

A Planeswalker's Guide to Ixalan

Nik Davidson, Kelly Digges, and Kimberly J. Kreines

01. 11. 2017

History of Ixalan

The histories of the Sun Empire and the River Heralds are closely intertwined. The merfolk are a truly ancient people, whose legends hold that they were here when humans first came to this place (though they do not claim to know where the humans came from). And for a long, long time, the merfolk and the humans lived together in relative peace. The sacred forest of Itlimoc, called the Cradle of Sun's Abundance, is a legacy of this time, when merfolk and human priests worked together to invoke a blessing of fertility upon the land.



Growing Rites of Itlimoc | Art by Grzegorz Rutkowski

Before there was a Sun Empire, human civilization arose in several city-states scattered across the continent. One of the city-states, Orazca, gradually rose to prominence over the others, thanks in large part to the charisma and cunning of its ruler, Chacanto Intli. She began uniting the other cities under her leadership. Even at this time, the humans (and the dinosaurs they commanded) did not expand into the territory of the River Heralds, and the merfolk brought goods to Orazca in trade for items they could not make themselves. Chacanto Intli transformed the scattered and fractious city-states into a mighty empire.

During this period, the merfolk did something they had never done before and have not done since: they built villages, and even made a sort of city of their own. In keeping with their traditions, these settlements were shaped from and constructed in harmony with the natural environment, but they were permanent. The majestic Deeproot Tree is a surviving remnant of their ancient city, and it is still revered as a place where their ancestors dwelled.

Generations later, a new ruler set his sights higher. Emperor Apatzec Intli was gifted the Immortal Sun in a fateful encounter, and vowed to conquer the merfolk and raze the jungle.

He wielded the Immortal Sun without any wisdom or restraint.

Devastation and ruin followed in his wake, and the Immortal Sun was taken away and gifted to the River Heralds, who vowed to keep its location a secret, even from themselves.

The Sun Empire was reduced to a handful of coastal cities. The emperor's heir founded a new capital, Pachatupa, but the bonds that tied it to the other cities were tenuous. During this period, three cities rose to dominate the other towns and villages belonging to the empire.

Meanwhile, the River Heralds' power increased. Their migrations took them far and wide across the continent, and the jungle itself spread to reclaim the lands that had been plowed and planted by the Sun Empire. The great river grew broad and deep, tended by the merfolk shamans and fed by new tributaries called up by their magic.

In recent years, a new ruler has taken the throne of Pachatupa. After years of raids from the pirate ships of the Brazen Coalition, Apatzec Intli III has forged a new, stronger hold over the other cities, fought back hard against the pirates, and even begun to expand.

Pressing into the inland reaches and pushing back the encroaching jungle, the forces of the Sun Empire seek to reclaim their lost ancestral heritage—the golden city of Orazca and its Immortal Sun.



Spires of Orazca | Art by Yeong-Hao Han

Apatzec Intli III

The new ruler of the Sun Empire, responsible for the current mood of expansion and conquest, is a fierce man named Apatzec, after the emperor who abused the power of the Immortal Sun in an effort to conquer the River Heralds. He is middle-aged, having succeeded his extremely long-lived and conservative mother, and has spent most of his life chafing under her authority and anxious to prove himself as a leader and a warrior.

As soon as his mother died, he set about changing everything he disliked about her rule, launching the empire into a state of renaissance—and no small amount of turmoil.

Apatzec trusts in the strength of his armies and his own leadership to secure the good fortune of the empire. Despite (or perhaps because of) his namesake, he initially put little stock in the legends of the Immortal Sun, holding no faith that it would be found, let alone alter the course of history. Learning of the visions of the warrior poet Huatli, though, has convinced him that the golden city might yet be found and the Immortal Sun once again used to secure the empire's victory over its foes. He has committed significant resources to the search for the city, painfully aware that his initial hesitation may prove costly. At the same time, there are leaders who now fear that his eagerness to find the Immortal Sun is leaving the cities of the Sun Empire vulnerable to attacks by their enemies.

Armies of Pachatupa

The Emperor's Guard is an elite military force housed in the palace of Tocatli. Rigidly trained and organized, the Guard answers directly to the emperor and is dedicated to the defense of the imperial palace. Its soldiers are divided into seven squads, each with its own commander (called an intical). The seven inticals all report to the emperor, and enough rivalry simmers among them to ensure that the Guard never unites in opposition to the emperor.

