

Compendium of Geopolitical Rules

Version 8.6

April 2026

*Translation recovered from Clan Shattersun's lost Starfall Library, as offered by Varik
Shattersun of the Darganof Trading Company, 1026*



*Tips of solar or pop cards may be offered to Varik Shattersun or the Darganof Trading Company
if you wish to express your gratitude and keep more expeditionary missions like this funded!*

Immediate change, addition, or correction

Removed from the game at the end of the Summer 1026 season

Change effective at the start of the Autumn 1026 season

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1. The Game at the Duchy of Bicolline

1.1 The Geopolitical Game and Field Play

A game where combat, magic, adventures, intrigue, and negotiations coexist! The Duchy of Bicolline is a complete universe, with field play punctuated by numerous activities whose results and actions feed an online geopolitical game. The virtual aspects and the real aspects are two facets that nourish one another and that make the richness of our game universe.

The gigantic storylines of the world of the Hippocampus rest on two foundations:

- Field play, that is, campaigns, special events, scenarios, and physical interactions in which the actions of participants and guilds are experienced;
- The geopolitical game, where the actions of participants and guilds continue and where their wealth may be displayed. The geopolitical game notably includes the economic game that takes place on the virtual platform.

Each participant present at an activity organized by the Duchy of Bicolline is not only able to influence field play, but also to be an actor in the geopolitical game, because they may create a character there online and receive a population card. These population cards may be used in the geopolitical game in order to exploit one of its many facets. Whether it is military domination, navigation of the seas, the pursuit of wealth, or the acquisition of political or occult power, each population card properly invested in the geopolitical game allows participants and their guild to achieve their objectives.

1.2 Characters

To integrate into the world of the Duchy of Bicolline, everyone must let their imagination run free in order to develop their character, who will become an alter ego in the game universe. A multitude of characters coexist in the world of the Hippocampus, and this

variety of characters, each as original as the next, creates the richness of a community where creativity is abundant and enriches the game and everyone's immersion. By embodying a character, participants in the game may have an impact on our shared game: owning and defending lands, controlling armies, becoming a ship captain, learning magic, becoming a renowned artist, and many other things besides.

In order to be able to register for activities and actively participate in the geopolitical game, each participant must officially create a user account and a character using the same email address. Members of the Duchy of Bicolline:

Regular access (non-member) allows the participant to make changes to their character's identity online. If they are part of a guild, their attendance at official Duchy of Bicolline activities is counted toward their guild's field attendance. A non-member also receives a population card at the Purple Ball and the Grande Bataille.

The Duchy of Bicolline membership card grants certain advantages:

- A discount on registration for each of the official activities held at the Duchy of Bicolline.
- One population card for each activity for which the participant registers.

1.2.1 Non-Player Characters (NPCs)

These are characters managed by the game masters to enhance field play and the geopolitical game by bringing different interventions into the world of the Duchy of Bicolline. Some control kingdoms, while others are merely passing adventurers. They are often called PNJs or NPCs in English (for non-player character).

1.2.2 Independent Characters

A Duchy of Bicolline character who has no affiliation with any guild. This character is either newly created or a character who has left a guild. Before the next Grande Bataille,

this character may join a guild. An independent character may not make assignments, nor withdraw revenues. A character who becomes independent during the year and who is entitled to revenues related to assignments on a domain or a ship will receive those revenues when they join a new guild.

1.3 Committees and Teams Related to the Game

1.3.1 Game Management Team

A game on the scale of Bicolline requires rigorous management for its maintenance, coherence, and development. The Game Management Team operates the mechanics, in large part invisible, found behind the scenes of our game. It also ensures the proper operation of the different counters, registry offices, and all service points requiring interaction between participants and the virtual platform. The Game Management Team is therefore called upon to collaborate regularly with the different committees involved in the geopolitical game. The Game Management Team may be reached by email at gestion.jeu@bicolline.org.

1.3.2 Game Masters

The game masters are those who bring the imagination to life and who make concrete the ideas and projections carried by the participants. They are attentive to the different sensibilities of participant groups in order to create links and connections that enrich the game. They are responsible for contact with participants. Working collegially, they consult with one another: after all, they are in the service of one and the same game universe.

Each game master will have under their responsibility one or more spheres of our game, which they will bring to life and evolve. They develop the major narrative threads of our universe and bring them to life through the activities they develop with their respective teams. They also take care of feeding and bringing existing storylines to completion. The game masters also have the mandate to produce a certain number of activities over the course of the year, which defines the range of activities offered in our calendar.

The game masters may be reached by email at maitredejeu@bicolline.org.

1.3.3 Registries and Counters

Certain actions that affect both field play and the geopolitical game may only be made official during an activity at the Duchy of Bicolline by presenting oneself at a game counter managed by the official teams. The clerks are participants who care deeply about decorum and will attempt to carry out interactions in character when the context permits.

1.3.3.1 Bank of the Hippocampus

An in-game building located near the main entrance of the Duchy of Bicolline site, the Bank of the Hippocampus is the very heart of the commercial sphere. Most actions of the geopolitical game take place there, and the location is favored for several field-play interactions, such as the holding of commercial auctions. You may also:

- Collect guild revenues and seals.
- Submit the orders, cards, and seals necessary for carrying out an action in the geopolitical game.
- Make deposits into guild chests in order to permit the upkeep of domains, ships, and provinces and the management of VAFs to deploy garrisons on your domains and ships, for your constructions and assignments.
- During the Grande Bataille, participants wishing to join a new guild must go there.

1.3.3.2 Political Registries

The Political Registries are installed in the Bank of the Hippocampus and are accessible during most activities in order to change the chief of a domain or the captain of a ship, or to support a master of the fief or a duke.

1.3.4 Officials

Officials are participants who have agreed for their character to play a certain role linked to a given sphere. The official is an intermediary between participants and the Game

Management Team and the game masters, who carry out several follow-ups in order to ensure sound management of the game and proper supervision of officiants and their work.

The officiant remains a participant, but is also a game mechanic when acting within the framework of their duties. They may not lie, cheat, or, after having agreed to do so, fail to carry an action or other document entrusted to them by a participant to a game counter. Officiants are also sometimes the observers mandated to supervise the various events and ceremonies of the geopolitical world.

1.4 The Importance of Guild Play

The Duchy of Bicolline has refocused the geopolitical game around guilds rather than individuals. It is indeed the guilds that have always influenced the geopolitics of our world, commercial groupings, military alliances, naval coalitions, orientations, and political decisions.

This orientation is desired and supported by the Duchy of Bicolline, and has been since its foundation: guilds are an aspect that has made the strength, distinctiveness, and renown of our game universe.

Participants who share the same values, interests, and passions may therefore unite in order to increase their influence and their opportunities for play in the field and in the geopolitical game. These groupings are known as guilds.

- A participant or a new participant may join a guild or change guild by making the request on their player profile. For a participant who was already in a guild, only one annual change is authorized, either at the end of the update for the Summer season (mid-July) or during the Construction phase of the update for the Autumn season (November).
- To create a new guild, the guild leader must complete this form: [the online Guild Creation Request Form](#). The deadline to make the request is July 31 of each year.

- Once it has been created “temporarily,” players wishing to join this guild may make the request on their player profile. It is also possible, for the creation of a new guild, to send its members to join it directly by going to the Geopolitical Registries located in the basement of the inn.
- A participant may disaffiliate from a guild at any time, but they will have to wait until the end of the update for the next Summer season (mid-July) to join a new guild. This request is made through the player profile.

1.5 Notoriety

The importance and renown of a guild are measured by its notoriety. Notoriety represents a guild’s capacity to interact and exert influence in the geopolitical game. The total number of notoriety points is calculated using two (2) criteria: base notoriety and notoriety obtained by accomplishing various exploits.

Concretely, notoriety points allow a guild to obtain seals from the different spheres at the rate of one (1) seal per bracket of five (5) notoriety points.

The total number of seals accessible to a guild is recalculated each time a guild’s notoriety changes.

1.5.1 Base Notoriety

The year following its creation, it is possible for a guild leader to request an evaluation of their guild’s base notoriety points following a change to its decorum, camp, and new buildings. The guild leader must make the request at the Bank of the Hippocampus on the Monday of the Grande Bataille. An appointment for the evaluation will be made on site by one of the members of the bank. The size of the guild is recalculated upward or downward after each Grande Bataille according to the number of participants present in the guild. Longevity is calculated before the Grande Bataille.

Table 1: Calculation of Base Notoriety

Criterion

Guild size

The number of participants during the Grande Bataille (including children)

-1 point: 0–4

1 point: 5–10

2 points: 11–20

3 points: 21–30

4 points: 31–40

5 points: 41+

Participant decorum

General decorum of the members of the guild: recognizable, uniformity, identification with the group.

1 point: Minimal and generic

2 points: Visible efforts

3 points: Distinctive and recognizable style and colors

Camp decorum

The image and general decorum of the guild's camp.

1 point: Basic decorum

2 points: Visible efforts

3 points: Recognizable and well-developed concept

Guild quarter

The camp of a guild is composed of several buildings

1 point: 2+

Longevity

The years passed since the creation of the guild

- 1 point: 5–9 years
- 2 points: 10–14 years
- 3 points: 15–19 years
- 4 points: 20–24 years
- 5 points: 25–29 years (+1 per bracket of 5 years)

1.5.2 Exploits

Over time and/or during the various activities of the Duchy of Bicolline, it is possible for a guild to accomplish certain exploits and accumulate additional notoriety points. These points are all cumulative and permanent. It is also possible for the game masters and the Game Management Team to award one (1) or more additional notoriety point(s) for certain exploits and victories that are not specified in Table 2 below. In the case of an exploit in which several guilds are involved as responsible parties, the leaders of each of those guilds must choose among themselves which guild will receive the notoriety point(s).

Table 2: Exploits Affecting Notoriety

Minor Exploit (1 Notoriety Point)	• Take a campaign front • Win a campaign • Win a skirmish (at most once per year) • ~~Host a minor activity~~ • Homologate a new monster • Sponsor the creation of a new guild (requires a seal) • Win an annual team tournament ~~during the Grande Bataille~~ (Trollball, Tactika, Archers' Combat, Camp Decorum, etc.)
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Major exploit (2 notoriety points)	• Take a Grande Bataille front • Win a Grande Bataille • Host a major event • Win an invasion scenario • Mint a guild currency
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1.5.3 Field Attendance, the Upkeep of Notoriety and Seals

The upkeep of notoriety is done on an annual basis beginning at the Grande Bataille by calculating the number of participant attendances at Duchy of Bicolline activities (field attendance). Upkeep is completed when a guild accumulates two (2) times more field attendance than its notoriety. A guild's minimum upkeep is 10 field attendances; a guild that is not maintained for 2 consecutive years is dissolved.

Each seal must be maintained by 10 field attendances. This calculation is carried out before the Grande Bataille.

1.5.4 Excess Field Attendance

When a guild has more field attendance than is necessary for the upkeep of its notoriety, it receives one (1) additional notoriety point for each bracket of ten (10) excess field attendances. This calculation is carried out at the same time as the upkeep calculation at the end of the Summer season. The calculation begins at 5 notoriety. A new guild having only 2 notoriety will still need 20 field attendances to receive one bonus notoriety point.

1.5.5 Loss of Notoriety

Loss of notoriety occurs when a guild does not reach the minimum field attendance necessary for the upkeep of its notoriety. The guild therefore loses one (1) notoriety point for each bracket of ten (10) missing field attendances. This loss will also cause the lapse of seals that are no longer usable because of the lack of field attendance.

- 1 notoriety point is lost if a guild has from 0 to 4 participants during the Grande Bataille.
- A guild having only 2 notoriety points or fewer will no longer receive seals.

1.6 Seals

Seals are the physical representation of a guild's specialization, and they are the link between field play and the geopolitical game. The use of a seal by a guild allows it to increase its influence by carrying out various actions. It is essential for guilds to interact with one another in order to take part in the great quests and standout actions that influence the world of the Hippocampus.

1.6.1 Choosing Seals

When the guild is created, the guild leader must choose its first seal from one of the ten game spheres: arts, commerce, clandestine, belief, exploration, magic, maritime, military, occult, or political.

- Seals are chosen at the Bank of the Hippocampus during an activity.

After that, for every bracket of 5 notoriety points, a guild obtains one additional seal from the sphere of its choice. When a guild becomes eligible for an additional seal due to an increase in its notoriety, its leader may choose the sphere of this new seal.

- It is possible to exchange only one seal per season by returning it to the Bank of the Hippocampus; it is considered used for the season, and the new seal will be given the following season.

1.6.2 The Use of Seals

When invested in the geopolitical game, a seal may either be used or committed:

- A seal **used** by a guild is returned to it at the first activity following the end of the season during which it was used. For example, a seal used during the Spring season would become available again to the guild at the first activity of the Summer season.
- A seal **committed** by a guild is returned to it at the first activity following the end of the season during which the action for which the seal was committed comes to an end. For example:
 - A commerce seal committed to the action “Merchant Caravan” will be returned after the end of the Summer season.

Whether it has been used or committed by a guild, a seal that becomes available to the guild again must be collected at the Bank of the Hippocampus by the guild leader.

A guild may spend its seals in various ways:

- **Quests:** A seal may be used or committed to carry out certain game-master quests that take place at the Duchy of Bicolline during official activities.
- **Orders:** A seal may be used or committed to perform certain actions by means of an order according to the descriptions in the action tables of each sphere. The orders and associated seal(s) must be deposited at the Bank of the Hippocampus during most official Duchy of Bicolline activities.
- **Rituals and ceremonies:** A seal may be used to perform a ritual or a ceremony according to the descriptions in the action tables of each sphere. The seal used during a ritual or ceremony must be submitted only to the Bank of the Hippocampus with the appropriate order.

1.6.3 Seals of Nobility

Lords and maritime lords obtain a single-use seal of nobility that may be used to perform an action in any sphere of their choice.

- A seal of nobility may only be used and not committed.
- A seal of nobility may be used only once per year. This means that, unlike guild seals, a used seal of nobility will not be returned during the season following its use.
- A used seal of nobility will be returned to play again at the next Grande Bataille according to the applicable terms.

1.7 The Creation of a Guild

Unity is strength, and this proverb takes on its full meaning in the world of the Duchy of Bicolline.

The official creation of a new guild in the universe of the Hippocampus may only take place during the Grande Bataille, but it requires submitting the request by completing the online [Guild Creation Request Form](#) at least one month before the beginning of the activity. This creation takes place in eight steps.

– **Conceptualization:** Participants who wish to unite to form a guild must determine a concept for their guild. This may include colors and heraldry, objectives and goals, vocation, history, foundations, etc.

The guild leader: It is important for a new guild to choose its leader carefully, because there is no game mechanic allowing a guild leader to be removed from office. This leader obtains ownership of the group upon its creation, and it is they who may interact in the geopolitical game on behalf of their guild. A guild leader may give their title to another member of their guild by contacting the Game Management Team at gestion.jeu@bicolline.org.

Treasurers: Treasurers are appointed and removed by the guild leader. They may view the guild chest and have the same rights as the guild leader except for appointing and removing treasurers. A guild leader may appoint members of their guild as treasurer by contacting the Game Management Team at gestion.jeu@bicolline.org. It is not possible to appoint as treasurer a member of another guild.

Meeting with the game masters' team: This step must take place before the Grande Bataille. During this exchange, you will present your concept of play (story, intentions, camp, etc.). This discussion allows the game masters to quickly get to know you, collect your history, and reframe matters if your style is a little too far from the established universe. This information will be published in the Guild Registry once your guild has been officially created.

Meeting the minimum requirements: A new guild must meet the following minimum requirements during the Grande Bataille at which the guild is officially created:

- Have received the approval of the game masters
- Gather a minimum of 15 participants during the Grande Bataille who are 16 years of age or older.
- Submit 10 Battle population cards to the Bank of the Hippocampus.
- Exceptionally, participants who have not already changed guild must do so at the **Bank of the Hippocampus**.

Evaluation of notoriety: Your notoriety will be **3** or more depending on the number of participants in your guild. A request for evaluation of base notoriety may be made for the following year.

Choosing seals: When the guild is created, the guild leader must choose from among the ten game spheres.

Case 1 — 15 participants:

The guild receives, for its first year of existence, **two temporary seals** from the chosen

sphere.

These seals are single-use and **may not be committed** (e.g., in an army or on a trade route).

The following year:

- **If the guild maintains at least 15 participants at the Grande Bataille**, it will receive one **standard seal** of the same sphere, exchangeable under the usual rules.
- **If it falls below this threshold**, it will again receive **two temporary seals**.

Case 2 — 30 participants and more:

The guild receives, from its very first year, **one standard seal** from the chosen sphere.

Affiliation of a guild to a province: It is during the Grande Bataille that the guild leader of a newly created guild may affiliate to a land province without spending a political seal in the presence of the lord of the province.

Sponsoring a new guild: A guild wishing to sponsor a new guild must submit one seal of its guild at the same time that its leader submits its 10 Battle population cards. The guild seal may be a seal from any game sphere.

1.8 Affiliation and Disaffiliation of a Guild to a Land Province

In order to interact more fully in the geopolitical game, a guild has every interest in affiliating to a land province. This choice is of great importance both for a guild and for the lord of the chosen province, because it will shape future political relationships and affect the influence received by the lord and their Regional Council. In addition, certain sphere actions may only be performed in the guild's province of affiliation.

– **A guild's affiliation to a province may only be done during the Grande Bataille by presenting oneself at the Political Registries, and it requires the agreement of the lord**

of the province, who must be present with the guild leader at the moment of the guild's affiliation.

The voluntary disaffiliation of a guild from a land province is done by means of an order from the political sphere. The disaffiliation of a guild notably results in the field attendances of the disaffiliating guild not being counted in the calculation of the influence received by a province and its Regional Council for the current year. A guild that disaffiliates will have to wait until the Grande Bataille to affiliate with another land province.

1.9 The Virtual Chest

Because the geopolitical game is centered on guilds, this concretely means that geopolitical actions are carried out in the name of a guild and not an individual. A guild's virtual chest is accessible for deposits at the Bank of the Hippocampus. The virtual chest is the place where a guild deposits the cards and currencies it believes necessary for, among other things, the management of its domains and ships. A guild leader and their treasurers may consult the contents of the guild chest at any time on their character profile.

- Anyone may deposit into the virtual chest of any guild. A good way to get the members of your guild involved.

2. Introduction to the Geopolitical Game

2.1 Seasons and Game Turns

The game calendar is divided into four (4) seasons, which are the periods of action and use of the geopolitical game. The seasons are generally divided as follows:

- Autumn (the season begins with the Grande Bataille activity and ends in October);
- Winter (January and February);
- Spring (March and April);

- Summer (May and June).

The exact dates of the beginning and end of a season are determined by the Game Management Team during the year and will be announced in the Game / Announcements section of the website.

The ends of geopolitical seasons coincide with an activity held at the Duchy of Bicolline in order to allow participants to submit their actions at the Bank of the Hippocampus during that activity.

The official calendar is found on the Duchy of Bicolline website in the [Calendar section](#).

2.2 Orders and Virtual Assignment Forms

During the seasons, certain actions, also called orders, are carried out directly at the Bank of the Hippocampus, while others are sent in the form of a virtual assignment form (FAV [FR] / VAF [ENG]) by using the guild leader's email.

2.2.1 Orders

Orders are used for actions in the geopolitical game, and the different types of orders that may be sent by a guild leader are detailed in the tables of possible actions of the different game spheres. An order must be duly completed using the printed templates available online and submitted with the seals. The assets necessary for the resolution of orders, as well as the seals, must be handed directly to the bankers before the closing of the Bank of the Hippocampus.

- When possible, it is recommended to complete an order on a computer and print it in order to make reading it easier.
- An illegible and/or unsigned order may not be processed.
- Some orders require a proxy; make sure to include it as an attachment to the order.
- Orders are available in the [documents section](#).

2.2.2 Virtual Assignment Forms

Certain actions related, among other things, to the assignment of labor, the reinforcement of garrisons, the construction of buildings on a domain, and the use of a shipyard by its owner must be carried out by means of a VAF by the leader of the guild concerned. VAFs must be completed before the end of each season and sent by email by the guild leader to the Game Management Team (gestion.jeu@bicolline.org). The assets necessary for the action must be deposited in the chest of the guild sending the VAF.

The VAFs are available in the documents section.

2.2.3 Action Phases and Conflict Resolution

In order to properly coordinate the flow of actions during each game season, each action is carried out in a specific phase of the season.

The sequence of actions is carried out in increasing numerical order. In the event that two actions occur in the same phase, the one listed first occurs first.

Table 3: Action Phases

ACTION PHASE	ACTION / DETAILS
1. Syta	Syta draw, powers of the scholars, leave residence (parish and arcane place), voluntary disaffiliation of a guild, take on a pupil

2. Defensive supernatural	Activation of magical objects, creation of a trinket or potion, creation of a magical object (starting Summer 1024), use of trinket or potion, spell that is not a supernatural attack, spell to create an army or caravan.
3. Offensive supernatural	Activation of magical objects, effects of diseases, arrival of a teleportation, major supernatural attack spell, minor supernatural attack spell.
4. Sortie assault	Sortie assault, warning shot , poisoning, maritime poisoning, withdraw an ingot .
5. Demobilization	Repatriation of maritime units, repatriation of military units, demobilization, demobilize an army, split an army apart.
6. Mobilization	Conscription, reinforce an army, deploy an army, merge armies, reorganization of armies, reorganization of maritime garrisons, embark on a ship, reinforce a garrison (VAF), reinforce a maritime garrison (VAF).
7. Support	Mercenary support, archer support, drug the vanguard, last stand, heroic speech, makeshift bridge.

8. Combat resolution	Evasion, boarding, attack armies, attack a domain, fight nuisances.
9. Offensive action by an army	Siege, pillage a domain, sack, blockade, annexation.
10. Other actions by an army	Gather war loot, destroy a bridge, end occupation.
11. Investigation	Treasure hunt, explore a wreck, land discovery, maritime discovery, scout, patrol, adventure, maritime adventure, clandestine investigation, maritime development.
12. Intrigue	Agitator, brigandage, ambush, highway robbery, piracy, contraband, corruption, sépium plantation, fencing, sépium den, street war.
13. Construction	Guild and belief change (Autumn season), take residence (parish and arcane place), abandon a building, abandon a maritime improvement, change the captain of a ship, change a domain chief, support a master of the fief, support a duke, change the name of a ship, performance, kingdom magician, kingdom occultist, learn a spell, annex a land province, increase the stage of development, create a hideout (Autumn only), abandon a hideout, repair a ship in a shipyard (VAF), makeshift repair, construct a caravel, construct a galleon, construct a frigate, construct a maritime improvement (VAF),

	construct a building (VAF), decrease a stage of development, withdraw support from an admiral, support an admiral (Spring only).
14. Movement	Make way, hindrance, move an army, cross a bridge , navigation, merchant caravan, maritime commerce, archivist, conservatory.
15. Pursuit	Pursuit, maritime pursuit, pursuit, disembark from a ship.
16. Stewardship	Architect, banquet, bailiff's festival , diplomat, superintendent, restorer, provost, religious restoration , organize games, revolt, exile, forced disaffiliation of a guild , tournament .
17. Assignment	Assignments (VAF), activation of a magical object. It is possible to construct a building and assign labor or masters during the same season. Assignments generating a revenue must be done in the Autumn season. (VAF)

2.3 The Economy

2.3.1 Currency and Solars

2.3.1.1 Solars

The basic currency of the Duchy of Bicolline is called the solar, but there are several types of coins whose names vary according to their region or guild of origin.

The possible uses of solars are numerous. Solars are used notably to construct certain buildings or ships, conduct trade between participants, bid at auctions, carry out certain actions/orders, participate in certain quests, etc.

2.3.1.2 Small Coins

This currency has mainly a field-use purpose and supports interactions between participants, whether for betting or wagering on a dice game, paying a messenger, throwing some to a beggar, having *The Dailyppocamp* delivered, or obtaining information from the innkeeper of a tavern. Small coins are also very useful during scenarios or activities in order to settle everyday matters in adventure: lodging, food, or equipment. Small coins do not return to the virtual economy.

The exchange rate is commonly 10 small coins for 1 solar.

2.3.2 Ingots

Ingots may be won in different ways, exchanged for hard solars at the Bank of the Hippocampus, or invested in the political sphere of the geopolitical game. Each ingot is struck and recorded in the ledgers of the Bank of the Hippocampus when it enters circulation.

An ingot represents 200 lots of the ore of which it is composed (silver or gold) and may be obtained by exchanging the lots directly at the Bank of the Hippocampus. A silver ingot has a nominal value of 2,000 solars, while a gold ingot has a nominal value of 5,000 solars.

2.3.3 Bills of Exchange

Bills of exchange may notably be exchanged for hard solars at the Bank of the Hippocampus, spent during auctions, or invested in order to participate in certain quests, etc.

Bills of exchange are obtained mainly through trade routes and are identified to a region.

2.4 Population Cards

Each participant who is a member of the Duchy of Bicolline and who registers for and attends an official activity of the Duchy of Bicolline receives a population card that varies according to the type of activity. All participants, whether members or not, receive a population card for their participation in the Grande Bataille and/or the Purple Ball.

The different types of population cards are as follows:

- Purple Ball
- Battle
- Campaign
- Ducasse
- Event (Green card)
- Thematic
- Tournament of Nations

Population cards may be deposited in a virtual chest in order to be assigned in buildings or ships. Once deposited in a virtual chest, population cards lose their specificity of type.

Population cards may also sometimes be used during field activities (ceremonies, quests, etc.).

Some of these field activities may require a specific type of population card or may provide variable effects depending on the type of cards used.

2.5 Cards

The geopolitical game is played using various cards that represent different elements that participants may possess: wealth, production lots, labor, masters, influence, units, energies, etc.

These cards are obtained notably through assignment in buildings and ships, through the success of quests, during ceremonies, following the result of actions, or as gains during official Duchy activities. Participants are also strongly encouraged to trade cards among themselves.

2.5.1 Production Lots

Production lots are the fruit of the labor of the workforce assigned to the different production buildings.

- **Basic production lots:**

- Grain
- Livestock
- Resource

- **Other production lots:**

- Provisions
- Equipment
- Armament
- Precious stone
- Gold ore
- Silver ore

2.5.2 Wealth

Wealth cards generally have a greater value than others due to their provenance and luxury use.

