Occult

Version
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4.01

Bicolline Geopolitical Game

WHAT IS THE OCCULT COLLECTION

The occult collection gathers all the information about spells, powers magical items from the world of Bicolline. It will be constantly updated according to the evolution of the actions of the occult characters.

THE SPELLS

Spells are the manifestation of the power of a mage. Masters, followers, and apprentices try to master spells that vary greatly in their power. While some minor spells are present in parchments of arcane places, there are powerful spells with devastating effects that are mastered only by certain magi. Each mage writes the spells he manages to learn in his spellbook.

TABLE I -COMMON MAGIC - MANTHORA

Minor

Slow
Cost: 9
Attack Occult: Yes
Duration: A season
Limit: Any
Scope: 23 Hexagons
Effect:
The targeted banner sees its maximum movement reduced by 5 hexes.

Magic Stamp
Cost: 4
Attack Occult:
Duration: Immediate
Limit: 1 per season
Scope: Any
Effect:
The mage creates a political or exploration seal with the name of a type of magic. The type of magic is determined by the type of spell most present in the magician's spellbook. The seal is created when the mage goes to transplants and gives them magical energies

Magic Barrier
Cost: 20
Attack Occult:
Duration: Until Used
Limit: 1 per season
Scope: 17 Hexagons
Effect:
Protects a target (domain, banner, ship) against occult attacks. Once the protection is used, it disappears at the end of the season

Focuser
Cost: 5
Attack Occult:
Duration: Immediate
Limit: 1 per season
Scope: Arcane place
Effect:
The spell allows the mage to increase, by 6 hexes, the maximum range of a spell cast by

another mage in the same arcane place. There can be only one focus per spell cast.

Major

Teleportation
Cost: 25
Attack Occult:
Duration: Immediate
Limit: Any
Scope: 17 Hexagons
Effect:
Moves a willing banner up to 77 hexes from its starting point. The travel time is shot in a neutral Syta. luminous: immediate arrival and generation of 5 manthora for an exceptional success. Gray: Immediate arrival. Black: 2 seasons late. The arrival of the teleportation is considered as an occult attack if the domain or the arrival ship is listed as being enemy in the black list. A teleporting banner uses all its moving hexes.

Force Field
Cost: 25
Attack Occult:
Duration: 1 Season
Limit: Any
Scope: 17 Hexagons
Effect:
Blocks the exit and entry of any banners or ship on the targeted hex. Banners that besiege a domain are considered to be outside the force field. The use of the spell is considered an occult attack if the domain or ships present in the maritime hex are listed as enemies in the blacklist

Confusion
Cost: 20
Attack Occult: Yes
Duration: 1 season
Limit: 1 for season
Scope: 17 Hexagons
Effect:
Reduces the movement of a banner to 0 for a season's time.

Magic Mastery
Cost: 2 Pure Energies
Attack Occult:
Duration According to the Fate
Limit: According to the Fate
Scope: According to the fate
Effect:
Allows you to cast any spell from the occult collection by adding 2 pure energies to its base cost. The mage must have a Manthoric Orb focus in his chest or arcane place in order to cast that spell.

Conjuration
Cost: Variable
Attack Occult:
Duration Until dissipation
Limit: 1 per season
Scope: 13 Hexagons
Effect:
Allows the mage to conjure a creature whose recipe he knows. Recipes can be found on the field during duchy events or exchanged between players. The preparation of this spell has no cost. It is during the conjuration that energy and ingredients will have to be spent.

Ethereal Caravan
Cost: 10
Attack Occult:
Duration 4 seasons
Limit:
Scope: 17 Hexagons
Effect:
Temporarily increases the capacity of a 4-cargo trade banner

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TABLE II -MAGIC OF ARTIFACTS - SVIR KALA

Minor artifact creation
Cost:Variable

Attack occult:

Duration:Immediate

Limit:None

Scope:None

Effect:Allows you to create common and minor objects whose recipes are known. Also lets you perform magic searches to find the recipe for creating a minor artifact.

Disenchant
Cost10
Attack Occult X
Duration 1 Season
Limit None
Effect Temporarily removes all magic effects from the target.
Ex: Artifact, enchantment, conjuration, etc. ...

Astral Rune
Cost:15
Attack Occult:X
Duration: Until used

Limit: 1 per Season

Scope: 13 hexes

Effect: The Astral Runes protect a domain or a ship against the
presence of creatures from beyond the world. If a banner that
contains damned or demonic units ends his movement on the domain or ship that contains the rune, the banner is teleported randomly to 12 hexes of the original target

Rune of Fate
Cost:10
Attack Occult:
Duration: Immediate
Limit: 1 per Season
Effect: The Mage Removes a Syta Stone. The wizard casting the spell must be the one who's stealing the stone. The cost of the spell must be returned to the observer before the new draw.

Major
Major artifact creation
Cost:Variable

Attack Occult:

Duration:Immediate

Limit:1 per season

Scope:None

Effect: Allows you to create major objects whose recipes are known. Also lets you perform magic searches to find the artifact creation recipe. The mage must have a Svirin runes focus in his chest or in the arcane place in order to cast that spell. (Note: Magic Focuses are considered Major Artifacts.) Preparing this spell has no cost. It is during the creation of the artifact that the energy and the ingredients will have to be spent.

Parchment Creation
Cost: Magic Ink
Effect: Create a scroll that can contain a spell

Arcane Substitution
Cost: 16
Attack Occult: x
Duration Immediate
Limit: any
Scope: 17 Hexagons
Effect: Change the nature of a focus. The energy cost must be the same as the new type of focus. The spell can also be launched at transplants on a focus in the hands of the mage.

Ice Prison
Cost: 2 pure energy & 20
Attack Occult: x
Duration 4 seasons
Limit: 1 per season
Scope: 17 Hexagons
Effect: Imprison a ship, a banner or a creature in an ice prison (magically dissipates, but does not destroy itself physically). The target can no longer perform any action and can no longer be the target of any action.
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minor. The spell written on the parchment must be present in the parchment or in the magician's spellbook. The cost ofparchment is equivalent to the cost of the spell + a magic ink.
The preparation of this spell has no cost. It is during the
 spellbook. The cost of parchment is equivalent to the cost of the spell + a magic ink. The preparation of this spell has no cost. It is during the creation of the parchment that energy and ingredients will have to be spent.

Arcane Transmutation
Cost: 15
Attack Occult:
Duration Instantaneous
Limit: 1 per season
Scope: ceremony
Effect:Allows the creation of ten (10) magical energies from any what kind of magic. The mage must hold in his hands a focus the type of energy created when casting the spell. This spell is done at transplants and does not require exceptionally no spell element to be cast.

