

THE RISING FAITH

CLAIM A WONDER

DISTRESS (NEED: MORALE OR CULTURE)

PERSECUTION (NEED: JUSTICE OR SAFETY)

EXILE (NEED: LAND OR PRESTIGE)

SACRIFICE (NEED: LEADERSHIP OR RECRUITS)

ONE NEED FROM EACH SET MUST BE ACTIVE TO UNLEASH THE WONDER.

Humankind hungers for a higher purpose. To find meaning in all this suffering and toil. To look into the unknown with confidence born of comprehension. Faith provides all that and much more.

But beware of zeal, as strangers become brothers... and nations become monsters.

PERMANENT BONUS

Name a relic, a high-priest and a location on the map. As long as you hold at least two of them you have access to one Doctrine from the Servants of the One True Faith.

Each family can only trigger this wonder once.

TRIALS

- **Declared Apostates:** the decrees of the Rising Faith put your most basic beliefs in check. The Owner tells us how. Lose your Doctrine for the next Age and **Transfer** Morale or Recruits to the Owner.
- **Ruled by Impious Leaders:** the rulers of your people react harshly to any signs of the Rising Faith, stomping it out. Tell us what sacrifices were made to preserve the status quo. Gain +1 Grasp for the next Age as your people become militant, but **Transfer** Land or Prestige to the Owner.
- **Target of a Crusade:** the zealots of the Rising Faith go to great lengths to destroy you. The Owner tell us why. Gain +1 Sleight for the next Age as your people learn to fight from the shadows, but **Transfer** Need: Justice or Safety to the Owner.
- **Targeted by Zealots:** your people were infiltrated by fanatics on the hunt for unnatural evil. **Hold Together**, and on a miss lose 1 Reach for the next Age. Your Character or the Owner's start the next Age with a free **Hellion** move.
- **Lured by a Vision:** under the spell of the Rising Faith you are gripped by a powerful vision of a promised land for your people. Gain Need: Morale until you unleash the wonder **The Age of Discovery**. The 'Travel There and Back' requirement is already fulfilled by the vision.
- **Spawned the Adversary:** somehow a perversion of your Doctrine created a threat that can't be easily destroyed. Lose 1-Treaty on all Families & Factions at the beginning of every Age the threat is still at large. Only you and the Owner have the means to hold the threat in place.

Families & Factions that gain only Trials are deemed **Corrupt** by The Rising Faith. They erase all Treaty points they hold on the Owner, and gain 2-Treaty on each other.

FORTUNES

- **The Holy Book:** your Family penned a cryptic Tome inspired by the Rising Faith. From then on your **Historians** and the Owner's always start with this extra Tome. They can read from it to use **In Praise of Darkness** on any Threat or Faction and trigger **The Writing of God** without needing a sacrifice.
- **The Highest Saints:** your current Character becomes an Icon of the Rising Faith. Tell us why the Character will be revered. From then on, **Heralds** channelling this icon can start with 2 extra charges for each Treaty their Families give you. Your **Heralds** and the Owner's always start with 5 Charges on this specific Icon.
- **The Grand Temple:** your Family built a temple for the glory of the faith. Every new Age where you still control the Grand Temple, **Share** +1 Reach with the Owner.
- **The Fraternal Order:** your people formed the Faith's gentle arm of respite. Mark on the map the temple where they congregate. As long as you hold it, if you have more than one Need in common with any Family or Faction both of you may Erase one of the Needs and gain 1-Treaty on each other.
- **The Prophet:** all it takes to change history is the unshakeable faith of a single person. Gain Surplus: Leadership and a new Family move. But the Owner gains 2-Treaty on you as your leaders convert to the Rising Faith.
- **Tested by Battle:** The atrocities of war can lead religion to flourish, but they can also cause faith to wither away. Distribute Morale as a Surplus or Need (your choice) to Families or Factions of the Owner's choice. You and the Owner gain +1 Reach for the next Age.

Families & Factions that gain only Fortunes are deemed **Virtuous** by The Rising Faith. They erase all points Treaty they hold on any **Corrupt** Families & Factions, and they and the Owner gain 2-Treaty on each other.