

Supernatural Compendium

Version 8.5

April 2026

*Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik
Shattersun of the Darganof Trading Company*



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Immediate change, addition, or correction

Change beginning at the start of the Autumn 1026 season

WHAT IS THE SUPERNATURAL COMPENDIUM

The Supernatural Compendium gathers all the information on the spells of the world of Bicolline.

SPELLS

Spells are the manifestation of the power of mages, occultists, and high priests.

USE OF POTIONS AND TRINKETS

The use of potions and trinkets differs because of the notion of activating them. A potion or trinket must first be created. It will then be delivered in the form of a card to the guild of the occult seal used during the following season. To use the potion or trinket, an appropriate seal must be used and an order must be submitted to the Bank of the Hippocampus.

- During combat resolution, a unit may not receive a strength bonus greater than 1, with the exception of a bonus offered by the equivalent of a fortification.
- A target may not receive, in the same season, more than one support coming from the same source, potion or trinket. An army may use only 1 potion and 1 trinket per season.

HIGH SEAS

With the exception of the use of potions or trinkets, no spell requiring a distance in hexes may affect ships on the high seas.

SUPERNATURAL PROTECTION

A target protected against supernatural attacks is protected for the entire season.

A major supernatural attack allows all supernatural protections on the same target to be removed.

DESCRIPTION OF SPELLS

Below is the complete description of all spells from the different supernatural spheres.

The spells are divided according to their tradition or doctrine. The Compendium of Magical Objects is separate from this one.

- Occult Sphere
- Magic Sphere
- Sphere of Beliefs

OCCULT SPHERE

ALCHEMY

BAITS

Type: Alchemy – Minor

Cost: 2 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Limit: 1 time per ship per year, may not be done in the Summer season

Target: A consenting ship

Effect: Creates a **Baits** potion. When the potion is used, increases provisions production by **10** per sailor and fishing boat in the “high-sea nets” and “anchorage post” improvements.

RAPID LEARNING

Type: Alchemy – Major

Cost: 5 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Target: The caster

Effect: Creates a **Rapid Learning** potion. When the potion is used, it transforms the learning of a major spell into the learning of a minor spell, cost and duration. The seal used for the potion’s use replaces the seal cost of the learning.

SANITATION

Type: Alchemy – Major

Cost: 15 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Target: A disease on a consenting domain

Effect: Creates a **Sanitation** potion. When the potion is used, it purges a consenting domain of the effects of a single disease.

MAGIC INK

Type: Alchemy – Major

Cost: 2 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Effect: Creates a **Magic Ink** potion.

HEALING

Type: Alchemy – Major

Cost: 20 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Action Phase: Other actions of an army

Target: A consenting, non-destroyed army

Effect: Creates a **Healing** potion. When the potion is used, it restores to the army up to

10 strength points of units lost at the end of combat resolution. Units are restored in the order in which they disappeared. The **Boarding** action allows a temporary army to be created.

ENRICHED FODDER

Type: Alchemy – Minor

Cost: 2 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Limit: 1 time per domain per year, may not be done in the Summer season

Target: A consenting domain

Effect: Creates an **Enriched Fodder** potion. When the potion is used, increases livestock production by 5 per laborer.

HEROISM

Type: Alchemy – Major

Cost: 30 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Target: A consenting army, garrison, or maritime garrison

Effect: Creates a **Heroism** potion. When the potion is used, increases the strength of 15 units by 1 for the season.

BLADE POISON

Type: Alchemy – Major

Cost: 5 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Effect: Creates a **Blade Poison** potion.

GUNPOWDER

Type: Alchemy – Minor

Cost: 5 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Effect: Creates a **Gunpowder** potion.

RAFF

Type: Alchemy – Minor

Cost: 5 ingredients

Seal: 1 occult seal

Supernatural Attack: No

Target: A clandestine action, army, or garrison possessing clandestine units, namely: brigands and assassins for armies and domain garrisons, and pirates for the maritime garrisons of ships.

Effect: Creates a **Raff** potion. When the potion is used, increases the strength of 5 clandestine units by 1 for that season.

CREATORS

EXPLOSIVE BARREL

Type: Creators – Major

Cost: 6 inventions

Seal: 1 occult seal

Supernatural Attack: None for a domain / Minor for a ship

Target: A consenting army or ship

Effect: Creates an **Explosive Barrel** trinket. When the trinket is used, it increases an army's capacity to sack by 24 strength points.

If the ship containing the explosive barrel is sunk, the explosive barrel causes 5 structure points to the ship that sank it. If the barrel does not explode, the barrel is lost. The explosion of an explosive barrel is considered a minor supernatural attack.

BATTERING RAM

Type: Creators – Minor

Cost: 8 inventions

Seal: 1 occult seal

Supernatural Attack: No

Duration: Instantaneous

Limit: Limit of 1 battering ram in the cost to begin a siege

Target: A consenting army

Effect: Creates a **Battering Ram** trinket. When the trinket is used, it reduces by 1 the

number of siege units necessary to begin a siege. During a siege, only one battering ram may be used across all armies wishing to join together to begin a siege.

CHAIN CANNON

Type: Creators – Minor

Cost: 15 inventions

Seal: 1 occult seal

Supernatural Attack: Minor

Limit: 1 per season per consenting ship

Target: A ship

Effect: Creates a **Chain Cannon** trinket. When the trinket is used, the chain cannon inflicts 2 points of structural damage to a ship located in the same coastal hex or high sea as a consenting ship. In addition, the Chain Cannon prevents **Evasion** against the ship that used it, as well as any type of movement.

AIRSHIP

Type: Creators – Major

Cost: 20 inventions

Seal: 1 occult seal

Supernatural Attack: No

Action Phase: Movement or Pursuit

Target: A consenting army with a maximum of 2 committed seals

Effect: Creates an **Airship** trinket. When the trinket is used, several balloons supporting a few nacelles by means of a mass of ropes and nets allow the navigator to

transport an army between two points. It allows a movement or a pursuit for a consenting army; the airship grants 45 hexes of movement and allows watercourses to be ignored. The airship is destroyed after its use, and the army may do nothing else that season. The army is considered to have completed a movement.

REINFORCED AXLES

Type: Creators – Minor

Cost: 2 inventions

Seal: 1 occult seal

Supernatural Attack: no

Duration: Until the end of the next Summer season

Limit: 1 time per merchant caravan

Target: A consenting merchant caravan

Effect: Creates the **Reinforced Axles** trinket. When the trinket is used, the reinforced axles increase the possible movement of a merchant caravan by 8 hexes per season and the use of 5 additional cargoes. The reinforced axles and the occult seal must be submitted with the **Merchant Caravan** action order.

WELL FILTER

Type: Creators – Major

Cost: 10 inventions

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until use

Target: A consenting domain

Effect: Creates the **Well Filter** trinket. When the trinket is used, the filter protects a domain and its garrison from diseases. The well filter is only effective preventively and cannot counter a disease already present. The **Sack** action can destroy the Well Filter.

