Triad during the alchemical war, lies at the origin of Avalon's creation. Indeed, because of the nascent alliance between the Khalimans and the Aurloks, along with the reorganization of the latter, not a day passed in which the Triad didn't concede a number of territories and casualties. General after general tried to stem the bleeding, but none was ever able to turn the tide: the retreat of the day seemed as inevitable as the final defeat.

Only a few alchemists from the Breath of Dao offered a solution, but it seemed as risky as it was blasphemous towards nature: expand experiments on the chimeras to include men and thus create an army of alchemically strengthened elite soldiers. The idea, appealing as it was to the most hard-core extremists, caused a serious scandal and before any experiment could ever be tried, the Celestial Ones declared the movement outlawed and contrary to the Dao. The initiators of the project were asked in a most insistent way to abandon their illicit practices, but, led by an enigmatic alchemist from the province of Xidai, Tao Chan Mon, the group became convinced that the alchemical advances on chimeras and slaves were now sufficiently reliable to open new possibilities and allow progress to the next step.

And so, during the winter of 1068, the movement went into hiding and took the name of the first of its test subjects: Avalon. Constantly growing in popularity, it found a home in the lands of its leader at the foot of the western mountains of the Xidai Mountains and, what was once a small group of alchemists began to grow spectacularly. Its numbers counted many warriors and other servants. For two years, they continued the pursuit of their project in secret, taking advantage of their new recruits to transport the raw materials required for their dark experiments from the nearby villages. But Chan Mon knew only

too well that things could not last like this and that sooner or later, the authorities would learn of the existence of what he had come to call the Temple: their secret laboratory. Following the organizational principles of the Triad, he created an order of warriors from among his followers: the soldiers of Avalon. He then took the most talented and experienced from them and made them the alchemists' Praetorian guard. And so the Templar Order was born.

During the following Fall, that of 1071, the number of missing people had become too numerous to overlook and the Celestial Ones easily discovered the existence of Avalon. Their reaction was decisive, quick and brutal: they deployed an army to exterminate the rebels. But, Avalon, strengthened by its Templars and hidden away in its mountains heartily resisted and what was meant to be a punitive expedition escalated into a war of position. A heavy toll was exacted on both sides. Despite itself, the alchemist cabal had grown into such a symbol of subversion and instability that the Celestial Ones had to eradicate it at all costs to avoid others from following in their footsteps. The unity of the Triad, now fragile, was that cost. Tao Chan Mon knew it: no matter how much time or dead soldiers it took, the Celestial Ones would never give up and would, sooner or later, chase them away from their mountains.

At that point, Chan Mon took the decision to flee with his men through the mountain range, leaving volunteer Templars behind to cover their escape. To his surprise, from the youngest to the worst of their wounded, not one agreed to leave and all remained behind to perform their duty.

The retreat was endless. In the midst of the bog and dark tunnels beneath the mountains, the alchemists progressed with difficulty. One thing was certain: they weren't followed. The Templar Order was doing what was required of it.

After days or weeks, they arrived in a swampy region covered by a mangrove which almost seemed to peer at them in envy. The soiled air, the roots as large as men, everything showed signs that the region wasn't safe. Despite all that, exhausted, they stopped for the night and gave first aid to the wounded and the sick. When morning came, the latter had disappeared and all of Tao Chan Mon's skills at leading men were suddenly required to avoid the complete breakdown of the small band after such a blow. To keep them from dwelling on the losses, he got them moving and, not really knowing where he was going, had them follow the mountains northward.

The rest is much more confused, and there seem to be as many versions as there were witnesses. But one thing is certain: during their travel, the Avalonians encountered a gigantic tree, the Beathacrann. It seemed animated with a life of its own, as if a heart was beating inside it, but also on the verge of dying. Tao Chan Mon approached it and upon his contact, the trunk opened like a gaping mouth, dark, humid, and coursed with veins of black sap, before closing on the alchemist. As the survivors of



Avalon were giving in to panic, a grating laughter was heard and the tree opened again. Their old leader came out, but he had deeply changed. Taller, stronger, his body was covered with thorns, branches and other roots.

He looked at them all, and spoke to them with these words, the same which are carved forever in the basilica of Kerkastel: «Tao Chan Mon is dead. I am now Caedmon. Today, my brothers, Avalon no longer flees. Thanks to the benevolent protection of the Beathacrann, we will build - As men and as a nation. And we will teach the Triad that against it, brave men will always stand. And that they will be met blow for blow! We are the kingdom of Avalon!»

He then had the seven men and women whom he trusted most come to him and handed each a seed, telling them that it came from the Tree of Life and that it was the ingredient which had been missing from all their research, past and future.

Eventually, the three surviving Templars returned and the Order was remade. Caedmon, then tasked six of the chosen to take on the leadership of companies and found the future baronies and then asked the seventh to build him his castle and his capital: Kerkastel.

That was 926 cycles ago.



THE FIRST FELONY

Since then, the order set in place by Caedmon has always held and the stability of the kingdom has never really been tested. The only exception was in 1497, when a baron with a long forgotten name stood against Marteus II, his king, whose wisdom he saw as weakness. His peers then united against him, hoping to share his fief was left between them, but Marteus refused to split the territory, very conscious that it would mean the abandonment of the near religious status of the baronies and thus allow the ambitious the justification of their dreams of future conquest and betrayals.

As his punishment, the coat of arms of the felon was banned. He had to use simple black livery, his name and that of his fief were stricken from history. His lands have since been known as «the Fallen Barony».



GEOGRAPHY

Like almost everything else in Avalon, the geography of the kingdom is above all a reflection of the alliance made with the Beathacrann. Situated on the delta of the Ciar River, whose dark waters seem to carry the very humors of the earth, and stuck on the few lands separating the sea from the mountains of Morning, the young nation stretches over a gigantic swamp, as foggy as it is unhealthy. The deeper one goes, the more men struggle, whether to eat, move around, or simply to resist disease. Even horses, which are indispensable companions elsewhere, become nothing more than a hindrance here, which must be eaten as fast as possible in order not to lose meat too precious to be wasted.

Vegetation is far from rare, but only a very small portion of it can be exploited by the Avalonians: the mangrove is omnipresent and especially lively, but contains more varieties of venomous plants or plants with undesirable properties than edible ones. With the exception of the more eastern baronies, agriculture is therefore somewhat rare, but wherever it is viable, it is seen as a genuine blessing.

In fact, the totality of vegetation in the lands of Avalon is made up of nothing but out-growths of the Beathacreann, whose powerful and endless roots are spread throughout the ground. Following its pact with Caedmon, it regularly gives the people parts of itself to help or feed them and they must do the same. The Church makes sure no one overreaches what he is allowed. Woe betide whoever would presume to chop wood from the tree itself!

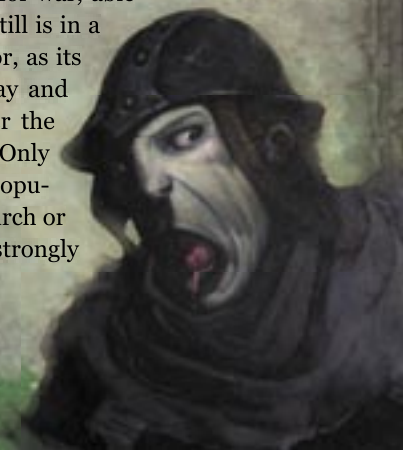
And so, for the rare traveler venturing into Avalon for the first time, this proud and young kingdom could give the illusion of being nothing but an immense stagnant swamp in which life is centered around a sinister tree of grotesque proportions, which paradoxically makes it possible for life to flourish, while at the same time keeping it from developing.

This traveler would not be wrong. Yet Avalon is more than that; but to see it, more than a simple voyage is required: one must also visit the baronies.



More prestigious than any other, Kerkastel is the political, religious and military center of the kingdom. Situated at the foot of the mountains of Morning, the city which gives the barony its name is made in its image. Built for war, able

to withstand a thousand assaults, it still is in a constant process of losing its splendor, as its once white and pure stones turn gray and covered with roots and thorns under the influence of the nearby Beathacrann. Only the decoration of the court and the opulence of the seat of the Avalonian Church or of the monastery of Matins contrast strongly with this image of unkemptness.





At once close and yet so far from courtly sophistications, the barony of Matgen has received the imperious task of watching over the Pass of Shadows, the only route allowing passage through the mountains of Morning in large numbers at any decent speed.

Sovereign of the stronghold of Kastel Kaisealta, Sir Aled in fact rules on a colossal tower reputed to be impregnable, which overshadows Pallid Valley. Paradoxically, the rest of his domain is very lightly fortified, the Avalonians being sure – probably with good reason – that the terrain is their best defense.



If the barony of Matgen is the kingdom's rampart, Brall, at the northern-most end of the kingdom, is its spearhead. From the impressive garrison of Kastel Kashen, the black and red, Ser Arzhel

unceasingly launches his troops upon the Aurlok territory to try to seize the fertile prairies and other resources which Avalon lacks in great amounts. Calculating, bloodthirsty and ambitious, the baron is conscious that such gains would allow him to curry favor at court. At least until, that is, the upcoming changes which will undoubtedly take place soon give him a better opportunity to use...



More to the west is Klarmen, which, despite being stuck in a particularly small territory, is undoubtedly the richest in the entire kingdom. This is due to its specialty, the forging and working of obsidian. This

amber-metal issued from the sap of the Beathacrann, is renowned for the black armor it makes with green reflections, the lightness of which is only equal to its resiliency. Under its black and yellow oriflammes, Kastel Kaerta, the forge-city, is ruled with an iron hand by the rough sir Karadeg.



The only part of the kingdom to be resolutely turned to the sea, made up of many islands and the extreme western part of the kingdom, is what everyone calls the Fallen Barony. Following a betrayal,

the details of which have been forgotten for generations, sir Arthus, the dark baron of the port of Kastel Kanam, no longer has any political power and now bases the major part of the local economy on an impressive fleet of merchant ships, since he can no longer trade with his countrymen.



To the south of the Fallen Barony is Coelon, the Cursed Barony. Indeed, since the death of the king in its capital, Kastel Kailte, a thick bank of fog has covered the barony and only experienced ferrymen

can bring travelers through it. The wildest of rumors circulate about this phenomenon, some seeing in it the breath of a demon, the vengeance of dead knights or the punishment for the loss of the king and the theft of a mysterious relic which he had on his person to bring to the monastery of Compline. Only the latter seems to have been spared and Sir Jelven has had an increasingly difficult time managing the poverty and dismay of his subjects. A new coat of arms, representing a complex puzzle, tells everyone of the infamy and the mystery surrounding the death of the king.



Lying at the heart of Avalonian lands, Cumase claims to be the crossroads of the kingdom in every sense of the word. Led by Lady Ivoa, the niece of the deceased king, the city has specialized in a weapon few yet understand the full power of: information. Nothing can be said in Avalon without it being known in Kastel Kumaraid, and everything there has a price... even the sympathy of the irreproachable monastery of Vespers.



