



MALHYA

Lands
of Legends

The beginning of the Malhya universe

4Univers studio (François Denis, Nicolas Fuchs, Ludovic Rivoal & Cyril Terpent)

François Denis

MALHYA was originally a role-playing game I dreamed up in the mid-90s. As a fan of these games from a young age, D&D, JRTM, Dragon's Dream, Shadowrun, SW or GURPS, were inevitably very inspiring for me. But I had to face two things: the too big importance of dice results in the evolution of the story and my desire to create my universe to take the players there by breaking some codes.

So I started a long process of writing a universe and built a few "one-shot" scenarios by "borrowing" the rules of Dream of Dragons (simple and efficient) to play. And the sauce took with the universe...

I then created custom rules from scratch and wrote a first campaign (in which Ludo participated occasionally). This campaign, which I ran for 4 players for a year, with one game every two weeks, became the basis of everything you will soon discover.

Encouraged by my friends, I then started to improve the rules and to write a second campaign of 6 years (in which Nicolas and Ludovic participated). It's when I was leaving this incredible adventure that Nico said : "You can't leave it like that, you have to do something with it" ! And we really started to work.

I'll skip the details of the different Malhyesque projects of comics, novels or Wargames we worked on, but to finish it's a board game we decided to create with Ludo and Cyril our brilliant illustrator.

4Universe was born.

At the risk of disappointing you, but in all transparency, my sources of inspiration are quite classic: Lord of the Rings, Star Wars, GOT, Matrix, Avatar, The Name of the Rose, Forbidden City, 300 and Hero, especially for the movies.

MALHYA is a universe with a political context and therefore intrigues that can feed scenarios.

So eager to make you discover MALHYA...

Le Kickstarter :

- **Designer:** 4Univers studio (François Denis, Nicolas Fuchs, Ludovic Rivoal & Cyril Terpent)
- **Illustrator:** Cyril Terpent, Vincent Boyer & Lucas Taillefer
- **Project Manager and Developer:** Benoit Bannier
- **Graphic artist:** Jeanne Hervé-Maley
- **Rulebook:** Benoit Bannier
- **3D illustrations:** Benjamin Colomb
- **Translator:** Nathan Morse
- **Community managers:** Thibaut Chaize & Gregory Oliver
- **Video trailer:** Valentin Duc, Axel Fisher, Arnaud Rauzy & Benjamin Carayon
- **Music & sound:** Guy-Roger Duvert, Arnaud Rauzy, Emmanuel Carat & Barry Doublet
- **Miniatures:** BigChild Creatives, Nicolas Bigeard, Gael Goumon, Yannick Hennebo & Julien Grelly



For the Lore Book Fanmade FR & EN - Made by me, Magma ;)

All the information is in the original language of the authors (French), The translation was done by DeepL.

Sources :

CWOWD forum on the topic: [MALHYA](#)



Thanks to dorian833 for gathering a lot of information in the topic header.

Website of the publisher La Boîte de Jeu : [MALHYA game page](#)

Facebook: [Malhya - Lands of Legends](#)

Instagram: [Malhyalol](#)

Kickstarter : [Malhya, Lands of Legends](#)

The history of the world of Malhya and its peoples, the enemy guilds, as well as some monsters present in this world of adventure.

The World

The Origins

Legends tell us that the planet MALHYA was first a planet composed of a single land. Mostly populated by clans of dragons, the balance was stable and allowed the development of many forms of life.

But one day during a double full moon, a star struck the planet and lodged itself deep in the bowels of MALHYA before merging with its core. Feeding on the souls of the dead, it gives off a special energy called the Aura.

This new source of power heralded a great upheaval. Tahl and Zost, the two most powerful dragons, took advantage of it to wage a terrible war. The losses were so great that the influx of souls into the Core made it so unstable that it imploded. The planet was torn into two parallel lands linked by gigantic columns.

Both dragons' fleshy bodies were disintegrated, but the power of their souls was such that they were rejected by the Core. Zost's soul merged with the aura of the Lower Lands, and Tahl's with that of the Upper Lands.

Elevated to god-like status by an ever-growing number of followers, Zost and Tahl inexorably exert their power to weaken the other. Zost, inheriting the darkest and most unstable part of the planet, has been on a quest to control the Overlands ever since.

The Dragon Gods

Until the Dragon Wars, Tahl and Zost, the white dragon brothers, ruled Malhya unchallenged. This conflict was so extraordinary that the Core cracked, the earth was torn apart, and the dragons' flesh was blown away. The souls of the brothers, who had escaped the grasp of the Core, were separated on the two parallel lands of the new planet.

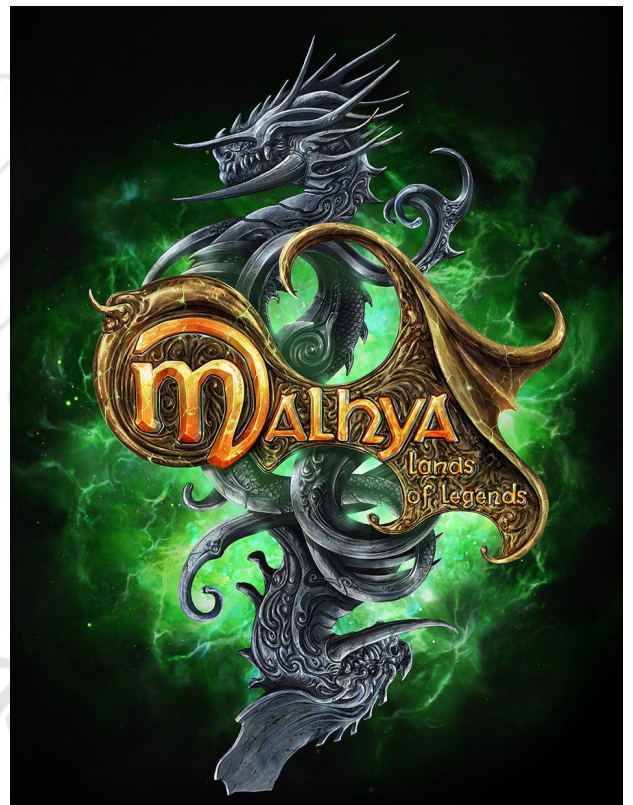
Raised to godhood by their followers, Tahl ruled the Light of the Upper Lands, while Zost ruled the Shadow of the Lower Lands where chaotic creatures flourished.

But Zost refused to accept this fate and built huge staircases to connect the two lands, leading numerous invasions of the Upper Lands. Hostile to any idea of sharing, Tahl made a pact with Yorg, the black dragon, and made him the guarantor of the Balance, from which he derived a real advantage: no Shadow creature would cross the threshold of the Upper Lands.

Tahl and Zost began an unprecedented conflict. Both attacked each other's souls to see them absorbed into the Core. With the survival of their souls dependent on their followers and their devotion, the new war engulfed the entire world. In the Upper Lands, under the impetus of their avatars, Oratories of Tahl and Shrines of Zost rose up.

In the shadows of the Lower Lands, the fiercest creatures were multiplying for the final invasion, though Zost knew that his armies might not be enough to achieve victory: only the Talisman of Souls could.

For Zost, it was only a matter of time...



There are only two gods on Malhya. Tahl, god of the Upper Lands, and Zost, his alter ego in the Lower Lands.

If the Wallens worship Zost, it is because they are of his blood. And if the Ancients worship Tahl, it is because they were the first "human beings" to share the land of the dragons, before the implosion of the Core.

Other peoples do not have the same approach to the gods, but it will not be uncommon to find individuals who espouse both schools of thought.

For the record, the followers of both gods have built places of worship in their names:

- The Oratories of Tahl
- The Sanctuaries of Zost

Finally, you should know that each god has his own soldiers:

- The Maazingas for Tahl
- The Shadow Judges for Zost

TAHL

Once an all-powerful white dragon who ruled over the various clans of fellow dragons on the planet, Tahl had been stripped of his fleshy body and all forms of physical representation since the Dragon Wars.

Fortunately, his overly powerful soul had been saved from the greed of the Core, which like Tahl needed souls to survive.

Tahl was raised to a divine state by his followers who mercifully offered themselves to him in the Oratories. Thus, he maintained his hold and power over the Upper Lands where the Light had been his since his pact with Yorg, the Tinn-Brehd, the last of the black dragons.

This pact had stopped the flow of vile creatures thirsting for hatred and destruction at the behest of Zost, Tahl's brother and god of the Shadow and the Underlands, who did not recognize the pact. Sowing disorder and terror wherever they went, these creatures have since been condemned to settle in the Upper Lands until the time of the final confrontation*.

A fragile truce and balance had been established, but Tahl knew that his brother would never give up his insatiable desire for supremacy.

He worked hard with his attachés to increase his power and to find ways to regain his flesh.

The promised war was now taking shape, that of Shadow over Light, that of one brother over another, that of Tahl over Zost.

As dawn broke over Yolambé, Tahl slowly awoke to the idea of his avatar. To win, he had to find the Talisman of Souls and imprison Zost's soul in it... forever.

Zost, his alter ego, brother and sworn enemy.

Creator of the Shadow Judges and Wallen blood, Zost is the omnipotent god of the Underlands.

ZOST

There was a time when Zost and Tahl, the two white dragons, ruled over the various clans of their black, silver and common brethren. But the Dragon Wars and the implosion of the Core radically transformed the face of the planet and separated the two brothers, locking their souls in one land each.

Deprived of his physical body, but elevated to divine status by his followers, Zost now ruled over the Underlands where the Shadow dominated outrageously. Refusing to be satisfied with this situation, he had two monumental staircases carved out of two of the five columns supporting the Upper Lands: Zost's steps and the hundred thousand steps.

As soon as they were completed, thousands of Shadow creatures climbed the stairs and gradually invaded the lands of Tahl.

The God of Light, fearing for his reign, made a pact with Yorg, the most powerful and last of the black dragons, to block access to his lands, provoking the anger of Zost, who declared war on him. He set out to create the mightiest of armies and find a way to break the pact to flood the Overlands with his might.

Using his soul power, he awakened an avatar and placed his hopes of conquest in him.

As the number of his creatures in the Overlands grew before the Pact of Tahl, Tyrus, Zost's avatar, organized the final assault.

It wouldn't be long before the Shadow troops were numerous enough to win, but Tyrus needed to find the Talisman of Souls if he was to be sure.

For now, like Tahl, Zost needed to fortify himself with the souls of his followers to preserve his power. The shrines built to his glory in both lands allowed him to do so.

Dawn was breaking over the plains of Yolambé, and Zost knew that if the Lowlands were taken, the time would come when Malhya would be his, Tahl would be humiliated, and the armies of the Council would be destroyed.

It was only a matter of time...

The Magic

Magic on Malhya is inseparable from the Aura, the energy of the planet.

It is the prerogative of the Mhaÿs (this term will bring back memories to the players who came to the fairs to test the game), of the Awakened (the heroes that the players embody) and of some creatures.

So what is magic on Malhya?

It is the singular ability to alter the surrounding aura (the one suspended in the air) to perform spells.

It is usually in schools located in Auratic temples that future Mhaÿs will learn to use and master the Aura by following one of the paths offered to them. There are indeed several possible paths of learning.

The Awakened are special beings in the Upper Lands because they will be the only ones to possess the power to alter the Aura without necessarily having been taught in the Auratic temples.

However, many of them will choose to join a school that allows them to increase their mastery in one way.

Moreover, the Awakened are the only beings capable of altering their body aura in order to perform extraordinary actions. ("boost" their skills in terms of gameplay)

excerpt: What Alyam-ar the Elder loved most of all was the silence preceding his union with the Aura. This moment, that only a Mhaÿ could feel when his mind entered in relation with the particles that composed it.

A creation of the Core, the Aura served as a container and guide for the souls of the dying to lead them to him. He needed it to survive and regenerate. Since its fusion with this small planet, the Core had conditioned all life on Malhya.

The Elder, curious to learn more about this invisible force, had spent his life reading dozens of books from the greatest libraries in the Upper Lands. He understood that the Laatma in the Core circulated through the five powerful columns connecting the Upper Lands to the Lower Lands.

From this Laatma escaped the Aura that flowed through the rock and sometimes fused with it, giving birth to that rare and precious metal of which only the shapers held the secret of enchantment, klysm.

The Elder also knew that when the Aura was extracted from the rock, it would fuse with certain living creatures and transform into body Aura. The particles that did not merge with the creatures remained in suspension, which is what the Mhaÿs called the surrounding Aura. This was the receptacle for the creation of their spells.

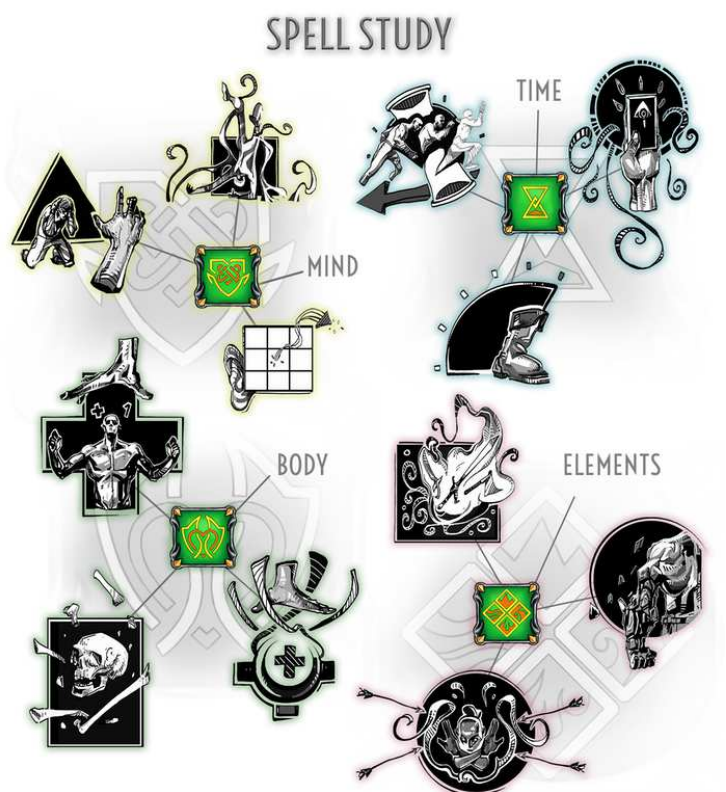
The Elder also knew that the body aura could not be used by any living being, except for a minority of them, the Awakened. They possessed the unique ability to move these vessels from one place to another within their own bodies in order to perform extraordinary actions. They called this the concentration of body aura.

But these exceptional beings, which are the stuff of legends, were so few in number that Alyam-ar had never met one.

He would soon be in the twilight of his life and was still trying to figure out how the souls of the Awakened could escape the final journey to the Core.

The Aura was very powerful, the soul of an Awakened was even more so.

Mhaÿ: A mhaÿ (magic user in Malhya) is useful in one of the 4 schools of magic: **elemental, mind, body and time**. Each school allows to trigger various effects.





The team of "4 Universes" and "La Boîte de Jeu"



The Peoples



ÜR-BERG

To the east of the Upper Lands in the vastness of the Yolambé region, lives the superhuman blood people of the Ür-Berg. Protectors of the Sacred Mountain and the Celestial Gardens, the Ür-Berg watch over the rift beneath their mountain, guarded by one of the five black dragons. They have been on the Council since its creation and are very influential.

The Ür-Bergs are tall and athletic and have all the attributes of great adventurers. In some, the skin develops over time the irreversible syndrome of the stone skin which condemns them to make the last ascent in order to offer themselves to their mountain with which they maintain a symbiotic relationship.

When their soul is freed from their body, it joins the Celestial Gardens where it comes to feed its energy. Untiring, they are able to run over very long distances or to launch themselves from the top of a mountain by letting themselves be carried by the Auratic flow.

This is the case of the Winged Spirits, an elite caste of Ür-Berg warriors.

If the Ür-Bergs are presented as versatile fighters, it is thanks to their boomerangs that they prove to be devastating. Raised from an early age in the tradition of this weapon, they optimize their throwing techniques thanks to their powerful muscles. Reaching targets at very long distances and in the most inaccessible places, the boomerang will almost never remain frozen in the body of its target, but will return to the hand of its thrower with whom it is linked. In hand-to-hand combat, it will be just as precise and effective, but difficult to handle.

Finally, you should know that a conversation with an Ür-Berg never fails to evoke his region, the Yolambé-Ül (The weeping mountain) and will generally end with his people's aphorism: "Is there a more beautiful mountain than the one that weeps?".





YOKTALS

The Yoktals, their simple name evokes that of the founding people.

Considered, in view of the architectural treasure built during the time of their domination, as the greatest builders of the Upper Lands, the Yoktals have offered Malhya its most beautiful cities. Estoricia, Caldosa, Bechlam, Amaik... All these masterpieces were conceived thanks to their genius for construction and mechanisms. This genius was only equaled by their ego... (But don't blame them for that either, it would hurt their feelings)

The Yoktals have always ruled the capital city of Bechlam in the region of the Great Kings, and are represented on the Council by a king... without a kingdom.

Indeed, although the traces of their triumphs can be seen in almost every region of the Upper Lands, the Yoktals no longer rule any of them, and yet...

They are the most represented humans in the Overlands and their adaptability is legendary. They acclimatize to almost any climate and environment and naturally adopt the local customs and habits allowing them to blend in. Visible everywhere, yet invisible, they are formidable assassins and provide guilds with valuable information or services.

Enjoying an extraordinary reputation and a great respect from all other peoples, the Yoktals are also skilled negotiators and much sought-after mediators. And when the need arises, they do not hesitate to take up arms and prove to be formidable fighters.

But the life of a Yoktal is fortunately not limited today to politics and combat.