PARATELLUTRUC

Type: Creators – Major

Cost: 15 inventions

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until use

Target: A consenting domain, ship, or army with a maximum of 2 committed seals

Effect: Creates a **Paratellutruc** trinket. As soon as the trinket is used, it protects the target from supernatural attacks. Once the target is hit by a major supernatural attack, the paratellutruc is destroyed. A paratellutruc on a domain does not protect armies on it. An army with more than 2 committed seals, following an army merger for example, loses the Paratellutruc. The **Sack** action can destroy the Paratellutruc on a domain.

MAKESHIFT RAFT

Type: Creators – Minor

Cost: 5 inventions

Seal: 1 occult seal

Supernatural Attack: No

Target: A consenting army on a coastal hex

Effect: Creates the **Makeshift Raft** trinket. When the trinket is used, it allows the targeted army to cross a body of water over 10 contiguous hexes. The targeted army must complete a movement order and pay its cost in order to use the makeshift raft, but the movement will be limited to those 10 hexes.

SCRAP BLUNDERBUSS

Type: Creators – Major

Cost: 20 inventions

Seal: 1 occult seal

Supernatural Attack: No

Target: A consenting army, garrison, or maritime garrison

Effect: Creates the **Scrap Blunderbuss** trinket. When the trinket is used, it increases the combat strength of 10 units by 1 for the season.

DEMONIC PACT

LAVA FLOW

Type: Demonic Pact – Minor

Cost: 15 skulls

Seal: 1 occult seal

Supernatural Attack: Minor

Range: A consenting desolation

Target: A garrison or an army

Effect: Inflicts 10 points of damage on the domain garrison or on an army located on a desolation.

DESOLATION

Type: Demonic Pact – Minor

Cost: 8 skulls

Seal: 1 occult seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until dispelled

Range: N/A

Target: A consenting domain

Effect: The domain is now considered a desolation. Garrisons or armies located on a desolation and not possessing the demonic characteristic suffer 2 points of damage per season. The domain targeted by the spell must be consenting. The desolation is also considered a disease.

Desolations are now identified in the name of the guild of the occult seal that cast them. To use a desolation that is not in the name of their guild, the occultist must obtain the consent of the guild that cast the desolation.

An occultist who casts a desolation spell on a consenting domain that already has a desolation “rewrites” the pact in place; thus the new desolation takes precedence and the old one becomes obsolete, for example for a recently annexed domain.

DEMONIC CHASM

Type: Demonic Pact – Major

Cost: 10 skulls + 2 skulls per point of military strength

Seal: 1 occult seal per bracket of 10 points of military strength affected

Supernatural Attack: Major

Range: 13 hexes from the occultist's arcane site

Target: An army

Effect: Opens a supernatural chasm to the infernal planes that destroys an army and the military units it contains. The cost paid must be sufficient to destroy the entire army, without bonuses, otherwise the spell fails.

CURSE OF NESH

Type: Demonic Pact – Major

Cost: 1 pure energy + variable

Seal: 1 occult seal per bracket of 20 skulls

Supernatural Attack: No

Duration: Until the end of the next Summer season

Limit: The Curse of Nesh may not be cast in the Summer season

Range: 8 hexes from a consenting desolation

Target: A castel, a museum, a citadel, or a library

Effect: The curse may target a province, by targeting a castel or a museum, or a region, by targeting a citadel or a library. The province or region concerned must contain at least one desolation. For each skull used in casting the spell, the target loses 5 points of

influence. The targeted lord or Regional Council has the possibility of carrying out a sacrifice during the Summer season in order to appease the demon. For each laborer sacrificed during the ritual, 3 influence will be spared by the curse.

DEMONIC PORTAL

Type: Demonic Pact – Major

Cost: 30 skulls

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until destruction

Limit: Only 1 demonic portal per desolation

Target: A domain with a consenting desolation

Effect: Opens a portal on a domain afflicted by a desolation. The portal causes a nuisance to appear each season on a randomly adjacent hex during the Syta phase.

Removing the desolation does not destroy the portal. The **Sack** action can destroy the Demonic Portal.

POSSESSION

Type: Demonic Pact – Minor

Cost: 2 skulls per unit transformed

Seal: 1 occult seal

Supernatural Attack: No

Range: 10 hexes from a consenting desolation

Limits: Up to 5 units per season

Target: A consenting domain, army, or ship

Effect: Transforms the targeted units into demons.

CHAOTIC RAGE

Type: Demonic Pact – Major

Cost: 25 skulls

Seal: 2 occult seals

Supernatural Attack: No

Range: 10 hexes from a consenting desolation

Target: A consenting army possessing the demonic characteristic

Effect: Increases the combat strength of 20 units in a targeted army by 1 for the season.

If they are not already destroyed, the units affected by this spell will be lost at the end of the season.

SACRIFICE

Type: Demonic Pact – Minor

Cost: Special

Seal: 1 occult seal

Supernatural Attack: No

Target: The caster

Effect: Allows labor, masters, or livestock to be transformed into skulls. 2 laborers produce 1 energy, 10 lots of livestock produce 1 energy, 1 master produces 1 energy. A maximum of 10 energies may be produced by sacrifice.

DEMONIC KNOWLEDGE

Type: Demonic Pact – Major

Cost: 5 skulls

Seal: 1 occult seal

Supernatural Attack: No

Target: A demonic entity

Effect: Allows questions to be asked of a demonic entity. The incantation does not guarantee success but should at least ensure privileged communication with the entity.

As with a Research, the answer to Demonic Knowledge will be delivered to the guild of the seal used.

TREMOR OF NESH

Type: Demonic Pact – Major

Cost: Variable

Seal: 1 occult seal per bracket of 10 skulls

Supernatural Attack: Minor, major if its cost is equal to or greater than 20 skulls

Range: 8 hexes from a consenting desolation

Target: A garrison or a land army

Effect: Inflicts on the target a number of damage points up to the number of consenting desolations present in the region from which the spell is cast, multiplied by 2. The cost of the spell is equal to the number of consenting desolations used in the spell, multiplied by 2.

SPIRITUALISM

CALL OF SPIRITS

Type: Spiritualism – Major

Cost: 5 spirits

Seal: 1 occult seal

Supernatural Attack: No

Target: The occultist

Effect: Allows questions to be asked of spirits. The incantation does not guarantee success but should at least ensure privileged communication with the entity, Game Master. As with a Missive, the answer to Call of Spirits is given to the occultist and not to the guild of the seal used.

BANISHMENT

Type: Spiritualism – Minor

Cost: 20 spirits

Seal: 1 occult seal

Supernatural Attack: Minor

Range: 13 hexes

Target: A garrison of a fortification ~~or of a ship~~, or an army containing a demonic unit

Effect: Inflicts 10 points of damage on the target.

CIRCLE OF PROTECTION

Type: Spiritualism – Minor

Cost: 5 spirits

Seal: 1 occult seal

Supernatural Attack: No

Limit: The same target may not be affected 2 seasons in a row

Range: 17 hexes

Target: A consenting domain, **ship**, or army

Effect: The target may not be targeted by any offensive action coming from an army containing at least one demonic unit for the season.