Finally, comparable in many ways to Klarmen, the small and rich Blathaig is the only barony gifted with arable lands in any considerable amount and its baron, Sir Ewen, knows how to take full advantage of them. Not only does he attract a large number of herbalists and the favor of the regent Alienor to his barony, Kastel Kernan partially borders the territory of the Jade Triad, with whom commerce is both assured and prosperous.

GEOPOLITICAL SITUATION

It's no great surprise that Avalon has relatively contentious relations with its neighbors, to say the least and the death of the king and the increasingly greater importance of the policy of conquest do not put minds at ease.

The Aurloks are currently Avalon's favored enemies. Docile for too long, part of their territory is regularly invaded by Avalonian soldiers, but the occupation of many of its border communities, the enslavement of its inhabitants and the poisoning of some of its sacred places have put an end to any hope for peace. The Barony of Brall may have trouble stopping their fury.

The Khalimans entertain a polite rapport with the baronies, but the two races can't stand each other. The quarrelsome and fiercely independent temper of the Avalonians seems unable to coincide with the paternalistic and pacifistic values of the Khalimans. The cheikhs are seen foremost as a representation of the multicultural developments from which Avalon has been denied.

Paradoxically, the Jade Triad is the nation with whom the Avalonians get along the best. In Blathaig, commerce flourishes and both peoples live together in near harmony. Everywhere else, suspicion is the rule.

But the greatest danger for Avalon undoubtedly comes from within, from those powerful barons who have been trained for war from birth and who only wish to ascend to the throne. The seat left vacant is much too tempting and discussions between nobles or between nobles and the Church can only cause further chaos.

SOCIETY

Vaguely inspired by the organization of the triad, Avalonian society is divided into distinct classes and each has a specific role in the organization created by the founding fathers of the young kingdom.

The nobility has the task of managing both war and public affairs. Unsurprisingly in a nation constantly at war, the two are intimately linked. The nobility itself is extremely hierarchical, and counts within its ranks the royal family, which presides over the destinies of Avalon and Kerkastel; the other 6 barons; their vassals, who themselves have troops; and a full suite of nobles of various sorts, which claim a fief or merits which are important enough in their own eyes even though they may be anecdotal – even ridiculous – to anyone who is not part of their world.

Traditionally, the first-borns of noble families join the ranks of the elite of military aristocracy: knighthood. This order within an order has the objective of establishing camaraderie within the nobility and furnishing generals and first-rate warriors to the armies of the kingdom. The second objective is so crucial that even the children of landless families are accepted if they show proof of courage. However, the hypocrisy of the system is

that other than those who become friends with one of their more fortunate comrades, most end up being nothing more than vulgar knights-errant.

Even though they all receive the title of «ser», there is still a difference between the lords themselves, the legates, who are tasked with leading simple phalanxes for the former, the optios, who lead the whole host, and, finally, those without rank littering the kingdom's roads.

The title of knight is therefore not synonymous with riches, but, it remains a true honor in Avalon, and all those who bear it see themselves blessed with a seed from the Beathacrann, as well as a graft, which is often a synonymous with a glorious and particularly violent death.

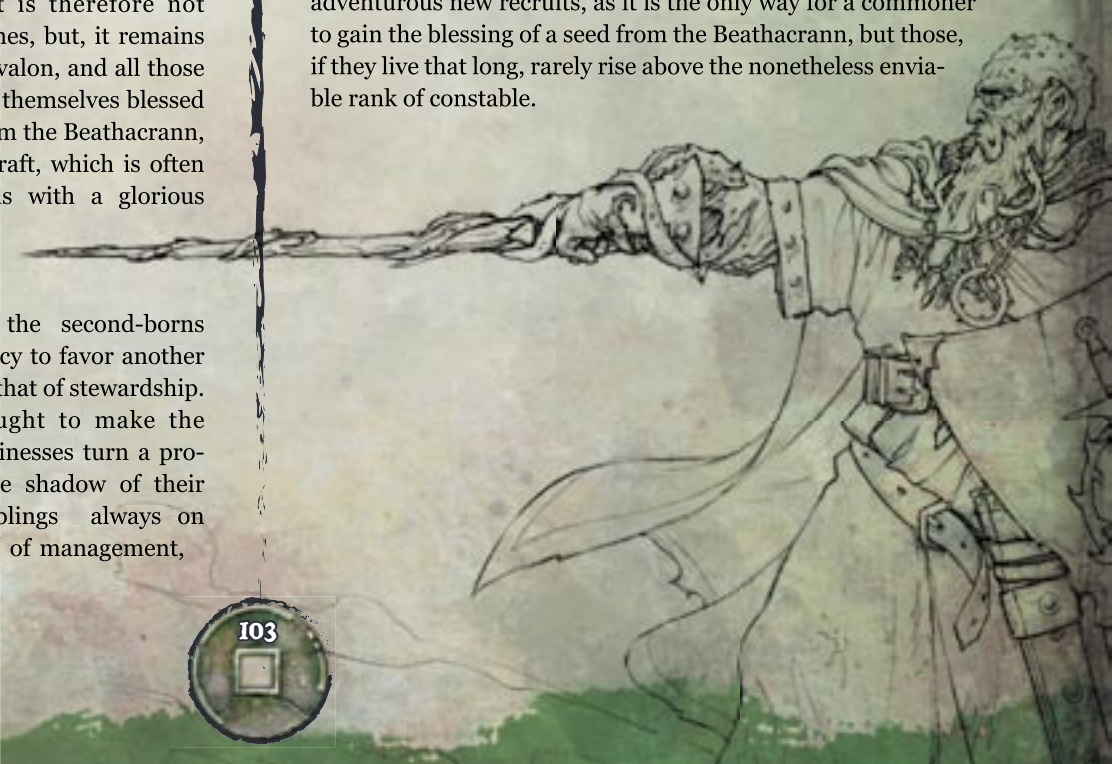
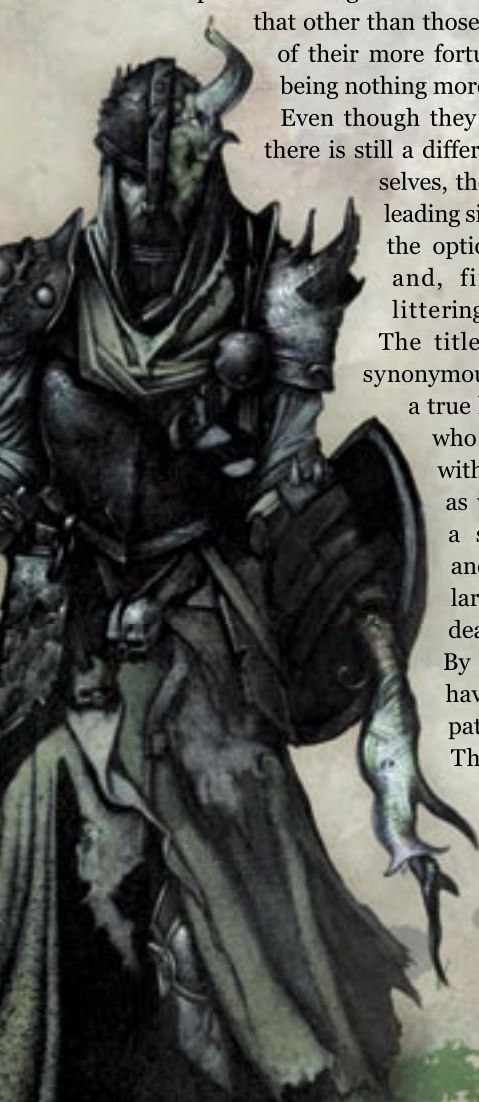
By contrast, the second-borns have a tendency to favor another path, namely that of stewardship. They are taught to make the family businesses turn a profit in the shadow of their elder siblings always on the basis of management,

often of politics, and sometimes of assassination. It also happens for some to tread the path of faith instead. However, some also dream of having a martial career and rent their services as pilgrims, protecting the powerful and hoping through their goodwill to enter one day into the closed circle of knighthood.

It has been four years now that the nobility of Avalon has been bubbling. During a pilgrimage to the monastery of Compline, the king and the knights accompanying him fell to an ambush and ended their days in the waters of the swamps of the barony of Coelon. Ever since, Lady Alienor, his wife, has attempted to maintain an iron grip on the kingdom, while waiting for her son, Khelan, to be of age to claim the throne. Many legends are told about the queen, who is said to wear a thousand masks, each representing one of her moods. Other rumors hold that she is always attended by an old blind servant and some say she is immortal, as she has managed to live through over twelve attempts on her life since the death of her husband.

Under the guidance of Cardinal Augustus, the Avalonian Church forms a class even more complex than the nobility. Its role is to watch over the Beathacrann, to honor the pact made with it and to guide the souls of the people and of the powerful. The true guardian of knowledge, it is divided into seven congregations which also happen to correspond to the different baronies. Then, depending on the population density of his congregation, each archbishop assumes the responsibility for a small army of priests, deacons and bishops, the latter generally tasked with maintaining the presence of the Church in the larger cities.

Parallel to this system, the Templar Order is made up of three monasteries, which are headed by Bailiffs and are also strongly hierarchical. Divided essentially between novices and Templars (who are authorized to bear the sword as a testimony of the completion of their training), the forces of the monasteries also count among their numbers some constables, their officers, and seneschals, their generals. The temple never ceases to attract adventurous new recruits, as it is the only way for a commoner to gain the blessing of a seed from the Beathacrann, but those, if they live that long, rarely rise above the nonetheless enviable rank of constable.



The Pact

Many generations after its founding, the whole of Avalonian society is still organized according to values and rituals straight from the pact made between Caedmon and the Beathacrann. The terms of that contract were relatively simple, but they engage the whole kingdom in a form of macabre symbiosis with the Tree of life.

The latter gives men its dead wood, the harvest from the few lands which can be farmed, some of its amber for the creation of obsius, its seeds to make the best of their warriors yet stronger, the environment required for their alchemical research, and does everything it can, on the whole, to feed and defend them. In return, it doesn't attack the subjects of the kingdom and only takes those offered to it.

Men mostly owe it the same help, in this case feeding and protecting it. They also make sure, through the Church, that no one attacks it or its roots or takes wood or fruits which weren't voluntarily given, and continue the rituals which renew the bonds between Avalon and the Beathacrann on a regular basis. They also make sure that all seeds given are returned, ideally with the body of their bearer, and give it a number of corpses (or prisoners) in order to feed it.

All this could continue for years without ever causing problems, but men have a final obligation to the Tree of Life, one its Church could very well remind them of soon. Indeed, to feed it, they must also make sure to rule over a kingdom vast enough for its monstrous roots to feed from the richness of its lands. For the first time ever, the territory of the kingdom is no longer enough to sate it: Avalon is condemned to expand or die.