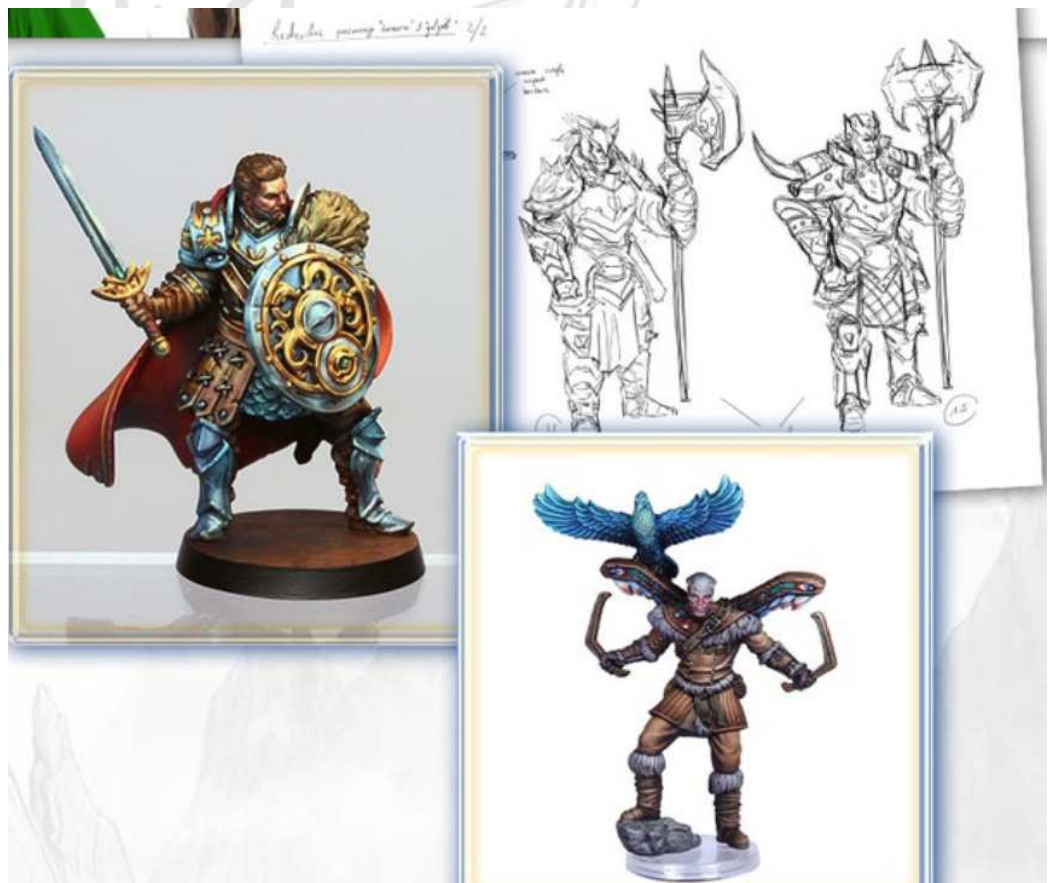
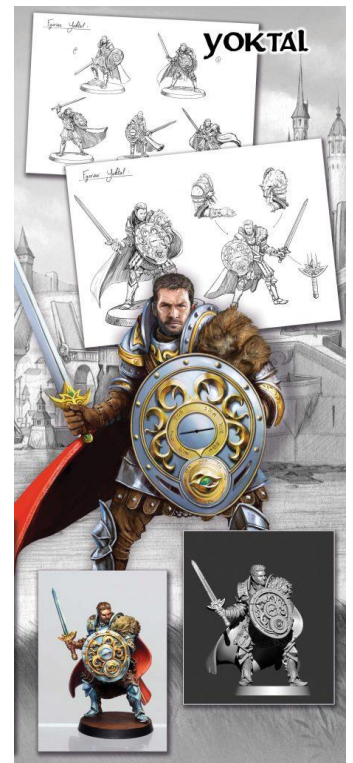
But how can we talk about this people without mentioning the "Antre-terre"? Underground part of the city of Bechlam, the Underworld was imagined by King Périper I as a rampart against the destruction of Malhya and the disappearance of his people.

Protected by one of the most powerful spells ever created and by two parts of a key offering access to it, the Underworld promises eternal life to Yoktal souls in case of destruction of the Core.

Alas, having succumbed to madness, the king never saw the end of his work nor revealed the location of the two parts of the key.

Thus, eternal life has a price, the one paid by the Yoktal historians, forced to scour all the libraries of the Upper Lands and to translate the works of the builders written in Yol (an alphabet made of symbols and codes), the Yoktal scholars are slowly progressing and have recently revealed to King Alsander XII, the location of the first part of the key to the Earth-cave.

The founding people have no interest in not owning a kingdom, not failing to quote their famous aphorism: "Our land is yours, your history is ours".



Recherche pose figurine Yohatall V2:



WIKIA
Lands
of Legends

ANCIENTS

In the heart of the Thiann Empire, in the largest forest in the Upper Lands of MALHYA, live the people of the Ancients.



Considered warlike by some and fascinating by others, the Ancients always leave a trace of their passage in the minds of those who cross their path.

Carriers of Elven blood and worshippers of Tahl, the god of the Upper Lands whose territory they shared, the Ancients claim to be the first humanoid people in the history of MALHYA, the first blood as they like to call it.

Their hairless skin is covered with scaly patches of draconic heritage. Their modest size and build are not an obstacle to their danger and their powerful retractable claws are formidable weapons in close combat. They are fast, agile and dexterous, and have extraordinary abilities to alter their body aura.

With the exception of the An-kyss, the Ancients consider the other peoples as "the others". They do not show them any warmth or complacency, nor do they feel any particular need to bond with them. This is probably the main reason why they prefer to settle outside the cities, far from the others.

In this case, forests with difficult access, underground tunnels or forgotten ruins are examples of dreamed places to live, even beyond the borders of the Empire of Thiann.

Their relationship with Tahl is unique, and the god of light allows them the privilege of becoming Maazinga Warriors, the warriors who protect his oratories, in recognition of their devotion. The Maazinga Warriors are almost the only ones who can compete man to man with the fearsome Shadow Judges, the "sons" of Zost.

"When the Elders speak to you, listen to them, they are history" This aphorism is enough to understand why when the representative of the Elders speaks to the members of the Council of MALHYA, they listen to him.

It also justifies why the people of the Elders have rarely been involved in the conflicts of MALHYA's history and why they stand back from the warlike actions often fueled by the thirst for conquest of the Other Leaders.

For the enemies of the Ancients wear only one mask, that of Zost.



Concept Art - Ancienne



WALLENS

The life of a Wallen begins with years of indescribable suffering linked to the slow mutation of their skeleton that only the most resistant specimens manage to overcome. This one ends by the phase of "stabilization" offering a reward to the survivors, an extraordinary resistance, a mental to any test and a relation to the quite singular death.

Born from the power and will of Zost, the god of the Shadow and the Underlands, they are considered as exceptional as the blood flowing in their veins.

A people of mutated blood, their dependence on the Aura is exclusive.

Not very sociable by nature, the Wallens only moderately enjoy the company of other peoples, preferring to play on the legends told about their personality, their rites and their beliefs. Sacrifices, scarifications, veneration of the god of the Shadow or anthropophagi, nothing is missing to maintain the legend of this people.

But if the legends meet on one point, it is on the extreme danger of these beings. Because as the saying goes: "Better an army of Sulk warriors at your heels than a single Wallen facing you. The Sulks will appreciate..."



Concept Art Wallen:

619



620

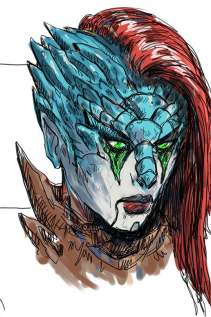


621



Concept Art Wallen:

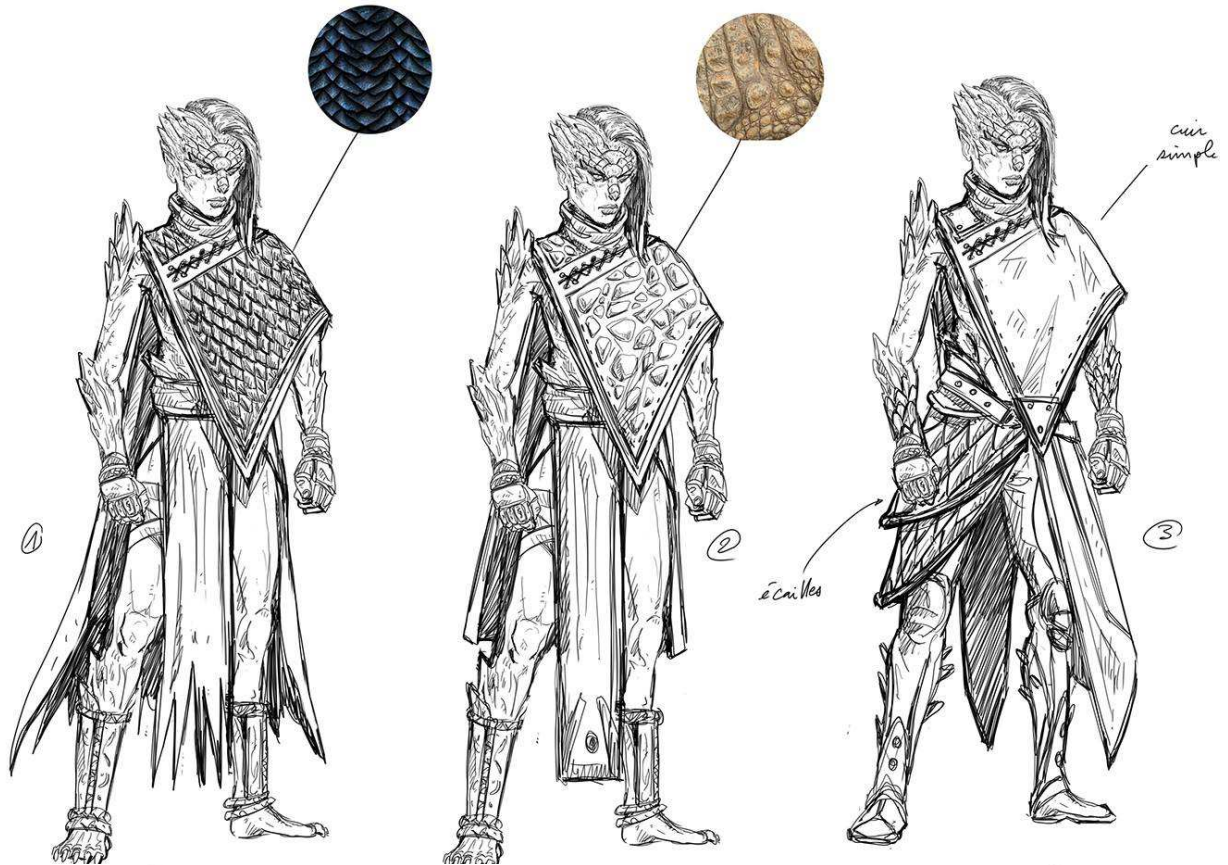
Ae



Ae



Concept Art Wollen V3:



Concept figurine Wollen:



SULKS

This is the story of one of the dwarf blooded peoples of the Upper Lands of MALHYA. In the southwestern part of the Upper Lands, in the heart of a hostile valley, lives the dwarf-blooded people of the Sulks. But it was not always so...

The dwarf blood was once made up of more than two hundred clans, each firmly led by the Mar-Ka, the master of the clans. Each of them was led by a Zan-Ka, a clan chief.

The Skull War, a terrible internecine war, undermined this alliance and split the people into three clans: the Kards, the Ughnals, and the Sulks, all of whom received their independence from the Mar-Ka.

The Sulks found a new land in the Canyon of the Twins to settle in. They also discovered a real treasure, for under the earth there was a peaceful spring of water full of aura.

Taking with them some alchemical secrets, the Sulks worked with the best Sulk smiths and crafters to produce a metal with exceptional properties, Seki. They built the city of Andilles to its glory. The most fearsome weapons came out of the forges of Andilles and contributed to create the legend of this people, which included among its ranks the most frightening warriors of the Upper Lands, the Long Chains.

Among all the representatives of the dwarf-blooded people on Malhya, a Sulk is easily recognizable by his entirely hairless head: not a hair to hide the righteousness of these men of honor, who will mercilessly punish any lie or treason against them.

And above all, never forget their dogma: "Never leave an enemy for dead, but make sure that he really is".



AN-KYSS (SG)

The An-Kyss are undeniably one of the most feared and respected peoples of the Upper Lands, so devastating is their warrior power. No weapon, no belief, and no spirit can match the value of an An-Kyss.

In the northwestern part of the Upper Lands, in the crater of the Semot, lives the marginal people of the An-Kyss, the heirs of the Orb.

Refusing to be subservient to the Council, they declare themselves to be under the protection of Yorg, the black dragon who signed the Pact of Tahl.

Their kingdom is divided into five circles representing the different social ranks of the people: Circle of Yorg (Center of the circle), Circle of the Proxima, Circle of the Legendary, Circle of the Plains, Circle of the Chain (End of the circle).

For an An-Kyss, wealth is only linked to bravery, heroism and legend. This is how he will contribute to the positioning of his family in one of the circles. The closer he is to the center, the more power he has among the people.

The An-Kyss are the greatest human beings of the Upper Lands. Sharp, powerful, and with an uncommon sixth sense, their abilities make them highly sought after sentinels.

An-Kyss women excel in this art. They wear outfits, hairstyles and ornaments representing their position in their social circle. Some have pieces of dragon molt grafted onto their bodies for protection. These are the Dragon Warriors, the elite fighters, many of whom belong to the Royal Guard.

There are three categories of warriors among the An-Kyss. The Dragons, the Dragon Warriors and the untouchable Dragon Princes. Despite their great sensitivity to the Aura, there are very few Mhaÿs among the An-Kyss, they are called Discerners.

And even if they are not the most entertaining adventurers, the An-Kyss make reassuring and faithful companions.

Guardians of the Semot Rift, the Hankys have a warrior spirit and an uncommon animal sense. Their history is linked to Yorg the Tinn-Brehd (sacred dragon) whose protection they receive, making them one of the most feared peoples of the Upper Lands.

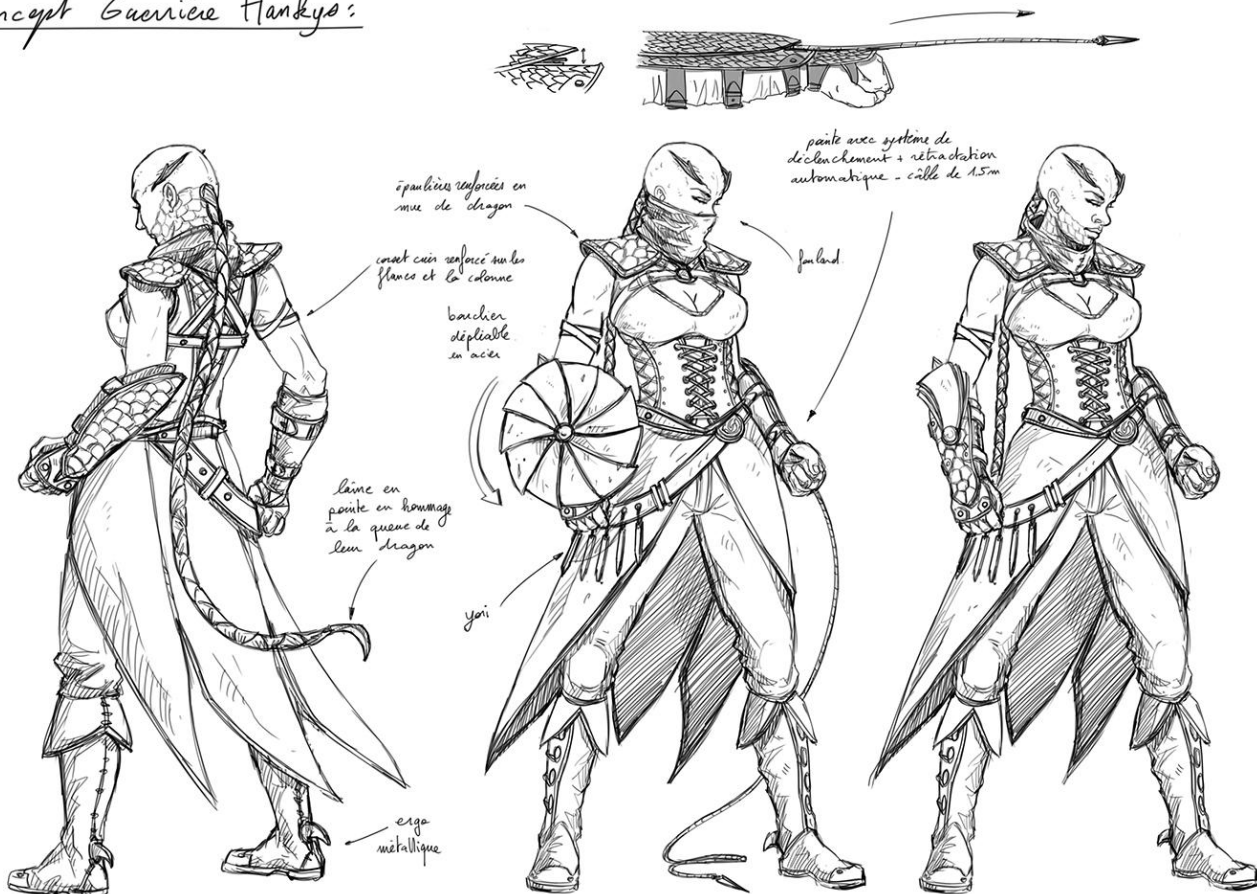
They prefer action to diplomacy and laborious negotiations. Fighting is undoubtedly their best asset, and in this field, Hanky women are excellent.

The Yorgahl, their sharp and precise people's weapon, will slice through a muuk's sinew as effectively as through the skull of a gray orc. Made from dragon scales, they are probably unmatched on MALHYA.

Known for not being great travelers, the Hankys will not hesitate to hit the road to glean valuable information about the stolen Power Stone.



Concept Guerrière Hankys:



Concept Guerrière Hankys:



Hankys Homme.

Hankys

Variantes Bouclier "Iris"



- Bouclier "simple"
- ouverture par mouvement circulaire

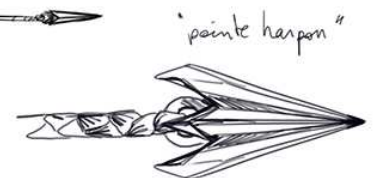
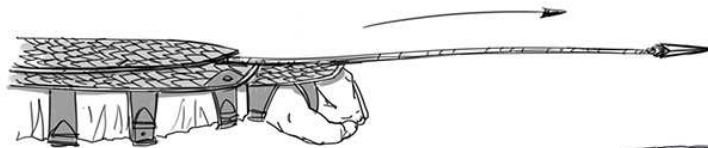


- Bouclier avec lames-pointes latérales
- ouverture par mouvement circulaire



- Bouclier avec lame au niveau du poing
- ouverture par mouvement circulaire

Concept Guerrière Hankys:



"pointe harpon"

Le Yori:

- Aspect d'un bijou
- Bois noyer ou
- lisse et doré comme d'une pierre précieuse



porté à la ceinture chez la femme



en collier chez les hommes

ETERNALS (SG)

The Eternelle people are entirely composed of women.

Discreet, agile and fast, their combat technique, similar to a dance or a shamanic ritual, is formidable when outnumbered. Preferring short and light weapons, they are formidable fighters using dodging rather than brute force.

They have a totally empathetic relationship with the elements that surround them and must have a minimum of "obstacles" between them and the element to be able to alter it. They walk barefoot most of the time and dress lightly for these essential reasons. They are in harmony with the energy of the planet they use and do not feel any notion of cold or heat.

In the extreme south of the Thiann Empire live the Eternals.

An exclusively female people, the Eternals claim to be the heirs of Inndoma, the female dragon who sired Tahl and Zost.

Seeking to escape certain death for hiding their existence from Olyat the ivory dragon and progenitor, the female dragon plunged into an underground lake never to emerge again. Each fragment of her soul having merged with the lake gave birth to an Eternal.

The Eternals ensure their continuity thanks to the self-fertilization of the Mother-Gods immersing themselves in the Lake of the Nativity. Their numbers never vary despite wars or major events in the history of Malhya.

With this heritage, they are highly respected in the Council where they sit as a people of mutated blood.

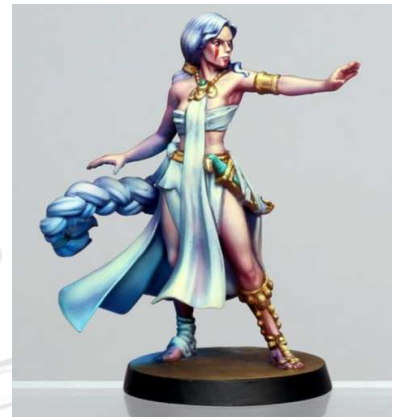
There are four castes within the people: - The Original Mothers, - The Moral Gates, - The Singulars, - The Purified.