The Canchatan, the temple soldiers of Pachatupa, are specially chosen and blessed by the priests of two of the sun temples in Tocatli—the Temple of the Birthing Sun and the Temple of the Consuming Sun. (The third temple, the Temple of the Sustaining Sun, does not consecrate holy warriors, since its teachings emphasize stability and solidity.) They favor weapons with rounded blades suggesting the shape of the sun. Though the Canchatan are technically two military forces, they have a single commander. Caparocti Sunborn is the holy champion of Pachatupa, a fierce warrior who imagines that he is the blinding light of the sun come to smite the foes of his people. Caparocti is known for his shining helmet, which brightly reflects the sunlight.

The Threefold Sun

The people of the empire worship the sun in three aspects: creative (associated with white mana), sustaining and nourishing (associated with green mana), and destructive (associated with red mana). Many different parts of life and the natural world are associated with the sun's different aspects. For example, the rainy season is linked to the Wakening Sun, the cool season with the Verdant Sun, and the hot season with the Burning Sun.

Kinjalli, the Wakening Sun

The white aspect of the sun represents its creative quality. Kinjalli is said to have formed humans by shaping them from clay and baking them until they were solid. Kinjalli kindles the spirit to life, sparks the intellect, and inspires creativity. The Wakening Sun is associated with healing, but also with blinding and searing wrath. It is the patron of the emperor and closely associated with Chacanto Intli, the empire's founder. Kinjalli's aspect is embodied in the imperial court, the hierarchical priests of the

creative sun, and the structured ranks of the military. Other names for Kinjalli include Sun's Creation and the Birthing Sun.

Ixalli, the Verdant Sun

The green aspect of the sun represents its sustaining and nourishing qualities. Ixalli fosters growth in all things, from the verdant rainforest to the development of children into adults. The Verdant Sun is associated with strength, solidity, and community. Ixalli's priesthood is a conservative force in the empire's society, resistant to change but supportive of the people and the strength of the nation. These priests are the masters of dinosaurs, wielding powerful magic to control and restrain them. Ixalli is also known as the Fertile Sun, the Sustaining Sun, Sun's Growing, or Sun's Abundance.

Tilonalli, the Burning Sun

The red aspect of the sun represents its destructive quality. Tilonalli ignites passions, smites the enemies of the empire, and brings all life to its eventual end. The Burning Sun is associated with ferocity, fire, and love. Tilonalli is a patron of many warriors, including the holy soldiers of Pachatupa and the fierce knights of Otepec. Tilonalli is also called the Consuming Sun or Sun's Destruction.

Dinosaurs

Dinosaurs are the dominant animal life of Ixalan, including apex predators and enormous herbivores as well as small egg-eaters and seed-pickers. The people of the Sun Empire live alongside dinosaurs without taming or domesticating them. Whenever a dinosaur moves through a Sun Empire city, it is under someone's direct control—and there's always the risk of it breaking free. This is part of the Sun Empire's world view: nature (embodied in the dinosaurs) is a tool to be wielded, bent to human will, but it is a constant test of will and strength. Nature can't be tamed, but when humans live alongside nature they are made stronger.

Dinosaurs are important to the Sun Empire's sense of national identity. The empire's people use dinosaur feathers as decorations and as inspiration for design motifs in everything from jewelry to architecture. They believe that the Immortal Sun first gave their priests the ability to call and command the dinosaurs, so maintaining this command is a way of clinging to their ancient heritage.



Emperor's Vanguard | Art by Victor Adame Minguez

The people of the Sun Empire interact with a wide variety of dinosaurs. These include herds of huge, forest-dwelling herbivores, heavily armored quadrupeds, flying dinosaurs, and aggressive bipedal predators.

River Heralds

Wind roars in a destructive cyclone, waves rise high into the air before smashing down, and vines and branches reach and grab as the shamans of the rainforest work their magic. The people of the waters, the River Heralds, wield the raw force of nature in their effort to protect their world from disaster. Living in peace and harmony with the natural world, they seek to preserve its delicate balance and drive the invaders away.

