

VICTORY CONDITIONS

- PRESTIGE** (Draw Final Conclave Token)
Prestige Sources:
- Places of Power (Each Turn)
 - Public Objective
 - Secret Objectives
 - Victories in the Field
 - Successful Vendettas
 - Hurl/Reject Insults
 - Reject Demands
 - Humiliate Emissaries
 - Destruction Rituals
 - Certain Relics
 - 1 Prestige/Canton
 - Champions of Pandemonium

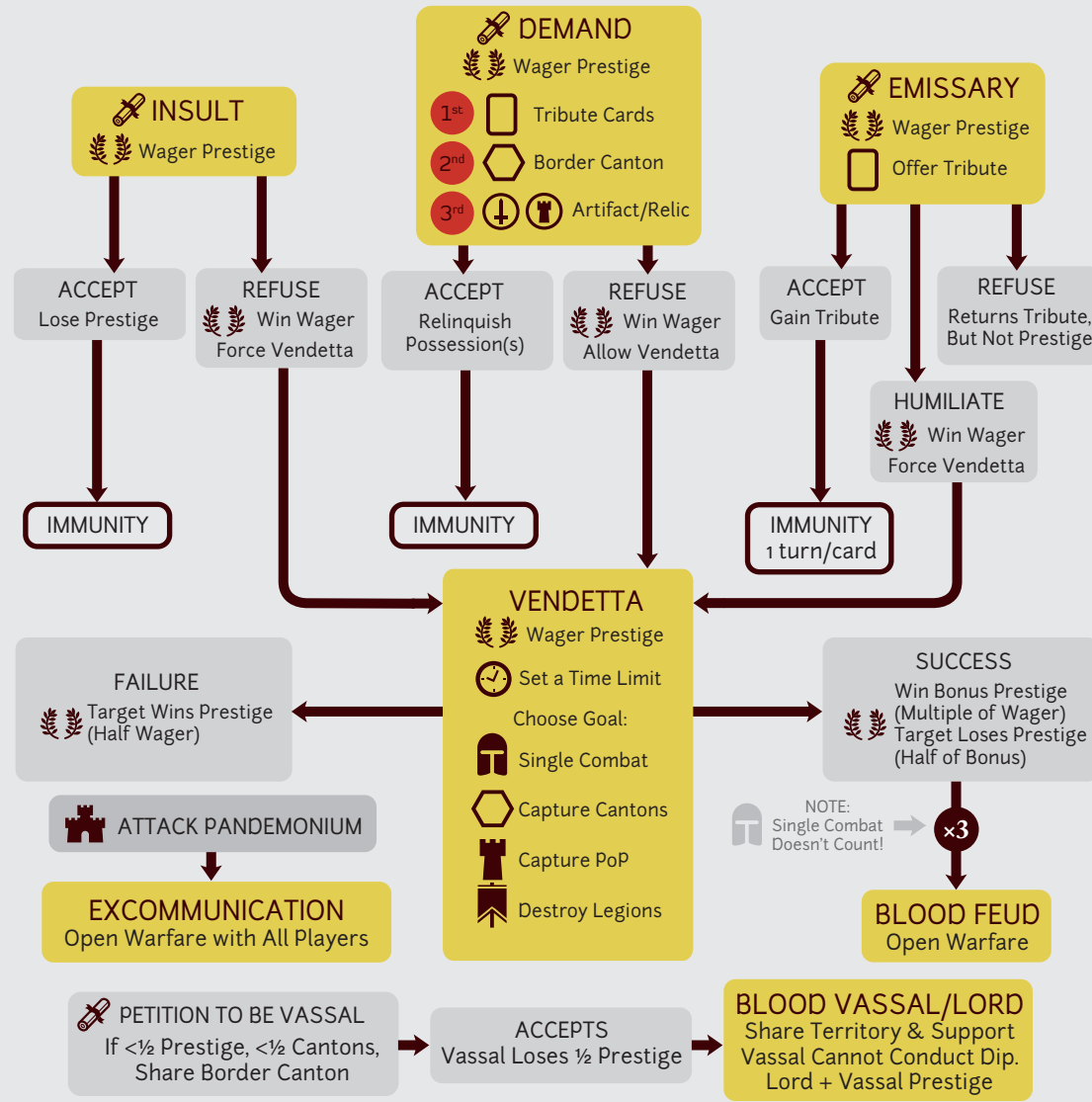
- PERK: Kingmaker (trumps PBt)
- PERK: Power Behind the Throne