Each caste has its own role among the people, the Purified being the most common Eternals found in the Upper Lands, and the most beautiful as well.

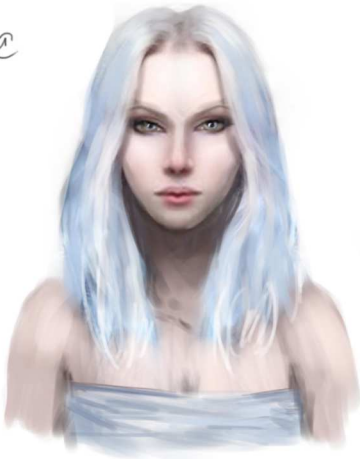
Their unique metabolism allows them to withstand extreme temperatures. Like all people of mutated blood, their relationship to the Aura is intense. They derive a very significant benefit from it.

About the Eternals. The Aura power released by the female dragon Inndoma having immersed herself in the lake of nativity protects these people from the Core by "capturing" their souls when they die. The soul then joins the lake where the Mothers-Origins bathe. The soul joining the lake merges with the body of a new Eternal created by self-fertilization by a Mother-Origine.

This is an asexual reproduction because the organism of the Mother-Goddesses allows them to multiply without a male partner and therefore without gamete fusion. The Original Mothers are not hermaphrodites because they do not have two sexes. They are the Auratic link between the body and the soul. They serve as a "catalyst" between the two in order to create a living being. This being is in fact a receptacle in which the soul of the deceased Eternal One is housed.



2



3



3



Maquillage - caste:

4



5



6

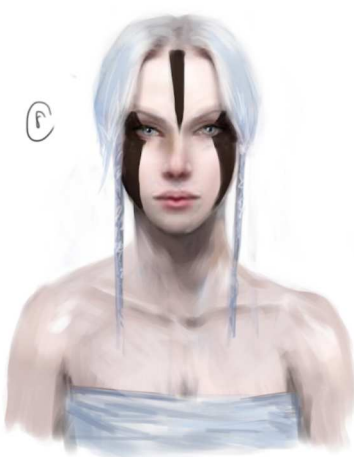


Maquillage - caste:

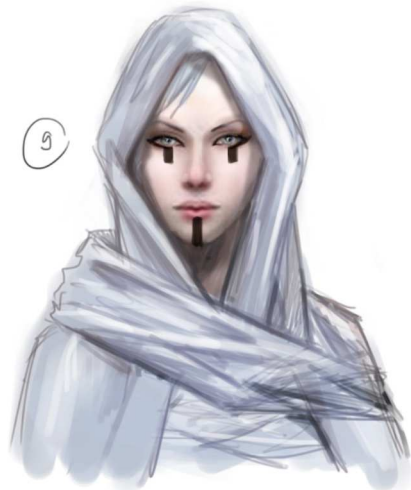
4



5



6



Uprisen (SG)

The Uprisen are renowned for their legendary sense of direction, and their strong corpulence also make them powerful fighters. They'll be very useful to your group in the Land crawling phase, but will also be efficient when a fight appears.

In the past, the existence of a Uprisen was limited to a life of sacrifice, humiliation and work. But time passed and the Slave Revolt put an end to this unbearable and miserable condition. Their former masters, the Sovereigns, were overthrown and defeated in a final assault on the lands of Erenar.

The Uprisen regained their freedom, the freedom they had longed for before they were subjugated, and settled on the shores of the Sea of Mists, where they thrived as the guardians of the Gates of Temberas.

Beyond the written word, all that remains of their past history are the masterful traces of the capital city of Uzelda, which they built under the yoke of the Sovereigns, thanks to the altering power of their hands on the black rock. Since then, each of them wears a metal ring around their neck, honoring the memory of their ancestors and the hardships they endured.

From this history, an incomparable strength of character and a clear detachment from the things around them was born. Leaving little room for emotion and not liking to talk about themselves in long and boring conversations, they are often described as cold and distant characters, able to travel the Upper Lands alone or in groups alongside adventurers who, at the end of their journey, know little about them. This does not prevent the Fallen from regularly joining adventurer groups, as their knowledge of the environment and their mastery of long-range weapons are unequaled.

Finally, you should know that a Uprisen never submits and that they will fight to the death those who would try to deprive them once again of this most precious possession, their freedom.

For, as this aphorism engraved on their people's weapons specifies: "No more will a knee to the ground be ours".



Concept Art Figurine Eprouvée :



UGHNALS (SG)

A nomad people of dwarf blood, Ughnal are roaming the commercial roads of the Upper Lands on the back of Tortors. As merchants, their life is centered around trading (and obviously around the Birsch, their precious beverage). The Ughnal women can be Matriarka, merchant or guild leader as they represent the cornerstone of their people. The Ughnals have a passion for silk, gems and rare items, and they are quite unique, telling everyone that they have **"no need for a territory when any road is ours!"**

The Ughnals are of Dwarf blood. They are a people with nomadic traditions whose homeland is nevertheless located near Azzam-Krool in the Southern Range.

The Ughnals are known as some of the greatest and most uncompromising merchants in Malhya, but they are also powerful guild leaders, fabulous orators and formidable fiddlers. But beware, behind each great Ughnal, a wife is watching over the purse strings. Because in this people, the role of the woman is essential.

Indeed, the Ughnal women have access to calculation and reading from a very young age. They are the ones who "educate" their husbands in order to make them formidable merchants and to make them rich. Because among the Ughnals, women do not haggle... they watch over them!

The Ughnals are travelers and cultivate the taste (or the bad taste, all depends on who judges it) of the appearance. Their ancestors did the same thing, so there is no reason not to do it too. Thus, they are particularly fond of showing off on their outfits and in an ostentatious way, the souvenirs of their different trips. Everything goes, jewelry, shells, fabrics, skins of rare creatures, etc. ... everything is done to impress the customer, even their hairstyles or their ornaments are spectacular. No but, who is the boss!

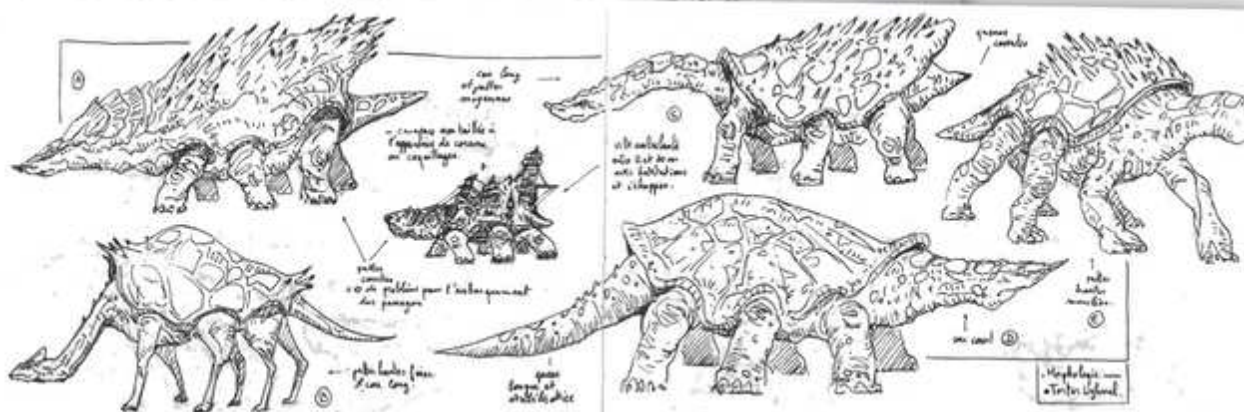
And then the Ughnals are often rich and they like to make it known. That's how it is, you can't change your mind!

But finally, what characterizes the Ughnal people the most, is the journey. And it is on the back of their impressive Tortor that they tirelessly travel the roads of the Upper Lands, going from one city to another with the sole purpose of trading. Buying here, selling there, the Ughnals are enriched by their experiences, their talents and their meetings. No one knows the Upper Lands better than an Ughnal, they tell anyone who will listen after a couple of pints of Birsch!

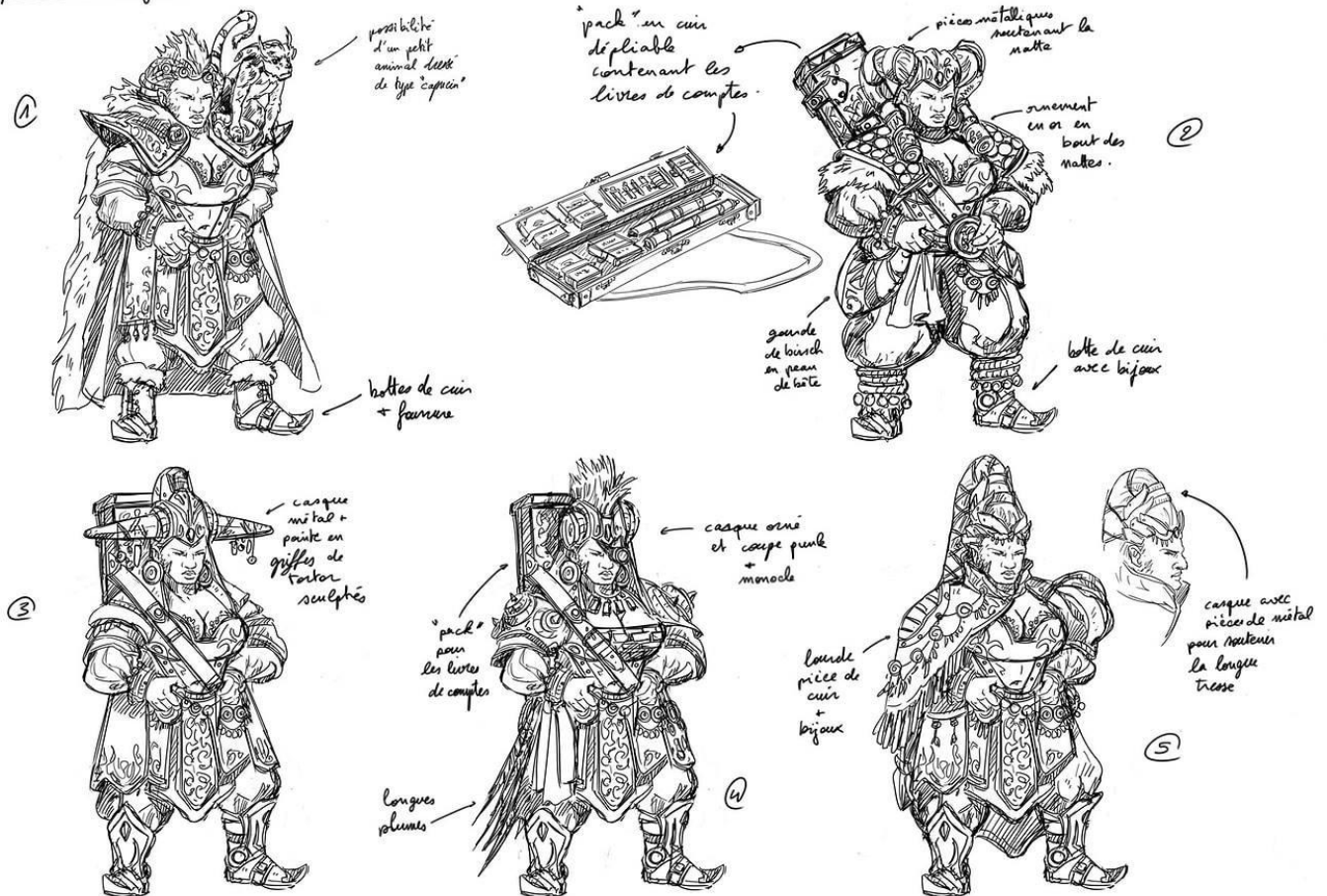


UGHNAL CONCEPT ART

Ughnal - Concept Art



Concept Eveillée Ughnal.



Familiar - The Balibos

"The Balibos is a much-loved pet of the Ughnals. Much more than a simple companion, he is a precious asset in their negotiations. Indeed, this pet is able to perceive the Auratic flow and to feel the vibrations emitted by certain enchanted objects and to know their particularities. They can also detect the lie thanks to the emotional vibration that a being will leave in the flow by the simple possible change of the tone of his voice, the blink of his eyes or the mobility of his body.

This justifies why, during their negotiations, Ughnals merchants regularly accompany the balibos to "evaluate or feel" the power of an object they covet or the reliability of its seller. "

The balibos is a creature capable of perceiving the modifications of the Auratic flow left by certain enchanted objects or by the simple upheaval resulting from a change of attitude, an unstable sound vibration or a particular emotion in a human being. *

*The Ughnals claim exclusive management of the Balibo community of Azzam-Krool and claim that they are the only ones who know how to educate them. They were the ones who first discovered this community and developed the secretly guarded education techniques.

In the Upper Lands of MALHYA, there exists a caste of individuals with a unique power to create soul links between animals and humans. These individuals are called Silaminas.

Within the caravans of Ughnals there are always Silaminas to control and direct the Tortors, so it is obvious that communication with a balibos is based on this same principle, a soul link between the balibos and its master.

*Tortor : Giant creature used by the Ughnal people to move through the Upper Lands of MALHYA.

François Denis.



LOONAKS (SG)

Our blood is of Ylandel, our souls belong to Kaladalun. What matters is what we do in between.

Somewhere in the Rim, protected by powerful enchantments, lies the glass city of Kaladalun where the Loonak people live. Humanoids of mutated blood, the Loonaks are beings with polymorphic minds capable of taking on the senses and abilities of a victim. They recognize the authority of the Council and sit in the House of Powers.

It is not known where the Loonaks came from. Legends say that they were born from the union between the soul of the first human and the Aura dust released by the impact of the Ylandel star on Malhya.

Tall and thin, their skin is milky and hairless. Their large black eyes with no eyelids, a microtia on the nose and ears, and two hanging mandibles on the cheeks give them a cold and sinister appearance.

As humanoids of mutated blood, the Loonarks can twist their mind to gain any ability or sense from the nearby beings. Sons of Ylandel's dust and of the first human's soul, their appearance is unique and true to their culture. As any people of mutated blood, their sensitivity to aura is very high. Their thirst for knowledge makes them erudite or political adviser and they have their seats at the council. Some might say they're only of the cerebral type but others have witnessed their incredible fighting abilities, especially when they wield the dead-blade like nobody else. The Ox guild has also probably been created by a Loonak.

On very rare occasions, a child is born with greenish skin, a sign of a high concentration of body aura. This prodigy is considered by the Loonaks as a "resurgence" of original blood. It is the announcement for the child of an extraordinary destiny. The legends say that a resurgent will command the Ox guild, the most powerful in the Upper Lands.

With their exceptional memory and intelligence, many Loonaks are great scholars, sought-after political advisors and renowned ambassadors. Their thirst for knowledge and their taste for power make them leave Kaladalun to take the head of great libraries, guilds or Auratic temples. To honor these Loonaks, who are called Furrowers, the master spirits perform the ceremony of "the mark", the union between the spirit-soul of the city of Kaladalun, a furrow stone and the soul of the Furrower.

The groove stone is carved in an organic rock and protected by a powerful spell. It allows the Loonak linked to it to find the way to Kaladalun, without knowing the exact path. It has no market value and is of no particular Auratic interest. It is embedded in the forehead of the Loonak during the union ceremony and will remain there until his return to Kaladalun.

Never trust the apparent nonchalance of the Loonaks, they can be fierce fighters. Armed with a Deathblade in hand-to-hand combat, they use techniques unique to their people and will show no mercy to their victims. Moreover, their ability to absorb the skills of those around them can turn them into great scholars or executioners in an instant.

The Aura is part of them, and they alter it to their liking for the simplest of everyday gestures. Considered the most talented shapers in the Upper Lands, they are the only ones capable of enchanting the pearls of Uzelda. They are highly sought after for this skill and trade regularly with the Sovereigns, the largest owners of pearl stocks in the Highlands.

The Loonaks worship no gods and believe in the prophecy of the two moons that balance will be restored with the disappearance of Tahl and Zost. Their souls, absorbed and united by the Phoenix Orb, would then bring peace to their people.



Concept Art Loonak
Recherches de vêtements

LOONAK CONCEPT ART



C



C



C



Recherches Figurine



H



F



Blade Right
[Blade]



Blade Left



Blade Right
[Blade]

ds

The Enemies

THE OX GUILD

The Ox Guild is the most powerful guild in the Overlands. More influential than the Council, more dangerous than the Shadow Armies, and more secretive than Uzelda's pearl-making, it inspires fear in the people of Malhya.

To speak its name in public and to denounce its existence are dangerous acts, as the guild has ears and informers everywhere. And the idea of having a contract hanging over his head is obviously a promise of imminent death. For there is no king, god or dragon who can save an unfortunate person from such a prospect.

The Ox Guild has its main stronghold on the island of Uzelda. Its great quest is to discover the "Secret of Origins", kept by the Chamber of Sovereign Bishops on Uzelda itself. Like the assassins, the guild master never has a name. He is called by the other members "Oxis Magister".

Once every five years, the assassins gather in a secret place called the arena. To become an Oxis Magister, an assassin must win a place in the arena. The aspirants fight each other in single combat to the death.

The guild makes no secret of its close relationship with the Shadow. No doubt this is due to the influence of their new Oxis Magister, a resurgent Loonak who has renounced his destiny as a Sillonneur.

Although not part of either federation, Ox is the most powerful guild in the Overlands. It has a highly organized network of influence and men willing to do anything to defend the interests of their guild.

When approached with a contract offer, it is presented to the Order, which will discuss the various aspects of the request (interest for the guild, financial, impact or expansion of the network...). The guild never negotiates a request in emergency when it comes from the outside. In order not to put itself in danger and to minimize the risks of failure, it always allows itself a period of reflection. The Ox Guild deals with its business indifferently and only in its own interest.

Whatever the reason or morality, she is not there to give her opinion. It does not interfere in the affairs of the principals or the victims. Only its efficiency justifies its price.



OX CHIEF (SG)

The Ox guild has an "army" of soldiers of which the Oxis Luter are formidable representatives. They are unscrupulous warriors with a remorseless soul and are used to lead priority operations, kill personalities or protect their most influential members.

Deprived of their family from a very young age, they are raised within the guild to which they will be obliged for many years.

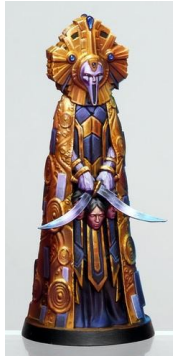
Trained by great masters of weapons from the arena fights, they are trained in different techniques of confrontation or in the mastery of multiple weapons.

The teaching of the Oxis Luter is also based on a perfect knowledge of their enemies and the ability to adapt to them. They are the only warriors that the Shadow Judges or the Maazingas warriors really fear. Their distinctive, colorful outfits and characteristic masks give them peripheral vision, but also indicate their status among the Luter.

Some of them have inside their mask, an Auratic stone linked to their soul, offering them spells of different nature.