CONTROL THE WINDS

Type: Spiritualism – Major

Cost: 5 spirits

Seal: 1 occult seal

Supernatural Attack: No

Range: 21 hexes

Target: A consenting ship in a coastal zone

Effect: Allows a ship, and not a fleet, to perform the actions **Navigation** and **High-Seas Navigation** during the same season. It also allows a ship without an army aboard to perform the actions **Navigation** and **Navigation** during the same season. In other words, to leave one coastal zone and dock in another coastal zone of the same maritime province in the same season.

SEED OF BENEVOLENCE

Type: Spiritualism – Minor

Cost: **4** spirits

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until concrete use

Range: 21 hexes

Target: A domain or a ship

Effect: Enchants the target in order to protect it from dark Syta effects caused by the seasons.

INFESTATION

Type: Spiritualism – Minor

Cost: 5 spirits

Seal: 1 occult seal

Supernatural Attack: Minor

Range: 13 hexes

Target: A domain that will undergo a siege

Effect: A horde of vermin infests the domain and, in the event of a siege, will add 120 provisions to the cost to avoid famine.

LAW OF NATURE

Type: Spiritualism – Major

Cost: 10 spirits

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until a 3rd building is constructed

Limit: 1 time per domain

Range: 21 hexes

Target: A consenting domain

Effect: Adds 4 stones of knowledge to a domain that contains 2 buildings or fewer, which go to the owner of the domain.

RAMPART OF NATURE

Type: Spiritualism – Major

Cost: 8 spirits

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until a siege is successfully completed

Action Phase: Assignment

Limit: 1 time per domain

Range: 17 hexes

Target: A consenting domain containing a dungeon, turret, or fortress

Effect: Increases by 3 military seals the cost required to begin a siege on the domain.

ANCESTRAL SPECTER

Type: Spiritualism – Major

Cost: 10 spirits

Seal: 1 occult seal

Supernatural Attack: No

Duration: Until use

Action Phase: Assignment

Range: 21 hexes

Target: A consenting domain, ship, or army

Effect: If the target of the spell is the victim of a clandestine action, the name of the hideout at the origin of that act, as well as the domain where it is located, is revealed to the caster of the spell.

NATURE'S WATCH

Type: Spiritualism – Major

Cost: 10 spirits

Seal: 1 occult seal

Supernatural Attack: No

Limit: Spring season only

Range: 17 hexes

Target: A consenting domain

Effect: Cancels the **Brigandage** action on a domain.

MAGIC SPHERE

ANCESTRAL MAGIC

CLEMENCY OF IRENDILLE

Type: Ancestral Magic – Minor

Cost: 4 miguisses

Seal: 1 magic seal

Supernatural Attack: No

Duration: Until concrete use

Range: 21 hexes

Target: A domain or ship

Effect: Enchants the target in order to protect it from dark Syta effects caused by the seasons.

CREATION OF A MAGICAL OBJECT OF SIMAËL

Type: Ancestral Magic – Major

Cost: X miguisses + X supernatural components

Seal: 1 magic seal

Supernatural Attack: No

Target: The caster

Effect: Allows the creation of a magical object of Simaël. The magical object will be deposited in the chest of the guild of the magic seal used.

GUARD OF ORON

Type: Ancestral Magic – Minor

Cost: 15 miguisses

Seal: 1 magic seal

Supernatural Attack: No

Range: 17 hexes

Target: A domain

Effect: Increases by 1 the combat strength of 10 units for the season against units possessing the damned characteristic.

VENGEFUL FOREST

Type: Ancestral Magic – Major

Cost: 30 miguisses

Seal: 1 magic seal

Supernatural Attack: Major

Range: Domain of the mage's residence

Target: An army

Effect: Inflicts 20 points of damage on an army on the domain of the mage's residence.

HEALING OF SOULS

Type: Ancestral Magic – Major

Cost: 10 miguisses

Seal: 1 magic seal

Supernatural Attack: No

Target: A consenting character

Effect: This spell allows the regeneration of the soul and spirit of a consenting character who has lost it. The targeted player removes their name from the register of stolen souls. A ceremony is mandatory for the accomplishment of this spell.

PURIFICATION

Type: Ancestral Magic – Major

Cost: 20 miguisses

Seal: 1 magic seal

Supernatural Attack: No

Range: 17 hexes

Target: A consenting domain or army

Effect: Permanently dispels any enchantment, supernatural effect, disease, or Syta effect present on a consenting target. This power does not allow a magical object, or the effect that object has on its target, to be destroyed.

LIGHT OF OSTARIË

Type: Ancestral Magic – Minor

Cost: 20 miguisses

Seal: 1 magic seal

Supernatural Attack: Minor

Range: 13 hexes

Target: A domain, ship, or army

Effect: Inflicts 10 points of damage on the target. The target must contain military units possessing the damned characteristic.

THORN WALL

Type: Ancestral Magic – Major

Cost: 20 miguisses

Seal: 1 magic seal, domain with palisade and fortin, 2 magic seals, dungeon and turret, 3 magic seals, fortress

Supernatural Attack: No

Range: 17 hexes

Target: A domain

Effect: Each unit of the garrison increases by one, 1, strength point for the season.

RETURN TO THE SOURCE

Type: Ancestral Magic – Major

Cost: 15 miguisses

Seal: 1 magic seal

Supernatural Attack: Minor

Limit: A domain may not be affected more than 1 time per 4 seasons by this spell

Range: 13 hexes

Target: A domain

Effect: Reduces the development stage of a domain. If the decrease in development stage causes the maximum number of buildings to be exceeded, the owner of the domain chooses the building or buildings that will be deactivated until the stage is raised again.

ANIMAL SUPPORT

Type: Ancestral Magic – Minor

Cost: 2 miguisses

Seal: 1 magic seal

Supernatural Attack: No

Range: 17 hexes

Target: A besieged garrison

Effect: Allows the famine of a siege to be ignored for that season.

COMMON MAGIC

MAGIC BARRIER

Type: Common Magic – Minor

Cost: 20 manthoras

Seal: 1 magic seal for every 2 military seals committed in an army, or 1 seal for 1 domain or 1 ship

Supernatural Attack: No

Duration: Until use

Range: 17 hexes

Target: An army, a domain, or a ship

Effect: Protects the target against supernatural attacks. Once the target is targeted by a

major supernatural attack, it disappears at the end of the season. A magic barrier on a domain does not protect armies on it.

MAGICAL SEAL

Type: Common Magic – Minor

Cost: 2 manthoras

Seal: 1 magic seal

Supernatural Attack: No

Target: The caster

Effect: Allows the **Missive** action to be taken without the cost related to it.

ETHEREAL CARAVAN

Type: Common Magic – Major

Cost: None

Seals: 1 committed magic seal

Supernatural Attack: No

Duration: Until the end of the Summer season

Range: 17 hexes

Target: A commercial counter

Effect: Allows the commerce seal in the **Maritime Trade** or **Merchant Caravan** action to be replaced. The other costs relating to the creation of a merchant caravan must also be met.