The River Heralds are a collection of small nomadic tribes that were the dominant inhabitants of Ixalan before the rise of the Sun Empire. Their strength was once great enough to drive the Sun Empire out of the interior and close off the golden city, but their numbers are now greatly diminished. They live in harmony with the land, and their shamans wield powerful nature magic to control the elements of wind and water, which they use to protect themselves from the harsher aspects of life on Ixalan. Now the River Heralds dominate the deep interior islands and jungles, the winding rivers, and much of the sky.

Shapers of Nature

The River Heralds have lived in peace and harmony with the natural world for as long as they can remember. It's not that they lack the knowledge or skill to build cities and develop technology; rather, they have deliberately chosen to live as part of the natural world, partly in rejection of the path they watched the Sun Empire take long ago.

The magic of the River Heralds' shamans is focused on controlling wind, water, and their jungle environment. They strive to maintain a peaceful coexistence with nature, not to conquer it or defy it. They are called Shapers for the way they alter nature around them—changing the currents of wind

and water, calling up storms and floods, and bending branches and vines. As they move through the jungle, they adapt it to fit their needs—and then return it to the way it was, leaving no trace of their passing, just as a pebble dropped in water leaves the surface unchanged once the ripples have passed.



Shapers of Nature | Art by Chris Seaman

The power of the Shapers is so great that even a small band of River Heralds can stand against a much larger force of Sun Empire or Legion of Dusk soldiers. They redirect rivers to thwart intruders, call up banks of fog, summon enormous waves to wash away their foes, create huge vines to destroy ships and fortresses, and direct the winds to lift them into the air or send flying opponents crashing down. They also summon elementals—living creatures formed from water or tangles of jungle growth.

Sources of the Nine Rivers

To outsiders, the various bands of the River Heralds present a unified front, determined to keep intruders away from the rainforest interior and ensure that they do not find the golden city. In fact, while they share this common goal, the merfolk bands are in constant competition with each other for primacy and control of the richest territory. A merfolk band consists of about a dozen individuals, led by a shaman called a Shaper. The Shapers are respected elders and leaders who guide the decisions of their bands and lead them on their migrations—and into battle against intruders. Each Shaper has a single apprentice at any given time. Should a Shaper die, the apprentice takes over leadership of the band. If a band grows too large for its territory to support, the apprentice takes a portion of the band away to form a new band and claim a new territory.

By merfolk reckoning, there are nine tributaries to the Great River that dominates the interior of Ixalan. The headwaters of these nine rivers are considered the prime territory, and the shamans whose bands control the sources are the most respected. The shamans are known by the rivers' names: Tishana, Kumena, Pashona, Vuhana, Mitica, Notana, Falani, Tuvasa, and Kopala.

Elemental Totems

River Herald bands use carved pillars of jade to mark and protect their territory. From a distance, these totems seem like squat blocks with a hint of humanoid features in the ornamental carvings. When intruders trespass on the lands they are set to guard, though, blue or green light begins to shine from inside the totem, spilling out from cracks formed where separate pieces of jade begin to move apart. Soon the totem fully opens, releasing the elemental energy stored inside. An elemental guardian—a living creature formed of swirling wind, streaming water, or viny growth—takes shape around the totem core. These are powerful guardians, but creating them takes a great deal of work for both the crafting of the jade and the working of magic to bind the elemental spirit to the totem. Thus, they are too few in number to serve as an effective barrier to the armies of invaders now making their way into the River Herald's territory.



Gilded Sentinel | Art by Izzy

Conquest of Torrezon

Eight centuries ago, the continent of Torrezon was a diverse assembly of nations and city-states, enjoying a renaissance of scientific progress, artistic flourishing, and vibrant trade. As war erupted within a remote, mountainous nation, though, the Legion of Dusk was born. Led by deadly vampire conquistadors, the forces of the Legion swept inexorably across the continent. As more and more of the continent came under Legion control, waves of refugees fled from their advance. Prosperous merchant sailors from the coastal Free Cities made a daring expedition across the sea to the coast of Ixalan, where they tried to establish trade with the Sun Empire. Rebuffed by the Empire, these merchants turned to piracy. Torrezon now lies entirely under the Legion's control, and Legion colonies exist elsewhere around the world. Now they too have come across the sea and launched their greatest invasion yet as they seek to conquer the Sun Empire, drive out the pirates, and claim the power of the golden city along the way.