An Oxis Luter has a lot of power within the guild. This power is earned at the price of a life of sacrifice. And it is during a festive, but no less solemn ceremony that the Oxis Magister releases them from their obligations. However, even if they are free, their spirit remains linked to the guild until their death.

The Mhaÿ of Ox will be very powerful opponents, their double-sided mask allows them to have 360° vision. You will never be at ease when you cross their path.



Concepts Guilde d'Ox:



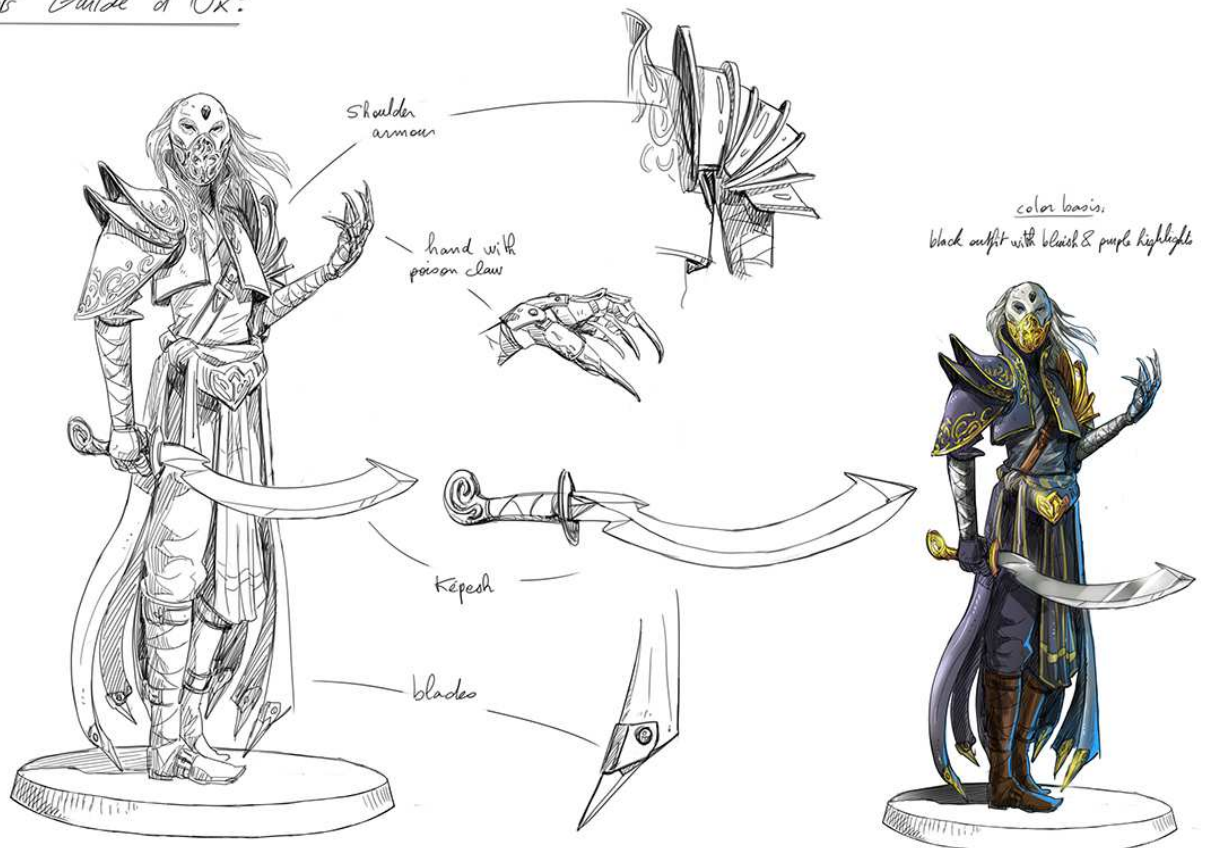


AVKZA
Lands
of Legends

Concepts Guilde d'Ox:



Concepts Guilde d'Ox:



OX Crossbow "The Bolts"

They can be archers or crossbowmen and are the elite of ranged combat for the Guild of the Ox assassins. They are named "the bolts" and are called when their close-combat counterpart can't reach their target. The rumor says that no armor can resist the Ox bolts. Take note, heavy armor bearers!



OX CROSSBOW CONCEPT ART



Concepts Guilde d'Ox:



full mask / pale hair



slender / long body

color basis:
black outfit with black & purple highlights



DARKHAND GUILD

The DarkHand is a young but powerful mercenary guild acting on its own behalf, but with close ties to the Shadow and the Ox guild.

Founded by Yal Timlohn, a wealthy Provençal woman, to avenge the death of her husband, the guild now has more than a thousand members spread across the Overlands, where its importance continues to grow.

Specialized in kidnapping, robbery and assassination, the guild is known for its violence.

Each mission is signed by a DarkHand seal and each priority target is found with a blackened hand, burned by an acid created by the guild.

The guild is highly structured and its members are divided into five categories:

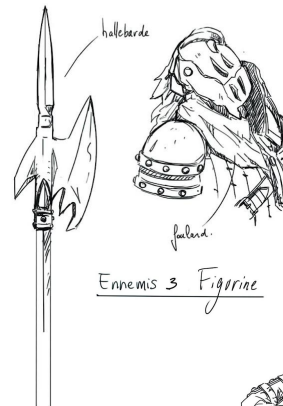
- The Thumbs
- The Indexes
- The Mediators
- The Eminences

The last category is composed of only one member, **the DarkHand**, the powerful leader of the guild.

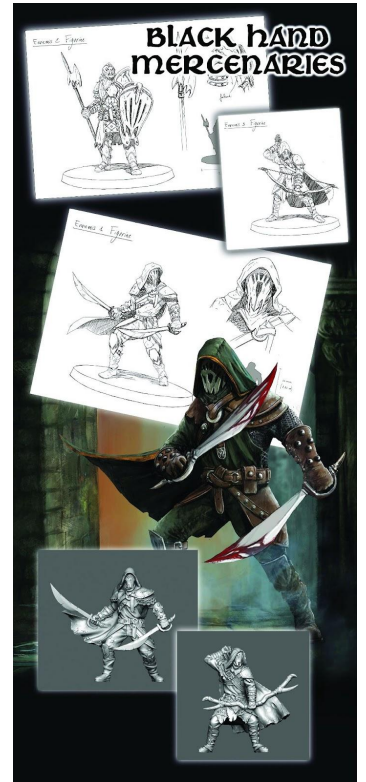
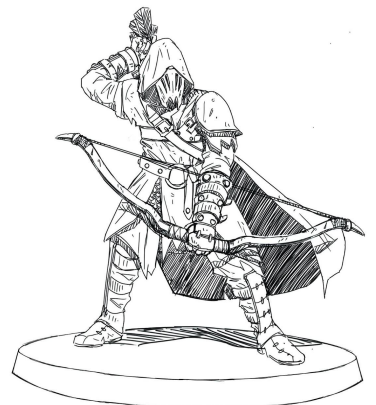
Ennemis 1 Figurine



Ennemis 2 Figurine



Ennemis 3 Figurine



Grey Orc with Axe

The grey Orcs (also called wild orcs) were born from the mutation of green orcs following the implosion of the planet's core. They are taller, smarter and more powerful than the green Orcs. They also have night vision and can evolve with ease in darker places.



Grey Orc Archer

The grey Orc archers are a key force of the army of shadows. They are the support line for their brothers in arms that are engaged in close combat. That's a real threat for their enemies. They are strong, numerous and quick, and have a crushing power so renowned that even the armor wearers would be foolish to stay in front of them.

No matter if their bow is made of wood, or even of bone and plant. They can use any type of arrow that they sharpen to get the most hemorrhagic injuries possible.



Orcs studies



tufts et cheveux longs

cheveux sur l'arrière de crâne
et barbe fine

poils hérissés sur la colonne
très épais (cf. sanglier)
peau très résistante

plus de pilosité
os particulièrement
résistants - sorte de
carapace naturelle



pilosité = "poils" long



Bestiary

The bestiary of the Upper Lands, which will be waiting for you soon.

Besides the ordinary creatures such as dogs, foxes, buffaloes, etc., all the others are divided into four categories: common, remarkable, sacred and ancestral creatures.

They appeared at different times during the creation of the planet and have undergone various influences, sometimes leading to a real mutation of their genome.

The first three categories are differentiated by their ability to perceive the surrounding aura or their capacity to interact with it.

The ancestral creatures represent the creatures that were already present on the lands of Malhya before the implosion of the Core.

Common creatures

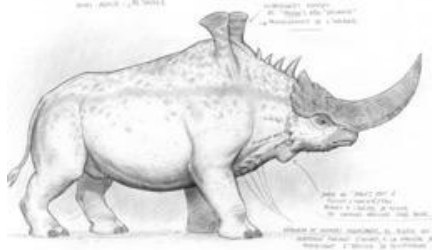
They appeared after the implosion of the Core and are not, contrary to what their name might suggest, the most common creatures found on the Upper Lands. They are in fact the last to appear.

They do not interact with the surrounding aura and do not alter their body aura.

These creatures can be found in all types of Aura zones (Maelstrom of acceleration, vortex of negation, Aura storm, Aura fog...), because they are insensitive to them. They are also found on the Edge and everywhere in the Upper Lands.

Their soul power is the weakest of the Malhya creatures.

A Douk.



Remarkable creatures

Like the common creatures, the remarkable creatures appeared after the implosion of the Core, and some of them are the result of this implosion.

But unlike common creatures, they have the ability to absorb and interact with the surrounding aura. Although they do not cast spells, they have a natural resistance to Aura.

They can be found in certain Aura zones such as negation vortexes or acceleration maelstroms, but also near Aura springs where they sometimes come to recharge their batteries.

They have a higher soul power than common creatures. Below is a Tortor



Sacred creatures

The sacred creatures come from the old world, the one before the implosion of the Core. The Aura breath released by the implosion has, in some of them, modified their appearance and their genome.

They have a fairly high capacity to absorb the surrounding Aura and a high resistance against Auratic spells. They are able to alter the surrounding Aura and their body Aura and can cast spells. They leave a trace in the aura flow.

Their soul power is so exceptional that too many of them would cause another implosion in the Core. This is what happened during the Dragon Wars.



A minor dragon

Ancestral creatures

Like the sacred creatures, the ancestral creatures were present on Malhya before the implosion of the Core and sometimes even before the impact of the Ylandel star on Malhya. Strangely, their metabolism and appearance have not changed at all since then.

They are of varying sensitivity to the surrounding aura and are the stuff of many legends.

Their souls are the most powerful creatures in the Upper Lands.

A Sarycan



CREATURES

ZOULS

Zouls originally came from a tribe of Elders trapped in the Upper Lands after the Pact of Thal. Their metabolism slowly mutated under the influence of Zost until they became Aurativorous creatures. Their morphology is close to that of humanoids, but they move on two or four legs. Like the Ancients, they have powerful claws on each leg that allow them to climb almost any type of wall.

Zulus are small and lightly built. They live in packs and even if they don't have a great resistance, their number makes them dangerous.

There are two types of Zouls: the primitive and the advanced.

The evolved ones are more resistant and clever than the primitive ones who are faster and more agile. They are mainly found in caves, dungeons, underground tunnels or forests and more rarely in the plains.

To fight, Zouls use their powerful claws and their radula (the upper side of the tongue with small hooks to attach to their prey) to suck out the body's aura. Zulus eat mostly live flesh. Not for its taste, but for the body aura it contains. When it is full, it abandons its prey.

When it can no longer find enough food, the Zulu blocks all its vital senses and goes into a trance-like state. Only its "instinct" remains active to the point of waking it up if a prey passes in its perimeter. They can live like this for many months without any particular needs.

Zouls are unable to socialize and live on the fringe of any society.



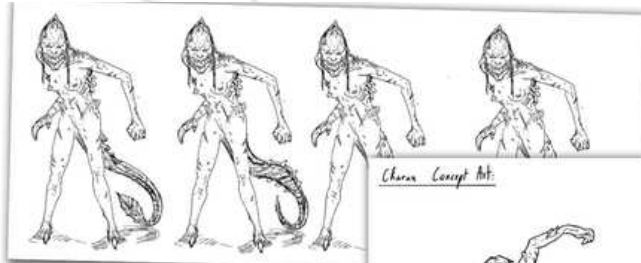
AVATAR
Lands
of Legends

The Charans

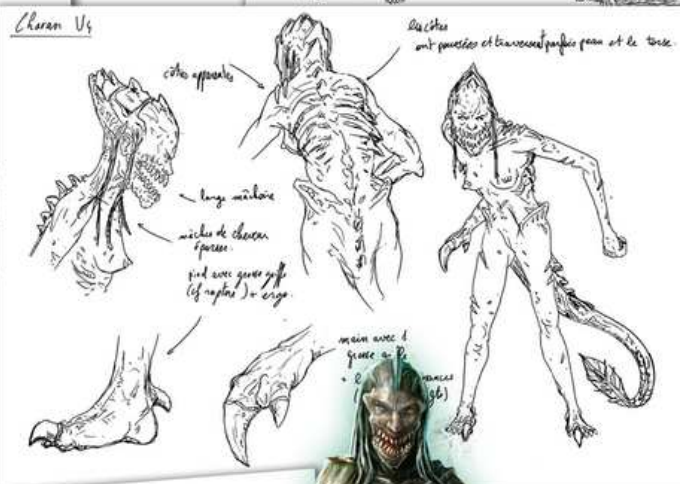
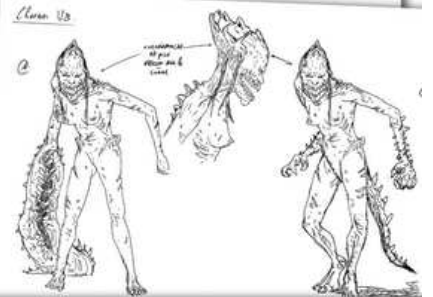
The Charans are chaotic female creatures with an overdeveloped dentition. Living in the remote parts of Malhya, they can easily join the Zouls that they galvanize with their presence. One can meet two types of Charan: the furies and the scouts, who both come from a mutation ordered by Zost. They are immune to poison, illness and enchantment. They communicate via unique shrill screams. They move in such a weird way that killing them from a distance is always a nightmare.



CHARAN CONCEPT ART



Charan Concept Art:



HAUGS

The haugs represent a family of vegetable and polymorphic creatures, masters in the art of camouflage. As they are able to modify their form depending on their environment, they will take the shape of a leafy tree in a plain, of a bunch of branches in a forest, or of bush in a mountain.

Using their frill as a sensor, they will throw hundreds of insects among those gathering pollen on their skin, attacking any prey passing by in their range. Haugs are very feared creatures among adventurers traveling through the Upper Lands.



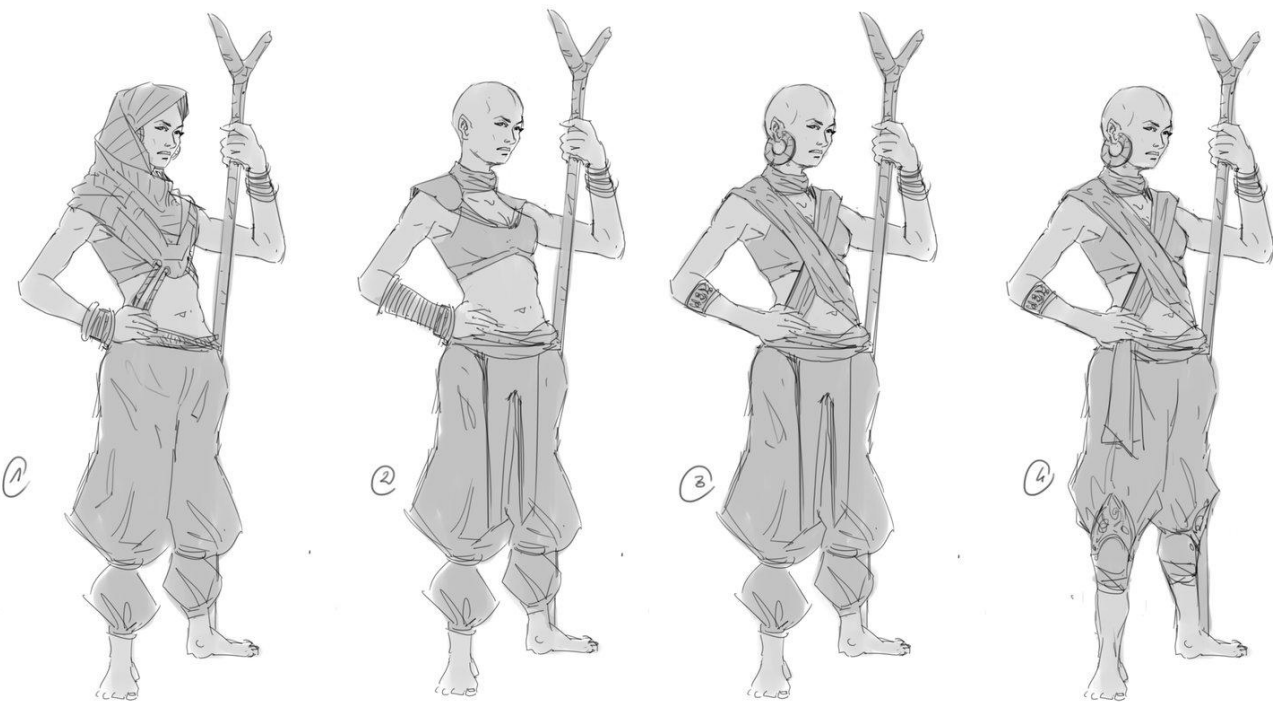
Artworks

Study of style for peoples and heroes

Les Humains de Thiam:



Femmes de la Chaîne du Sud:



Perso de base ?



cotte de maille

gants en cuir

cotte de maille



persos féminins

plaques de cuir épaisses + accroché en métal

cotte de maille

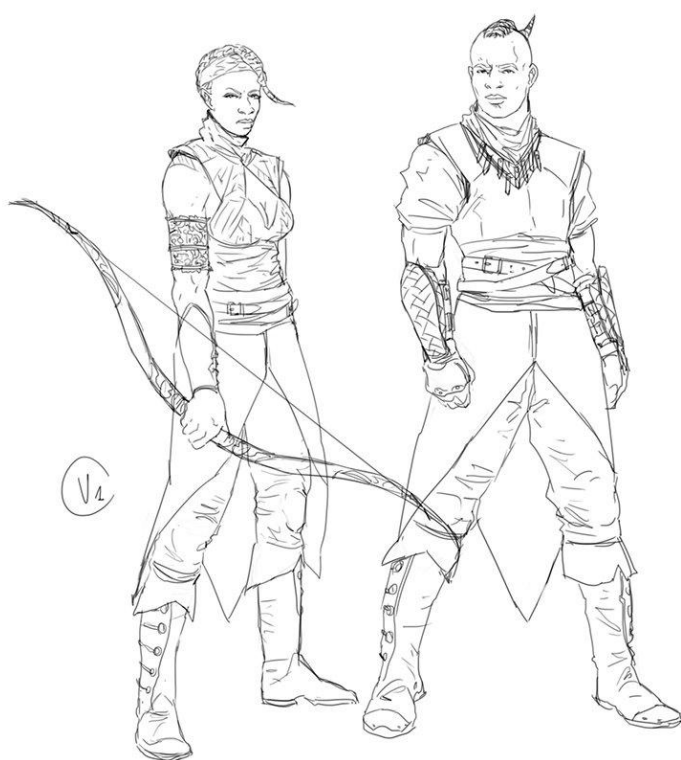
large ceinture de cuir



Hanshouk persos recb:



Hankys peros recto:





armure
lourde
décorée



type plastron

partie en roche d'Ugelda.



armure
légère
(simple)



partie en roche d'Ugelda.