FORCE FIELD

Type: Common Magic – Major

Cost: 20 manthora

Seal: 1 magic seal

Supernatural Attack: Major for the domain, minor for armies and ships

Range: 17 hexes

Target: A domain or a bridge

Effect: Blocks the entry and exit of all armies or ships on the targeted domain for the season. An army or ship protected against supernatural attacks is not affected by this spell. For a ship to enter a coastal domain affected by a force field, the ship and the armies in it must all be protected against supernatural attacks, otherwise the movement of the ship is canceled. A bridge cannot be protected against supernatural attacks.

CONFUSION

Type: Common Magic – Major

Cost: 20 manthora

Seal: 1 magic seal for every 2 military seals committed

Supernatural Attack: Major

Range: 21 hexes

Target: An army

Effect: Reduces the movement of an army to 0 for the duration of one season.

FOCUSER

Type: Common Magic – Minor

Cost: 5 manthoras

Seal: 1 magic seal

Supernatural Attack: No

Target: A mage or occultist present in the same arcane site

Effect: The spell allows the mage to increase, by 6 hexes, the maximum range of a spell cast by another mage or occultist present in the same arcane site as them. There may be only one focuser per spell cast.

SLOWNESS

Type: Common Magic – Minor

Cost: 7 manthoras

Seal: 1 magic seal for every 2 military seals committed

Supernatural Attack: Minor

Range: 21 hexes

Target: An army

Effect: The targeted army sees its maximum movement reduced by 5 hexes for the season.

MAGICAL MASTERY

Type: Common Magic – Major

Cost: 1 pure energy + the cost of the spell

Seal: 1 magic seal + the number of seals of the spell

Supernatural Attack: According to the spell

Duration: According to the spell

Limit: According to the spell

Range: According to the spell

Target: According to the spell

Effect: Allows any minor spell of the magic sphere to be cast by adding one, 1, pure energy to its base cost.

RETURN TO THE TOWER

Type: Common Magic – Minor

Cost: 2 manthoras per unit present in the army

Seal: 1 magic seal for each seal committed in an army

Supernatural Attack: No

Action Phase: Defensive Supernatural

Range: 21 hexes

Target: A consenting army

Effect: This spell allows a consenting army to be instantly brought back to the domain where the arcane site of the mage who cast the spell is located. The army is considered to have moved and may therefore perform no action.

During the following season, that army may not change hex by any means whatsoever, by movement, spell, effect, or otherwise. It may, however, undertake other actions, such as attacking an army or reinforcing itself.

TELEPORTATION

Type: Common Magic – Major

Cost: 25 manthoras

Seal: 1 seal for every 2 military seals committed

Supernatural Attack: None for the consenting army, major on the arrival domain

Action Phase: Movement, departure – Offensive Supernatural, if arrival occurs during a subsequent season

Range: 17 hexes

Target: A consenting army

Effect: Moves a consenting army up to 77 hexes from its point of departure. Travel time is determined by a neutral Syta draw. Luminous: immediate arrival. Gray: arrival the following season. Black: arrival in two seasons. The arrival of teleportation is considered a supernatural attack. An army that teleports may perform no other action and is considered to have moved onto the domain. If the targeted domain is protected against supernatural attacks at the time of teleportation's arrival, the army suffers 8 points of damage and is thrown onto a random adjacent land hex.

If a pursuit is launched toward the teleported army, the pursuing army goes to the hex where the army was before being teleported.

ARTIFACT MAGIC

CREATION OF A SCROLL

Type: Artifact Magic – Major

Cost: 1 magic ink + the cost of the spell

Seal: 1 magic seal at creation and the seal or seals of the spell when the scroll is used

Supernatural Attack: No

Target: The caster

Effect: Allows the creation of a scroll that may contain a minor spell. The spell written on the scroll must be present in the mage's grimoire or in the grimoire of a mage or occultist residing with them. The cost of the scroll is equal to the cost of the spell plus one magic ink. It is at the time of creation of the scroll that the energy and the ingredients must be spent. The scroll may be recovered in the chest of the guild of the seal used. The spell cast is subject to the normal conditions of use in number and type of seals. The range of a scroll is calculated from the place where it is used, and the distance is reduced by 50%, rounded down. Only an adept of magic may use a scroll, the latter being considered a magical object for action phases.

CREATION OF A MAGICAL OBJECT OF SVIRİN

Type: Artifact Magic – Major

Cost: X svir-kala + X supernatural components

Seal: 1 magic seal

Supernatural Attack: No

Target: The caster

Effect: Allows the creation of a magical object of Svirin. The magical object will be deposited in the chest of the guild of the magic seal used.

DISENCHANTMENT

Type: Artifact Magic – Minor

Cost: 10 svir-kala

Seal: 1 magic seal

Supernatural Attack: Minor

Range: 17 hexes

Target: Special

Effect: Suspends for the season all active supernatural effects on the target. Only the effects present at the beginning of the season are disenchanting.

ICE PRISON

Type: Artifact Magic – Major

Cost: 1 pure energy and 30 svir-kala

Seal: 1 magic seal per military seal committed, or 1 magic seal for a ship

Supernatural Attack: Major

Duration: Until the end of the following season

Range: 13 hexes

Target: An army, a ship on a coastal hex

Effect: Imprisons a ship or an army in a prison of ice. The target may no longer perform any action and may no longer be the target of any action. An army occupying or besieging a domain and subjected to an Ice Prison is no longer considered to be occupying or besieging the domain. A coastal domain under the effect of a blockade will no longer be blocked by a ship subjected to an Ice Prison.

ASTRAL RUNE

Type: Artifact Magic – Minor

Cost: 15 svir-kala

Seal: 1 magic seal

Supernatural Attack: Minor

Duration: Until use

Action Phase: Assignment

Limit: 1 per domain or ship

Range: 17 hexes

Target: A consenting domain or ship

Effect: Astral runes protect a domain or a ship against the presence of creatures from beyond the world. If an army containing damned or demonic units ends its movement on the domain or ship that contains the rune, the army is teleported randomly onto a land hex 12 hexes from the original target. An army teleported in this manner is considered to have moved.

PROTECTION RUNE

Type: Artifact Magic – Major

Cost: 14 svir kala

Seal: 1 magic seal

Supernatural Attack: No

Duration: Until use

Action Phase: Assignment

Limit: 1 per domain

Range: 17 hexes

Target: A consenting domain

Effect: Places an explosive rune on the target that inflicts 8 points of damage on an

army ending its movement on the hex of the domain. The explosion of the rune is considered a major supernatural attack. The rune dissipates once used.

RUNE OF DESTINY

Type: Artifact Magic – Minor

Cost: 10 svir-kala

Seal: 1 magic seal

Supernatural Attack: No

Action Phase: Assignment

Target: A Scholar

Effect: Allows a scholar to put back one Syta Stone, calamity and natural events, drawn from the bag, and make a new draw.

ARCANE SUBSTITUTION

Type: Artifact Magic – Major

Cost: 20 svir-kala on a magical object of a domain, ship, or army. Free for a magical object, trinket, or potion in hand.