Rune of Protection
Cost: 16
Attack Occult:
Duration Until used
Limit: 1 by field
Scope: 13 hexes
Effect:Place an explosive rune on the target (ship or domain) that inflicts 8 points of military strength to the first enemy banner who ends his movement there. The rune dissipates once used

TABLE III -BLACK MAGIC - GHOLIR

Minor

Cryptus Fierce
Cost: 10
Attack Occult:
Duration Immediate
Limit: Any
Scope: 13 hexes
Effect: Creates 5 undead units on a consenting domain / ship
in a consenting banner

Terror
Cost: 16
Attack Occult: x
Duration Immediate
Limit: Any
Scope: 17 hexes
Effect: An equivalent of 8 points of military strength of target units (domain, ship or banner) are repatriated in the trunk of his owner.

Army of the Damned
Cost: 20
Attack Occult:
Duration 4 seasons
Limit: 1 per season
Scope: 8 hexes
Effect:Create a small military banner with 5 undead units on a consenting domain or ship. The armies of the damned can be maintained if the spell is cast again after 4 seasons.

Absorption
Cost: 18
Attack Occult:
Duration 1 season
Limit: any
Scope: 17 hexes
Effect:Protects a target (domain, ship, banner) against all effects occult for a season. If an effect of spell, power, or object magical is canceled by absorbing half of the magic energies used for this purpose are put back into the vault of the mage who launched absorption.

Major
Curse: Damned
Cost: 20
Attack Occult: x
Duration until dissipation
Limit: any
Scope: 23 hexes
Effect:The population of a domain becomes very sick. Two (2) units present in the garrison of the estate are transformed into a unit undead during each season. The curse attacks banners present on the field if the garrison is already fully composed of undead. This curse is also considered like a disease.

Artifact of Martomasse
Cost: Variable
Attack Occult:
Duration Immediate
Limit: 1 per season
Scope: any
Effect:Lets you create the magical objects of Martomasse whose recipe is known by the mage. Also allows you to search magic to find the artifact creation recipe from Martomasse. The preparation of this spell has no cost. It is during the creation of the artifact that energy and ingredients will have to be spent. The mage must possess, in his chest or in the arcane place, a
focus of moonstone fragment in order to cast this spell

Curse: Gloomy Fog
Cost: 20
Attack Occult: x
Duration: until dissipation
Limit: any
Scope: 23 hexes
Effect Constant darkness affects the target of the curse. If points of mischief are present on the target, she suffers 10 points of additional mischief each season. The points of mischief are attributed to the source that has inflicted the most so far. The misdeeds attributed to fog are inflicted at the end of the season.This curse is also considered a disease.

Contagion
Cost: 1 pure energy & 10 by target
Attack Occult:
Duration: Immediate
Limit: any
Scope: 23 hexes
Effect The contagion targets a target (domain or ship) that is already assigned by an illness. If the target is a domain, all domains contiguous can be targeted by the spell. If the target is a ship, all ships present in the same maritime hex may be targeted. The neighboring targets on which the disease spreads are not
not considered to have suffered an occult attack

Wind of Death
Cost: 80
Attack Occult: x
Duration: until dissipation
Limit: 1 per season
Scope: 17 hexes
Effect Inflicts 20 MP on the target (banner, ship,field). The mage receives in his chest as much undead as
of unity killed by the spell. The mage must have, in his trunk or in the arcane place, a fragment focus of moonstone in order to be able to cast this spell

Channels of Tolimarth
Cost: 80
Attack Occult: x
Duration: until dissipation
Limit: any
Scope: 42 hexes
Effect The target of the spell loses the ability to cast spells or power occult. The target of the spell must be a mage or high priest. To target a mage, his place of residence must be affected by the spell. In order to target a high priest, an incensed belief building and authorized by the latter must be affected by the spell.
A high priest has to pay one power point in order to free himself from chains. A mage must pay 5 magical energies. The energies are paid to transplants.

TABLE IV-ANCESTRAL MAGIC - MIGUISSE

MINOR

Clemency of Irendille
Cost: 7
Attack Occult:
Duration: 4 seasons
Limit: 1 per season
Scope: 21 hexes
Effect Protects the target (ship and domain) against adverse effects of the Syta

Light of Ostarie
Cost: 15
Attack Occult: x
Duration: immediate
Limit: any
Scope: 17 hexes
Effect Inflicts on the target (banner, ship or domain) 7 points military force damage. Target must contain military units possessing the damned characteristic

Oron Guard
Cost: 20
Attack Occult:
Duration: 1 season
Limit: any
Scope: 13 hexes
Effect Temporarily increases the military strength of a garrison 10 points against units with the characteristic damned

Animal Support
Cost: 8
Attack Occult:
Duration: immediate
Limit: 1 per season
Scope: 8 hexes
Effect Increases the reserve of an area of 20 lots of victuals. This spell makes it possible to replenish the reserves even during a siege

MAJOR

Healing Souls
Cost: 10
Attack Occult:
Duration: immediate
Limit: 1 per year
Scope: any
Effect This spell allows the elves to regenerate the soul and spirit of a consenting character having lost it. Targeted player removes his name from the register of the stolen souls of Teratos. A ceremony is obligatory for the accomplishment of fate.

Artifact of Simaël
Cost: Variable
Attack Occult:
Duration: immediate
Limit: 1 per season
Scope: any
Effect Lets you create the magic objects of Simael whose recipe is known by the mage. Also allows to perform magical research to find the creative recipe artifact of Simael. The mage must possess, in his chest or in the place arcane, a fragment focus of Simael in order to be able to cast this spell. The preparation of this spell has no cost. It is during the creation of the artifact that energy and ingredients will have to be spent

Vengeful Forest
Cost: 30
Attack Occult:
Duration: immediate
Limit: any
Scope: arcane place
Effect Inflicts 20 MPs on a banner considered as an enemy on the domain of residence of the mage

Purification
Cost: 20
Attack Occult:
Duration: immediate
Limit: 1 per season
Scope: 17 hexes
Effect Permanently dispel any enchantment,
effect

Back to Sources
Cost: 15
Attack Occult:x
Duration: immediate
Limit: any
Scope: 17 hexes
Effect Reduces the stage of development of a
domain. A domain that loses a stage of
development loses
no building, but will not be able to build it again
as long as its current stage does not allow it

Bramble Wall
Cost: 20
Attack Occult:
Duration: 2seasons
Limit: 1 per season
Scope: 17 hexes
Effect Temporarily increases by one (1) point
the number of points of fortification of a domain.
A domain can not enjoy the bramble wall effect
more than once

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TABLE V -TOTEMIC MAGIC - SPiRIT OF THE FOREST

MINOR

Banishment
Cost: 20
Attack Occult: x
Duration: immediate
Limit:
Scope: 21 hexes
Effect Inflicts 10 points of military force damage
to units possessing the demonic characteristic.

