Occult

Version
Version
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: Immediate
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: Immediate
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: Immediate
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 blacklist. 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

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**
Cost: 10
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 minor. The spell written on the parchment must be present in the parchment or in the magician's 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 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 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.

**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>
<thead>
<tr>
<th>TABLE III - BLACK MAGIC - GHOLIR</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Minor</strong></td>
</tr>
<tr>
<td><strong>Cryptus Fierce</strong></td>
</tr>
<tr>
<td>Cost: 10</td>
</tr>
<tr>
<td>Attack Occult:</td>
</tr>
<tr>
<td>Duration Immediate</td>
</tr>
<tr>
<td>Limit: Any</td>
</tr>
<tr>
<td>Scope: 13 hexes</td>
</tr>
<tr>
<td>Effect: Creates 5 undead units on a consenting domain / ship in a consenting banner</td>
</tr>
<tr>
<td><strong>Terror</strong></td>
</tr>
<tr>
<td>Cost: 16</td>
</tr>
<tr>
<td>Attack Occult: x</td>
</tr>
<tr>
<td>Duration Immediate</td>
</tr>
<tr>
<td>Limit: Any</td>
</tr>
<tr>
<td>Scope: 17 hexes</td>
</tr>
<tr>
<td>Effect: An equivalent of 8 points of military strength of target units (domain, ship or banner) are repatriated in the trunk of his owner.</td>
</tr>
</tbody>
</table>

**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.
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 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 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: 2 seasons  
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 an 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.

**Possession**  
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).

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**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.

**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: Immediate
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: Immediate
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

**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 be able to cast this spell. The preparation for the item of this spell costs only one pure energy. Other energies needed for the force must be spent when casting the spell.

**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.

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**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 the 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.

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**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  
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 from 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.

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

**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.

**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.

**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

**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 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 an occult attack.

Scourge of Sands
Minor
40
Artifact
1 hexagon
Crypt of Orapal Tamas
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
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.

**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

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

**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
Svirin and they have a double use. They can
make a building stronger (increases by 5
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
Voerloons
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.

**Urns 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.
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 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 the Lah’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

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.

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

Masters Game
Major
Unknown
Talisman Crypt of Orapal Tamas
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.
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

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 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.

RELIGIOUS OST
Cost: 1 point of power
Duration: 4 seasons.
Limit: One per high priest
Range: 8 hexes
Target: A player
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 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 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
Requirements
Religious Architecture
Religious Ost

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 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.

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.
A teleporting banner uses all its moving hexes.

**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

**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 ship targeted at 0 for a season.

**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.

**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.

**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 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

**VENGEB 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 owner of this
building / ship without any loss.
CULT OF THE GRAND-DOG

Requirements
Political Belief
Religious Ost

THE GREAT HUNT
Requirements
Religious Architecture
Political Belief