

Elementalis

Chaotica and Cultists

Something has gone horribly wrong. The Great Elemental War has been raging on for over 100 years. The Flux is in tatters, and the Creationists can barely keep it together. As the 5 Elementals sects continue to wage their war, an unholy power has slowly been breaking down it's cage.

The Harmonists and Elitists combined research of their perverse magic has lead to a terrifying discovery. Directly tapping the power of Chaos, they have gained tremendous power. What they didn't realize is that the more they exploited this power, the easier it had becoming for the Gods of Chaotica and their cultists to escape their long forgotten prisons.

The Chaos has been unleashed. The very existence of mankind is now in danger. Can these ancient Gods be stopped, or is their power too much to overcome?

Players:

2 to 5 players when added to the base set. 2 to 6 players when added to the base set with Creationists and Elitists.

New Components:

1 Major Sun Arcana
2 Minor Sun Arcana

New Mages:

Gods of Chaotica choose Sun as their Major Arcana and any other Minor Arcana. They use the power of Chaos to Choose a new Major every round.

Chaotica Cultists use a Major Arcana and an Sun Minor Arcana. They can re roll the Sun die once per Power, Chance, and Cosmic roll.

Arcana Combinations:

Gods of Chaotica	Chaotica Cultists
Sun / Water	Water / Sun
Sun / Earth	Earth / Sun
Sun / Fire	Fire / Sun
Sun / Air	Air / Sun

Scoring:

Chaotica Cultists score the exact same way as Purists do.

Gods of Chaotica take into account their current chosen Major element and their Minor Arcana and score as if they were that type of Mage.

Gods of Chaotica Spells:

There are currently no known Chaos spells reported by any Elemental Scholar. Gods of Chaotica can only cast the spells of the Major they have chosen for the current round, and the first spell of their Minor Arcana. Chaotica Cultists can only cast the spells of their Major Arcana.