Circle of Protection
Cost: 5
Attack Occult:
Duration: 1 season
Limit:
Scope: 17 hexes

Effect Target (domain, ship, banner) can not
receive am attack from a unit possessing the
demonic characteristic

Infestation
Cost: 8
Attack Occult: x
Duration: immediate
Limit:
Scope: 21 hexes
Effect A horde of vermin destroys 30 food stores
of the targeted domain.

Germ of Kindness

Cost: 2
Attack Occult:
Duration: 4 seasons
Limit:
Scope: 21 hexes
Effect A horde of vermin destroys 30 food stores of the targeted domain.

TABLE VI -DEMONIC PACT - SKULL

MINOR

Sacrifice

Cost:
Attack Occult:
Duration: immediate
Limit: 1 per season
Scope: any
Effect Allows transforming the workforce, the masters or cattle in skull. 3 hands produce 1 energy 15 lots of livestock produce 1 energy 3 masters produce 2 energies. A maximum of 5 energies can be produced by sacrifice. The mage who performs the sacrifice must have a focus (cursed chalice) in his chest.

Posession

Cost: 3
Attack Occult:
Duration: immediate
Limit:
Scope: 8 hexes of desolation
Effect Transform a military unit, banner or consenting garrison to a minor demon (force of fight of 2)

Desolation

Cost: 8
Attack Occult:
Duration: until dissipation
Limit: 5 per season
Scope:Consenting domain
Effect The domain is now considered a desolation (Garganesh desert). Garrisons or banners that do not have the feature demonic receive 2 damage points per season. The domain targeted by the spell must be consenting. Desolation is also considered a disease.

Lava Flow

Cost: 6
Attack Occult:
Duration: immediate
Limit:
Scope: until dissipation
Effect Inflicts 2 points of military combat strength at the garrison of the domain (or to one of the banners if the garrison is empty).

MAJOR

Demonic Knowledge

Cost: 5
Attack Occult:
Duration: immediate
Limit:
Scope: 42 hexes
Effect Provides search results of exploration using magic by consulting the knowledge of an entity of the underworld. The incantation does not guarantee success but should at least

ensure a privileged communication with the entity (Game Master)

Demonic Portal
Cost: 1 - 40
Attack Occult:
Duration: until dissipation
Limit:
Scope: 8 hexes of desolation
Effect Opens a portal on a domain afflicted by a desolation. The portal randomly shows a nuisance season in the province where it is located. The Portal can only be destroyed by magic or by
survey conducted by an exploration banner. The difficulty to solve the survey is equivalent to double the number of energy used to stave off the portal. A maximum of 40 magic energies can be
spent on the portal

Tremors of Nesh
Cost:
Attack Occult: x
Duration: immediate
Limit:
Scope: 17 hexes of desolation
Effect Inflicts on a target (domain or banner) a number of point of military force equivalent to the number of desolation present in the kingdom from which the spell is launched multiplied by 2. The cost of the spell is equivalent to the number of desolate counted in the spell multiplied by 1.5. The mage must possess, in his chest or in the place arcane, a cursed chalice focus in order to be able to
cast this spell.

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Demonic Chasm
Cost: 5 + 3 points of military strength
Attack Occult: x
Duration: immediate
Limit:
Scope: 14 hexes
Effect Open a magical chasm to the infernal plans that destroys a mobile banner and the units it contains.

Curse of Nesh
Cost: 5 + x
Attack Occult:
Duration: 4 seasons
Limit: Must be started before the end of the winter season.
Scope: desolation
Effect The curse can target a province or region which contains at least one desolation. For each additional skull that is used in launching the fate, the target loses 2 points of influence. The Lord or the targeted region council have the opportunity to carry out a sacrifice to appease the demon. For each hand
sacrificed during the ritual, 2 influences will be spared by the curse. The ritual must take place before calculating income at the end of the summer season.

Chaotic Rage
Cost: 25
Attack Occult:
Duration: 1 seasons
Limit: any
Scope:7 hexes of desolation
Effect Increases the combat strength of a consenting banner to 15 points. The banner and all
units it contains will be destroyed at the end of the season.

TABLE VII -RITUAL MAGIC - BREATH OF LIFE

MINOR

Fire
Cost: 10
Attack Occult: x
Duration: Immediate
Limit: 1 per season
Scope: 17 hexes
Effect Destroys the production of a domain with the equivalent of 10 points of mischief (see table of mischief points in conflict resolution).

Offering
Cost: *
Attack Occult:
Duration: Immediate
Limit: 1 per season
Scope: any
Effect Allows the transformation of production batch into a breath of
life.2 ores of gold or 5 ores of silver or 4 stones or 15 lots of cereals / livestock or 10 lots of Maritime resources produce 1 breath of life. A maximum of 5 energies can be produced by offering. The mage who makes the offering must have a focus (elemental fragment) in his chest.

Ice Bridge
Cost: 5
Attack Occult:
Duration: Immediate
Limit: 1 per season
Scope: 13 hexes
Effect Temporarily transform the status of a hexagon in coastal hexagon which allows the passage of
banners.

Elemental Attack
Cost: 15
Attack Occult: x
Duration: Immediate
Limit: 1 per season
Scope: 13 hexes
Effect Inflicts 5 points of military force on a target (domain,ship, banner).

MAJOR

Oversight
Cost: 20
Attack Occult: x
Duration: Immediate
Limit:
Scope: 17 hexes
Effect A mage, residing in an arcane place, sees one of his spells erase from his memory. The lost spell is chosen by the mage targeted by the spell

Ice Sea
Cost: 20
Attack Occult: x
Duration: 1 season
Limit:
Scope: 17 hexes
Effect Reduces the target ship's displacement to 0 for a season.

Mirror of Vision
Cost: 9
Attack Occult:
Duration: immediate
Limit:
Scope: 28 hexes
Effect Unveils the challenge of 3 nuisances targeted by the mage.

Fatal Mist
Cost: 30
Attack Occult:
Duration: immediate
Limit:
Scope:

Effect Inflicts 20 MPs on a banner considered as an enemy on the domain of residence of the mage

one pure energy. Other energies needed for the force must be spent when casting the spell.