Arme Eprouvée

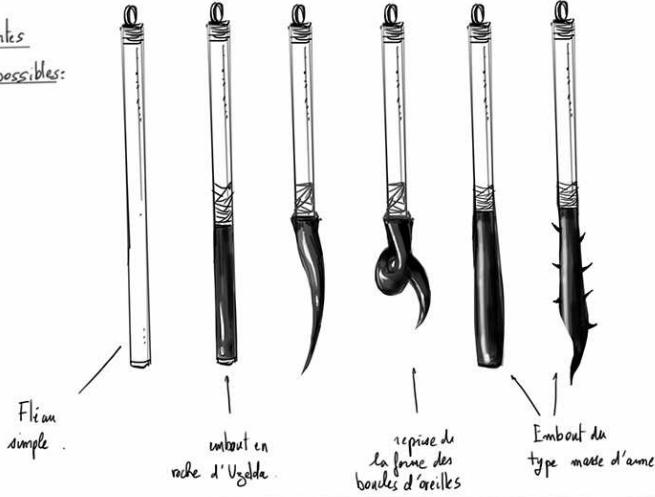
Arme-Fléau.



le manche en roche d'Uzelda peut être "modèle" et ainsi parfaitement épouser la main du porteur de l'arme



Différentes pointes possibles:



Arme Eprouvée

Arme-chaîne en roche d'Uzelda - incassable

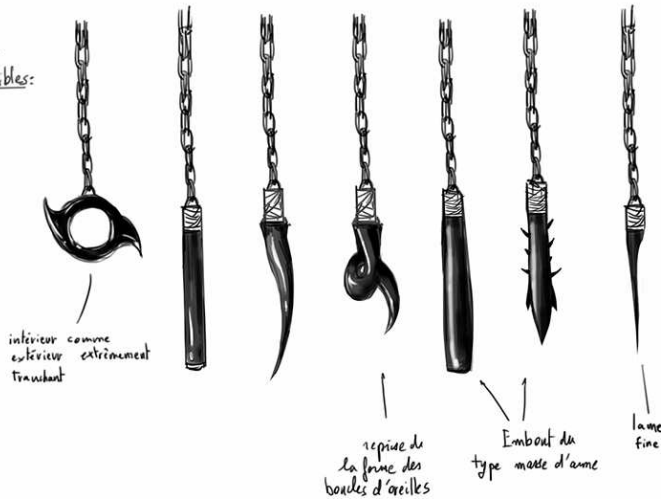
accrochée à la protection de cuir sur l'avant bras - puis enroulée autour de la main, c'est une arme à distance redoutable.

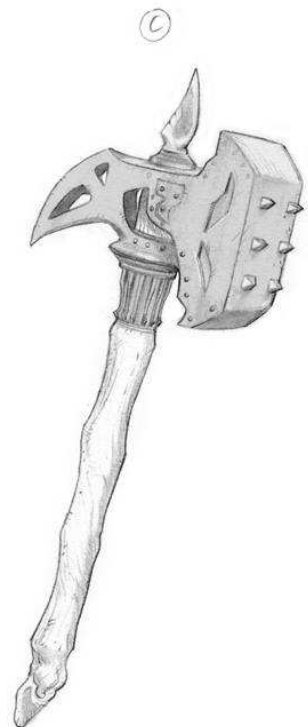
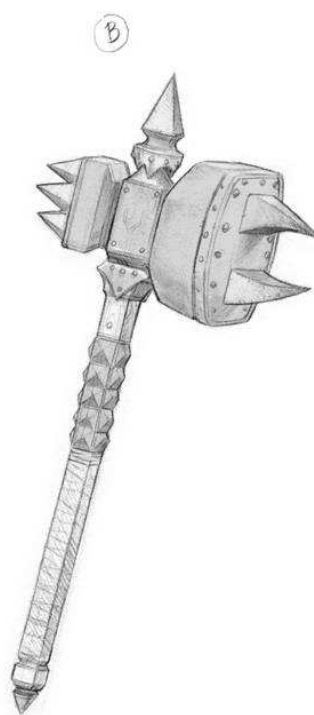


anneau et sangle à l'intérieur de l'avant bras qui permet l'accroche de la chaîne



Différentes pointes possibles:

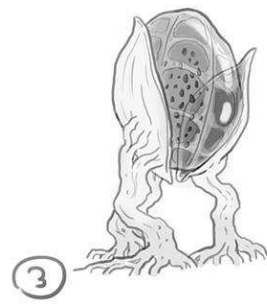


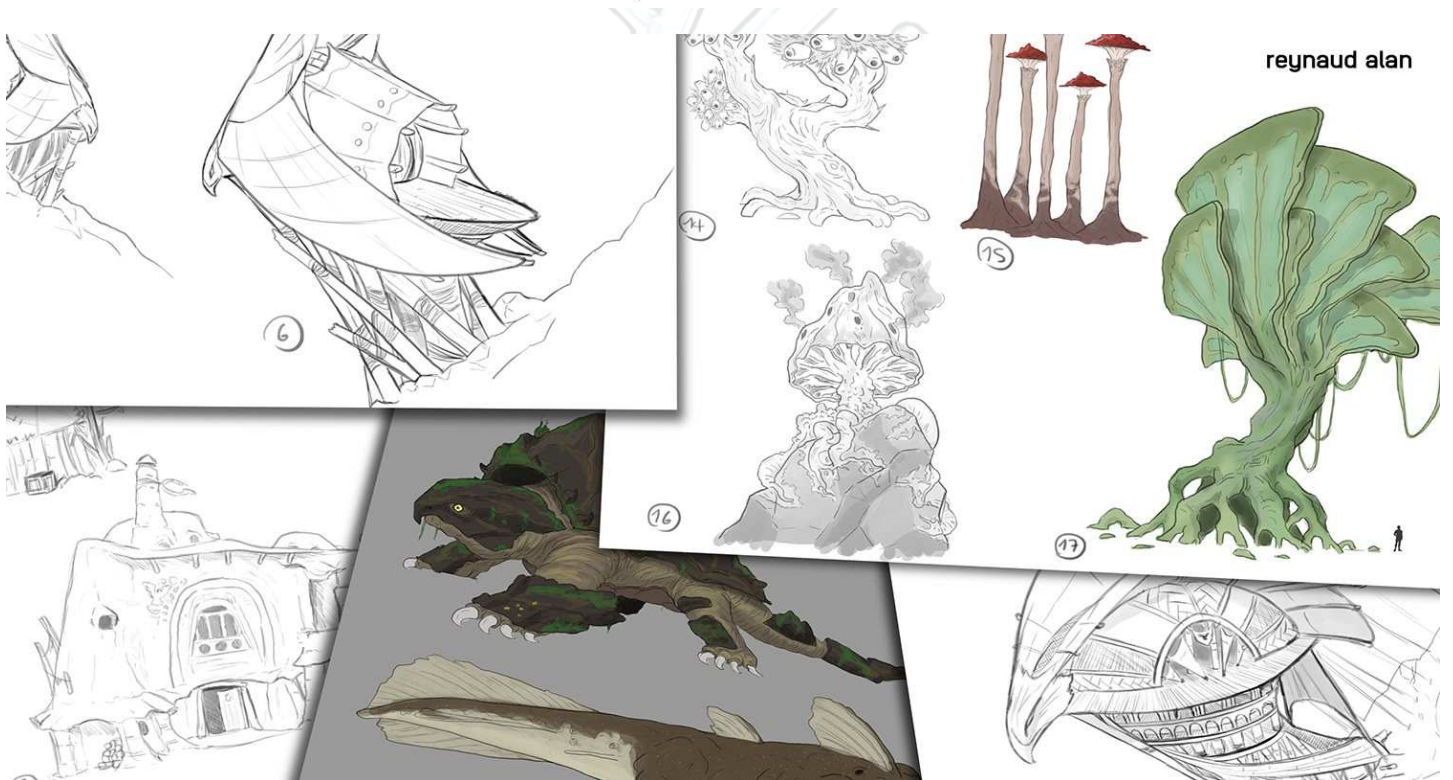
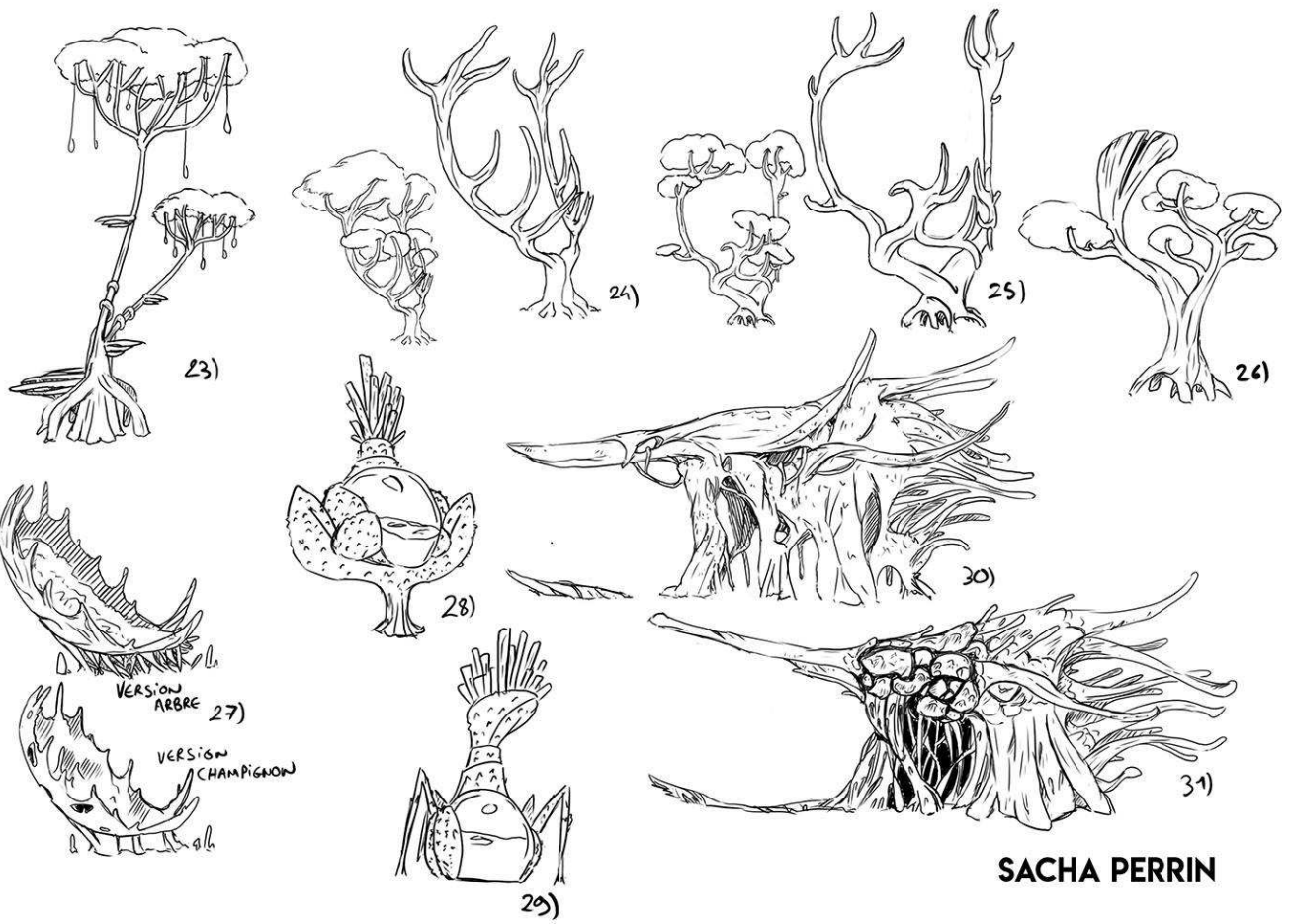




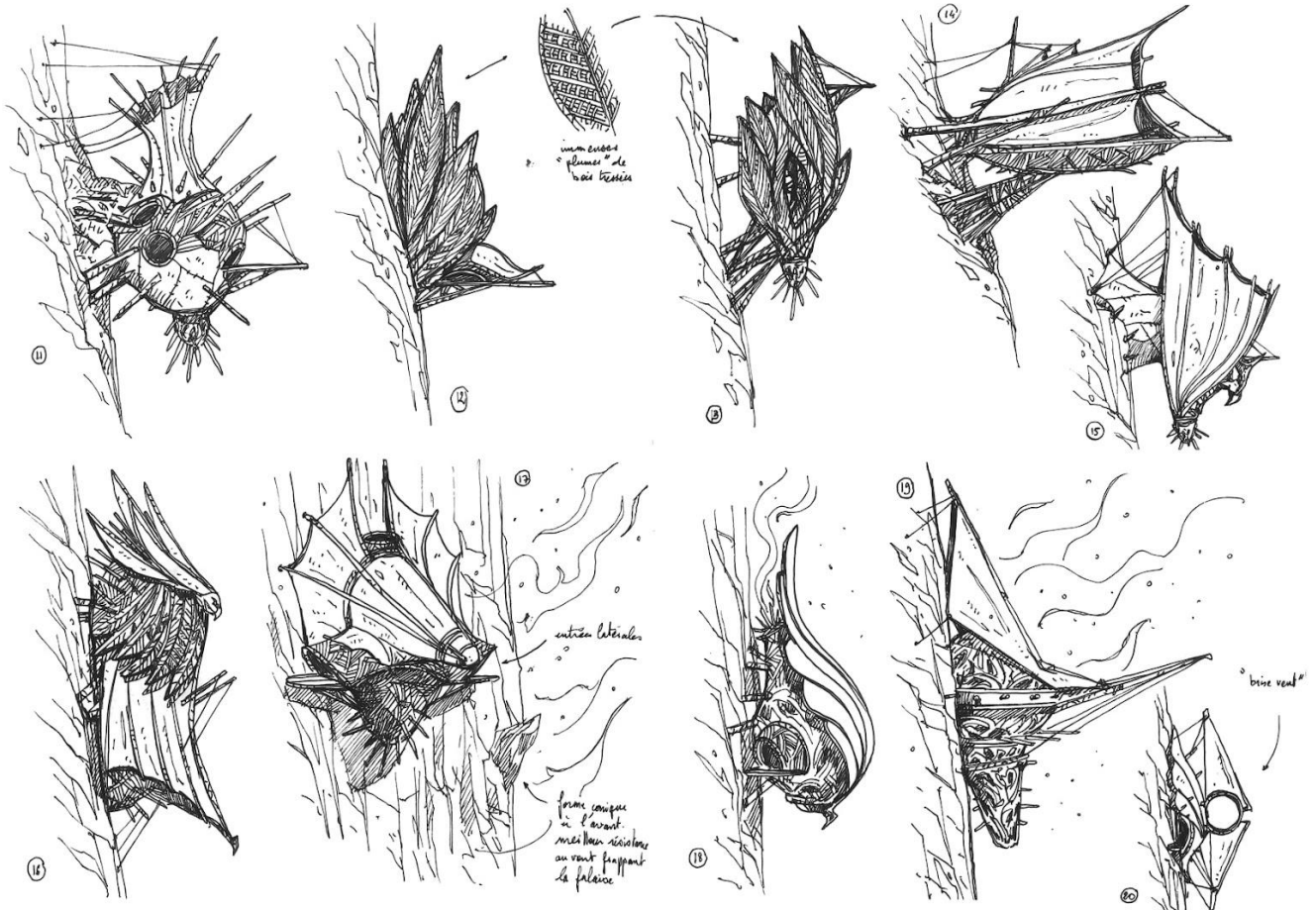
SACHA PERRIN

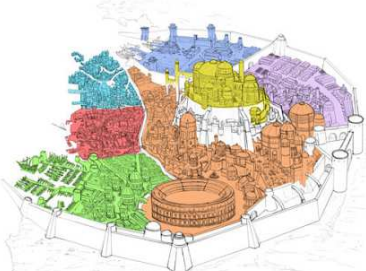
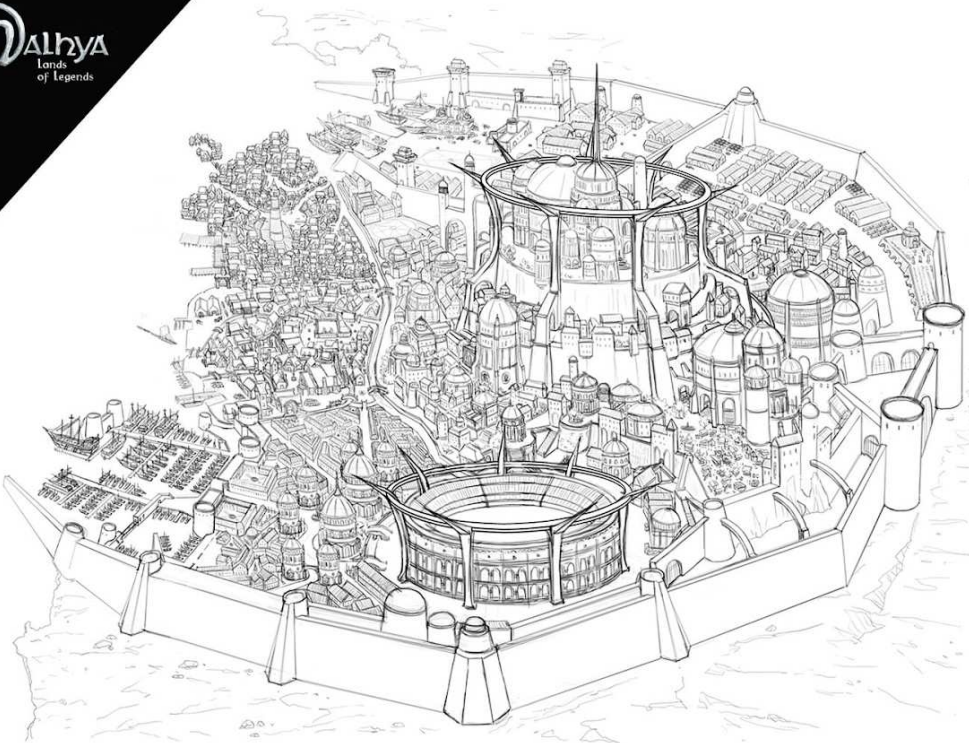
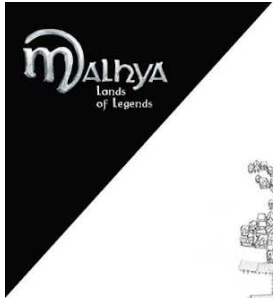
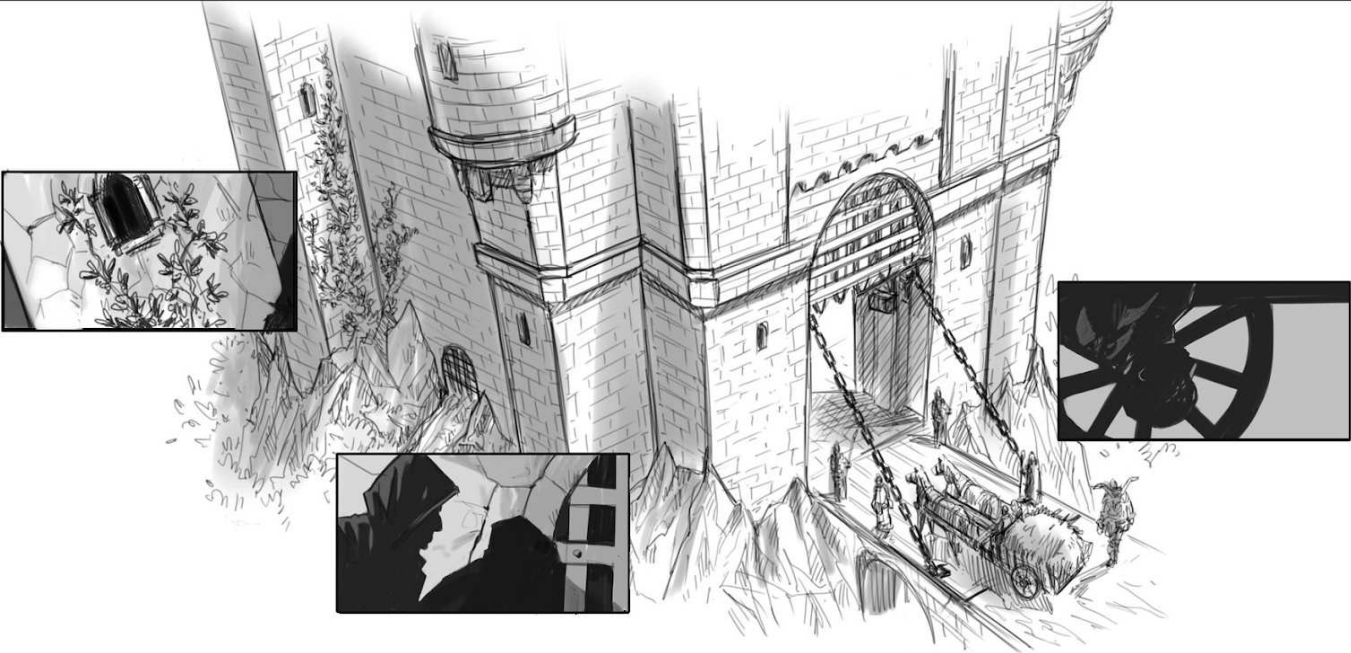
reynaud alan