Seal: 1 magic seal

Supernatural Attack: Major

Range: 13 hexes

Target: A magical object of a domain, ship, or army / A magical object, trinket, or potion in hand

Effect: Destroys a magical object placed on a domain, ship, or army and refunds the magical energies used in its creation into the chest of the guild that owns the object,

supernatural components are lost. The spell may also be cast on an object, trinket, or potion in the mage's hands; in that case, the magical energies go to the guild of the magic seal used.

ARCANE TRANSMUTATION

Type: Artifact Magic – Major

Cost: 15 identical magical energies, not to be confused with occult energies

Seal: 1 magic seal

Supernatural Attack: No

Target: The caster

Effect: Allows the creation of 18 identical magical energies of any type of magic, not to be confused with occult energies. The energies will be deposited in the chest of the guild of the seal used.

BLACK MAGIC

ABSORPTION

Type: Black Magic – Minor

Seal: 1 magic seal if the target is a domain or a ship. 1 magic seal for every 2 seals committed in the targeted army.

Cost: 18 golhirs

Supernatural Attack: No

Range: 17 hexes

Target: A consenting domain, ship, or army

Effect: Protects the target against all supernatural attacks for the season. If the target is struck by one or more supernatural attacks, half of the energy cost of the blocked spells and powers is placed back into the chest of the mage who cast Absorption, up to a maximum of 20 supernatural energies according to spell type, or 4 power points for the total of spells. For magical objects, the cost is established according to the crafting cost in energy.

Pure energy cannot be absorbed. In the case of a decimal number, energies or power points are rounded up.

ARMY OF THE DAMNED

Type: Black Magic – Major

Cost: 20 golhir

Seal: 1 committed magic seal

Supernatural Attack: No

Duration: Until the destruction of the army

Range: Mage's place of residence

Limit: To create an army, the magic seal must belong to the same guild as the mage

Target: The mage's place of residence or a consenting Army of the Damned

Effect: Creates an army with 10 undead. The army created in this way uses the rules of the military sphere except for the action **Merge Several Armies**, which is not possible.

At the cost of a magic seal and 0 golhir, this spell may be used to replace the military seal in order to give an action to an Army of the Damned.

DARK MIST

Type: Black Magic – Minor

Cost: 10 golhir

Seal: 1 magic seal

Supernatural Attack: Minor

Limit: A domain may not be affected more than once per year by this spell

Range: 13 hexes

Target: A domain

Effect: Allows 20% of the production lots of the buildings of a domain to be stolen. The stolen lots will be placed in the revenues of the guild of the seal used to cast the spell after the Summer season. This action is independent of the **Brigandage** order of the clandestine sphere and may therefore be cumulative with it.

CHAINS OF TOLIMARTH

Type: Black Magic – Major

Cost: 20 golhir

Seal: 1 magic seal

Supernatural Attack: Major

Duration: Until dispelled

Range: 13 hexes

Target: A mage

Effect: In order to target a mage, the domain of the place of residence must be affected by the spell. The target of the spell loses their residence. A mage constrained by the

Chains of Tolimarth must pay 5 magical energies in order to be able to give the **Take Residence** order.

CONTAGION

Type: Black Magic – Major

Cost: 1 pure energy + 10 golhir per infected domain

Seal: 1 magic seal per infected domain

Supernatural Attack: No

Action Phase: Offensive Supernatural – Effects of Diseases

Range: 17 hexes

Target: A domain

Effect: Contagion targets a domain already affected by a disease. All adjacent domains, those whose borders share at least one hex with the targeted domain, may be targeted by the spell. The list of targeted domains must be submitted at the same time as the order.

CREATION OF A MAGICAL OBJECT OF MARTOMASSE

Type: Black Magic – Major

Cost: X golhir + X supernatural components

Seal: 1 magic seal

Supernatural Attack: No

Target: The caster

Effect: Allows the creation of a magical object of Martomasse. The magical object will be deposited in the chest of the guild of the magic seal used.

CRYPTUS FERUM

Type: Black Magic – Minor

Seal: 1 magic seal

Cost: 10 golhir

Supernatural Attack: No

Range: 17 hexes

Target: A consenting domain, ~~ship,~~ or army

Effect: Creates up to 5 undead units, according to available space, in the garrison of a domain or ship of the guild of the caster of the spell, or in an already existing army. The targeted domain or army must not be occupied or besieged. This spell does not prevent the army from taking an action.

CURSE OF THE DAMNED

Type: Black Magic – Major

Cost: 20 golhir

Seal: 1 magic seal

Supernatural Attack: Major

Duration: Until dispelled

Range: 13 hexes

Target: A domain

Effect: The population of a domain becomes gravely ill. 2 random units present in the garrison of the domain are transformed into undead units during each season. This curse also attacks the armies present on the domain if the garrison is already entirely composed of undead. This curse is also considered a disease.

TERROR

Type: Black Magic – Minor

Seal: 1 magic seal

Cost: 16 golhir

Supernatural Attack: Minor

Range: 13 hexes

Target: A domain, ship, or army

Effect: An equivalent of 8 strength points of units, drawn at random, from the target are repatriated to their owner's chest. This spell does not contribute to the appearance of war loot.

WIND OF DEATH

Type: Black Magic – Major

Cost: 1 pure energy and 50 golhir

Seal: 2 magic seals

Supernatural Attack: Major

Limit: A target may not be targeted by more than one Wind of Death per season

Range: 13 hexes

Target: A domain, ship, or army

Effect: Inflicts 20 points of damage on the target. The guild owning the first seal used receives in its chest as many undead as units killed by the spell.

If the target was an army or a ship protected against supernatural attacks, the spell still inflicts 10 points of damage on the target. The guild owning the first seal used receives in its chest as many undead as units killed by the spell.

If the target was a domain protected against supernatural attacks, the spell still inflicts 5 points of damage on the target. The guild owning the first seal used receives in its chest as many undead as units killed by the spell.

RITUAL MAGIC

ELEMENTAL ATTACK

Type: Ritual Magic – Minor

Cost: 12 breaths of life

Seal: 1 magic seal

Supernatural Attack: Minor

Range: 13 hexes

Target: A garrison of a fortification or of a ship, or an army

Effect: Inflicts 5 points of damage on a target.

FATAL MISTS

Type: Ritual Magic – Major

Cost: 30 breaths of life

Seal: 1 magic seal

Supernatural Attack: Major

Range: The mage's arcane site

Target: An army

Effect: Inflicts 20 points of damage on an army located on the domain of the mage's residence.

IRRESISTIBLE CHARM

Type: Ritual Magic – Major

Cost: 1 pure energy + 5 breaths of life per strength point, 15 breaths of life minimum

Seal: 1 magic seal per seal committed in the targeted army, or 1 magic seal for a ship

Supernatural Attack: Major

Range: 13 hexes

Target: An army or a ship on a coastal hex

Effect: Allows control of an army or a ship for one season. The mage takes control of the target and may order one of the following actions: Boarding, attack an army, attack a domain, move an army, pursuit, sack, collect war loot, or simply take no action. All action costs, including seals, must be paid by the mage. The cost must cover the entire military strength of the target before bonuses, otherwise the spell has no effect.