Finally, the people, form the least enviable class in Avalon. It contains all those who work to ensure the survival of the entire kingdom. Peasants, artisans, traders, simple soldiers, servants or those who perform hard labor at will, they benefit from few privileges, but their obligations are numerous. Of course, the ever-growing demands of the nobility are a real burden, but most of the misfortunes they suffer are due to the swamp and its growth. Indeed, not only is food rare and travel times long, but they must also continually work to repair roads used for communication and castles all while knowing that their hard work will only last until the next flood of the Ciar. But even then, the Church is well organized and efficient enough that these conditions, as rough as they may seem to commoners, are not enough for them to rebel.

Paradoxically, there exists a group which does not really fit in Avalonian society, despite its heavy structure: Indeed, accumulating the disadvantages of two classes, men-at-arms tend to believe themselves above other commoners but without being part of the nobility as such. Thankfully, the eternally belligerent nature of Avalon means that most of them see their status as a way of escaping their condition and die before realizing they are far from the truth. However, with the first losses in Aurlok territory or the first tension between baronies, what would happen if soldiers were to unite under the banner of a leader more charismatic than the others? Someone like the tribune Tugdual, for example...



ALCHEMY

THE SECRET HISTORY OF AVALON

Just like every other nation of Mornea, alchemy plays a predominant role in the destiny of the men and women of Avalon. It is the very reason the kingdom exists and the reason for the pact uniting it with the Beathacrann. Also, directly or not, it influences the entire society while remaining paradoxically hidden from the people. Indeed, the latter only see it through the screen of multiple rituals, psalms, chants and prayers favored by the Avalonian Church. Yet the plans of the venerable institution are far from as pure and uninterested as it likes to claim...

Alchemy has not been discussed openly in the baronies for many years. Yet, rare are those who have forgotten the primary task of its founders and the reasons which caused them to rebel against





the Jade Triad: progression to the next step in the experiment of the chimeras and create an invincible army of improved warriors able to move faster than the quickest Khaliman and hit as hard and savagely as the most powerful of Aurloks. However, the time of the alchemical war and the hope of turning its tide have been over for a very long time.

Indeed, during the union of Tao Chan Mon and the Beathacrann which gave birth to Caedmon, those who were then nothing more than renegade alchemists of the Jade Triad, hunted, exhausted and famished, made the greatest of discoveries: seeds from the Tree of Life. Long before becoming a sort of maternal divinity, at once both nurturing and castrating, it first appeared in its most simple guise, that of a vegetable monstrosity leeching off the surrounding lands and a gigantic and aberrant «natural» chimera – at least so they thought – situated on the largest deposit of alchemical stones for hundreds of miles around. The most enthusiastic of them did not take long to claim that they had found what had been lacking so much in the Chimera project, «the perfect fusion». The esoteric treasure sought by all, it corresponds to the missing link between the mineral power of the alchemical stones and the growing dynamism, organic and visceral nature of Life.

And so, they could finally hope to surpass the limit of their art and perform a thousand miracles, from creating viable chimeras to the use of human bodies as catalysts and vessels for alchemical formulas. Their progress was spectacular, opening avenues impossible to imagine just a few years earlier.

Quickly, classical alchemy as they had always practiced it, fell into disuse. In the first generation, many were those who thought they had seen it all thanks to the discovery of «the perfect fusion», while their disciples preferred to focus on its two most popular descendants: the study of what should now be called «the blessings of the Beathacrann» and the tome of canticles, psalms and prayers.

But all these experiments could not remain invisible much longer and it is not without some surprise that a number of citizens of the baronies rose against the cruelty with which these experiments were performed. The Temple repressed these uprisings with bloody violence, their opponents having the



choice of joining it or dying by its hand. Despite this response being as brutal as it was zealous, the reaction of the people caused the alchemists to realize that even in Avalon, they had more to gain by keeping a low profile. This is how it came to pass that a few years after the creation of the kingdom, the Avalonian Church was created as a cover for the cost of the experiments which now had to be hidden from the face of the world. Despite its official goals, its role is, as was the Temple's in its time, to assist, protect, and now to hide the alchemists, while ensuring their control over the rest of the nation.

Thus, over the years, multiple traditions were developed under the cover of religion, whose only goal is to allow the descendants of the followers of Tao Chan Mon to continue their most secret plans. The fanatic obsession of the Avalonians with taking the bodies of their heroes back to the Tree of Life is nothing more than the expression of the need of the Church to not let its enemies get their hands on «the perfect fusion» and master its secrets. Added to that is, of course, the need to conserve the deposit of alchemical stones upon which the Beathacrann stands, and the desire to let it regenerate the energy spent on the grafts. Similarly, the same reason dictates that those who have the ill fortune of chopping wood from the Tree of Life are punished with such incomprehensible severity.

Even the nobility, which believed and still believes itself the master of Avalon fails to see that all these blessings from the Beathacrann are just many bonds that tie them up and enslave them a bit more every day to the will of the Church.

Of course, all these efforts and plans exist only so that the alchemists can continue their sinister experiments under the best of conditions.

The first of these practices is the perfecting of knowledge and techniques stemming directly from the chimera project. Indeed, volunteers are not lacking, as they are simply no more than test subjects unaware of the alchemists' manipulations. One shouldn't be surprised if each seed, each graft, acts differently from all others. The most spectacular successes, like Knight-Legate Ser Garlan de Brall's arm happen alongside the most grotesque failures, able to make even Berac'h the Jailor believe he didn't get off too badly. Despite this, no matter what one may think, catastrophes are rare and the subjects who survive insemination are generally viable and able to survive years while most chimeras had a limited life expectancy, to say the least. However, they also tend to suffer some level of loss to compensate for what they gain in becoming perfect tools for the kingdom and its armies.

The second type of experiments better known yet more discreet, corresponds to the «miracles» which the Beathacrann performs endlessly while listening to the prayers of his priests, from the bishops to the last of the countryside priests. The alchemists were able to

use «the perfect fusion» to make the mind and body of some men the crucible in which alchemical elements could mix and produce effects generally impossible for mere men to perform. The faith, unceasingly maintained by the Very Saintly Inquisition, remains the best way of obtaining a will powerful enough to realize such prowess, as the very life of the priest and of his companions becomes a sort of extra element, allowing others to be sublimated according to one's desires.

But despite all the accumulated knowledge, as cycles pass, the Church now suffers from a new rival: itself! Thus, incorruptible ecclesiastics of ever-stronger convictions join, seeking salvation and remaining faithful to their ideals rather than serving the alchemists. This has caused some particularly violent vendettas in the past and everything seems to indicate that a schism will occur soon. With the current political tension in the kingdom and the ambitions of the barons, it does not take much to guess that such a conflict would engulf Avalon entirely.





MILITARY ORGANIZATION

Avalon is a nation living with its back to a swamp which becomes more unhealthy each day and which was founded on opposition to one of the most powerful forces at the time. It's therefore no surprise that war is a part of daily life for its subjects and that the organization of its armies look exactly, trait for trait, like that of its population.

And so its armies are managed by a complex and esoteric double hierarchy. First, the secular armies, those of the nobles and their people – the first rank of which is the royal and baronial host – are distinct from the regular armies of the Templar Order.

If the first generally relies on a core composed of a few knights or pilgrims, they are essentially made up of barely disciplined masses of commoners or recruits who, despite having the advantage of numbers, mostly have the good fortune of dying in the place of their masters. Not all of them are men-at-arms; far from it. More than one unfortunate lord has had to forcefully recruit men from among his workers, laborers and other servants who take care of the gigantic supply line an army on the march requires. They are typically led by knights, who are the pinnacle of military aristocracy in Avalon and have had the honor of receiving a graft from the Beathacrann. In addition to the true knights, the hosts consist of knights-errant, who did not have the chance of owning lands, of pilgrims, who seek glory in order to receive a graft, of men-at-arms (often infantrymen or crossbowmen) and finally all that the people can spare as recruits.

On the opposite side, the trained and disciplined armies of the Templar Order make more than a few tremble thanks to how their cohesion and efficiency on the battlefield seem to put an end to almost anything. Generally led by a constable, they can include members of any monastery (even if they only rarely unite to face a common threat) and mainly rely on entire units of novices, bearing proud lances and moving like a single man, and groups of fierce Templars ready to charge, sword in hand, any avowed enemy of their faith.

To this first distinction a second one is added: the generosity of the Beathacrann. As those who benefit from a graft are rare, those who show themselves to be worthy become real war machines in the service of Avalon, able to perform the greatest feats or the most horrendous atrocities. So important are they, that in general battles are won or lost thanks to these few elite individuals, the only ones really able to take and hold the vital points of the battlefield. Indeed, for a very long time, the only strategy taught to young Avalonian nobles was to give them adequate objectives and make sure that they were supported by enough recruits or cannon fodder to do what was expected

of them. To this day, other than a few nobles of Brall who have suffered losses in Aurlok territory, few even try to develop other tactics and each is followed by a real procession (servants, countryside priests, collector-monks, etc.).

Some troops have a special place: those who have been so «blessed» by the Beathacrann that even some members of the Church have trouble seeing them as anything but mindless beasts. So, brimming with sap or other extracts from the Tree of Life, the retiarii and other giants bring additional support and necessary striking power where they are tolerated. The former have a reputation as being truly twisted and have the tendency to imitate the other infantrymen, but this unease is much weaker than that caused by the sight of a colossus giving in to its most base instincts.





KNIGHT LEGATE GARLAN DE BRALL ○ 50pts

Mvt	△	△	▽	△	PA
4/6/10	4	6	10	7	4



Size 2, Leader, Tough/1

Even though he is nothing more than a knight legate under the orders of Ser Arzhel, his lord, the name of Ser Garlan Lenen de Brall is known by most of the nobility, the entire barony, and even by a large number of Aurloks. Hero to some, bloodthirsty killer and true butcher to others, he leaves no one indifferent: his cruelty and brutality, just like his martial prowess and his efficiency on the battlefield were enough to turn him into a true living legend.

In any case, the man is impressive, even intimidating. Massive, with wide shoulders and a powerful step, he generally walks in a decisive manner, enclosed within his heavy obsidian armor. Seen most often wearing a heavy

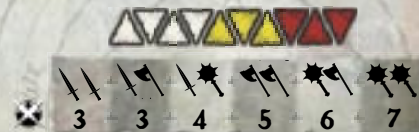
chainmail helm, his shield seems to have seen a thousand battles and a large sword sits on his left side. A true rock, he leaves nothing exposed but the skin of his right arm, which blends with the vines of his graft to form a flail of thorns, flesh and metal.

But even more than his look, the sinister reputation of the knight is due above all to his past «feats» and all the atrocities he has performed in the name of his lord in occupied Aurlok territory. Indeed, as cruel as he is bloodthirsty, he cares little for appearances and the mundane, for which he has little appreciation. He can only see his life leading his men, tracking and killing his enemies and, unsurprisingly, he is therefore the one the baron sends when he wants fast and spectacular results, or if the ends justify. Looking at Ser Arzhel's personality, these situations occur frequently...