- Loot
- Cargo

- Collectible object (nominal value of 100 solars)
- Work of art (nominal value of 20 solars)

2.5.3 Labor

Labor represents the brave souls who give their time and their arms to the nobility in order to accomplish a wide variety of tasks. Once armed and armored, labor may also wage war by becoming units, while once educated, it may become a master or a mentor. Aside from sailors when the context requires it, laborers are interchangeable. (Sailors may replace any labor, but not the inverse.)

- Peasant
- Slave
- Sailor
- Nomad
- Forester
- Greenskin
- Voelhoorn (equivalent to a sailor)
- Beast-man
- Scavenger

2.5.4 Masters and Mentors

Masters and **mentors** are necessary for certain constructions, for the training of units, for upkeep, or for carrying out certain sphere actions.

- Admirer
- Artist
- Carpenter
- Believer
- Blacksmith
- Engineer

- Steward
- Laboratory Assistant
- Mason
- Patron
- Adventure Mentor
- Maritime Mentor
- Military Mentor
- Scribe

2.5.5 Influence

Lords and regional authorities receive influence cards identified to their region. Influence is necessary for carrying out various sphere actions or for the construction of buildings or ships. Influence is directly linked to the field attendance of affiliated guilds.

2.5.6 Energies

Primordial energy

The supernatural, whether invoked by magicians and occultists or sent by gods, comes from a transformation of primordial energy. This type of energy is associated with the most powerful spells that exist as well as with the scholars who use it in order to carry out certain actions.

- **Pure energy:** The essence of the supernatural in its raw state.

Magical energies

Magical energy is used by the different types of magicians in order to carry out various supernatural actions.

- **Golhir:** Magical energy proper to black magic.
- **Manthora:** The most widespread common magical energy.

- **Miguise:** The ancestral magical energy of the elves.
- **Breath of Life:** Magical energy proper to ritual magic.
- **Svir-Kala:** Magical energy that allows the creation of magical objects and runes.

Occult energies

Occult energies are used by the different types of occultism in order to carry out various supernatural actions.

- **Skull:** Energy used to forge pacts with demonic entities.
- **Spirit:** Magical energy proper to spiritualism.
- **Ingredient:** Basic material with which alchemists work.
- **Invention:** A piece of a whole which, once assembled, is used by inventors.

Belief energies

High priests use this energy in order to carry out certain powers.

- **Power point:** Divine energy that unites divinities to the participants of their belief.

2.5.7 Rewards

Field quests may grant rewards, some of which are linked to a specific sphere of play. There are several types of rewards that may be exchanged at the Bank of the Hippocampus:

- **Exploit:** Linked to maritime quests.
- **Feat of arms:** Linked to military quests.
- **Divine favor:** Linked to belief quests
- **Magical favor:** Linked to magic quests
- **Occult favor:** Linked to occult quests
- **Oblatus:** Linked to political quests.
- **Prisoner:** Linked to several game spheres.

- Prestige: Linked to exploration quests.
- Artistic renown: Linked to artistic quests.
- Reputation: Linked to clandestine quests.
- Horseshoe, fish bones, worn boot, broken sword, pierced hat, ashes: Linked to scavengers.
- Terra'Kana cards: Linked to the New World, they have a red border.

2.5.8 Other Cards and Game Elements

Some cards are linked only to field play.

- Artifact: Represents a quest object
- Mushrooms and plants: Linked to herbalism, represented on canvases
- Crystals: Linked to the sphere of magic, represented on canvases
- Mysterium: Linked to the sphere of magic

2.6 Units

Units are numerous, both on land and on the seas. Their uses are varied: waging war, protecting borders, exploring places, briganding convoys, etc. Units may be placed in the garrison of a domain or a ship, join the ranks of an army, or be used as part of a sphere action.

2.6.1 Movement Speed

Movement speed represents the maximum number of land hexes that a unit may travel per season when it is in an army. The movement speed of an army is always limited by the slowest unit.

2.6.2 Combat Strength

The combat strength of an army, a garrison, or a naval garrison involved in a confrontation is equal to the sum of the combat strength of each unit that composes it.

2.6.3 Repatriation

It is possible through different orders to repatriate or have troops repatriated. It is also possible to repatriate units directly by presenting the cards in hand at the Bank of the Hippocampus. Repatriated units give 3 corresponding labor of their formation.

2.6.4 Types of Units

- **Damned:** If an undead is present in an army, all the other units are considered the same.
- **Demonic:** If a demon is present in an army, all the other units are considered the same.
- **Slave:** A unit formed of slaves. The use of these units is considered slavery.
- **Maritime:** Maritime-type units are the only ones that may be deployed in a ship's garrison. They may not be deployed in land garrisons or in armies.
- **Siege:** Units having this characteristic inflict damage equivalent to their military strength on their target (besieger and besieged) during a siege. Defensive military strength bonuses are not counted in the calculation of damage. Reminder: artillerymen are required for each point of siege-type damage inflicted by trebuchets and cannons.

6.5 Unit Characteristics

Table 4: Unit Characteristics

Unit	Sphere	Training Cost	Movement Speed	Combat Strength	Type
Arquen	Military	Knighthood and commandery	20 hexes	2	—
Artilleryman	Military	5 engineers, 5 armaments, 5 equipment	15 hexes	1	—
Assassin	Clandestine	1 brigand, 1 adventure mentor, 5 armaments	15 hexes	1	—

Adventurer	Exploration / Maritime	1 skirmisher or rat-man, 1 adventure mentor, 5 armaments	15 hexes	1	—
Brigand	Clandestine	5 labor, 5 armaments, 5 equipment	15 hexes	0.5	—
Cannon	Military	2 engineers, 20 armaments, 5 equipment, 5 livestock, 5 resources, 1 gunpowder	10 hexes	2	Siege with the help of 2 artillerymen
Cavalryman	Military	1 militia, 1 military mentor, 10 livestock	20 hexes	1.5	—
Knight	Military	Knighthood and commandery	20 hexes	2	—

Wolf Rider	Military	1 orc warrior, 1 military mentor, 10 livestock	20 hexes	1.5	—
Shipboard Fighter	Maritime	5 sailors, 10 armaments, 5 equipment	—	1	Maritime
Demon	Occult	See the spell <i>Possession</i> in the Supernatural Compendium. A repatriated demon yields no labor.	20 hexes	2	Demonic
Flobart	Maritime	1 shipboard fighter, 1 maritime mentor, 5 resources	—	1.5	Maritime
Orc Warrior	Military	5 greenskins, 10 armaments, 5 equipment	15 hexes	1	—

Rat-Man	Exploration / Maritime	5 slaves, 5 armaments, and 5 equipment	15 hexes	0.5	Slave
Ilta matcha	Military	1 elven militia, 1 military mentor, 5 armaments	15 hexes	1.5	—
Janissary	Military	1 marked, 1 military mentor, 5 armaments	15 hexes	1.5	Slave
Kornac	Military	Knighthood and commandery	20 hexes	2	Slave
Marked	Military	5 slaves, 10 armaments, 5 equipment	15 hexes	1	Slave

Mameluke	Military	1 marked, 1 military mentor, 10 livestock	20 hexes	1.5	Slave
Militia	Military	5 labor, 10 armaments, 5 equipment	15 hexes	1	—
Elven Militia	Military	5 foresters, 10 armaments, 5 equipment	15 hexes	1	—
Undead	Magic	See the spell <i>Army of the Damned</i> , <i>Cryptus Ferum</i> , or <i>Charnier</i> in the Supernatural Compendium. A repatriated undead yields no labor.	10 hexes	1	Damned
Pirate	Clandestine / Maritime	5 sailors, 5 armaments, 5 equipment	—	0.5	Maritime

Roquen	Military	1 elven militia, 1 military mentor, 10 livestock	20 hexes	1.5	—
Professional Soldier	Military	1 militia, 1 military mentor, 5 armaments	15 hexes	1.5	—
Skirmisher	Exploration / Maritime	5 labor, 5 armaments, 5 equipment	15 hexes	0.5	—
Trebuchet	Military	2 engineers, 20 armaments, 5 equipment, 5 livestock, 5 resources	10 hexes	1	Siege with the help of 1 artilleryman
Ushatar	Military	1 orc warrior, 1 military mentor, 5 armaments	15 hexes	1.5	—

Vargkwen	Military	Knighthood and commandery	20 hexes	2	—
War Sail	Maritime	Knighthood	—	2	Maritime



2.7 Assignments

During the Autumn season only, guilds have the opportunity to assign various cards previously deposited in their chest to a building or a maritime improvement. The type of card that may be assigned to a building is determined by that building's capacity.

Depending on the nature of the buildings or maritime improvements, each assignment grants revenues to the guild that owns the domain or ship where the buildings or maritime improvements in question are located at the end of the Summer season.

The revenues obtained through assignment are described in the effects of each building. For most buildings, it is possible to construct them and assign population cards or labor during the Autumn season.

For example, labor assigned to a lumber camp during the Autumn season will grant 5 resources to the guild that owns the domain at the end of the Summer season.

2.8 Residence

Whether it is the parish of residence of a high priest or the arcane site of a magician or an occultist, it is possible that the same participant may be a high priest and an occultist or magician; in that case, their place of residence must be on the same domain.

Each residence building costs one seal of the appropriate sphere to reside there; this may be done simultaneously or during different seasons.

2.9 Nuisances

Nuisances represent random events in the world. Nuisances appear, among other things, following a Syta draw, certain geopolitical actions, or as the result of game-master quests.

Nuisances may be land-based or maritime. When a nuisance appears, it is assigned a strength that remains unknown to participants. In order to defeat a nuisance, a guild must

carry out the appropriate action in the exploration or maritime sphere. The accomplishment of certain actions may yield additional information, such as learning the exact strength of a nuisance or how to defeat it.

Nuisances present in a province, whether land or maritime, are also a constant concern for the population and increase upkeep for lords.

Nuisances on a coastal hex are considered land-based.

2.9.1 Nuisances in the Wild Lands

There is no lordly upkeep related to land nuisances in a region composed solely of Wild Lands.

After a certain amount of time, nuisances located in Wild Lands, whether wholly or partially, attack the garrison of the nearest outpost or domain until it is destroyed. If the garrison fails to destroy the nuisance, the latter sacks a construction whose number of structure points is equal to or less than its strength, and then attacks the nearest outpost or domain. The fortification bonus is counted, there is no siege, and each nuisance is calculated independently in the event of multiple attacks.

2.10 The Virtual Platform

The Duchy of Bicolline has a virtual game platform where participants, with their user account, can quickly verify certain information related to their character, including their belief and affiliated guild. Each guild leader also has access there to the contents of their guild's virtual chest.

A geopolitical map also displays the domains, fiefs, provinces, both land and maritime, and regions, as well as armies and the different points of interest in the world of the Hippocampus. The platform shows the current state of the geopolitics of the Duchy of Bicolline universe: where applicable, the actions performed by participants each season are

transferred to the virtual platform, allowing participants to follow the evolution of situations from one season to the next.

The virtual platform is accessible at the following address: bicolline.online.

2.11 The Geopolitical Game in the Field

2.11.1 Political Elections

Political elections are held during official activities of the Duchy of Bicolline according to the modalities proper to each title and sphere. They allow certain titles, offices, and functions to be filled in person during field play.

2.11.2 Auctions

Auctions are organized by the Bank of the Hippocampus and allow the merchants of the Duchy of Bicolline to procure rare goods, special contracts, and commercial pacts. It is also often an opportunity to dispose of the bills of exchange issued by the Bank of the Hippocampus.

2.11.3 Ducal Couriers

A ducal courier is a physical decorum message delivered directly to the game masters via the Bank of the Hippocampus. Ducal couriers must meet the following criteria:

- The document must be in decorum, both in form and content.
- The minimum production cost of the ducal courier must be included with the document.
- The document and the cost must be in a clearly identified envelope, box, bag, or other container, whether in decorum or not.
- The message must contain an appendix detailing the name of the responsible participant, their phone number, and their email address.

- The in-game/decorum and out-of-game sections must be clearly identifiable and separated.
- The ducal courier must not describe the expected result as an accomplished fact, otherwise it will be refused or reworked by the game masters.
- The category of the ducal courier must be written on it, and all requirements specific to that category must be fulfilled. Ducal couriers are divided into several categories:
 - **Chronicle:** Allows contact with a game master in order to officially record the account of a field or geopolitical event in the archives of the Duchy of Bicolline. See the action “Chronicle” in the table of the artistic sphere.
 - A chronicle requires an artistic seal.
 - **Missive:** Allows contact with a non-player character, an NPC, in order to communicate information, obtain or use favors, and so forth. A missive has a maximum of 500 words per seal used.
 - A missive requires a political seal, 1 steward, and 5 influence from the NPC’s origin.
 - The response or the actions undertaken by the NPC will always occur no earlier than the following season.
 - **Research:** Allows contact with a game master in order to carry out original research and learn privileged information about a mysterious element of the world of Bicolline.
 - A research request requires several seals. Depending on the approach used, seals of all kinds may be used.
 - **Prologue:** Allows contact with a game master in order to inform them of the intentions of one’s group during an upcoming activity.
 - The contents of the prologue remain secret, but may be used by the game masters.
 - A prologue may be sent only when the game masters request it in connection with a specific activity or scenario, and it requires no seal.

- Exceptionally, a prologue may be sent by email to the game masters at maitredejeu@bicolline.org.
- **Summit Meeting:** Allows you to “compel” an NPC to a diplomatic meeting with you. It is not possible to assassinate, capture, or otherwise use force against a character in this context.
 - A summit meeting requires a political seal and 10 thematic population cards.
 - The date and time will be chosen by the NPC.
 - The NPC may choose to speak to other people after your meeting.
- **Trafficking:** Allows the completion of a trafficking opportunity won during a quest or a silent auction. The revenues will be deposited into the chest of the guild whose seal was used.
 - A trafficking request requires a clandestine seal.

It is possible to add all kinds of wealth or lots to one’s ducal courier and to describe their intended use in order to increase the possibility of obtaining the desired result. The game masters will also take into consideration the quality of the presentation.

2.11.4 The Use of Spells and Powers in Scenarios

The manifestation of belief powers and the use of the magical and occult arts during special scenarios may differ from the effects known in the geopolitical game. During these activities, the powers granted to high priests and users of energies are at the discretion of the game masters and will be specified in the event documents.

2.11.5 Ceremonies

Certain actions in the geopolitical game have a particular prerequisite, namely the holding of a ceremony during an official activity of the Duchy of Bicolline. In order to be valid, ceremonies must meet several criteria, including:

- A time slot must be reserved with the game master of the sphere whose action will be the subject of the ceremony at least **7 days before the start of the activity, and 14 days before the start of the Grande Bataille.**
- The ceremony must take place under the supervision of a game master or a mandated officiant.
- The ceremony must last at least 15 minutes.
- A responsible party or respondent for the ceremony must be selected by the participant before the official beginning of the ceremony. The seal or seals must be submitted with the appropriate order to the Bank of the Hippocampus.
- The ceremony must respect the theme linked to the desired action.

2.11.6 The Council of Scholars

The scholars of the world of the Hippocampus are the most notable adepts of the magical and occult arts, the most devout high priests of the beliefs, and the illustrious lordly nobles of the lands and seas of the Duchy of Bicolline. They gather, among other things, to discuss the ills that afflict the peoples and to determine the major actions and directions of the Council of Scholars.

At the end of each season, scholars are invited to participate in the drawing of the Syta.

3. Geography and Properties

3.1 The World Map

The **land world** is divided into many regions representing the many kingdoms of the Duchy of Bicolline. Each of the regions has its own customs and distinctive particularities. A region is generally divided into provinces, each of which may be governed by a lord. The provinces are divided into fiefs, which themselves contain several domains.

The land map of the world of the Hippocampus is divided into **hexagons**. The hexagon is the unit of measurement used to define the range of certain actions and the movement of armies.

It is important to know that a domain has an assigned hexagon number and that an army wishing to move onto a domain must be able to reach that specific hexagon. When an army begins a movement from a domain, it will always depart from the assigned hexagon and not from a hexagon touching the domain on the map.

The **maritime world** contains the different seas of the world of the Hippocampus. Each of these seas represents a maritime province that may be governed by a maritime lord.

3.2 Land Geography

The geopolitical world is represented and divided as follows:

- The **domain** (blue) is in a fief;
- The **fief** (green) is in a province;
- The **province** (red) is in a **region** (yellow).

In the example of Figure 1 (right), the domain of Brask is located in the fief of Trisenbourg. The fief of Trisenbourg is



located in the province of Trisen. The province of Trisen is located in the region of Berkwald.

Added to these geopolitical divisions is the **duchy**, which is a purely political grouping of several fiefs.

3.2.1 Regions

Numerous are the regions that make up the world of the Hippocampus. The regions are administered by a Regional Council led by the authority of the region.

3.2.2 Provinces and Independent Provinces

A province is a grouping of domains and fiefs. A province belongs to a region or may be independent. The thirst for power and the hazards of war may change its status or affect its loyalty toward a region.

The head of a province receives the noble title of lord and is elected during a lordly election.

Some provinces in the world of the Hippocampus are independent, that is, they are not part of any Regional Council. A province that leaves its region becomes an independent province. The lord of an independent province receives influence from its previous region until its affiliation with a new region.

3.2.3 Fiefs

A fief is a grouping of several domains located in a specific province. The domain chiefs of a fief confer the noble title of master of the fief. This noble may be anyone, regardless of title or geographic location.

3.2.4 Duchies

A duchy is a political grouping of at least 3 fiefs that are not required to be contiguous, nor to be in the same region. The head of a duchy receives the noble title of duke.

3.2.5 Domains

A domain represents the smallest land division. Each domain may be the property of a different domain chief, and this ownership is represented by a property title. A domain may contain buildings. It is these different buildings that expand the gameplay opportunities of its owner.

A domain may be:

- **Landlocked:** None of its hexagons is adjacent to a river, a lake, a waterway, or a sea; or
- **Coastal:** One of its hexagons is adjacent to a river, a lake, a waterway, or a sea.

Certain maritime buildings require that the domain possess the “coastal” characteristic in order to be constructed there.

3.2.6 The Wild Lands and Their Outposts

Historically, the Wild Lands formed the majority of the territories of the regions, and then the feudal system created domains, fiefs, duchies, and provinces. Despite all this development, there still remain Wild Lands in our world; the Mistlands and the Territory of Forgetting are good examples.

In order to reflect these unexplored lands, all parts of the geopolitical map that are not located inside the borders of a domain are considered Wild Lands. The domains located there are called outposts. These may follow all the development stages of a domain, with the difference that they do not possess borders. Outposts therefore do not have any “adjacent domain” and do not allow the possibility of a fief, castle, or duchy. The political system of stones of knowledge is not recognized or used in the Wild Lands either.

3.2.6.1 Lord of the Wild Lands

The lords of regions composed solely of Wild Lands are called Warlords. Warlords are appointed each year by consensus by the representative of the outposts of their affiliated guilds. If there is no consensus, there is no warlord and the appointment is postponed to the nearest Purple Ball or Grande Bataille event. An outpost under occupation or under siege no longer has the respect of its peers and is ignored during the appointment of the warlord.

The chief of an outpost must, in order to present themselves as warlord, have their guild affiliated with the Wild Lands. A representative of an outpost whose guild is not affiliated with the Wild Lands has no say during the appointment of the warlord.

Each Wild Lands region has only one warlord, and this under certain conditions (number of outposts, affiliated guild, etc.). An NPC faction is considered a guild with regard to affiliation.

3.2.6.2 Development Stages

Each domain is characterized by a development stage that represents the condition of the domain's land. A more advanced development stage indicates more developed terrain and stronger foundations for future buildings. A domain's development stage also indicates the maximum number of buildings that may be constructed there and may also be a prerequisite for the construction of certain major buildings.

A guild wishing to increase the development stage of one of its domains must pay the cost associated with the increase and carry out the appropriate action. Likewise, a guild wishing to decrease the development stage of one of its domains must carry out the appropriate action. Note that the increase from encampment to hamlet is done by VAF, requiring no seal.

A domain may not increase or decrease its development stage if it is besieged or under occupation.

Table 5: Characteristics and Costs of the Different Development Stages

Development Stage	Maximum Number of Buildings	Costs Associated with Increasing the Development Stage
1. Encampment	3	—
2. Hamlet	6	5 labor, 10 equipment
3. Settlement (Bourgade)	10	1 political seal, 10 labor, 25 equipment, 2 engineers, 10 regional influence
4. Village	16	1 political seal, 10 labor, 25 equipment, 2 engineers, 20 regional influence
5. Town	23	1 political seal, 1 commercial seal, 10 labor, 25 equipment, 2 engineers, 30 regional influence
6. City	35	1 political seal, 1 commercial seal, 10 labor, 25 equipment, 2 engineers, 2 stewards, 50 regional influence

3.2.6.3 Buildings and Assignments

The guild of the owner of a domain may construct different buildings on it in order to increase its revenues as well as its gameplay opportunities. In order to generate revenue

by means of buildings constructed on a domain, cards must be assigned to a building (population cards, labor, masters, etc.).

The construction of buildings may be carried out by the guild leader during any season by using the cards in their guild chest. A domain must first possess a shipyard in order to be able to construct ships and maritime improvements. A domain must first possess a fortification in order to be able to assign a garrison to it.

Building Characteristics

The characteristics of a building determine its possibilities, but also its limitations when it is constructed on a domain.

- **Capacity:** The capacity of a building, or of a maritime improvement, determines the number of laborers, masters, or population cards that may be assigned or housed there.
- **Prerequisites:** Prerequisites are the criteria that must be met and respected in order to allow the construction of the building.
- **Effects:** Effects represent the gameplay possibilities and the revenues provided by the building once constructed.
- **Limitations:** The limitations of a building detail additional conditions regarding the use of the building.

Structure Points

A building's structure points represent its physical integrity. Each time a building receives damage points because of a sacking or another effect, the building loses structure points. A building is destroyed if the total damage points are equal to or greater than the building's number of structure points. If the total damage points are lower than the building's number of structure points, nothing happens and the building is considered fully repaired at the beginning of the following season.

- When a building is destroyed, it is removed from the property registry of the domain, and its production as well as all labor assigned there are lost.
- The destruction of 10 structure points or more creates the appearance of war loot.

Building Types

Each building may only be constructed once per domain, and some buildings require that certain prior conditions be met, such as domain type, domain production type, prerequisite building, and so on.

When the construction cost of a building requires influence, this means the influence of the region where the building is constructed.

