

Day Realm Brief



“Day is insightful, cerebral, rational and calm”

Resonances – Divination, Revelation, Mastery, Perfection, Focus and Force
Realm Soldiers - You are a soldier, not a messenger, not a diplomat, not a servant
Sent to fight - Your Eternal has sent you to fight, to destroy, to cleanse

“Day lives in the quest for mastery of the self and the world”

- Leviathan – The Deepest One; History, foundations, causation
- Phaleron – The Great Library; Knowledge, preservation
- Sinokenon – The Turning Mirror; Hierarchy, connections, religion
- Kimus – Of the Thousand Eyes; Light, scrying, observation
- Ylenwe – The Dove; Harmony, mathematics, music
- Roshanwe – The Navigator; Discovery, wisdom, truth
- Zakalwe – The Strategist; Conflict, logistics, strategy

Scions of the Sun

Unyielding and emotionless soldiers

- Militant heralds of an unknown eternal
- Sent to purge the irrational
- Uncompromising and defiant
- Mysterious and cold creatures

Last Light of Oblivion

Can spend 30 seconds calling on the Cold Sun to execute an unresisting character to consume the body in flame

“End the irrational; Remove the flawed; Seek destruction”

Juggernaut

- Heavy armour
- Great weapon
- 5 hits
- 3 uses of Impale
- 1 use of Shatter

Winnowers

- Heavy Armour
- Polearm
- 5 hits
- 3 uses of Strikedown
- 1 use of Repel

Clerist

- Heavy armour
- Bow
- 3 hits
- 3 uses of Get it Together
- 1 use of Entangle

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Unit composition

- Rough 2:2:1:1 of
Juggernauts:
Winnowers:
Clerists:Ardent
- 1 Channeler/10 Scions
- 1 Archon per unit

“End the irrational; Remove the flawed; Seek destruction”

Channeler

- Mage Armour
- Mage Staff
- 3 hits
- 10 personal mana
- Heal, Purify, Mend, Repair Limb
- 1 call of CURSE

Ardent

- Mage, Battle Mage
- Shield and Rod
- 3 hits
- 10 personal mana
- Empower, Repel, Entangle
- 1 use of Paralysis

Archon

- As per other Scion
- Add either:
 - +1 hit, 1 hero
 - +1 hit, 2 mana