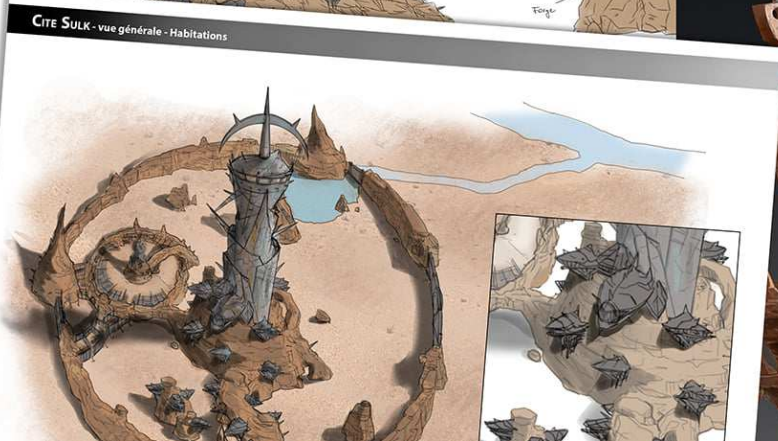
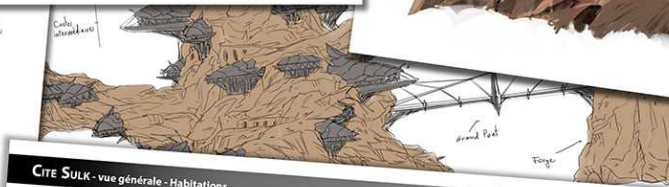
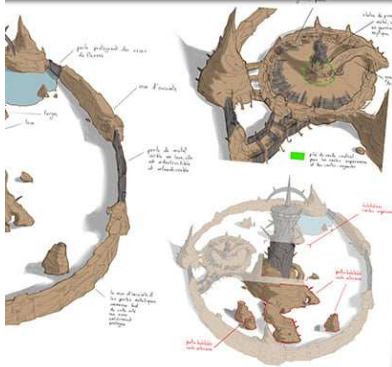


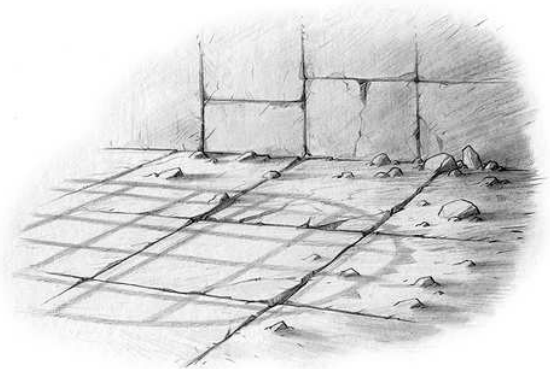
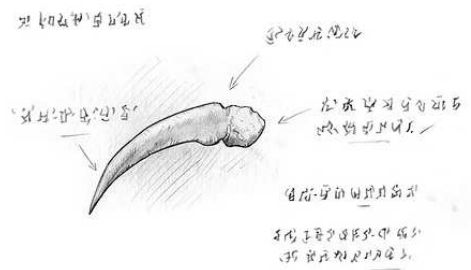
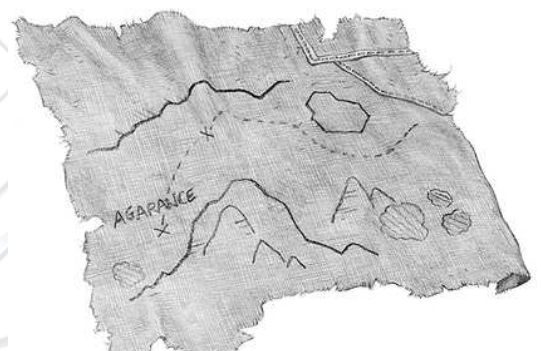
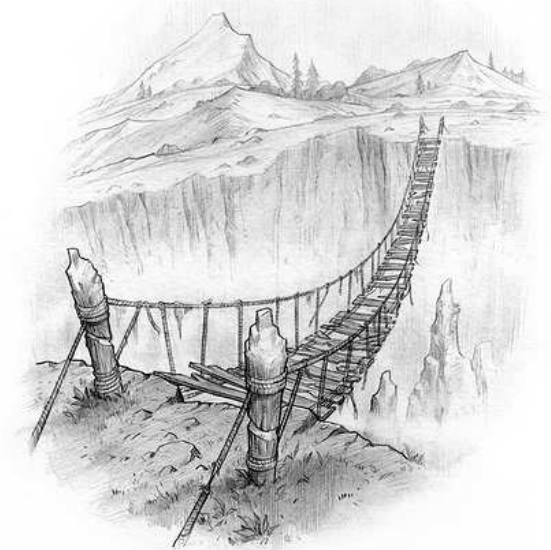
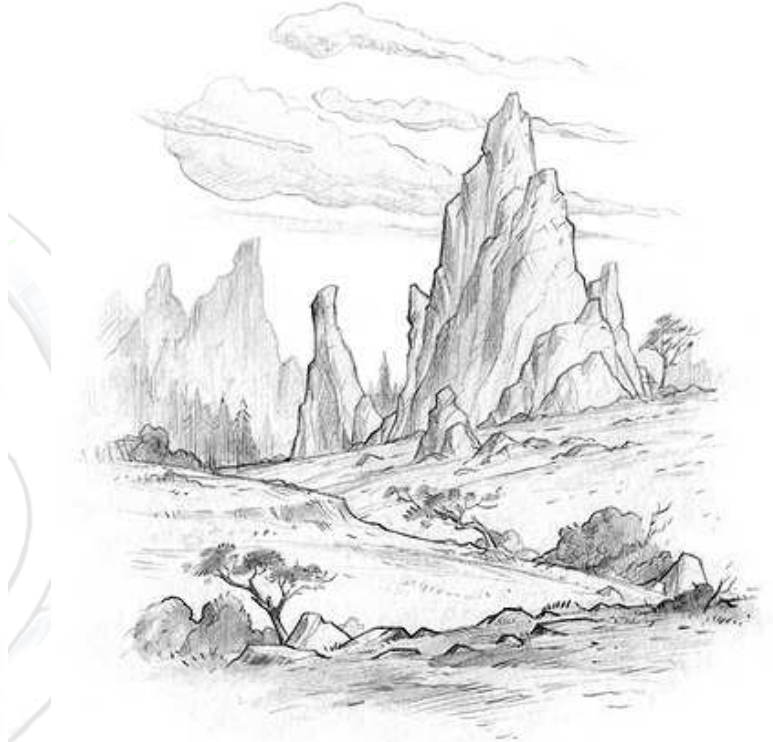


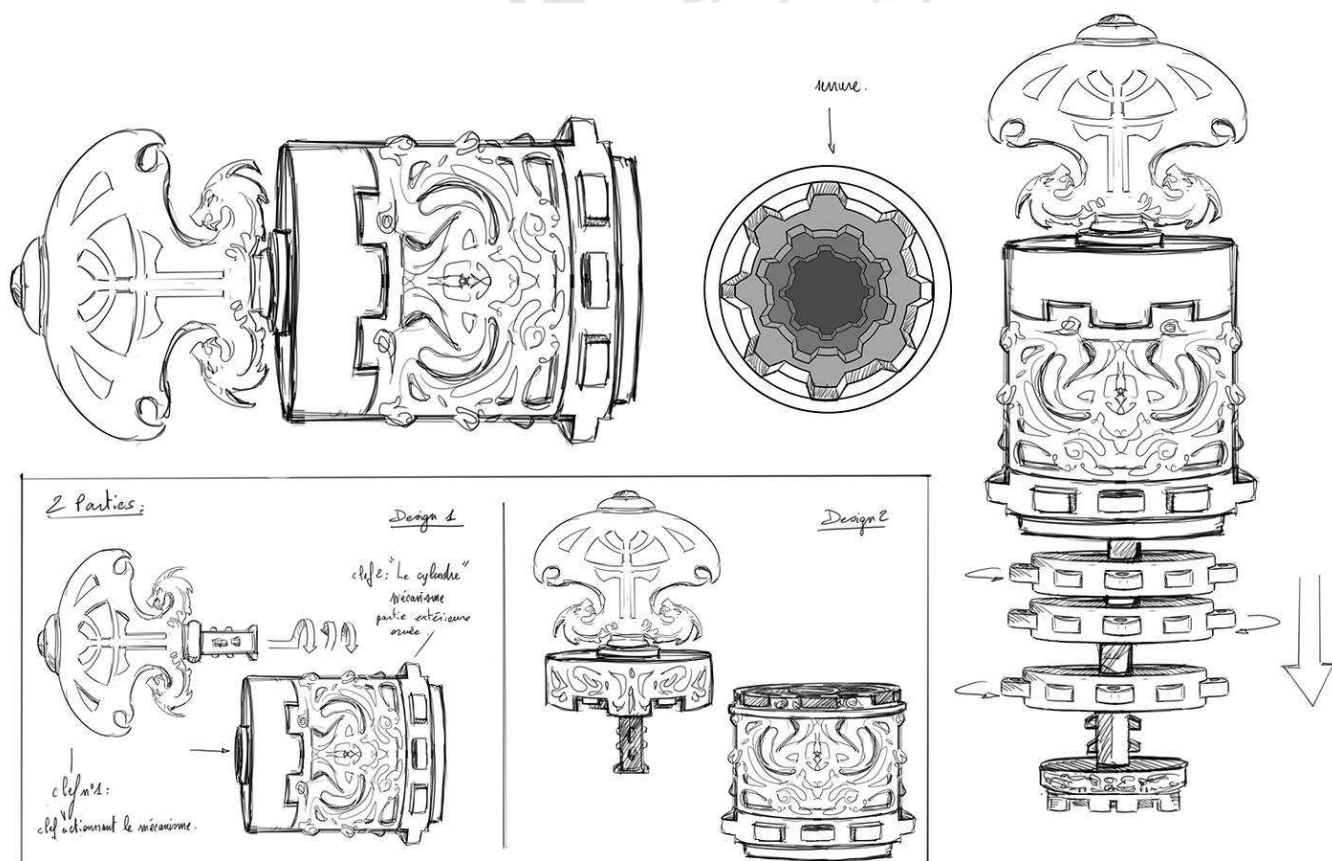




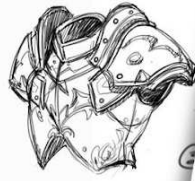
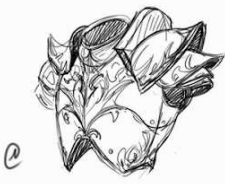
- Quartier des érudits
- Quartier des commerces
- Quartier des pêcheurs
- Quartier des forgerons
- Quartier des étrangers
- Quartier des militaires
- Quartier des vignerons







Concept Armure :



e:



Concept Armure :