Table 6: Different Buildings That May Be Constructed on a Domain

General Economic Buildings

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Slaughterhouse	10	Labor	5 provisions per assigned labor	Domain production: livestock	40 solars, 10 labor, 30 resources, 2 engineers	5
Academy	5	Labor	1 engineer per assigned labor	—	50 solars, 10 labor, 30 resources, 25 equipment, 2 masons, 2 carpenters, 1 blacksmith, 2 engineers	9
Workshop	10	Labor	5 equipment per assigned labor	Domain production: resource	40 solars, 10 labor, 30 resources	4

Lumber Camp	10	Labor	5 resources per assigned labor	Domain production: resource	20 solars, 5 labor, 10 resources	1
Quarry	20	Labor	5 resources per assigned labor	Domain production type: resource	20 solars, 5 labor, 10 resources, 1 mason, 1 engineer	2
Fields	10	Labor	5 grain per assigned labor	Domain production: grain	20 solars, 5 labor, 10 resources	1
Cottages	10	Population Cards	2 labor per assigned population card	—	20 solars, 5 labor, 5 resources	1
School of Carpentry	5	Labor	1 carpenter per assigned labor	—	50 solars, 10 labor, 30 resources, 20 equipment, 1 carpenter	6

School of Blacksmithing	5	Labor	1 blacksmith per assigned labor	—	50 solars, 10 labor, 30 resources, 20 equipment, 1 blacksmith	6
School of Masonry	5	Labor	1 mason per assigned labor	—	50 solars, 10 labor, 30 resources, 20 equipment, 1 mason	6
Pens	10	Labor	5 livestock per assigned labor	Domain production: livestock	20 solars, 5 labor, 10 resources	1
Stable / Barn	20	Labor	5 livestock per assigned labor	Domain production: livestock	20 solars, 5 labor, 10 resources, 1 blacksmith, 1 engineer	2
Factory	10	Labor	5 equipment per assigned labor	Domain production: resource	40 solars, 10 labor, 30 resources, 2 engineers	5

Suburb	10	Population Cards	2 labor per assigned population card	—	40 solars, 5 labor, 30 resources, 20 equipment, 1 mason, 1 blacksmith, 1 steward, 1 engineer	6
Farm	10	Labor	5 provisions per assigned labor	Domain production: livestock	40 solars, 10 labor, 30 resources	4
Foundry	10	Labor	5 armaments per assigned labor	Domain production: resource	40 solars, 10 labor, 30 resources, 2 engineers	5
Forge	10	Labor	5 armaments per assigned labor	Domain production: resource	40 solars, 10 labor, 30 resources	4
Oven / Bakery	10	Labor	5 provisions per assigned labor	Domain production: grain	40 solars, 10 labor, 30 resources, 2 engineers	5

Large Mine	20	Labor	5 ore or precious stones, depending on deposit type, per assigned labor	Domain containing a large deposit	40 solars, 10 labor, 30 resources, 2 engineers	5
Granary / Barn	20	Labor	5 grain per assigned labor	Domain production: grain	20 solars, 5 labor, 10 resources, 1 carpenter, 1 engineer	2
Housing	10	Population Cards	2 labor per assigned population card	—	30 solars, 10 labor, 25 resources	4
Mine	10	Labor	5 ore or precious stones, depending on deposit type, per assigned labor	Domain containing a small deposit	40 solars, 10 labor, 30 resources	4
Mill	10	Labor	5 provisions per assigned labor	Domain production: grain	40 solars, 10 labor, 30 resources	4

University	5	Labor	1 steward per assigned labor	—	50 solars, 10 labor, 30 resources, 25 equipment, 2 masons, 1 carpenter, 2 blacksmiths, 1 steward, 1 engineer	9
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Buildings of the Art Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Amphitheater	10	Labor	1 admirer per assigned labor	—	100 solars, 15 labor, 40 resources, 30 equipment, 2 masons, 3 carpenters, 1 engineer	11
Relay Inn	1	Labor	1 admirer per assigned labor	—	10 solars, 2 labor, 10 resources	1

Library	1+	Work(s)	Increases the region's influence cap by 25 per 1,000 solars of value. The library with the greatest value grants, for the current year, one (1) notoriety point to the guild that owns the domain at the end of the Summer season.	—	100 solars, 10 labor, 50 resources, 50 equipment, 1 carpenter, 1 blacksmith, 1 steward, 1 scribe, 5 regional influence	12
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Monument	—	—	The 3 most expensive monuments grant 1 notoriety point to the guild that owns the domain at the end of the Summer season. If a monument is already tied to a notoriety point granted to a guild, the next monument in the list of the most valuable is examined to determine whether it is eligible to grant a point to another guild.	A single guild may receive only 1 notoriety point by this means each year, regardless of how many monuments it controls. A monument may grant its notoriety point only once, and only to a single guild. If the guild loses the domain on which the monument stands, it also loses that notoriety point.	100 solars and up. It is possible to improve a monument on a domain every season. A monument must contain a short presentation.	1 structure point per 100 solars
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Museum	1+	Collection Object(s)	Increases the province's influence cap by 25 per 1,000 solars of value. The museum with the greatest value grants, for the current year, one (1) notoriety point to the guild that owns the domain at the end of the Summer season.	—	100 solars, 10 labor, 25 resources, 50 equipment, 1 mason, 1 carpenter, 2 blacksmiths, 10 regional influence	11
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Buildings of the Commercial Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Brewery	10	Population Cards	1 cargo per assigned population card	—	50 solars, 10 labor, 20 resources, 30 equipment, 1 mason	6

Commercial Counter	20	Population Cards	1 cargo per assigned population card	—	100 solars, 10 labor, 40 resources, 15 equipment, 2 carpenters, 1 blacksmith	7
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Buildings of the Belief Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Abbey	5	Believers	7 provisions, 7 equipment, and 3 armaments per assigned believer	—	50 solars, 5 labor, 25 resources, 1 carpenter, 1 believer	6
Cathedral	10	Population Cards	1 power point per bracket of 5 assigned population cards. A cathedral at full capacity receives 1 additional power point.	—	300 solars, 30 labor, 100 resources, 4 masons, 2 carpenters, 2 blacksmiths, 1 believer, 10 regional influence	24

Chapel	5	Labor	1 believer per assigned labor	—	50 solars, 10 labor, 30 resources, 25 equipment, 2 masons, 2 carpenters, 2 blacksmiths, 1 believer, 5 regional influence	12
Commandery	10	Believers	1 Arquen, Knight, Kornac, or Vargkwen per bracket of 5 assigned believers	—	50 solars, 10 labor, 25 resources, 20 equipment, 1 carpenter, 1 blacksmith, 1 believer, 1 engineer	9
Temple	5	Believers	Immunizes the domain against all supernatural attacks until used. The believers are lost at the end of the season in the event of a major supernatural attack.	It is possible to assign believers in the same season as the construction of a temple. Exceptionally, it is possible to assign believers every season.	200 solars, 20 labor, 50 resources, 2 masons, 1 carpenter, 1 believer	13

Building of the Exploration Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Tavern	10	Labor	1 adventure mentor per assigned labor	—	100 solars, 20 labor, 50 resources, 50 equipment, 25 armaments, 2 masons, 2 carpenters, 3 blacksmiths, 1 engineer, 1 adventure mentor	17

Buildings of the Magic Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Arcane College	5	Labor	1 scribe per assigned labor	—	50 solars, 10 labor, 30 resources, 25 equipment, 2 masons, 2 carpenters, 2 blacksmiths, 1 scribe, 5 regional influence	10

Crypt	10	Population Cards	1 Golhir per assigned population card. A crypt at full capacity receives 5 additional Golhirs.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Golhirs, 1 pure energy, 10 regional influence	10
Dolmen	10	Population Cards	1 Breath of Life per assigned population card. A dolmen at full capacity receives 5 additional Breaths of Life.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Breaths of Life, 1 pure energy, 10 regional influence	10
Protective Glyph	5	Scribes	Immunizes the domain against all supernatural attacks until used. The scribes are lost at the end of the season in the event of a major supernatural attack.	It is possible to assign scribes in the same season as the construction of a protective glyph. Exceptionally, it is possible to assign scribes every season.	50 solars, 5 labor, 20 resources, 10 equipment, 2 blacksmiths	4

Great Arcane Site	3+	Resident magicians or occultists	Allows 3 additional characters to reside there	The domain must possess an arcane site	100 solars, 10 labor, 50 resources, 25 equipment, 2 masons, 1 carpenter, 2 engineers, 1 laboratory assistant	16
Ancestral Site	10	Population Cards	1 Miguisse per assigned population card. An ancestral site at full capacity receives 5 additional Miguisses.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Miguisses, 1 pure energy, 10 regional influence	10
Arcane Site	3	Resident magicians or occultists	Allows 3 characters to reside there	—	200 solars, 25 labor, 50 resources, 20 equipment, 3 masons, 1 carpenter	19

Pentacle	10	Population Cards	1 Svir-Kala per assigned population card. A pentacle at full capacity receives 5 additional Svir-Kala.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Svir-Kala, 1 pure energy, 10 regional influence	10
Refectory	10	Population Cards	1 Manthora per assigned population card. A refectory at full capacity receives 5 additional Manthoras.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Manthoras, 1 pure energy, 10 regional influence	10

Buildings of the Maritime Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
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Shipyard	—	—	Required for ship construction by the guild of the domain chief. The shipyard allows its owner to repair ships on the same coastal hex and construct maritime improvements.	The domain must possess a quay. If the quay is destroyed, it must be rebuilt in the season before the shipyard can be used.	75 solars, 5 labor, 10 sailors, 75 resources, 50 equipment, 50 armaments, 4 masons, 6 carpenters, 3 blacksmiths, 2 engineers, 20 regional influence	26
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Bridge	—	—	Allows an army to move over a river present on the hex where the bridge is located. A bridge may be built in a Wild Land region not touching any domain. The fee for crossing a bridge is 200 solars per engaged seal.	The bridge must be built on a hex that touches land on two or more banks. The bridge may not be used in the season of its construction. If the bridge touches a domain, one of the domain owners must construct it.	50 solars, 5 labor, 25 resources, 15 equipment, 3 masons, 2 carpenters, 1 blacksmith, 3 engineers, 20 influence from each region touching the bridge, excluding maritime provinces. The total amount is paid to the bridge owner. If both banks belong to different guilds, the total is divided equally between them. If the guild crossing is itself the owner of the bridge, the solars are returned to its chest.	N/A
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Port	10	Population Cards	2 sailors per assigned population card	The domain must possess a quay	30 solars, 10 labor, 10 sailors, 50 resources, 25 equipment, 1 mason, 1 carpenter, 1 blacksmith, 1 engineer, 5 regional influence	12
Quay	5	Fishing Boats	Generates 15 provisions per assigned fishing boat	The domain must be a coastal domain	30 solars, 5 labor, 5 sailors, 25 resources, 10 equipment, 1 carpenter	5
~~Coastal Guard Tower~~	~~—~~	~~—~~	~~Allows use of the maritime action “Warning Shot”~~	~~The domain must be a coastal domain~~	~~75 solars, 10 labor, 10 sailors, 50 resources, 25 equipment, 50 armaments, 3 masons, 3 carpenters, 3 blacksmiths, 1 engineer, 1 cannon, 10 regional influence~~	~~25~~

Fishing Village	10	Sailors	For every bracket of 2 sailors assigned in the fishing village, 1 fishing boat is generated as revenue	The domain must possess a quay	40 solars, 5 labor, 5 sailors, 25 resources, 10 equipment, 1 carpenter	5
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Buildings of the Military Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Barracks	10	Labor	1 military mentor per assigned labor	Domain production type: grain	100 solars, 20 labor, 50 resources, 25 equipment, 50 armaments, 2 masons, 2 carpenters, 3 blacksmiths, 1 engineer, 1 military mentor	17

Stable	10	Labor	1 military mentor per assigned labor	Domain production type: livestock	100 solars, 20 labor, 50 resources, 50 equipment, 25 armaments, 2 masons, 3 carpenters, 2 blacksmiths, 1 engineer, 1 military mentor	17
Palisade (Fortification)	5	Units	Allows 5 units to be placed in garrison	Only one fortification may be constructed per season on the same domain	20 solars, 5 labor, 20 resources, 10 equipment, 10 armaments, 1 carpenter	4
Fortin (Fortification)	5	Units	Allows 5 additional units to be placed in garrison, for a maximum of 10	The domain must possess a palisade. Only one fortification may be constructed per season on the same domain.	25 solars, 10 labor, 30 resources, 15 equipment, 20 armaments, 1 mason	6

Dungeon (Fortification)	5	Units	Allows 5 additional units to be placed in garrison, for a maximum of 15. Adds 1 point of military strength for each unit present in the garrison during the defense of the domain.	The domain must possess a fortin. Only one fortification may be constructed per season on the same domain.	50 solars, 20 labor, 40 resources, 15 equipment, 20 armaments, 3 masons, 2 carpenters, 2 blacksmiths, 1 engineer	13
Turret (Fortification)	5	Units	Allows 5 additional units to be placed in garrison, for a maximum of 20	The domain must possess a dungeon. Only one fortification may be constructed per season on the same domain.	75 solars, 25 labor, 60 resources, 25 equipment, 40 armaments, 5 masons, 2 carpenters, 4 blacksmiths, 2 engineers	20

Fortress (Fortification)	5	Units	Allows 5 additional units to be placed in garrison, for a maximum of 25. Adds 1 point of military strength for each unit present in the garrison during the defense of the domain, cumulative with the strength point from the dungeon.	The domain must possess a turret. Only one fortification may be constructed per season on the same domain.	150 solars, 50 labor, 120 resources, 45 equipment, 80 armaments, 8 masons, 4 carpenters, 7 blacksmiths, 3 engineers	38
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Buildings of the Occult Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
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Protective Astrolabe	5	Laboratory Assistants	Immunizes the domain against all supernatural attacks until used. The laboratory assistants are lost at the end of the season in the event of a major supernatural attack.	It is possible to assign laboratory assistants in the same season as the construction of a protective astrolabe. Exceptionally, it is possible to assign laboratory assistants every season.	50 solars, 5 labor, 20 resources, 10 equipment, 2 blacksmiths	4
Sacrificial Altar	10	Population Cards	1 Skull per assigned population card. A sacrificial altar at full capacity receives 5 additional Skulls.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Skulls, 1 pure energy, 10 regional influence	10

Ritual Circle	10	Population Cards	1 Forest Spirit per assigned population card. A ritual circle at full capacity receives 5 additional Forest Spirits.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Forest Spirits, 1 pure energy, 10 regional influence	10
Occult College	5	Labor	1 laboratory assistant per assigned labor	—	50 solars, 10 labor, 30 resources, 25 equipment, 2 masons, 2 carpenters, 2 blacksmiths, 1 laboratory assistant, 5 regional influence	10

Great Arcane Site	3+	Residents or occultists	Allows 3 additional characters to reside there	The domain must possess an arcane site	100 solars, 10 labor, 50 resources, 25 equipment, 2 masons, 1 carpenter, 2 engineers, 1 laboratory assistant	16
Laboratory	10	Population Cards	1 Ingredient per assigned population card. A laboratory at full capacity receives 5 additional Ingredients.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Ingredients, 1 pure energy, 10 regional influence	10

Arcane Site	3	Residents or occultists	Allows 3 characters to reside there	—	200 solars, 25 labor, 50 resources, 20 equipment, 3 masons, 1 carpenter	19
Patenterie	10	Population Cards	1 Invention per assigned population card. A patenterie at full capacity receives 5 additional Inventions.	—	50 solars, 5 labor, 20 resources, 10 equipment, 1 mason, 1 carpenter, 1 blacksmith, 12 Inventions, 1 pure energy, 10 regional influence	10

Buildings of the Political Sphere

Building	Maximum Capacity	Type	Effects / Revenue	Limitation	Construction Cost	Structure Points
Castel	—	Gold and/or Silver Ingot(s)	Increases the province's influence cap by 25 per 1,000 solars of value	—	200 solars, 15 labor, 50 resources, 25 equipment, 10 armaments, 4 masons, 2 carpenters, 2 engineers	14
Castle	5	Stewards	A maximum of 15 labor per assigned steward for the guild of the master of the fief	For each labor produced in a castle, the fief in which the castle is located must have 2 population	50 solars, 15 labor, 50 resources, 20 equipment, 3 masons, 2 carpenters, 10 regional influence	12

				cards assigned in the fief		
Citadel	—	Gold and/or Silver Ingot(s)	Increases the region's influence cap by 25 per 1,000 solars of value	—	250 solars, 25 labor, 75 resources, 40 equipment, 20 armaments, 5 masons, 2 carpenters, 1 blacksmith, 5 engineers	22
Grand Coliseum	—	—	Allows the action Organize Games to be carried out	May only be used once per season	50 labor, 200 resources, 50 equipment, 10 masons, 5 carpenters, 5 engineers, 100 regional influence	47
Manor	—	—	Increases the domain's number of stones of knowledge by 2	—	50 solars, 10 labor, 20 resources, 20 equipment, 2 masons, 1 carpenter, 5 regional influence	7

3.2.6.4 Population

The population of a domain is represented by the number of population cards, masters, and laborers present in all of the buildings on the domain. The population present on the domain affects the calculation of lordly upkeep.

3.2.6.5 Garrisons

A domain's garrison determines the maximum capacity of units that may be present on the domain, but excludes all units that are in armies present on the same domain.

The base garrison of a domain is 0 units. This capacity may be increased by constructing military fortifications.

The garrison, in whole or in part, may be repatriated by means of a VAF in order to receive three (3) laborers corresponding to the unit type.

3.2.6.6 The Status of a Domain

A domain may have four (4) possible statuses:

- Normal;
- In lordly and/or regional revolt;
- Occupied;
- Besieged.

Normal

This is the default status of a domain.

Lordly and/or regional revolt

The owner of a domain may decide to place it in lordly and/or regional revolt. Revolt is usually used by domain owners in order to demand changes to the political statuses governing their province or kingdom.

Occupied

An army that has attacked a domain prevents the owner of that domain from reinforcing it so long as the army remains on the domain or gives the order to cease occupation.

Besieged

An army that has besieged a domain may give the order to attack the domain. A besieged domain imposes the same restrictions on the besieged domain as if it were occupied. The besieging army must be more numerous than the garrison in order to continue its siege. Once besieged, the domain remains so as long as the army remains there or gives the order **Attack the Domain** or the order to cease the siege.

3.2.6.7 Sacred Sites

The rules concerning sacred sites will be changed during the Autumn 1027 season.

There are domains that are not governed by the usual rules. These domains often stem from the supernatural world and are not considered traditional production lands. Sacred sites are considered completely normal domains, except that they may not exceed the development stage of **village hamlet**.

If a sacred site possesses a cathedral, it follows the same rules as a regular cathedral. However, if it should be destroyed in any way whatsoever, it will then be possible for the high priests of the belief associated with the sacred site to rebuild it by carrying out a ceremony. One belief seal and two (2) power points will be required in place of the regular construction costs of a cathedral.

Syrn (Tératos)

Access to Syrn may be changed in location by a ceremony bringing together all the high priests of the belief of Tératos.

- The use of one belief seal and twenty (20) believers during the ceremony will make it possible to change the location of the city's entrance and make its location hidden.
- Any action requiring a location, such as army movement or spells and powers requiring a number of hexagons, will reveal its location.
- Changing the location of Syrn takes place during the Movement phase even if hamlet is under occupation or besieged.
- hamlet is considered an outpost of the region in which it is located.

Sesaylia (Noïsehoc)

The sacred island has the ability to sink beneath the waters or emerge to the surface. Population cards, labor, and the garrison present on the domain cannot, however, survive underwater, with the exception of voelhoorns assigned there.

- The use of one belief seal and ten (10) believers during a ceremony bringing together all the high priests of the belief of Noïsehoc will make it possible to sink or raise the sacred island.
- Belief powers may be cast from the cathedral even if it is submerged, provided that it is used as a parish.
- Sinking or raising Sesaylia takes place during the Movement phase even if Sesaylia is under occupation or besieged.
- Sesaylia is considered an outpost of no region.

Sanctuary of Mists (Circle)

This sanctuary is permanently surrounded by a mist that makes it difficult to locate.

- The use of one belief seal and ten (10) believers during a ceremony bringing together all the high priests of the belief of the Circle will make it possible to render the domain unreachable by armies until the end of the Summer season.

- The protection offered by the mist takes place during the Defensive Supernatural phase. The mist does nothing to armies already present and does not prevent them from leaving the domain of the Sanctuary of Mists.
- The Sanctuary of Mists is considered an outpost of Ozame.

Arakis

For a reason still unknown, this immense sea turtle has become immobile.

- Arakis is considered an outpost of the Wild Land of Simaelle.

3.3 The Maritime World

On the geopolitical map, a hexagon, and the domain it contains if applicable, is considered coastal if it includes an area of maritime province in addition to a segment of dry land. A maritime hexagon including no dry land is considered a high-sea hexagon.

Maritime movement is less predictable than its land equivalent. Navigators must take maritime currents and prevailing winds into account. Thus, their movement is counted in the number of maritime provinces crossed and not in hexagons.

3.3.1 Maritime Provinces

The world of the Hippocampus contains several expanses of water. These, including seas, rivers, and waterways, are grouped into maritime provinces. Maritime provinces represent the known expanses of water adjacent to the known regions of the world of Bicolline. The seas of the world of the Hippocampus



extend beyond the bounds of the known geopolitical map. Maritime travel outside this mapped zone falls under quests. Navigation beyond the maritime provinces is the preserve of legendary navigators who dare risk their life and vessel.

Each maritime province may be claimed by an admiral during the annual maritime elections. The winning admiral receives the noble title of maritime lord. Maritime provinces may change regional allegiance annually according to the will of their maritime lord, a peculiarity that contrasts with the stability of land provinces.

3.3.2 The Economic Value of Maritime Provinces

Maritime provinces have an economic value, with a minimum of one (1), that varies according to the richness of their natural resources and their economic and commercial activity. It determines the lots granted as revenue for each sailor assigned to a sailors' quarter in the province and may be improved or reduced by various actions.

3.3.3 Ships

There are different types of ships. The head of a ship is called a captain. A captain may own more than one ship.

Ships have the capacity to move within the maritime provinces, including rivers and waterways, and the ports of the world of the Hippocampus.

3.3.4 Maritime Improvements and Assignments

Ships may be modified and improved by constructing maritime improvements, the marine equivalent of land buildings. These may receive assignments in the form of population cards, labor, or other cards in order to produce various effects or revenues.

3.4 Property Titles

A property title certifies possession of a domain or a ship before the clerks. It is possible to sell, give, or exchange a property title by formalizing the transfer at the Political

Registries. Titles that change hands or are newly issued must be authenticated by the political clerks in order to be considered valid.

Property titles may also serve as proxies. If a participant presents a property title during a transaction, an action at the Bank of the Hippocampus, or during an election, for example, they may be considered temporarily the owner of that title and may act as such. The actions that may be carried out by means of a proxy are detailed in this collection where applicable.

3.4.1 Reissuing a New Property Title

A title that has been lost or has never yet been made requires a delay of 3 months before it is received. A public announcement will be made, and if no one comes forward, it will be produced.

- A lost title requires a payment of 100 solars.

3.5 Annual Revenues

Revenue arising from production and from the other assignments carried out in the geopolitical universe is an important part of the geopolitical game. Annual revenues are always calculated by the Game Management Team according to the state of the world at the end of the Summer season. These revenues include assignments to domains and ships, but also the revenues of lords, regions, and certain sphere actions.

The revenues must be collected at the Bank of the Hippocampus by the guild leaders concerned during the Grande Bataille. If it is impossible for a guild leader or a treasurer to be present at the Grande Bataille, they must notify the Game Management Team at gestion.jeu@bicolline.org in order to authorize another person to recover all of their revenues.

3.5.1 Annual Revenues of Regions

The authority of a region receives influence according to the guilds affiliated with the provinces making up the region. The authority receives one (1) point of influence for each field attendance belonging to a guild affiliated with one of the provinces of the region at the end of the Summer season. The annual revenues are given to the leader of the guild to which the authority belongs.

The influence generated by an authority is identified with its region and is limited to its regional reserve.

3.5.1.1 The Seal of Nobility

Once upkeep has been paid, the authority of a region receives its seal of nobility for the current year.

3.5.1.2 The Regional Reserve

The regional reserve is composed of the total equivalent value in solars of the ingots deposited in the citadels of the region and the total equivalent value in solars of the collection objects placed in the libraries of the region.

The maximum influence generated by a region is limited to one hundred (100) influence, to which are added:

- Twenty-five (25) additional influence for each bracket of one thousand (1,000) solars in value of ingots placed in the citadels of the region and collection objects placed in the libraries of the region.
 - Ingots and collection objects may be assigned only to citadels and libraries during the Autumn season. (VAF)
 - Citadels and libraries lose 10% of their reserve value at the end of the Summer season.
- 100 additional regional influences per Maritime province affiliated with the region.

3.5.2 Annual Revenues of Land Provinces

When revenues are calculated, the lord of a province receives influence according to the guilds affiliated within their province. The lord receives one (1) point of influence for each field attendance belonging to a guild affiliated with the province at the end of the Summer season. The annual revenues are given to the leader of the guild to which the lord belongs.

The influence generated by a lord is identified with the region in which the province is located and is limited to its provincial reserve.

3.5.2.1 The Provincial Reserve

The provincial reserve is composed of the total equivalent value in solars of the ingots deposited in the castles of the province and the total equivalent value in solars of the collection objects placed in the museums of the province.

The maximum influence generated by a province is limited to seventy-five (75) influence, to which are added:

- Twenty-five (25) additional influence for each bracket of one thousand (1,000) solars in value of ingots placed in the castles of the province and collection objects placed in the museums of the province.
 - Ingots and collection objects may be assigned only to castles and museums during the Autumn season. (VAF)
- Castles and museums lose 10% of their reserve value at the end of the Summer season.

3.5.3 Annual Revenues of Maritime Provinces

When annual revenues are calculated, maritime lords receive revenues according to the number of sailors assigned to sailors' quarters in ships located in their maritime province at the end of the Summer season. The annual revenues are given to the maritime lord following the upkeep of their maritime province.

These annual revenues are adjusted by the economic value of the maritime province.

Table 7: Economic Value of Maritime Provinces and Annual Revenues

Economic Value of the Maritime Province	Revenue per Assigned Sailor
Between 1 and 5	5 provisions
Between 6 and 14	5 provisions, 1 silver ore
Between 15 and 29	5 provisions, 1 silver ore, 1 sépium
Between 30 and 44	5 provisions, 1 precious stone, 1 sépium
45 and more	5 provisions, 1 gold ore, 1 sépium

3.5.4 Annual Revenues of Guilds

When revenues are calculated, the leader of a guild receives the revenues associated with the domains and ships belonging to members of their guild at the end of the Summer season.

3.6 Upkeep

The nobility must pay annual upkeep in order to ensure the proper functioning of their domains, ships, provinces, and maritime provinces. When a guild leader collects their annual revenues at the Bank of the Hippocampus during the Grande Bataille, they will at

the same time receive the detailed amount of upkeep that has been charged to their guild chest. This amount must be made good by the September Ducasse.

3.6.1 Upkeep of Domains

The upkeep cost of domains is calculated at the end of the Summer season. Each development stage of a domain increases the annual upkeep cost of that domain.

Table 8: Costs of Domain Upkeep

Development Stage	Domain Upkeep Costs: Production Lots	Domain Upkeep Costs: Masters
Encampment	5 grain, 5 livestock	—
Hamlet	5 grain, 5 livestock, 5 resources	—
Village Hamlet	5 grain, 5 livestock, 5 resources	1 mason
Village	5 grain, 5 livestock, 5 resources, 5 equipment	1 mason, 1 steward, 1 carpenter
Town	5 grain, 5 livestock, 5 resources, 10 equipment	1 mason, 2 stewards, 1 carpenter, 1 blacksmith

City	8 grain, 8 livestock, 5 resources, 20 equipment	1 mason, 2 stewards, 1 carpenter, 1 blacksmith, 2 engineers
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- Guilds have until the September Ducasse to pay the full amount.
- Penalty: 50 solars per missing card type, applied at the October Ducasse.
- If unpaid by the end of the Autumn season, domains and ships will be seized.

If an unmaintained domain is transferred to another owner during the Grande Bataille or the September Ducasse, the transaction will be blocked unless the guild leader of the new owner pays the upkeep of the domain, increased by fifty (50) solars per development stage, at the Bank of the Hippocampus no later than the October Ducasse.

3.6.2 Upkeep of Ships

At each Grande Bataille, a guild that owns a ship will at the same time receive the detailed amount of upkeep that has been charged to its guild chest. This amount must be made good by the September Ducasse.

If an unmaintained ship is transferred to another captain during the Grande Bataille or the September Ducasse, the transaction will be blocked unless the guild leader of the new captain pays the upkeep of the ship, increased by one hundred (100) solars, at the Bank of the Hippocampus no later than the October Ducasse.

The upkeep cost of all ship types is ten (10) resources and six (6) equipment.

3.6.3 Lordly Upkeep (Land)

The newly elected lord of a province is responsible for ensuring the subsistence of the population and the units located in the garrisons of all domains in their province at the end of the Summer season.

3.6.3.1 Upkeep Calculation

- 1 provision and 1 grain for each bracket of 5 population cards, laborers, and masters assigned in all buildings of the domains of the province.
- 1 provision and 1 grain for each bracket of 5 units present in the garrisons of all domains of the province.
 - Units in armies present on the domains of the province are not counted in this number.

Unpaid upkeep causes the loss of 50% of the influence the lord receives the following year. The seal of nobility is furthermore returned only after upkeep has been paid.

Unpaid upkeep debts remain in force as long as they are not settled. A lord may therefore have to pay two (2) years of upkeep if the previous year's upkeep was not paid, even if they have just been elected.

A land province that is not maintained for two (2) years automatically falls into revolt. The lord is removed from office and a lordly election will take place during the Purple Ball.

3.6.3.2 The Seal of Nobility

A lord may recover their seal of nobility for the current year at the Bank of the Hippocampus in their guild chest.