Charm: Irresistible
Cost: 1 pure energy +4*
Attack Occult: x
Duration: 1 season
Limit:
Scope: 17 hexes
Effect Controls a banner or ship. Each slice of a point of military force present in the target increase the cost of the spell of 4 magic energies. The mage must possess, in his chest or in the place arcane, a basic fragment focus in order to to be able to cast this spell. The preparation for the item of this spell costs only

Poison Apple
Cost: 30
Attack Occult: x
Duration: until dissipation
Limit:
Scope: 21 hexes
Effect The targeted area is affected by the Black Death. Plague black reduces revenue generation of the domain by 50% and prevents any new constructions. Black Plague is considered a disease

TABLE VIII - POTIONS - INGREDIENT

MINOR

Bait
Cost: 30
Duration: immediate
Limit: 1 by ship
Effect Increases target resource lot production by 2 per work of hand

Raff
Cost: 1
Duration: 1 season
Limit: 5 per network
Effect increases the strength of a clandestine network by 1 point. A maximum of 5 raffs can be used by network.

Fortified Feed
Cost: 8
Duration: immediate
Limit: 1 per field
Effect Increases livestock lot production from the target area of 2 per labor.

Gunpowder
Cost: 1
Duration: immediate
Limit:
Effect Create a dose of gunpowder.

MAJOR

Sanitation
Cost: 15
Duration: immediate
Limit:
Effect Purge an area from the effects of an illness

Heroism
Cost: 30
Duration: 1 season
Limit: 1 per banner

Effect Increases the military strength of a banner by 15 points.

Potion of Quick Learning
Cost: 5
Duration: immediate
Limit: 1 per wise apprentice
Effect The mage targeted by this potion has a bonus equivalent to that of magical tutoring
. (A mage can not benefit twice from tutoring during an apprenticeship.)

Healing
Cost: 30
Duration: Immediate
Limit:
Effect Allows the potion user to recover up to 10 MPs in units that were destroyed in the previous season. Once the potion is activated in a banner, the latter is left with the "healing" effect

and if units are destroyed, the units will return to the owner's safe. It's here same thing for a domain or a ship. The effect is not transferable. The mage must possess, in his chest or in the arcane place, a focus
of Alambic so that you can cast that spell

Blade Poison
Cost: 5
Duration: 1 season
Limit: 1 per network
Effect Increases the usable action point limit for clandestine action by 5 points poisoning.

Magic Ink
Cost: 5
Duration: immediate
Limit:
Effect Use in the creation of artwork and magic object.

TABLE IX- BAUBLES - INVENTION

MINOR

Reinforced Axles
Cost: 3
Attack Occult
Duration:4 seasons
Limit: 1 per banner
Effect This bauble increases the speed of a terrestrial trade banner of 4
hexagons

Chain Gun
Cost: 10
Attack Occult x
Duration: immediate
Limit: 1 per season/ship
Effect The chain cannon performs 2 points of damage to the structure of a ship
at a maximum distance of 1 hex

Ram
Cost: 4
Attack Occult
Duration: immediate
Limit:
Effect This formidable war machine is used to smash the reinforced doors of fortifications. When used by a military banner, the ram removes a (1) point of fortification to the domain and is destroyed in the action. Only one ram can be used per season by domain. The ram has priority over
siege weapons.

Raft of Fortune
Cost: 5
Attack Occult
Duration: immediate
Limit:

Effect Small boat with a boarding pass and 2 points of structures. It is impossible to improve or repair a raft of fortune

MAJOR

Dirigible (Airship)
Cost: 20
Attack Occult x
Duration: immediate
Limit: 1 per banner
Effect Several balloons supporting some nacelles by a pile of ropes and nets allow the browser to carry a banner between two points. The distance traveled can be up to 45 hexes. The airship is destroyed as a result of its use and the banner uses all its hexes displacement. The mage must possess, in his chest or in the arcane place, a focus symbolic gear in order to cast this spell.

Water Purification)
Cost: 10
Attack Occult
Duration: 4 seasons
Limit: 1 per field
Effect This filter protects a domain and the banners present on it poisonings and diseases.

Paratellutruc
Cost: 20
Attack Occult
Duration: until used
Limit: 1 per field, banner, or ship
Effect This fragile object must constantly be now by one unit. He protects a target (banner, domain, ship) from occult attacks. Once the protection used, the paratellutruc is destroyed. The unit that had it
is destroyed instantly.

Blunderbuss of Scrap
Cost: 20
Attack Occult x
Duration: 1 season
Limit: 1 per banner
Effect This assembly of scrap can project debris of all kinds (nails, solars and other small parts). The banner is equipped with blunderbusses explosive force increased by 10 points. This is not considered an occult attack.

Fireplace
Cost: 10
Attack Occult
Duration: 2 seasons
Limit: 1 ?
Effect This machine makes it possible to form mist around the field. This bauble gives a concealment factor of 3 points not cumulative

Explosive Barrel
Cost: 3 + ` gunpowder
Attack Occult
Duration: until used
Limit: 1 per banner
Effect Increases the ability of a military banner to rampage for a total of 6 points. This is not considered an occult attack.

Note: The baubles are used as magic items.

LIST OF MAGIC ITEMS

Artifacts of Diedne

Ring of Fate
Minor
Cost: 50
Type: Talisman
Scope: None
Origin: Crypt of Orapal Tamas
The ring is used for an action asking the
draw of the Syta. If the result of Syta's shot
is a
black stone, it will be considered neutral. A
ring
can only be used once a year

Majority Army
Major
Cost: 75
Type: Artifact
Scope 12 hexagons
Unique
Origin: Crypt of Orapal Tamas
Incantation written in letters of blood on skin
human. Its power is such that the units in
the targeted banner will be destroyed by the
dead
old cemeteries nearby.

Silver Wheat
 Minor
Cost: 10
Type: Parchment
Scope: none
Origin: Crypt of Orapal Tamas
Spell magically protecting the crops of a
field (Cereals). This spell once launched
remains

during 4 seasons. It protects crops from
magical attacks, looting and rampage.

Song of the sirens of Soumess
Major
50
Artifact
20 hexagons
Crypt of Orapal Tamas
This artifact has the power to captivate a
ship.
This one will stop during 1 season not being
able
do no action. In addition, up to a maximum
of 8 hands of works and 8 military units in
garrison present on the ship will dive to the
sea
and will drown.

Horn of Toirac
Minor
25
Artifact
none
Crypt of Orapal Tamas
Unique
The ship on which this horn is located is no
longer
affected by reef damage.

Cursed Crown of Obsidia

Minor
20
Artifact
none
This artifact increases the combat strength of a
banner of 5 points during 4 seasons. All the units making up the banner are considered as having the characteristic "demonic". If the
banner is destroyed, the effect ends
at once.