FIRE

Type: Ritual Magic – Minor

Cost: 4 breaths of life

Seal: 1 magic seal

Supernatural Attack: Minor

Range: 13 hexes

Target: A domain

Effect: Destroys 2 production lots per laborer assigned to the production of lots on a domain.

SEA OF ICE

Type: Ritual Magic – Major

Cost: 20 breaths of life

Seal: 1 magic seal

Supernatural Attack: Major

Range: 13 hexes

Target: A ship on a coastal hex

Effect: Prevents the targeted ship from taking the **Navigation** or **Evasion** action during the season.

VISION MIRROR

Type: Ritual Magic – Major

Cost: 12 breaths of life

Seal: 1 magic seal

Supernatural Attack: No

Range: 21 hexes

Target: 3 nuisances

Effect: Reveals the strength of 3 nuisances targeted by the mage. The nuisances must

be within the spell's range. The information is delivered to the guild of the magic seal used.

RITUAL OF OFFERING

Type: Ritual Magic – Minor

Cost: None

Seal: 1 magic seal

Supernatural Attack: No

Target: The caster

Effect: Allows production lots to be transformed into breaths of life. 2 gold ores or 5 silver ores or 4 precious stones or 10 lots of grain, livestock, or provisions produce 1 breath of life. A maximum of 10 energies may be produced by the Ritual of Offering. The magical energies will be deposited in the chest of the guild of the seal used.

FORGETFULNESS

Type: Ritual Magic – Major

Cost: 20 breaths of life

Seal: 1 magic seal

Supernatural Attack: Major

Range: 13 hexes

Target: A mage

Effect: A mage residing in an arcane site sees one of their spells of magical tradition erased from memory. The lost spell is chosen at random. In order to target a mage, the domain of their place of residence must be affected by the spell.

POISONED APPLE

Type: Ritual Magic – Major

Cost: 30 breaths of life

Seal: 1 magic seal

Supernatural Attack: Major

Duration: Until dispelled

Range: 13 hexes

Target: A domain

Effect: The targeted domain is afflicted by the black plague. The black plague reduces by 50% the production of all population cards and laborers assigned to the domain and prevents all new constructions. The black plague is considered a disease.

ICE BRIDGE

Type: Ritual Magic – Minor

Cost: 5 breaths of life

Seal: 1 magic seal

Supernatural Attack: No

Range: 17 hexes

Target: A consenting army

Effect: Allows a consenting army to cross a hex containing a river or a watercourse.

The ice bridge shatters immediately after use.

SPHERE OF BELIEFS

MINOR POWERS

ORDINATION

Type: Minor Power

Cost: 1 power point + 5 believers per priest

Seal: 1 belief seal

Duration: Until the end of the next Grande Bataille

Limit: One per high priest of the same belief present during the ceremony

Range: Ceremony

Target: One participant per high priest

Effect: Allows each high priest to appoint one priest present during the ceremony.

Priests receive a healing hourglass for the year.

When a character is appointed priest, their belief automatically becomes that of their appointment if it was not already so.

OFFERING

Type: Minor Power

Cost: None

Seal: 1 belief seal

Range: Ceremony

Target: Production lots

Effect: Allows the high priests of a belief present during the ceremony to each transform 20 production lots, resources, livestock, grain, into 25 lots of goods, equipment, armaments, provisions. The lots will be deposited in the guild chest of the seal used.

RELIGIOUS HOST

Type: Minor Power

Cost: None

Seal: 1 committed belief seal

Duration: Until the destruction of the army

Limit: One army per high priest

Target: The domain of one of the parishes of the belief or a consenting Religious Host

Effect: By committing their seal, the high priest creates an army that may receive 10 units. This army may not be merged with another army. The general of the army must belong to the guild of the committed seal. The rules of military armies apply. At the cost of one belief seal and 0 power points, this power may be used to replace the military seal in order to give an action to a Religious Host.

The domain must neither be occupied nor besieged.

COMMON POWERS

CONFESSION

Type: Common Power

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Range: 10 hexes

Target: A domain

Effect: Allows the **Clandestine Investigation** action to be carried out on the targeted domain.

HOLY WATER

Type: Common Power

Cost: 2 power points

Seal: 1 belief seal

Supernatural Attack: No

Target: A consenting army, garrison, ~~or maritime garrison~~

Effect: Creates a **Holy Water** potion. When the potion is used, increases by 1 the strength of 10 units fighting damned or demonic units for the season. Use of the Holy Water potion requires a belief seal. Holy Water is a potion; there may be only one usable potion on a target per season.

EXPULSION

Type: Common Power

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Action Phase: Movement

Range: 8 hexes

Target: 1 land nuisance

Effect: Allows a land nuisance within range to be moved onto a targeted hex at a maximum distance of 20 hexes from the parish. Note: special nuisances are not affected by this power.

SEASICKNESS

Type: Common Power

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: Minor

Range: 8 hexes

Target: A ship

Effect: Causes the sailors and fishing boats of a ship to no longer be able to work. The sailors and fishing boats are returned to the chest of the captain's guild.

WALKING ON WATER

Type: Common Power

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Limit: Once per army per season

Range: 10 hexes

Target: A consenting army

Effect: Allows an army to walk on water and cross rivers and watercourses along its route for the season. It is possible to walk over a distance of two adjacent or separated hexes during movement. The army could cross two different rivers or one body of water two hexes wide.

DOCTRINE: THE WORLD OF SPIRITS / NATURE

FAIR OF MISFORTUNES

Type: The World of Spirits / Nature

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: Minor

Duration: Until upkeep is paid

Limit: A domain may not be targeted more than once across all beliefs combined

Range: 8 hexes

Target: Up to 2 domains

Effect: This power targets up to two adjacent domains and will see the upkeep cost of each doubled. The targeted domains must all be within the range of the power.

SEABED

Type: The World of Spirits / Nature

Cost: 2 power points

Seal: 1 belief seal

Supernatural Attack: No

Duration: Until the end of the season

Range: 10 hexes

Target: A maritime or coastal hex

Effect: Armies or maritime units do not need a quay or embarkation nacelles to embark onto or disembark from a ship. Allows it to serve as a bridge between two shores.

TOUCH OF NATURE

Type: The World of Spirits / Nature

Cost: 3 power points

Seal: 1 belief seal

Supernatural Attack: None for the domain, major for an army

Duration: Until use

Limit: 1 time per domain

Range: 10 hexes

Action Phase: Assignment

Target: A consenting domain

Effect: An army ending its movement on the domain will receive 8 points of damage.

This damage is considered a major supernatural attack. In the case of several armies, the army with the greatest combat strength will receive the damage.

MIND CONTROL, ULTIMATE

Type: The World of Spirits / Nature

Cost: 1 power point per strength point

Seal: 1 belief seal per 2 committed seals

Supernatural Attack: Major

Limit: 1 time per season per belief

Range: 8 hexes

Target: An army

Effect: The High Priest takes control of the targeted army for 1 season and may order it to perform one of the following actions: Attack an army, attack a domain, move an army, pursuit, sack, collect war loot, or simply take no action. All action costs, including seals, must be paid by the High Priest. For the High Priest to have control of the army, the cost is one power point per strength point, without bonuses. The high priests must grant enough power points so that the entire army is controlled, otherwise the spell does not function.