3.6.3.3 Land Nuisances

Nuisances present in a province are a constant concern for the population and increase upkeep for the lord according to Table 9 below.

Table 9: Additional Costs to Basic Lordly Upkeep (Land) – Nuisances

Number of Nuisances	Additional Cost to Basic Lordly Upkeep (Land)
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Between 0 and 2	No additional cost
Between 3 and 7	2 skirmishers, 1 laboratory assistant (laborantin), 1 scribe, 1 steward, 1 militia, 50 solars
Between 8 and 12	3 skirmishers, 2 laboratory assistants (laborantin), 2 scribes, 2 stewards, 2 militias, 100 solars
13 and more	3 skirmishers, 2 laboratory assistants (laborantin), 2 scribes, 3 stewards, 2 militias, 30 influence from the region, 200 solars

3.6.4 Lordly Upkeep (Maritime)

The newly elected maritime lord is responsible for ensuring the subsistence of the crews and the units located in the garrisons of ships situated in their maritime province at the end of the Summer season.

3.6.4.1 Upkeep Calculation

- 2 provisions for each bracket of 5 crew members, meaning population cards, labor, and masters assigned to ships.
- 2 provisions for each bracket of 5 maritime units present in the naval garrisons of ships.
 - Units in an embarked army are not counted in this number.

The upkeep must be paid by the newly elected maritime lord in order to benefit from the title and receive their seal of nobility, the revenue from sailors' quarters, and be able to affiliate their maritime province to a region.

Payment is made directly to the Bank of the Hippocampus before it closes during the Grande Bataille.

Unpaid upkeep debts remain in force as long as they are not settled. A new maritime lord may therefore have to pay several years of upkeep following their election.

An unmaintained maritime province will see all production from its ships reduced by 50% for the following year. This includes all assignments of maritime constructions.

3.6.4.2 The Seal of Nobility

Once upkeep has been paid, a maritime lord obtains their seal of nobility for the current year.

3.6.4.3 Maritime Nuisances

The nuisances present in a maritime province are a constant concern for crews and increase upkeep for the maritime lord according to Table 10 below.

Table 10: Additional Costs to Basic Lordly Upkeep (Maritime) – Nuisances

Number of Nuisances	Additional Cost to Basic Lordly Upkeep (Maritime)
Between 0 and 2	No additional cost
Between 3 and 7	2 skirmishers, 1 laboratory assistant, 1 scribe, 1 steward, 1 embarked fighter, 50 solars

Between 8 and 12	3 skirmishers, 2 laboratory assistants, 2 scribes, 2 stewards, 2 embarked fighters, 100 solars
13 and more	3 skirmishers, 2 laboratory assistants, 2 scribes, 3 stewards, 2 embarked fighters, 30 influence from the region, 200 solars

4. Titles

4.1 Titles of Nobility

The different regions of the world contain several noble titles that allow certain individuals to reach the highest political spheres. The titles are not all equal, and they do not grant the same responsibilities or the same duties.

Although the names of the different noble titles are all identical for the purpose of simplifying their treatment in the geopolitical game, nothing prevents a region or a province from adopting distinctive and unique names in the context of field play and the game documents associated with it.

4.1.1 Domain Chief

The domain chief, often called a baron, is the owner of a domain. The political clerks must, however, authenticate the title at the Political Registries.

4.1.1.1 Appointment

The acquirer of a domain, whether by transaction or following a successful military annexation, becomes the domain chief and is given the corresponding property title.

4.1.1.2 Roles and Duties

A domain chief is responsible for their domain, meaning their land, the buildings located there, and the management of the population, and their guild is responsible for the actions they wish to carry out. During the Autumn season, the domain chief must gather the assets to be assigned to their domain and ensure that everything is deposited in their guild chest. The domain chief must also ensure that the annual upkeep of their domain is paid at each Grande Bataille.

The domain chief holds certain powers and must therefore ensure that certain tasks related to the management of their domain are carried out.

- Take part in the appointment of the master of the fief.
- Take part in an election.
- Manage the different actions occurring on their domain and ensure that their guild leader carries them out, notably assignments and the construction of buildings.
- Manage any other action related to their domain.

4.1.1.3 Stones of Knowledge

A domain chief may be called upon to vote during certain elections, appointments, or other official gatherings. When that is the case, they receive stones of knowledge according to the population cards of their domain at the end of the previous season. The number of stones of knowledge of the domain chief is obtained by dividing the total population cards of the domain by five, rounded down.

4.1.2 Master of the Fief

A fief represents a few adjoining domains of a given region. The master of the fief is a noble title slightly more prestigious than that of domain chief.

4.1.2.1 Appointment

The title of master of the fief may be obtained in two ways:

- By the agreement of the majority of the chiefs of the domains of the fief; or

- By the agreement of 50% of the chiefs of the domains of the fief and the support of the lord of the province where the fief is located.

In both cases, the property titles must be presented at the Political Registries, and in the second case, the presence of the lord is required.

In these specific cases, the physical presence of the lord is mandatory at the Political Registries. They may not delegate this decision, neither by proxy nor by representative.

4.1.2.2 Roles and Duties

The different roles and duties of the master of the fief include:

- Joining a duchy by granting it support. A master of the fief may delegate this decision by proxy.
- Attending and using their stones of knowledge in elections held in their province. A master of the fief may delegate this responsibility by proxy by sending a representative.

4.1.2.3 Stones of Knowledge

A master of the fief may be called upon to vote during certain elections, appointments, or other official gatherings. When that is the case, they obtain one stone of knowledge per domain of their fief during elections that take place in the province where their fief is located.

4.1.3 Duke

The title of duke is a title acquired when several masters of the fief unite in order to increase their political weight.

4.1.3.1 Appointment

The title of duke requires the support of at least three masters of the fief who declare their support for a duchy at the Political Registries.

A master of the fief may withdraw their support from a duchy at any time by presenting themselves at the Political Registries during an activity of the Duchy of Bicolline. A duke who no longer has the support of at least three masters of the fief will lose their noble title at the end of the season.

4.1.3.2 Roles and Duties

The different roles and duties of the duke include:

- ~~Using the influence of the regions of the fiefs supporting them for political actions. The number of regional influence required to accomplish the action is then doubled.~~
- Attending and using their stones of knowledge in elections held in their province. A duke may delegate this responsibility by proxy by sending a representative.

4.1.3.3 Stones of Knowledge

A duke may be called upon to vote during certain elections, appointments, or other official gatherings. When that is the case, they obtain one stone of knowledge per domain of the fief supporting their duchy if that fief is located in the province where the vote takes place.

4.1.4 Lord

The lord is the noble responsible for the management of a province.

4.1.4.1 Appointment

The title of lord is obtained during lordly elections in a province or according to the terms of the Regional Charter.

In order to keep their title, a lord must always hold at least one valid domain chief title in their province.

If a lord in office possesses no valid domain title in their province, they immediately lose the title of lord and elections take place at the next Purple Ball or next Grande Bataille.

4.1.4.2 Roles and Duties

The different roles and duties of the lord include:

- Taking part in the Regional Council.
- Legislating in their province and creating provincial laws.
- Receiving the influence revenues of their province.
- Maintaining their province.

4.1.4.3 Votes on the Regional Council

A lord sitting on a Regional Council receives two (2) votes during meetings.

4.1.5 Authority

Authority is the noble, or nobles, responsible for the management of a region. The role of authority, the method used to choose it, and the responsibilities incumbent upon it are defined by the Regional Charter. The titles commonly given to authority may vary: king, emperor, sultan, prince, and so forth.

4.1.6 Captain

The acquirer of a ship obtains the title of captain and is given the corresponding property title. A captain may own several ships.

4.1.6.1 Appointment

A character may become captain in several ways:

- By acquiring a ship from a domain possessing a shipyard;
- By purchasing the ship of another captain.

4.1.6.2 Roles and Duties

A captain is responsible for their ship, and their guild is responsible for the actions they wish to take. During the Autumn season, the captain must gather the assets to be assigned to their ship and ensure that everything is deposited in their guild chest.

The captain holds certain powers and must therefore ensure that certain tasks related to the management of their ship are carried out.

- Carry out actions related to their ship.
- During the Spring season, choose to support another ship so that its captain becomes admiral.
- Choose to join the fleet of their admiral if the ship is on the same coastal hex or in the same high sea.
- Choose to leave the fleet of their admiral in order to navigate in another segment.
- Choose to withdraw their support from an admiral.

4.1.6.3 Stones of Knowledge

A captain may be called upon to vote during certain elections, appointments, or other official gatherings. When that is the case, they receive stones of knowledge according to the crew of their ship at the end of the previous season. The number of stones of knowledge of the captain is obtained by dividing the total crew of the ship by five, rounded down. The crew includes the population cards, sailors, and masters assigned to the ship.

4.1.7 Admiral

The captain of a ship who receives, or keeps, the support of at least two other ships during the Spring season receives the title of admiral.

4.1.7.1 Appointment

The captain of a ship becomes admiral during the Spring season if at least two other ships support them. To remain admiral, they must continue to receive that support.

4.1.7.2 Stones of Knowledge

Each ship generates stones of knowledge for its admiral.

An admiral sees the stones of knowledge generated by the ships of their fleet doubled. Only the ships of their fleet, those on the same hexagon as the admiral's ship, are doubled.

An admiral uses all stones of knowledge generated by all ships in their fleet during elections for maritime provinces.

4.1.8 The Maritime Lord

The maritime lord is the noble who manages a maritime province.

4.1.8.1 Appointment

The waters of the world of the Hippocampus are divided into maritime provinces. Each of these provinces may be claimed by an admiral during the annual maritime elections. An admiral who wins their election and pays their lordly upkeep then becomes maritime lord of the maritime province.

4.1.8.2 Affiliation of the Maritime Province

When paying maritime lordly upkeep, the maritime lord may decide to change the affiliation of their maritime province to another region with the agreement of the head of that region.

4.1.8.3 Roles and Duties

The different roles and duties of the maritime lord include:

- Taking part in the Regional Council.
- Receiving the revenues of their maritime province.

4.1.8.4 Votes on the Regional Council

A maritime lord sitting on a Regional Council receives two (2) votes during meetings.

4.2 Property Titles

The property title certifies possession of a domain and/or a ship before the clerks.

4.3 Other Titles

By embodying unique characters with their own objectives and aspirations, participants may also accumulate other titles that do not belong to the highest political spheres. Several other titles linked to sphere play therefore exist in the world of the Hippocampus.

- **Priests, high priests, and clerics** are the official representatives of their belief.
- **Magicians** are those capable of directly altering reality through the power of their will, with the aid of arcane energies.
- **Occultists** are a collection of individuals who, in a more or less secret fashion, collaborate and share their esoteric art within a fairly restricted network.
- The **scholars** of the world of the Hippocampus are the most notable adepts of magical and occult arts, the most devout high priests of the beliefs, and the illustrious lordly nobles of the lands and seas of the Duchy of Bicolline. Together, they may alter the destiny of the world as it is known.

5. The Council of Scholars

The Council of Scholars meets at least once a year during the Purple Ball in order to elect its members for the coming year and then proceed to major discussions leading to decisions that are determining for the whole world of the Hippocampus.

This council is composed of the following members:

- One representative of the high priests elected by their peers;
- One representative of the magicians elected by their peers;
- One representative of the occultists elected by their peers;
- One representative for each of the regions.

5.1 The Syta Draw

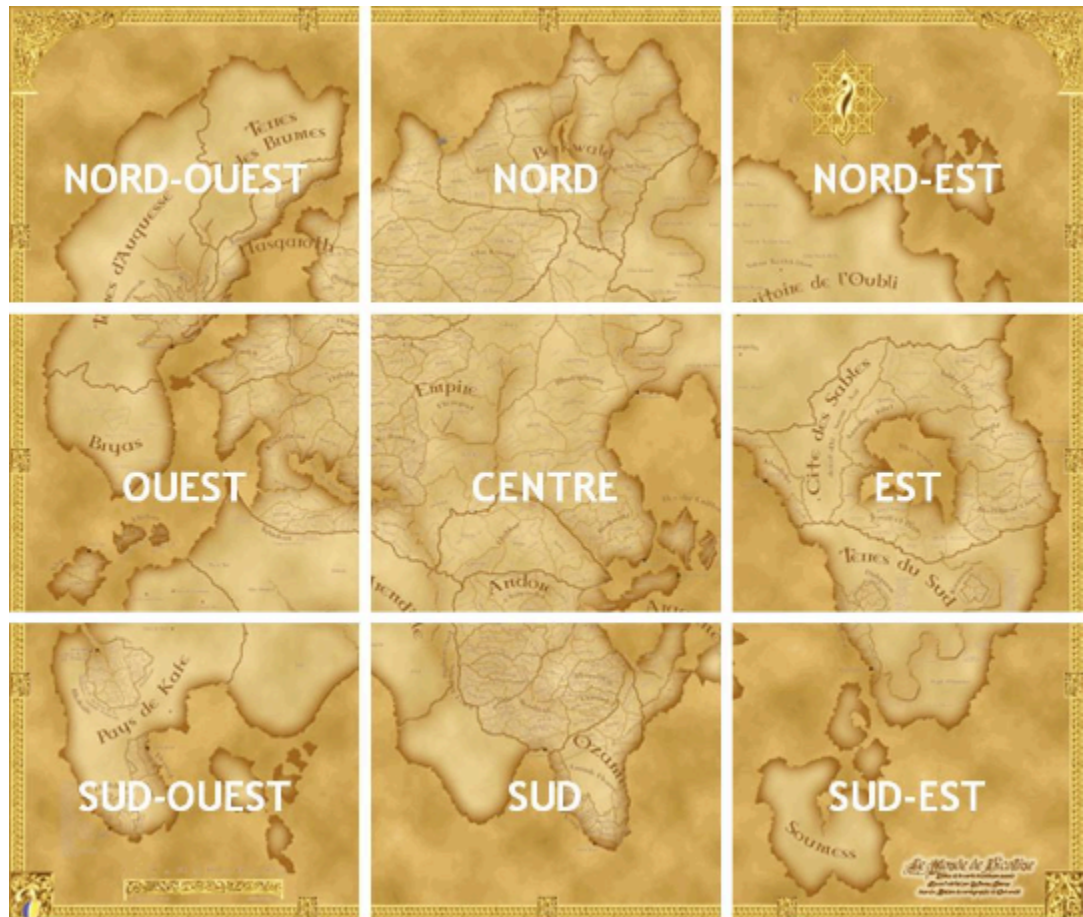
The principal use of the Syta is to determine the hazards that strike our world. Composed of stones of destiny, the Syta draw determines the nature of the random events affecting the known world. It is the result of a Syta draw that determines whether the consequences of an action are positive or negative.

5.1.1 How It Works

When an event requires a Syta draw, the stone resulting from the draw refers to a table of effects specific to the action carried out. The contents and the draw of the Syta may sometimes be influenced by the scholars of the Duchy of Bicolline.

The map of the world is divided into nine geographically equal quadrants of influence which are influenced independently of one another.

The Syta draw is carried out at the end of the season. Unless otherwise indicated, this Syta draw takes place on the second floor of the Bank of the Hippocampus in the presence of a member of



the Game Management Team or a game master, as well as any scholars who wish to be present.

Unless otherwise indicated beforehand, a Syta draw is carried out for each quadrant. The effect of each of the Syta draws, as well as the use of certain powers by scholars who are present, are then publicly disclosed in the Syta document.

5.1.2 Stones of Destiny

The Syta is composed of stones of destiny. These stones determine the nature of the random events affecting the known world. The luminous and dark stones bear letters from A to E indicating in the relevant tables how the result is influenced for each stone drawn. Gray stones are all identified in the same way and represent the result most likely to occur during a Syta draw.

5.1.3 The Composition of the Syta and the Neutral Syta

A basic Syta, called neutral, is composed of the following stones of destiny:

Twenty (20) luminous stones, of which:

- Ten (10) A stones;
- Five (5) B stones;
- Two (2) C stones;
- Two (2) D stones;
- One (1) E stone.

Twenty (20) dark stones, of which:

- Ten (10) A stones;
- Five (5) B stones;
- Two (2) C stones;
- Two (2) D stones;

- One (1) E stone.

Thirty (30) gray stones.

5.1.4 Calamities and Natural Events

At the end of each season, each quadrant is subject to a Syta draw in order to determine whether a calamity or natural event affects it. The table associated with this draw determines the nature of the effect according to the stone drawn.

Table 11: List of Calamities and Natural Events

Syta Draw	Autumn Season	Winter Season	Spring Season	Summer Season
Luminous E	No upkeep cost for domains for the coming year, except for towns and cities	Cathedrals produce 1 additional power point	Population cards assigned to cottages, dwellings, suburbs, ports, crew cabins, and luxury cabins produce 1 additional laborer	Magical and occult buildings produce 5 additional energies of the same type
Luminous D	Production of the schools (mason, carpenter, blacksmith) is increased by 20% (rounded up)	Production of universities, academies, amphitheaters, and relay inns is increased by 20% (rounded up)	Production of chapels, arcane colleges, and occult colleges is increased by 20% (rounded up)	The value of maritime provinces is increased by 3 points
Luminous C	Laborers assigned to buildings and ships that produce provisions produce 1 additional provision	Laborers assigned to buildings that produce equipment produce 1 additional equipment	Laborers assigned to buildings that produce armaments produce 1 additional armament	Ships on a coastal hex or in the maritime hex used for the high seas add one movement segment to their movement capacity

Luminous B	The difficulty of resolving nuisances is reduced by 1 strength	Moving an army costs only 1 military seal	The movement distance of all armies is increased by 6 hexes	Spell range is increased by 2 hexes
Luminous A	Laborers assigned to buildings that produce livestock produce 1 additional livestock	The first two (2) Syta draws are improved during the actions Land Discovery and Maritime Discovery (e.g., a Dark A stone becomes a Gray stone)	Laborers assigned to buildings that produce resources produce 1 additional resource	Laborers assigned to buildings that produce grain produce 1 additional grain
Gray	1 additional nuisance appears	1 additional nuisance appears	1 additional nuisance appears	1 additional nuisance appears
Dark A	Laborers assigned to buildings that produce livestock produce 1 less livestock. Ships lose 1 structure point.	The first two (2) Syta draws are worsened during the actions Land Discovery and Maritime Discovery (e.g., a Luminous A stone becomes a Gray stone). Ships lose 1 structure point.	Laborers assigned to buildings that produce resources produce 1 less resource. Ships lose 1 structure point.	Laborers assigned to buildings that produce grain produce 1 less grain. Ships lose 1 structure point.

Dark B	The difficulty of resolving nuisances is increased by 1 strength. Ships lose 1 structure point.	Rivers, lakes, waterways, and bridges may not be crossed by armies. Ships lose 1 structure point.	The movement distance of all armies is reduced by 6 hexes. Ships lose 1 structure point.	Spell range is reduced by 2 hexes. Ships lose 1 structure point.
Dark C	Laborers assigned to buildings and ships that produce provisions produce 1 less provision. Ships lose 1 structure point.	Laborers assigned to buildings that produce equipment produce 1 less equipment. Ships lose 1 structure point.	Laborers assigned to buildings that produce armaments produce 1 less armament. Ships lose 1 structure point.	Ships or fleets on a coastal hex or in the maritime hex used for the high seas must use 1 additional maritime seal to carry out an action. Ships lose 1 structure point.
Dark D	Production of the schools (mason, carpenter, blacksmith) is reduced by 1. Ships lose 2 structure points.	Production of universities, academies, amphitheaters, and relay inns is reduced by 1. Ships lose 2 structure points.	Production of chapels, arcane colleges, and occult colleges is reduced by 1. Ships lose 2 structure points.	The value of maritime provinces is reduced by 3 points. Ships lose 2 structure points. Small deposits disappear after their revenue is collected.

Dark E	The upkeep cost of domains, except hamlets and encampments, is increased by 50% (rounded up to the next whole number). Ships lose 2 structure points.	Cathedrals produce 1 fewer power point. Ships lose 2 structure points.	Population cards assigned to cottages, dwellings, suburbs, ports, crew cabins, and luxury cabins produce 1 less laborer. Ships lose 2 structure points.	Magical and occult buildings produce 5 fewer energies. Ships lose 2 structure points. Large deposits become small deposits after their revenue is collected.
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5.2 The Scholars

5.2.1 Powers of the Scholars

Scholars gain the ability to use pure energy according to Table 12 below. Scholars may present themselves at the Political Registries in order to use one or more powers so as to potentially influence the result of the Syta draws of the following season. These powers may not be used to influence the draw of the season immediately following; they must be performed one season in advance.

Table 12: Powers of the Scholars

Power	Cost in Pure Energies	Duration	Number of Scholars Required	Effect / Result
Control of Destiny	1	Permanent	1	Allows the content of the Syta of one quadrant to be permanently changed.
Influence of Fate	2	1 Syta draw	1	The scholar chooses the color of a stone during a Syta draw not linked to “Calamities and Natural Events” such as a discovery action or a teleportation spell. A maximum of five stones are drawn, one at a time, until the color desired by the scholar is drawn. If no stone of the desired color is drawn, the scholar must accept the fifth stone.

Theft of Destiny	3	1 Syta draw	1	Allows the stones linked to one quadrant to be drawn from the Syta of another quadrant.
Double Fate	4	1 Syta draw	2	Allows a second Syta draw to be created in one quadrant and both apply.
Respite of Destiny	4	1 Syta draw	3	Two Syta stones are drawn for one quadrant and the scholars choose the one they wish to keep.
Upheaval	5+	1 Syta draw	5+	Allows 1 nuisance per scholar to appear randomly in a Syta quadrant. Requires the use of a belief, magic, or occult seal.
Chaos	12	1 year	5	The gray stones of the quadrants are drawn again until a luminous or dark stone is drawn. Requires the use of a belief, magic, or occult seal.
Order	12	1 year	6	All stones drawn are gray. Requires the use of a belief, magic, or occult seal.

5.2.2 Appointment of Regional Scholars

Regional scholars are appointed by the heads of each region that has carried out the political action **Council of Scholars**. Each region may appoint a maximum of one (1) scholar in this way.

5.2.3 Election of Scholars

The election of scholars takes place each year during the Purple Ball in order to appoint three (3) scholars for the spheres of belief, magic, and occult, one scholar per sphere. Any person with voting rights may stand as scholar in their sphere, but no accumulation of scholar titles is possible.

5.2.3.1 Voting Rights

The following participants have the right to vote in the election of scholars:

- The first high priest of each belief is invited to come vote.
- If they wish to give their place to another high priest of their belief, hierarchy is used to determine which high priest may vote.
- The high priest receives a number of stones of knowledge according to the following criteria:
 - One (1) stone of knowledge per high priest appointed in the belief at the end of the Winter season.
 - A high priest title not maintained at the end of the Winter season grants no stone of knowledge.
- All grand master mages and archmages are invited to come vote and each receive one (1) stone of knowledge.
- All grand master occultists and supreme occultists are invited to come vote and each receive one (1) stone of knowledge.

5.2.3.2 Protocol

All participants holding at least one (1) stone of knowledge in this election enter the room to collect it. The officiant publicly announces the distribution of all stones of knowledge.

- A person holding stones of knowledge must be present on the day of the vote and no proxy is accepted.
- Participants wishing to stand as scholars must take a kobi.
- The officiant calls the participants one by one in descending order of the number of stones of knowledge to deposit their stones of knowledge into the kobi of the candidate of their choice.
- All of a participant's stones of knowledge must be deposited into the kobi of a single candidate in each round.
- No abstention is permitted.
- The officiant then counts the stones of knowledge for each candidate and announces the scholars elected for the coming year.
- In the event of a tie between two or more candidates for the same sphere, there will be a second round of voting to elect the scholar of the sphere concerned. Only tied candidates may take a kobi for this second round of voting.
- In the event of a tie in the second round between two or more candidates for the same sphere, none of the candidates for those spheres is elected and a reduced number of scholars will be in office for the coming year.

6. The Sphere of the Arts

The sphere of the arts was established in order to homologate the many artistic performances that have always taken place at the Duchy of Bicolline so as to include them in the game. It allows an artistic performance that takes place on the field to have an impact in the geopolitical game, whether through the individual accumulation of admirers or through notoriety for a guild.

This sphere is intimately linked to field play. For example, a work may exist in the geopolitical game if an artist has carried out a presentation, a performance, or a genuine work of art under the supervision of an officiant. In addition, artists who thus bring their

art to life during these exhibitions may also be rewarded, notably through the granting of admirers.

6.1 Affiliated Region

Certain artistic actions carried out on a target that is not located in the affiliated region of the guild whose seal is used must spend five (5) influence from the targeted region in order for the action to be carried out.

6.2 Actions of the Sphere of the Arts

Table 13: Actions of the Sphere of the Arts

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Agitator	A domain possessing a castle	1 artistic seal 1 to 10 admirers 5 influence from the targeted region if not in the affiliated region of the seal used	Creates a nuisance with a strength of 0.5 per admirer used.	Intrigue	Once per castle per season. The action with the greatest strength will prevail.

Architect	A building	1 artistic seal 2 admirers 5 influence from the targeted region if not in the affiliated region of the seal used	Adds 1 master per laborer placed in a school of carpenters, school of blacksmiths, school of masons, academy, university, arcane college, occult college, or chapel on a domain. The owner of the artistic seal receives 5 works.	Stewardship	Once per building per year, may not be done in the Summer season.
Archivist	Library	1 artistic seal 5 influence from the targeted region if not in the affiliated region of the seal used	Allows a domain owner to withdraw works from a library on their domain.	Movement	Maximum withdrawal value of 2,000 solars (100 works).

Banquet	A building or ship	1 artistic seal 5 admirers 5 influence from the targeted region if not in the affiliated region of the seal used	Adds 1 mentor per laborer placed in a barracks, stable, or tavern on a domain. Adds 1 mentor per sailor placed in a ship's fighters' quarters.	Stewardship	Once per building or ship per year, may not be done in the Summer season. For a ship, the influence of the maritime province must be used.
Chronicle (Ducal Courier)	—	1 artistic seal One physical chronicle	Officializes the account of a field event in artistic form and creates a series of associated works or collection objects. Works, collection objects, and admirers are granted according to the nature and quality of the chronicle received.	N/A	A sealed envelope must be submitted to the Bank of the Hippocampus with the seal and the chronicle.