A

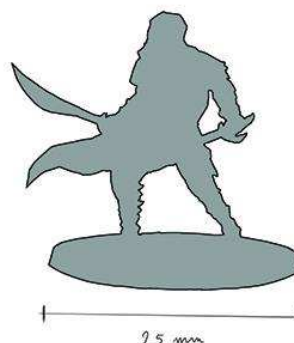


B

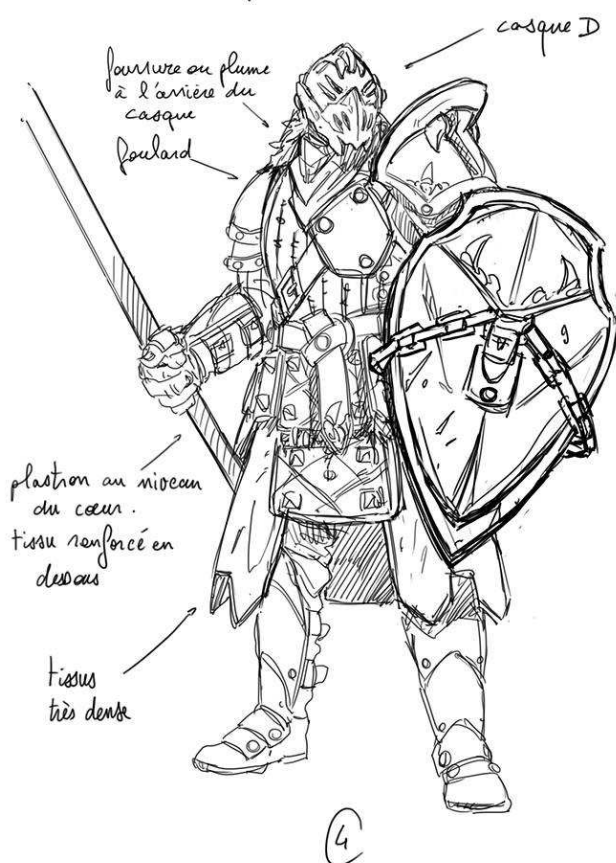


Enemies

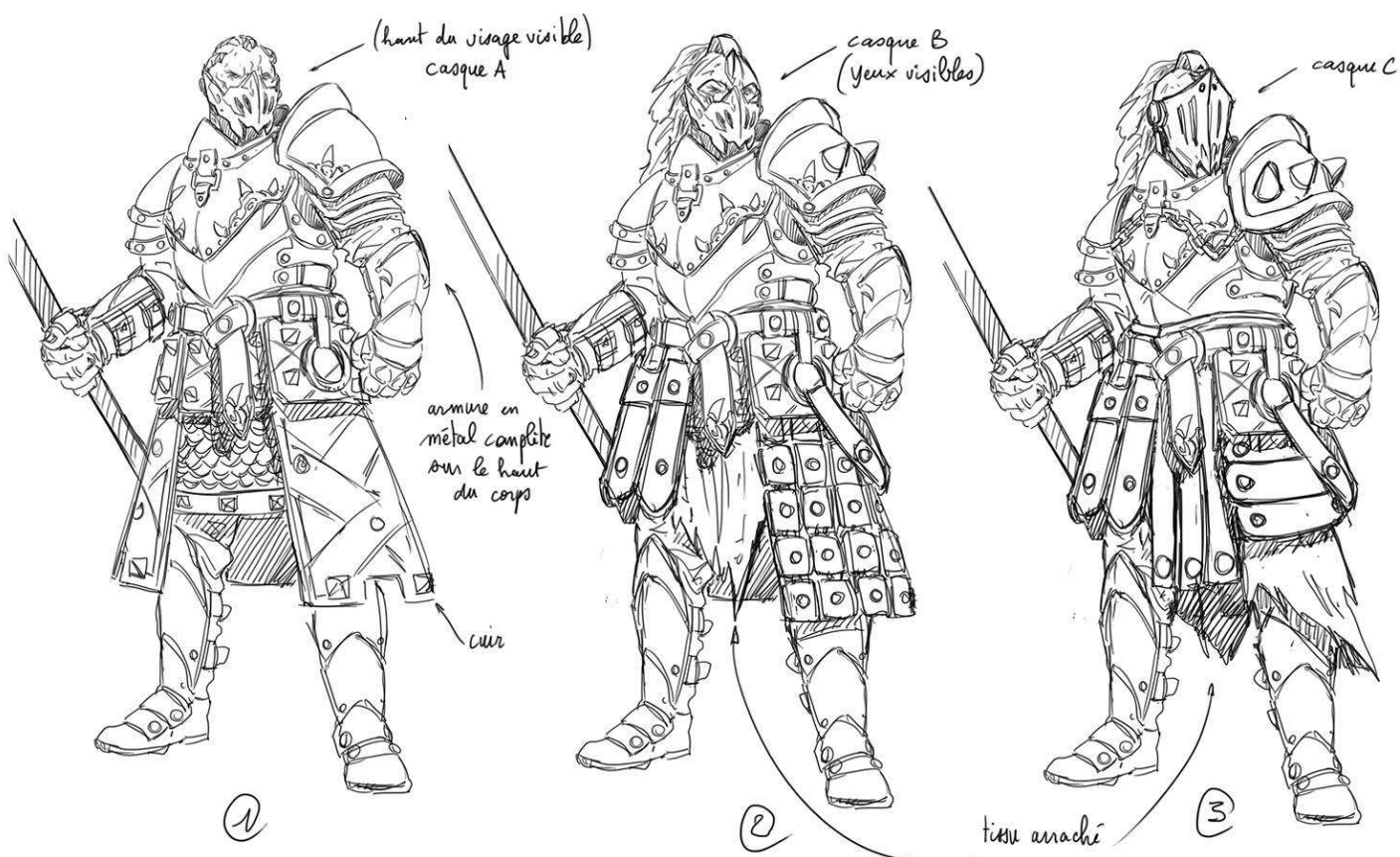
Ennemis 1 Figorine



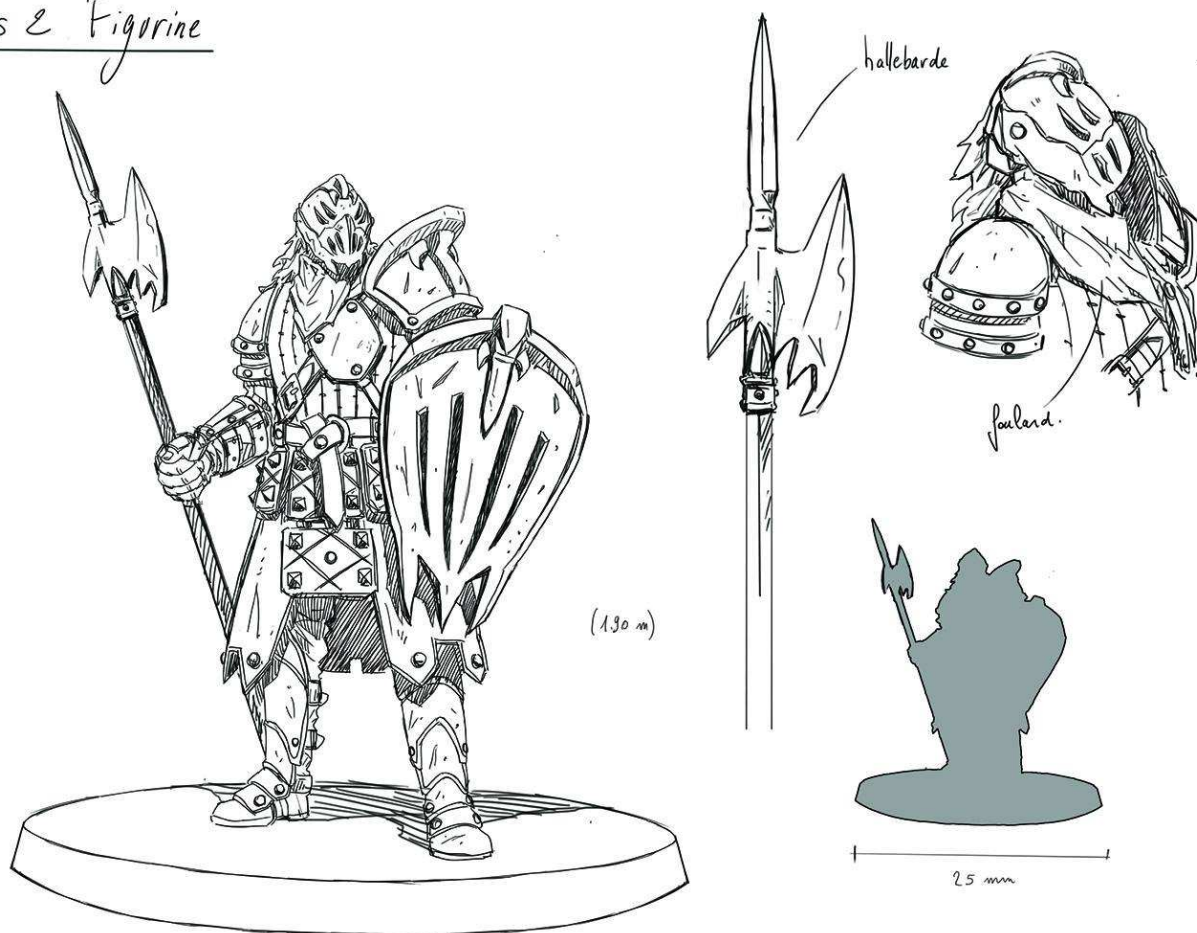
Ennemis 2 / Concept Art:

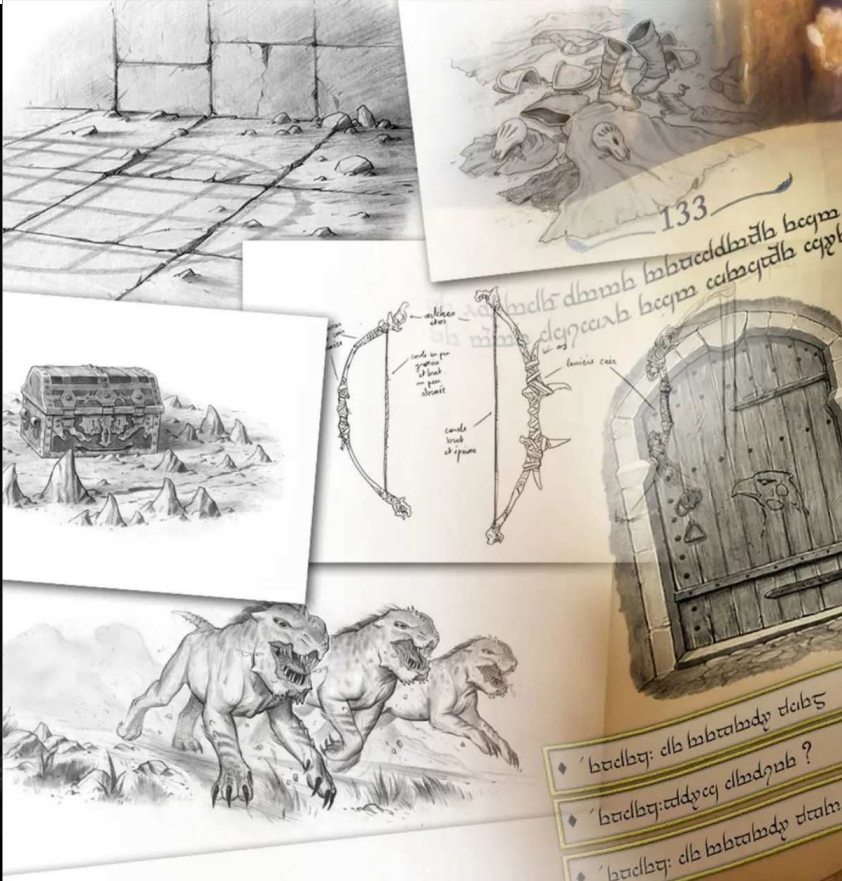


Ennemis 2 / Concept Art:

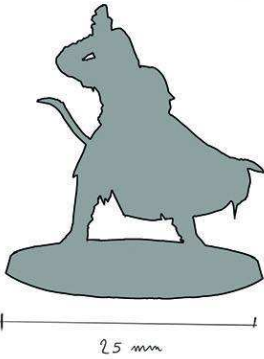


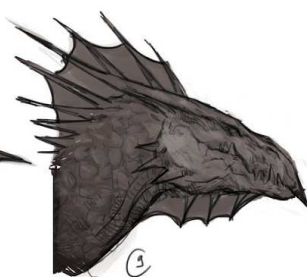
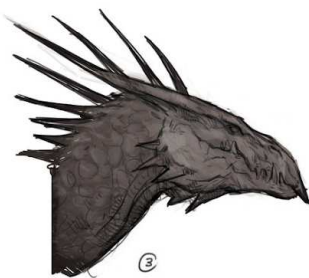
Ennemis 2 Figurine



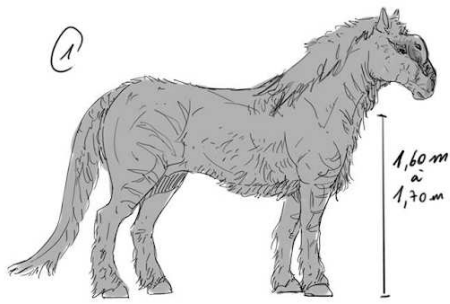


Ennemis 3 Figorine





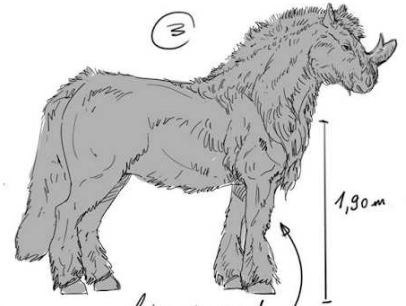
Concept Art "Horse" TSM:



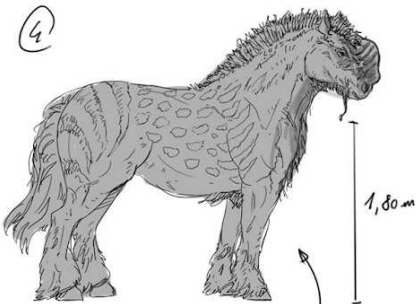
cheval commun "liger"



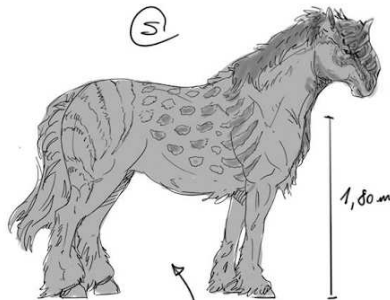
plaine du sud.
l' "Horsion" + grand et plus résistant qu'un cheval commun.



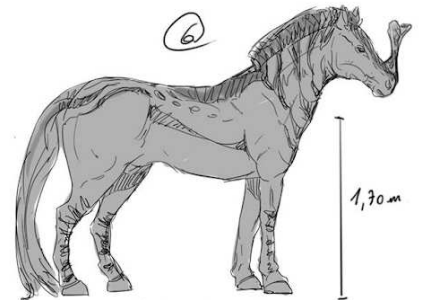
plaine du nord.
(adapté au froid)



plaine du nord.
(adapté au froid)

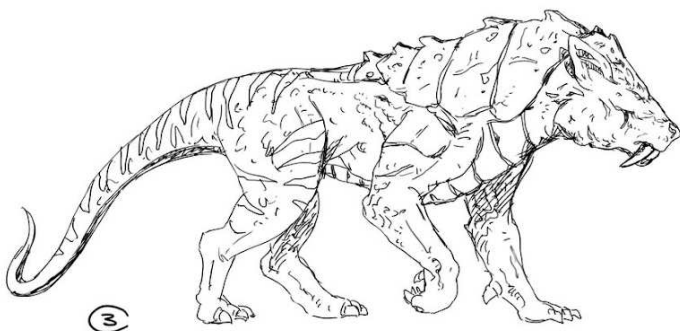
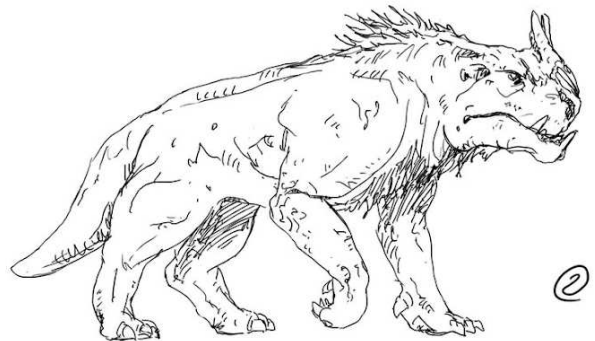
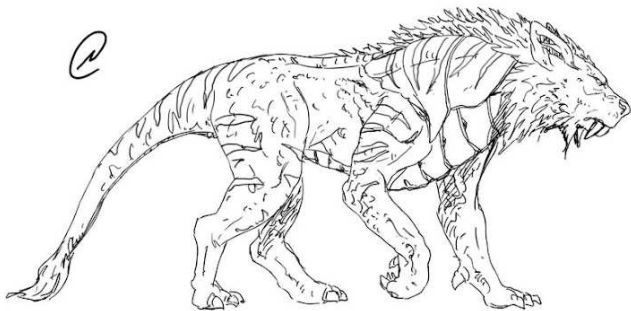


cheval commun "laund"

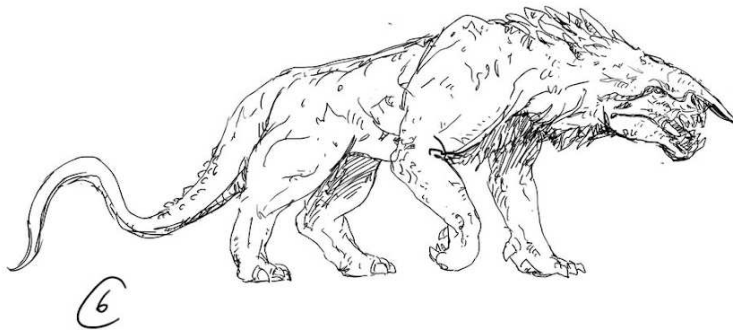
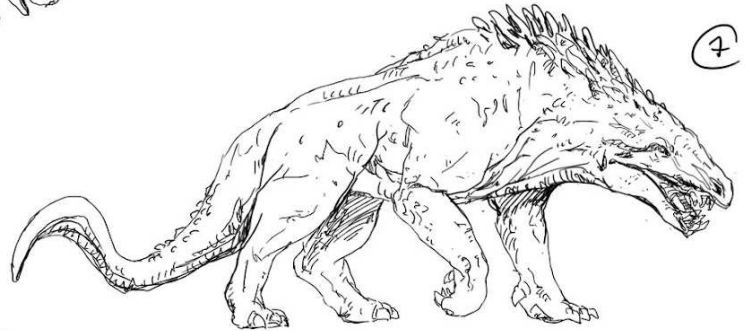
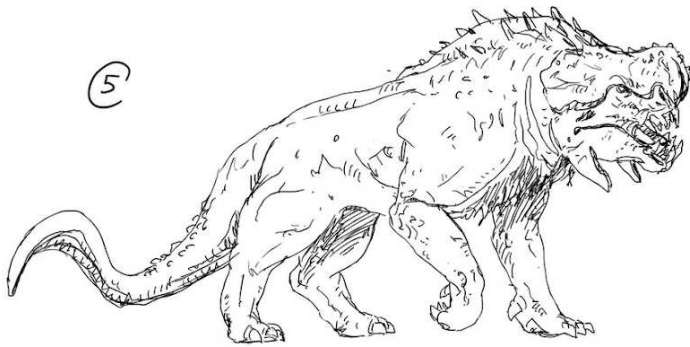


plaine du Sud
(fin, athlétique, rapide)
adapté aux fortes températures

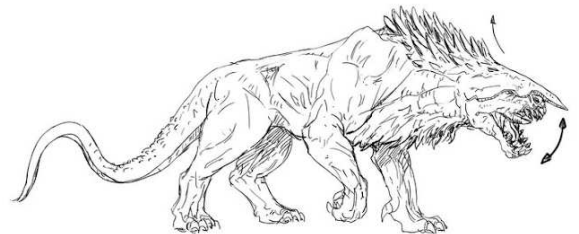
Beast:



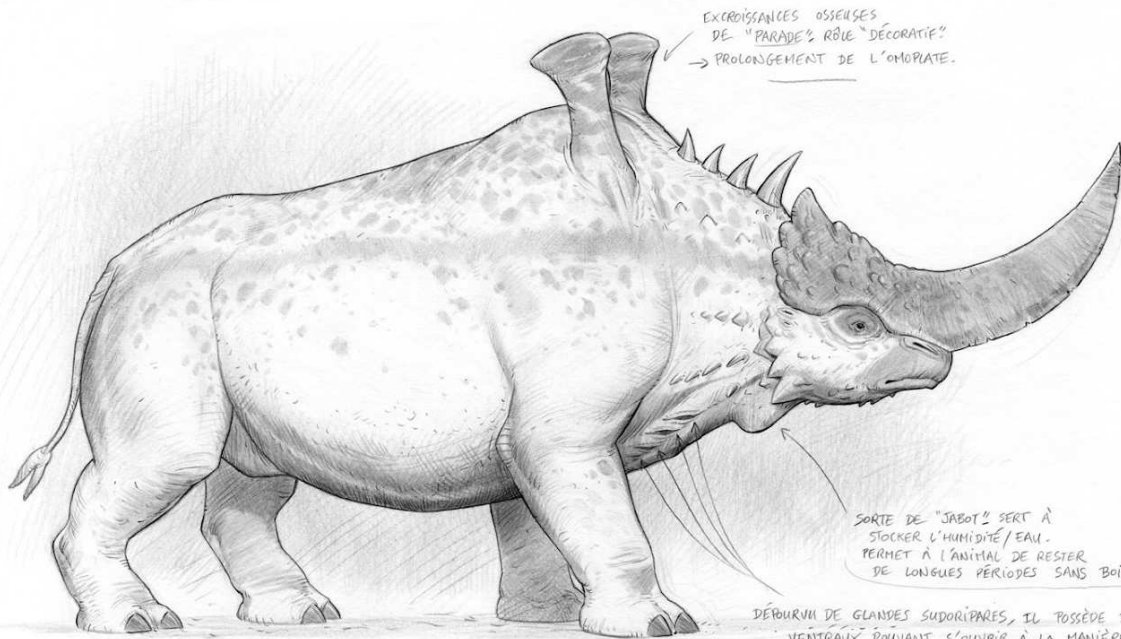
Beast:



Prédateur Figurine:



- DOUK -

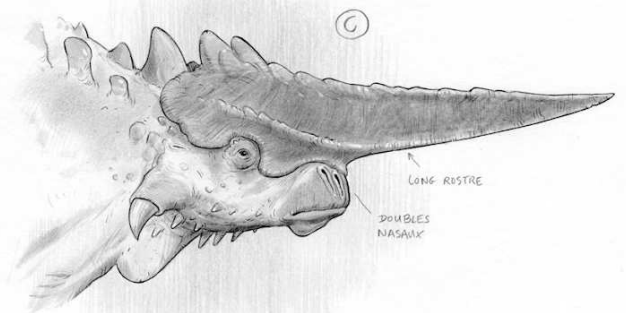
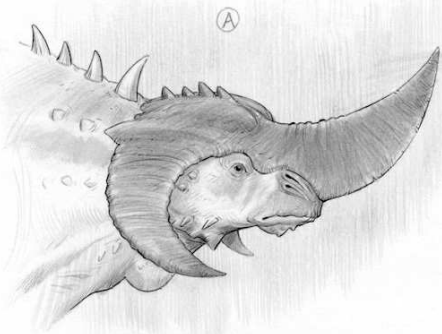


EXCROISSANCES OSSEUSES
DE "PARADE" RÔLE "DÉCORATIF"
→ PROLONGEMENT DE L'OMOPLATE.

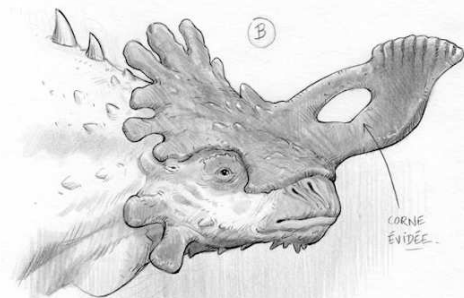
SORTE DE "JABOT" SERT À
STOCKER L'HUMIDITÉ/EAU.
PERMET À L'ANIMAL DE RESTER
DE LONGUES PÉRIODES SANS BOIRE.

DÉFOURNI DE GLANDES SUDORIPARES, IL POSSÈDE DES ORIFICES
VENTRAUX POUVANT S'OUVRIR, À LA MANIÈRE DE NASAUX, LUI
PERMETTANT D'ABAISSE SA TEMPÉRATURE CORPORELLE.

