

INCARNATION

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The Hunt

Alahel the Messenger, Adventurer of Alahan and herald of King Gorgyn, had journeyed a great distance to reach the free city of Cadwallon. His voyage had almost been halted by Tharn, a Champion of Acheron. Meliador, Alahel's mentor, used his powerful magic to stop the invasion of Darkness. For this he had to confront his evil alter ego, the Gorgon.

The outcome of this magic duel remained uncertain...

...

From the bottom of a forgotten crypt, Sophet Drahas watched the mortal kneeling before him. Drahas was the most powerful Necromancer of Cadwallon, the envoy of the Dark in the free city. He had witnessed the discovery of the ancient city of the Cynwälls, its liberation, and the power struggles that followed. Sophet Drahas even ruled Cadwallon for some time. But then the Dogs of War appeared...

Henceforth the King of Ashes was "only" the master of the Lower City and of its vices, the flamboyant Upper City having become the realm of the Dukes.

But the cursed Necromancer's influence had never weakened. It had become more subtle and discreet, spreading thanks to an incredible network of twisted and powerful individuals... the Usurers.

One of these spies was thus before him, awaiting his master's permission to deliver a message.

"Speak." The spy jumped, as if this word had suddenly pulled him out of a nightmare.

"Master, I've come to announce the failure of your undertaking. Alahel is still on his way to Cadwallon. Tharn and the Gorgon have vanished."

"Have they met Real Death?"

"We don't know and are still looking for them."

...

"Cadwallon, at last!"

Alahel couldn't hold back a smile of satisfaction when seeing smoke rising in the distance from the chimneys of the City of Thieves. The end of his journey had been full of perils : a band of Goblins had harassed the Lion troops for almost two days before Alahel found their hideout and set it ablaze.

A cloud of birds rising from the trees suddenly broke the calm of the forest of Allyvie. The clamour of a battle nearby reached Alahel's ears.

"Keep on going," he told his companions, "we have lost enough time. I'll join you at the gates of Cadwallon."

The Messenger quickly reached the site of the battle. Hidden by ferns he could observe the fight without being seen. The skirmish he discovered was of the strangest kind : together a band of Dwarves and of Kelts of the Sessairs clan was battling a squad of guardians of Cadwallon led by... a Black Paladin of Acheron. The body count already looked bad : many fighters were on the ground, dying in their own blood or taken by death.

What was a disciple of the Black Order doing at the head of a militia from the free city ? One of the Sessairs, bigger than the others, left the fray to throw himself upon the Black Paladin. The first swing of his mighty sword only sliced the air, but the second one violently ripped off a shoulder piece of the plate armour. Caught off balance, the Acheron henchman had to take a step backward to avoid the third swing ; the Avagddu giant's whole blade plunged deeply into a sturdy oak. Its owner removed it effortlessly, his eyes filled with an indescribable fury.

But the Black Paladin hadn't said his last word yet : he dangerously swirled his flail in the air with its tail leaving a trail of Mana that got clearer with each swing. The impact was so strong that the Kelt's feet left the ground. Badly wounded, the giant collapsed against the oak he had mutilated.

This is when Alahel decided to intervene. The Messenger readied an arrow just when the Paladin was about to finish off the Kelt with his flail. The Messenger's shot flew straight into his enemy's naked shoulder, causing him to let out a horrible cry of pain. The Paladin turned around, looking at the Lion in defiance. Unable to use his weapon, the Acheron warrior decided to flee, not without uttering a curse. Left leaderless, his men decided to flee as well. The Dwarves and Kelts cheered their victory.

Alahel approached the Kelt who was still recovering from the blow he had taken. Though athletic, the Messenger seemed like a scarecrow compared to the Avagddu warrior.

"My name is Alahel, Messenger of the Lion Kingdom. I hope my help wasn't useless..."

"Ha! Only a Lion could speak such frivolous words!" said a Dwarf wearing well-worn armour and a fiery beard.

"Let it be known, Alahel of the Lion, that by saving my life you have earned Hogarth the Colossus's eternal thanks," said the Kelt while rubbing his painful head. "Let me introduce you to my friend Kahinir the Savage."

"I'm on my way to Cadwallon," said the Messenger. "If this is also your destination, may I join you ?" The Messenger knew that his arrival would be less noticed if travellers of other peoples accompanied him.

...

Much to the Usurer's relief, Sophet Drahas finally turned his gaze away from the spy.

"And the Bane?"

"Kaïn has been wounded, master."

"What?" cried Sophet, "the Bane of Acheron, wounded? By the Darkness of Hell, which warrior has managed this feat?"

"Kaïn and Count Izhar's men were attacking a group of Dogs of War when an archer shot an arrow into the Bane's shoulder. His description fits that of Alahel, my lord."

"Leave, Usurer."

The spy took leave. While one could hear the lock of the crypt closing, a silhouette appeared from the shadow of the King of Ashes' throne. It was another Liche, less imposing but just as dangerous as Drahas.

"We must intervene, Nimrod," said Sophet, "this useless Lyiet Izhar will never know how to handle the situation. We have underestimated Alahel."