Conservatory	Museum	1 artistic seal 5 influence from the targeted region if not in the affiliated region of the seal used	Allows a domain owner to withdraw collection objects from a museum on their domain.	Movement	Maximum withdrawal value of 2,000 solars (20 collection objects).
Heroic Speech	Support to an army, garrison, or naval garrison	1 artistic seal 150 influence from the region affiliated with the guild of the army or ship, or 150 influence from the region where the domain is located	Increases the combat strength of 10 units by 1 for the season.	Support	A target may be affected by only one heroic speech per season. A heroic speech on a target in its affiliated region, using an artistic seal also affiliated with that same region, grants a discount of 50 influence.

Festival	Domain	1 artistic seal 5 admirers 5 influence from the targeted region if not in the affiliated region of the seal used	Adds 1 laborer per 2 population cards placed in the cottages, dwellings, suburb, and port of a domain.	Stewardship	Once per domain per year, may not be done in the Summer season. All laborers are of the culture of the region, including the port.
Restorer	Library or museum	1 artistic seal 1 admirer 5 influence from the targeted region if not in the affiliated region of the seal used	Protects against a loss of up to 300 solars tied to the regional reserve (library) or provincial reserve (museum).	Stewardship	May not be done in the Summer season.
Religious Restoration	Abbey	1 artistic seal 1 artist 5 influence from the targeted region if not in the affiliated	The owner of the artistic seal receives 3 collection objects and 15 works.	Stewardship	This action may only be carried out by the owner of the domain.

		region of the seal used			
Performance	Relay Inn	1 artistic seal 5 influence from the region + 5 influence from the targeted region if not in the affiliated region of the seal used	Has a 50% chance to create a nuisance; the other 50% chance generates 2 admirers.	Construction	This action may generate only one nuisance per relay inn per season.

Tournament	Amphitheater	1 artistic seal 10 admirers 5 influence from the targeted region if not in the affiliated region of the seal used	Pushes back all land nuisances within range a distance of 15 hexes in a straight line from the amphitheater, or until the first high-sea hex. In the event of several simultaneous tournaments, the order of resolution of the tournaments will be determined randomly. The effect of the second tournament may then apply after the first, and thus move the nuisances a second time within its own area of effect.	Stewardship	Special nuisances are not affected by this action. If one or more nuisances are on the same hex as the amphitheater, they are pushed back in a random direction up to 15 hexes. This action may only be carried out by the owner of the domain.
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Patron's Tour	Amphitheater(s)	1 artistic seal committed + 1 to 3 artistic seals used per additional regional amphitheater targeted 2+ artists 1 patron per 2 artists 5 admirers per artist 50 influence from the region + 50 influence from the additional targeted region 5 influence from the targeted region if not in the affiliated	Allows a bill of exchange from the region of the committed seal to be brought back. The value is 500 solars per artist and 30 solars per influence. With an official invitation from a regional council, the revenue from the influence of that region increases by 10 solars. If the amphitheater is not accessible (domain besieged, building destroyed, domain occupied), the value of the bill of exchange is reduced by 50%.	Assignment	The number of seals is equal to the number of seasons required. The artistic seal is committed until the end of the Summer season. The action may not be carried out in the Summer season. The revenues are subject to a neutral Syta draw. An official invitation is a decorum letter submitted with the order and signed by the representative of the regional council.
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		region of the committed seal			
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7. The Clandestine Sphere

7.1 Clandestine Hideouts

A guild may gain access to the clandestine world by creating a clandestine hideout on a domain, representing a base or hideaway for networks of informants. Several actions in this sphere require the presence of a clandestine hideout that must be created beforehand.

A guild possessing a clandestine seal may use it to assert its contacts in the underworld in various ways, but it is the possession of a clandestine hideout that officially establishes a guild's membership in the clandestine world. A guild possessing at least one clandestine hideout is considered a clandestine organization and may be invited by the game masters to take part in clandestine quests, challenges, and tasks.

7.1.1 Creation

A clandestine hideout may only be created at the Bank of the Hippocampus during the Autumn season and requires payment of the following costs:

- 1 guild clandestine seal
- Only one seal is committed until the destruction or abandonment of all of the guild's clandestine hideouts. The clandestine seal committed by the guild will then be returned to the guild leader in the following season. Clandestine seals used for the creation of subsequent hideouts are only used for the season in which those hideouts are created.
- A guild may not create more hideouts than its number of guild clandestine seal(s).
- Each hideout must have a unique name.
- 2 brigands.

7.1.2 Location

Clandestine hideouts may only be created on a domain with a development stage equal to or greater than **Village**. If the development stage of the domain falls below the village stage — encampment, hamlet, or village hamlet — the clandestine hideout will be destroyed at the end of the next Summer season.

A guild's first clandestine hideout must be located on a domain in its province of affiliation. Subsequent hideouts may be created on a domain located no more than 25 hexes from an existing clandestine hideout of the same guild. Once created, a clandestine hideout remains active even if there is no longer another hideout within 25 hexes. It is possible to create several hideouts during the Autumn season.

The location of hideouts is known only to the guild leader.

A clandestine hideout may be dissolved during the Winter, Spring, or Summer seasons; any accumulated revenues will be lost.

A guild leader may carry out clandestine actions from any one of their clandestine hideouts.

7.1.3 Simultaneous Actions

In the event of simultaneous actions by different guilds, the action using the greatest amount of strength wins all of the gains related to that action. In the event of a tie, the gains are shared as equitably as possible among the guilds concerned.



7.2 Actions of the Clandestine Sphere

Table 14: Actions of the Clandestine Sphere

Action	Range	Target	Cost	Effect	Action Phase	Limitations / Notes
Abandon a Hideout	—	One of your own hideouts	—	The hideout is abandoned; everything that had been accumulated there is lost.	Construction	—

Brigandage	10 hexes	Domain	1 clandestine seal 1+ brigand(s) and/or 1+ assassin(s)	Allows 20% of the lot production of a domain's buildings to be stolen. The clandestine hideout adds the stolen lots to its revenues. In the event of simultaneous action, the hideout that used the greatest total number of brigands and assassins in the action receives the revenues.	Intrigue	Action only possible during the Winter season. A domain may not have more than 20% of its total lot production stolen. Labor, energies, and all other productions cannot be briganded. The name of the clandestine seal used is kept secret.
Contraband	10 hexes	Commercial counter	1 clandestine seal 15 loot	Allows 15 cargoes to be added to the revenues of the clandestine hideout.	Intrigue	The name of the clandestine seal used is kept secret.

Corruption	10 hexes	Commercial counter	1 clandestine seal 1+ brigand(s) and/or 1+ assassin(s)	Allows 20% of the cargoes produced in the commercial counter to be stolen. The clandestine hideout adds the cargoes to its revenues.	Intrigue	The targeted commercial counter may not have more than 20% of its total cargo production stolen. The name of the clandestine seal used is kept secret.
Creation of a Hideout	25 hexes from a hideout	See above	1 clandestine seal 2 brigands	Allows one or more clandestine hideout(s) to be created.	Construction	A made-up and different hideout name must be given for each hideout. This action may only be carried out during the Autumn season.
Drug the Vanguard	—	Support to an army, garrison, or naval garrison	1 clandestine seal 25 sépiums	Allows the owner of an army or garrison to increase the strength of 5 units by 1 for the season.	Support	This action may be carried out only once per army or garrison per season.

Ambush	—	One's own clandestine hideout	1 clandestine seal 1+ brigand(s) and 0+ assassin(s)	Allows brigands and/or assassins to be placed in ambush in order to defend against the clandestine action Street War . In the event of a Street War and a successful Ambush, the accumulated lots are deposited into the guild chest.	Intrigue	The brigands and/or assassins sent into ambush are lost. The name of the clandestine seal used is kept secret.
Poisoning	10 hexes	Army	1 clandestine seal 1 blade poison 25 sépium	Allows the combat strength of an army to be reduced by 10 during the season. Another source of damage points is required in order to benefit from the effect, because Poisoning causes no damage points on its own.	Sortie Assault	May not be combined with another effect that reduces the combat strength of the same army. The name of the clandestine seal used is kept secret.

Maritime Poisoning	A sea located no more than 10 hexes from the hideout	Ship	1 clandestine seal 1 blade poison 25 sépium	Allows the combat strength of the naval garrison to be reduced by 10 during the season. Another source of damage points is required in order to benefit from the effect, because Maritime Poisoning causes no damage points on its own.	Sortie Assault	May not be combined with another effect that reduces the combat strength of the same naval garrison. The name of the clandestine seal used is kept secret.
Hindrance	10 hexes	Army	1 clandestine seal per seal engaged in the targeted army 2 brigands per seal engaged in the targeted army	Allows the maximum movement of an army to be reduced by 5 hexes.	Movement	May not be combined with another effect reducing the movement of the same army. The name of the clandestine seal used is kept secret.

Make Way!	10 hexes	Support to an army	1 clandestine seal per seal engaged in the targeted army 2 brigands per seal engaged in the targeted army	Allows the maximum movement of an army to be increased by 5 hexes.	Movement	May not be combined with another effect that increases the movement of the same army. The name of the clandestine seal used is kept secret.
Street War	10 hexes	Clandestine hideout	1 clandestine seal 1+ brigand(s) and/or 1+ assassin(s)	Allows combat to be provoked against the targeted clandestine hideout. If the combat strength of the action exceeds that of the units placed in ambush, the clandestine hideout is destroyed and its contents are added to the revenues of the clandestine	Intrigue	The name of the targeted hideout and guild must be given when the order is submitted. In the event of an error in the name of the guild and/or the hideout, the upper half of the units sent will be lost. The name of the clandestine seal used is kept secret. The brigands and

				hideout that carried out the action.		assassins used in a street war are lost.
Pillage a Domain	The domain on which an army carrying out the action is located	Army	1 clandestine seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units in the army carrying out the pillaging action	Allows an army to pillage 5 lots for each point of the army's strength. The lots are pillaged in this order: ores and precious stones, production lots, and basic lots. The pillage is given to the guild of the clandestine seal.	Offensive Actions of an Army	The army must already have succeeded on the order Attack a Domain before it may pillage a domain. If several armies pillage the same domain in the same season, the armies pillage the domain in descending order, beginning with the army having the most strength points.
Sépium Plantation	10 hexes	Domain with grain production type	1 clandestine seal 2 brigands	Allows 25 sépiums to be added to the hideout's revenues. This action is liable to create a nuisance.	Intrigue	This action may be carried out only during the Spring season. The name of the clandestine seal used is kept secret.

Fencing	—	One's own clandestine hideout	1 clandestine seal 15 loot	Allows loot to be sold and assorted wealth to be added to the hideout's revenues. Loot is converted into an equivalent value in ores, precious stones, collection objects, works, supernatural components, or solars.	Intrigue	The fence does not get to choose what is received. The name of the seal and of the clandestine hideout used are kept secret.
Sépium Den	10 hexes	Domain with a development stage of village, town, or city	1 clandestine seal 20 sépiums 2 brigands	Allows 25 loot to be produced. This action is liable to create a nuisance.	Intrigue	This action may be carried out only during the Winter season. The name of the clandestine seal used is kept secret.
Trafficking (Ducal Courier)	—	—	1 clandestine seal One trafficking The necessary cards	Allows trafficking won during a quest or a silent auction to be completed. The revenues will be deposited in the chest of the guild whose seal was used.	N/A	A sealed envelope must be submitted to the Bank of the Hippocampus with the seal, the trafficking, and the necessary cards.

Highway Robbery	10 hexes	Commercial counter	1 clandestine seal 1+ brigand(s) and/or 1+ assassin(s)	Allows 20% of the value of the bills of exchange of merchant caravans having the targeted commercial counter as their destination to be subtracted. The clandestine hideout adds 1 loot to its revenues per bracket of 75 solars in value of the targeted bills of exchange.	Intrigue	
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8. The Commercial Sphere

8.1 Cargoes

In order to begin trading, a guild must first obtain cargoes. These may be acquired through certain buildings or by using the commercial action **Manufacture Cargoes**. Afterward, once the other prerequisites are met, a guild may carry out an action requiring a commerce seal committed until the end of the next Summer season.

Table 15: Sale Value of Cargoes

Condition	Sale Value
Base value of one cargo	80 solars
Arrival counter in a different region from the departure region	+25 solars
Distance between the departure commercial counter and the arrival commercial counter	+1 solar per hex of distance between the two commercial counters, as the crow flies, to a maximum of 100
Neutral Syta draw	Variable according to the result of the Syta draw

Bonus linked to commercial pacts from quests or auctions	Variable
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8.2 Trade Revenue

Because all movement in the world of the Hippocampus is filled with many perils and uncertainties, all actions requiring a committed commerce seal are subject to a neutral Syta draw that will influence the result of the action.

Table 16: Effects of Neutral Syta Draws on Actions of the Commercial Sphere

Syta Draw	Effect / Result
Luminous E	+50% of the value per cargo
Luminous D	+20 solars per cargo
Luminous C	+15 solars per cargo
Luminous B	+10 solars per cargo

Luminous A	+5 solars per cargo
Gray	No effect
Dark A	-5 solars per cargo
Dark B	-10 solars per cargo
Dark C	-15 solars per cargo
Dark D	-20 solars per cargo
Dark E	Total loss of the cargoes

8.3 Actions of the Commercial Sphere

Trade between provinces is vital for the viability of the population. The choice of your affiliated province is just as important when it comes time to think about having a commercial guild.

Action	Range	Target	Cost	Effect	Action Phase	Limitations / Notes
Merchant Caravan	Commercial counter Maximum range of 20 hexes per season	Commercial counter located in another province	1 commerce seal committed 10 cargoes, 5 labor, 5 livestock, 5 grain, 2 militias 10 influence from the departure region if it is not from the affiliated province	Allows a bill of exchange from the arrival region to be brought back. During the Summer season , if the arrival commercial counter is not accessible (domain besieged or under occupation, building destroyed), the value of the bill of exchange is reduced by 50%.	Movement	The commerce seal is committed until the end of the Summer season. The action may not be carried out during the Summer season. Revenue is subject to a neutral Syta draw.

Maritime Trade – Caravel	Caravel in the coastal zone of a domain possessing a commercial counter and a quay Maximum range of 1 maritime segment per season	Arrival commercial counter of a domain with a quay	1 commerce seal committed 1 maritime seal 10 cargoes, 5 sailors, 6 provisions, 2 embarked fighters 10 influence from the departure region if it is not from the affiliated province	Allows a bill of exchange from the arrival region to be brought back. During the Summer season , if the arrival commercial counter is not accessible (domain besieged or under occupation, blockade, building destroyed), the value of the bill of exchange is reduced by 50%. Maritime trade requires a minimum of two seasons (Departure → high seas → arrival), therefore covering a maximum distance of three high seas in the year. (Departure → high seas → high seas → high seas → arrival).	Movement	The commerce seal is committed until the end of the Summer season. Revenue is subject to a neutral Syta draw. The caravel may do nothing else until the end of the Summer season. A caravel engaged in “maritime trade” may not be attacked. For calamities and natural events, the caravel is always considered to be in the departure quadrant.
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Maritime Trade – Galleon	Galleon in the coastal zone of a domain possessing a commercial counter and a quay Maximum range of 1 maritime segment per season	Arrival commercial counter of a domain with a quay	1 commerce seal committed 1 maritime seal 20 cargoes, 20 sailors, 24 provisions, 4 embarked fighters 10 influence from the departure region if it is not from the affiliated province	Allows a bill of exchange from the arrival region to be brought back. During the Summer season, if the arrival commercial counter is not accessible (domain besieged, building destroyed, domain occupied), the value of the bill of exchange is reduced by 50%. Maritime trade requires a minimum of two seasons (Departure → high seas → arrival), therefore covering a maximum distance of three high seas in the year. (Departure → high seas → high seas → high seas → arrival).	Movement	The commerce seal is committed until the end of the Summer season. Revenue is subject to a neutral Syta draw. The galleon may do nothing else until the end of the Summer season. A galleon engaged in “maritime trade” may not be attacked. For calamities and natural events, the galleon is always considered to be in the departure quadrant.
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Withdrawal Request	—	Guild chest	—	Allows all or part of the assets from the guild chest to be withdrawn and recovered in hand. <i>The request is made directly on the guild profile by the guild leader and their treasurers.</i>	N/A	The withdrawal request must be made no later than Friday at noon before the beginning of the activity.
Exchange a Bill of Exchange	—	—	Bill of exchange	Allows a bill of exchange to be exchanged for its nominal value in solars.	N/A	This action is resolved directly by hand at the Bank of the Hippocampus.
Manufacture Cargoes	—	—	100 production lots, 150 solars, 2 loot or 10 precious stones	Allows 10 cargoes to be created.	N/A	This action is resolved directly by hand at the Bank of the Hippocampus.

Mint a Silver Ingot	—	—	200 lots of silver ore	Allows a silver ingot to be created. Precious stones may replace a certain number of silver ores: 2 precious stones replace 3 silver ores.	N/A	This action is resolved directly by hand at the Bank of the Hippocampus.
Mint a Gold Ingot	—	—	200 lots of gold ore	Allows a gold ingot to be created. Precious stones may replace a certain number of gold ores: 5 precious stones replace 3 gold ores.	N/A	This action is resolved directly by hand at the Bank of the Hippocampus.
Coin Striking	—	—	1 gold ingot or 1 silver ingot	Allows a gold or silver ingot to be exchanged for its nominal value in solars.	N/A	This action is resolved directly by hand at the Bank of the Hippocampus.

Withdraw an Ingot	—	A castel or a citadel	2 commerce seals for a gold ingot 1 commerce seal for a silver ingot	The ingot or ingots will be given to the guild of the commerce seal. A value under 2000 solars cannot be withdrawn.	Sortie Assault	This action may only be carried out by the owner of the domain.
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9. The Sphere of Belief

9.1 The Creation of a Belief

When a belief is created, it is entered into the Register of Beliefs of the Duchy of Bicolline. The first high priest of a belief must send the history, the symbol, the philosophy / dogma, as well as the various details of the belief to the game master of the sphere of belief.

9.1.1 High Priests and Clerics

High priests and clerics are the official representatives of their belief.

- A **high priest** may use the powers proper to their belief both in the geopolitical game and in field play when this is permitted during official activities.
 - A high priest must first have taken a parish before they may cast a power of their belief. They may use belief powers from a domain where a high priest of their belief has chosen a parish.
 - High priests residing in a parish share 50% of the domain's stones of knowledge, rounded down to the nearest whole number, during an election.
 - A high priest is appointed for life unless they abandon their title by sending an official notice to that effect to the game master of the sphere of belief, or if their position is abolished because of a lack of devotion.
 - Upon the destruction of the belief building that serves as a High Priest's residence, that High Priest is expelled from their parish.
- A **cleric** is appointed by a high priest in order to be the potential alternate bearer of their healing hourglass for the following year.
 - The appointment of a cleric may only take place during a ceremony at the Grande Bataille.

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

9.2 Doctrines

When it is created, a belief must choose a primary doctrine from the following list:

- The spirit world / Nature
- The elements: water, earth, air, fire
- Self-fulfillment
- Knowledge
- Light / Peace
- Death / Darkness
- Life / Creation
- Combat / Destruction
- Travel / Time

This choice is made during a meeting with the game master of the sphere of belief and must be directly connected to the dogma presented by the first high priest.

Upon the appointment of its fourth high priest, the first high priest must choose a secondary doctrine. This choice is also made during a meeting with the game master of the sphere of belief and must be directly connected to the dogma of the belief.

Upon the appointment of its tenth high priest, the first high priest must choose a tertiary doctrine. This choice is also made during a meeting with the game master of the sphere of belief and must be directly connected to the dogma of the belief.

9.3 Powers

The high priests must unanimously choose the powers of their belief. When a power is selected, it is added to the list of powers of the belief.

9.3.1 Types of Powers

There are four types of powers:

- Minor powers
- Common powers
- Doctrine powers
- Ultimate powers

9.4 The Number of Powers per Belief

The number of powers of each type depends on the number of maintained high priests associated with the belief.

Table 18: Belief Powers According to the Number of Maintained High Priests

Number of High Priests	Minor Powers	Primary Doctrine / Ultimate*	Common Powers / Secondary Doctrine	Common, Secondary, or Tertiary Doctrine
1	Ordination			
2	Offering			
3	Religious Ost	1		

4			1	
5		2		
6			2	
7		3		
8			3	
9		1*		
10				1
11				2
12				3

9.4.1 Power Points

Power points are necessary for the use of belief powers by high priests. Power points are obtained through cathedrals or through belief ceremonies.

9.5 Devotion

Devotion is represented by the field attendance of the characters having displayed their belief and by ceremonies of devotion.

9.6 Maintenance of High Priests

In order to remain active, a belief must have a minimum of one maintained high priest before the end of each Summer season, otherwise it is considered abandoned and disappears from the Register of Beliefs.

- The maintenance calculation for high priests is done annually at the end of the Summer season and is carried out in ascending order of the high priests of a belief.
- The maintenance of each high priest requires 50 devotion points per high priest.
- A belief that fails to maintain one or more high priests before the end of the Summer season for two consecutive years loses the high priest position or positions that were not maintained.
- A high priest in schism is considered unmaintained for one year. A high priest in schism for a duration of 2 years, or appointed within a belief and not maintained, will lose their title.

9.7 Belief Ceremonies

A ceremony of the same belief may contain the effects of several ceremonies without adding any additional time prerequisites.

9.8 Ultimate Power

In the event that a belief casts an ultimate power several times, since such powers are restricted to only once per season, it is the power of the high priest of the parish that will function, otherwise the highest in hierarchy. The other power, although the seals are lost, will be refunded to the chest of the guild whose seal was used.

9.9 Power by Parish

The same power may not be cast twice from the same parish during the same season. Priority goes to the high priest of the parish, otherwise according to the hierarchical order of the high priests.

9.10 Create a New Belief

To create a belief, one must first send the history, the symbol, the philosophy / dogma, as well as the various details of the belief to the game master of the sphere of belief, then use the order “**Ceremony of Appointment**” to appoint at least one high priest.

9.11 Actions of the Sphere of Belief

Table 19: Actions of the Sphere of Belief

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Abandon One's Position	—	—	Allows a high priest to abandon their title. The title of high priest then becomes vacant.	N/A	—
Ceremony of Devotion	—	1 belief seal 10 believers	Generates 50 devotion points for the current year.	N/A	Requires the holding of a ceremony during an official activity of the Duchy of Bicolline.

Ceremony of Appointment	Participant	1 belief seal 50 Grande Bataille population cards and 50 laborers, with 1 believer able to replace 5 laborers	Allows a participant to receive a new title of high priest of the belief. The new high priest is considered maintained for the year.	N/A	Requires the agreement of all the high priests of the belief. Requires the holding of a ceremony during an official activity of the Duchy of Bicolline.
Ceremony of Transfer	Participant	1 belief seal	Allows a high priest title to be transferred. The new high priest becomes last in the hierarchy of the high priests.	N/A	Requires the agreement of all the high priests of the belief. Requires the holding of a ceremony during an official activity of the Duchy of Bicolline.

Ceremony of Power	—	1 belief seal per 25 participants 5+ population card(s)	Allows the high priests of the belief to generate 1 power point per bracket of 5 population cards. 5 “Event” population cards generate 2 power points.	N/A	Each high priest may convert only 5 population cards per year. High priests may not convert more population cards into power points than there are participants at the ceremony. Requires the holding of a ceremony at the Grande Bataille.
Change Doctrine	A doctrine	1 belief seal 1 believer	Allows a belief to change doctrine. A secondary or tertiary doctrine may thus become a primary doctrine.	N/A	Requires the agreement of all the high priests of the belief. The belief must have no powers linked to a doctrine being replaced.

Change the Order of High Priests	—	1 belief seal	Allows the order of the high priests to be defined.	N/A	Requires the agreement of all the high priests of the belief.
Create Pure Energy	Scholar	1 belief seal 50 influence from the same region per pure energy created	Allows a scholar to create 1 pure energy for each bracket of 10 participants present at the ceremony, to a maximum of 5 per ceremony.	N/A	Requires the holding of a ceremony in the presence of the scholar. The scholar may perform a ceremony to Create Pure Energy only once per year.
Merge a Belief	1 belief	1 belief seal 10 believers per high priest	During the transfer, the last high priest of a belief and all of its faithful are transferred. A high priest who merges their belief is not considered maintained for the year.	N/A	Requires the agreement of all the high priests of the belief. Requires the holding of a ceremony during an official activity of the Duchy of Bicolline.

Cast a Belief Power	Variable according to the power	Variable costs according to the power	Variable according to the power	Variable	The belief power must be cast from one of the residence parishes of a high priest of the belief. A high priest may not cast the same power more than once per season. The same power may not be cast from the same parish more than once per season. A high priest must first have taken a parish before they may cast a power.
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Appoint a Cleric	Participant of the belief	—	Allows a maintained high priest to appoint a cleric who will bear their healing hourglass until changed by the High Priest.	N/A	The high priest must be maintained at the end of the Summer season. This action may be performed only once per high priest per year at the Grande Bataille or during the ceremony of appointment for a new high priest. The cleric must be of the same belief as the high priest.
Forget a Power	A power	1 belief seal 1 believer	Allows a belief to forget one of its powers.	N/A	Requires the agreement of all the high priests of the belief. Only one power may be forgotten per season. The forgotten power may be

					replaced only beginning in the following season.
Residence Parish	High priest	1 belief seal	Allows a high priest without a parish to take up residence in a residence parish. The chosen belief building must already be built at the beginning of the season.	Construction	Requires the agreement of the domain chief. The same belief building may not be used as a residence parish for more than one high priest. A newly appointed high priest is not permitted to take a parish during the same season as their appointment.

Leave the Residence Parish	High priest	—	Allows a high priest to leave their residence parish. The space freed in a parish may be taken by another high priest during the same season.	Syta	A high priest who leaves their parish may not cast a power from it during the same season. The same is true for the other high priests of their belief. The high priest is not authorized to take a new residence or parish during the same season.
Replace a Forgotten Power	A forgotten power	1 belief seal 1 believer	The belief gains a new power linked to a previously forgotten power.	N/A	Requires the agreement of all the high priests of the belief.