Klonos Buckanafen Dagger

Major
40
Parchment
no
Empire
Unique
If the dagger is planted in the land of a domain,
it will release energy of such magnitude that a
Protective aura will wrap the boundaries of the estate.
During 4 seasons, a level of protection equivalent to a fortress will be granted.

Downpour of Ifoumdouk

Minor
15
Parchment
10 hexagons
Crypt of Orapal Tamas
This object allows you to completely destroy the
basic production of a field (cereals, cattle or resources)

Destiny cursed

Major
75
Parchment
none
Crypt of Orapal Tamas
Unique
This high power spell will allow you to to change some of the Stones of Destiny of a Syta
in dark stones. The spell user has instantly the equivalent of 15 pure energies that he has to use on neutral stones or lights of a Syta to turn them into
dark stones.

Flagellum Maphron

Major
50
Scroll
20 Ingull hexagons of Saqual
Unique
When used during a devotional ceremony to the Great Dark, Maphron can unleash, for only once, his anger on the whole of a fief. The
flagella inflicts 20 combat strength points to spread over the entire fief. The user must send a ducal mail the previous season to the game masters so that the evening ceremony
formalized. This effect, coming directly from Maphron is instantaneous and considered a occult attack

Scourge of Sands

Minor
40
Artifact
1 hexagon
Crypt of OrapalTamas
Terracotta pot, sealed magically containing

a termite colony of Kazarun. This one must
to be used from a banner located on a
hexagon adjacent to the targeted domain.
The user
to destroy the equivalent of 8 points

Ardalesse Glow
Major
75
Artifact
none
Crypt of Orapal Tamas
Unique
This high power spell will allow you to
to change some of the Stones of Destiny of
a Syta
in bright stones. The spell user
instantly has the equivalent of 15
pure energies that he has to use on stones
neutral or dark Syta to transform them
in light stones

Swamp of Oblivion
 Minor
 40
Artifact
None
Crypt of Orapal Tamas
The domain enchanted by this artifact will
engulf
instantly any military units wanting
besiege or occupy the estate. The
enchantment
will turn off at the end of the season his
use.

Pack of Kadumdess
Major
30
Artifact
none
Crypt of Orapal Tamas
Once activated on a domain or ship, the

pack removes 8 mischief points per season.
The effect
lasts 4 seasons. It is said that this pack was
dogs that served the late Prince Kadum of
the City of Sands.

Parchment of Spell
Major
35
Artifact
15 hexagons
Crypt of Orapal Tamas
Composed of 16 quatrains of Illtore its
power is
without equal. Once used this artifact can
bewitch
the population of a domain or ship. All
labor from the estate or ship
will be delivered to the user of the artifact
when
next big battle.

Parchment of destruction
Major
25
Parchment
12 hexagons
None
Inflicts on a domain, ship, or banner a
total of 10 combat strength points

Parchment of Vision
Minor
5
Parchment
50 hexagons
Crypt of Orapal Tamas
Allows you to have information about a
nuisance on a specific place.

Potion of Oukanis
 Minor

40
Talisman
 none
Crypt of Orapal Tamas
Made by men healers Blue
to protect themselves from the spell of the
Laans. She
allows a player to recover his soul from
claws
the great dark.

Silver Runes
Major
20
Parchment None
Crypt of Orapal Tamas
Any defensive building having these Runes
engraved on
its walls will see its defense strength bonus
increased by 1 point. The enchantment will
be
function for 4 seasons. The silver runes
have
no effect on the fortresses.

Sands of Oden
Major
40
Artifact
 none
Crypt of Orapal Tamas
Unique
Urn sealed with a parchment seal. The
sands
of Oden were collected on the ancestral
land of
Svirín and they have a double use. They
can
make a building stronger (increases by 5

points of structure a building) so
permanent or rebuild a ruined building to
its original state. (The building that will be
rebuilt
will not have the bonus

Breath of Agnor
Minor
5
Artifact
30 hexagons
Crypt of Orapal Tamas
Creates an ice bridge over a
River. (See spell ice bridge)

Breath of El Saour
 Major
60
Artifact
15 hexagons
Crypt of Orapal Tamas
Unique
This spell allows you to shoot down a
sand mountain on any area.
All buildings with 4 points of structure and
less
will be buried. If the buildings are occupied
by
units (Ex: population profile in a
cottage, peasants in workshop, local militia
in
a fort ...) these are destroyed. The owner
may subsequently recover his or her
buildings,
but he will have to dedicate 50 hands of
works to come to
end of this colossal work.

Inversion Tables
Major
50
Parchment

30 hexagons
Crypt of Orapal Tamas
Parchment written to counter or terminate a
occult effect. These scrolls are rare and
ask for a long month of preparation. Can
be used preventively if using the same
season that the occult effect countered.

Totem of Bu-a-ub

 Major
25
Artifact
none
Crypt of Orapal Tamas
Unique
Any domain, village or camp bearing the
Bu-a-Ub totem is safe from any orcs unit.
A banner containing orcs units will not be
able to
interact with the domain.

Totem of Chapakala

Major
Special Artifact
 No
Voerlhoons
Unique
The totem of Chapakala, when deployed on
a
domain, to protect the region in which
is this area against the curse of the
Samatsé.

Urn of Major Torment

30
Artifact
 none
Crypt of Orapal Tamas
Terracotta pot containing a swarm of locusts
canisentulla. Once released they attack
all your harvests of the year (cereals and
cattle).
Its radius of action extends to a whole fief.
The urn must
be open to one of the targeted areas

Greater Ice Wind

50
Parchment
15 hexagons
Crypt of Orapal Tamas
A terrifying parchment of attack, once read
a wind
icy falls on the army, the domain or the ship
referred. Its intensity is such that it will inflict
10 points
of combat force at the target. The cold is so
intense
that men affected by fate break themselves
literally in pieces. The target also sees
his movement is reduced to zero during the
season
where the spell is cast.

ARTIFACTS OF MARTOMASSE

Chalice of Syrn
 Major
75
Artifact
 no
Syrn
Unique
The Chalice de Syrn is at the center of ceremonies dedicated to
Great Dark. The Chalice of Syrn can also be voluntarily destroyed by a banner on the order of
apostles of Teratos. In that case, he would release such
energy that it would shave a domain and all that it contains. The
domain in question will be replaced by a blood lake

Black ashes of Tolth
 Minor
 40
Artifact
none
Crypt of OrapalTamas
Unique

Any artifact or telluric place covered with these ashes will be
affected. Ashes can be brought on a domain (or an enemy ship) to destroy a magical object there
being placed or to break a focus. Ashes are used in the Phase: Construction. An armed army
ashes of Tolth will have to defeat are adversaries

before using his power.