"We have more urgent matters to take care of, King of Ashes. I am sure the Gorgon has not been destroyed. She will want to get revenge for being double-crossed. I wouldn't want to be in your place, for she is a formidable foe."

A Portal of Darkness materialised in front of the Necromancer's throne. Yet Cadwallon's unique Magic prohibited such a thing from happening within its walls !

"Neither would I" answered a voice from the netherworld... the voice of the Gorgon.

The figurines

You have just acquired a figurine made for the combat game RAG'NAROK in which vast armies meet in epic battles for domination or survival of their people.

To let you play with your RAG'NAROK figurine, we suggest using the CONFRONTATION game rules and the three supplements INCANTATION, INCARNATION and DIVINATION.

To start playing, all you need is the CONFRONTATION rule booklet and a couple of six-sided dice (D6). You can start playing with one or more friends right after having chosen your figurines !

As you build up bigger and bigger armies you can use the RAG'NAROK game rules and give your battles an epic scale.

Some rules differ between CONFRONTATION and RAG'NAROK, but passing from one to the other is very easy since the principles and characteristics of both games are the same. RAG'NAROK is simply CONFRONTATION's big brother.

RACKHAM puts great care in the making of each of your figurines.

For best results when painting your figurines, we suggest you use a modeller's knife and a selection of small paintbrushes and water-based acrylic paints.

Before painting your figurines, remove all excess metal with your modeller's knife while holding the blade away from you to avoid injury. Then apply an undercoat of black or white paint. Once this is done, you are ready to paint your figurine. The reference card supplied with the figurine can be used as a painting guide or you may wish to invent your own colour schemes to give a personal touch to your army.

Incarnation

Have you ever dreamt of seeing your characters evolve ? Of seeing them progress with the experience gained battle after battle ?

By playing INCARNATION, you bring new "life" to your heroes and add a new dimension to your confrontations. You'll see them progress, become more powerful, and maybe one day become legends which will forever mark the history of Aarklash.

INCARNATION will let your Characters gain experience. This unique knowledge is represented by Experience cards, which are added to the figurine's Reference cards. To obtain this knowledge, your warriors must prove their courage and tenacity by accomplishing tasks worthy of their rank or by surviving a great number of battles.

Creating a hero

To be able to make the most of INCARNATION you must first choose a Hero. This will be the main warrior in your confrontations, the one chosen by destiny to know glory. This Hero must be a Character.

You can also create a new Hero by giving the Incarnation competence described at the end of this booklet to a non-Character figurine.

Please note : An Incarnated figurine that usually has an effect on other Characters cannot himself benefit from this effect. For example, an Incarnated Bard of Alahan cannot himself benefit from his ability to let a die be rolled again each round.

Experience points

One of the peculiar features of INCARNATION is the use of experience points. Gained on the Battleground, they influence your Hero's future. With these he can acquire new knowledge, pay for various services and maybe even push back the fatal Kiss of Death.

The more your Hero participates in confrontations, the more his knowledge will grow. While accumulating experience points he will attract the gods of Aarklash's attention. Maybe even their esteem, who knows?

As your Hero evolves and takes advantage of his potential, the entertainment he provides for the gods will slowly be replaced by concern, as they hate seeing one of their creations escape their control.

Only a Hero may have experience points, which he can use in many ways. In the Adventure mode, which is described in detail further on in this booklet, the Hero may spend them to give his Allies or Mentor an advantage.

If the Hero is still alive at the end of a Confrontation in which he participated, calculate the experience points he has earned using the table at the end of this booklet. His gains and losses are added up, but can never drop below zero.

Experience points can also be used for Resurrections. Every time your Hero comes back to life, his experience points will diminish and may reach zero, in which case the gods will have forgotten him and he will not be able to come back to life again. Resurrection is described further on in this booklet.

Often experience points can be used to modify the outcome of a roll of the dice. These points must be spent before rolling the die or dice.

Any spent experience points are permanently lost.

The Experience cards

These cards represent knowledge or a technique that a Hero can gain in two ways :

On the battlefield : by playing Experience cards and meeting the conditions described on the cards during the Confrontation.

Through apprenticeship : by spending experience points previously earned.

All necessary information can be found on the card itself :

The Conditions indicate the Characteristics or Abilities that a warrior must possess to be able to gain a particular knowledge.

The Exploit describes a heroic deed. If it is accomplished by one of your Characters you can immediately attribute this card to him. He can thus use this card during his next Confrontation.

The Effect describes the advantages an Experience card brings when it is played.

Army Points / A.P. represent the value of a card when it is acquired by a warrior. The cost in experience points is equal to this amount.

Recovery makes known if the warrior still masters this technique after a Resurrection.

Staking Experience cards

At the end of the Approach you can place up to three Experience cards face down in front of you. They are not assigned to any specific fighter, but represent the Exploits that your warriors must try to accomplish during a Confrontation. Make sure that some of your warriors meet the conditions noted on the Experience cards, or else they may not be allowed to gain this experience.

You may stake several identical cards, if you have multiple copies of the same card.

In Adventure mode the number of cards that can be staked is determined by the Act you are in.