Syncretism	High priest in schism	1 belief seal 5 believers for one high priest in schism	Allows the high priest to join a belief. A high priest who was in schism is not considered maintained for the year.	N/A	Requires the agreement of all the high priests of the belief. Requires the holding of a ceremony during an official activity of the Duchy of Bicolline.
Schism	High priest	—	The high priest abandons their belief. Their cleric is removed.	N/A	Their healing power is lost.



10. The Sphere of Exploration

To confront the nuisances that roam the world, discover a new deposit, or investigate the criminal dealings of your rivals. An explorer will never run out of places to try their luck or face a new challenge. Skirmishers and adventurers are experts and, unlike armies, can travel the world very quickly.

10.1 Affiliated Region

An exploration action carried out on a target that is not located in the affiliated region of the guild whose seal is invested must spend 5 influence from the targeted region in order for the action to be carried out.

The influence of a region that does not possess its own influence, or very little of it, may be replaced by the **influence of the guild's region.**

These regions include:

- Isles of Roxeliane (Îles de Roxeliane)
- Simaelle
- Soumess
- ~~Lands of Mists (Terres des Brumes)~~
- ~~Territories of Forgetting (Territoires de l'Oubli)~~

10.2 Combat Between Explorers

In the event of actions carried out simultaneously by different guilds on the same target, the guild whose units total the greatest combat strength wins all of the gains related to that action. In the event of a tie, the gains are shared as equitably as possible among the guilds concerned. The guild owning the invested seal receives all gains related to the action.

10.3 Rat-Men

Rat-men can replace skirmishers in every respect.

10.4 Actions of the Sphere of Exploration

Table 20: Actions of the Sphere of Exploration

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Adventure	Land nuisance	1 exploration seal 1+ skirmisher(s) and/or 1+ adventurer(s) 5 influence from the targeted region if not in the affiliated region of the seal used	Allows all land nuisances on the same hex to be fought and the associated gains to be won in the event of success.	Investigation	Whether or not the action succeeds depends on the strength of the nuisance or nuisances.

Treasure Hunt	War loot	1 exploration seal 1+ skirmisher(s) and/or 1+ adventurer 5 influence from the targeted region if not in the affiliated region of the seal used	The treasure hunt with the greatest strength will collect the war loot. All exploration units are lost whether the treasure hunt succeeds or not . If a domain has several loot caches, it is necessary to identify which one is the target of the treasure hunt by specifying its season of origin.	Investigation	An army carrying out the action Collect War Loot will collect the loot first. Only one war loot may be collected even if the hex contains several.
Fight Nuisances	Army	1 exploration seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units in the army	Allows an army to fight all nuisances on the same hex using its combat strength. A combat resolution takes place and units of the army will be destroyed.	Combat Resolution	The army must be on the same hex as the nuisance or nuisances. Fighting nuisances with an army grants no reward. The strength of nuisances does not contribute to the creation of war loot.

Land Discovery	Domain	1 exploration seal 1+ skirmisher(s) and/or 1+ adventurer(s) 5 influence from the targeted region if not in the affiliated region of the seal used	Allows 1 Syta draw to be made for each 0.5 strength invested in the action, according to the list of land discoveries in Table 21.	Investigation	Neutral Syta draw without replacement between each draw.
Scout	Land nuisance	1 exploration seal 1 skirmisher 5 influence from the targeted region if not in the affiliated region of the seal used	Reveals the strength of all nuisances on the same land hex.	Investigation	This action also makes it possible to learn an alternative way of fighting a nuisance.

Clandestine Investigation	Domain	1 exploration seal 1 adventurer 5 influence from the region + 5 influence from the targeted region if not in the affiliated region of the seal used	Reveals the names of the clandestine hideouts and guilds present on the targeted domain.	Investigation	The clandestine investigation is announced in the public history of the domain. The names of the guilds and hideouts are provided only to the guild of the exploration seal.
Collect War Loot	Army	1 exploration seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units in the army	Allows an army to collect war loot on its hex.	Other actions of an army	The war loot is given to the guild of the exploration seal. Only one war loot may be collected even if the hex contains several.

Table 21: List of Land Discoveries

Syta Draw	Discovery	Effect / Result
Luminous E	Gold Deposit	Discovery on the domain of a deposit. The size of the deposit is determined by rolling a D6: • 1, 2, 3: A small deposit is discovered; • 4, 5, 6: A large deposit is discovered.
Luminous D	Precious Stone Deposit	Discovery on the domain of a deposit. The size of the deposit is determined by rolling a D6: • 1, 2, 3: A small deposit is discovered; • 4, 5, 6: A large deposit is discovered.
Luminous C	Silver Deposit	Discovery on the domain of a deposit. The size of the deposit is determined by rolling a D6: • 1, 2, 3: A small deposit is discovered; • 4, 5, 6: A large deposit is discovered.
Luminous B	Supernatural Component	Discovery on the domain of a random supernatural component.
Luminous A	Old Mine	Discovery on the domain of an abandoned old mine containing 5 gold ores, 5 silver ores, and 5 precious stones.
Gray	Old Treasure	Discovery on the domain of an old cache containing 2 loot.

Dark A	Brigands' Hideout	One gray stone is canceled.
Dark B	Distractions	All results of Luminous A stones are ignored.
Dark C	Fear	A nuisance with a strength of 1 to 4 appears on the domain.
Dark D	Spoilsports	A nuisance with a strength of 1 to 4 appears on the domain and the discovery action ends. Previous discoveries are kept.
Dark E	Monstrous Lair	A special nuisance appears on the domain and the discovery action ends. Previous discoveries are lost.

11. The Sphere of Magic

11.1 Magical Traditions

Magic is an essential element of the geopolitical game. Magicians are those capable of directly altering reality through the power of their will, with the aid of arcane energies. There are five (5) magical traditions.

Table 22: Magical Traditions, Types of Magic, and Associated Buildings

Magical Tradition	Type of Magic	Associated Building
Manthora	Common Magic	Refectory
Golhir	Black Magic	Crypt
Svir-Kala	Artifact Magic	Pentacle
Miguisse	Ancestral Magic	Ancestral Site
Breath of Life	Ritual Magic	Dolmen

11.2 Magical Hierarchy

Magicians are people devoted to the arcane arts. They possess a grimoire and must take up residence in an arcane site or a great arcane site in order to be able to use their spells. The rank of a magician represents the control and knowledge they possess over their arcane art.

Depending on the traditions and the types of arcana, the titles associated with the ranks may change, but the mechanic represented here remains the same. The rank of a magician is determined by the number of spells they possess in their grimoire.

11.2.1 Apprentice

This is the beginning of every magician's training. They learn the rudiments of the arcane and begin research in order to acquire their first spell. A participant becomes an apprentice when they begin the research for the first spell they wish to add to their grimoire. When an apprentice completes the learning of their first spell, they attain the rank of adept and their grimoire is added to their profile.

The only action that an apprentice may carry out is learning a minor spell.

- An apprentice must reside in an arcane site or a great arcane site in order to be able to learn their first spell.
- An apprentice must find a master mage of magic in order to be able to learn their first minor spell.

11.2.2 Adept

An adept has mastered the concepts of the arcane well enough to have successfully discovered at least one spell through magical research. A participant is considered an adept when they possess at least one spell in their grimoire.

- An adept must reside in an arcane site or a great arcane site in order to cast spells in the geopolitical game.

- An adept must find a master mage of magic in order to be able to learn a major spell.

11.2.3 Master Mage

The master mage is a magician who has spent a long time studying the supernatural arts and who understands the workings of magic. A participant obtains the rank of master when they possess three spells of the same type of magic in their grimoire.

- A master mage must reside in an arcane site or a great arcane site in order to cast spells in the geopolitical game or to take on a pupil.
- A master mage is capable of teaching the art of magic. A master mage may teach only one pupil at a time.

11.2.4 Grand Master Mage

The grand master mage is a very experienced master mage who knows the slightest secrets linked to their type of magic. To be regarded as a grand master mage, they must possess at least seven spells of the same type of magic in their grimoire.

- The grand master mage has the same restrictions as the master mage.
- A grand master mage who takes charge of and leads a magic ceremony allows one seal to be saved in order to go from 25 to 50 participants, at the Grande Bataille only.

11.2.5 Archmage

This is an extremely rare title that may be granted only to a handful of chosen individuals following epic quests and perilous adventures.

- The archmage has the same restrictions as the master mage.
- An archmage who takes charge of and leads a magic ceremony allows one seal to be saved in order to go from 25 to 50 participants, at the Grande Bataille only.

11.3 Residence

A magician who wishes to interact with an arcane site in order to carry out any action whatsoever must perform the action of taking up residence on a domain possessing an arcane site or a great arcane site.

Only when a magician has no place of residence may they request residence from a domain owner. A magician who wishes to change their residence to another must therefore first leave the arcane site where they are in order to be able to join another arcane site in the following season.

11.4 The Grimoire and the Learning of Spells

11.4.1 The Grimoire

The grimoire is the list of spells known by a magician. A magician who wishes to cast a spell must first ensure that it is indeed written in their grimoire. Grimoires are public documents.

11.4.2 The Learning of Spells

Magic makes it possible to invoke spells that affect the geopolitical world of the Duchy of Bicolline. All spells have their own ranges and require a greater or lesser quantity of energy. All spells have as their point of origin an arcane site or a great arcane site that serves to channel the energy of telluric currents.

Depending on the type of spell, the cost and duration of learning vary according to the table below.

Table 23: Cost and Duration of Magical Learning

Type of Spell	Cost of Learning	Duration
Minor	2 energies of the magical tradition of the spell to be learned, 2 scribes, 20 solars, 2 equipment, 2 precious stones	1 season
Major	3 energies of the magical tradition of the spell to be learned, 3 scribes, 30 solars, 3 equipment, 3 precious stones	2 seasons

11.4.3 Magical Damage

Unless otherwise indicated in a spell's description, all points of military strength inflicted by a magical source ignore the military defense bonuses granted by buildings.

11.5 Magical Objects

- **Scrolls** are vellums enchanted by magicians. Part of the magical energy that would have been used by the magician to cast the spell is transferred to the scroll so that anyone may use it. The range of a scroll is calculated from the place where it is used and the distance is reduced by 50%, rounded down.
- **Magical objects** are powerful magical items created through magic and usable only by adepts in magic.

11.6 Supernatural Components

A supernatural component, vampire tooth, troll blood, ent bark, and so on, may be acquired, among other ways, during quests, an adventure, a treasure hunt, through fencing, or by participating in auctions. The uses of supernatural components serve mainly for the creation of magical objects.

11.7 Actions of the Sphere of Magic

Table 224: Actions of the Sphere of Magic

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Learn a Spell	The magician carrying out the action	1 magic seal Other variable costs according to the type of spell	Allows the magician to learn a spell and record it in their grimoire. The duration of learning varies according to the type of spell, minor or major. If a magician is forced to leave their residence before the end of their learning, it is lost.	Construction	The magician must reside in an arcane site or a great arcane site. Learning the first spell of a magical tradition must be a minor spell. The pupil must have a master mage as a teacher. The master mage must remain the adept's teacher for the duration of the learning of the major spell.

Magic Ceremony	—	1 magic seal per 25 participants 1+ population card(s)	Allows the person responsible for the ceremony to generate 1 magical energy for each population card. 1 “Event” population card generates 2 magical energies.	N/A	The person responsible may not convert more population cards into magical energy than there are participants at the ceremony. Requires the holding of a ceremony during any activity.
Create Pure Energy	Scholar	1 magic seal 50 influence from the same region per pure energy created	Allows a scholar to create 1 pure energy for each bracket of 10 participants present at the ceremony, to a maximum of 5 per ceremony.	N/A	Requires the presence of the scholar at the ceremony. The scholar may perform a ceremony for Create Pure Energy only once per year.
Cast a Magical Spell	Variable according to the spell	1+ magic seal Other variable costs according to the spell	Variable according to the spell	Variable	Variable according to the spell. The magician must reside in an arcane site. A magician may not cast the same spell more than once per season.

Kingdom Magician	Magician	1 magic seal 1 scribe 10 influence from the region	Allows the head of a region to shorten the learning time of a major spell to a single season.	Construction	—
Take on a Pupil	Resident of an arcane site or a great arcane site	1 scribe	Allows a master mage to teach a minor spell to a pupil. Allows a master mage to teach a major spell to an adept.	Syta	The master mage must reside in an arcane site or a great arcane site. The master mage must remain the adept's teacher for the duration of the learning of the major spell.

Take Up Residence	Arcane site or great arcane site	1 magic seal	Allows a magician without a residence to take up residence in the arcane site or great arcane site of the domain. It is not possible to take up residence in a newly built building during the same season.	Construction	Maximum of 3 magicians and occultists per arcane site. A great arcane site allows 3 additional magicians and occultists to reside in the arcane site of the domain. Requires the consent of the owner of the domain.
Leave One's Residence	Magician	—	Allows the magician to leave their residence in the arcane site or great arcane site of the domain. The space freed in an arcane site or great arcane site may be taken by another magician or occultist during the same season.	Syta	A magician leaving their residence may do nothing else this season. This includes taking on a pupil, casting spells, using a magical object, and learning. The magician is not authorized to take a new residence or parish during the same season.

Use a Magical Object	Variable according to the object	1+ magic seal	Variable according to the object	Variable	Variable according to the magical object. A magician may not use the same magical object more than once per season.
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12. The Maritime Sphere

12.1 Ships

There are different types of ships. The owner of a ship is called a captain. Ships have the capacity to move within the maritime provinces, including the associated rivers and waterways, and the ports of the world of the Hippocampus. Ownership of ships is governed by property titles. Any change of owner must be carried out at the Political Registries.

- With the exception of support actions, when the target of an action is a **Ship**, that ship may carry out only one of those actions per season.

12.1.1 Structure Points

Structure points represent the physical integrity of a ship. If the total damage points are equal to or greater than the number of structure points of the ship, including its improvements, the ship sinks and then becomes a wreck that may be explored. If the total damage points are less than the number of structure points of the ship and its improvements, those damage points are recorded on the ship and may be repaired later.

12.1.1.1 Repair

Through different actions, it is possible to repair the structure points of a ship.

- The repair cost per point, per ship, is **five (5) resources and three (3) equipment**.

12.1.2 Naval Garrisons

The naval garrison determines the maximum capacity of maritime units that may be present on the ship: embarked fighters, flobarts, pirates, and war sails. The naval garrison excludes all units that are in an embarked army.

12.1.3 Types of Ships, Their Construction, and Their Characteristics

The owner of a domain that possesses a shipyard may undertake the construction of a ship and will choose its name. There are three different types of ships, each with characteristics of its own: the caravel, the galleon, and the frigate.

- A shipyard may construct only a limited number of ships per season: either one galleon, or one frigate, or up to two caravels.
- ~~If desired, the owner of the domain where a new ship is built may also add maritime improvements to the ship at the same time as its construction.~~
- ~~These actions take place during the Construction action phase.~~
- Unless equipped with the maritime improvement “**Transport Cabin**,” a ship may not embark an army.
- A newly built ship is placed in the hex of the domain.

Table 235: Types and Characteristics of Ships

Type of Ship	Structure Points	Naval Garrison	Maritime Improvements
Caravel	5	5	4
Galleon	10	10	6
Frigate	15	15	4

Construction Costs of Ships

Type of Ship	Construction Cost
Caravel	25 solars, 10 sailors, 25 resources, 25 equipment, 25 armaments, 1 carpenter, 1 blacksmith
Galleon	100 solars, 10 sailors, 45 resources, 45 equipment, 45 armaments, 5 carpenters, 3 blacksmiths, 2 engineers, 10 influence from the region of the shipyard
Frigate	300 solars, 20 sailors, 65 resources, 65 equipment, 65 armaments, 8 carpenters, 5 blacksmiths, 3 engineers, 10 influence from the region of the shipyard

12.2 The Captain, the Admiral, and the Maritime Lord

The owner of a ship is called a captain. Captains may unite in support of an admiral. During maritime elections, an admiral has the opportunity to become lord of a maritime province.

12.3 The Crew

The crew represents the population working aboard the ship, that is, the total number of population cards, sailors, fishing boats, and believers assigned to the ship's maritime improvements.

A captain may be called upon to vote during certain elections, appointments, or other official gatherings. When that is the case, they receive stones of knowledge according to the crew of their ship at the end of the previous season. The number of stones of knowledge of a captain is obtained by dividing the total crew of the ship by five, rounded down.

12.4 Maritime Improvements

Ships may be modified and improved by constructing maritime improvements, the maritime equivalent of land buildings. These improvements may receive assignments in the form of population cards, labor, or other elements in order to generate various effects or revenues. Each maritime improvement may be built only once per ship.

- New maritime improvements may be built only on a domain possessing a shipyard.
- The construction cost of maritime improvements must be paid by the chief of the domain where the construction takes place by means of a shipyard VAF.
- When the construction cost of a maritime improvement requires influence, it is the influence of the region of the domain containing the shipyard.

The characteristics of a maritime improvement determine both its possibilities and its limitations when built on a ship.

- Capacity: The capacity of a maritime improvement determines the number of laborers, masters, or population tokens that can be assigned to it.
- Effects: Effects are the gameplay opportunities and income provided by the maritime improvement once built.

Maritime Improvements

Maritime Improvement	Maximum Capacity	Effect	Construction Cost
Maritime Barracks	—	Increases the ship's naval garrison capacity by 5 maritime units.	25 solars, 5 sailors, 30 resources, 10 equipment, 5 armaments, 1 carpenter, 1 blacksmith, 1 engineer

Crew Cabin	10 population cards	Allows 2 sailors to be trained per assigned population card.	20 solars, 5 sailors, 5 resources
Luxury Cabin	10 population cards	Allows 2 sailors to be trained per assigned population card.	30 solars, 10 sailors, 10 resources, 5 equipment, 1 carpenter
Transport Cabin	—	Allows a ship to embark an army with a maximum of 2 engaged seals additionally. A fleet with several ships having transport cabins will be able to embark a larger army.	40 solars, 10 sailors, 45 resources, 20 equipment, 15 armaments, 2 carpenters, 2 blacksmiths, 1 engineer
Prestige Construction	—	Each year, during revenues in July, the 3 ships possessing the most expensive prestige constructions each grant 1 notoriety point. A same guild may receive only one notoriety point in this manner per year, regardless of the number of ships it controls. A ship may grant its notoriety point only once. If the guild transfers or loses the ship, the notoriety point is also lost. If a ship already grants a notoriety point to a guild, the next ship in prestige order is then examined to determine	100 solars and up. It is possible to improve a ship's prestige construction every season in a shipyard by the guild owning the shipyard. A prestige construction must contain a short presentation.

		whether it may grant a point to another guild.	
Reinforced Hull	—	Adds 5 structure points to the ship.	30 solars, 10 sailors, 10 resources, 5 equipment, 1 carpenter
Gilding and Finery	2 population cards	Grants 2 stones of knowledge to the captain of the ship per assigned population card.	15 solars, 5 sailors, 10 resources, 5 equipment, 5 armaments, 1 blacksmith, 5 gold ore
Figurehead	2 population cards	Grants 2 stones of knowledge to the captain of the ship per assigned population card.	15 solars, 5 sailors, 10 resources, 5 equipment, 1 carpenter, 5 influence
High-Sea Net	10 sailors	Generates 5 provisions per assigned sailor.	15 solars, 5 sailors, 10 resources, 5 equipment, 1 blacksmith, 1 fishing boat
Embarkation Platform	—	Allows the ship to embark and disembark an army on coastal hexes. Allows the naval garrison to be reinforced on any coastal hex.	50 solars, 10 sailors, 45 resources, 20 equipment, 15 armaments, 2 carpenters, 2 blacksmiths

Anchorage Post	5 fishing boats	Generates 15 provisions per assigned fishing boat.	30 solars, 10 sailors, 10 resources, 5 equipment, 1 carpenter
Fighters' Quarters	10 sailors	Allows 1 maritime mentor to be trained per assigned sailor.	100 solars, 20 sailors, 50 resources, 25 equipment, 50 armaments, 3 carpenters, 3 blacksmiths, 1 engineer, 1 maritime mentor
Sailors' Quarters	10 sailors	Generates revenues per assigned sailor for the maritime lord. The revenues are tied to the value of the maritime province in which the ship is located when the maritime lord's annual revenues are calculated at the end of the Summer season.	15 solars, 10 sailors, 10 resources, 5 equipment, 1 carpenter
Practitioners' Quarters	5 believers	Protects the ship from all supernatural attacks. The believers are lost at the end of the season in the event of a major supernatural attack. It is possible to assign believers in the same season as the construction of the practitioners' quarters, whether during the construction of the ship or of the maritime improvement, only in a shipyard. Exceptionally, it is possible to assign believers during every season.	150 solars, 20 sailors, 40 resources, 5 equipment, 2 carpenters, 1 blacksmith, 1 believer

12.5 Maritime Movement

A ship may be located on a coastal hex, on the hex of a coastal domain, or on the high sea in a maritime province.

- A ship located on a coastal hex does not benefit from any additional protection from the fortifications, garrisons, or armies of the domain.
- Within the same season, a ship may use the actions **Navigation** or **Navigation on the High Sea** in order to move.
- A captain or an admiral may issue movement orders at the Bank of the Hippocampus. In the event of disagreement between a captain and an admiral, the captain's movement order takes precedence.
- Ships have a base movement capacity of one (1) maritime segment. A maritime segment represents either the passage from the high sea of one province to the high sea of an adjacent province by means of the action **Navigation on the High Sea**, or the passage from a coastal hex to the high sea by means of **Navigation**, or from the high sea to a coastal hex by means of **Navigation**.

12.6 Resolution of Maritime Combat

12.6.1 Order of Combat

The ship able to board that has the greatest difference in sailors with its target, whether in boarding or evasion, for the boarding action goes first in combat.

12.6.2 Maritime Combat

Following a boarding, if the combat strength of the attacker's garrison, with its potential bonuses, exceeds the combat strength and potential bonuses of the boarded ship's

garrison, the excess damage points are used against the structure of the ship in an attempt to sink it.

- A successful boarding causes 1 point of structure damage to both ships involved.

12.6.3 Army on Ships

Unless equipped with the maritime improvement **Transport Cabin**, a ship may embark only one army at a time by default. The maritime units included in the naval garrison are not counted in that number.

12.7 Maritime Elections

It is during maritime elections that the admirals of the world of the Hippocampus compete to take control of the maritime provinces and win the title of maritime lord. Maritime elections take place during each Grande Bataille and proceed as follows:

- All admirals are invited to participate in the election. They must bring with them an object the size of a hand that will represent them on the maritime map.
Latecomers may not vote.
- A board is displayed indicating the upkeep of the maritime provinces as well as the total number of stones of knowledge possessed by each admiral.
 - Admirals are invited, in descending order of stones of knowledge, to come place their object on one of the maritime provinces in which their fleet is located, or on a maritime province adjacent to the one where their fleet is located.
 - Once all objects have been placed, the officiant announces a first wave of conflicts, if there are any.
 - If there is no conflict, all admirals are named maritime lords of the maritime province they claimed.
 - If several admirals have placed their object in the same maritime province, they are in conflict with one another. Conflicts thus created are resolved in

descending order, beginning with the conflict involving the greatest number of stones of knowledge. A maritime election conflict is resolved as follows:

- An admiral involved in a conflict may decide to take their object and move it to a contiguous maritime province where at least one (1) supporting ship is located. This action may be carried out only once, even if a new conflict is created by moving the admiral's object.
- An admiral may not move their object into a maritime province where a conflict has already been resolved.
- An admiral involved in a conflict may decide to withdraw by rallying their stones of knowledge to those of another admiral already present in the same maritime province.

Once all conflicts have been resolved, the officiant announces the maritime lords elected for the coming year and informs them that they must now pay the upkeep of their maritime province.

- An admiral who does not pay their lordly upkeep after being elected is not made official and does not receive the title of maritime lord.

12.8 Actions of the Maritime Sphere

- With the exception of support actions, when the target of the action is **Ship**, the ship may carry out only one of these actions per season.

Table 257: Actions of the Maritime Sphere

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Abandon a Maritime Improvement	Support to a ship	—	Allows a maritime improvement to be removed from the ship without reimbursement.	Construction	VAF. This action may be carried out by the person holding the ship's property title. Limit of one maritime improvement per season.

Boarding	Ship	1 maritime seal 1+ sailor(s) 1 provision per maritime unit of the garrison	Allows a ship captain to temporarily form an army from their garrison in order to attack a ship located within range. The army will attack the garrison of the targeted ship and a combat resolution will take place. A successful boarding causes 1 point of structure damage to the 2 ships involved.	Combat Resolution	This action may be countered by the maritime action Evasion. If the number of sailors used in the evasion action exceeds the number of sailors invested in the boarding action, the evasive maneuvers are successful and no combat takes place. The two ships must be in the same high sea or coastal zone at the moment the action is carried out.
Maritime Adventure	Ship	1 maritime seal 1+ skirmisher and/or 1+ adventurer	Allows a maritime nuisance of a maritime province to be fought and the associated gains to be won in the event of success.	Investigation	Whether the action succeeds or not depends on the strength of the nuisance. Requires a ship present in the maritime province for the whole season. Requires the agreement of the owner of the ship if different from the guild of the seal used.

Blockade	Ship	1 maritime seal 1 provision per maritime unit of the garrison	Allows a ship located on the hex of a port to block maritime commerce. Causes a loss of 50% of the value of bills of exchange generated by maritime commercial actions targeting the coastal domain targeted by the action. If the ship moves or is sunk before the end of the Summer season, the blockade has no effect.	Offensive Action of an Army	This action may not be executed during the Summer season. The targeted bills of exchange may not have their value reduced below 50% of their original value. The blockade may be made against the departure or arrival coastal domain of a trade ship.
Dry Dock	Ship in a consenting shipyard	1 maritime seal 1 carpenter for a caravel 2 carpenters for a galleon or a frigate	Allows the maritime units to be recovered into the chest and avoids the effects of the Syta. Assignments are lost if there were any.	Movement	If the domain is annexed, ships in dry dock are also annexed. No assignment may be assigned to the ship. A ship under the effect of a spell keeps it. The destruction of the shipyard causes the loss of ships in dry dock.