History of Torrezon

Though the Legion of Dusk and the mariners who formed the Brazen Coalition are newcomers to the land of Ixalan, their ancient histories are linked with those of the Sun Empire and the River Heralds by the Immortal Sun.

The Setting of the Sun

Before the Immortal Sun was brought to Ixalan, it was originally put into the care of the people who would become the Legion of Dusk. For generations, the Immortal Sun remained under the protection of its holy custodians in a mountaintop monastery.

Though the Immortal Sun became an object of religious reverence, its presence gave the local monarch a disproportionate amount of influence in regional matters. Jealousies blossomed, and the monastery fell under attack by the forces of a rival king, who is remembered by history as Pedron the Wicked. His forces entered the sanctuary, overwhelmed the monks, and seized the Immortal Sun. The last custodian of the precious artifact, a woman named Elenda, was left for dead on the floor of the sanctuary. As Pedron's forces departed, a winged being descended from the sky and took the Immortal Sun from them, carrying the relic to the west, where it was lost.

For a time, the people of the region were swept up by an obsession to recover the Immortal Sun, the focal point of their worship. The years went on, but the Immortal Sun remained lost. Obsession turned to blame. The church pointed fingers at the impious, while secular rulers became embroiled in their own political conflicts. The Immortal Sun, once regarded as a physical object of worship, faded into legend as little more than a curiosity.

The Apostasine War

Though the dominion of the Legion's monarchs now stretches across the continent, it was not always so. Eight hundred years ago, a mountainous nation called Torrezon (it later gave its name to the whole continent) split into three parts when its monarch died, with each portion ruled by one of the monarch's children. The two younger brothers marshaled their armies against their older sister, who had inherited the largest portion, in a violent attempt to reunite the sundered realm. The Church of Torrezon was a powerful force within all three kingdoms, and its leaders denounced the rebellious brothers as heretic usurpers, perhaps as part of an effort to increase the church's influence. The two brothers became known as the Apostasine Princes.

The armies of Torrezon were soon swept up in a wave of religious fervor, and they waged war against the Apostasine Princes with fanatical devotion. But the collective might of the princes proved greater than even the fanatical army of Torrezon. The war raged on for three centuries, with the children and grandchildren of all three rulers carrying on the conflict. The sheer brutality of the war decimated the population of the entire region. The nobility was diminished and the ranks of knights thinned, but both the rulers of Torrezon and the pontifexes of the church refused to admit defeat. In the third century of warfare, the Apostasine armies enjoyed a series of victories, and soon they came within sight of the spires of Torrezon's capital. The remnants of the combined forces of the monarch and the church formed up to meet the overwhelming invading army.

Just as defeat seemed certain, a stranger emerged. Wreathed in rippling black vapor, this rider charged into the honor guard of the Apostasine Princes, slaughtering all in her path. The enemy army broke ranks and retreated. The stranger introduced herself as Elenda, who had returned after centuries of seeking the lost relic. The monarch and pontifex were incredulous at such a claim, and Elenda confessed that she took on the blessing of vampirism to continue her search. The pontifex interpreted

Elenda's transformation as a selfless act of sacrifice. Soon, many of Torrezon's nobles undertook Elenda's transformative ritual, and it became known as the Rite of Redemption by the church.

The Vampire Conquest

The Rite of Redemption soon became the norm among the noble families of Torrezon. With the power of this vampire nobility marshaled against the Apostasine Princes, the united kingdom and church of Torrezon quickly secured victory and reunified the realm at last. But after three centuries of war, the rulers of Torrezon were not content with their ancient borders, and they began a campaign of conquest across the continent. Combining centuries of battlefield experience with a legion of noble knights armed with the superhuman gifts of vampirism, Torrezon's army became the deadliest on the continent. Over the course of four more centuries, alternating periods of intense warfare with short-lived lulls of uneasy peace, the armies of

Torrezon slowly swallowed up kingdom after kingdom, expanding outward from their central mountainous home and driving waves of refugees toward the sea.

Fall of the Free Cities

In the final century or so of Torrezon's expansion, a desperate remnant of the old city-states still inhabited and ruled by living humans clung to their freedom on the southern shores of the continent. They enjoyed a brief period of great prosperity as they developed the seafaring arts and a thriving trade developed among the cities. They established colonies across the scattered islands off the mainland, drawing on the region's abundant natural resources. The arts and invention thrived in an era of prosperity and enlightenment.