Only a Character can acquire and profit from Experience cards if the following three conditions are met:

- The Experience card is one of those staked after the Approach.
- The Character meets the conditions described on the Experience card.
- The Experience card is uncovered right after the Character has completed the Exploit.

If one of your Characters completes the Exploit but you do not wish to allocate this card to him, do not uncover it. You don't even have to let your adversary know that you have completed an Exploit.

Buying Experience cards

Between two Confrontations a Hero has the possibility of acquiring new knowledge by learning or training. By spending experience points he can buy an Experience card. Its cost is equal to the amount of A.P. noted on the card. As soon as the experience points are spent, the Hero benefits from the advantages and limitations of this card.

All spent experience points are lost. It is not possible to "sell" a card that one has acquired.

A Hero may only acquire a specific Experience card once, unless stated otherwise on the card.

On the other hand he may use experience points to buy an Experience card he had previously acquired on the battlefield. The staked card is considered lost and replaced by the one paid for with experience points.

Using Experience cards

During all following Confrontations your fighters will be able to use the techniques they have learnt. But this knowledge has its price and they will have to pay the cost of the card in A.P. before each Confrontation.

The cost varies depending on how the Hero acquired the card:

- If he won it on the battlefield, he must pay the normal cost in A.P.
- If he earned it through apprenticeship, it only costs him half its value in A.P.

Resurrection

Unfortunately it can happen that on the paths of glory the Hero has an encounter with death. Yet some mysteriously return to life and continue their quest, not knowing what has happened to them.

Resurrection is not risk free, especially for Characters' memories. They can thus forget some parts of their lives.

At the end of a Confrontation in which your Hero was KILLED OUTRIGHT, you may attempt to bring him back to life. If your Hero has left the Battleground, then Resurrection is not necessary.

Resurrection is done in several steps.

Heroes are brought back to life by the gods of Aarklash. Unfortunately they often get bored with their toys ! Roll 2 D6. If the result is strictly lower than the number of times the Hero has already been resurrected, then the gods have abandoned him. He will rest in peace, far from the gods and their cruel games. A double 1 is an automatic failure of this test.

If your Hero passes this test successfully, then he may pay his return to life in experience points.

When in a normal, non-Adventure Confrontation, roll a D6. The result is the amount of experience points the Resurrection costs.

When in Adventure mode, the number following "Victory" on the played Act card is the amount of experience points you must pay to be resurrected.

Be it in Incarnation or Adventure mode, if your Hero was KILLED OUTRIGHT by a Character figurine, then the amount of experience points needed for Resurrection is multiplied by 1.5.

If he doesn't have the experience points needed, then the Resurrection automatically fails.

You must then take a Recovery test for each of the Experience cards the Character owns. Roll a D6 for each card. If the result is more than or equal to the number following "Recovery" on the Experience card, then the card is kept by the Character. If not, then the card is lost. This card may later be staked or bought again.

You may modify this roll by spending experience points. Each point spent brings a +1 bonus to your die roll. But a natural 1 remains an automatic failure.

In Adventure mode resurrecting an Ally or your Mentor is different. To bring them back to life, roll a D6. The result must be higher than or equal to the number following "Victory" on the card of the Act played.

To help an Ally or Mentor come back to life, the Hero may spend 1 or more experience points. Each point spent adds a +1 bonus to the die roll. A natural 1 remains an automatic failure.

The Mentor and the Allies must then take a Recovery test for each of their Experience cards so as not to lose them. For this test the Hero may not use experience points to add a bonus.

Truce

Between two Confrontations, your Hero can heal his wounds, and may also learn new techniques or acquire various objects. Spending of experience points must be done right after the end of the Hero's Confrontation.

Healing is automatic, but any purchases made cost the Hero experience points.

He may:

- Buy an Experience card. A hero may only buy one per Truce.
- Buy objects or services. A Hero may only buy three objects and one service per Truce.

You will find lists of objects and services in our future supplements.

Truce in Adventure mode

In Adventure mode Truce is a time of resting and learning for your Hero. During this period it is your Opponent's turn to let his Adventurer play an Act and your turn to be the Shadow player. These terms are explained further on in the pages about the Adventure mode.

The Adventurer may spend an amount of experience points equal to twice the cost in A.P. of an Experience card to buy these for his Mentor or Ally. They may only acquire one Experience card each per Truce.

Adventure Mode

Incarnation allows you to let your Hero evolve. In Adventure mode he can go on great quests and rediscover forgotten secrets. Throughout a long and hard journey your Hero will seek out his Shadow, the enemy he will have to confront, to finally reach the ultimate goal of his trek: the Elixir. A Hero attempting such a challenge is called an Adventurer. He has the same capacities as any other Hero. All the rules described in this booklet stay valid unless otherwise noted on a card.

For clarity's sake, the player whose Hero is going on an Adventure will be called the Adventurer player, and his opponent will be called the Shadow player.

Before going on an Adventure

The first step in the Adventure mode is one of the most important of the game. You will have to create your Adventurer, his Mentor and the Shadow, the relentless enemy stalking your Hero, played by your opponent.