Change the Name of a Ship	Support to a ship	1 maritime seal 1 steward	Allows the name of a ship to be changed.	Construction	The property title may be recovered during the following season.
Construction of a Maritime Improvement	Support to a ship	Variable	Allows the owner of a shipyard to construct maritime improvements on the ships in its port zone.	Construction	VAF. It is possible to construct maritime improvements on a new ship.
Construction of a Caravel	Caravel in a shipyard	1 maritime seal 25 solars, 10 sailors, 25 resources, 25 equipment, 25 armaments, 1 carpenter, 1 blacksmith	Allows the owner of a shipyard to construct a caravel. The property title may be recovered during the following season by the guild of the captain.	Construction	The order is submitted by the guild that owns the shipyard. The domain where the ship is built must possess a shipyard and a quay. A shipyard may construct only a limited number of ships per season: either one galleon, or one frigate, or up to two caravels.

Construction of a Galleon	Galleon in a shipyard	2 maritime seals 100 solars, 10 sailors, 45 resources, 45 equipment, 45 armaments, 5 carpenters, 3 blacksmiths, 2 engineers, 10 influence from the region of the shipyard	Allows the owner of a shipyard to construct a galleon. The property title may be recovered during the following season by the guild of the captain.	Construction	The order is submitted by the guild that owns the shipyard. The domain where the ship is built must possess a shipyard and a quay. A shipyard may construct only a limited number of ships per season: either one galleon, or one frigate, or up to two caravels.
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Construction of a Frigate	Frigate in a shipyard	2 maritime seals 300 solars, 20 sailors, 65 resources, 65 equipment, 65 armaments, 8 carpenters, 5 blacksmiths, 3 engineers, 10 influence from the region of the shipyard	Allows the owner of a shipyard to construct a frigate. The property title may be recovered during the following season by the guild of the captain.	Construction	The order is submitted by the guild that owns the shipyard. The domain where the ship is built must possess a shipyard and a quay. A shipyard may construct only a limited number of ships per season: either one galleon, or one frigate, or up to two caravels.
Disembark from a Ship	Army	1 maritime seal 1 provision, 1 grain, 1 livestock per bracket of 5	Allows an army to disembark from a ship onto a coastal hex, the army remaining on the same hex as the ship.	Pursuit	This action can only be performed by the owner of the army. It is possible for an army to disembark from a ship after the ship has moved.

		military units in the army			
Maritime Discovery	Ship	1 maritime seal 1+ skirmisher and/or 1+ adventurer	Allows 1 Syta draw to be made for each 0.5 strength invested in the action according to the list of maritime discoveries, Table 22.	Investigation	Neutral Syta draw without replacement between each draw. Requires a ship present in the maritime province for the whole season. Requires the agreement of the owner of the ship if different from the guild of the seal used.
Maritime Development	Maritime province	1 maritime seal 20 influence from the region to which the maritime province is affiliated	Increases the economic value of the maritime province by +1.	Investigation	This action may be carried out up to two times per season per maritime province. Requires a ship present in the maritime province for the whole season.

Embark on a Ship	Army	1 maritime seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units in the army	Allows an army to embark on a consenting ship located on the same coastal hex.	Mobilization	This action may be carried out only by the owner of the army. The ship may move after the army has embarked on the ship.
Evasion	Ship	1 maritime seal 1+ sailor(s) 1 provision per maritime unit of the garrison	Allows a ship captain to avoid any boarding action targeting their ship. If the number of sailors invested in the boarding is less than the number of sailors invested in the evasion, the boarding fails and no combat takes place.	Combat Resolution	This action responds directly to the maritime action Boarding if launched in the same season. The evasion action also allows movement by one maritime segment. The destination of the movement must be specified on the action.
Explore a Wreck	Ship	1 maritime seal 1+ skirmisher(s),	Allows the wreck of a ship to be searched. In the event of simultaneous action, the action with the greatest	Investigation	Requires a consenting ship present in the maritime province for the whole season.

		pirate(s), and/or adventurer(s)	strength, in skirmishers and adventurers, will collect the revenues.		
Navigation	Ship or fleet	1 maritime seal 1 provision per maritime unit of the garrison	Allows a captain or an admiral to move their ship or fleet from a coastal hex to the high sea, and vice versa, within the same maritime province.	Movement	If the action targets a fleet, only its admiral may carry out the action and all ships of the fleet must be on the same coastal hex.
High-Seas Navigation	Ship or fleet	1 maritime seal 1 provision per maritime unit of the garrison	Allows a captain or an admiral to move a ship or a fleet located on the high sea toward the high sea of an adjacent maritime province.	Movement	If the action targets a fleet, only its admiral may carry out the action and all ships of the fleet must be in the same high sea.
Patrol	Ship	1 maritime seal 1 skirmisher	Allows the strength of a maritime nuisance to be revealed.	Investigation	This action also makes it possible to learn an alternative way of fighting a maritime nuisance. Requires a consenting ship present in the maritime province for the whole season.

Piracy	Arrival domain of a maritime trade action	1 maritime seal 1 clandestine seal 1+ pirate(s)	Allows 20% of the value of the bills of exchange of maritime trade routes having the targeted domain as their destination to be stolen. 1 loot is placed in the revenues of the ship carrying out the action per bracket of 75 solars in value of the bill of exchange. In the event of simultaneous action, the pirate having used the greatest number of pirates in the action receives the revenues.	Intrigue	The ship carrying out this action must be in the high sea of the maritime province of the target for the whole season. The targeted bills of exchange may not have their value reduced below 20% of their original value. The name of the ship and the seals used are kept secret. The act of piracy appears only at the update of the Summer season.
Makeshift Bridge	Support to an army	1 maritime seal 50 solars, 2 sailors, 5 resources, 5 equipment, 1 carpenter, 3	Allows the targeted army to cross a hex containing a river or a watercourse. The makeshift bridge disappears immediately after its use, leaving war loot on the crossing hex.	Support	Only one army may cross on the makeshift bridge. If the owner of the army does not specify a crossing hex, it will be determined along the trajectory by the GMs.

		blacksmiths, 3 engineers			
Maritime Pursuit	Ship or fleet	1 maritime seal 1 provision per maritime unit of the garrison	Allows a ship, or a fleet for an admiral, to make a movement in order to move as close as possible to a targeted ship.	Movement	Maximum of 1 maritime segment. If two ships in two contiguous high seas make Maritime Pursuit against one another, initiative goes to the ship with the fewer strength points, and therefore the weaker ship joins the stronger ship during a maritime pursuit between 2 ships. In the event of equal strength, it is determined randomly.
Repatriation of Maritime Units	Support to a ship	—	Allows maritime units to be removed from a ship. Each repatriated maritime unit grants three (3) sailors to the guild of the ship.	Demobilization	It is possible to repatriate maritime units card in hand directly at the Bank of the Hippocampus.

Reorganization of Maritime Garrisons	2+ ships on the same coastal hex or in the same high sea	1 maritime seal per 10 maritime units	Allows maritime units to be exchanged or given between ships.	Mobilization	The ships must be on the same coastal hex or in the same high sea.
Relaunch	Ship in a consenting shipyard	1 maritime seal	Allows a ship that was in dry dock to be put back into the water.	Construction	Relaunch is impossible if the domain is besieged or occupied.
Reinforce a Maritime Garrison	Support to a ship	—	Allows the guild of the captain of the ship to reinforce the ship's garrison with a maximum of 10 new maritime units.	Mobilization	VAF. The ship must be on a coastal hex that has a quay or have an embarkation platform.

Repair in a Shipyard	Support to a ship	5 resources and 3 equipment per structure point to be repaired	Repairs 1 or more structure points of the ship, depending on the cost paid.	Construction	Shipyard VAF. The order must be given by the chief of the domain containing the shipyard.
Makeshift Repair	Support to a ship	1 maritime seal 1 engineer 5 resources and 3 equipment per structure point to be repaired	Repairs up to 6 structure points of the ship.	Construction	It is possible to carry out makeshift repairs on a ship currently engaged in maritime trade.
Withdraw Support from an Admiral	Support to a ship	—	Allows support for a ship for the office of admiral to be withdrawn.	Construction	—

Support an Admiral	Support to a ship	—	Allows support to be given to another ship so that its captain becomes admiral.	Construction	Spring season only. The captain of a ship that supports another ship may not themselves become admiral. If the support for an admiral does not change, it is not necessary to do the action again.
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Table 268: List of Maritime Discoveries

Syta Draw	Discovery	Effect / Result
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Luminous E	Paradise Island	The value of the targeted maritime province increases by 5 points.
Luminous D	Trade Opportunity	The value of the targeted maritime province increases by 3 points.
Luminous C	Collection Piece	Discovery of a marvel of nature equivalent to a series of collection objects worth 500 solars.
Luminous B	Floating Debris	Discovery of 4 cargoes from an old ship.
Luminous A	Hidden Treasure	Discovery of a hidden treasure containing 5 gold ores, 5 silver ores, and 5 precious stones.
Gray	Coral Bank	Discovery of 2 loot.
Dark A	Freshwater Pirates	Imposition of a right of passage by pirates that cancels 1 Gray stone of the discovery.
Dark B	Distractions	All results of Luminous A stones are ignored.

Dark C	Flood	A nuisance with a strength of 1 to 4 appears in the targeted maritime province.
Dark D	The Sea Is Calm	A nuisance with a strength of 1 to 4 appears in the targeted maritime province and the discovery action ends. Previous discoveries are kept.
Dark E	Terror of the Seas	A special nuisance appears in the targeted maritime province and the discovery action ends. Previous discoveries are lost.

13. The Military Sphere

13.1 Fortifications

In addition to granting additional space for the garrison of a domain, fortifications grant an additional combat strength bonus to each unit present in the garrison when an army attacks. Certain fortifications also require enemy armies to besiege for one season before they may carry out offensive military actions against a domain.

- Maritime units, embarked fighters, flobarts, pirates, and war sails, may not be placed in the garrison of a domain.
- There may be only one fortification construction per season on the same domain.
- The fortification must have been constructed in the season prior to a garrison reinforcement.
- Unless an exception applies, the strength bonus of a fortification does not apply to supernatural attacks.

13.2 Armies

Armies are composed of military units and make it possible to carry out offensive actions in the geopolitical game.

- With the exception of support actions, when the target of the action is an **Army**, the army may carry out only one of these actions per season.
- As long as the army is not dissolved or destroyed, the seal or seals invested at its creation remain committed.

13.2.1 The General of an Army

Armies may be deployed only by means of committed military seals belonging to guilds.

- The guild that owns the army is the one that carries out the action to create the army on one of its domains.
- It is possible to deploy an army on a consenting domain in the same province as the military seal or seals of the affiliation of the guild. In that case, a proxy from the owner of the domain must be submitted at the same time as the order.
- At least 50% of the committed seals must come from the owning guild. The others must come from the same region as the domain.

13.2.2 Capacity and Military Units

Each military seal committed when an army is deployed allows it to receive ten (10) units. There is no maximum number of seals that may be committed in this way.

- Certain actions of the military sphere may modify the number of units in an army.
- Military units may be submitted at the same time as the order **Deploy an Army**, or requisitioned directly from the domain, or by a combination of both. In that case, a proxy from the owner of the domain must be submitted at the same time as the order.

13.2.3 Movement and Speed

Land units move ten (10), fifteen (15), or twenty (20) hexes: this is their movement capacity, sometimes also called speed. An army containing units with different movement capacities moves at the speed of the slowest unit.

13.2.4 Combat Strength and Damage Points

The strength of the fronts involved in a combat is equal to the total combat strength of all units contained in the armies involved in the combat and the units in the garrisons of the domain where the combat takes place. In addition to the combat strength of units, other elements may modify the strength of a military front: sépium, magic, occult, beliefs, and other bonuses may sometimes make units much more powerful than they appear.

- Each unit may benefit from a maximum of +1 to its combat strength, other than those from fortifications, and any additional benefit is lost.

Once combat strength has been calculated, the fronts inflict that strength upon one another as damage points.

If the last damage points inflicted on an army are not sufficient to kill the targeted unit, that unit is not destroyed and the remaining damage points are discarded at the end of the phases of the current season.

- *For example, if a knight who has two (2) points of combat strength receives only one (1) point of damage, the knight is not destroyed and remains in the army or garrison where it was located. In the following season, the knight regains its two (2) points of combat strength.*

13.2.5 Conflict Resolution

13.2.5.1 Action Phases

In order to properly coordinate the flow of actions during game seasons, each action is carried out in a very specific action phase. This applies in particular during the resolution of armed conflicts.

13.2.5.2 Turn Order

Turn order determines which armies and units will be the first to receive damage points inflicted during a combat.

In the case of multiple combats, the army with the greatest combat strength attacks first. Combats between armies take place before attacks on garrisons.

13.2.5.3 Unit Losses

An army that receives more damage than it has combat strength is considered destroyed. On the other hand, if the army has more combat strength than the number of damage points it receives, it is important to determine which units of the army are destroyed first. The order of unit losses is detailed in Table 27 below.

Table 27: Order of Unit Losses

Order	Unit
1	Mercenary, Archer
2	Undead
3	Kornac, Vargkwen, Knight, Arquen, War Sail
4	Demon
5	Janissary, Ushatar, Professional Soldier, Ilta matcha, Flobart
6	Artilleryman
7	Mameluke, Wolf Rider, Cavalryman, Roquen

8	Marked, Orc Warrior, Militia, Elven Militia, Embarked Fighter
9	Skirmisher, Rat-Man, Brigand, Pirate
10	Assassin, Adventurer
11	Cannon
12	Trebuchet

13.2.5.4 War Loot

Great clashes sometimes leave treasures on the battlefield that the most experienced explorers will come collect. Depending on the type of conflict that created the war loot, it may be composed of a multitude of treasures and other riches: armaments, equipment, solars, loot, ores, supernatural components, collection objects, works, and so on.

When 10 units or more are destroyed by one or more actions in the same season, war loot appears on the hex where the conflicts took place. The value of the war loot is proportional to the number of units destroyed during the conflict.

In subsequent seasons, if war loot appears, a new war loot will be created. It is not possible to order a treasure hunt or collect loot from a war loot that will be created in the same season.

It is also possible to generate war loot by executing the military action **Sack** on a domain. In that case, the value of the war loot is determined by the number of structure points, minimum 10, of the buildings that were destroyed during the resolution of the action.

- The value of war loot is random and calculated by the Game Management Team.

13.3 Offensive Actions Against a Domain

13.3.1 Attack

A domain may be attacked when one of the following conditions is met:

- Immediately if the domain does not possess a fortification equal to or greater than a dungeon.
- After a minimum of one season of siege if the domain benefits from a fortification equal to or greater than a dungeon. Only armies that have completed one season of siege may now attack the domain.

During an attack on a domain, the garrison defends automatically without the owner of the domain needing to give an order to that effect.

13.3.2 Occupation

An army that succeeds on the action **Attack a Domain**, eliminates all military units of the garrison, and occupies the domain. The domain is then occupied or under occupation.

When an occupation begins, certain actions, including the construction of new buildings and assignments, are canceled. Thereafter, occupation prevents the owner of that domain from carrying out several actions, including reinforcing the garrison.

The owner of the occupied domain is restricted in the actions related to their domain and may carry out only the following actions:

- Sortie assault

- Drug the vanguard
- Mercenary support
- Last stand
- Heroic speech
- Use a potion, trinket, or scroll
- Use a magical object, except if the target is a consenting domain and it is occupied
- Enter into revolt
- Use their stones of knowledge
- Vote for a master of the fief or during an election
- Change the title of owner of the domain
- Residents of a parish or an arcane site, and great arcane site, may cast spells.

13.3.3 Siege

The establishment of a siege for a minimum duration of one season is an action necessary for armies that wish to attack a domain containing at least one dungeon, even if that domain possesses no garrison.

13.3.3.1 Limitations

The owner of the besieged domain has the same restrictions as a domain under occupation. Note that an army that succeeds in its siege but ends with fewer units than the garrison will not be considered to be besieging the domain, but it may nonetheless still attack the garrison during the following season only.

13.3.3.2 Famine

During a season of siege, the besieged garrison must feed itself from the chest of the guild owning the domain at a cost of 5 provisions per unit present in the garrison before damage from siege units.

- As soon as provisions have not been paid for the totality of the units, the besieged domain suffers desertion and inflicts upon itself an amount of combat strength equal

to 20% of its total strength without bonuses. *Desertion does not contribute to the creation of war loot.*

13.3.3.3 Siege Damage

Units with the “siege” capability inflict their combat strength as damage to the units present in the garrison, without fortification bonus, during this action. In the same way, units with the “siege” capability in the garrison inflict their combat strength as damage to the besieging army. In the case of several besieging armies, the damage is assigned to the army with the greatest combat strength.

13.3.4 Annexation

In the season following a successful attack on a domain, **Attack a Domain**, a request for annexation of the domain may be made by the guild owning the army.

The guild owning the army that carries out the annexation order must place a compensation amount in solars at the Bank of the Hippocampus.

Conflict	Compensation in Solars
Annexation of an encampment	500
Annexation of a hamlet	1000

Annexation of a village hamlet	2000
Annexation of a village	3000
Annexation of a town	4000
Annexation of a city	5000

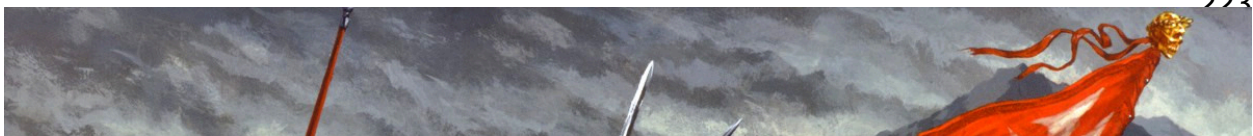
During the resolution of this action, ownership of the domain is transferred to the chief of the guild of the political seal used for the annexation.

To recover the compensation, the former owner must return the property title of the domain no later than the season following the annexation. If the title is not returned, the compensation is lost and kept by the Bank of the Hippocampus. A guild that does not return a property title loses 2 notoriety points.

The property title will then be given in the following season to its new owner, which does not prevent the new owner from carrying out actions concerning the domain that do not require the property title in hand.

There must therefore be a minimum of 2 seasons between an annexation and the recovery of the property title. During that time it is impossible to change the owner of the domain.

The army that annexed the domain is no longer considered to be occupying the domain. Other armies that are not of the same guild, seals committed and seals committed in support of an army, that attacked the domain are still considered to be occupying it, which may prevent the new owner from carrying out certain orders.



13.4 Actions of the Military Sphere

Table 28: Actions of the Military Sphere

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Sortie Assault	Garrison of a domain	1 military seal and 1 artistic seal 2 provisions, 2 grain, 2 livestock	Up to 10 units of the garrison attack a single army located on the domain. The military units carrying out the sortie assault are entitled to no possible bonuses. The units carrying out the sortie assault are determined according to the unit loss order.	Sortie Assault	The units remaining at the end of the action return to the garrison, as applicable. Only one sortie assault per season. The orders Reinforce a Garrison , Conscription , and Demobilize an Army are limited to 5 instead of 10 during the same season as a sortie assault.

Besiege a Dungeon	Army	2 military seals 1 provision, 1 grain, 1 livestock per 5 military units	Allows an army to besiege a domain containing a dungeon. It is possible to join with other armies to carry out a siege.	Offensive Action of an Army	The targeted domain must contain a dungeon. A minimum of 1 siege unit and its artillerymen must be present in the besieging army. Siege units include trebuchets and cannons. Each trebuchet is operated by 1 artilleryman. Each cannon is operated by 2 artillerymen. The total number of units in the besieging army or armies must be greater than the number of units in the domain's garrison. This total does not include mercenary or archer support.
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Besiege a Turret	Army	3 military seals 1 provision, 1 grain, 1 livestock per 5 military units	Allows an army to besiege a domain containing a turret.	Offensive Action of an Army	The targeted domain must contain a turret. A minimum total of 2 siege units and their artillerymen must be present in the besieging army and the armies assisting in the siege. Siege units include trebuchets and cannons. Each trebuchet is operated by 1 artilleryman. Each cannon is operated by 2 artillerymen. The total number of units in the besieging army or armies must be greater than the number of units in the domain's garrison. This total does not include mercenary or archer support.
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Besiege a Fortress	Army	4 military seals 1 provision, 1 grain, 1 livestock per 5 military units	Allows an army to besiege a domain containing a fortress.	Offensive Action of an Army	The targeted domain must contain a fortress. A minimum total of 3 siege units and their artillerymen must be present in the besieging army and the armies assisting in the siege. Siege units include trebuchets and cannons. Each trebuchet is operated by 1 artilleryman. Each cannon is operated by 2 artillerymen. The total number of units in the besieging army or armies must be greater than the number of units in the domain's garrison. This total does not include mercenary or archer support.
Assist a Siege	Army	1 military seal	Allows one army to assist another army that is besieging.	Offensive Action of an Army	—

		1 provision, 1 grain, 1 livestock per 5 military units			
Attack Armies	Army	1 military seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units	Allows an army to attack one or more armies present on the same hex. The list of targeted armies must be submitted at the same time as the action. The order of defense is calculated according to received supports and spells.	Combat Resolution	An army that is attacked defends automatically. In the event of a multiple attack, the most powerful army defends first.
Attack a Domain	Army	1 military seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units	Allows an army to attack the garrison of the domain where it is located.	Combat Resolution	One season of siege must previously have been completed if the fortification was a dungeon, a turret, or a fortress. Once the action Attack a Domain succeeds, the army is considered to be occupying the domain.

Cease an Occupation	Support to an army	—	Allows an army to cease occupying a domain or to cease a siege.	Other Actions of an Army	Ceasing an occupation is considered a support action and does not prevent the army from carrying out another order.
Split an Army Apart	Army	1 military seal per army created	Allows several armies to be created from a single army containing several military seals. The precise list of army names, generals, and the military units of each must be submitted with this order.	Demobilization	The composition in military seals must respect the 50% seals-of-the-army-owner rule.
Demobilization	Army	—	For each disengaged seal, a maximum of 10 military units of the army are repatriated. 3 labor are placed in the chest of the guild of the targeted seal or seals of the army for each military unit repatriated.	Demobilization	The owner of the resulting army must keep at least 50% of the seals from their guild, otherwise all military units of the army are repatriated.

Move an Army	Army	1 military seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units in the army	Allows an army to move.	Movement	The army's speed is that of its slowest unit. An army may not cross a river during movement unless it uses a makeshift bridge. If an element outside the control of the owner of the army makes the resolution of a line of movement impossible after the order has been sent, the movement of the army stops on the last hex practicable by the movement line.
Deploy an Army	Domain belonging to the guild, or a consenting domain in its	1+ military seal(s) committed	Allows an army to be deployed containing up to 10 military units per military seal invested. Military units may be requisitioned directly from the domain with the consent of the owner.	Mobilization	At least 50% of the seals must come from the guild of the owner of the army. Seals not coming from the guild of the owner of the army must come from guilds affiliated with the same region as the domain.

	affiliated province				
Last Stand	Domain	1 military seal Palisade: 50 influence Fortin: 100 influence Dungeon: 150 influence Turret: 200 influence	Grants a fortification bonus of +1 to garrison buildings until the end of the season.	Support	May be used only once per domain per season. This action may be carried out only by the guild that owns the domain. The influence cost to be paid is that of the fortification with the highest influence amount. Last Stand may not be carried out on a fortress. The influence must come from the region of the domain.
Destroy a Bridge	Army	1 military seal 1 explosive barrel 1 orc warrior	Destroys the bridge on which an army is located.	Other Actions of an Army	Armies that wanted to take that bridge will not be able to use it this season. The owner of the army must

					specify on which side of the bridge they are located.
Merge Armies	2+ armies on the same hex	1 military seal	Allows the military units and military seals of several armies to be merged into a single army.	Mobilization	At least 50% of the seals of the resulting army must come from the guild of the owner.
Pursuit	Army	1 military seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units in the army	Allows an army to move toward the hex of another army using the shortest possible path. If the pursued army is destroyed, the army carrying out the action goes to the hex where the army was destroyed. If the hex of the pursued army is out of range, the army carrying out the action goes to the nearest hex.	Pursuit	The army's speed is that of its slowest unit. An army may not cross a river during pursuit unless it uses a makeshift bridge. If the makeshift bridge is not used, it is lost without generating war loot. In the case of 2 armies pursuing one another, initiative goes to the army with the fewer strength points, and therefore the weaker army joins the stronger army during a pursuit between 2

					armies. In the event of equal strength, it is determined randomly.
Repatriation of Military Units	Support to an army or garrison	—	Allows military units to be removed from a fortification or an army. Each repatriated military unit grants three (3) labor to the owning guild.	Demobilization	It is possible to repatriate military units card in hand directly at the Bank of the Hippocampus.
Reorganization of Armies	1+ army on the same hex and/or the garrison of a domain	1 military seal per 10 military units	Allows military units to be exchanged or given between several armies and the garrison of a consenting domain. The precise list of the military units of each army and of the garrison must be submitted with this order.	Mobilization	To be able to interact with the garrison, the domain must not be occupied or besieged.

Reinforce an Army	Army on a consenting domain	1+ military seal(s)	Allows an army to be reinforced with a maximum of 10 military units per military seal used. Military units may be requisitioned directly from the domain with the consent of the owner.	Mobilization	This action must be done with the agreement of the domain owner. The reinforcement may not exceed the maximum value allowed by the number of seals committed in the army. It is not possible to reinforce an army on a domain under occupation or besieged.
Reinforce a Garrison (VAF)	Domain	—	Allows the guild of the domain chief to reinforce the garrison of their domain with a maximum of 10 new military units.	Mobilization	VAF. The garrison must have the available space to receive the units. Excess units are repatriated according to the order established in Table 27. This action may be carried out only once per domain per season.

Sack	Army	1 military seal 1 provision, 1 grain, 1 livestock per bracket of 5 military units	Inflicts the strength of the army as damage points against the structure points of buildings on the domain. An ordered list of the buildings to sack is necessary, otherwise the action cannot be carried out. Sacking buildings for a minimum of 10 structure points creates war loot.	Offensive Action of an Army	An army wishing to sack a domain must occupy the domain, not to be confused with besieging, and must therefore have succeeded on the order Attack a Domain. An army may sack a domain with the agreement of the owner.
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Cross a Bridge	Support to an army	200 solars per committed seal	Any army crossing a bridge pays a toll of 200 solars per committed seal, payable at the time the movement order is submitted. Payment is mandatory and inseparable from the movement; no crossing order is valid without the corresponding toll. The full amount is paid to the owner of the bridge. If both banks belong to different guilds, the total is divided equally between them. If the crossing guild is itself the owner of the bridge, the solars are returned to its chest.	Movement	Any bridge without a declared owner, especially in Wild Lands, still generates the toll at the normal rate. The solars are lost.
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14. The Occult Sphere

14.1 Occult Traditions

The occult knowledge that survives in the world of the Hippocampus is more often that associated with orders, colleges, or other groupings of occultists. It is a body of individuals who, in a more or less secret manner, collaborate and share their esoteric art within a fairly restricted network. There are four (4) types of occult arts, which are detailed in Table 29 below.