DOCTRINE: THE ELEMENTS, WATER, EARTH, AIR, FIRE

CALM

Type: The Elements

Cost: 4 power points

Seal: 1 belief seal

Supernatural Attack: Major

Range: 8 hexes

Target: A ship on a coastal hex

Effect: Eliminates the possibility of taking a movement action for a ship; if the ship is part of a fleet and the fleet moves, the ship is separated from its fleet. The **Evasion** action remains possible, but the ship will not be able to move. A ship beginning the **Maritime Trade** action will be canceled, and the cards will be returned to the chest of the owner of the commerce seal.

RUMBLING OF THE ABYSS

Type: The Elements

Cost: 1 power point per bracket of 2 damage points

Seal: 1 belief seal per 10 points of damage

Supernatural Attack: Major

Range: 8 hexes

Target: A ship on a coastal hex

Effect: The power attacks the target's garrison, then its structure, at a rate of two, 2,

structure points or damage per power point. If a ship transporting an army is destroyed by this power, the army is repatriated, 3 laborers per unit.

STONE SKIN

Type: The Elements

Cost: 8 power points

Seal: 2 belief seals

Supernatural Attack: No

Duration: Until the end of the season

Limit: 1 time per army

Range: 10 hexes

Target: A consenting army

Effect: Increases the strength of 20 units of the army by 1 for the season. The affected army may not use the following orders for the season: **Attack Armies, Conscription, Split an Army Apart, Merge Armies, Reorganization of Armies, Reinforce an Army.**

An army under the effect of Stone Skin may not receive new units, no matter the method.

ELEMENTAL GUARD, ULTIMATE

Type: The Elements

Cost: 1 pure energy + 4 power points per targeted army

Seal: 1 belief seal per military seal committed

Supernatural Attack: Major

Limit: 1 time per season per belief

Range: 8 hexes

Target: One or more armies on the same hex

Effect: The targeted armies receive 8 points of damage and are expelled a distance of 12 hexes in a random direction. However, if an army ends up in water, it is dissolved and the units are returned to the chest of the owner of the army.

DOCTRINE: SELF-FULFILLMENT

SHAKEN FAITH

Type: Self-Fulfillment

Cost: 4 power points

Seal: 1 belief seal

Supernatural Attack: Major

Duration: Until dispelled

Range: 8 hexes

Target: A High Priest

Effect: In order to target a High Priest, the domain of their parish must be affected by the spell. The target of the spell loses their parish residence. The target loses their ability to cast supernatural powers. A High Priest must pay 1 power point to restore their link. Payment may be made beginning in the following season at the same time as the **Take Parish** order.

FATIGUE

Type: Self-Fulfillment

Cost: 2 power points

Seal: 1 belief seal per 2 military seals committed in the targeted army

Supernatural Attack: Minor

Limit: Once per army per season

Range: 10 hexes

Target: An army

Effect: The targeted land army has its movement reduced by 8 hexes for the season.

COMMERCE

Type: Self-Fulfillment

Cost: None

Seal: 1 committed belief seal

Supernatural Attack: No

Duration: Until the end of the Summer season

Range: 10 hexes

Target: A commercial counter

Effect: Allows the commercial seal for the Maritime Trade or Merchant Caravan action to be replaced. The rest of the action's costs must be paid.

LAW OF RETALIATION, ULTIMATE

Type: Self-Fulfillment

Cost: 1 pure energy + 5 power points

Seal: 1 belief seal per seal used by the copied spell

Supernatural Attack: Major

Limit: 1 time per season per belief

Range: 8 hexes

Target: A consenting domain, ship, or army within range that was targeted by a supernatural attack during the previous season, so long as it was not the Law of Talion spell

Effect: Allows a supernatural attack cast on the target during the previous season to be copied and cast on a target of the High Priest's choice. The range and other modalities of the spell or power must be respected.

DOCTRINE: KNOWLEDGE

WORD OF HONOR

Type: Knowledge

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Duration: Until use of the contract

Target: 1 contract

Effect: At the cost of one power point per effect, a contract signed and sealed by this spell becomes binding law, and if one of the two parties does not fulfill their part of the

contract, every part of the contract must include verifiable facts, the harmful effect provided for in the contract will apply directly.

Note: Both parties must agree on the harmful effects, and these may not involve other parties who are not parties to the contract. The contract must be signed in the presence of a game master, who may refuse the chosen effects on the contract or request clarifications. Players must notify the game master in the event of non-compliance. A copy of the contract signed by both parties must be given to the game masters.

DIVINE LUCK

Type: Knowledge

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Action Phase: Investigation

Range: 10 hexes

Target: A hex targeted by a land discovery or maritime discovery action occurring during the same season

Effect: During the **Land Discovery** or **Maritime Discovery** action, the first dark stone drawn is drawn again.

COPYIST MONK

Type: Knowledge

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Target: Chest of the guild of the seal

Effect: Creates 30 works. The works will be deposited in the chest of the guild of the seal used.

DIVINE CONSCIOUSNESS, ULTIMATE

Type: Knowledge

Cost: 2 pure energies + the cost of the spell

Seal: 1 belief seal

Supernatural Attack: Variable

Limit: 1 time per season per belief

Range: Variable

Target: Variable

Effect: Allows a High Priest to use any belief power except ultimate powers. The cost of use is 2 pure energies and the normal cost of the spell cast, including the seals.

DOCTRINE: LIFE / CREATION

CALL OF LIFE

Type: Life / Creation

Cost: 4 power points

Seal: 1 belief seal

Supernatural Attack: Major

Range: 8 hexes

Target: Army or garrison

Effect: Allows 10 points of damage to be inflicted on a garrison or an army having the demonic or damned characteristic.

HEALING OF DISEASES

Type: Life / Creation

Cost: 4 power points

Seal: 1 belief seal

Supernatural Attack: No

Action Phase: Assignment

Duration: Until use

Range: 10 hexes

Target: A consenting domain

Effect: Immunizes a domain against diseases. If diseases are already present on the domain or ship, they are automatically destroyed by the power.

BIRTH

Type: Life / Creation

Cost: 2 power points

Seal: 1 belief seal

Supernatural Attack: No

Limit: 1 time per domain per year, may not be cast in the Summer season

Range: 10 hexes

Target: A domain

Effect: Adds 1 laborer per population card placed in the cottages, dwellings, suburb, and port of a domain. All laborers are those of the culture of the region, port included.

ETERNAL LIFE, ULTIMATE

Type: Life / Creation

Cost: 1 pure energy + 1 power point per bracket of 20 laborers

Seal: 1 belief seal per 40 laborers

Supernatural Attack: No

Limit: 1 time per season per belief, 1 time per domain per year

Range: 10 hexes

Target: Consenting domain

Effect: Following the production of revenues, the laborers of the targeted domain are added to the revenues of the domain.