The Adventurer must be a Character. He can be any existing Character or any warrior whom you have given the Incarnation Ability described at the end of this booklet. A Mercenary or Stateless Adventurer must choose a people he is bound to before the start of the Adventure.

The Adventurer's Mentor is both his master and his guide during the Adventure. He must come from the same people as the Adventurer and his Rank must be equal or superior to the Adventurer's.

An Adventurer may choose not to have a Mentor. In this case he will not be granted a Supernatural Gift, but at the end of Act I the experience points gained during this Act will be doubled.

The Shadow is a terrifying opponent chosen by the gods to defy the Adventurer. He represents his biggest fear but also his greatest challenge. As he advances in his quest, the Adventurer unavoidably gets closer to their final encounter.

The Supernatural Gift is the first form of help given by the Mentor. The Adventurer will only receive one Supernatural Gift in his lifetime. Even if he goes on another Adventure, he will not be given another Supernatural Gift.

The Elixir is the goal of the Adventurer's quest. It represents the ultimate reward after a long search and tiring journey. The Elixir can be an Artefact or an Ability held by the Shadow.

Allies are Characters that accompany the Adventurer. They live their own lives independently of the Adventurer's quest, but their destinies meet for the duration of the Adventure. Their numbers vary according to the Act being played, and can be modified by Experience cards or during Truce. They must be of the same people as the Adventurer or of an allied people.

Followers are warriors that accompany the Adventurer and his Allies during the Adventure. A Follower cannot be a Character and must be of the same people as the Adventurer he accompanies.

Before going on an Adventure, you and your opponent must create your Adventurers and their respective Shadows.

First each chooses an Adventurer, then a Mentor if you decide to have one.

Then select a Supernatural Gift for your Adventurer if you have chosen to have a Mentor. This can be an Artefact, an Experience card or a spell of which the Intensity is more than 1. In this case the Supernatural Gift will only cost half its normal value in A.P.

Because the Supernatural Gift is offered by the Mentor, it is he that must meet the conditions needed for its use. The Mentor can only transmit objects having a specific card with a cost in A.P. as a Supernatural Gift. Don't forget that a Character without Power cannot cast spells, just as a Water Initiate cannot throw Fireballs!

Now choose the Shadow that will be opposed to your partner's Adventurer. The Shadow's global cost must not be more than twice that of the Adventurer. The Shadow may have two Experience cards and an Artefact card, which are not added to his total cost. Make sure he meets the Conditions on all of these cards. The Shadow can only be deployed during Act III.

Choose an Elixir, which will be associated to your Adventurer. If this Elixir is an Artefact card, it is given to the Shadow. He will keep it and can use it as long as the Adventurer hasn't vanquished him.

Make sure the Adventurer meets all the Conditions to use this card. The Shadow doesn't have to meet the Elixir's conditions.

If the Elixir is an Ability, it must be chosen among those held by the Shadow. Only Abilities found in the CONFRONTATION booklet may be selected. The Additional Limb, Colossal, Enormous, Gigantic, Living-dead and War-horse Abilities may not be chosen as an Elixir.

And last but not least, you may select spells and artefacts for your Adventurer and his Mentor. Don't forget that the maximum number of artefacts and spells that a Character can possess is determined by his Rank. See the INCANTATION booklet for details.

The Supernatural Gift and the artefacts that your Adventurer might recover are not restricted by his Rank. They don't either count in this calculation.

The scenario cards

INCARNATION uses a series of cards called scenario cards. They represent the different Acts that make up the Adventurer's quest. Through these you will learn more about the relationship between the world of Aarklash and your Adventurer's life.

The scenario cards are presented in three different forms, each of them symbolising an episode of the Adventure.

The following elements are shared by the three types of cards.

The Act is used only in Adventure mode. It represents the progress your Adventurer makes in his quest. Whatever the outcome of the battle, the Act can always let your Adventurer gain experience in the form of staked cards or experience points. The only condition being that he remains alive...

The History presents the lands, the situation and the events surrounding the Adventure. Sometimes it is linked to a specific Character, in which case this one must be present during the Confrontation.

The Objective represents the mission you have been given. It is the acme of the Act. Only by reaching the Objective can the Adventurer go on to the next Act.

Once a game is done, apply the effects of Victory if you have reached your Objective. The number following the Victory indicator is the amount of experience points needed for the Adventurer to resurrect if needed.

If the Objective is not reached, apply the effects of Defeat at the end of the confrontation.

The Duration indicator is the maximum number of rounds you may play to reach your Objective.

In order to ensure the compatibility with the Adventure cards of a previous version, add 3 to the number of rounds indicated on the card to determine the Act's Duration.
The Confrontation ends immediately once the set Duration has been surpassed.

Deployment indicates the zone in which the Adventurer player sets up his troops during the Approach.
The various types of Deployment are described below.

The number of Army Points / A.P. represents the maximum value of each player's army. As usual, you are free to adapt the number of A.P. to the format of your games.

Deployment

We suggest you use a 100 x 60 cm game surface, called the Battleground. You can create a landscape in any way you like.

A new approach

There are six types of Deployment in Incarnation :

Battle : deploy your fighters in your half of the Battleground.

Hunt : deploy your troops all over the Battleground, but your fighters must be separated from each other by their normal Movement distance.