Table 29: Occult Traditions, Types of Occult Art, and Associated Buildings

Type of Occult Art	Occult Tradition	Associated Building
Alchemy	Ingredient	Laboratory
Creators	Invention	Patenterie
Demonic Pact	Skull	Sacrificial Altar
Spiritualism	Spirit	Ritual Circle

14.2 Occult Hierarchy

Occultists are adepts of the mysterious occult arts. They possess a codex and must take up residence in an arcane site or a great arcane site in order to be able to use their spells. The

rank of an occultist represents the control and knowledge they possess over their arcane art.

Depending on the traditions and the types of arcana, the titles associated with the ranks may change, but the mechanic represented here remains the same. The rank of an occultist is determined by the number of spells they possess in their codex.

14.2.1 Apprentice

This is the beginning of every occultist's training. They learn the rudiments of the arcane and begin research in order to acquire their first spell. A participant becomes an apprentice when they begin research for the first spell they wish to add to their codex. When an apprentice completes the learning of their first spell, they attain the rank of adept and their codex is added to their profile. The only action an apprentice may carry out is **Learn a Minor Spell**.

- An apprentice must reside in an arcane site or a great arcane site in order to be able to learn their first spell.
- An apprentice must find a master occultist of an occult tradition in order to be able to learn their first minor spell.

14.2.2 Adept

An adept has mastered the concepts of the arcane well enough to have successfully discovered at least one (1) spell through occult research. A participant is considered an adept when they possess at least one (1) spell in their codex.

- An adept must reside in an arcane site or a great arcane site in order to cast spells in the geopolitical game.
- An adept must find a master occultist of an occult tradition in order to be able to learn a major spell.

14.2.3 Master Occultist

The master occultist is an occultist who has spent a long time studying the supernatural arts and knows the workings of occultism. A participant obtains the rank of master occultist when they possess three (3) spells of the same type of magic in their codex.

- A master occultist must reside in an arcane site or a great arcane site in order to cast spells in the geopolitical game or to take on a pupil.
- A master occultist is capable of teaching the occult arts. A master occultist may teach only one pupil at a time.

14.2.4 Grand Master Occultist

The grand master occultist is a very experienced master occultist who knows the slightest secrets linked to their type of occult art. To be regarded as a grand master occultist, they must possess at least seven (7) spells of the same type of occult art in their codex.

- The grand master occultist has the same restrictions as the master occultist.
- A grand master occultist who takes charge of and leads a ceremony of occultism allows one seal to be saved in order to go from 25 to 50 participants, at the Grande Bataille only.

14.2.5 Supreme Occultist

This is an extremely rare title that may be granted only to a handful of chosen individuals following epic quests and perilous adventures. A supreme occultist must reside in an arcane site or a great arcane site in order to cast their spells in the geopolitical game.

- The supreme occultist has the same restrictions as the master occultist.
- A supreme occultist who takes charge of and leads a ceremony of occultism allows one seal to be saved in order to go from 25 to 50 participants, at the Grande Bataille only.

14.3 Residence

An occultist who wishes to interact with an arcane site in order to carry out any action whatsoever must perform the action of taking up residence on a domain possessing an arcane site or a great arcane site.

Only when an occultist has no place of residence may they request residence from a domain owner. An occultist who wishes to change their residence to another must therefore first leave the arcane site where they are in order to be able to join another arcane site in the following season.

14.4 The Codex and the Learning of Spells

14.4.1 The Codex

The codex is the list of spells known by an occultist. An occultist who wishes to cast a spell must first ensure that it is indeed written in their codex. Codices are public documents.

14.4.2 The Learning of Spells

The occult arts make it possible to invoke spells that affect the geopolitical world of the Duchy of Bicolline. All spells have their own ranges and require a greater or lesser quantity of energy. All spells have as their point of origin an arcane site or a great arcane site that serves to channel the energy of telluric currents.

Depending on the type of spell, the cost and duration of learning vary.

Table 30: Cost and Duration of Occult Learning

Type of Spell	Cost of Learning	Duration
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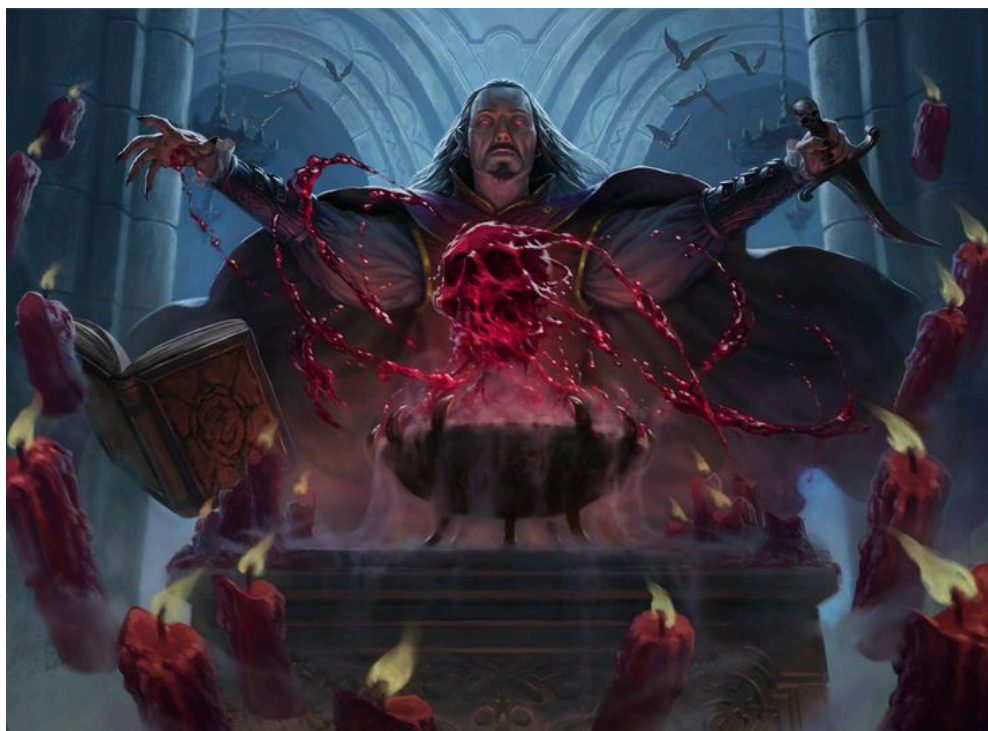
Minor	2 energies of the occult tradition of the spell to be learned, 2 laboratory assistants, 20 solars, 2 equipment, 2 precious stones	1 season
Major	3 energies of the occult tradition of the spell to be learned, 3 laboratory assistants, 30 solars, 3 equipment, 3 precious stones	2 seasons

14.4.3 Occult Damage

Unless otherwise indicated in the description of a spell, all points of military strength inflicted by an occult source ignore the military defense bonuses granted by buildings.

14.5 Occult Objects

- **Potions** are alchemical preparations of all kinds. They are prepared according to recipes using Ingredients.
- **Trinkets** are artificial creations made using Inventions.



14.6 Actions of the Occult Sphere

Table 31: Actions of the Occult Sphere

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Learn a Spell	Occultist	1 occult seal Other variable costs depending on the type of spell, Table 30	Allows the occultist to learn a spell and record it in their codex. The duration of learning varies according to the type of spell, minor or major. If an occultist is forced to leave their residence before the end of their learning, it is lost.	Construction	The occultist must reside in an arcane site or a great arcane site. Learning the first spell of an occult tradition must be a minor spell. The apprentice must have a master. An adept must have a master in order to learn a major spell.

Occult Ceremony	—	1 occult seal per 25 participants 1+ population card(s)	Allows the person responsible for the ceremony to generate 1 occult energy for each population card. 1 “Event” population card generates 2 occult energies.	N/A	The person responsible may not convert more population cards into occult energy than there are participants at the ceremony. Requires the holding of a ceremony during any activity.
Warning Shot	Ship on a coastal hex located up to 1 hex from the domain containing the coastal guard tower	1 occult seal 1 artilleryman 1 gunpowder	Allows a neutral Syta draw to be made to determine damage suffered by the structure of the targeted ship: a luminous stone deals 4 damage points, a gray stone deals 2 damage points, and a dark stone deals no damage points.	Sortie Assault	This action may be carried out up to two (2) times per coastal guard tower per season.

Create Pure Energy	Scholar	1 occult seal 50 influence from the same region per pure energy created	Allows a scholar to create 1 pure energy for each bracket of 10 participants present at the ceremony, to a maximum of 5 per ceremony.	N/A	Requires the presence of the scholar at the ceremony. The scholar may perform a ceremony for Create Pure Energy only once per year.
Cast an Occult Spell	Variable according to the spell	1 occult seal Other variable costs depending on the spell	Variable according to the spell	Variable	Variable according to the spell. The occultist must reside in an arcane site. An occultist may not cast the same spell more than once per season.
Kingdom Occultist	Occultist	1 occult seal 1 laboratory assistant 10 influence from the region	Allows the head of a region to shorten the learning time of a major spell to one season.	Construction	—

Take on a Pupil	Resident of an arcane site or a great arcane site	1 laboratory assistant	Allows a master occultist to teach a minor spell to a pupil. Allows a master occultist to teach a major spell to an adept.	Syta	The master occultist must reside in an arcane site or a great arcane site. The master occultist must remain the teacher of the adept for the duration of the learning of the major spell.
Take Up Residence	Arcane site or Great Arcane Site	1 occult seal	Allows the occultist to take up residence in the arcane site or the great arcane site of the domain. It is not possible to take up residence in a building constructed during the same season.	Construction	Maximum of 3 magicians and occultists per arcane site. A great arcane site allows 3 additional magicians and occultists to reside in the arcane site of the domain. Requires the authorization of the owner of the domain.

Leave One's Residence	Occultist	—	Allows the occultist to leave their residence in the arcane site or the great arcane site. The space freed in an arcane site or a great arcane site may be taken by another magician or occultist during the same season.	Syta	An occultist leaving their residence may do nothing else during that season. This includes masters, casting spells, and learning. The occultist is not authorized to take a new residence or parish during the same season.
Use an Occult Object	Variable	1 occult seal 1 trinket or 1 potion	Variable according to the object	Variable	Variable according to the trinket or potion.

15. The Political Sphere

15.1 Regional Councils

The regions are administered by a Regional Council led by the authority of the region.

Regional Councils are the governing heads of the different regions of the world.

15.1.1 Basic Composition

All lords of the region, all maritime lords affiliated with the region, and all representatives of guilds affiliated with the region sit on the Regional Council and may vote during its sessions.

Lords and maritime lords each have 2 votes.

Guild representatives receive 1 vote per bracket of 3 seals.

15.1.2 The Regional Charter

A regional charter is a document that defines the rules and the internal functioning of a region. Below are the categories from which labels must be chosen in order to compose a regional charter:

1. Regime: Determines the political structure of the region.
2. Governance: Defines who holds power and how it is exercised.
3. Succession: Explains how power is transferred in the event of a change in leadership.
4. Administration: Specifies the internal organization and administrative roles within the region.
5. Servitude: Defines the obligations of citizens or lower social classes.
6. Culture: Defines the nature of the labor that will be generated.

7. Specificities: Each region may adopt several specific policies, but the same policy may be chosen only once.
8. Titles: Each region may choose a unique nomenclature for its noble titles. The list must be provided in an appendix when a new charter is submitted.

15.1.2.1 Adoption

The initial Regional Charter must be adopted by the majority of nobles having voting rights, 50% of the votes plus 1, and at least two thirds, $2/3$, of the members of the Regional Council must be present during the vote adopting the Charter.

- Adoption of the Charter must take place in the presence of the game master of the political sphere or their officiant.
- The Regional Charter must have been authorized beforehand by the game master of the political sphere, who may propose modifications in order to avoid undesired consequences.

15.1.2.2 Laws

A Regional Council is able to proclaim several laws that may affect the population of its region, but that do not involve expenditures of influence. Laws are not rules points of the geopolitical game.

If a domain chief violates a law in force, it is up to the Regional Council to take the appropriate measures to enforce its laws.

15.1.2.3 Restrictions

Certain limitations linked to the management of the geopolitical game may affect the actions of a Regional Council. For example, a Regional Council or a head of region may not:

- Decide to divide or reconfigure existing domains, fiefs, or provinces.

- Block transactions at the Political Registries and at the Geopolitical Counter. A head of region may, however, attempt to persuade the participants involved to proceed otherwise, but the clerks will refuse no legal transaction.
- Modify the mechanics of the geopolitical game, population-card ratios, card effects, movement speed, topology, and so forth.
- Unilaterally remove the following noble titles: domain chief, master of the fief, and duke.

15.2 Regional Revenues and Regional Influence

The regional authority may recover its seal or seals of nobility for the current year at the Bank of the Hippocampus at the event following the Grande Bataille, the time necessary to tally the result of support in the maritime elections and the management of the regional charter and its modifications.

15.3 Regional Revolts and the Overthrow of the Regional Charter

A domain chief may place their domain in regional revolt when they disagree with decisions made by the Regional Council and/or the authority.

- If more than 50% of the domains of a province are in regional revolt for four (4) consecutive seasons:
 - The province then becomes independent.
- If more than 50% of the domains of a region are in regional revolt, or domains representing two thirds, $2/3$, of the stones of knowledge of a region:
 - The Regional Charter is overthrown following a vote of no confidence submitted to the political game master, and the Regional Council returns to its basic composition in order to establish a new Charter.

15.4 Political Ceremonies

Certain political actions require that a ceremony be carried out in order for them to be performed.

15.5 Lordly Elections

The title of lord is obtained during the lordly elections of a province. These elections may take place only during a Purple Ball or a Grande Bataille and must be announced at least 21 days before the activity is held. Lordly elections are conducted under the supervision of the game master of the political sphere or their officiant.

15.5.1 Candidates

Any person holding a property title in the province under election may stand in order to be elected lord. The person must also be present at the time of the election, because no proxy is permitted.

15.5.2 Voting Rights

The official records are based on the political situation one season before the election is triggered, that is, at the end of the Autumn season if the election is held at the Purple Ball, and at the end of the Spring season if the election is held during the Grande Bataille. Any changes that occur during the season preceding the election are not taken into account for the election.

Distribution of Stones of Knowledge for Lordly Elections

Noble Title	Number of Stones of Knowledge

Domain Chief	1 stone of knowledge per bracket of 5 population cards assigned on the domain, rounded down to the nearest whole number
Master of the Fief	1 stone of knowledge per domain composing their fief
Duke	1 stone of knowledge per domain composing the fief that supports their duchy, if the fief is located in the province where the election is taking place
High Priest	50% of the stones of knowledge found on the domain of the high priest's parish, rounded down to the nearest whole number. In the case of several parishes, these stones of knowledge are divided among their high priests.

15.5.3 Protocol

Once officially announced, lordly elections take place in several steps.

- Any participant holding a property title, a noble title, or stones of knowledge in the province concerned by the lordly elections is admitted and recovers their stones of knowledge.
- A noble may be represented and delegate their voting right by means of a proxy written in their own hand or by presenting the property title.

Candidates standing for lord must take a kobi.

- A candidate must be present on the day of the vote, and no proxy is accepted for a candidate to the title of lord.

The officiant announces the total number of stones of knowledge that will be used for the election.

The officiant calls people one by one in descending order of number of stones of knowledge to deposit them into the kobi of the candidate of their choice.

- All of a participant's stones of knowledge must be used in each round and must be deposited into the kobi of a single candidate.
- No abstention is permitted.

In order to be elected, a candidate must gather two thirds, $2/3$, of the stones of knowledge in play during the lordly election.

- The two thirds, $2/3$, of the stones of knowledge is established using the total possible, and not the total present.

In the event that no candidate has obtained two thirds, $2/3$, of the stones of knowledge, the stones of knowledge are returned to the participants and there is a second round in which the three (3) candidates having obtained the most stones of knowledge take part.

If no candidate has obtained two thirds, $2/3$, of the stones of knowledge in the second round, there is a third round in which the two (2) candidates having obtained the most stones of knowledge take part.

If no candidate has obtained two thirds, $2/3$, of the stones of knowledge at the end of the third and final round, the province remains without a lord until the next lordly election, Purple Ball or Grande Bataille.

- If a province is without a lord at the end of the Summer season, the revenues and the lordly upkeep statement are placed in an envelope and kept at the Bank of the Hippocampus until the election of a new lord.

15.6 Lordly Revolts and the Overthrow of a Lord

A domain chief may place their domain in lordly revolt when they disagree with decisions made by their lord.

- If more than 50% of the domains of a province are in provincial revolt, or domains representing two thirds, $\frac{2}{3}$, of the stones of knowledge of a province, the stones of knowledge of dukes and masters of the fief are not counted:
 - The lord of that province is removed from office following a vote of no confidence submitted to the political game master.

15.7 Actions of the Political Sphere

Table 32: Actions of the Political Sphere

Action	Target	Cost	Effect	Action Phase	Limitations / Notes
Abandon a Building	Domain	—	Allows a building to be removed from its domain without reimbursement.	Construction	This action may be carried out by the person holding the property title to the domain. Limit of one building per season.

Affiliate a Guild	Guild	—	Allows a guild leader to affiliate their guild to a province.	N/A	Done only during the Grande Bataille by presenting oneself at the Political Registries in the presence of the lord of the province. The guild must not be affiliated with a province at the end of the Summer season.
Annex a Domain	Army occupying a domain	1 political seal Compensation amount in solars	The property title of the domain is transferred to the chief of the guild of the political seal used for the annexation.	Offensive Actions of an Army	The army must already have succeeded on the order Attack a Domain before it may annex. The army wishing to annex the domain must submit the compensation amount. The army that annexes a domain ceases occupying the domain.

Annex an Independent Land Province	Regional Council	1 political seal 50 influence from the region per province of the region using this action	Allows the lord of an independent province to join their province to a region.	Construction	This action requires a ceremony with the presence of the lord of the independent province and the authority of the region it is joining.
Increase a Development Stage	Domain	Variable cost according to the development stage	Allows a domain chief to increase the development stage of the domain.	Construction	This action may not be carried out if the domain is occupied or besieged. Increasing an encampment to a hamlet is done by means of a VAF. It is possible to increase a domain's development stage and construct buildings in the same season.

Bailiff	Domain	1 political seal 1 steward	Reduces the upkeep of a domain by two (2) development stages for the current year.	Stewardship	The domain must not already be under the effect of a power increasing the upkeep of the domain. May not be done during the Summer season.
Knighthood Ceremony	—	1 political seal per 50 participants 1+ card(s) 10 influence per knighted card, influence of the region where the guild using the seal is affiliated	Allows the cards flobart, cavalryman, wolf rider, mameluke, and roquen to be transformed respectively into war sail, knight, vargkwen, kornac, and arquen cards.	N/A	Done only during the Grande Bataille. The number of units that may be transformed is limited by the number of participants at the ceremony. The presence of the head of the region at the knighthood ceremony allows the knightng action to be done using one fewer political seal, once per year only.

Change a Guild's Affiliation to a Province	Guild affiliated to a different province	1 political seal	Allows a guild leader to affiliate their guild to a new province.	N/A	Done only during the Grande Bataille by presenting oneself at the Political Registries in the presence of the lord of the province.
Change a Ship Captain	Domain	1 steward	Allows the captain of a ship to be changed.	Construction	The property title must be submitted at the Political Registries. The property title may be recovered during the following season by the guild of the captain.

Change a Domain Chief	Domain	1 steward	Allows the chief of the domain and their heir to be changed.	Construction	The property title must be submitted at the Political Registries. The property title may be recovered during the following season by the guild of the domain chief.
Conscription	Support to an army or garrison	1 political seal For each militia: 10 influence from the region of the domain, 10 armaments, 5 equipment	Allows the guild of the domain chief to deploy up to 10 militias directly into the garrison of their domain or into a consenting army located on it.	Mobilization	The domain must not be besieged or occupied. Conscription is a support action and does not count as an order of the army. Conscription may be done only once per season per target.

Council of Scholars	Participant	1 political seal 50 influence from the region	Allows the head of a region to appoint a member of a guild affiliated with the region to the Council of Scholars. The elected participant becomes a regional scholar for the following year.	N/A	Done only during the Purple Ball by the head of the kingdom by presenting themselves at the Political Registries. Each region may elect only 1 regional scholar.
Forced Disaffiliation of a Guild	Guild affiliated to the lord's province	1 political seal 20 influence from the region of the lord's province	Allows a lord to force the disaffiliation of a guild from their own province.	Stewardship	—
Voluntary Disaffiliation of a Guild	Affiliated guild	—	Allows a guild leader to disaffiliate their guild from a province.	Syta	May not be done during the Autumn season.

Decrease a Development Stage (VAF)	Domain	—	Allows a domain owner to decrease the development stage of their domain.	Construction	VAF. This action may be carried out a maximum of once per season. It is not possible to decrease a development stage if the number of buildings present on the domain exceeds the maximum allowed by the new development stage.
Diplomat	A duchy	1 political seal 1 steward 25 influence from a region of one of its fiefs	Allows 25 influence from a region of one of its fiefs to be received.	Stewardship	The action must be carried out by the guild of the duke. The influence is deposited in the chest of the political seal used.

Exile	Magician, occultist, or high priest	1 political seal 20 influence from the region of the domain	Allows the guild of the domain chief to force a magician, occultist, or high priest to leave their residence on that domain.	Stewardship	Spells or powers cast by a magician, occultist, or high priest before their expulsion still function. A spell learning fails if the student or their master leaves their residence.
End a Revolt	Domain	—	Allows the domain chief to end a regional and/or lordly revolt.	Stewardship	VAF
Missive (Ducal Courier)	A non-player character	1+ political seal 1 steward 5 influence from the NPC's region plus whatever you deem appropriate	Allows a missive of a maximum of 500 words per seal to be written to a non-player character.	N/A	The reply is given back to the sender and not to the guild of the political seal. A sealed envelope must be submitted to the Bank of the Hippocampus with the seals and the cards.

Organize Games	Grand coliseum	1 regional seal of nobility Up to 50 “Nations Tournament” population cards 15 admirers	1 notoriety point per 10 “Nations Tournament” population cards to a guild from the same region.	Stewardship	Up to 5 guilds from the same region as the Grand Coliseum. A same guild may not receive more than 1 notoriety point in this way per year. A regional seal of nobility, lord or region, must be used to Organize Games .
Provost	Castel or citadel	1 political seal 1 steward	Protects against a loss of up to 300 solars linked to the provincial reserve, castel, or regional reserve, citadel.	Stewardship	May not be done during the Summer season.
Summit Meeting (Ducal Courier)	NPC	1 political seal 10 “thematic” population cards	Allows an NPC to be “compelled” to a diplomatic meeting with you.	N/A	It is not possible to assassinate, capture, or otherwise use force against a character in this context.

Revolt	Domain	1 admirer	Allows the domain chief to place themselves in regional and/or lordly revolt.	Stewardship	The order must be submitted to the Political Registries with the property title in hand.
Support a Duke	Duchy	1 steward per fief	Allows a master of the fief to support a duchy. Three (3) masters of the fief may gather to form a new duchy.	Construction	A new master of the fief may support a duke during the same season. The title of duke is lost when fewer than three (3) fiefs support a duchy. The master of the fief must present themselves at the Political Registries. A master of the fief may delegate this decision by proxy.

Support a Master of the Fief	Fief	1 steward	Allows the chiefs of the domains of a fief to support a new master of the fief.	Construction	The property titles are presented to the Political Registries. A majority is required, or half with the support of the lord of the province of the fief. The physical presence of the lord is mandatory at the Political Registries. They may not delegate this decision, neither by proxy nor by representative.
Archer Support	Support to a land army	1 political seal 5 archers	Adds 5 units of strength 1 in support to an army for the season. The archers' contract ends at the end of the season and the archers disappear.	Support	Archers thus engaged benefit from no possible bonuses. This action may be carried out only once per army per season.

Mercenary Support	Support to an army, a domain, or a ship	1 political seal 5 mercenaries	Adds 5 units of strength 1 in support to an army, a domain, or a ship for the season. The mercenaries' contract ends at the end of the season and the mercenaries disappear.	Support	Mercenaries thus engaged benefit from no possible bonuses. This action may be carried out only once per army, domain, or ship per season.
Superintendent	A province	1 political seal 1 steward	Decreases lordly upkeep by 30 grain and 30 provisions.	Stewardship	May not be don

Acknowledgements

A great thank-you to all the people who contributed, directly or indirectly, to the creation and drafting of the rules that govern our geopolitical universe.

In alphabetical order:

- Alexandre Bégin
- Alexandre Héroux
- Carl Vincent
- Charles Bilodeau
- Christophe Bettez-Théroux
- David Huneault
- Dominic Renaud
- Édouard Beirnaert
- Éric Hébert
- Érick Marticotte
- Jean-Marc Bélanger
- Étienne Ouimet
- Francis Bonenfant
- François Noël
- Germain Nolet
- Jean-François Barbeau
- Jean-Philippe Robin
- Jean-Sébastien Roy
- Jocelyn Beausoleil
- Julie Bouchard
- Julien Grenier
- Marc-Antoine Deragon
- Marie C. Larose

- Martin Champagne
- Mathieu Dumontet
- Mathieu Veillet
- Michel Pigeon
- Natali Lortie
- Nicolas Côté-Saucier
- Olivier Renard
- Pascale B. Beauregard
- Philippe Lottin
- Philippe Mongeau
- Sébastien Dupuis
- Sébastien Lefebvre
- Sylvain Fafard

If you have any questions, do not hesitate to send them to the Game Management Team at gestion.jeu@bicolline.org, or to come ask them in person at the Bank of the Hippocampus.

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