CONSTABLE LOTHARIUS OF THE TEMPLE OF VESPERS ○ 40pts

Mvt	△	△	▽	△	PA
4/6/10	3	5	11	7	3



Size 2, Expert (Brutal), Fearless, Templar Constable

Originally, the temple of Vespers had been built in Cumasc so that its troops could serve as mobile reserves and reinforcements no matter where the danger was. Since the barony was in the center of the kingdom, it was easy for an important garrison posted there to be deployed wherever it would be the most useful. Because of this, this monastery is traditionally the most crowded of the three, and it maintains a vast network of messengers and methods of communication in order to be aware of a conflict as soon as possible so as not to lose any time in sending troops to the battleground. For the same reasons, since its founding, the inhabitants of the barony have seen large formations of Templars and novices train in different maneuvers and forced marching there. For

the past few years, it has been the new constable and right hand man of the seneschal of the monastery, Lotharius, who oversees the drills in person.

Everything in Lotharius tells of his Templar training: his martial and strict style, his wide shoulders and vigorous arms, his kingly and inflexible bearing... No surprise, then, if his men blindly follow his every order. His thick patriarchal beard is made even more bushy by the action of his graft from the Beathacrann, which also seems to bind his weapon arm and his imposing sword in a mass of vines and thorns. But, like everyone else in Kastel Kumaraid, the constable has a secret which could easily get him in trouble. Against his vows, he is currently having a discreet affair with the baroness, Lady Ivoa. Both know the risk they're taking and both lovers try as best they can to hide what they're doing, not hesitating to go as far as murder if necessary.

Templar Constable

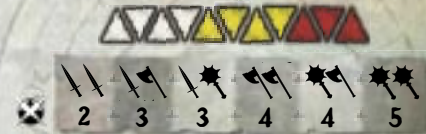
When Lotharius is recruited into an Avalonian warband, Templars have their recruitment limit increased to 2.

As long as Lotharius is in play, all Templar Novices gain the Expert (Brutal) skill.

KNIGHT-ERRANT MORDREN DE KLARMEN 40pt



Mvt					PA
4/6/10	5	4	11	8	3



Size 2, Fearsome (13),
Vicious

Knights-errant only rarely leave a very lasting mark on history. More generally, either they gain a title and lands or else their corpse is found in a ditch by a road or in a mass grave. Even if they are the hero around which

most tales are centered, they do not really have a place in Avalonian society, stuck between the scorn of the nobles and the fear – if not outright hatred – of the people.

Ser Mordren de Klarmen is one of them. Yet his story is like no other. In turn poisoner, conspirator and even sometimes a knight, the young man is, with the exception of the giants, the only being to have more than one graft from the Beathacrann.

While wandering around Otsiliha the Living with the intention of discrediting the men of Brall and helping the barony of

Klarmen to regain exclusivity of commercial trading with the city, he was captured by a band of Aurloks. Against all expectations, they were themselves attacked in turn by the phalanx of Ser Alban de Brall, the very man whose interests Mordren had just damaged for the foreseeable future. The knight-legate was, at the time, vainly trying to capture the Aurloks' healer in order to save one of his companions. But, faced with his death, and unable to add to his disgrace by adding the loss of a precious symbiote and ironically without the help of a collector-monk, Alban gave the task of extracting the seed from the body to his countryside priest.

The man of faith did what was asked of him, but without the required knowledge, he chose to implant a second symbiote in Mordren's body. In doing so he created a monster. Ever since, the man has been wandering more than ever on the roads, deformed, schizophrenic and totally wild. His dark silhouette and his outbursts of rage are ill omens for any traveler crossing his path.

Vicious

When Mordren performs an attack against a miniature

which plays an Inactive card, he earns one bonus die on his COM roll.



BERAC'H THE JAILOR 40pt

Mvt					PA
4/6/10	3	5	9	6	3



Size 3, Tough/2, Fearsome (15), Long
Reach, Entangle

Depending on how one looks at it, the story of Berac'h is either that of a great waste or that of the success of a victim of the Avalonian Church's dark experiments who has managed, despite everything, to gain a bit of freedom.

As a teenager, he was unique due to his size and build, which made people easily mistake him for an adult. Because of this, Berac'h ended up attracting the attention of the Church, which was all too happy to find a promising new test subject. The brother who was taking care of Berac'h, Eusebe, was actually placing great faith in him, dreaming of making him both a fearsome warrior and his masterpiece. And so, he patiently developed the young man's resistance to pain and gave him a long and powerful symbiotic arm, not dissimilar

from those retiarii are gifted with. However, unlike the latter, the young man couldn't stand the constant pain which condemns the retiarii to a sort of bloodthirsty rage. Unfortunately, the mutations performed on Berac'h caused another form of degeneration: the «natural» muscles of the test subject began to atrophy and quickly, every enhancing mutation began reducing the strength of the young man a bit further.

Eusebe's dreams shattered immediately, but instead of calling his project a failure and having his test subject killed, he used his influence to sent Berac'h to watch over the cardinal's jails in Kerkastel. Ever since, he has been wandering the dungeons of Kerkastel imposing his will, not only over the other jailors, but also especially over the retiarii and colossi rotting there, waiting to be taken out to die on a battlefield.

Entangle

As soon as a miniature with this skill arrives within the combat range of an enemy miniature (whether after its own movement or the enemy's movement), it can perform a combat roll. This action performed before any of the players choose a CC. If the combat roll is a success, then the enemy miniature is entangled.

As long as the enemy miniature is in close combat with the entangling miniature, the enemy miniature has one penalty dice for all close combat and ranged attack rolls. Its defense is also lowered by 2. If the miniature wishes to disengage from close combat, it must spend 1 AP additional before trying to disengage





DEACON LEODEGARIUS ○ 38pt

Mvt					PA
4/6/10	4	3	II	7	4
	○	○	○	○	○



Size 2, Alchemist of the Outer Circle (Earth), Life Transfer

Blathaig is doubtless the richest barony in the kingdom. Its generous, arable lands ensure its prosperity and grant whoever wants them numerous plants which cannot be found anywhere else. Additionally, if these cannot be found in the private gardens growing here and there, caravans from the Triad or Khalimans generally take care of bringing them to any who can pay for this precious cargo. It is therefore not surprising that the lands of Ser Erwen attract a great number of herbalists and sages who seek to find the components required for their art. And so the burg of Beloch, like many others, benefits from this prosperity and its peasants are happy to sell their produce at «obsius» price to these old eccentrics. The city's only particularity is that its deacon himself, Leodegarius, is

a renowned herbalist. Thus the surrounding villages come to ask for his help or to beg for remedies and salves. But the deacon, despite being a fervent believer, is far from being motivated only by the compassion he should feel for his flock. Quite the opposite, his ambition is limitless and it's without any hesitation that he uses them to reach his goals (having already become the youngest deacon in history under suspicious circumstances). Moreover, it's not rare that he is asked to prepare much more dangerous potions, sometimes even deadly ones, in return for cold hard coin – which he quickly prepares.

On rare occasions, Deacon Leodegarius has had to leave his charge to follow troops from the barony, but after each such outing, the most horrible rumors floated about him. However, it's very rare for superstitious recruits to talk poorly of an envoy of the Church...

Life Transfer

Once during any of his activations, the Deacon Leodegarius can transfer 1 DAM he has suffered to all friendly Avalonian miniatures within 4 inches. He can only transfer 1 DAM to any given miniature per activation, but he can transfer as many DAM points as there are friendly miniatures within range.

Corrosive Incense (○) 2 Earth / 2" / Auto

The formula targets a friendly Avalonian within range. For its next combat roll, the target increases the amount of inflicted DAM by 1.

Enhancements:

1 for an additional target,
2 for the effect to last until the end of the turn where the target inflicts DAM.

Corruptive Bonding (3) 3 Earth / 8" / Auto

The formula targets one friendly and one enemy miniature within range. The friendly miniature suffers an amount of DAM equal to the number of remaining hit points on its life line. The Avalonian player then chooses any improvements. He then distributes a number of DAM points amongst the enemy target(s) equal to the number of yellow and red hit points that were inflicted on the friendly miniature.

Enhancements:

2 for one additional enemy target within range,
3 for two additional enemy targets within range,
4 for three additional enemy targets within range.



Avalonian Retiarius



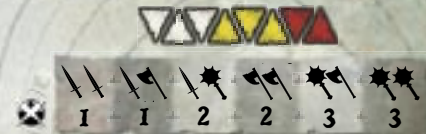
Avalonian recruit



PRIORESS CAELINA OF THE ABBEY OF MATINES

47pt

Mvt					PA
4/6/10	2	3	10	8	4



Size 2, Leader, Tough/1, Master Strike (Robust), Alchemist of the Outer Circle (Earth), Icon

Of all the secrets of Kerkastel, there is one that even the most brilliant spies from Cumasc can't pierce: the identity and appearance of Lady Alienor, the regent of the kingdom. Her firm and intriguing personality, her constantly changing appearance and the strangely appealing aura surrounding her since the death of the king are enough to set alight the most fertile imaginations and legends about her are legion.

The prioress Caelina, Abbess of the non-warrior portion of the monastery of Matins, the Abbey, and main advisor of the Bailiff, is behind all those mysteries. Under her responsibility, this first of the three branches of the Temple is more specifically tasked with watching over the Beathacrann and the court. And so, over the centuries, many ties were made between it and the throne and, even though the Avalonian Church is her only master, she does render many services to the crown...

All queens or future queens are accepted in a part of the Abbey called «the Convent». There, they receive the education required by their rank and to the throne's satisfaction. The more cynical make veiled allusions to the convent being a front for a bordello, others see in it an attempt by the Church to spy on or try to control the king. No matter what the truth may be, this tradition is still alive and Lady Alienor, a student of the convent, as she should be, has recently called upon Prioress Caelina in order to get help in assuming regency by getting a number of specially trained servants and ladies. The abbess apparently hurried to answer her demand.

But despite all these actions, and the obvious ties she has with Alienor, Caelina is less and less seen within the monastery. It is said that age is catching up to her and seeing the miracles she can perform, one can't help but wonder: what if Alienor herself was but a mask of Caelina?

Icon

Once per turn, an allied miniature within 2 inches of Caelina can "guard" her as though it had the Guard skill.

Orison of Stone (O) 2 Earth / 2 " / Auto

The Formula targets the Prioress Caelina herself, but the range indicates an area of effect. Along with all allied models within range, she gains the skills Tough/1 (or Tough/+1 if it already had that skill) and Master Strike (Robust). The Formula ends when Caelina is wounded.

Enhancements:

1 to increase the range by 1 inch

Lethal Blessing (3) 3 Earth / 6 " / Auto

The Formula targets an allied miniature within range. The Formula takes effect when an Attack CC is played against the target. The target's opponent suffers an amount of DAM equal to the amount of DAM prevented by the target's Tough skill.

Enhancements:

1 for 1 extra target,
2 for 1 extra DAM.

ROBUST

Normal Attack CC

Bonus : 1D Bonus vs Brutal attack

Reflexes : -

Special : The DAM dealt by the miniature using this Combat Card are read two columns to the left.