Outflanking / Overwhelmed : place your troops in your half of the Battleground and less than 10 cm from the lateral edges of the Battleground.

Defence : your fighters are deployed in a straight line in your half of the Battleground with less than 5 cm between each one. If you have figurines left, make another line less than 10 cm behind the first one.

Entrenchment : your troops must be deployed in your half of the Battleground more than 20 cm from the centre and more than 10 cm from the lateral edges of the Battleground.

Siege : your fighters may be deployed anywhere on the Battleground outside of your adversary's imaginary Entrenchment.

The Adventurer player must use the Deployment indicated on the Scenario Card.
The Shadow player uses the Battle deployment unless instructed otherwise.

The steps of the game

Only one of the two players may let his Adventurer play an Act in the Adventure mode. For greater enjoyment, we suggest you and your partners take turns in playing the Adventurer and the Shadow.

If he wishes to, the Shadow player may use his Adventurer during his opponent's Act. In this case he can stake an Experience card and gain experience points in the usual manner. If this Adventurer is killed, his Resurrection cost is determined by the Act being played.

To start, the Adventurer player reveals the Act that will be played. Then each player determines his army list according to the amount of A.P. given in the scenario, using the method described in CONFRONTATION.

All players controlling an Adventurer present on the Battleground may stake Experience cards. These must be placed face down. These cards serve as stakes and may be won during the game.

If the Act's conditions of Victory are met, the Adventurer and his troops retreat to heal their wounds and to relish their success. During this break the Adventurer may spend experience points and the Shadow player takes his turn playing the Adventurer.

If the Act's conditions of Victory are not met, but the Adventurer is still alive, only apply the effects of Defeat explained on the card of the Act played.

If the Act's conditions of Victory are not met and the Adventurer has been killed, you may try to bring him back to life (see the section on Resurrection).

And last but not least, the Shadow player selects an advantage in the list below. These apply during the next game in which his Adventurer is present.

- The Adventurer gains +1 in Courage / Fear until the end of the Confrontation. This bonus cannot be transferred by Leadership.
- The Adventurer gains +1 in Discipline until the end of the Confrontation. This advantage cannot be used by a Living-dead Adventurer.
- The Adventurer is allowed to stake an additional Experience card.
- The Adventurer wins an additional 10% of experience points.
- If the Adventurer is a Magician or a Warrior-Mage, then he may attempt a Mana Recovery Roll during the Approach of the next Act played.
- The Adventurer gets a +1 bonus at his next Resurrection test. This bonus may be chosen more than once and is accumulative. It only falls to zero once a Resurrection test is successful. Example : a player having played the part of the Shadow player 8 times and having chosen this advantage each time will make his next Resurrection test with 2D6 + 8. After his Resurrection this bonus drops to zero.

Act I

The first scenario of an Adventure is always an Act I. The Adventurer faces a new quest or has just started his trek. If the Adventurer is alive and victorious at the end of Act I, you may continue his quest in Act II.

Allies and Mentors

During Act I, the Adventurer may be accompanied by his Mentor if you wish, but he may not have other Allies at this point in the Adventure.

Followers

Only the Adventurer may be accompanied by Followers within the limits of the A.P. granted for this Act.

Experience

You may stake only one Experience card during the first Act of the Adventure. However, there is no limit on the recovery of experience points.

Outcome

Fatality

If your Adventurer dies during Act I, his Resurrection will cost him at least 3 experience points. This amount is subject to the usual modifiers. If he doesn't have the points needed, the Adventurer cannot be brought back to life. The gods not having noticed him, he doesn't benefit from their clemency yet !

Possible consequences

If your Adventurer survives but hasn't reached his Objective, apply the effects of Defeat. Unless noted otherwise, he will have to play an Act I again until he succeeds.

If your Adventurer survives and accomplishes his Objective, apply the effects of Victory. During the next Confrontation he will choose an Act II scenario. The Adventurer is now completely submerged in the Adventure, and only death or success will get him out of it.

Act II

The second part of the Adventure is made up of a variable number of Act II scenarios. These are trials that the Adventurer will have to pass. You may play as many Act II scenarios as you wish.

The reward for Victory will always be equal to the scenario's difficulty, as long as your Adventurer stays alive...

This Act lets the Adventurer gain the experience necessary for him to triumph over his Shadow.

Allies

You may have as many Allies as you wish during an Act II.

Followers

The Adventurer, his Mentor and his Allies may have their own Followers.

Experience

You may stake up to three Experience cards during an Act II.

Outcome

Fatality

If your Adventurer is dead at the end of the Confrontation, his Resurrection will cost the amount of experience points equal to the number following the Victory indicator on the card of the Act played. This amount may be modified depending on the circumstances in which the Adventurer died.

If the Adventurer can't pay the amount, he can't be brought back to life. Never will he meet his Shadow.

Possible consequences

The same Act II may not be played twice in a row, whether the Adventurer has succeeded or not. But it may be played again at a later time.

For an Adventurer to move on to Act III, the player must announce his wish to do so before deployment in an Act II scenario, and he must then succeed in this Act. This announcement is made after the Approach phase. Some Adventures follow a logical order, so don't skip any steps !

