



2-5
players



40
minutes



10+

Barony

Sorcery

A game by Marc André
Illustrated by Ismaël

Contents

9 Territory tiles
20 Resource tokens
30 Magic tokens
25 Control tokens
(5 per player)
9 spell cards

Components for a 5th player:

- 7 knights
- 5 cities
- 2 strongholds
- 14 villages
- 1 score counter
- 1 Player Reference sheet

*A magical wind blows over the baronies!
There are now five families claiming the title of king.
The struggle for dominion over these lands has never been so fierce.*

Description of the expansion

With this expansion, you will be able to play with up to 5 players. It also adds a new dimension to the game: magic. By casting spells, players will be able to perform spectacular, game changing moves. But only if their opponents give them sufficient time to do so!

• Elements of the game •

MYSTERIOUS LOCATIONS



Mysterious locations provide Magic tokens. Players cannot build villages, strongholds or cities on a Mysterious location.

CONTROL TOKENS



They indicate that a player has already visited a Mysterious location. At the end of the game, each Control token placed on a Mysterious location is worth 3 victory points to its owner. Each player can only place one Control token on each Mysterious location.

MAGIC TOKENS



They are used by players to cast spells.

SPELL CARDS



Each spell allows players to perform a special action. The cost in Magic tokens is indicated on the left-hand side of each spell. Spells are divided into 3 categories: Movement (cyan cards), Recruitment (maroon cards) and Construction (orange cards).

• Game setup •

Building the game board

Follow the setup instructions found in the base game rulebook, with the following modifications:

- For 5 players, place all 45 Territory tiles (36 from the base game, plus 9 from this expansion).
- For less than 5 players, place 9 Territory tiles per player, making sure the right number of Mysterious locations are included. Proceed as follows:
 - For 2 players, take 3 tiles with a Mysterious location; for 3 players, take 4 tiles with a Mysterious location; and for 4 players, take all 5 tiles with a Mysterious location.
 - Add the number of Territory tiles from the base game necessary to reach the total of 9 Territory tiles per player.

Important: Mysterious locations must be placed at least two spaces away from each other.

- Each player takes the 5 Control tokens corresponding to their color.
- Randomly draw 5 Spell cards and place them face up next to the game board. Return the 4 unused Spells to the box.
- Place the Magic tokens next to the game board.

Arrangement of the first cities

During game setup, cities cannot be placed next to a Mysterious location (this will, however, be possible during the course of the game by taking action D – New city).

• New rules •

Exploring Mysterious locations

When a knight moves to a Mysterious location, its owner places a Control token on it and gets:

- 3 Magic tokens if that player is the first to visit this location (i.e. if no Control token is already present on the space).
- 2 Magic tokens if that player comes second.
- 1 Magic token if that player comes third.

When 3 Control tokens have been placed, no more can be added and that location no longer provides Magic tokens.

Once you have placed a Control token on a Mysterious location, you cannot place a second one on this same location and therefore cannot receive Magic tokens from this location again.

At the end of the game, each Control token placed on a Mysterious location is worth 3 VP to its owner.

To cast a single spell, you must first pay its cost by spending the number of Magic tokens indicated on the Spell card. Then, use the effect of that spell immediately.

To combine spells, you must first pay the cost of all the spells you wish to combine. Then, take the corresponding action (Movement, Recruitment, Construction) with the added benefits of each spell you combine.

Notes:

- Players cannot cast the same spell more than once during the same action.
- Spells remain available to all players even after they have been cast.
- Some spells refer to “lone” knights or villages. A pawn is “lone” when it is the only pawn present in a space.
- When combining spells, a player cannot take multiple actions (only one Movement, Recruitment or Construction per action).

Casting spells

On your turn, instead of taking one of the 6 basic actions, you can cast a spell. With this special action, you can either cast a single spell or combine different spells **of the same category**.

By combining Velocity and Teleport and spending 2 Magic tokens, a player can move one of his knights two spaces (not three) to an adjacent mountain space occupied by an opponent's isolated village.

By combining Abundance, Petrify and Sanctuary and spending 4 Magic tokens, a player can build a single city (not two or three) with a knight on a forest space and get the corresponding Resource token.

• Movement spells •

Velocity

Cost: 1 Magic token



Move 1 of your knights 2 spaces.

Teleport

Cost: 1 Magic token



Move 1 of your knights to an adjacent mountain space already occupied by an opponent's lone village.

Tornado

Cost: 2 Magic tokens



Move 1 of your knights. Destroy any opponent's lone knight or village in your starting space and your destination space.

• Recruitment spells •

Charm

Cost: 1 Magic token



Recruit up to 1 knight in all your cities.

Illusion

Cost: 1 Magic token



Recruit in a stronghold as if it were a city. (if combined with the Charm spell: recruit up to 1 knight in your cities and strongholds.)

Portal

Cost: 2 Magic tokens



Take a recruit action. Any knights that have been removed from the game by action E - Expedition can be recruited with this action.

• Construction spells •

Abundance

Cost: 1 Magic token



Build a city and earn 1 Resource token corresponding to the land type of the space.

Petrify

Cost: 1 Magic token



Build a city on a forest space and/or adjacent to 1 of your cities, but not adjacent to an opponent's city.

Sanctuary

Cost: 2 Magic tokens



Build a city on a space occupied by 1 of your knights and no enemy pawn, as if it were a village.