In return, the attacking miniature gets the skill Tough/1 or Tough/+1 against its opponent's next Com roll.



Prioress Caelina of the Abbey
of Matins





COUNTRYSIDE PRIEST (I) ○ 32pt
1/card

Mvt					PA
4/6/10	3	2	10	7	3



Size 2, Long Reach, Alchemist of the Outer Circle (Earth),
Religious authority

When a secular army is on the move, the priests accompanying it are few. Bishops are often too comfortable in their posh alcoves to cross miles in the putrid mangrove of the delta of the Ciar River or to risk their lives far from their basilicas. However, it would seem inconceivable that the Avalonian Church would not support its faithful and send guardians to watch over their faith, enact a few miracles and especially keep abreast of what's going on in the kingdom. This role falls to what one could call the lowest religious rank: the Countryside priests. Generally born into more modest families, these vigorous soldiers of the Beathacrann don't shy away from having to do the dirty work as best they can. Most simply suffer from a case of sympathy towards the problems recruits and

crossbowmen may have and so, sometimes, hesitate between what is best for the Church and what is best for the faithful. In the heart of battle, however, these doubts disappear. It's no longer a time for ethical and theological questions – the only thing that matters at this point is saving lives. In that instant, their entire faith can be summarized as follows: help the servants of the Tree of Life to win by catching its attention and will through fervent canticles, or refuse to help them as they are sacrificing themselves for the kingdom. And so, many troops owe their lives to the Prayer to the Stones or to the Litany of Brambles of a countryside priest. The soldiers have learned this and they are always trying to remain close to the men of faith, feeling less vulnerable at their side and ready to follow them wherever they are willing to lead them.

Religious authority

Once every turn, at any time during his activation phase, the priest can target any non hero non alchemist miniature within Mind range. This miniature can immediately perform one action that would cost 1 AP.

Prayer to the Stones (o) 3 Earth / 2" / Auto

The Formula targets the priest himself, but the range indicates an area around the priest. The priest and all friendly Avalonian miniatures within this area become Tough(1). The value of Tough is increased by one if the miniature was already tough. This effect disappears as soon as the priest is wounded.

Enhancements:

1 for one additional inch range.

Litany of Brambles(2) 3 Earth / 8" / Auto

Each time this miniature is wounded in base contact close combat, the attacking miniature receives 1 point of damage back. The Formula stays active until the end of the turn where the target is wounded.

Enhancements:

1 for an additional target within range,
2 for 1 additional damage inflicted back.



Deacon Leodegarius



Avalonian Crossbowman

TEMPLAR COLLECTOR-MONK (I) 32pt

1/card

Mvt	△	△	▽	△	PA
4/6/10	3	4	10	7	3



Size 2, Alchemist of the Outer Circle (Earth),
Impossible

that of the countryside priests – no compassion towards the people or the desire to preserve faith is found here, their mission is both much grimmer and essential to the Church. Their task is to ensure that the least enjoyable part of the pact binding Avalon to the Tree of Life is respected: the return of the hosts and symbiotes to the Beathacrann so that it can feed on them. And so, the mission these men have is to retrieve the bodies of fallen heroes from the very heart of battle or an enemy camp, facing the very dangers which felled the dead heroes. They must then return to Kerkastel, burdened

Even though they work by themselves as often as they work with a small team of servants chosen for a specific task in mind, collector-monks also regularly join armies. But their role has nothing to do with

by an imposing and generally very recognizable carrion, in order to deliver it unto a fate worse than death itself among the veiny tentacles of the Tree. If those who suffer from the conditions of life or the harshness of the kingdom are many, only the collector-monks regularly see the whole horror of it. As their faith is often very little protection against such a sight, it is not rare that their minds, for all their strength and training, falter.

But those who last end up becoming accustomed to horror and fear sooner or later. Knowing that they will also wind up joining the Beathacrann after their deaths, they approach every situation with the same impassiveness which chills their opponents and bolsters their companions. A few have tried to run away and regain the simple privilege of being able to rest in peace, but, aside from the legendary renegade brother Cestus, all have fallen to the other collectors sent after them.

Impossible

As long as it is within 4 inches of the Collector-Monk, a non-hero allied miniature can never have a Penalty die to its dice rolls. This ability also affects the Collector-Monk himself.

Angelus Vitae (o) 2 Earth / 6" / Auto

The Formula targets an allied non-hero Avalonian miniature. For its next close combat, the target gains the skill Expert (Brutal). If it already had that skill, it gains the skill Expert (Normal) instead.

Enhancements: 2 for 1 extra target. 2 for the effect to last until the end of the turn.

Benevolence of the Beathacrann (2) 1 Earth / 8" / Auto
The Formula targets an allied Avalonian miniature within range. Until the end of the turn, on all of its rolls, the target may choose to gain a Bonus die. If a die roll which has benefited from this effect results in a failure, the target's DEF becomes 2 until the end of the turn.

Enhancements: 2 for 1 extra target.

AVALONIAN RECRUITS (2) 10pts

2/card

Mvt	△	△	▽	△	PA
4/6/10	2	3	9	6	2



Size 2

THE TROOPS

Everyone in Avalon knows of the feats performed by knights or of the legendary efficiency of the Templars. Their adventures are what legends, pub stories,

family glories and stories are made of. And yet, other than those who have had the luck to never know war, everyone knows that they are not the ones paying the heaviest tribute to their quarrelsome lords. It is the infantry, simple soldiers who die in droves to make sure that a hero can arrive alive to perform the next feats to be added to his legend or leave the same spot fast enough so that the enemy does not end his legend right there.

But few are those who worry about it: their families, perhaps a young lady met in a kastel or advanced post, but that's really it.

The recruits form the silent majority of the Avalonian troops. Some of them have chosen to take up arms to avoid the fate of their parents, others didn't get the choice, but all are now part of a sort of warrior brotherhood into which one gains admission not through birth or rite, but by surviving battles, by learning to keep one's calm in the midst of hell, by running for days, wounded, through mud. Not every recruit has that look of disenchanted wisdom in his eye or that attitude that every veteran harbors, but all of them want to earn it. As they know they can never again return home, where nothing awaits them but the ingratitude of the villagers and the incomprehension of the very people they are trying to protect, nor can they escape their condition and join the nobility and priests who disdain them so. They are now their own family, and only those around them are now worth laying down their lives for.



AVALONIAN CROSSBOWMEN (1) ○ 19pts

2/card

Mvt					PA
4/6/10	2	3	9	6	2

	1	1	2	2	2	3
	2	3	3	3	4	5

Size 2, Crossbow (3/20)

If crossbowmen are slightly better treated than recruits, they mostly owe it to two things: the cost of their equipment and the training it requires. But they must be the only ones to see themselves as being above the recruits, as most generals don't really make much of a fuss about who is pointing or reloading the crossbows, so long as enough quarrels hit the enemy when they need them to.

Crossbowmen are therefore, like recruits, sons of the people who have since become professional warriors. Like the recruits, they may have chosen their path or seen it imposed on them, but, for most, they do not want or have the possibility of going back. One way or another, at some point someone thought it best to hand them one of these

powerful crossbows and make sure that they were taught how to use it. For some it may have been a certain knack for shooting or simply a predisposition to discipline, for others a desire for them to stay alive just a bit longer by keeping them away from the melee. This is why bastard children and other children of valued servants enrolled in the ranks of crossbowmen are legion.

All in all, their efficiency on the battlefield is far from overstated, especially if they are being exalted by a countryside priest. As long as they are numerous enough, it will matter little if their shots are precise or that their courage is not that of a noble – their numbers make up for it. In the end, if they don't force enemy units to retreat, they generally succeed in hindering them enough or blocking them outright so that recruits, Templars or knights can deal with them like so many minor annoyances.



AVALONIAN BUSHWHACKER (2) ○ 10pts

2/card

Mvt					PA
5/7/12	3	2	9	6	2

	1	2	2	3	3	3
	1	1	2	2	3	3

Size 2, Sling (2/10)

Picked from those among the people who count themselves as hunters or poachers, the bushwhackers have the role of scouts and light skirmishers. It is their task to move about the edges of the enemy army, using their knowledge of the land and their relative flexibility to gather vital information, or to attack strategically-important targets left lightly defended. Thus the bushwhackers of Cumasc have made it their specialty to discover the enemy's most intimate secrets behind their lines, while those from Brall and especially Klarmen are true saboteurs, waiting for the first chance to poison food supplies or paralyze the entire supply chain of the enemy army.

If Avalonian strategies are often as brutal as they are direct (and for good reason: troops could otherwise see it as a sign

of weakness and morale could be affected) the bushwhackers are generally those who allow a general to express his creativity and use a lighter touch to ensure that things go according to plan. It is for this reason that these troops, despite coming from the people, are most often treated with the greatest of respect and that, for anyone but the most nearsighted and least experienced of strategists, they have a much greater value than it seems at first.

But, as is often the case in Avalon, few are those who can see beyond appearances and realize this fact. The relative frailty of these often makes them seem like wasted food or an officer's pet unit once hostilities have really begun. In the end, bushwhackers are certainly very mobile, but their lack of protection makes them favored targets and their small slings can at best harass the enemy while hoping for reinforcements to arrive before they are caught.



TEMPLAR NOVICE (3) 19pts

1/card

Mvt					PA
4/6/10	3	3	10	6	2



Size 2, Long Reach

When the monastery armies are on the march, they are most often led by a constable, sometimes even a seneschal. They lead hundreds of Templars to battle, proudly displaying their symbiotes and swords, symbols of their order and their faith. But these valiant warriors would be nothing if they did not have the support of the masses of novices which accompany them. Honored by a graft of the Beathacrann but not yet allowed to bear the sword, the novices approach towards the enemy with a spear in hand and faith in their hearts. The combination of their graft with their weapons and their discipline, renowned above all others', allows them to have a surprising efficiency on the battleground. Whether it is to hold a position by raising a wall of pikes or to join the assault by protecting the

flanks of their elders, they are known to never fail, being far too conscious of what failure would bring. These novices owe everything to the Temple. First off, they no longer know misery and the burdens of the life which they left behind, replacing it instead with the blessing of the Beathacrann in the form of a symbiote. Indeed, if we discount the distasteful possibility of being abducted as a youth to become an aberration, the Temple is the only choice left to the commoners to receive a graft. This provides the Temple with a guarantee of always having a number of candidates who seek to become novices – the battles take care of keeping the number of Templars within an acceptable range. However, this «privilege» is not without problems: envy, especially among the firstborns of noble families. Nobles hostile to the Temple can be found on a frequent basis, even though none of them would be suicidal enough to openly admit it.