Act III

Act III is the most dangerous part of the Adventure. All the experience that the Adventurer has gained during Act I and then Act II will be needed for him to be triumphant : he will finally meet his Shadow, menacing and invincible. The Supernatural Gift is starting to fade. It is most likely that it will have disappeared altogether by the end of this encounter...

Allies and Mentor

Only his closest of friends may follow the Adventurer in this ultimate trial : his Mentor, who only will cost half of his global value, and another Ally at his usual cost in A.P.

Followers

The Adventurer, his Mentor, and his Ally may have their own Followers.

The Shadow

Your opponent must add the Shadow to his own troops. It doesn't cost him any A.P. Your Adventurer will finally see the face of the terrifying adversary the gods have placed in his path.

Experience

You may stake up to three Experience cards, plus one per additional Character (not counting your Adventurer) in your army.

The struggle against the Shadow

Act III can only succeed if the Adventurer kills his Shadow himself. If the Shadow is killed by anyone else, then the Act is automatically a failure. The Adventurer still gains the experience points or the Experience cards won during this Confrontation. Apply the effects of Defeat.

Outcome

Fatality

If the Adventurer fails facing his Shadow and dies, but is able to pay the cost of Resurrection, then he returns to Act II.

If the Adventurer loses an Experience card during a Recovery test, then the Shadow automatically wins it and may use it. In case of multiple losses, randomly determine which card the Shadow wins.

Possible consequences

If Act III is a success, the Supernatural Gift is lost. The Adventurer takes possession of the Elixir that he has so desired, and can start a new quest... or retire.

If the Adventurer and his Shadow are still alive at the end of Act III, then the Hero returns to Act II. Yet the Adventure is far from over ! His Shadow will be ready for the next time they meet. The Adventurer doesn't lose his Supernatural Gift and his Shadow earns an extra Experience card chosen by the Shadow player.

Is there a life after Act III?

What happens after the final encounter ? Will the Adventurer retire to a peaceful life with his loved ones ? Can he give up a life of danger and glory after having lived such adventures ? Some warriors are capable of this, yet most prefer hitting the road to look for new quests.

The adventure continues to the gods' greatest pleasure, and they will select a new Shadow to defy the Hero.

Once Act III is over, you may decide to keep your Adventurer and to start a new Adventure. In this case your opponent must create a new Shadow while taking into account your Adventurer's evolution. The Elixirs that he possesses only cost him half their value in A.P. The Shadow's cost must not exceed twice the global cost of the Adventurer. It is possible for an Adventurer to finish several Adventures, thus gaining strength and experience. But the more powerful he becomes, the more powerful his Shadows become too.

The real question is : is an Adventurer's ultimate Shadow actually a god incarnate ?

New abilities

Authority : a fighter with this Ability may not be a genius at strategy, but nevertheless has a powerful aura of authority. When a fighter with Authority is involved in a fray, he chooses in which way the fights are split and in what order they will be resolved. A fray is a compact group of fighters in base-to-base contact with each other. The player who has won the Tactical Roll at the beginning of the round decides if all the fights of the fray at stake are resolved before or after the other frays. Assuming there are several frays each with a fighter with Authority, the player who has won the Tactical Roll decides the order in which they are resolved. If a same fray opposes enemy Authorities, then this Ability has no effect.

Bane / X : through a strange gift of destiny or driven by a terrible hatred, the fighter with this Ability is capable of inflicting an enormous amount of damage to a particular type of individuals. When he rolls for Damage against his Bane, Damage is read one line lower on the Wound Table. It is not possible to go lower than the last line.

Example : Bane / Acheron, Bane / Fanatic, Bane / Elite...

When a fighter inflicts a Damage Roll on an opponent who is his Bane, and who has the Hard-boiled Ability, then the two Abilities cancel each other out.

Blood brother / X : this Ability illustrates the deep relationship that can bind two fighters who have time and again come close to death together. When one of your Characters has this Ability, he can call upon his Blood Brother for a very important battle. The global cost in A.P. of each of them is reduced by 25 % rounded off to the higher integer. This includes all artefacts, spells and

miracles that might be chosen. But if one of the two happens to die, his Blood Brother subtracts one point from all his dice rolls until the end of the game. This penalty does not apply to Damage Rolls.

Consciousness : a fighter with the Consciousness Ability may have extremely sharp senses, a mysterious gift, or be simply highly attuned to his environment. Whatever the case, he can Charge an enemy he could not see at the beginning of his move. He also ignores the effects of the Assassin Ability and can detect Scouts who are within Charging distance.

Desperate : a Desperate has nothing to lose, either because he has already lost everything, or because he has never had anything. A Desperate does not know Fear. Penalties due to the Influence of Fear are transformed into bonuses, and he will never flee. A Desperate can even freely Charge or Engage a Fear-inducing figurine.

Dreadful : creatures with the Dreadful Ability are particularly repulsive or disturbing. Their enemies must always test their Courage against their Fear, even if they have previously resisted it or if they have overcome a superior Fear.