Black Coral
Minor
30
Parchment
10 hexagons
Crypt of OrapalTamas
The power loaded in this coral can sabotage any type of existing vessel. The ship then undergoes
structural damage for the equivalent of 8 points.

Scourge of Damned
Minor
25 P
archment
12 hexagons
Crypt of Orapal Tamas
Virulent disease that attacks military units present on a domain, a ship or a banner. 8 combat strength points will be inflicted.

Lightning of Iktilit
Minor
10
Parchment
20 hexagons
Crypt of OrapalTamas
Parchment of attack. Once read, the lightning falls on a
domain and can negate units for a total of combat strength of 4.

Plague of Necromancer
Major
75
Artifact

15 hexagons
Crypt of Orapal Tamas
Unique
Spell of attack of another age to the power
devastating. To activate it you have to
sacrifice 100 farmers or
slaves and darkness 20 souls (population
sheet
event). Once launched the plague will
spread to all
of the chosen location, it may be any
province in
scope of effect. All productions, up to 10
hands
works by area and up to 10 units garrisoned
by
domain will perish.
A ceremony is necessary for the activation
of this
artifact. The sending of a ducal mail the
previous season
the use of this object. The ceremony must
be done
presence of the game masters.
Armor of

Berteiev
Minor
50
Talisman
none
The armor piece is used for an action
asking the
draw of the Syta. If the result of Syta's shot
is a stone
neutral, it will be considered black C. A
piece of
the armor can only be used once.

The paintings of Lolth
Minor
30
Parchment
none
When used, Lolth's paintings add 10 points
of
justice per season on a domain (domain
only.
protection is for 4 seasons. There can not
be
only one Lolth canvas per domain

Artifacts of Simael

Writings of Ishmael
Minor
10
Parchment
15 hexagons
Crypt of OrapalTamas
Provides minor occult protection to the
target for 4 seasons.

Ilma
 Major
Special Artifact

 No
Irendille
An old stone deposited on a
domain grants a factor of
concealment of 5 (which can be
accumulated
with a concealment receptacle and
theLah'Ofan).

Necklace of Mieilliki
Minor
 5

Talisman
 no
Irendille
This necklace gives the equivalent of a
magical tutoring for learning
of a forest spirit spell. Furthermore,
if this spell is the first of this sphere,
its learning cost will be decreased
in half and replaces the tutoring
magic for this one.

Urn Greater Dreams

30
Artifact
15 Simael Hexagons
Once opened, the ballot box will make sure
that units of the targeted banner
will be maintained in a state of
trance at the edge of sleep. The
banner will be immobilized for 2
seasons and will not be able to do any
action except to defend himself in
case of attack.

CONJURED BEASTIARY

Raven
Help explorers by increasing the value of
potential
exploration of five (5) during the
investigation action.
5 cereals and 1 magic energy.

Wizards Familiar
 Help explorers in their search actions
increasing the potential of the banner by
three (3) points.
2 magical energies.

Troll
A troll that accompanies a banner allows the
latter to
cross rivers as if a bridge were present.
5 lots of livestock and 1 magic energy.

Dragon
Protects the wealth of the estate against
thugs by removing
twenty (20) mischief points each season.
A dragon can not change his domain den.
Once he is left on the estate until he is
hunted.

Only one dragon can be present per
domain.
3 spoils and 3 magic energies.

Dryad
When a dryad is present in a region, the
Syta of this
region becomes more lenient. For each
dryad a stone
gray is temporarily changed to white stone
C as long as the
dryad is present in this region.
5 batches of elven victories and 2 energies
magical.

*Other conspiracies may make their
appearances during events of the duchy or
as a result of research mages.*

*Creatures are considered as special items
that may be contained on a domain, ship, or
in a banner (such magic objects, ingots,
etc.).*

If he does not have a military force. The owner of the estate, ship or banner that contains them may trade them or destroy them according to their will.

SPECIAL MAGICAL OBJECTS IMPOSSIBLE TO RECREATE (UNIQUE, DIVINE, ETC.) * All unique

Ashkena Gadah Hos
 Major
Unknown
Artifact Guardian of knowledge
Indestructible.
 Artifact of the era of the guardians of knowledge.

Masters Game
 Major
Unknown
Talisman Crypt of OrapalTamas
Indestructible.
Wooden chess board decorated with symbols, see
historical. Very old wooden game played on a chessboard
with pawns and dice whose winner was offered a
blessing. The rules were lost as well as the table of
blessings attached to it. Only the board remains.

Altar of Life
Major
Artifact
Guardians of Knowledge
An altar of life deployed on a domain offers a
repatriation of up to 10 military units from the
garrison destroyed by one or more enemy banners

Lah'Ofan
 Major
Artifact
No
Guardians of knowledge
Indestructible.
From the dawn of time, this great parchment metallic is said to give control over the primordial cycle of
life to who knows how to use it. When activity, the artifact gives a
concealment factor of 5 points on the domain where it is
deployed. Moreover, if it is in Irendille / Simaelle, the
areas of the province will receive a concealment factor
of 3 points.

Curse of Samatsé Major
Artifact
The map of Sartavary world
Indestructible.
The curse of Samatsé is a spell cast from Sartaviaire, which affects an entire region. On a shot
of Syta, two areas are randomly selected in the region
designated, and up to 2 farmers in each of these areas
perish before rising to death alive attacking immediately the domain.

THE POWERS OF BELIEF

MINOR POWERS

RELIGIOUS ARCHITECTURE
Cost: Construction
Duration: Permanent
Limit: None
Scope: A domain
Target: A domain
Effect: Allows the high priests of the belief to build the buildings of specialized beliefs: Abbey, Chapel, Priory, Commandery and Cathedral at the cost of a believer.
Also allows high priests of the belief of creating political seals bearing the name of belief at the cost of 2 believers at the transplant counter.

POLITICAL BELIEF
Cost: 1 point of power.
Duration: 4 seasons or immediate
Limit: One per High Priest
Scope: Ceremony
Target: A player
Effect: Allows each high priest to appoint a priest. Priests can create hourglasses during the events of the duchy

RELIGIOUS OST
Cost: 1 point of power
Duration: 4 seasons.
Limit: One per high priest
Range: 8 hexes
Target:
Effect: Allows the high priest to create a small military banner. The banner can to be maintained if the power point is paid each year.