AVALONIAN RETIARUS (2) 30pts

1/card

Mvt					PA
4/6/10	2	4	9	6	2



Size 2, Fearsome (14),
Entangle

Years may pass, but some of the abominations created by the church still bring to mind the very origin of Avalon: a small group of extremist alchemists who sought to experiment on human test subjects to perfect the same changes being attempted on chimeras. The first set of these «attempts» are the retiarii, half-human half-vegetable beasts who possess the role of skirmisher against the flanks of enemy armies. Towering above other troops by a head or two, the retiarii would almost look simply like imposing soldiers, powerfully built and flashing a smile as vicious as it is bloodthirsty but for their graft, a gigantic vegetal tentacle, which reminds everyone that they have not been human for a very long time.

Indeed, the retiarii are one of the many creations of the Avalonian Church. While still children, they are recruited from among the largest and most violent bullies and are then subjected to a treatment no one dares discuss. Saturated with the love of the Beathacrann and fed from the very vital fluid of the Tree of Life, they typically become stronger and faster than their peers at the cost of a growing irritability and increasing fury. Their training ends with a ceremony in which they are given their graft, and which would look like a butcher shop if it weren't for the fact that the one leading it is a guardian of the faith. Their bodies then finish changing themselves, giving them a strength comparable to that of giants, but also causing them such agony that some are driven to madness. Others control themselves as best they can, feeling pleasure only in the fear of their allies as well as their enemies when they use their sickle to cut off the head of those they've entangled with their monstrous tentacle.

Entangle

As soon as a miniature with this skill arrives within the combat range of an enemy miniature (whether after its own movement or the enemy's movement), it can perform a combat roll. This action is performed before any of the players chooses a CC. If the combat roll is a success, then the enemy miniature is entangled.

As long as the enemy miniature is in close combat with the entangling miniature, the enemy miniature has one penalty dice for all close combat and ranged attack rolls. Its defense is also lowered by 2. If the miniature wishes to disengage from close combat, it must spend 1 AP additional before trying to disengage.





KNIGHT ERRANT (I) ○ 33pts

I/card

Mvt	△	△	▽	△	PA
4/6/10	3	4	10	7	3



the low blows of one's opponents. This is how things are at court and in those corrupted places where men are rewarded more for their ability to obtain favors or trade witticisms than for bodily defending their own kingdom, risking their lives for their regent and their future king.

On that field, the knight-errant – or his ancestors – have failed. And so, despite the fact that he bears arms, an obsius cuirass and a title (and thus, a graft from the Beathacrann), it's generally all that he owns. Without lands, the possibility of truly living like an individual of his rank or feeling the freedom he is owed, he wanders the roads, earning his keep

as best he can. Rare are those who truly show him generosity: most nobles consider him a pathetic beggar, and the people, as pragmatic as is their wont, see in him a source of trouble, of death and suffering.

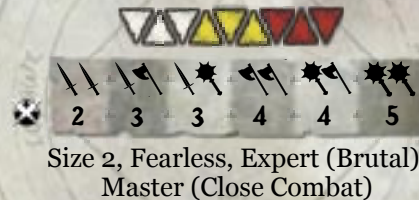
And so, the knight-errant has no other choice but to do the only thing he was taught: fight and take needless risks to be noticed. He travels across the baronies and the occupied Aurlok lands, his only goal that of being able to take part in a large battle where he will be able to cover himself with glory and launch his own legend, hoping that it will reach the ears of a sovereign willing to either grant him lands or either take him into his service. Most often, the employer matters little, as long as he can grant the knight lands; most of the time, hunger keeps a knight errant from being picky – as much about his employer as about his pay...



AVALONIAN TEMPLAR (I) ○ 33pts

I/card

Mvt	△	△	▽	△	PA
4/6/10	4	5	11	7	2



yore, they are now the elite warriors of the seven baronies and their history is intimately bound to them. By repelling the armies of the Jade Triad, they allowed the one who would become Caedmon and his men to have covered enough ground to be able to found their own kingdom. In remembering this feat, the Church now counts three monasteries: Matins, Compline and Vespers.

Since then, these monasteries have naturally developed their own peculiarities, but when a threat grows great enough or the Church is forced to defend its interests, the Templars from the three monasteries unite and go to the forefront of the battle united under the twin banners of Avalon and the Beathacrann.

Above all, the Templars are the living symbols of the

kingdom's determination and its unshakable faith. Athletes with a thick and rugged physique, trained at length with unequalled discipline, firmly sealed in their heavy obsius armor bearing their monastery's color. They wield a shield and a powerful sword, which they have been taught to use one handed as well as with both hands. Thus protected, one must deploy a rare amount of aggressiveness to dislodge them and, when they are properly supported by units of novices or an inspired officer, they have the reputation of being invincible.

But more than that, it's their religious fervor and their conviction in always acting for justice and the proper good as demanded by the Church allow which allows these men to draw upon their last resources to stand and hit their enemies with an unequalled savagery.

They are an example for other soldiers, but it is likely that if they were to flee, the entire army would follow them into defeat.



AVALONIAN PILGRIM (2) 3Ipts

1/card

Mvt					PA
4/6/10	3	4	9	6	3



In Avalon, as is the case elsewhere, it is most often better to be born a rich noble than a poor peasant. Yet the nobility of the kingdom contains a large number of different destinies. So, just as the knight-errant has a life which has little in common with that of a local lordling, a pilgrim's life also has little to be envious of.

Tradition says that the first male to be born to each family will take up arms and participate in the defense of the kingdom by joining the prestigious order of knights. The other sons, depending on their talents and the obsessions of their father, have less responsibilities and have a certain degree of liberty which their elder did not have. Yet it happens that sometimes, some also wish to defend Avalon and take part in the collective effort. The possibilities which are then open

to them are much less glorious than the one offered to their elder, however: they have the choice of either joining the soldiers (and therefore fighting without a graft), as second-rate patriots, or becoming Temple novices, thus abandoning their own bloodline to increase the numbers of anonymous servants in one of the monasteries.

Faced with the impossibility of realizing their dream, the most determined of them decide to become pilgrims – they enter into the service of religious dignitaries and serve them as bodyguards, taking considerable risks to insure their security and thus prove their valor. Just like the knight-errant has a graft but no lands, the pilgrim indirectly owns lands, but has no graft as well and will do whatever he can to keep his master alive. Indeed, the simple survival of the young man proves his courage and gives him a chance of someday being offered the precious seed.



AVALONIAN COLOSSUS (1) 55pts

1/card

Mvt					PA
4/6/10	2	5	9	6	3



of at least two men, its name is anything but used in vain its arms are as voluminous as a tree trunk and its legs as large as a knight's chest. Its overall appearance, gigantic, as vegetable as it is grotesque, is similar to the monsters populating children's stories. However, on the battlefield, faced by their worst fear, it is the adults – including many among the most courageous of them – who flee rather than facing these brutal colossi.

Creations of the Avalonian Church, the colossi are recruited from the same population pool as the retiarii: poor children who no one will miss and which everything lends to believe that they'll become true «forces of nature». They are then

forcefully inundated with favors of the Beathacrann until they can no longer absorb any more without dying. It goes without saying that mistakes are numerous.

They are thus alchemically strengthened until saturation and are then given a large number of seeds which irreversibly modify their children's bodies, developing its muscular mass as quickly as its intellectual capabilities diminish. But the result is there: these creatures obtain a resistance to pain which would have struck down numerous Templars, can knock down a wall with a simple punch and are able to turn the tide of a battle by themselves.

Despite that, their use is very strictly controlled by the Church: controlling a colossus is no easy task and it is vital that once dead, his body be given to the Beathacrann so that its seeds and sap be returned. It is therefore not rare to find them surrounded by collector-monks.

Stubborn

The Avalonian Colossus cannot be the target of special skills and friendly formulas.

MINIATURES GALLERY

The main baronies of the Kingdom of Avalon distinguish themselves on the battlefield by the means of different armorial bearings. We present them to you in these pages but this must not prevent you from having your own color pattern for a local lord controlling his own army. The coats of arms often represent the history of their owner, reflecting his loyalty or perfidy, his feats of arms or his victories!

The order of the templars' robes come in three colors. White is for the Temple of Vespers, Beige is for the Temple of Matins and black is for the Temple of Compline.



Avalonian diorama,
by Mohamed Ait Mehdi



Retiarus,
by Laurent Mas Exposito



Avalonian recruit,
by Dimitri Peyrard



The troops of the Cenotaph,
by Viktor Bauer*

*transformation

MINIATURES GALLERY



Knight errant,
by Jérémie Bonamant Teboul



Constable Lotharius of the Temple of Vespers



Avalonian lord,
by Sébastien Picque and Jérémie Bonamant Teboul



Oriflamme bearer from the Temple of Compline,
by Jérémie Bonamant Teboul*

*transformation

The Scent of the Anonymous

In the shadow of the Beathacrann, a thousand wonders bloom, each more astonishing than the last. Most of them are sadly unknown to me: blind from birth, I do not understand the very meaning of the word color. Since my birth, my world has been woven from darkness, brief touches, whispers, and fragrances. My world is without light and color, but it hides other wonders of the Beathacrann in its bosom. Among the most beautiful of these wonders is the sumptuous Alienor.

This is the one thing about which I have no cause for envy. If I cannot know the face of the regent of Avalon, neither can those who have their sight, for no one knows the true face of this splendid ruler whose masks never leave her face. Masks which she wears at all times – day and night – to reveal her moods to those around her. Did I say ruler? The word isn't quite right at a semantic level: Alienor is just the regent and will not be called upon to rule. Her son Khelan, heir to the throne of the kingdom of Avalon, will be of age to rule in merely two cycles; one can't really call four cycles of regency ruling, and yet... And yet those who, like me, are by her side day after day know her verve and her aura. Like an ardent sun, the one who is sometimes called the Anonymous brightens the room she is in, warming with a soft glow the hearts of her friends and burning with a thousand fires the flesh of her enemies. In turn soft like the wind and sharper than thunder, her low and sensual voice shatters the most fragile crystals and the hardest hearts. She has more presence than her former husband, whose quiet rule now seems dull by comparison.

As soft as her voice – whose crystalline echoes she gives away profusely – may be, it is nothing when compared to the more subtle signals which she so sparingly dispenses.

Her fragrance!

An exquisite mixture of the scent of the Beathacrann's sap and possessed of a subtle and spicy exoticism, her fragrance shows both strength and sensuality, the ephemeral scent of orchid tinged with a faint hint of bitterness. Soft and wild, the delectable scent hides itself in her satin garments and in the innumerable veils in which she likes to conceal herself; her hair is haloed by a soft scent. And I, by being at her side at all times, must also bear a trace of that scent in my overdone clothes. I am so close to her that her scent haunts me into my deepest dreams. And when the velvet hours come, when I work alone at her side in her carmine-covered boudoirs, when my minutes are naught but succession of barely-there touches and with the presence of the beautiful Alienor at my side, then I thank the Beathacrann with all my soul for having been born blind, as it is to that supposed handicap that I owe everything I now have.

