

<p><b>Secret – Rapacus</b></p> <p>I murdered Rapacus!</p> <p><i>Describe how you killed him.</i></p>	<p><b>Secret – Talisman of the Serpent</b></p> <p>I stole the Talisman of the Serpent from within the dead body of Rapacus.</p> <p><i>Describe the Talisman of the Serpent and add it as a magic item.</i></p>	<p><b>Secret – Key of Solomon</b></p> <p>I stole the Key of Solomon from the sanctuary of Rapacus, a legendary grimoire.</p> <p><i>Describe the Key of Solomon and add it as a magic item.</i></p>
<p><b>Secret – Rapacus</b></p> <p>I discovered what sinister plot Rapacus was pursuing: He wanted to summon and bind a greater demon.</p> <p><i>Describe how you learned this. Accuse a wizard for knowing about this and being in on it.</i></p>	<p><b>Secret – Talisman of the Serpent</b></p> <p>I have learned how to use the Talisman of the Serpent to control the Creature in the Lake.</p> <p><i>Describe how you learned the secrets of the Talisman and add the ritual Bind the Creature in the Lake to your list of magic. If you have the talisman and cast the ritual, take the Creature in the Lake as an ally.</i></p>	<p><b>Secret – Key of Solomon</b></p> <p>Rapacus had a copy of a legendary grimoire, the Key of Solomon. It is missing from his sanctuary.</p> <p><i>Accuse a wizard for stealing it. If that wizard has the Key of Solomon, that player must reveal it.</i></p>
<p><b>Secret – Order of Hermes</b></p> <p>My real name is Tremor of Guernicus and I am a Quasitor in disguise. I am infiltrating the covenant to find out what happened with Quasitor Fulgor, who disappeared on a mission to Paludasaxa some time ago.</p> <p><i>Describe your appearance without the disguise.</i></p>	<p><b>Secret – Order of Hermes</b></p> <p>I killed a Quasitor named Fulgor some time ago, near the Sulphur Pools.</p> <p><i>Describe how you killed him and tick off permanent damage to your reputation.</i></p>	<p><b>Secret – Order of Hermes</b></p> <p>My spies have informed me that a Quasitor has infiltrated Paludasaxa. Better be careful with what I say.</p> <p><i>Describe your spies and take one of them as an ally.</i></p>

***The Death of Rapacus***

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*Trade in for one extra die in a duel*

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<p><b>Secret – Creature of the Lake</b></p> <p>The Creature of the Lake is what protects the covenant from the infernal corruption in the swamp. If the Creature of the Lake dies, Paludasaxa will slowly succumb to infernal aura.</p> <p><i>Describe how you learned this and describe the infernal corruption.</i></p>	<p><b>Secret – Pax Perpetuo</b></p> <p>I have stolen a book from Pax Perpetuo.</p> <p><i>Name the book. Decide where the book is now.</i></p>	<p><b>Secret – Pax Perpetuo</b></p> <p>In the library of Pax Perpetuo, I have seen a book that has been missing from the library.</p> <p><i>Name a wizard. Accuse that wizard for stealing books from the library and selling them to Pax Perpetuo.</i></p>
<p><b>Secret – Creature of the Lake</b></p> <p>I have a secret vis source that is linked to the Creature in the Lake.</p> <p><i>Describe the vis source. If the Creature in the Lake has not been killed, add one pawn of vis to your list of magic.</i></p>	<p><b>Secret – Pax Perpetuo</b></p> <p>I have promised Pax Perpetuo the Key of Solomon.</p> <p><i>Say what you have been promised in return.</i></p>	<p><b>Secret – Pax Perpetuo</b></p> <p>I have promised Pax Perpetuo the Talisman of the Serpent.</p> <p><i>Say what you have been promised in return.</i></p>
<p><b>Secret – other wizard</b></p> <p>I know a secret entrance to the sanctuary of another wizard.</p> <p><i>Name a wizard. Describe the secret entrance. You may enter and leave the sanctuary of this wizard without being discovered. If the wizard has the Key of Solomon or the Talisman of the Serpent, the player must reveal this.</i></p>	<p><b>Secret – other wizard</b></p> <p>A follower of another wizard is secretly spying for me.</p> <p><i>Name a wizard. Name a follower. Take this follower as an ally and remove it from the list of the other wizard.</i></p>	<p><b>Secret – other wizard</b></p> <p>I have found a flaw in the magic of another wizard.</p> <p><i>Name a wizard. Name a spell. If the wizard cast that spell, it fizzles. Remove it from the list of the other wizard.</i></p>

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