Fierce : the Fierce are insensitive to pain, their fighting frenzy seems to prevent it. They are capable of enduring the most terrible blows and keep fighting. When a Fierce is KILLED OUTRIGHT do not remove him from the game. He is considered Critically Wounded and stays on the Battleground no matter the damage he takes until the end of the round, when his metabolism finally betrays him.

Fierce is ineffective against any game element that removes a fighter from the game.

Flight : Flying creatures have two Movement ratings. The first one represents the ground Movement and follows the normal Movement rules. The second indicates air Movement and represents the speed with which the creature can move about in the sky. There are three altitude Levels :

Level 0 : on the ground. Normal Movement rules.

Level 1 : low altitude. The figurine ignores all ground types but must go round obstacles higher than the figurine's ground Movement rating.

Level 2 : high altitude. The figurine ignores all ground types.

A flying figurine begins a game at Level 0. Moving to an adjacent level takes away 5 cm from the flying creature's Movement characteristic. It is possible to go through several Levels in one go, including after a successful Disengagement. Figurines can only Engage or Charge one another if they are at the same altitude Level. If a creature is aimed at by a marksman who is one Level higher or lower than it is, the marksman suffers a -2 penalty on his die roll. An aim any further in altitude is impossible. The Incantation of spells and the Calling of miracles follow the same rules. Airborne creatures can target a figurine one Level lower for a dive. Such a Movement is declared when the creature's card is activated. The airborne creature then Charges its target in the normal way, as long as it arrives at the same Level as its opponent. The Charge penalties and the rules related to the influence of Fear apply normally. In the following Hand-to-Hand Combat phase, the diving creature's Initiative, Attack and Strength are increased by 3 points. These characteristics return to normal at the end of the round.

Hardened : some soldiers have lived so long amidst the battlefields that war has become their reason to live. Characters who master this Ability consider a 5 as a 6 on any roll of the dice, and can therefore re-roll them as such. Hardened has no effect on Damage Rolls. It cannot be gained as a Supernatural Gift or as an Elixir.

Hyperian : Light fills the blood and soul of its children, the Hyperians. These individuals, through fate or choice, have been appointed to carry the virtue and fury of the Principle of Clarity into the deepest of Darkness. The Hyperians are extremely rare and many of them have no idea of the origin of their strange power. A Hyperian fighter is immune to any form of Fear. The Hyperians naturally repel creatures with a Fear rating on their Reference card : these treat the Hyperians' Courage rate as if it were Fear and their own Fear as Courage. This rule also applies to the Living-dead, but not to Constructs. This unique faculty cannot be passed on by Leadership. The Cynwäll Elves are instinctively friendly with the Hyperians as if their destinies were linked. They can ally on any battlefield.

Immunity / X : Immunities are magical or natural properties that protect certain fighters. A figurine with this Ability cannot be harmed by the attribute X or is immune to Wounds located in the part of the body X.

Examples : Immunity / Fear, Immunity / Fire, Immunity / Head...

Implacable / X : an Implacable who unleashes his fury will do anything to slaughter his opponents. Such a warrior can carry out up to X additional Pursuit Movements in the same round.

Incarnation : a warrior to whom this Ability is given doubles his value in A.P. But he has now become a Character with all the advantages this status brings. Any non-Character can be given this Ability.

Master Strike / X : the most disciplined and most ferocious warriors have learned to concentrate all their energy within a split second and deal blows capable of splitting rock. A fighter with this Ability can attempt Master Strikes in the same way as a Character. If one of his Master Strikes hits its target, its Strength is increased by X for the following Damage Roll, and only for this one.

Pariah : a Pariah has long ago forsaken his people, either on his own initiative or by obligation. Even if he sometimes still fights alongside his former brothers, being a Pariah prevents him from taking advantage of the Leadership Ability from any figurine that is not itself a Pariah.

Personal Enemy / X : the causes that fuel the conflicts on Aarklash are many. But there is one that causes more deaths than hurricanes do : hate. If a Character deals with his Personal Enemy and kills him Outright, he automatically heals all his Wounds. He also "steals" an Ability from his enemy, which he chooses and will be able to make use of until the end of the battle.

Stateless : Stateless fighters do not belong to any people, to any god or to any nation... They don't respect any laws and only follow their own rules. Their destiny lies elsewhere. A Stateless fighter can join any army and will adapt so well to his environment that he will adopt the Ability most widespread within his new hosts' ranks at the beginning of the battle. He can only acquire the Abilities mentioned in the CONFRONTATION booklet in this way. For Abilities with variable values (/ X), as for Leadership, Regeneration, Mutagenic or War cry, apply the value X most widespread within the army. The following Abilities cannot be acquired through the Stateless Ability : Additional Limb, Colossal, Enormous, Gigantic, War-horse, and Living-dead.