Yes, you who are listening to me, you envy me. You envy this gentle intimacy offered daily to me by this woman whom you admire, desire, or hate: you attempt to protest that you are indifferent to her, but your lies are feeble and transparent! You are present at court often enough for me to know you much better than you would like, for I am there, omnipresent and unseen: each day you see my face openly but at no time do you ever realize that I am

there and that I am listening to you as much as she is. I have no doubt that your face bears the stigma of a smile worthy of the circumstances, which never reaches me: I only pay attention to your voice, much less likable than you probably would like it to be, and the smell of stale sweat which marks you with its fatal seal when you feel the weight of your servile mask. I hear your words and your silences both. I also hear what you whisper when you think yourself away from indiscreet ears, spewing your bile on the Anonymous and sometimes on me. Some of you even whisper slanderous things about us. Some whisper that we are lovers and that the caresses which we give each other under the light of day are but pale echoes of those we share under the cover of night. It is sometimes even said that we have habits both odious and unnatural, habits which are deliciously decadent and always deeply shocking. While listening to me, you wait for the rest of my story, anxious to pounce on a juicy tidbit which I might let slip while I talk.

You will leave disappointed, I'm afraid.

Though my sincere and profound love for this exceptional woman cannot be contested, I will always take care to remain, to you, at least, blind to the truth and no slave to your ambitions, unlike those who can look upon me without malice.

I am the one who gazes upon the face you so desire with his dead eyes.
I am the tender accomplice of the much-desired Anonymous.

I am the servant who changes the masks.

Just as you feed off of ambition and plots, I feed off of her fragrances and they lead me to dizzying heights, the likes of which you are incapable of imagining. So go ahead: keep playing your macabre games, weave your plots, trying miserably to claim a broken mask off her dead body as though it was the power she wields with such grace. But, by the Beathacrann, you will never succeed: immortality is her lot, just as corruption is yours and adoration mine! Your hatred is futile and both of us laugh about it when we are alone, far from your secret rooms, and while we drape ourselves in the soft and intimate velvet of her perfume...

THE SCENARIOS

Control the Jin Posts

«The scouts who had left the previous day were definite; the small canyon hidden in the heart of the maze of red rock they had explored over the last few days held a great many Jin posts. Garlan and his company had marched here with the goal of setting up a fortified outpost to control access to the Jin posts. And since each Jin post indicated the presence of a significant amount of Alchemical stones, it was imperative that they took control of them. Turning a last corner in this labyrinth of earth, he could finally see the posts, nestled in the heart of a deep ravine crossed by a small watercourse. But they were not alone. They would first have to clear the area of the thieving Aurloks before building an outpost.»

Mise en place du jeu :

1) This scenario is intended to be played on a table 48" x 36".

2) The players define the gaming areas:

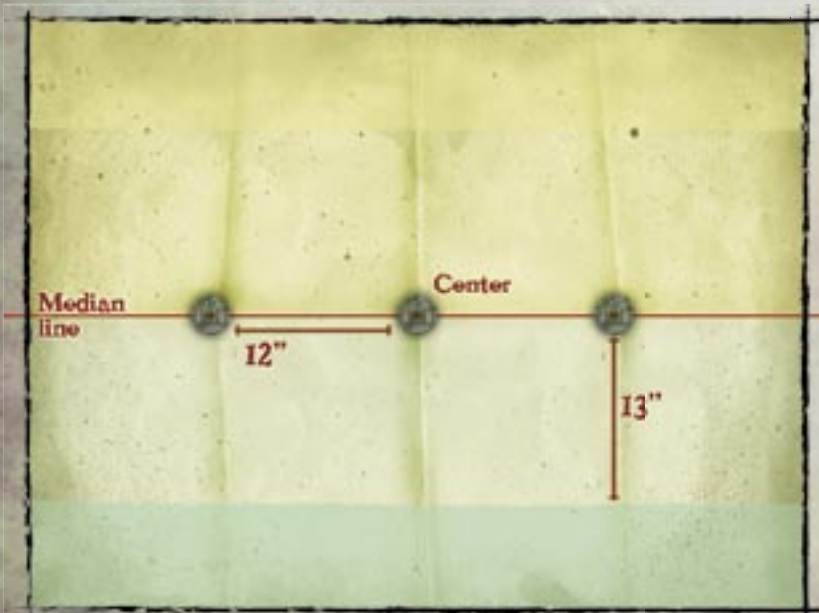
The table is split in two, lengthwise.

The players then place three 1 inch tokens: token B at the center of the median line and tokens A and C 12 inches away from token B, also on the median line. Those tokens stand for the Jin posts.

Each deployment area is 13 inches away from each Jin post.

The players then randomly determine who gets to choose his deployment area.

See map below :



3) The players must then place at least 8 scenery elements, according to the following rules :

- Scenery elements cannot be placed less than 3 inches from any table edge, objective or other scenery element.
- The players alternate placing the scenery elements. Randomly determine which player places the first scenery element.

4) The players then place their component tokens, according to the following rules :

- The tokens must be placed on scenery elements, at least 5 inches from any other token.
- The players place 2 tokens on their table half and 2 on their opponent's table half.
- The players alternate placing the tokens, starting with the one that did not choose the table side.
- Players **MUST** be able to place all their tokens (if that is not possible, alter the number and position of the scenery elements).

Deployment :

Each player deploys in the area which was defined when setting up the game, starting with the one who has more cards. If both players have the same number of cards, the one who chose the deployment area starts deploying.

Special Rules :

The Jin posts :

The Jin posts are size 1 scenery elements.

Controlling a post :

The Jin posts are considered neutral at the beginning of the game.

During a round, if a miniature is within 1 inch of a neutral Jin post, it can spend two Action Points to take control of it.

If the post was under the control of the opponent, it then becomes neutral again.

Controlling a Jin post does not require the miniature to stay near it. Control is kept until an opposing miniature neutralizes the Jin post. The allegiance of a Jin post can change many times during a game or even during a round.

A miniature may take control of a post even when in close combat.

Players cannot control a post on the first turn.

Victory Conditions :

At the end of each turn, the players check how many posts they control. Victory points are accumulated as follows:

1 VP for controlling more posts than the opponent.

At the end of any turn, if a player has **3 VP**, he or she achieves victory.

If at the end of a game no player has 3 VP, or any player has no more miniatures in play, the game is a draw.

Maximum number of VP to win : 3



The Informants

«You have finally arrived at the foothills of the Mountains of Morning. But there has been no trace of the man you are looking for. You will have to scour the area and interrogate anyone who might have seen him. This will be a tedious and time-consuming task, but it is the only way to lay hands on the artifact. You will have to reckon with the presence of other warbands who will do anything to get those pieces of information too.»

Setting up the game :

1) This scenario is intended to be played on a 48"x36" table.

2) The players then define the gaming areas :

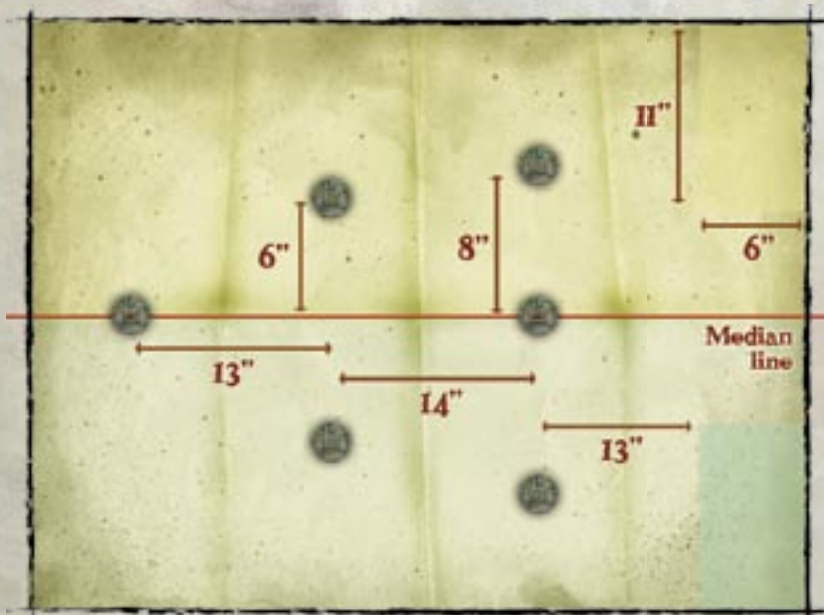
The table is split in two, lengthwise.

Deployment areas are set in opposite corners with the following dimensions: 6 x 11 inches.

The players then place tokens (Jin posts tokens or miniature bases) in a triangular pattern, as indicated on the picture. These markers represent the informants. Each of them has a value of 1 to 3. The three closest informants have a value of 1, the next ones have a value of 2 and the last one has a value of 3.

Then the players randomly determine who gets to choose his deployment area.

See map below :



3) The players must then place at least 8 scenery elements, according to the following rules :

- Scenery elements cannot be placed less than 3 inches from

any table edge, objective or other scenery element.

- The players alternate placing the scenery elements.

Randomly determine which player places the first scenery element.

4) 4) The players then place their component tokens, according to the following rules :

- The tokens must be placed on scenery elements, at least 5 inches from any other token.

- The players place 2 tokens on their table half and 2 on their opponent's table half.

- The players alternate placing the tokens, starting with the one that did not choose the table side.

- Players **MUST** be able to place all their tokens (if that is not possible, alter the number and position of the scenery elements).

Deployment :

Each player deploys in the area which was defined when setting up the game, starting with the one who has more cards. If both players have the same number of cards, the one with the highest Mind value decides who starts. If both players have the same Mind value, randomly determine who starts.

Special Rules :

Interrogating an informant :

The informants are considered miniatures of size 2, that can neither be charged nor killed.

An informant can only be interrogated at the end of a turn, before checking for victory points. An informant may not be interrogated on the first turn.

In order to interrogate an informant, a miniature «On Watch» must be alone in base contact with an informant. If more than one miniature is in base contact with an informant, only the ones «On Watch» can make the interrogation. If one or more miniatures from each side are «On Watch» and in base contact with an informant, no one may interrogate the informant. The players may not interrogate any informant in the first turn.

Each player may interrogate only one informant per turn.

Once interrogated, the informant will not provide any further information.

Victory conditions :

At the end of each turn, victory points are counted and accumulated as follows:

- 1 VP for each informant with a value of 1
- 2 VP for each informant with a value of 2
- 3 VP for the informant with a value of 3

At the end of any turn, if a player has 5 VP, he or she achieves victory.

If no player has 5 VP, if both player reach 5 VP in the same turn or if any player has no more miniatures in play, the game is a draw.

Maximum number of VP to win : 10



The Chests

«Thanks to the information gathered earlier, you were able to track Alarig. After a bit of “persuasion”, he revealed the hiding place of the artefacts he had discovered - a chest, hidden in the hollow trunk of a dead tree in the middle of a meadow. But as soon as you arrive at the meadow, you realize that he has made fools of you. There are actually three trees with chests... And it looks like you aren’t the only ones with this information...»

Setting up the game :

1) This scenario is intended to be played on a table 48”x36”.