- CAPTURE PANDEMONIUM**
Survive Excommunication
Hold Pandemonium for 5 Turns
Hold Your Stronghold for 5 Turns

ORDERS

- Demand Tribute
- Bid in Bazaar
- Order Legion
- Create Combat Card
- Diplomatic Action
- Play Event
- Perform Ritual
- Assemble Manuscript
- Draw Secret Objectives
- Manage Praetor/Artifact/Relic
- Increase Attributes

DIPLOMACY



FORMULAS OF NOTE

Tribute Quality Roll: 1d20 - (Previous Demands × 4) + Tribute Skill

Ritual Check: 2d6 + Relevant Attribute + Perks/Relics/PoPs
Ritual Defense: 2d6 + Target Level + Loyalty* + Perks/Relics/PoPs
Note: The Demonic Premonitions Ritual will also boost defense

(Reveal Identity Checks same as Ritual Checks, minus Target Level/Loyalty for Defender)

* Deceit Rituals only

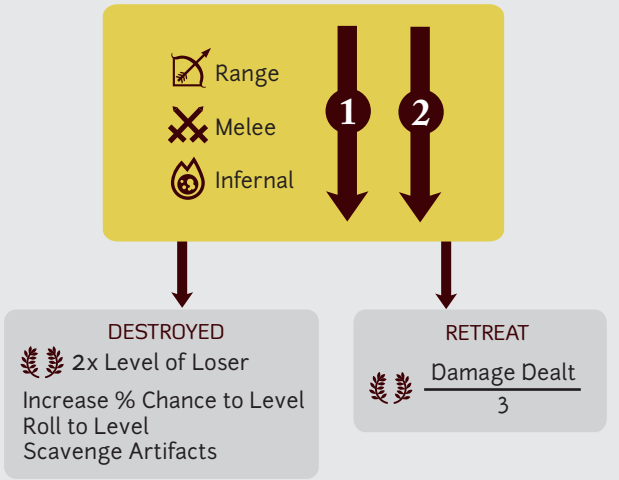
Demand Wager: 8 - (Rank Disparity) - Previous Concessions
OR 8 - (Actor Rank/2) - Previous Concessions

Insult Wager: 6 ± Rank Disparity
Emissary Prestige Cost: 4 ± Rank Disparity
Vendetta Wager (Range): 8 + (Threat - 1) ± Actor Rank
Vendetta Time Max Dependent on Actor Rank & Target Threat

Legion/PoP Attachment Slots: Level/2 (round up), 4 Max

FIELD BATTLE

- Each Legion is granted a randomly generated, level-based boost to a single stat
- Support bonus (1/2 stat of each adjacent Legion)
- Attachments/Manuscripts Bonuses



SINGLE COMBAT

- Deal 1 damage each, blocked by Shields
- Block 1 skull
- 3 = d6 direct damage
- Special Abilities (Granted by Manuscripts)
- Luck: Random Att/Def Bonus each Action

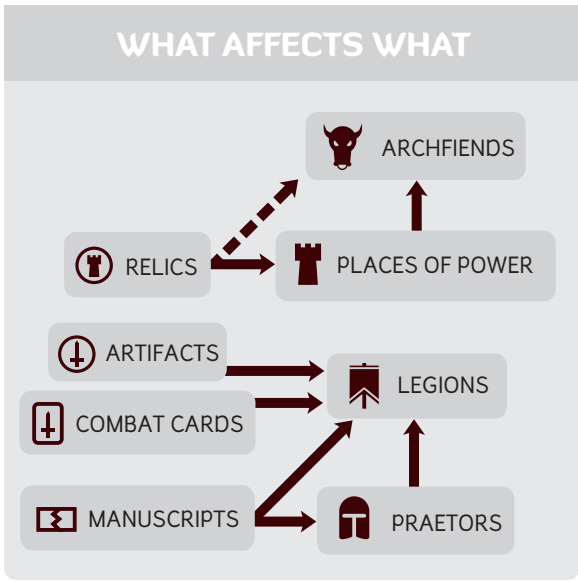
Fight to the Death, 6 Actions per Round
Each Action:

- + - (+) damage OR
- d6 damage per 3 OR
- Special Ability

VICTORY
Automatic Level Up

DEFEAT
Removed from Game

	WRATH	DECEIT	PROPHECY	DESTRUCTION	DIABOLISM
1	<ul style="list-style-type: none"> +1 Slot/Card (1 Total) Stat Boosts 	<ul style="list-style-type: none"> Decrease Legion Stat 	<ul style="list-style-type: none"> Secret Objectives +1 Ritual Slot (3 total) See Stats 	<ul style="list-style-type: none"> Direct Damage to Legion 	<ul style="list-style-type: none"> 2/2
2	<ul style="list-style-type: none"> +1 Command (4 Total) Enemy Stat Decrease 	<ul style="list-style-type: none"> Paralyze Legions 	<ul style="list-style-type: none"> +1 Ritual Slot (4 total) Loyalty Boost, Deception Defense Boost Vaults 	<ul style="list-style-type: none"> Destroy Tribute, Disrupt Rituals 	<ul style="list-style-type: none"> 3/2
3	<ul style="list-style-type: none"> +1 Healing +1 Slot/Card (2 Total) HP Shield 	<ul style="list-style-type: none"> Steal Artifacts Decoy Legions 	<ul style="list-style-type: none"> +1 Ritual Slot (5 total) +1 Healing Bidding Bonus, Rank Bonus in Dip., Bonus Prestige Ritual Chambers 	<ul style="list-style-type: none"> Detach Legion's Attachments 	<ul style="list-style-type: none"> 4/3
4	<ul style="list-style-type: none"> +1 Command (5 Total) x1.5 for Victories Deceit Defense Bonus 	<ul style="list-style-type: none"> Move Enemy Legion ^{+1 ORDER} Praetors Tribute (Looting the Vaults) 	<ul style="list-style-type: none"> Draw 2 Event Cards ^{+1 ORDER} Perks Combat Cards (Infernal Eye) 	<ul style="list-style-type: none"> Destroy Praetor ^{+1 ORDER} 	<ul style="list-style-type: none"> 5/3
5	<ul style="list-style-type: none"> +1 Slot/Card (3 Total) ^{+1 ORDER} Change Rules 	<ul style="list-style-type: none"> Destruction Rituals in Peacetime Relics Stealth Legions 	<ul style="list-style-type: none"> +1 Ritual Slot (6 total) Double Prestige from Places of Power Secret Objectives 	<ul style="list-style-type: none"> Block Order Slots ^{+1 ORDER} 	<ul style="list-style-type: none"> 6/4 Improved Tribute, Can't Demand Tribute On Following Turn
6	<ul style="list-style-type: none"> +1 Command (6 Total) x2 for Victories Major Buff to Legion, Followed by Exhaustion 	<ul style="list-style-type: none"> Reassign Cantons (Fiendish Bureaucracy) 	<ul style="list-style-type: none"> Keep 2 Event Cards Discard Secret Obj. (Yours or Enemy's) 	<ul style="list-style-type: none"> Permanently Decrease Legion HP/Stat 	<ul style="list-style-type: none"> 7/4 Convert Tribute to Prestige



RESOURCES & THEIR BASIC USES

- SOULS** (Red Skull): Staple Resource, Used for most everything
- ICHOR** (Red Drop): Wrath, Praetors
- HELLFIRE** (Red Flame): Destruction, Prophecy, Artifacts
- DARKNESS** (Red Circle): Deceit, Prophecy, Relics

- ### EFFECTS OF THREAT LIST
- Cheaper Rituals
 - Lower Wagers for Vendettas
 - Longer Vendetta Time Limits

- ### EFFECTS OF RANK
- Stronghold Strength
 - Starting Legion Strength
 - Lower Wagers for Demands/Insults
 - Wider Range for Vendetta Wagers
 - Shorter Diplomatic Waiting Periods
 - Longer Vendetta Time Limits