Toxic / X : there are many ways to kill or to defend oneself on Aarklash. Many creatures make use of toxic substances capable of neutralising their predators... or victims. Each round, before the Tactical Roll, you can choose a Toxic warrior for every, even incomplete, 100 A.P. of warriors in your army who possess this Ability. The Toxic warriors' artefacts, spells, miracles and Experience cards are to be added to this total. The figurines must be chosen at the beginning of the Movement phase. Place a D6 next to every chosen figurine. This D6 is called the Toxic Die. Once per round, just before making an Aim or Attack Roll, one of the chosen warriors will be able to replace one of his Aim or Attack dice with his Toxic Die. If the action accomplished with the Toxic Die causes a Damage Roll, his target immediately takes a second Damage Roll with a Strength equal to X. Living-dead, Constructs, and Immortal Beings are immune to this Ability.

Table of Experience Points

Losses caused within the enemy's ranks : 10% of the A.P. eliminated by the Hero himself, rounded off to the higher integer.

For each Exceptional Wound inflicted on an enemy fighter by the Hero himself : 1 point.

If the Hero finishes the Confrontation without being wounded (STUNNED is not a wound) : 2 points.

For each Hero killed by your Hero : 2 points.

Losses caused by the enemy within the Hero's ranks : - 5% of the A.P. killed, rounded off to the higher integer.

For each Exceptional Wound suffered by the Hero : - 1 point.

If the Adventurer's Mentor is killed* : - 3 points.

For each of the Adventurer's Allies killed* : - 1 point.

* Only applies to Adventure mode.

Reminder : the cost of artefacts, spells, miracles and Experience cards is to be counted in the sum of A.P. if their owner should be killed.

The hunt, which had started a few hours earlier, would soon reach its end. Before the first rays of Lahn bathed the forest of Hidrella, the presence of troops of Acheron would be no more than an unpleasant memory.

For having desecrated the tombs of valorous Wolfen, for having transformed them into zombies, having insulted their memories and Yllia herself, it had been decided that they would be exterminated. Killyox and about thirty Wolfen attacked the damned of Acheron's encampment, sending them back into the eternal sleep from which they should never have awoken. But a Necromancer had managed to flee. She wouldn't go far alone in this forest, and would soon meet the same fate as the other abominations... A group made up of a handful of Wolfen helped by a Lonewolf had been sent on her pursuit. The hunt was on, now it was only a matter of time.

Breathing heavily, Azaël ran through the forest. Her survival depended on her ability to flee. If the Wolfen caught her, everything would be over ! Never would she finish the plans she had concocted, never would she fulfil her destiny... The attack had been so violent and unexpected. Not one of her servants had survived, not one of the Wolfen Zombies she held so dearly had escaped from her enemies' destructive rage. Killyox would pay for this. Sooner or later she would have him in her power, and that day his death would be extremely slow, a mixture of suffering and humiliation to become a zombie in the end. Forever one of Azaël's slaves...

" She's coming. The sentries have reported her presence. "

Only a few more metres left. Soon Azaël would be safe and the threat would disappear. Those accursed Wolfen were there, a few minutes behind her. Azaël could hear them hunting her down, howling and making horrible snarling sounds.

Their prey wasn't very far, the pungent stench of her carnal dress left a trail easily followed by the Wolfen. In this cloudless night the Wolfen were the masters of the forest, and Yllia would be proud of her children. In her name they would eliminate the cursed one that had dared soil their territory with her presence. The hunt was almost over ; the Necromancer's silhouette was within their sights.

Out of breath, Azaël contemplated the insurmountable mountains that thrust their peaks high up into the air in front of her. The next few minutes would be decisive : she had to find a way out, quickly !

The Wolfen saw her search for a few seconds and then disappear into a cave. She was caught in a trap. Growling ferociously, they followed her into the cave one after the other. There, at the end of the cave was the Necromancer, her foul odour giving away her presence. It was now useless for her to flee or to hide ; she was within their fangs' reach.

At the centre of the cave, a few metres underground, Azaël watched the pack of Wolfen enter the chamber. There were lots of them, more than she had expected. But this was unimportant, for them it was already too late.

Before they could realize what was happening, the trap closed in on them. A flood of Mid-Nor Dwarves hit them, ready to show the Wolfen the price of venturing into their territory. Their bodies patched together and deformed, wielding weapons shaped as strangely as their faces, these Dwarves had little left in common with their cousins of Tir-Nâ-Bor. Taken by surprise, the Wolfen were soon caught in a terrible fray. As soon as one Dwarf was killed another took its place. The constrained area and the overwhelming number of warriors of Mid-Nor left little doubt as to the outcome of the battle. The Wolfen fought with the energy of despair. For many minutes, attacked from all sides by an ever more numerous and aggressive adversary, they sowed death within the Dwarves' ranks. They had been trapped and were now paying the price. Just before dying, the Lonewolf made a last silent prayer to Yllia, imploring the goddess not to let Acheron take possession of their bodies. After the last Wolfen had expired, Azaël opened her book of curses. Time had come for her to prepare the ritual.

At the head of a pack of new Wolfen Zombies the Necromancer delighted in her victory. In exchange for a few gems of Darkness the Mid-Nor Dwarves had given her the strength needed to

accomplish her mission. Now it was time for her to fulfil her destiny and hunt the one who should become the leader of her unit of Wolfen Zombies : Killyox.

“ ... This age shall be the one the Ancients choose to designate their champions. These shall toil in broad daylight or in impenetrable darkness, and they shall be vanquished by none but themselves...”

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