All too soon, however, the shadow of the Legion of Dusk reached the so-called Free Cities as well. Rather than submitting to their inevitable defeat, though, the daring, indomitable mariners of the Free Cities struck out to make new lives for themselves in a distant land the Legion of Dusk could never reach—or so they hoped. Cherishing freedom above all other goods, these fearless, headstrong adventurers struck out across the ocean to the west, into the unknown.

The mariners' skill at sea, combined with the magic and invention that had perfected their small, sleek vessels, helped them navigate the treacherous open waters of the Stormwreck Sea. Even with all their talent and adaptability, many ships were lost in titanic storms, shipwrecked on small islands of jagged rocks, swallowed in great maelstroms, or dragged under the waves by tentacled monsters. Only the hardiest crews survived, battered and nearly beaten, to arrive at the shores of Ixalan.



Shipwreck Looter | Art by Wayne Reynolds

As these vessels reached Ixalan and crews made their way ashore, they were relieved to find the land settled and cultivated by the people of the Sun Empire. They hoped to establish trade, exchanging the treasures they had brought with them for replenished supplies—and the promise of peace. But the Sun Empire rebuffed them, driving them away from the shores and sending them back out to the dangers of the sea.

The Church and Clergy

The Church of Dusk has a rigidly hierarchical structure, headed by the Pontifex of Dusk. While Torrezon's church has elaborate ranks of supreme priests and cardinals, only three orders of clergy matter as far as the Legion of Dusk on Ixalan is concerned: the low-ranking deacons who assist the clerics; the clerics themselves, who perform most of the rituals of the church; and the bishops who oversee the clerics.

The precepts of the church are relatively simple, summarized in three points:

Every order of knights and company of conquistadors has at least one embedded member of the clergy. These clerics fulfill a variety of functions: serving as emissaries, tending the wounded, and bringing down the holy wrath of the church. They can be identified by their flowing robes.

The Blood Fast

Vampires sometimes abstain from feasting on blood in a holy sacrament called the Blood Fast. Over time, the fasting vampire's acute hunger actually leads to a state of hyper-awareness.

Vampires in this state are utterly terrifying, for with their heightened senses comes a mad fury that the church has declared to be the purest form of pious devotion.

Invocation of the Venerables

The Venerables of the church are its saints—dead vampires who are held up as paragons of church ideals. Devout vampires often call upon the power of a Venerable through the use of relics, which

might include a weapon, a piece of armor, a lock of dry hair, a tooth, or even a finger bone that formerly belonged to the Venerable.

Glorifiers

Some vampire clerics, called Glorifiers, specialize in bestowing the blessings of the church to bolster the pious. Their benedictions can knit grievous injuries and inspire the faithful. They make extensive use of blood in their rituals, often bestowing their blessings through blood poured into ornate chalices. On the battlefield, they can draw strength from blood shed in combat and share that strength among their allies.

Condemners

Condemners wield the power to punish those who do not recognize the righteous authority of the church, imposing the church's full wrath. Their maledictions can wither flesh, summon darkness, corrupt the land, sap spiritual energy, and even extract the blood of their enemies through pores and tear ducts. Some Condemners can inspire crippling fear through the power of their gazes.

A specialized order of Condemners, the Shade-Binders, capture and magically bind undead spirits composed of darkness, using blessed braziers that exude inky black smoke. These spirits guard ships when the conquistadors have disembarked, and they are sometimes bound to vampire weapons.

Birth of the Brazen Coalition

The captains of the Free Cities had not fled the Legion of Dusk just to bow to a different empire. Reasserting their fierce independence, they claimed the waters as their domain and turned to piracy and plunder. They embraced a life at sea, with the freedom that accompanied such a life. Each ship became a sovereign power, with the captain as its monarch. Some captains built empires—fleets of ships—united under their charismatic or tyrannical leadership. Like any nation, these ships became contested ground: mutiny could quickly turn a first mate into a captain and a captain into an offering to the monsters of the deep. A ship coveted for its speed might fly one flag in the morning and another on the same evening.