OFFERING
Cost: None
Duration: Immediate
Limit: Once a year

Scope: Ceremony
Target: Production Lot
Effect: Allows each high priest to
belief to transform twenty-five (25) lots

production (resource, livestock, cereals) in
lots of goods (equipment,
armament, victuaille)

TRUE FAITH

Requirements:
Religious architecture
Ost religious
Political Belief

BAPTISM
Cost: 1 power point / 2 baptized
Duration: Permanent
Limit: 1 ceremony / year
Scope: Ceremony
Target: One or more characters
Effect: Allows each of the high priests
present at the ceremony to baptize a
character of his choice. The latter will have
to
to be present and willing.
A person who is baptized sees himself
protected from soul theft and spells that
raise the players to the undead.
A baptized person can be withdrawn
blessing with the agreement of 2/3 of
high priests of belief.

CONFESSION
Cost: 2 point of power
Duration: 2 seasons
Limit: Once per high priest
Scope: Celebrated belief building.
Target: A clandestine territory that contains
the incensed belief building.
Effect: The first season, allows a
high priest to have a say on

the domination points of a territory
clandestine. (Maximum 1 high priest who
uses Confession in a territory)
Once the territory consulted (so the
second season), the high priest can
add domination points to a
group present in the territory for the
duration of power.
The number of points equals the number of
faith buildings of the True Faith in
the clandestine territory. Cathedrals
present in the count is worth 3 points.

COAT OF SAINTE-ABELLE
Cost: 4 points of power
Duration: Until use
Limit: Once a season
Range: 14 hexes
Target: A banner, a ship or a
field
Effect: The high priest can affix the
Saint-Abelle's coat on a banner,
a domain or vessel present at 14
hexes or less from the building from where
comes power.
Sainte-Abelle's coat protects the target
against the next occult attacks.

Protection disappears at the end of the season
where it is used.

REDEMPTION
Variable cost
Duration: Instant
Limit: None
Range: 17 hexes

Occult Attack: Major
Target: Banner
Effect: Repatriate military units from
target at 5 military strengths
for a point of power.
Farmers will be deposited directly
in the virtual chest of the leader of the
banner.

THE CIRCLE
Requirements
Religious architecture
Ost religious

PACIFICATION
Variable cost
Duration: Instant
Limit: None
Range: 14 hexes
Occult Attack: Major
Target: A banner, a domain or a
ship.
Effect: Repatriate military units from
target at 5 military strengths
taking into account the fortifications for
a point of power.
The gods of the circle make vulnerable
the enemy by destroying the weapons and
armor, rendering them ineffective in combat.
Farmers will be deposited directly
in the virtual safe of the owner of
target units

NOISÉHOC
Requirements
Religious architecture
Ost religious

CORAL BRIDGE
Cost: 2 points of power
Duration: One season
Limit: None.
Range: 8 hexes
Target: A banner, a domain or a
ship.
Effect: A coral land submerges water
to prevent the units / banner from
sink into the water. Units do not have
need of port to disembark from a ship
on the coral bridge.
The use of fate could help
treasure treasure
marine

KRAKEN
Variable cost
Duration: Instant
Limit: 1 per season
Range: 11 hexes
Occult Attack: Major
Target: A building of a coastal domain or
a ship
Effect: The Kraken directly attacks the

structure at a point of structure
by power point.
Particularity: If the building or the ship is
destroyed: All labor or units
soldiers present inside flee the
places and will be returned in the trunk
virtual of the owner of this
building / ship without any loss

TÉRATOS

Requirements

Religious architecture
Ost religious
Political Belief

WEAKNESS OF THE SOUL
Cost: 1 point of power
Duration: One season
Limit: 1 target per season
Scope: Variable
Occult Attack: Major
Target: A banner, a domain or a
ship.
Effect: The target's military strength is seen
decreased depending on the number of
souls
from the same group stolen by Teratos.
The spell decreases by 2 points the military
force
of the target + 1 point per stolen soul of the
group associated with the banner, domain
or
of the ship.
If the owner of the target is
"Independent", the spell will diminish the
strength
military of the target of 2 points.
Note: This spell is not considered as
an occult attack.

Example: Teratos managed to steal the soul
of 2
members of the Blue Dragon of the Orient.
And
alright if this group has a banner
made up of seven militia (7) the weak fate
of the soul will make sure that the banner
will have
a fighting force of only 3 points
for this season. 7 points - (2 (basic) +2
stolen souls of the same group) = 3 points.

SOUL OF SOUL
Cost: 2 points of power
Duration: Special
Limit: 1 ceremony / year
Scope: Ceremony
Target: One soul per active high priest.
Effect: The apostle must perform the game
necessary for corruption, that is, to offer
something physical (object,
food, drink, etc.) to the target. (So
the apostle must personally give
something to a player in hand).
The target will have to accept the offering.
The apostle
must subsequently inform the game
masters
people who have been corrupted
directly during the activity or it will be
product. "Corruption" is good until
the next big Battle and the list of
"corrupt" people will be updated.
Only the high priests of Teratos
will be able to consult this one.
The list of apostles of Teratos must be in
any time up to date with the game masters.
This list will be kept secret.
The soul stealing must be done in a
ceremony and the presence of a game
master
must be requested in advance.
The stolen soul creates a ground presence

for
the teratos guild (duplicate) and prevents
the target to register the teratos guild in
his blacklist (if guild leader, lord,
area chief or high priest lost
his soul). The soul is found in the
Cathedral of Syrn.
The soul is stolen until liberation or
to be released with the agreement of 50% +
1
Teratos' high priests

ORDER OF KNOWLEDGE
Requirements
Religious Architecture
Religious Ost

OCCULT KNOWLEDGE
Cost: 2 pure energies + the cost of the spell
Duration: Instant
Limit: Once a year.
Scope: Variable
Target: Variable
Effect: Allows a high priest to use
any power of others
beliefs.
The cost of use is 2 energies
pure and the normal cost of the spell cast.
CANCELLATION OF THE ORDER
Cost: 2 point of power
Duration: Immediate
Limit: Once per active high priest.
Range: 11 hexes
Target: A banner, a domain or a
ship.
Effect: Protects a target (domain, ship,
banner) against all occult effects for
a season.
HAERESIS
Religious Architecture
Religious Ost
Requirements

ILLUMINATION OF THE ORDER
Variable cost
Duration: One season
Limit: None.
Range: 17 hexes
Occult Attack: Major
Target: Banner
Effect: Troops realize their great
sudden devotion in the order of knowledge.
For each slice of a power point,
1 strength point of the banner will be at
control of the high priest of the order of the
know who cast the spell. Plus 1 energy
pure must be paid for the control.
Particularity: The high priests must
give enough point of power
so that the whole banner is illuminated,
otherwise the spell does not work.
The high priest must send the actions to
to do for the banner as well as the payment
for the maintenance costs needed for the
make.
Example: I take control of the
banner of the Blue Dragons of the Orient
and I the
moves to attack the domain of
Gembloux. The high priest will have to pay
for
the cost of moving the banner.