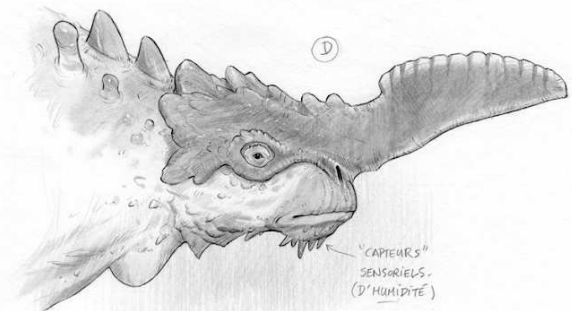
DOUK



LONG ROSTRE
DOUBLES
NASEAUX



CORNE
ÉVIDÉE.



"CAPTEURS"
SENSORIELS.
(D'HUMIDITÉ)

VIVIPARE.

POIDS (ADULTE) : 7-8 TONNES

- DOUK -

QUI PLUS EST,
PEUT SERVIR À ACCROCHER
À LA SELLERIE DES MORIOUKS.

EXCROISSANCES OSSEUSES,
À L'ARRIÈRE DU CRÂNE, TRÈS COLORÉES.*
PLUS GRANDES CHEZ LES MÂLES.
* SURTOUT EN PÉRIODE
DE REPRODUCTION.

PUISSANTES
OMOPLATES
SAILLANTES

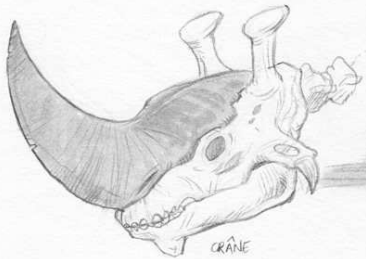
FENTES
AUDITIVES

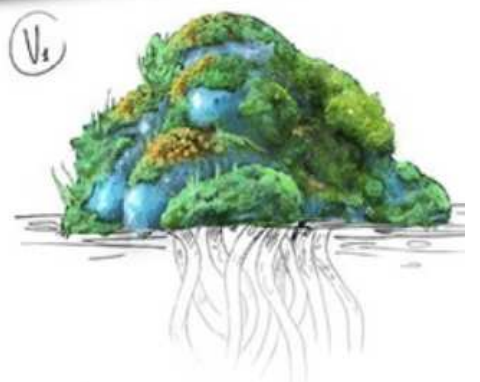
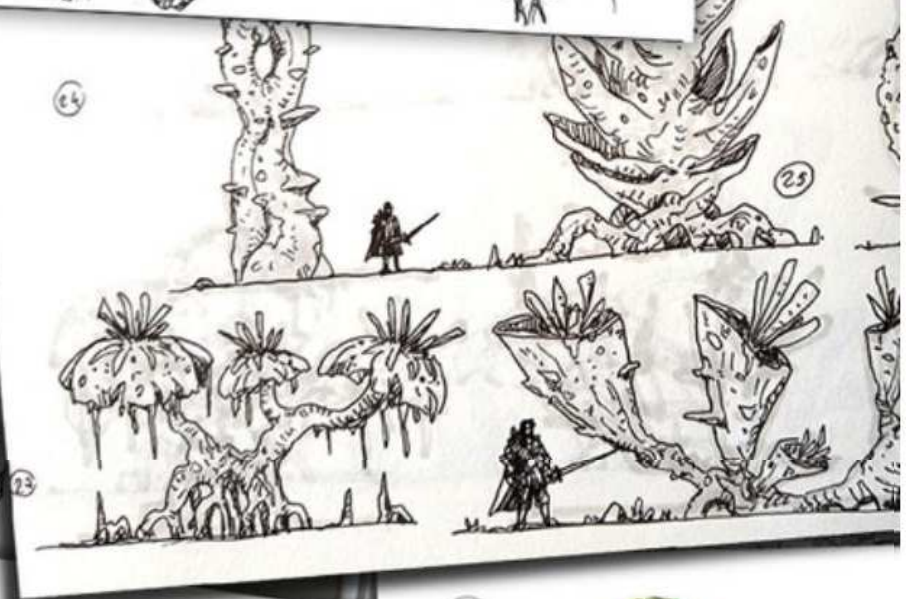
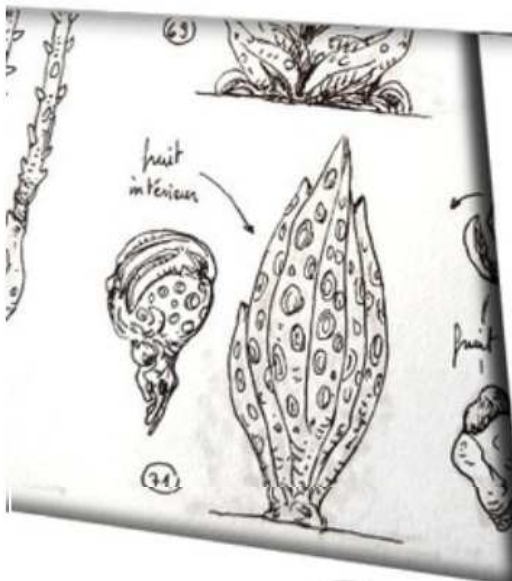
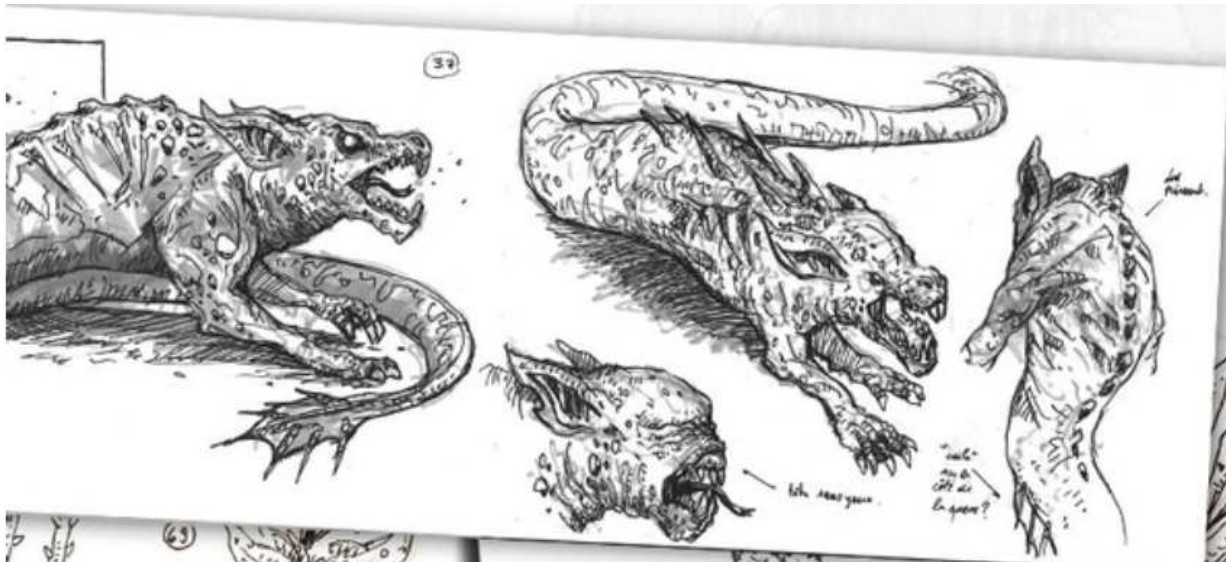
CORNE
ET
CRÊTE
OSSEUSE.
TRANCHANT FRONTAL,
SERVIT À SE DÉFENDRE,
À FOURIR LE SOL EN QUÊTE
DE NOURRITURE, ET AUX
COMBATS ENTRE MÂLES.

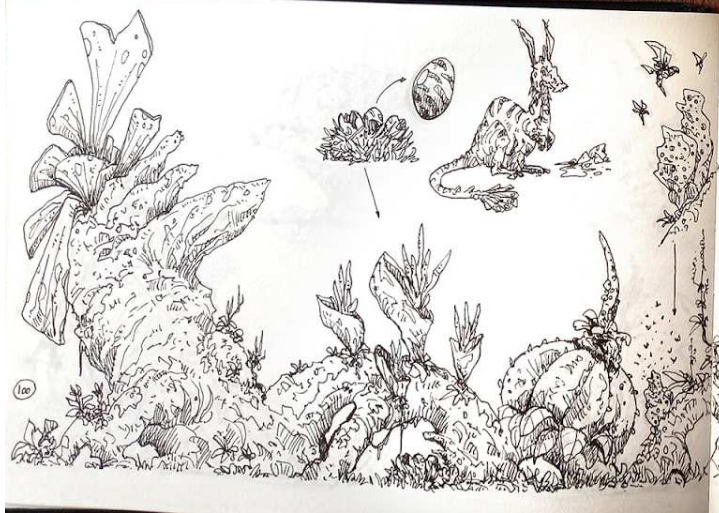
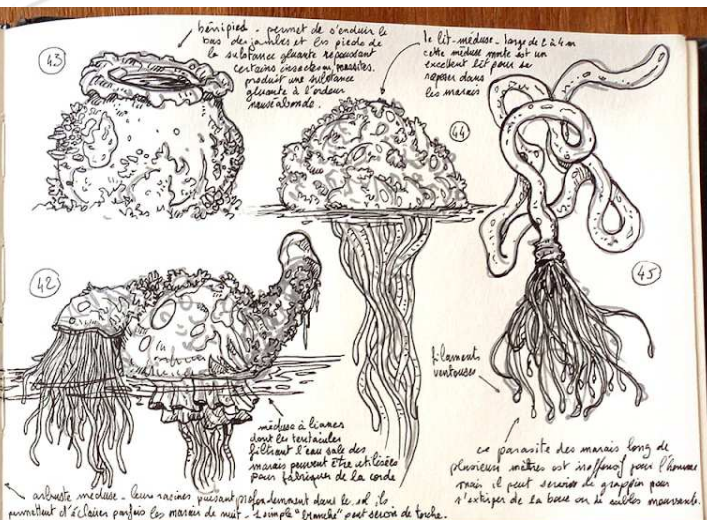
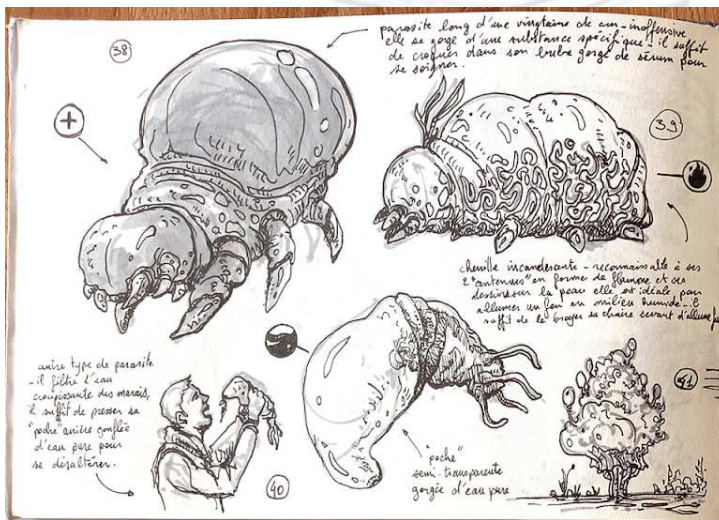
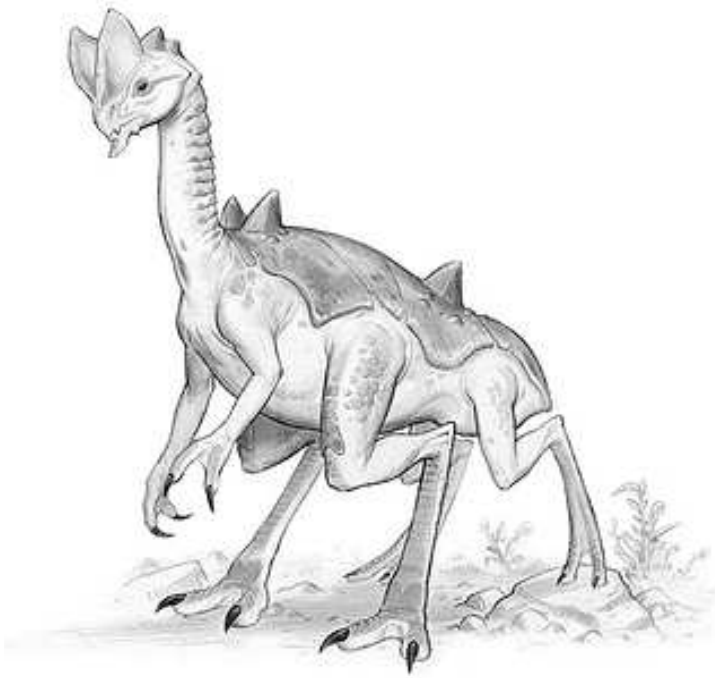
NASRUX ENCOBÉS
DANS LA CRÊTE OSSEUSE

QUEUE
BIFIDE (?)

DEUX
"DOIGTS" POUR
LES PATTES AVANT.
TROIS POUR LES
PATTES ARRIÈRES.







siège "buffle"
extrêmement
puissant - crâne
renforcé - cornes

dents très
longs et grandes
gripes

dors et avant bras
très poilus
et parties à
nu

mes?
recherche
sèche

38

39

30

crâne
sur crâne et
marche

31

longues
oreilles
pendantes

36

11

légèreté
médiane

morpho arboreale

12



pas les oreilles mais
des capteurs au
niveau des
et flexion
dans le flex
mouvement

10



11



13

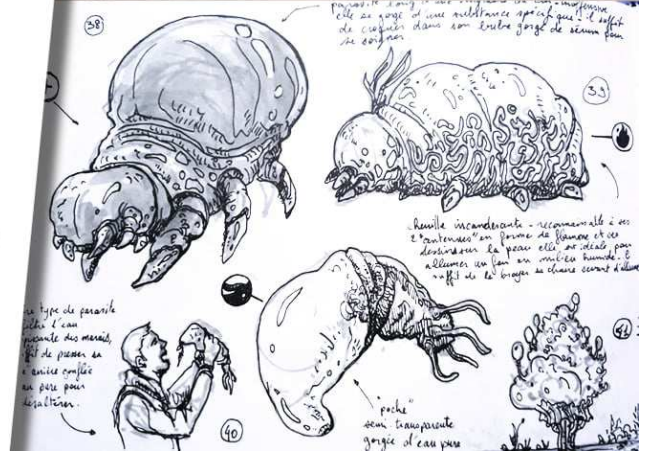
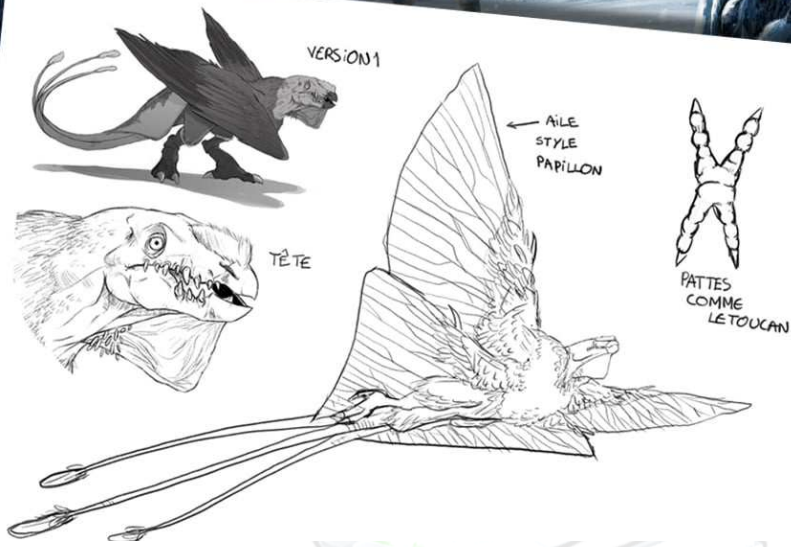
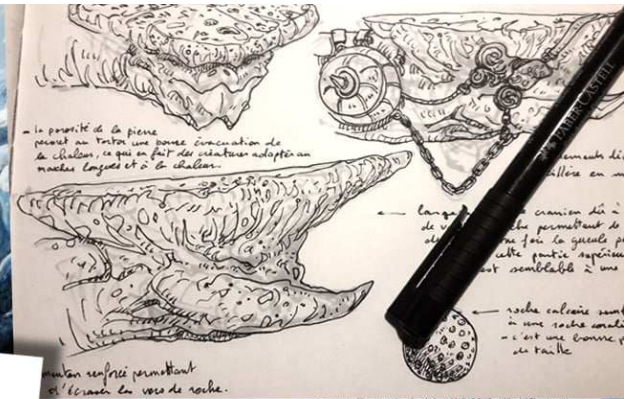
légèreté
au delà

légèreté
au delà
au delà

note
crampe

12





Figurine Grand Orc Noir

■ équipement



ne / Mage :

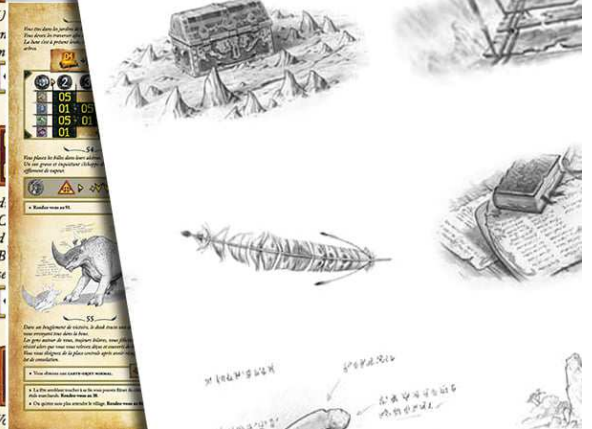


— Face 3



Arce mage
©

— Face 4



HAMROR:



roche fondue sur le crâne



cornes - mutation et reprise de l'une des spécificités des dragons.



excroissance due à la mutation entre les dragons et titans - reste d'ailes - pics de roche au niveau des omoplates

Titan Concept Art V3:

■ zone d'excroissance d'os / ou corne + métal ou or fondu



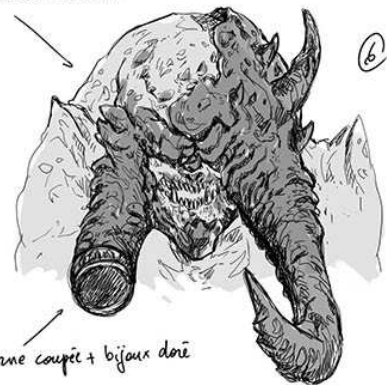
yeux apparent



excroissance sur les yeux



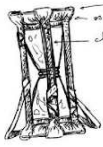
crâne avec la moitié du crâne recouvert de métal fondu



corne coupée + bijoux dorés

Titan Concept Art 402

* Le Maître du temps *



sublime grand
os de dragon
chargé d'âme



• R&D en bas du genre
ou au-dessus d'un
Titan et d'un dragon
ou d'un dragon
il déclenche la foudre
• L'impact ou le
déclenchement
d'un dragon
ou d'un dragon

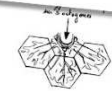


Pose 1



enplacement
figure

l'œuvre
opère de métal
foudre le sol
au point de faire
sauter une quantité
d'âme en une à la
surface



l'œuvre
opère de métal
foudre le sol
au point de faire
sauter une quantité
d'âme en une à la
surface







MAlhya

Lands
of Legends