A modicum of order came to the pirate ships after a fierce battle between the *Scourge*, commanded by a young Captain Beckett Brass, and *Squid Eyes*, guided by its navigator, Jareth Wake. After the *Scourge* rammed *Squid Eyes*, the two ships became impossibly entangled. The battle raged on as the crews fought across the decks of both ships, each hoping to claim the ships' boats when the vessels inevitably began their descent to the sea's bottom. But through some quirk of fate, both ships stayed afloat. Eventually, the two captains agreed to a parley, realizing that victory was impossible for either side. Captains Brass and Wake took small parties out on the ships' boats and went in search of new vessels to command, while the rest of their crews stayed behind, at first trying to separate the two vessels but then working together to ensure that they didn't sink. They eventually declared themselves the first citizens of High and Dry—a neutral ground where pirates could meet and trade goods, tools, treasures, and stories. Over time, other derelict vessels limped to High and Dry—or were towed there by more seaworthy vessels—and expanded the dimensions of what soon became a thriving little town. The existence of High and Dry allowed for the creation of an unusual currency among the pirate captains: favors and obligations.

Temporary accords and lasting alliances were forged (and broken) amid the listing masts and tilted decks of the floating town, and eventually a web of relationships bound the captains together. Rivalries and feuds persist, of course, but the captains recognize that unity against common foes is more important than any animosity between them, especially now that the Legion of Dusk has reached Ixalan in

their wake. Insofar as a lasting connection exists among the pirates, they refer to themselves as the Brazen Coalition, in honor of Captain Brass, who now commands the largest fleet of the coalition.



Admiral Beckett Brass | Art by Jason Rainville

Admiral Beckett Brass and the Fathom Fleet

Beckett Brass, as captain of the *Scourge*, earned a formidable reputation because of both her skills as a sword fighter (wielding her cutlass, Ripper) and her mastery of enchantment magic. A well-known legend claimed that those who sailed on the *Scourge* were luckier, faster, and stronger than they were before joining her crew. This was credited to the brass figurehead that graced the bow of her ship, which was said to be infused with the captain's magic to give a boon to any loyal crew member aboard. Thanks to this magic, Captain Brass's crew always found the biggest treasures and raided the most rival ships. Many pirates coveted a position on her crew, and some of them deserted their own captains in hopes of finding the *Scourge* and winning a post aboard. But if any deserters ever found a place in Captain Brass's crew—or if they ever found the *Scourge* at all—word never got out. This fact only added to the air of mystery surrounding the captain, her ship, and its magic brass figurehead.

Jareth Wake, navigator of a ship called *Squid Eyes*, became obsessed with discovering the truth. Turning all his expertise to the task of finding her, he designed enchanted compasses, maps, sextants, and calipers, all tuned to a single point: the location of Captain Beckett Brass. He convinced his captain to enable his search by promising that they could plunder Captain Brass's figurehead and perhaps glean some of her magical secrets.

But Captain Brass knew when she was being tracked, and she turned to her own trusted navigator and first mate, Lex Briggs. Lex specialized in magically augmenting—and undermining—navigational equipment. Her augmentations could create compasses that would point toward great quantities of gold, maps that would reveal the locations of buried treasure, charts that would show the movement of other vessels at sea, and calipers capable of shortening the distance her crew had to travel to reach their desired location. But her magic could also obfuscate her ship's location, obscure maps, and send compass needles spinning off their axes.

At Captain Brass's orders, Lex crafted no fewer than six charms to confound Jareth Wake's magic, and the *Scourge* would probably have evaded him forever if it hadn't been for Swab, the *Scourge*'s goblin prankster. Swab's trickery disrupted Lex's charms just long enough for Jareth to set his course and discover the *Scourge* at last.

The literal collision of the *Scourge* and *Squid Eyes* led to the creation of the floating city of High and Dry and, ultimately, the formation of the Brazen Coalition. Since then, Captain Brass has become Admiral Brass, in command of a disciplined, fearsome collection of ships known as the Fathom Fleet. Ships such as the *Hangman's Noose* (captained by Sedden Dray), the *Witch's Windlass* (captained by Farrien Goss), the *Windbinder* (with its helmsmage-captain Kalishah Abban), and Admiral Brass's own *Second Scourge* have extended her fearsome reputation. Many captains have proven willing to give up some of their own freedom in exchange for the measure of security that comes from sailing under her flag.

Pirates of the Fathom Fleet can be recognized by the rope motifs woven into their clothing, celebrating the metaphorical lines that tie the ships of the fleet—and indeed, the whole Brazen Coalition—together.