FAITH EBRANLEE
Cost: 4 points of power
Duration: One year
Limit: A High Priest by High Priest
active.

Scope: Special
Target: A high priest of a belief
active.
Effect: The high priest concerned loses his gift of
healing and can no longer cast a spell. It is considered to be inactive.
His bond is broken a whole season, then the high priest can take steps
to restore its link at a cost of 4 points power or by a determined quest
by the game master.

ENGINEERING THE PEOPLE
Cost: 1 point of power
Duration: Special
Limit: None
Range: 11 hexes
Target: Special
Effect: Increases 1 area of a

KANNA ANDHEIM
Requirements
Religious Architecture
Political Belief

TELEPORTATION
Cost: 5 points of power
Duration: Immediate
Limit: Once a season.
Range: 8 hexes
Target: Banner.
Effect: Move a consenting banner
up to 77 hexes from its starting point.
Travel time is drawn in a Syta
neutral. White: immediate arrival. Gray: 1
season. Black: 2 seasons. The arrival of the
teleportation is considered a
occult attack if the domain or ship
arrival is listed as being an enemy in
the blacklist.

stage of development (with the exception of stage of city).

SOLARA
Requirements
Religious Architecture
Political Belief

GRACE OF SOLARA
Cost: 1 point of power
Duration: Until the big battle
Limit: Twice per high priest. 1 only
times by domain.
Range: 8 hexes
Target: grain producing buildings,
livestock or resources
Effect: The buildings affected by the spell
increases their production by 2 batches of
workforce.

A teleporting banner uses all its
moving hexes.

ship
targeted at 0 for a season.

ALL THINGS SACRED
Requirements
Religious Architecture
Religious Ost

WILD HUNT
Variable cost
Duration: instant
Limit: Once per high priest.
Range: 14 hexes
Occult Attack: Major
Target: Banner, domain or ship.
Effect: Destroys 2 points of strength per point of
Power

RAGE OF FENRIR
Cost: 2 points of power
Duration: One season
Limit: 1 time per banner.
Range: 17 hexes
Target: A banner
Effect: Increases the attack strength of a banner by 5

CONFUSION OF LOKI
Cost: 1 point of power
Duration: instant.
Limit: Once per season by grandprêtre.
Range: 8 hexes
Occult Attack: Major
Target: A domain, a banner or a
ship
Effect: The spell allows to remove or added 5
no harm.
Added mischief points will be in the name of the high priest.

WIND OF JOTUNHEIM
Cost: 3 points of power
Duration: One season
Limit: Once per high priest.
Range: 11 hexes
Occult Attack: Major
Target: 1 ship
Effect: Reduces the displacement of the

GRAND RAVEN
Requirements

Political Belief
Religious Ost

WORD OF HONOR
Cost: 1 point of power
Duration: Permanent
Limit: None.
Scope: None
Target: 1 contract.
Effect: At the cost of one power point per
effect. The contract signed and sealed by
fate
becomes law and if one of the two
parties does not respect its part of the
contract
(any part of the contract must include
verifiable facts), the adverse effect
contract will apply directly.
Particularity: The 2 parts must
agree on the adverse effects and these
can not involve other parties
not involved in the contract. The contract
must be signed in the presence of a master
of
game that can refuse the effects chooses
on the
contract or ask for clarification. The
players must notify the game master in case
of non-respect of it

JABBA HAL
Requirements
Political Belief
Religious Ost

THE BREATH OF JABBA HAL
Cost: 2 point of power
Duration: Instant
Limit: Once per banner per season
Range: 21 hexes
Occult Attack: Major
Target: A terrestrial banner
Effect: The targeted terrestrial banner sees

its
reduced displacement of 8 hexes.

REIKSKULT
Religious architecture
Ost religious
Political Belief

CANON SHOOTING
Variable cost
Duration: Immediate
Limit: None.
Range: 14 hexes
Occult Attack: Major
Target: Domain, ship or banner.
Effect: Destroys 2 unit strength point by
point of being able to use.

IMPERIAL DEVOTION
Cost: 4 points of power
Duration: until use
Limit: Once a season.
Range: 14 hexes
Target: Domain, ship or banner.
Effect: Protects the target against attacks
occult. Once the protection is used, she
disappears at the end of the season

THE CRY OF GORGHOR
Variable cost
Duration: Immediate
Limit: 1 per season
Range: 8 hexes
Occult Attack: Major
Target: 1 building
Effect: An earthquake attacks
directly to the structure of a building at
because of one point of structure per point
of
power.
Particularity: If the building is destroyed:

All labor or units
soldiers present inside flee the
places and will be returned in the trunk
virtual owner of this building and this,
without any loss.

HOLY CHURCH OF THE UNIQUE
Requirements
Religious Architecture
Political Belief

BAPTISM
Cost: 1 power point / 2 baptized
Duration: Permanent
Limit: 1 ceremony / year
Scope: Ceremony
Target: One or more characters
Effect: Allows each of the high priests
present at the ceremony to baptize a
character of his choice. The latter will have
to
to be present and willing.
A person who is baptized sees himself
protected from soul theft and spells that
raise the players to the undead.
A baptized person can be withdrawn
blessing with the agreement of 2/3 of
high priests of belief.

THE ARDENT FLAME OF SOLARA
Requirements
Political Belief
Religious Ost

SIN'DOREI
Requirements
Political Belief
Religious Ost

AL-TARIQA FII-SALAAM
Requirements
Sort to choose

ARATHI
Requirements
Sort to choose

GRIMMORGOG
Requirements
Sort to choose

THE CULT OF THE WARRIOR
Requirements
Sort to choose

EIGHT ARMIES
Requirements
Religious Architecture
Political Belief

VENGER SEA
Variable cost
Duration: Instant
Limit: 1 per season
Range: 11 hexes
Occult Attack: Major
Target: A building of a coastal domain or
a ship
Effect: A huge wave is attacking
directly to the structure at a rate of one
point of structure by power point.
Particularity: If the building or the ship is
destroyed: All labor or units
soldiers present inside flee the
places and will be returned in the trunk
virtual of the owner of this
building / ship without any loss.

CULT OF THE GRAND-DOG

Requirements
Political Belief
Religious Ost

THE CODEX OF STARS
Requirements
Religious Architecture
Political Belief

THE GREAT HUNT
Requirements
Religious Architecture
Political Belief