DOCTRINE: DEATH / DARKNESS

REAPER

Type: Death / Darkness

Cost: 4 power points

Seal: 1 belief seal

Supernatural Attack: Major

Range: 8 hexes

Target: Army, garrison, or maritime garrison

Effect: Allows 10 points of damage to be inflicted on a garrison or an army not having the demonic or damned characteristic. This spell cannot cause damage to the structure of a ship.

GREAT DARKNESS

Type: Death / Darkness

Cost: 2 power points

Seal: 1 belief seal

Supernatural Attack: No

Duration: Until use

Action Phase: Assignment

Range: 6 hexes

Target: A consenting domain

Effect: The domain is surrounded by constant darkness. In order to complete a movement onto that domain, an army must pay an additional cost of 2 exploration seals and exploration units totaling 3 strength points. If the army does not have the cost to complete the movement, it stops on a randomly chosen adjacent land hex. If the army is on a ship, it remains on the ship. During the same season, all armies are affected by the Great Darkness.

VEIL OF DARKNESS

Type: Death / Darkness

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Range: 10 hexes

Target: A consenting army

Effect: Allows the **Reinforce an Army** order to be taken while paying the normal military seal cost on a non-consenting domain or one under occupation.

CHARNEL GROUND, ULTIMATE

Type: Death / Darkness

Cost: 1 pure energy + 2 power points per bracket of 10 undead

Seal: 1 committed belief seal per bracket of 10 undead

Supernatural Attack: No

Duration: Until the destruction of the army

Limit: 1 time per season per belief

Range: 10 hexes

Target: A hex

Effect: Targets a hex where one or more armies were destroyed, and not demobilized, during the previous season. Up to 50% of the units that were killed rise again as undead.

The belief seal or seals used to cast the spell will remain committed until the destruction of the army. The army thus created uses the rules of the military sphere except for the action **Merge Several Armies**, which is not possible.

The army general must belong to the guild of one of the committed belief seals named by the High Priest.

DOCTRINE: PEACE / LIGHT

WARRIOR'S REST

Type: Peace / Light

Cost: 1 power point per bracket of 3 points of military strength

Seal: 1 belief seal per bracket of 9 strength points

Supernatural Attack: Minor or major if 4 power points or more are used

Range: 8 hexes

Target: Army

Effect: Demobilizes the target's military units at a rate of 3 military strength points for one power point. The laborers are deposited directly into the chest of the chief of the army. Armies with the damned or demonic characteristic are not affected by this spell.

GRACE

Type: Peace / Light

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Duration: Until the end of the Summer season

Limit: Once per domain per year, may not be cast in the Summer season

Range: 10 hexes

Target: A consenting domain

Effect: Increases by 4 the production of livestock, grain, or resources per laborer.

AGENT OF PEACE

Type: Peace / Light

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Duration: For the current season

Range: 10 hexes

Target: A consenting domain, ship, or army

Effect: Prevents the target from being targeted by the clandestine actions brigandage, corruption, poisoning, maritime poisoning, and hindrance for the season. If Agent of Peace prevents a clandestine action, 5 laborers are returned to the guild of the belief seal used.

DAZZLING LIGHT, ULTIMATE

Type: Peace / Light

Cost: 1 pure energy + 3 power points per army

Seal: 1 belief seal per army

Supernatural Attack: Major

Limit: 1 time per season per belief

Range: 8 hexes

Target: One or more armies

Effect: This power may target up to four, 4, armies within range, the armies may be on different hexes. The armies targeted by this power will be unable to take any action during that season. They may only defend themselves if attacked or carry out the **Demobilization** order, not to be confused with the order **Demobilize an Army**.

Note: An army on a ship may move on that ship.

DOCTRINE: COMBAT / DESTRUCTION

DIVINE WRATH

Type: Combat / Destruction

Cost: 1 power point per bracket of 2 damage points

Seal: 1 belief seal per bracket of 10 damage points

Supernatural Attack: Minor or major if 4 power points or more are used

Range: 8 hexes

Target: A garrison, maritime garrison, or army

Effect: Inflicts 2 points of damage per power point used.

RAGE

Type: Combat / Destruction

Cost: 2 power points

Seal: 1 belief seal

Supernatural Attack: No

Limit: Once per military seal committed in the army

Range: 10 hexes

Target: A consenting army

Effect: Increases strength by 1 for 5 units of the army for the season.

SPEED

Type: Combat / Destruction

Cost: 1 power point

Seal: 1 belief seal for every 2 military seals committed

Supernatural Attack: No

Limit: 1 time per army

Range: 10 hexes

Target: A consenting army

Effect: Increases the movement speed of the army by 8 hexes for the season.

EARTHQUAKE, ULTIMATE

Type: Combat / Destruction

Cost: 1 pure energy + 1 power point per bracket of 2 damage points

Seal: 1 belief seal per 4 damage points

Supernatural Attack: Major

Limit: 1 time per season per belief

Range: 8 hexes

Target: A building on a domain

Effect: The power inflicts damage points on a building chosen by the caster. As with the **Sack** action, a destroyed building sees its assignments destroyed and war loot may appear on the domain. Fortifications, palisade, fortin, dungeon, turret, and fortress, may not be targeted by Earthquake.

DOCTRINE: TRAVEL / TIME

DIVERSION

Type: Travel / Time

Cost: 2 power points

Seal: 1 belief seal for a domain or a ship, or 1 belief seal for every 2 committed seals for an army

Range: 10 hexes

Supernatural Attack: No

Target: Domain, ship, or army

Effect: Protects the target against supernatural attacks during the season.

SPACE OF A MOMENT

Type: Travel / Time

Cost: 5 power points

Seal: 1 belief seal

Supernatural Attack: Major

Duration: Until the end of the season

Range: 8 hexes

Target: A domain

Effect: Prevents armies from being deployed on the domain. Any **Deploy an Army** order targeting the affected domain fails. When the **Deploy an Army** action fails because of this power, the units are refunded to the owner of the army that was unable to deploy.

ASTRAL TRAVEL

Type: Travel / Time

Cost: 1 power point

Seal: 1 belief seal

Supernatural Attack: No

Limit: 1 time per army

Range: 10 hexes

Target: A consenting army

Effect: Allows the targeted army to cross all impassable terrain, such as rivers, ocean, and so on, over 5 adjacent hexes. The targeted army must complete a movement order and pay the associated cost in order to use astral travel, but the movement will be limited to those 5 hexes.

DIMENSIONAL PORTAL, ULTIMATE

Type: Travel / Time

Cost: 1 pure energy + 5 power points

Seal: 1 belief seal

Supernatural Attack: Major on the targeted hex

Limit: 1 time per season per belief

Range: 50 hexes from the parish

Target: A hex

Effect: A portal opens between the domain of the parish and the targeted hex. Armies present on the domain of the parish may move through the portal in order to arrive on the targeted hex. The armies must send a movement order and pay all associated costs, including military seals. Use of the portal ends the movement.

If the targeted domain is protected against supernatural attacks at the time of the arrival of the dimensional portal, each army suffers 8 points of damage and is thrown onto a random adjacent land hex.