2) The players define the gaming areas :

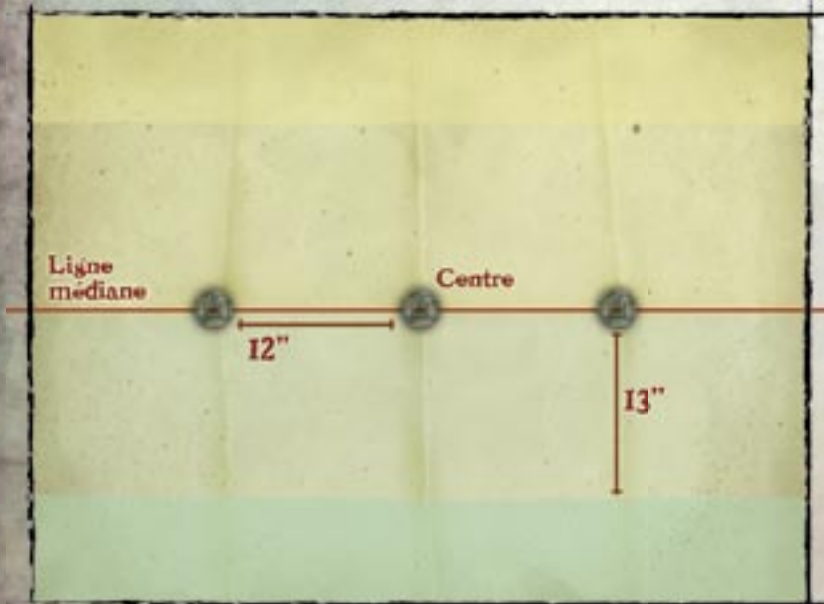
The table is split in two, lengthwise.

The players then place three 1 inch tokens: token B at the center of the median line and tokens A and C 12 inches away from token B, also on the median line. Those tokens stand for the chests.

Each deployment area is 13 inches away from the chests.

The players then randomly determine who gets to choose his deployment area.

Voir schéma ci dessous :



3) The players must then place at least 8 scenery elements, according to the following rules :

- Scenery elements cannot be placed less than 3 inches from any table edge, objective or other scenery element.
- The players alternate placing the scenery elements. Randomly determine which player places the first scenery element.

4) The players then place their component tokens, according to the following rules :

- The tokens must be placed on scenery elements, at least 5 inches from any other token.

- The players place 2 tokens on their table half and 2 on their opponent’s table half.
- The players alternate placing the tokens, starting with the one that did not choose the table side.
- Players **MUST** be able to place all their tokens (if that is not possible, alter the number and position of the scenery elements).

Deployment :

Each player deploys in the area which was defined when setting up the game, starting with the one who has more cards. If both players have the same number of cards, the one who chose the deployment area starts deploying.

Once all cards are deployed, the players randomly assign a value to each chest: 5, 6 and 7.

Special Rules :

The Chests :

The Chests are size 1 scenery elements.

Picking the Lock on a Chest :

Each chest is considered neutral at the beginning of the game.

During the game, any player can spend 1 AP with a miniature that is within 1” of a chest to pick the lock. No miniature may spend 2 APs in a row during their activation to pick a lock.

The players may not pick a lock in the first turn.

The last player to pick a lock controls that chest.

Opening a Chest :

Each chest has a value indicating how many times lock picking must be attempted before the chest is opened.

Each time a miniature spends 1 AP to lock-pick a chest, that value is reduced by 1. When the value reaches 0, the chest is open.

Once open, a chest cannot be picked anymore.

Trap :

When the value of a chest reaches 0, roll a number of white dice equal to its initial value (5, 6, or 7). For each mace symbol of the dice roll, all miniatures within 1” of the chest suffer 1 DAM.

Victory Conditions :

At the end of each turn, the players check who controls each chest.

Victory points are accumulated as follows:

1 VP for each locked chest controlled.

2 VP for each opened chest controlled.

At the end of any turn, if a player has 7 VP, he or she achieves victory.

If at the end of a game no player has 7 VP, or if both players have 7 VP or more, or any player has no more miniatures in play, the game is a draw.

Maximum number of VP to win : 12



The Market of the Horn

The goal of this scenario is to control areas in the Market of the Horn in order to lay your hands on Alarig.

Setting up the game :

1)) This scenario is intended to be played on a table 48"x36".

2) The players define the gaming areas :

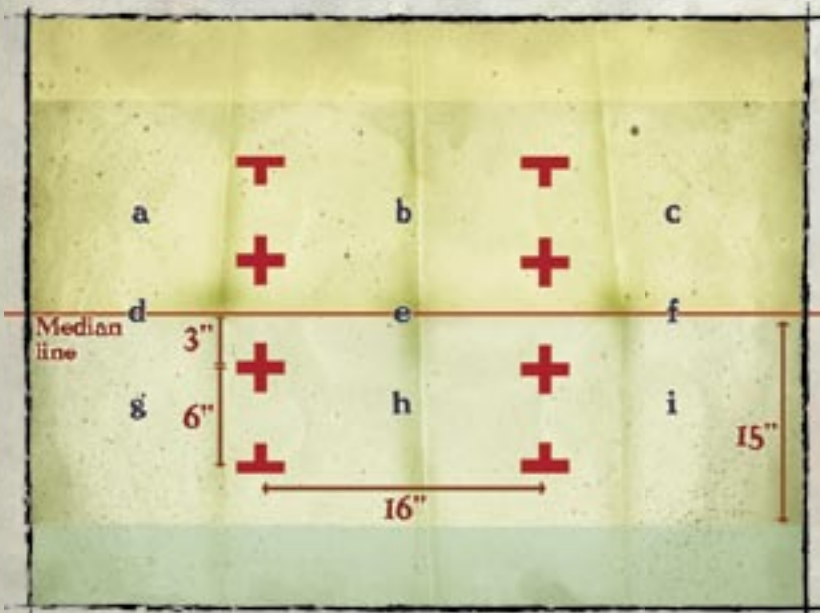
The map shows 9 different areas of the market (from a to i). These areas are 16x6 inches each and are placed on either side of the median line (areas d, e and f are placed on the median line).

Each deployment area is 15 inches away from the median line.

The players then randomly determine who gets to choose his deployment area.

3) The players then place a scenery building (no larger than 3 inches by 3 inches, an Alchemy card for instance) in each area. These scenery items represent the different shops and stalls of the market. The players then deploy two additional items of scenery on their side of the table, outside areas D, E and F. Bear in mind that all scenery items must be placed at least 3 inches from any table edge, other scenery items or objective markers.

See map below :



4) The players must then place at least 8 scenery elements, according to the following rules :

- Scenery elements cannot be placed less than 3 inches from any table edge, objective or other scenery element.
- The players alternate placing the scenery elements. Randomly determine which player places the first scenery element.

5) The players then place their component tokens, according to the following rules :

- The tokens must be placed on scenery elements, at least 5 inches from any other token.
- The players place 2 tokens on their table half and 2 on their opponent's table half.
- The players alternate placing the tokens, starting with the one that did not choose the table side.
- Players **MUST** be able to place all their tokens (if that is not possible, alter the number and position of the scenery elements).

Deployment :

Each player deploys in the area which was defined when setting up the game, starting with the one who has more cards. If both players have the same number of cards, the one with the highest mind value decides who starts. If both players have the same mind value, randomly determine who starts.

Special Rules :

The market stalls :

The market stalls are size 2 scenery elements

Controlling an area of the market :

In order to know who controls an area, players add up the number of AP and the recruitment costs of their miniatures in that area.

If one player has the higher value in both totals, that player controls the area.

If a miniature is straddling two areas, the player must indicate at the end of its activation which area it chooses to be in.

A straddling miniature which is "On Watch" and re-activates may choose to change its area.

Area values :

Depending on whether you are "green" or "yellow" player, areas do not have the same value.

For yellow player:

- Areas a, b and c are worth 1.
- Areas d, e and f are worth 2
- Areas g, h and i are worth 3.

For green player:

- Areas a, b and c are worth 3.
- Areas d, e and f are worth 2
- Areas g, h and i are worth 1.

Victory conditions :

At the end of each turn, victory points are counted and accumulated as follows:

1 VP per controlled area value. (for instance, a value 2 area gives 2 VP)

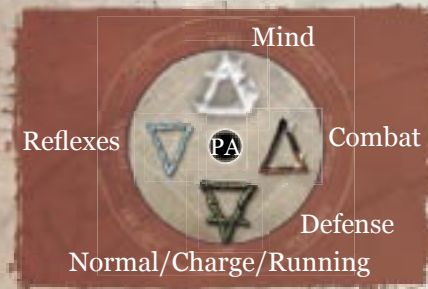
At the end of any turn, if a player has **20 VP**, he or she achieves victory. If at the end of a game no player has 20 VP, or if both players have 20 VP or more, or any player has no more miniatures in play, the game is a draw.

Maximum number of VP to win: 37



ALCHEMY

Summary sheet



Gaming Round :

- **Beginning of the Round**
(All the miniatures replenish their pool of Action Points)
- **Initiative phase**
(Mind Opposition Roll)
- **Activation Phase**
(The players alternate activating their miniatures)
- **End of the Round**
(Victory points counting)

ACTION	1 PA	2 PA
Normal Movement	X	
Charging (ends movement)	X	
Engaging	X	
Running (ends movement)		X
Using a Combat Card (fighting)	X	
Attacking with a ranged weapon	X	
Preparing a Formula	X	
Focus	X	

Reactions :

In case of a ranged attack :

- Making a Normal move to get Under Cover (1 AP)
- Engaging the shooter (1 AP)
- Shooting the shooter (1 AP)

In the case of a charge :

- Shooting the attacker (1 AP)

In the case of a close combat :

- Using a Combat Card (1 AP)

Ranged Attacks :

- Designating the target. Spending 1 AP.
- Estimating the distance between the shooter and the target.
- Measuring the distance separating the shooter from its target :
-If the estimation was correct the shooter gets 1 bonus die for his ranged attack.
-If the shooter is within charge range of his target, the damage of a successful shot are read one column to the right.
-If the shooter is out of range the attack fails.

Preparing a Formula :

- Spending 1 AP. Choosing the target.
- Spending the alchemical components. ▼
- Checking whether the target is in range.
- Making an Alchemy Roll (if the formula reads "target").
- Spend alchemical stones for enhancements. ●

Close Combat :

- Each player chooses a CC and places it face down in front of him or her. A miniature with no AP left may only play the "inactive" CC. A charging miniature may use neither "inactive" nor "parry".
- If neither player has played the "parry" or "inactive" CC, they make a REF roll (with the bonus/penalty caused by the CC).
- The player who won the REF roll makes a COM roll against target's DEF (with the bonus/penalty caused by the CC) and inflicts the DAM if it is a success.
- If the miniature has survived, the player who lost the REF roll makes a COM roll against target's DEF (with the bonus/penalty caused by the CC) and inflicts the DAM (with the bonus/penalty caused by the CC), if it is a success.



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